



DIGITAL EDITION

CW SMITH III

GLYPHS



RPG BLUEPRINT - V 1.0 ©

Dedication

*This work is dedicated to the individual.
Regardless of the company you keep, the individual is
always alone.*

*The instant that you accept and embrace this
loneliness, the true power of the individual shines.
It is the one, not the many that makes what is
accepted as impossible, possible.*

--CW Smith III

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- Acknowledgements -

Over the course of 6 1/2 years, every aspect of this book was created from scratch by a single individual, including game rules and mechanics, design, illustration and layout. It has evolved mechanically and esthetically through trial and error until the optimal work became the result of years of passion and dedication to the craft of RPG design.

Ultimately however, RPG's are social games that require the participation and feedback from other Players, Designers and Game Masters. Despite the amount of commitment exerted by the author, this book and game system would not be possible in its current form without the aide and expertise provided by the following special individuals:

"Team Sheepdog"

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*Soup, Zach, Wesley, Anthony, Kyle and the participants of the first
Glyphs Open Beta Campaign at NecronomiCon 2015*

- forward -

During this game's initial conception in the latter half of 2009, I had underestimated the magnitude and significance of the journey I was about to embark on. Being a seasoned Role-Player since the early 1990's in systems including Dungeons & Dragons (1st E-3rd E), Rifts and Vampire the Masquerade, my intention was to create a Universal RPG system that utilized all forms of Dice. In concept, I wanted to account for all realities and probabilities, so this appeared sensible at first.

As I approached the Third year of development, when I had completed the manuscript for what was to already be a functional system, I had a striking epiphany that compelled me to scrap the entire mechanics and replace them from scratch. The Universal RPG system I was to create had to transcend the conventional randomized approach common to most Role-Playing Games, an approach that has remained virtually unchanged for the last 40 years.

In particular, I wanted Players to be in more control of their Characters instead of leaving their fates to chance alone. Also, I realized that Game Masters could use a tool to seamlessly generate random context in an instant, while minimizing the time spent in referring to a myriad of charts and tomes of rules. A new type of RPG was being forged, one that marries together traditional RPG dynamics and expectations with a more immersive Resolution System... The Glyphs RPG Blueprint.

I methodically experimented with different gaming components to depart from the restrictions of Dice, and ultimately devised a method that uses a single Challenge Coin I simply refer to as "The Token." I found that a Challenge Coin can store more information than traditional Polyhedral Dice, and is easier to carry around. It allows for the randomization of both numbers and context through the use of universal symbols. By virtue of its weight and shape, a Challenge Coin also relies on the Player's own dexterity to attempt targeted actions, including attacks, the execution of Powers, Skills and special maneuvers known as Techniques. A single Challenge Coin, coupled together with special Grids drives the entire experience. And so, The Token System came to be.

Glyphs is a fun and flexible RPG that thinkers and creators can easily learn and teach. While this book boasts a rich variety of rules, procedures and default content, the system is easy to learn after a full read. Since this system is such a new approach to Role-Playing, it has a higher barrier of entry than conventional games on the market. In some ways, mastering Glyphs is akin to learning a Universal Language based on Symbols, a feat that is much simpler than it sounds. However, the Glyphs RPG Blueprint is just that...a Blueprint. Take what little or as much as you need to build and play through your Campaigns. Customize, hack and skin your Realities and Characters to your liking. Glyphs is intentionally a bare-bones, Universal system and is not partial to any particular reality paradigm. The default content herein is for your convenience and is meant to be expanded upon. Create your content from scratch, or emulate your favorite settings and content. Use this system as a standalone RPG experience, or blend it with other rule systems for a more immersive approach to your favorite games. Glyphs offers something to everyone.

In an Alchemical sense, the essence behind the Glyphs Molecule Logo is to dissolve something to its most basic of components, and then rearrange and bind them into a new form. This system will empower you do the same. Insert Token to Play!

--- CW Smith III
Author, Glyphs RPG Blueprint

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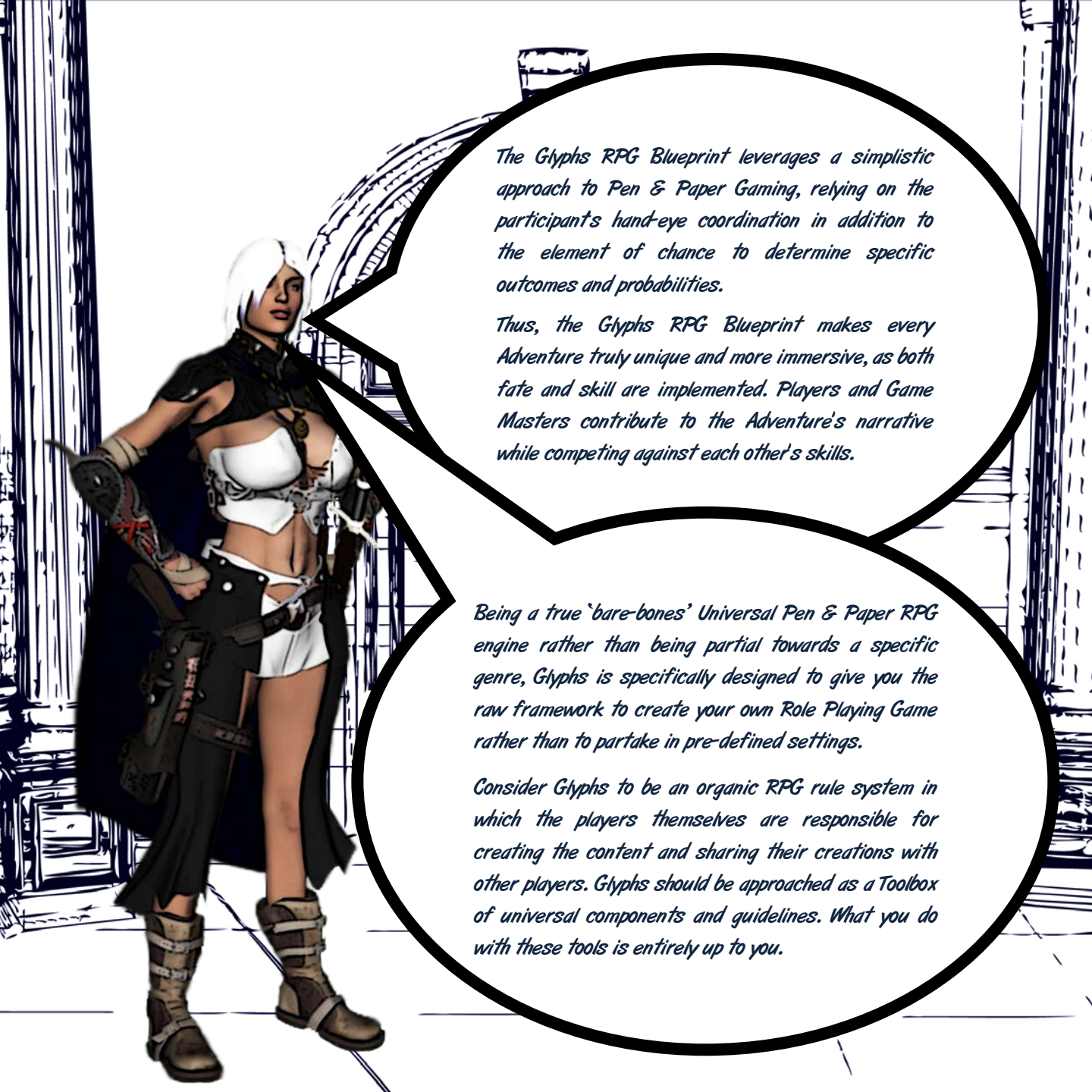


Greetings Architects and Travelers.

I'm Aya, and I'm here to aide you in unlocking the mechanics of the Glyphs RPG Blueprint.

This Universal Role Playing system allows you to manifest infinite permutations of reality within the mindscape of your imagination. Glyphs is more than just a Blueprint... it is creative consciousness at play.






The Glyphs RPG Blueprint leverages a simplistic approach to Pen & Paper Gaming, relying on the participants hand-eye coordination in addition to the element of chance to determine specific outcomes and probabilities.

Thus, the Glyphs RPG Blueprint makes every Adventure truly unique and more immersive, as both fate and skill are implemented. Players and Game Masters contribute to the Adventure's narrative while competing against each other's skills.

Being a true 'bare-bones' Universal Pen & Paper RPG engine rather than being partial towards a specific genre, Glyphs is specifically designed to give you the raw framework to create your own Role Playing Game rather than to partake in pre-defined settings.

Consider Glyphs to be an organic RPG rule system in which the players themselves are responsible for creating the content and sharing their creations with other players. Glyphs should be approached as a Toolbox of universal components and guidelines. What you do with these tools is entirely up to you.



This Blueprint contains the source rules and instructions pertinent to creating, running and playing the game.

Next is the Token, the coin that contains the markings necessary to navigate the Grids and interpret the probability of outcomes. The Token is used in a number of ways dictated by the rules that are relative to the context.


Then there are the 2 Grids, tables of concentric shapes and information used to determine the outcome of events and random content.

CHAPTER

1

“Components”

TOKEN



System

TM

The Glyphs RPG Blueprint implements the "Token System," a Tabletop Role Playing Game Engine that implements a specially crafted Coin known as "The Token," which bears symbols known as 'Glyphs' and a hole through the center used to pinpoint the success or failure of an action.

This system is the original one of its kind. The Token is used to determine the outcome of random probabilities, variables and targeted player actions. 'Grids' of concentric shapes are employed in conjunction with many scenarios The Token is used in.

Players Spin, Slide, Flip or Toss The Token relative to the context, which determines how The Token is to be used for that instant. This presents a new dimension of immersion in the Role Playing experience in addition to the results of random probabilities....the player's own skill!

The Token System gives players more control over their Characters rather than solely relying on the random outcome conveyed by Dice.

Insert Token to play!

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COMPONENTS



**The Token System
Overview**

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THE TOKEN



- Digits
- Path Glyphs
- Cardinal Glyphs
- Element Glyphs
- States Glyphs
- Sights
- Permutation Glyphs
- Function Glyphs
- Polarity Glyphs

INTERPETING THE TOKEN

Spin, Flip, Slide or Toss the Token. The Glyphs to be interpreted are determined by the Context or the GM (Game Master / Architect). The result is read as the most CENTERED or UPRIGHT Digit or Glyph(s), similar to a compass. Random results are 'spun' or 'flipped,' while precision results are 'slid' or 'tossed.'

If the result should contain multiple Glyphs or Digits, then they are read in a clockwise manner from Left to Right, starting with the one in the uppermost position. Or, if Glyphs of the category to be interpreted are equally aligned, interpret the results from Left to Right. The general meaning behind each type of Glyph is summarized; however, because their meaning is largely based on the context, it is up to the Architect and Travelers to discover them. Many interpretations will be covered throughout this Blueprint to familiarize you with their applications in a variety of scenarios.

COMBAT AND SKILL SET CHALLENGES

During Combat Encounters, or situations where Characters are prompted to use a Skill, the Token must be Slid or Tossed into a certain concentric shape within the Action Grid. The sights must land within a concentric shape as defined by the default difficulty or method of attack. **It is recommended to use a pen or pencil to mark the location through the Sights. Afterwards, the mark may be crossed out to avoid confusion during future attempts.**

THE CALIBRATION SHOT

A Calibration is a Token Slide or Toss used to acclimate the player to strike a certain target within the Action Grid. Hence, Calibration attempts DO NOT COUNT towards the objective unless the Character has an Affinity related to the action. Each player only gets 1 Calibration per attempt. Racetype Affinities are discussed in Chapter 3.

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COMPONENTS



The Token

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ELEMENT GLYPHS



CARBON



FIRE



WATER



AIR

The Element Glyphs represent interpretations of Archetypal Qualities and also possess numerical values pertinent to the context. The Damage System interprets the Element Glyphs in a clockwise direction as intensity levels from 0-3 using the letter 'T,' with a number representing a multiplier.

FUNCTION GLYPHS



CONFLICT



EVENT



SKILL SET



SOCIAL

Function Glyphs are predominantly used to dictate the category of a Random Encounter. These symbols include the Combat, Event, Skill Set and Social Glyphs. When used in a Relative-Manifestation context, they allude to an object, person or situation's purpose.

POLARITY GLYPHS



Polarity Glyphs convey the nature of an NPC, Entity or general encounter as applicable to the Polarity spectrum, including motivations and compatibility with other Characters. They are also invoked for a yes/no answer, or to determine random sizes and intensity levels.

DIGITS



Digits are used for calculating Superficial Damage (MKS), percentiles, numerical ranges and random calculations. Situations that use Digits will be referred to using the '#' symbol along with a number representing a multiplier, which dictates how many times the Token is Flipped or Spun.

SIGHTS



At the very center of the Token's markings, you will find the "Sights," which are a hole bored through the coin. The Combat System and situations that require precision use the Token's Sights to zero in on a very small area within one of the Action Grid's zones.



LINE
SQUARE



WAVE
TRIANGLE



PARTICLE
CIRCLE



CLUSTER
POLYGON

STATES GLYPHS

The States Glyphs are highly context sensitive and allow for the interpretation of a subject's shape, condition or layout. Uses include but are not limited to Environmental and Architectural layout and condition, the distribution pattern of formations and the subject's physical features. The States Glyphs consist of an Outer Geometric Symbol and an Inner Pattern. The context of the subject determines which is to be interpreted for the most accurate clues.

PERMUTATION GLYPHS



STRETCH



SKEW



ACTION



EXTRUDE

Permutation Glyphs further define a subject's random qualities. These are primarily used to describe physical objects or features, but can also have other interpretations the Architect deems appropriate. For example, 'Stretch' would imply the default object is elongated, so a Circle would become an Oval. 'Skew' implies distortion, so a Triangle may be interpreted as a Trapezoid. 'Action' suggests there is activity, interaction or motion pertaining to the subject. The 'Extrude' Glyph adds volume to a base object, so a Circle may be interpret as a Cylinder or Sphere. Also, this Glyph can manifest a subject's Framework, Skeleton or Perimeter.

PATH GLYPHS



Path Glyphs indicate the layout of roads, hallways and other routes. Interpretations include straight, crossroads, fork, meandering, segmented, left & right turns, and circular.

CARDINAL GLYPHS

The Cardinal Glyphs are concerned with random direction relevant to the context. Also, the Axis they govern depends on the side of the Token they belong to: Cardinal Glyphs from the + side govern the X and Z Axis. The Y Axis is interpreted through the Token's - Side.

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COMPONENTS



The Glyphs - 2

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THE PRIMORDIAL FORCES

There are 8 Glyphs that carry the most weight when interpreting context and outcomes; the 4 Element and 4 States Glyphs. Each represents a Primordial Force behind creation, with a range of meanings derived from their inherent properties. The Token System should be approached as a Language of symbols that evolves with the players.

Below are some of the general meanings attributed to each of the 8 Primordial Glyphs. As you develop and adventure through Glyphs-based realities, you will likely discover further meanings and applications.



Carbon Element: Carbon, Earth, Sand, Stability, Matter, Infant, Chemical, Small Arm, Light Armor, Greed, Salty, Astringent, Landscape, Spring, Commerce.



Fire Element: Hydrogen, Fire, Heat, Passionate, Energy, Child, Middle Arm, Medium Armor, Lust, Pungent, Sour, Subterranean, Lava, Summer, War.



Water Element: Nitrogen, Wet, Cold, Frozen, Mystery, Emotion, Ether, Mature, Heavy Arm, Full Armor, Depression, Barista, Liquor, Aquatic, Winter, Art.



Air Element: Oxygen, Wind, Mind, Elder, Gas, Great Arm, Reinforced Armor, Insanity, Sweet, Bitter, Celestial, Fall, Science.



Outer Symbol: Square / Cube / Rectangle, Lanky, Straight, Flat, Plains.

Inner Symbol: Linear, Scanty, Stripped, Smooth, Hairy, Long, Canyon, Vegetation, Barren, Clear.



Outer Symbol: Triangle / Tetrahedron, Even, Oblong, Mountains.

Inner Symbol: Wave, Casual, Dry, Wrinkled, Motif, Valley, Grass, Sharp, Staggered, Jagged, Brittle, Charged.



Outer Symbol: Circle / Oval / Sphere, Rounded, Swollen, Hills.

Inner Symbol: Particle, Adequate, Dotted, Spotted, Blemished, Alphanumeric, Trees, Scattered, Debris, Murky.



Outer Symbol: Polygon / Polyhedron, Stocky, Chiseled, Cavern.

Inner Symbol: Cluster, Heavy, Splotched, Scarred, Tattooed, Wooly, Symbol, Compact, Flowers, Dense, Polluted.

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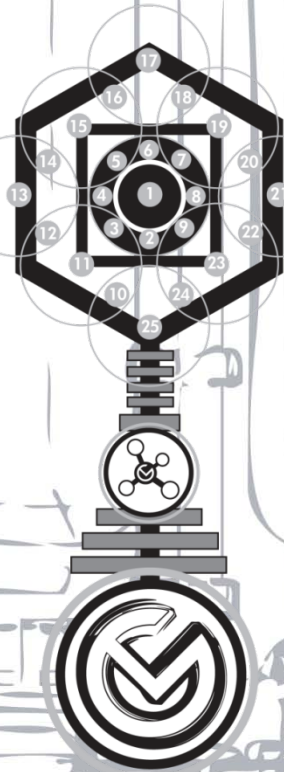
COMPONENTS



Primordial Forces

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THE ACTION GRID



The Action Grid is the map through which all transactions involving Combat and Skill happen. Patterned to allow for a variety of context-sensitive applications, The Action Grid relies on the manual dexterity of Travelers and Architects to successfully meet an objective. The reliance on skill adds a new dynamic to the Role-Playing experience.

The Action Grid is divided into 3 concentric shapes (HEXAGON, SQUARE, CIRCLE) that regulate the difficulty of a precision task. During a scenario, the player lands the Token into a specific shape. To help regulate difficulty, the CIRCLE is sub-divided into 2 Zones...The 'Bull's-Eye' or Zone 1, and the Perimeter or Zones 2-6. The target Shape is determined by the context. The player must Slide or Toss the Token into the Action Grid originating from either the 'MOLECULE' or 'G' Points.

For the Slide attempt to count, the following conditions must be met: The Token's Sights must land anywhere within the boundary of the required shape. The Token Must be projected away from the player's finger tip before it lands in the targeted Shape. The Token must be Slid from the proper point of origin.

The origination 'Point' to be used is determined by the Character's Advantage / Disadvantage, or the nature of the attempt. The Smaller 'MOLECULE' Point is used for general Combat Actions, while the Larger 'G' Point is the point of origin to activate Techniques, Powers and Skills, or during situations posing a disadvantage in Combat.

Attempts that target the CIRCLE from the 'MOLECULE' Point must land within the 'Bull's-Eye' / Zone 1. Attempts that target the CIRCLE from the 'G' Point may land anywhere within the CIRCLE (Zones 1-9).

Furthermore, there are also 9 interconnected Rings. There are a total of 25 enumerated sections within the Rings, which represent a target on an opponent's body, or may also be used to create randomness for other scenarios at the Architect's discretion. In scenarios when the Rings are to be used, such as Free-Form Attacks, the Token is lightly spun from the center of the Action Grid. The numerical zone where the Token's Sights land is the target to be affected.

HANDICAP RULES: Architects have the discretion of having players who truly lack the manual coordination to effectively play to substitute the Action Grid with Percentiles. Refer to the Solo Play rules in Chapter 26. These alternate rules are designed to be used when Traveling Alone, or for players who are in true need to implement them. Careful discretion is advised.

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COMPONENTS



The Action Grid

15

THE OMNI GRID



The Omni Grid is the Architect's blueprint to generating random colors, names and thoughts. This Grid is divided into 29 concentric zones that correspond to the 26 letters of the Alphabet, plus the symbols (#Number), (*Asterisk - Ignore / Repeat).

Furthermore, the Omni Grid contains a spectrum of common colors that can manifest throughout a campaign in limitless ways. For the convenience of players who suffer from color blindness, the names of the colors are printed.

The Architect lightly Spins the Token from the center of the Omni Grid (A). Alternatively, it may be Tossed from outside the Grid. The Color or Letter where the Token's Sights land on or nearest to represents the Color or Letter to be used. If a certain color range is desired, originate the Spin from a zone in the middle of your desired range. Different uses of the Omni Grid are covered later.

Interpreting Letter Clues

Whereas the Token's Glyphs present clues relating to context and numerical value, the Omni Grid's Alphabetical Characters allow the Architect to pinpoint context sensitive clues with precision.

The Architect will be presented with many opportunities to rely on Letter-generated Clues to create random fragments of thought. Letter Clues are generated with up to x consecutive Token Spins. The results are interpreted as either the first thought (generally a noun) that comes to mind and satisfies the context, or a combination of letters that matches a pre-determined word.

Letter Clues can be used to give the closest approximation to the subject based on its nearest sound or Letter Content, regardless of order. The principle is to decipher often scrambled letters into a cohesive subject relative to the context.

EXAMPLE: 'L,M,N' might randomly conjure up 'LEMON.' However, if the closest available option is a set list of metals, or if appropriate to the context, then the result would be 'ALUMINUM.'

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COMPONENTS



The Omni Grid

16

TOKEN & GRID ACTIVATION METHODS

Slide: During Combat, Skill Set and other Encounters, the player slides the Token into a Concentric Shape on the Action Grid. The Shape Zone that the Token successfully lands in is determined by which one the Token's Sights land in. The Token Slide is accomplished by aiming and tapping or shoving the edge of the Token, allowing it to slide into the desired Shape. The way in which the Token Slide is executed depends on the individual player's comfort, however, for best results, it is advised to keep your elbow off of the surface and engage your whole arm during the Sliding process. Simultaneously, use the tip of your Middle finger in a soft flicking action. Different contexts will dictate the criteria for each Shape. By default, all Token Slides must originate from either the 'MOLECULE' or 'G' Points. In certain cases, the Token will have to be Slid into multiple targets, or to hit a target within a certain timeframe.

For the Slide attempt to count, the following conditions must be met: The Token's Sights must land anywhere within the boundary of the required shape. The Token must be projected away from the player's finger tip before it lands in the targeted Shape. The Token must be Slid from the proper point of origin. The number of required Token Slides must be met within the allotted timeframe.

Points of Origin Criteria: Token Slides originating from the 'MOLECULE' Point must have the Molecule's inner 'G' Symbol align within the Token's Sights. Regarding Token Slides that originate from the large 'G' Point, the Token must smoothly fit within the 'G' Point's grey perimeter.

Spin: This is used to determine random factors and is used more liberally than the Slide. Spin the Token and interpret the Glyphs, Letters, Colors or Targets relevant to the Context. If using the Action or Omni Grid, the position where the Token Sights land affects the outcome. The Spin should be used as a Randomizing action. A light Spinning action is recommended to help ensure the Token falls within the Grid.

Flip: The Token Flip is also used to determine random factors, however, the use of a Grid is not always necessary, as only the Token's Glyphs or Digits are to be interpreted using this method. When flipping, be mindful of the surface The Token is landing on. Common sense is advised.

Toss: The Token may be Tossed into a Grid to uncover random Letters, Colors or Targets. It may also be used as an Alternative to the Slide to hit specific targets. If using the Action Grid, all Token Tosses must originate from the 'MOLECULE' or 'G' Points. The player's wrist should be resting on the Point of Origin before it is tossed. As with the Flip, be careful not to Toss the Token onto a delicate or brittle surface.

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COMPONENTS



Token & Grid
Activation

17

CHARACTER BOOKLET

Players track their Character's real-time status using a Booklet of (4) Character Sheets that are available to download for free, to then be printed on 8.5x11 paper and duplicated as needed. Important active NPC's should also be tracked using these sheets. Default content is listed, and most subsections on each page include brief instructions to make the Character Creation process more streamlined. For your convenience, the Bio Modules (Page-1) have been customized for each Racetype.

PAGE 1 - Bio Module (Racetype Specific)

Action Grid, Combat Level, Biometrics, Currency, Racetype & Perks, Endowments, Affinities, Tastes, Karma, Notoriety, Polarity, Personality, Archetypes, Attributes, Modifiers, Senses, Movement Ranks, H2H.

PAGE 2 - Status Module

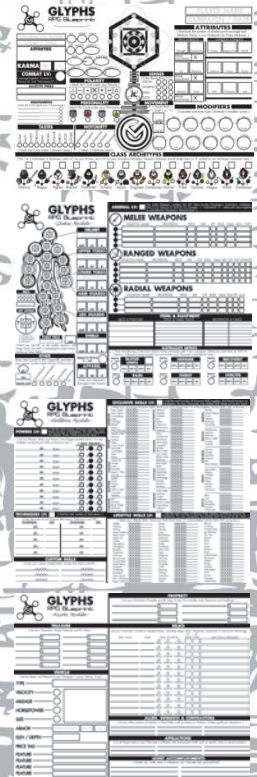
Character LHP, Armor Status, Force Fields, Ether, Comfort Levels, Apparel Indexes, Arsenal, Items & Equipment, Optional Sustenance Metrics.

PAGE 3 - Abilities Module

Powers, Techniques, Exclusive Skills, Lifestyle Skills, Created Skills. Default Skills are listed for the Player's convenience, including Rank and EXP slots.

PAGE 4 - Assets Module

Stored Treasure, Vehicle, Property, Relics, Allies & Contractors, Affiliations, Quest Accomplishments. This module charts the Character's progress based on lifetime milestones, and notes figures critical to the Character.




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COMPONENTS



The Character
Booklet

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The Glyphs RPG Blueprint takes a custom approach to Character creation. Rather than merely selecting from a pre-defined range of Classes, the Traveler is encouraged to create their own Character Classes that are derived from a set of base Archetypal features, metaphorically akin to combining molecules.

Archetypes are the embodiment of known Character expressions that exhibit a particular skill set, proficiencies, weapon affinity, combat limitations or power potentials.

CHAPTER

2

“Archetypes”



*"A frontline expert in weaponry
and tactical warfare"*

The **Warrior** Archetype embodies the essence of a well-rounded combatant. This Archetype yields many different types of front-line offensive roles and has a natural affinity for any type of weaponry or tool of war, making them ideal Knights, Samurais, Soldiers and other similar classes that engage in battles against severe threats. Warriors lean on their mastery of Weapons and Armor as opposed to the sheer speed or strength of unarmed fighters.

Arsenal: Any Weapon

Armor: Any set of Armor

Dual Wielding: Up to 1 'Middle' Weapon / hand.

Techniques: Warfare

Powers: None

Modifier Bonuses: Hit +1

THE

WARRIOR



21

ARCHETYPES



The Warrior

21



"A sly, resourceful and light-footed swashbuckler"

The **Rogue** yields a range of Characters that use cunning and wit to their advantage. They tend to rely on stealth and street smarts to get the job done. Rogues work well alone or function as reliable backups for Warriors. They have little regard for the status quo method of conducting operations or winning a battle. Rogue Characters manifest as Thieves, Assassins and Thugs, blending practical skills with a more cautious approach to combat.

Arsenal: 'Small', 'Middle'

Armor: 'Light', 'Medium'

Dual Wielding: Up to 1 'Middle' Weapon in 1 hand, and 1 'Small' Weapon in the other.

Techniques: Warfare

Powers: None

Modifier Bonuses: Speed +1

THE ROGUE



22

ARCHETYPES



The Rogue

22



"A lethal weapon of body and mind honed by rigorous training"

The **Fighter** is a combatant that excels in close quarters Melee and H2H combat scenarios, and has the ability to learn an array of unarmed techniques. The Fighter's body and mind are Weapons in and of themselves, lethal against most adversaries. Fighters manifest as different class types including but not limited to Boxers, Monks, Martial Artists, Brawlers and Wrestlers.

Arsenal: 'Small', 'Middle' Melee or any Primitive Ranged Weapon.

Armor: 'Light'

Dual Wielding: Up to 1 'Middle' Weapon in 1 hand, and 1 'Small' Weapon in the other.

Techniques: Martial Arts

Powers: None

Modifier Bonuses: Endurance +1

THE FIGHTER



23

ARCHETYPES



The Fighter

23



"A relentless, barbaric murderer who fights for the thrill"

The **Butcher** is a frontline powerhouse of pure carnage. This Archetype's approach to combat is not strategic in nature like a Warrior or Rogue, who have undergone some manner of formal training, but rather, strong, sweeping and reckless. Butchers use any Melee Weapon or Object they have available to them to extract the most damage on their targets, making them natural Barbarians or Serial Killers.

Arsenal: All forms of Melee and Primitive Ranged Weaponry, Tools and Objects.

Armor: Any set of Armor

Dual Wielding: Up to 1 'Heavy' Weapon in 1 hand, and 1 'Middle' Weapon in the other.

Techniques: Warfare

Powers: None

Modifier Bonuses: Impact +1

THE BUTCHER



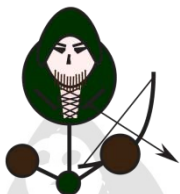
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ARCHETYPES



The Butcher

24



*"A resilient force of nature,
equally formidable in combat
and resourcefulness"*

The **Outlander** thrives in the open frontiers of the world, detached from the minutia and burdens of civilization. Equal parts hunter, warrior and naturalist, the Outlander lives off the resources provided by the lands they wander or guard and has a rich skill set rooted in survivalism. A high level of resilience and attunement to the rugged outdoors compels a mastery of Ranged Weaponry, hence they manifest as Guides, Scouts, Snipers and Rangers.

Arsenal: Any 'Small' or 'Middle' Melee Weapon, or any 'Ranged' Weapon.

Armor: 'Light', 'Medium'

Dual Wielding: Up to 1 'Middle' Weapon in 1 hand, and 1 'Small' Weapon in the other.

Techniques: Warfare

Powers: None

Modifier Bonuses: Initiative +1

THE OUTLANDER



25

ARCHETYPES



The Outlander

25



"An analytical source of information and supportive skills"

The **Scholar** Archetype juggles mental agility. Being a quick learner and repository of knowledge, the Scholar has an affinity to absorb information and adapt to a particular need. Their Skills are useful in context sensitive scenarios or in the production of Components or Medicines. The Scholar can wield some Weapons for defensive purposes, but is best left out of battle. Scholars translate into supportive roles such as Medics, Psychologists, Investigators or Chemists.

Arsenal: Any 'Small' Weapon.

Armor: 'Light', 'Medium'

Dual Wielding: No

Techniques: Soft Skills

Powers: None

Modifier Bonuses: Initiative +1, Hit +1

THE

SCHOLAR



27

ARCHETYPES



The Scholar

27





"A paper warrior who wields a pen, authority and charm"

The **Administrator** is a respected paper warrior. Their core influence comes from leveraging people and a social system's rules instead of partaking in physical conflict. Administrators can be placed inside existing structures of power for the party's advantage, or can use their social skills to bargain, negotiate policies and interpret laws. Classes derived from the Administrator Archetype include Bureaucrats, Diplomats, Kingpins, Merchants, Lawyers, Commanders or Executives.

Arsenal: Any 'Small' Weapon.

Armor: 'Light'

Dual Wielding: No

Techniques: Soft Skills

Powers: None

Modifier Bonuses: Impression +1,
Power +1

THE ADMINISTRATOR

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ARCHETYPES



The Administrator

28



*"A practical expert of tools,
machinery and innovation"*

The **Engineer** is cunning and versatile. They can command, repair, create or improvise objects such as weaponry, armor, machinery, vehicles and software. Where conventional force and wits fail, Engineers can somehow manage to make it happen. Engineers manifest as Blacksmiths, Systems Experts, Electricians, Mechanics, Carpenters, Programmers and other practical field experts.

Arsenal: Any 'Small' or 'Middle' Weapon, any Tools.

Armor: Any set of Armor

Dual Wielding: 1 'Small' Weapon in each hand.

Techniques: Soft Skills

Powers: None

Modifier Bonuses: Hit +1, Fate +1

THE ENGINEER

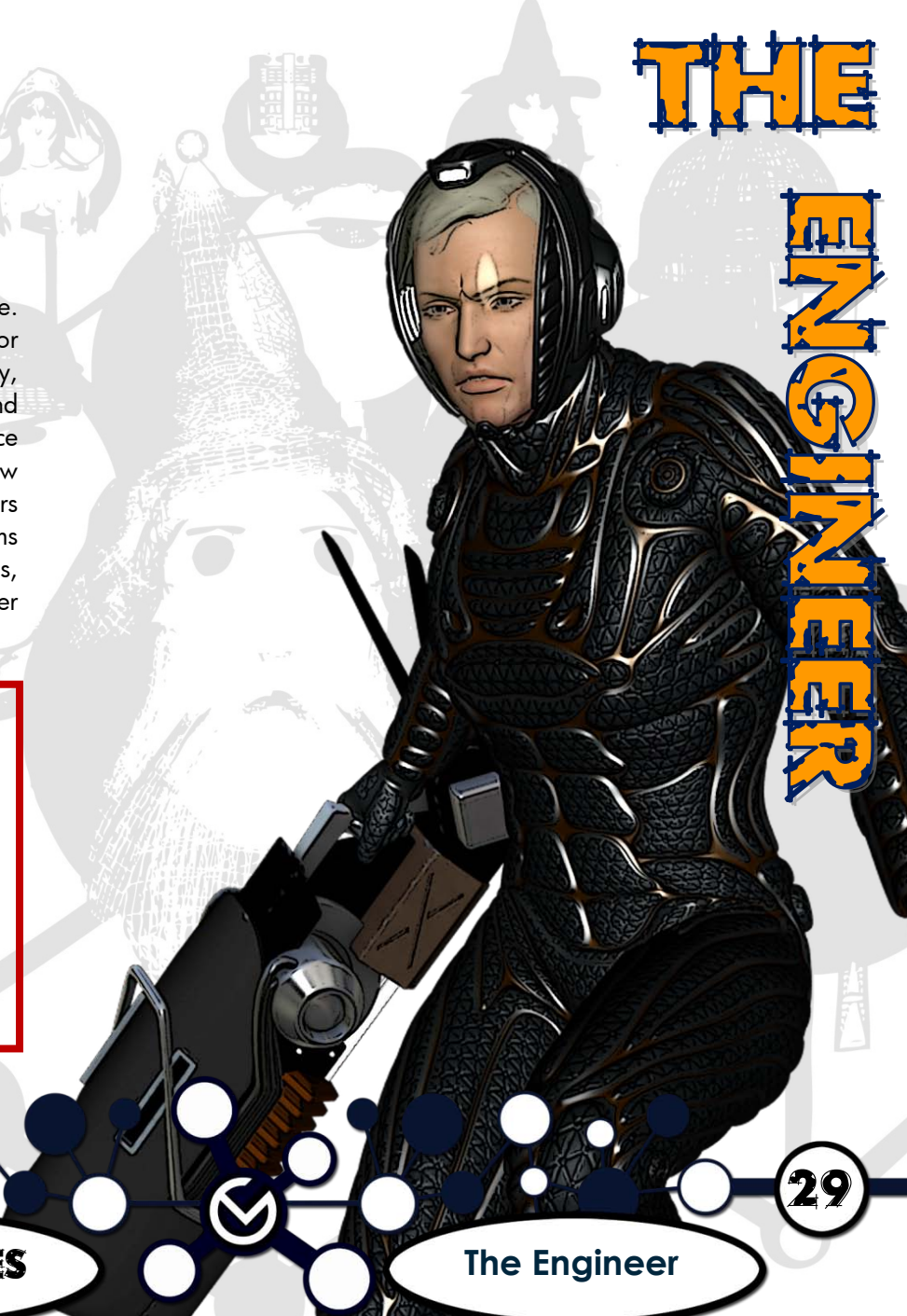
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ARCHETYPES



The Engineer

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"Just one of the many...and yet, a blank slate of potential"

The **Commoner** is a blank slate of potential. This Archetype represents an ordinary being that suddenly becomes immersed in the adventures presented by a particular Campaign. At first, this Character will be presented with higher difficulties to overcome, but this makes for an exciting challenge and throws an interesting mix into the party. Commoners have the capacity to learn ANY Skill under the proper training and conditions, and if they satisfy any necessary prerequisites.

Arsenal: Any 1 Weapon Type of choice, Objects.

Armor: 'Light'

Dual Wielding: No

Techniques: None

Powers: None

Modifier Bonuses: None

THE

COMMONER

















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ARCHETYPES



The Commoner

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Ma  Marvel	Pr  Priest	Mg  Magus	So  Sorcerer	Wi  Witch	Su  Summoner
 GLYPHS RPG BLUEPRINT - V 1.0 Periodic Table of UNCANNY ARCHETYPES	Wa  Warrior	Ro  Rogue	Fi  Fighter	Bu  Butcher	Ou  Outlander
	Sc  Scholar	En  Engineer	Ad  Administrator	Co  Commoner	



"A living source of supernatural powers and uncanny feats"

The **Marvel** wields a manifestation of inherent Power or Racetype Endowment, supernatural or otherwise. This Archetype's Superpowers are the source of its advantage because often they can be substituted for Weapons, defenses or recovery methods. Characters belonging to a Deviant Racetype must also be Marvels as their Dominant Archetype. Marvels make ideal Superheroes or Villains.

Arsenal: Any 'Small' or 'Middle' Weapon.

Armor: Any set of Armor

Dual Wielding: No

Techniques: None

Powers: Marvels

Modifier Bonuses: Power +1

THE MARVEL



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ARCHETYPES



The Marvel

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"A medium of the divine forces of nature and life"

The **Priest** specializes in sacred and recovery roles. They are concerned with the natural or spiritual purposes of things and are highly attuned to their surroundings to such a point that they can manipulate existing vibrations to perform apparent miracles that other Archetypes cannot. Priests manifest as Healers, Clerics, Druids and Exorcists.

Arsenal: Any 'Small', 'Middle' or 'Heavy' Melee Weapon. Any Primitive or Antique Ranged Weapon.

Armor: 'Light', 'Medium'

Dual Wielding: No

Techniques: None

Powers: Thaumaturgy

Modifier Bonuses: Impression +1

THE PRIEST



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ARCHETYPES



The Priest

33



*"A learned worker in the
esoteric ways of the universe"*

The **Magus** represents self-mastery and command over the universe through knowledge, and tends to view magic as a sublime method of science. The power of the Magus primarily concerns itself with Enchantments, Status manipulation, Defense, Time, Physics and Alchemical wonders. They draw their powers from intense study, practice and understanding of esoteric principles. The Magus manifests as Wizards or Blue Mages.

Arsenal: Any 'Small' or 'Middle' Melee Weapon. Any 'Pistol'.

Armor: 'Light', 'Medium'

Dual Wielding: No

Techniques: None

Powers: Enchantment

Modifier Bonuses: Impression +1

THE

MAGUS



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ARCHETYPES



The Magus

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"A conduit of fearsome magical powers and trickery of the mind"

The Sorcerer commands raw magical or psychic Power. Their Powers are virtually limitless but need to be developed routinely to increase in effectiveness and diversity. Sorcerers make for great supporting Characters but also stand well alone provided that they have a reasonable command over physical combat until they are developed to such a degree that the consumption of Ether is of lesser concern. The Sorcerer manifests as Battle Mages and Illusionists.

Arsenal: Any 'Small' or 'Middle' Melee Weapon. Any Primitive or Antique Ranged Weapon.

Armor: 'Light'

Dual Wielding: No

Techniques: None

Powers: Sorcery

Modifier Bonuses: Power +1

THE

SORCERER



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ARCHETYPES



The Sorcerer

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*"A feared conduit of the
intangible laws of fate and
probability"*

The **Witch** has a connection with the intangible forces of Fate and Probability that are often not limited by distance. Their role is to manipulate the invisible in such a way that boosts or reduces specific attributes and probabilities in the favor of the party or caster, or to be able to relay otherwise inaccessible information about the past, present or future. Witches manifest as Oracles, Spellbinders and Witchdoctors.

Arsenal: Any 'Small' Weapon. Any 'Small' Primitive or Antique Ranged Weapon.

Armor: 'Light'

Dual Wielding: No

Techniques: None

Powers: Witchcraft

Modifier Bonuses: Fate +1

THE WITCH



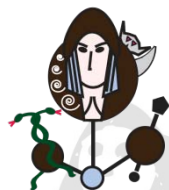
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ARCHETYPES



The Witch

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*"A conjurer that communes with
and commands exotic entities"*

The **Summoner** communicates with, conjures and controls a nearly infinite variety of beings within the Entity spectrum through magical, psychic or technological means. The Summoner's Powers allow for the conjuring of an Entity to do battle for the party, remotely interacting with the being, or temporarily possessing the being entirely. Summoners manifest as Conjurers, Evokers or Theurgists.

Arsenal: Any 'Small' Weapon.
Any 'Small' Primitive or Antique
Ranged Weapon.

Armor: 'Light'

Dual Wielding: No

Techniques: None

Powers: Conjuration

Modifier Bonuses: Power +1

THE SUMMONER



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ARCHETYPES



The Summoner

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CHARACTER CLASSES

A Character Class is an embodiment of a set of attributes, skills, abilities and knowledge that further defines the Player Character traveling within the Architect's Campaign. In all Glyphs-based Campaigns, a Class is fashioned at will directly from the known Archetypes. Also, more Archetypes may be created to further the possibilities. The Traveler is able to create a unique Character Class derived from the Archetypal Components.

Glyphs uses an Archetype-based Character creation system as opposed to a traditional Class system to give the Traveler utmost flexibility while still retaining the inherent strengths and limitations present in any Class. It also allows room for subjective interpretation of different Classes depending on the player and the Campaign, so players aren't stuck conforming to rigid, pre-defined ideas of what a Class should be.

For instance, one Campaign may simply recognize a "Knight" Class as none other than a "Warrior" Archetype, while another may add more depth to the created "Knight" Class as a combination of both "Warrior" and "Administrator" Archetypes. Architects have the liberty to create pre-set Classes that players can choose from. If this is done, then it is recommended to establish a back-story behind each Class to help define Character motives and purposes.



ARCHETYPE COMPONENTS

1- MODIFIERS: Modifiers help define how a certain Archetype is able to perform in Combat and Challenges. Combatant Archetypes get (1) +1 Modifier Bonus, Supportive Archetypes get (2) +1 Modifier Bonuses, and Uncanny Archetypes get (1) +1 Modifier Bonus. This allotment helps maintain the balance of power between Archetypes.

2- EXCLUSIVE SKILLS: The set of Skills that add value to a Class Archetype. Exclusive Skills belong to a single Archetype due to their more trade-specific aspects. These Skill Sets are the pillar behind a Supportive Archetype's contribution to a party.

3- POWERS & TECHNIQUES: Special abilities, magic and exotic Combat feats. These consume Ether (EP) due to the level of focus and energy required to use them.

4- ARMOR: The variations of Armor that an Archetype can wear. Note that minimum Strength requirements must be met even though the Archetype is qualified to wear the Armor.

5- ARSENAL: An Archetype's eligible loadout. This is determined by factoring in an Archetype's core function and assumed level of training with specific Weapon Families.

Levels of Weapon Proficiency:

Proficient: Allows the full range of attack possibilities limited by the Archetype's potential. Most Characters are Proficient with a limited number of Weapons.

Trained: Allows Free-Form and Focused Attacks with a Weapon in its Archetype Arsenal, but no Proficiency Bonuses are available.

Untrained: All attempts to Attack with a Weapon outside of the Archetype's Arsenal must land within the Action Grid's Bull's-eye for 3 consecutive Token Slides.



ASSEMBLING CLASSES

BLENDED CLASS

The preferred method of Class creation. Choose from up to 2 Archetypes for a single Character. The First Archetype is the “Dominant” Archetype, while the second Archetype is known as the “Subordinate” Archetype. The Blended Class creation method sees each of the 5 Archetype Components as a set of interlocking pieces that can be mixed and matched. Create an appropriate name or title that resonates with your Blended Class.

Component Restrictions

1-MODIFIERS (Dominant): Modifier Bonuses always come from the Dominant Archetype.

2-ARMOR (Dominant): Armor types always belong to the Dominant Archetype.

3-ARSENAL (Dominant): Arsenal always belongs to the Dominant Archetype. Experience Points awarded for all Weapon Proficiency upgrades are HALVED.

4-SKILLS (Dominant AND Subordinate): Experience Points awarded for any Exclusive Skill upgrades are HALVED for Blended Characters. Having double the Skill options takes twice as long to develop each Exclusive Skill.

5-POWERS & TECHNIQUES (Dominant AND Subordinate): The Character retains the Powers AND Techniques of the Dominant AND Subordinate Archetype. Experience Points awarded for Power or Technique upgrades are HALVED for Blended Characters.

SOLITARY CLASS

Simply choose your preferred Archetype and create an appropriate Class name or title suitable for the role you wish to play in the campaign. Ideally, the Powers, Techniques and Skills you choose will define the specific class through its features. Examples: Warrior=‘Soldier,’ Rogue=‘Assassin,’ Magus=‘Wizard,’ etc.

FREESTYLE CLASS

This is the most flexible approach to creating a Character Class, but should require the Architect's approval since this method can also skew a Character's balance. The Freestyle approach allows the Traveler to choose any component from any Archetype. If this method is used, all EXP earned is HALVED, and all EP requirements are DOUBLED.

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ARCHETYPES

✓

Assembling
Classes

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SAMPLE BLENDED CLASS



DOMINANT

+



SUBORDINATE

= "Paladin"

- 1-**MODIFIERS:** WARRIOR - Hit +1
- 2-**ARMOR:** WARRIOR - Any set of Armor
- 3-**ARSENAL:** WARRIOR - Any Weapon
- 4-**SKILLS:** WARRIOR & PRIEST EXCLUSIVES
- 5-**POWERS & TECHNIQUES:** Powers: THAUMATURGY / Techniques: WARFARE

SAMPLE SOLITARY CLASS



= "Brawler"

SOLITARY ARCHETYPE

- 1-**MODIFIERS:** FIGHTER - Endurance +1
- 2-**ARMOR:** FIGHTER - 'Light' Armor
- 3-**ARSENAL:** FIGHTER - 'Small', 'Middle' Melee or any Primitive Ranged Weapon.
- 4-**SKILLS:** FIGHTER EXCLUSIVES
- 5-**POWERS & TECHNIQUES:** Techniques: MARTIAL ARTS


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ARCHETYPES



Sample Classes

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A woman with long, flowing white hair is shown from the back, looking towards a large, complex wireframe cage. Inside the cage, several dark, humanoid figures are visible. The background is a futuristic, industrial environment with metallic structures and glowing elements. A large speech bubble is positioned to the left of the woman, containing text about Racetypes.

Racetypes are different incarnations of Humanoid beings. Each has an inherent set of Structural traits, Perks, Affinities and potential Endowments.

Travelers have the liberty of assuming one of the default Racetypes I will describe, or creating their own. Certain Racetypes may be more favorable for, but not necessarily restricted to specific Archetypal roles.

CHAPTER

3

“Racetypes”

GRAFTING RACETYPES

1.- The first step to creating your own Racetype is to define the grafted being's physique, special traits and sensory affinities. This is the most creative and race-defining task. This includes defining characteristics based on Size, Tissue, Blood, internal Vitals and a Skeletal structure. This step establishes the Racetype's appearance and composition.

2.- The next step is to quantify how the Racetype expresses its natural traits through Attribute and Sensory Bonuses. Does the Racetype rely on superior strength to survive? Does the Racetype have higher sensory perception than others? Does the Racetype's skin provide an extra layer of protection or camouflage? These and other variables must all be taken into consideration before moving on to the final step.

3.- Certain Racetypes are gifted with "Endowments", which are essentially special qualities or abilities solely attributed to its Racial composition. The number of Endowments will determine if the Racetype is classified as Primal or Deviant. Primals have no Endowments, while Deviant Racetypes get up to 3. If a Deviant Racetype is created, then by default it must also be a 'Marvel' as a primary Archetype during the class creation process.

4.- Racial background and narrative tips: Where is the grafted Racetype's place in the world? While Glyphs focuses on offering generic solutions fit for any Reality, Racetypes are more than a manifestation of physical and mental traits. What challenges do they face that are attributed to their reputation, customs and appearance? Do other Racetypes perceive them as a threat or as an inferior species, and how might this affect a party? What historical significance does the new Racetype have in the Campaign's world? Also, consider sustenance and environmental needs, traditions, the aging process, technology, civilizations, attire, favored equipment, combat techniques and any exclusive powers their kind are known for. What Polarity spectrum and personality type does this Racetype lean towards?



DEFAULT RACETYPE & ENTITY SIZES

SIZE HEIGHT RANGE WEIGHT RANGE (lb) LIFTING CAPACITY (lb) - STRENGTH

SHORT / AVG / TALL LIGHT / AVG / HEAVY / OVER WEAK / AVG / STRONG / MIGHTY

SSS:	0.25"/1"/6"	¼, ½, 1, 2	¼, ½, 2, 3
SS:	10"/1'/2'	3, 8, 15, 25	3, 10, 20, 30
S:	3'/4'/4.5	30, 50, 70, 90	35, 65, 85, 120
M:	5.0'/6.0'/7.0'	100, 180, 250, 300	75, 150, 300, 1000
L:	7.5'/8.0'/9.0'	350, 400, 500, 700	600, 1000, 1500, 2000
LL:	10'/20'/35'	800, 1000, 1500, 2500	1500, 2000, 3000, 5000
LLL:	50'/75'/125'	3000, 5000, 7500, 12000	6000, 8000, 10000, 15000

BASE EP BEING SIZE VALUES

SSS: 11 **L: 7**
SS: 10 **LL: 6**
S: 9 **LLL: 5**
M: 8

CARRYING CAPACITY MULTIPLIERS (STRENGTH)

EVEN: X1
WILD: X2
AUGMENTED: X3
EPIC: X4

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RACETYPES



Being Sizes, EP Values
& Carrying Capacity

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PRIMAL RACETYPES



Primal Racetypes are the most prevalent of Humanoids throughout the Mindscape. They are characterized by having no exotic Racial Endowments, although their allotted perks may compensate by enhancing their performance and development.

Potential Perks: Enhanced Senses, Additional Skills, Techniques or Powers, EXP multipliers, Attribute Bonuses.

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RACETYPES



Primal Racetypes
Overview

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HUMAN

Humans are often regarded as the template for civilized sentient life forms. They define themselves through cultural expression, warfare and science. Humans are creative, highly resilient and are the most rounded for any Archetypal role. Humans can adapt to many environments and situations because of their strong survival and social instincts. Despite their potential to achieve technological and artistic marvels, their bodies break down faster through age and disease in comparison to other Racetypes. Many believe that true immortality is attained through deeds.



Sight: LV2 CLEAR

Tissue: ORGANIC / LHP: 2

Hearing: LV2 GOOD

Skeleton: ENDOSKELETON / LHP: 4

Smell: LV2 RELIABLE

Vitals: BIOLOGICAL / LHP: 1

Taste: LV2 BALANCED

Blood: SS: 4U, S: 6U, M: 12U

Affinities: WARRIOR, ENGINEER, MARVEL, COMMONER

Weaknesses: Unspecified

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank / 2.'

Prime Attributes: **Physique:** 'Even' **Intelligence:** 'Even' **Essence:** 'Even'

Racetype Perks: Earned Techniques and 'Marvel' Powers EXP is Doubled. Begins with 1 Additional Exclusive Skill.

Sizes: **SS** (Infant), **S** (Child), **M** (Mature) **Ether:** X1 Size Value [M=8]

Sustenance: Food - 2-3 Meals a day, water. Sleep 8 Hrs a day. Shelter from the elements.

Lifespan: 125 Years (Infant 1-2 / Child 3-17 / Mature 18-60 / Elder 61-125) *** Elder: (-2) Strength, Constitution, Health, Finesse, Appearance, Memory, Reaction. (-2) Senses. (+1) Wisdom, Force.

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RACETYPES

✓

Human

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ELF

Elves are the more elegant of the Humanoid Racetypes. They are equally graceful and disciplined in every aspect of their long lives. Being attuned to nature and the subtle forces, Elves tend to be very guarded and close knit. They have slender physical characteristics and pointed ears. The skin hues and sensory development of Elves vary as a reflection of their environment, whether they dwell in the woods, underground, the mountains or secluded islands. Elves are natural long-ranged combatants because of their level of focus, and are more natural at wielding abilities that may be regarded as magical.

Sight: LV3 PRISTINE

Hearing: LV3 ACUTE

Smell: LV2 RELIABLE

Taste: LV2 BALANCED

Affinities: OUTLANDER, MAGUS, SORCERER, PRIEST

Weaknesses: Unspecified

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank / 2.'

Prime Attributes: **Physique:** 'Even' **Intelligence:** 'Even' **Essence:** 'Epic'

Racetype Perks: +1 Force. Earned 'Priest,' 'Magus' and 'Sorcerer' Powers EXP is Doubled.

Sizes: **SS** (Infant), **S** (Child), **M** (Mature) **Ether:** X2 Size Value [M=16]

Sustenance: Food - 2-3 Meals a day, water. Sleep 8 Hrs a day. Shelter from the elements.

Lifespan: 500 Years (Infant 1-2 / Child 3-17 / Mature 18-400 / Elder 401-500) *** Elder: (-2) Strength, Constitution, Finesse, Reaction. (-1) Senses. (+2) Wisdom, Force

Tissue: ORGANIC / LHP:2

Skeleton: ENDOSKELETON / LHP: 4

Vitals: BIOLOGICAL / LHP: 1

Blood: SS: 4U, S: 6U, M: 12U



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RACETYPES



Elf

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DWARF

Short, rugged, ill-tempered and innovative, Dwarves are the makers of exotic weapons, armor and gadgetry. They are regarded as being fierce on the battlefield and extremely dedicated in works of engineering and craftsmanship because of their latent connection to the earthen elements. Dwarves are stereotyped as having rough skin, thick hair, long bristly beards, and blocky hands. They value combat, hard work and ingenuity.



Sight: LV2 CLEAR

Tissue: ORGANIC / LHP: 2

Hearing: LV2 GOOD

Skeleton: ENDOSKELETON / LHP: 4

Smell: LV2 RELIABLE

Vitals: BIOLOGICAL / LHP: 1

Taste: LV2 BALANCED

Blood: SSS: 2U, SS: 4U, S 6U

Affinities: BUTCHER, WARRIOR, ENGINEER, MAGUS

Weaknesses: Unspecified

Movement: LAND= 'Speed Rank.' WATER = 'Speed Rank / 3.'

Prime Attributes: **Physique:** 'Even' **Intelligence:** 'Even' **Essence:** 'Even'

Racetype Perks: +1 Constitution. Earned 'Engineer' Exclusive Skills and 'Magus' Skills EXP is Doubled. Night Vision: Dwarves can see in pure darkness with LV2 'Clear' detail.

Sizes: **SS** (Infant), **S** (Child), **M** (Mature) **Ether:** X2 Size Value [M=16]

Sustenance: Food - 2-3 Meals a day, water. Sleep 8 Hrs a day. Shelter from the elements.

Lifespan: 250 Years (Infant 1-2 / Child 3-17 / Mature 18-200 / Elder 200-250) *** Elder: (-1) Strength, Constitution, Finesse, Reaction. (-1) Senses. (+1) Wisdom, Force.

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RACETYPES



Dwarf

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FERAL

A Feral is a cross between a Human and a wild mammal via genetic splicing, magic or birth. Permutations can manifest in a variety of forms, but more prevalent animal traits are those of Rabbits, Cats, Dogs, Apes, and Lions. This Racetype embodies the perfect balance between man and beast, sharing the Intelligence and Essence of Humans with the arms, legs, ears and facial features of animals. This grants heightened senses and incredible endurance as well as the inherent qualities of the animal itself.

Sight: LV2 CLEAR

Tissue: ORGANIC / LHP: 2

Hearing: LV3 ACUTE

Skeleton: ENDOSKELETON / LHP: 4

Smell: LV3 REFINED

Vitals: BIOLOGICAL / LHP: 1

Taste: LV3 CULTURED

Blood: SS: 4U, S: 6U, M: 12U, L: 18U

Affinities: FIGHTER, OUTLANDER, MARVEL, SORCERER

Weaknesses: Unspecified

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank / 2.'

Prime Attributes: **Physique:** 'Wild'. **Intelligence:** 'Even' **Essence:** 'Even'

Racetype Perks: +1 Constitution.

Animal Bite: T2 Tearing / Piercing Damage / EFF: 3. Claws: T1 Cleaving Damage / EFF: 2 - OR -

Talons: T1 Tearing Damage / EFF 2 - OR - Hooves: T1 Striking Damage / EFF 2

Sizes: **SS** (Infant), **S** (Child), **M, L** (Mature) **Ether:** X1 Size Value [M=8]

Sustenance: Food - 1 Meal a day, water. Sleep 8 Hrs a day. No Shelter from the elements needed, unless the elements are hazardous to the Feral's specific Animal nature.

Lifespan: 175 Years (Infant 1-5 / Child 6-20 / Mature 21-130 / Elder 130-175) *** Elder: (-1) Strength, Constitution, Health, Finesse, Reaction. (-2) Senses. (+1) Wisdom.



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RACETYPES



Feral

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DAEMON

True creatures of darkness, Daemons are the offspring of Demons that were trapped in the Material World. While their features are reminiscent of a Demon, Daemons lack any wings and abilities attributed to Demons. A well defined physique is accented by a horned head, rigid claws, pronounced brow and jaw structure. Skin tones range from amethyst, albino white, blue, charcoal black, and red. While still partially planar in nature, due to metaphysical laws, Daemons cannot trespass on any property inhabited by Characters of the exact opposite Polarity unless invited, so they must rely on trickery to gain passage. Also, as a curse from their Demonic heritage, Daemons sustain damage if exposed to running bodies of water, such as rivers or floods.

Sight: LV2 CLEAR

Tissue: ORGANIC / LHP: 2

Hearing: LV2 GOOD

Skeleton: ENDOSKELETON / LHP: 4

Smell: LV2 RELIABLE

Vitals: BIOLOGICAL / LHP: 1

Taste: LV3 CULTURED

Blood: M: 12U, L: 18U

Affinities: ADMINISTRATOR, WITCH, SUMMONER, SORCERER

Weaknesses: Running Water inflicts 1 MKS of damage / Second.

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank / 3.'

Prime Attributes: **Physique:** 'Wild'. **Intelligence:** 'Augmented' **Essence:** 'Epic'

Racetype Perks: Earned 'Witch' and 'Summoner' Powers EXP is Doubled. x2 EP Recovery at Nighttime

Sizes: M **Ether:** X3 Size Value [M=24]

Sustenance: Life Force - 1 feeding a week. Sleep is not needed. No shelter required from the elements.

Lifespan: Immortal



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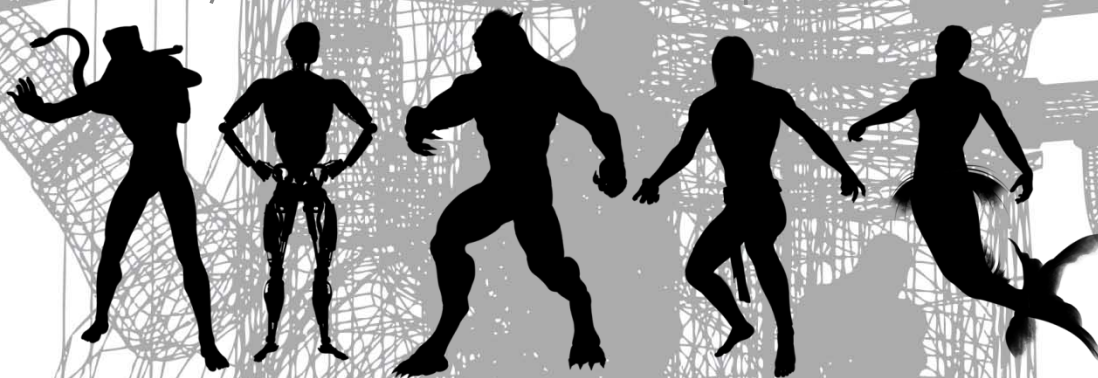
RACETYPES



Daemon

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DEVIANT RACETYPES



Deviants should be regarded as rare and powerful amongst other Racetypes. They are more advanced and far removed to what might be considered as ordinary, so their implementation in a Campaign should be used with discretion. They are characterized as having 1 clearly defined weakness and 3 Endowments, which are unique racial abilities that don't consume EP.

Endowments: Each Deviant Racetype should have 5 Potential Endowments to select from. All new Characters must choose 3 out of the 5 Endowments, which cannot be changed once selected.

Deviant Archetypes: By default, all Deviant Characters are also 'Marvel' Dominant Archetypes, but without access to 'Marvel' Powers. If the Character is a 'Blended' Class, then the Traveler must also elect 'Marvel' as the 'Subordinate' Archetype to have access to the Marvel's Powers.

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RACETYPES



Deviant Racetypes
Overview

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MERMAN

The farers of the deep who thrive in pristine oceans and lakes. Mermen / Mermaids share the features of a Human and the lower body of a fish, which exists in a variety of hues, including blue, green, yellow and red. They have 2 body structures depending on their environment. In water, they have their natural fishtail lower torso. While on land, the fishtail splits and the entire lower torso and legs mold into those of a Human. If exposed to enough water, such as puddles or rainfall, the Merman will involuntarily resume its fishtail form. Overprotective of their habitats, Mermen only interact with surface dwellers as merchants or pirates.



Sight: LV2 CLEAR **Tissue:** ORGANIC / LHP: 2
Hearing: LV3 ACUTE **Skeleton:** ENDOSKELETON / LHP: 4
Smell: LV3 REFINED **Vitals:** BIOLOGICAL / LHP: 1
Taste: LV1 BLAND **Blood:** SS: 4U, S: 6U, M: 12U

Affinities: WARRIOR, OUTLANDER, PRIEST, SUMMONER

Weaknesses: Dry and Hot Climates above 100°.

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank x 2.'

Prime Attributes: **Physique:** 'Wild'. **Intelligence:** 'Even' **Essence:** 'Even'

Racetype Perks: Fishtail and Humanoid body structures. Mermen can roam the oceans down to a depth of about 2 miles. Greater depths exhort too much pressure on their bodies.

Sizes: M **Ether:** X1 Size Value [M=8]

Sustenance: Food - 2-3 Meals a day, Water. Mermen prefer a diet of algae and fish, but can also eat foods found on the surface. NOTE: Heavy meats such as beef, pork and poultry do not grant Mermen any EP recovery multiplier regardless of how it is prepared. Sleep 6 Hrs a day. Shelter from heat. While on land, Mermen must also soak in water for at least 30 minutes a day or their body becomes dry and suffers the effects of dehydration. If this happens, they emit a strong fishy smell that affects a D2 Radius.

Lifespan: 300 Years (Infant 1-5 / Child 6-17 / Mature 18-199 / Elder 200-300) *** Elder: (-1) Strength, Constitution, Reaction. (-1) Senses. (+1) Wisdom.

Endowments: Sonar Scream, Deep Swimmer, Waves of Peace, Sea Talker, Surface Dweller.

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RACETYPES



Merman

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MERMAN ENDOWMENTS

Sonar Scream

The Merman / Mermaid shouts a potent burst of sonic energy that affects all targets in a 15 ft conical area, and a distance of up to 25 yds (S2). When used on the surface, the intensity unleashed by the Sonar Scream shatters glass and other fragile objects, and hurls all Characters and Entities of up to size (L) to the ground, making each suffer 'Minor Fall Damage'. All affected Characters are deafened and incapacitated for #2 Instants from dizziness. If the Sonar Scream is used underwater, it inflicts T1 'Striking Damage' on any target in its path, with an Effectiveness of '2.' The Sonar Scream can only be used 3 times a day because of the strain it places on the Merman's vocal cords and respiratory system.

Deep Swimmer

Mermen can generally only swim to an approximate depth of 2 miles before the effects of pressure begin to crush their bodies. However, some species evolved over time to withstand this natural force. Characters with this endowment have free reign to conquer virtually any aquatic depth.

Waves of Peace

Some Mermen are endowed with the gift of song. This ability can jar an enemy's incoming attack with the permeating effects of a soothing, continual tune. While the Merman Character is singing, all attackers within a D3 Radius must make 2 additional Token Slides for any attack to land against any target. This includes incoming Techniques and Powers.

Sea Talker

The ability to commune with other sea creatures. Typically, Mermen can only communicate with each other and any surface dwellers they have been exposed to on a regular basis.

Surface Dweller

Mermen have the natural ability to morph their fishtail to mimic the legs and lower torso of a human. Normally when these legs are immersed in water, they involuntarily resume their natural fishtail form. This endowment gives the Character the ability to shift or retain either form regardless of water immersion or contact with the shores.

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RACETYPES



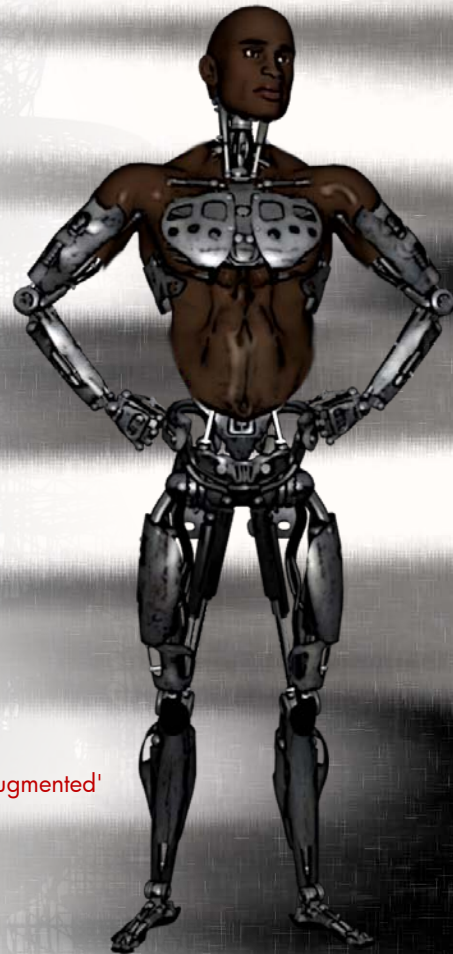
Merman
Endowments

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CYBORG

A Cyborg is a Human(oid) that has their body augmented with mechanical or nano-tech implants. An addiction to the taboo of trans-human wizardry, the function and amount of modifications that can be done to a Humanoid are so vast that over time, Cyborgs tend to become fully robotic except for their biological brains that must remain largely intact. However, their remaining humanity still allows them to assume ethereally inclined roles, unless the Architect feels otherwise.

Sight: LV3 PRISTINE **Tissue:** ORGANIC DEFAULT/ LHP: 2
Hearing: LV3 ACUTE **Skeleton:** ENDOSKELETON DEFAULT / LHP: 4
Smell: LV3 REFINED **Vitals:** BIOLOGICAL DEFAULT/ LHP: 1
Taste: LV1 BLAND **Blood:** SS: 4U, S: 6U, M: 12U, L: 18U
Weaknesses: EMP effects x2 duration. Electrical attacks x2 damage.
Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank / 2.'
Affinities: WARRIOR, FIGHTER, ENGINEER, SCHOLAR
Prime Attributes: **Physique:** 'Augmented' **Intelligence:** 'Augmented' **Essence:** 'Augmented'
Racetype Perks: Cyborgs do not need to sleep, nor require shelter from most of the natural elements.
Sizes: **SS** (Infant), **S** (Child), **M, L** (Mature) **Ether:** X1 Size Value [M=8]
Sustenance: Electricity - 1 Charge a day. Recharging takes 30 minutes to complete.
Lifespan: 200 Years (Infant 1-2 / Child 3-17 / Mature 18-159 / Elder 160-200) *** Elder: (-1) Strength, Constitution, Finesse, Appearance, Reaction. (+1) Wisdom.
Endowments: Prosthetic Limbs, Synthetic Vitals, Reinforced Structure, Skin Coating, Transmission.
**** These metrics assume the Cyborg is originally Human. ****



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RACETYPES



Cyborg

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CYBORG ENDOWMENTS

Prosthetic Limbs

The Cyborg can have each limb augmented with mechanized prosthetics, which grant extra strength, speed, jumping ability and can be further fitted with tools and weapon systems. By default, a new Cyborg Character begins with one set of prosthetic limbs, either Arms or Legs. Each limb can fit up to (2) enhancements. Individual Upgrades are valued in the "EXPENSIVE" Bit value range.

Synthetic Vitals

With the exception of the brain, the Cyborg's Vital organs can be replaced with synthetic ones, granting additional LHP and feats not possible for ordinary Humans. For example, Synthetic lungs may give the ability to breathe underwater or resist toxic gas. Mechanical eyes could grant permanent augmented reality abilities. Individual Upgrades are valued in the "EXCLUSIVE" Bit value range.

Reinforced Structure

The Cyborg's skeletal structure may be enhanced with metal reinforcements or coatings, making each bone more resilient against trauma or damage from Blunt Attacks. Depending on the metal used, the skeleton acts as a form of internal armor and assumes the LHP of the material used. Individual Upgrades are valued in the "EXCLUSIVE" Bit value range.

Skin Coating

Skin can be fused with exotic chemical solutions, a network of nano-fibers or replaced with fully synthetic solutions. The possibilities are numerous, but can include resistance against extreme temperature or chemicals. Skin coatings may also provide an extra layer of toughness that simulates lighter forms of armor. Individual Upgrades are valued in the "EXPENSIVE" Bit value range.

Transmission

Flowing through the Cyborg's nervous system are swarms of nano-transmitters that allow for the remote gesture control of non-sentient electronic objects within a D4 range. First, the Cyborg must pair with said object over the course of 1 Instant at a Default Difficulty level of "Moderate."

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RACETYPES



**Cyborg
Endowments**

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VAMPIRE

Whether a product of infection or supernatural birth, the Vampire is a powerful Racetype that invokes fear and lust among the weak minded. Pale in complexion as a form of undead, Vampires are cursed with an insatiable hunger for the blood of the living. Furthermore, Vampires have numerous racial gifts as a result of their curse, but must avoid Holy Water, Sunlight and other forms of Ultraviolet Radiation.



Sight: LV2 CLEAR

Tissue: ORGANIC / LHP: 2

Hearing: LV2 GOOD

Skeleton: ENDOSKELETON / LHP: 4

Smell: LV3 REFINED

Vitals: BIOLOGICAL / LHP: 1

Taste: LV3 CULTURED

Blood: SS: 4U, S: 6U, M: 12U

Affinities: ROGUE, ADMINISTRATOR, SORCERER, PRIEST

Weaknesses: Sunlight = 1 MKS / Second. Holy Water = T1

Excessive sunlight exposure or destruction of the Heart permanently slays the Vampire.

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank / 3.'

Prime Attributes: **Physique:** 'Epic'. **Intelligence:** 'Even' **Essence:** 'Even'

Racetype Perks: Endowments only.

Sizes: **SS** (Infant), **S** (Child), **M** (Mature) **Ether:** X2 Size Value [M=16]

Sustenance: Blood - 1 feeding a day, Sleep is required to regenerate. Shelter is needed from the sun.

Lifespan: 10,000 Years (Infant 1 / Child 2-15 / Mature 16-7,000 / Elder 7001-10,000) *** Elder: (+1) Strength, Constitution, Wisdom, Force, Charisma, Will. * Immunity Vs. Sunlight, Double Sustenance needs.

Endowments: Bite, Gaze, Vampire Claws, Daylight, Regeneration.

**** Vampires do not perish from Blood Loss or suffer adverse effects except for thirst, but become decrepit and fall into a deep sleep until furnished with enough Blood. ****

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RACETYPES



Vampire

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VAMPIRE ENDOWMENTS

Bite

When the Vampire's fangs penetrate a vital artery, the Vampire drains 1 unit of Blood per T1 Second Counts. Aside from blood units, the victim's powers may be absorbed and used for T1 Instants. The Vampire may also choose to infect a victim with its curse by forcing the victim to drink its blood.

Gaze

A Vampire's stare can have a powerful effect on those of weaker minds, allowing the Vampire to actively control their mind with hypnotic suggestions after eye contact is made. Attempting to use this endowment pits the Vampire's 'Will' against the Victim's. The Vampire and target each Spin the Token and interpret the Digits from 1-10. Each party factors in their 'Will' Attribute Rank into the Total. If the Vampire wins, the subject becomes a slave to the Vampire's will for 1 day.

Vampire Claws

Many Vampires are equipped with natural weapons in the form of retractable claws. When in use, the Vampire's hand tenses and slightly expands in size, springing forth deadly nails of up to 3" in length. These claws behave like "MIDDLE CLAWS."

Daylight

Vampires who possess this rare Endowment are able to temporarily withstand the deadly effects of sunlight. Once per day, the Vampire must Spin the Token and interpret the Digits from 1-10 to determine how many consecutive minutes it is able to be exposed to sunlight before taking damage. Each consecutive exposure attempt for the day lasts half as long as the previous attempt, until the number of allotted daily minutes has expired.

Regeneration

Most Vampires have the uncanny ability to convert their blood into energy. The most practical application of this gift is in the restoration of lost limbs and appendages. 2 Blood Units = Fingers and small body parts. 3 Blood Units = Hands, feet, medium sections. 6 Blood Units = Arms, Legs, large sections.

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RACETYPES



**Vampire
Endowments**

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LYCAN

Lycanthropes or Lycans are Humans infected with the cursed maul of another Lycan at some point in their life. Lycans retain their original Human composure unless their Bestial form is triggered through an act of aggressive will or the lunar cycle. Lycans are not restricted to being werewolves...other concoctions include but are not limited to Werelions, Werebulls, Weresh sheep and other combinations. The animal representing the Lycanthropic traits may only be +1 size larger than the host's original size.



Sight: LV2 CLEAR **Tissue:** ORGANIC / LHP: 4 (Beast Form)

Hearing: LV3 ACUTE **Skeleton:** ENDOSKELETON / LHP: 8 (Beast Form)

Smell: LV3 REFINED **Vitals:** BIOLOGICAL / LHP: 2 (Beast Form)

Taste: LV3 CULTURED **Blood:** SS: 4U, S: 6U, M: 12U, L: 18U

Affinities: BUTCHER, OUTLANDER, MARVEL, PRIEST

Weaknesses: Silver attacks x2 damage.

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank / 3.'

Prime Attributes: **Physique:** 'Even' **Intelligence:** 'Even' **Essence:** 'Wild'

Racetype Perks: Human and Bestial forms.

Sizes: Human Form: **SS** (Infant), **S** (Child), **M, L** (Mature)

Bestial Form: -1 or + 1 Size up to the max L (9ft).

Ether: X2 Size Value [M=16]

Sustenance: Live Flesh - 1 feeding a day. Sleep 8 Hrs a day. No Shelter needed from the elements.

Lifespan: 700 Years (Infant 1 / Child 2-10 / Mature 11-600 / Elder 601-700) *** Elder: (+1) Strength, Constitution, Finesse, Reaction, Wisdom, Charisma.

Endowments: Combat Form, Animal Form, Paws, Maul, Moon Call

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RACETYPES



Lycan

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LYCAN ENDOWMENTS

Combat Form

The Lycan shapeshifts into a hulking humanoid manifestation of its animal nature, increasing in size by +1. In this form, all of its Prime attributes become "Wild." The Combat form can be assumed once per day for #5 minutes before the Human form is automatically resumed. More so, the Combat form also activates the 'Paws' and 'Maul' Endowments, regardless whether or not the Traveler has elected them.

Animal Form

Alternatively, the Lycan may also assume the natural form of its animal nature. This allows for faster travel, the navigation of tight spaces and rough terrain. Also, in this form, the Lycan could be mistaken for a common animal. The Lycan takes on all traits and abilities of the animal in this form.

Paws

Lycans wield flesh tearing claws, talons or hooves. While in Human form, the Lycan's hand and forearm swell in size and are covered with animalistic textures, springing forth their natural weapons.

Claws: (Piercing / Cleaving) DAMAGE: T2 EFFECTIVENESS: 3 ADVANTAGE: 2

Hooves: (Striking) DAMAGE: T2 EFFECTIVENESS: 2 ADVANTAGE: 5

Talons: (Piercing / Tearing) DAMAGE: T2 EFFECTIVENESS: 3 ADVANTAGE: 2

Maul

A savage attack that strips always flesh and bone, while also having a 75% chance of infecting its victim with Lycanthropism. When in Human form, the Lycan's head and neck take the shape of its bestial form when maul is used. DAMAGE= T4 / Tearing. EFFECTIVENESS: 4

Moon Call

During a full moon, the Lycan can summon the aide of all other Lycan's within the same Polarity spectrum using its call up to a 3 Mile radius. Spin the Token once to interpret the Digits and determine the number of Lycans that respond, and again to see how many minutes it takes for them to arrive.

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RACETYPES



**Lycan
Endowments**

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SERPENTIAN

An insidious Racetype that conveys fear through features of a diverse species of snakes. Serpentians have tough scaled hide of elaborate patterns and color schemes. A Snake protrudes from each armpit, functioning as extensions of the Serpentian's will. Each Snake can support the Serpentian's body weight and extend to double its length. The snakes each have a separate brain and personality, but are overridden by the Serpentian's central brain while in use. Fangs protrude from a wide mouth slit to poison victims with a toxin that causes paralysis, death or madness. Head shapes vary from rounded, triangular or hooded. Serpentians can commune with all snakes and have a natural command over those within a D3 Radius.



Sight: LV3 PRISTINE

Tissue: ORGANIC / LHP: 2

Hearing: LV1 MUFFLED

Skeleton: ENDOSKELETON / LHP: 4

Smell: LV3 REFINED

Vitals: BIOLOGICAL / LHP: 1

Taste: LV2 BALANCED

Blood: SS: 4U, S: 6U, M: 12U, L: 18U

Affinities: ROGUE, ADMINISTRATOR, SUMMONER, WITCH

Weaknesses: Ice attacks x2 damage. Temperatures below 33°= #1 MKS/ Minute.

Movement: LAND= 'Speed Rank.' WATER= 'Speed Rank.'

Prime Attributes: **Physique:** 'Wild' **Intelligence:** 'Even' **Essence:** 'Wild'

Racetype Perks: Snake Extensions, Resistance Vs. Hot Climates.

Sizes: **SS** (Infant), **S** (Child), **M, L** (Mature) **Ether:** X2 Size Value [M=16]

Sustenance: Raw Flesh - 1 feeding a day. Sleep 4 Hrs a day. Shelter needed from the cold elements.

Lifespan: 1,000 Years (Infant 1 / Child 2-5 / Mature 6-700 / Elder 701-1000) *** Elder: (-1) Strength, Constitution, Health. (+1) Finesse, Reaction, Wisdom, IQ.

Endowments: Constrictor, Spitter, Venom, Chameleon, Thermal Sight.

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RACETYPES



Serpentian

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SERPENTIAN ENDOWMENTS

Constrictor

The Serpentine's snakes freely coil around a victim of up to 'M' size. While constricting its victim, the Serpentine can either dislocate its jaws to devour the target over the course of #1 Minutes, poison the subject, or the snakes crush the subject's body with T1 Damage per every 5 Instants. This constriction attempt should be considered as a 'Character Vs. Character' Strength Attribute Challenge. Each snake contributes individually to the Serpentine's success. This challenge is repeated by the number of times equal to the victim's Constitution Rank. Whoever wins the most out of the said challenges either succumbs to the Serpentine's control, or the Serpentine has exhausted its ability for the encounter.

Spitter

The Serpentine or its snakes eject a stream of venom towards a subject's face. If stricken, the victim is blinded, and their face is paralyzed for #1 Minutes, rendering speech impossible. RANGE: S1

Venom

The venom produced by a Serpentine can be introduced through the Fangs, by its snakes, or extracted into a vial for later use. Effects vary depending on the amount absorbed. By default, 'Small quantities' are released over T1 Instants, while 'Large quantities' are released over T3 Instants. Small quantities induce hallucinations for T3 Minute Counts. Large quantities induce full Paralysis for T5 Minute Counts. Also, Large quantities have a 50% chance of killing the victim within T5 Minute Counts.

Chameleon

Some Serpentine's scales have the property of mimicking ambient light and textures that allow it to blend in with its surroundings and become seemingly invisible. This carries over to apparel and equipment, but the Serpentine must be pressed against the surface in order to mimic its likeness. Only those with Vision Rankings of LV2: "Clear" can spot them in LV2: "Lit" lighting at a 35% chance.

Thermal Sight

Ideal for singling out hidden biological targets that emit body heat regardless of lighting conditions. A membrane slips over its eyes that triggers this ability. When in use, organic beings in sight appear to glow fluctuating shades of red, white, or yellow, while the environment is cast in blues and grays.

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RACETYPES



Serpentine
Endowments

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ARCHETYPAL AFFINITIES

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RACETYPES

Glyphs does not pose any restrictions as to which Class Archetypes that a Racetype can assume. However, each Racetype has an inclination towards certain roles, which is referred to as an 'Affinity'. Affinities are reflected through the Calibration Shot. Racetypes that fill an Archetype role they have an Affinity with are eligible to have a Successful Calibration Shot count as an attempt when executing a precise or related action that can be considered to fall within the Archetype's domain. A Calibration Shot cannot count as an attempt unless it falls within a Character's Affinity.

Warrior: Eligible for all Weapons, Techniques and Exclusive Skills.

Rogue: Eligible for Rogue Weapons, Techniques and Exclusive Skills.

Fighter: Eligible for Fighter Weapons / H2H attacks, Techniques and Exclusive Skills.

Butcher: Eligible for Butcher Weapons / H2H attacks, Techniques and Exclusive Skills.

Outlander: Eligible for Outlander Weapons, Techniques and Exclusive Skills.

Scholar: Eligible for Scholar Weapons and Exclusive Skills.

Engineer: Eligible for Engineer Weapons / Tool attacks and Exclusive Skills.

Administrator: Eligible for Administrator Weapons and Exclusive Skills.

Commoner: Eligible for Commoner Weapons and Lifestyle Skills.

Marvel: Eligible for Marvel Powers and Exclusive Skills.

Priest: Eligible for Priest Powers and Exclusive Skills.

Sorcerer: Eligible for Sorcerer Powers and Exclusive Skills.


Magus: Eligible for Magus Powers and Exclusive Skills.

Witch: Eligible for Witch Powers and Exclusive Skills.

Summoner: Eligible for Summoner Powers, Exclusive Skills and controlled Entities.

Affinities

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A character with dark hair and a black t-shirt with three white circles on the back is working in a workshop. They are leaning over a workbench cluttered with various tools and weapons. In the background, there is a target on the wall and a metal shelving unit. A large speech bubble is positioned in the upper left, containing text about the 'Mindscape' and 'Arms'.

If you plan on braving any Reality within the Mindscape, you'll need the right arsenal to back up those fancy moves and tricks.

Arms are force multipliers used for lethal intent. They are categorized based on their function in the battlefield. Arms can be further enhanced through feats of magic, accessories or craftsmanship to maximize their performance.

CHAPTER

4

"Arms"



The Glyphs RPG Blueprint defines Weapons by Effectiveness Tiers as opposed to cataloguing a mass of Weapon incarnations.

This is done to encourage Travelers and Architects to create their own Weapons based on a set of values, which can also be adjusted to account for special creations or Campaign circumstances.

In the right hands, even the simplest Weapon can deliver certain death since each is designed for a specific function.

Arms Effectiveness

Any Weapon that is created is classified under 1 of the 4 Tiers of Effectiveness, or 'EFF' Rank, from 'Small' to 'Great.'

Effectiveness Tiers define a Weapon's performance in terms of the Damage it inflicts, its Effective Range, Prerequisites and other specific operational metrics.

Eff. Examples

Weapon creation can be a subjective process since Glyphs provides a set of recommended default values for each potential Weapon. This is done to encourage flexibility and creativity. The default metrics provide a foundation and can be tweaked to meet the Campaign's requirements.

Different Architects may envision a certain Weapon as belonging to a different Effectiveness Tier. This is especially true when creating Melee and Advanced Ranged Weapons, whose dimensions and calibers contribute to their Effectiveness Tier.

Please reference the following EFF Charts for Melee and Advanced Ranged Arms to help visualize the dimensions of popular Weapons and how they should be classified based on their EFF Tier.

SMALL - 'EFF:1'

MELEE: Light weight and damage. ** NO STRENGTH REQUIREMENTS **

PRIMITIVES: Light damage and short range.

RANGED: Low Caliber damage, range and stopping power.

RADIAL: Minimal damage and blast radius.

EFFECTIVENESS: EFF-1: Weapon can only damage 'Light' Grade Armor.

MIDDLE - 'EFF:2'

MELEE: Moderate weight and damage. ** REQUIRES LV1 STRENGTH **

PRIMITIVES: Moderate damage and mid-range.

RANGED: Mid Caliber damage, range and stopping power.

RADIAL: Moderate damage and blast radius.

EFFECTIVENESS: EFF-2: Weapon can only damage up to 'Medium' Grade Armor.

HEAVY - 'EFF:3'

MELEE: Heavy weight and damage. ** REQUIRES LV2 STRENGTH **

PRIMITIVES: Heavy damage and mid-range.

RANGED: High Caliber damage, range and stopping power.

RADIAL: Heavy damage and blast radius.

EFFECTIVENESS: EFF-3: Weapon can only damage up to 'Full' Grade Armor.

GREAT - 'EFF:4'

MELEE: Exceptionally heavy weight & damage. ** REQUIRES LV3 STRENGTH **

PRIMITIVES: Severe damage and long range.

RANGED: Maximum Caliber damage, range and stopping power.

RADIAL: Severe damage and blast radius.

EFFECTIVENESS: EFF-4: Weapon can damage up to 'Reinforced' Grade Armor.

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ARMS



Arms
Effectiveness

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Sample Melee Arm EFF Dimensions

KNIVES.....

SWORDS.....

POLE ARMS.....

FLEXIBLE.....

STAVES.....

AXES.....

CLAWS.....

BASHERS.....

SMALL	MIDDLE	HEAVY	GREAT
'Pocket Knife' 'Razor'	'Dirk' 'Chef's Knife'	'Combat Knife' 'Cleaver'	'Bowie Knife' 'Gurkha Knife'
'Gladius' 'Rapier'	'Saber' 'Katana'	'Bastard Sword' 'Broad Sword'	'Claymore' 'Flamberge'
'Spear' 'Poleaxe'	'Halbred' 'Guisarme'	'Scythe' 'Naginata'	'Lance' 'Pike'
'Garrote' 'Kusarifundo'	'Bull Whip' 'Nunchaku'	'Chain Whip' 'Rope Dart'	'Section Staves' 'Rope Dart'
'Jo Staff'	'Cudgel'	'Bo Staff'	'Eyebrow Height Staff'
'Hatchet'	'Fire Axe'	'War Axe'	'Heavy Axe'
'Finger Claws'	'Palm Claws'	'Wrist Claws'	'Long Wrist Claws'
'Hammer' 'Brass Knuckles'	'Macuahuitl' 'Baton'	'Mace' 'Bat'	'Flail' 'Kanabo'

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ARMS



**Arms EFF
Dimensions - 1**

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Sample Adv. Ranged Arm EFF Dimensions

PISTOLS.....

SHOTGUNS.....

SUB-MACHINE GUNS.....

MACHINE GUNS.....

RIFLES.....

LASERS.....

PLASMAS.....

CASTERS.....

SMALL	MIDDLE	HEAVY	GREAT
'22' '380'	'9mm' '38 Spl'	'357 Mag' '45'	'357 Max' '500'
'410 Gauge' '32 Gauge'	'20 Gauge' '16 Gauge'	'12 Gauge' '10 Gauge'	'8 Gauge' '6 Gauge'
'4.6x30'	'5.7x28'	'9mm'	'45'
'45'	'5.56'	'7.62'	'50 Cal'
'22'	'5.56'	'7.62'	'50 Cal'
'1/8 Inch Beam'	'1/4 Inch Beam'	'1 Inch Beam'	'3 Inch Beam'
1 Ft Conical Spread	3 Ft Conical Spread	5 Ft Conical Spread	10 Ft Conical Spread
1 Ft Conical Spread	2 Ft Conical Spread	4 Ft Conical Spread	7 Ft Conical Spread

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ARMS



**Arms EFF
Dimensions - 2**

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CLEAVING

This property allows the Weapon to sever through matter. The total LHP Damage is simultaneously deducted from Tissue, Skeleton and Vitals if the Attack's Damage was high enough to deplete the Tissue and Skeleton's LPH.

EX: Target LHP: Tissue - 2 / Skeleton - 4 / Vitals - 1

Attack Damage = 6 LHP / Cleaving. 6 LHP will be deducted from the target's Tissue, Skeleton and Vitals from the area.

PIERCING

This property allows the Weapon to pierce through Tissue, Skeleton Vitals and Armor. The total LHP Damage is simultaneously deducted from Tissue, Skeleton and Vitals. Tissue's LHP does not need to be depleted, but Vitals are only affected if the Skeleton's LHP is depleted.

EX: Target LHP: Tissue - 2 / Skeleton - 4 / Vitals - 1

Attack Damage = 3 LHP / Piercing. Thus, 3 LHP will be deducted from the target's Tissue and Skeleton. The Vitals remain unscathed.

STRIKING

Striking allows the Weapon to damage with brute force, resulting in Structural Damage due to blunt force trauma. LHP Damage is simultaneously deducted and halved throughout each affected layer after Tissue. This means that Tissue suffers the full amount of LHP Damage. Skeleton suffers 1/2 of what Tissue did, and Vitals suffer 1/2 of what Skeleton did. Damage results are ROUNDED UP.

EX: Target LHP: Tissue - 2 / Skeleton - 4 / Vitals - 1

Attack Damage = 4 LHP / Striking. Thus, 4 LHP will be deducted from the target's Tissue, 2 from Skeleton and 1 from Vitals.

BURSTING

Weapons with the bursting property cause some form of explosion during impact or detonation, such as a grenade. The total LHP Damage is simultaneously deducted from Tissue, Skeleton and Vitals if the Attack's Damage was high enough to deplete the Tissue and Skeleton's LPH.

EX: Target LHP: Tissue - 2 / Skeleton - 4 / Vitals - 1

Attack Damage = 8 LHP / Bursting. 8 LHP will be deducted from the target's Tissue, Skeleton and Vitals from the affected area.

TEARING

Tearing allows the Weapon to strip away Tissue and other matter from the targeted area. LHP Damage carries through but is diluted by the target's layers if Tissue's LHP is depleted. Remaining Damage affects the Skeleton. Afterwards, Vitals are affected from any remaining Damage dealt from the tearing Attack.

EX: Target LHP: Tissue - 2 / Skeleton - 4 / Vitals - 1

Attack Damage = 5 LHP / Tearing. 5 LHP will be deducted from the target's Tissue, and 3 from Skeleton. Vitals remain unscathed.

BINDING

Entangled targets must overcome a Strength Attribute Challenge Vs. the Digits plus the Weapon's ADV.

FX

The FX property endows a Weapon with a special property of Status Effects, Elements and Enchantments.

RANGE APPROXIMATIONS

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M – ‘Melee Approximations’

Applies to H2H scenarios and Melee Weapons.

M1: 0-1 Feet **M3:** 4-7 Feet

M2: 2-3 Feet **M4:** 8-9 Feet

S – ‘Short Ranged Approximations’

Max Effective Ranges of lesser powered Ranged Arms.

S1: 4 -10 Yards **S3:** 26-100 Yards

S2: 11-25 Yards **S4:** 101-500 Yards

R – ‘Long Ranged Approximations’

Max Effective Ranges of High-Powered Long Ranged Arms

R1: 501 - 1000 Yards **R3:** 1501 - 2000 Yards

R2: 1001 - 1500 Yards **R4:** 2001 - 3000 Yards

D – ‘Radial Approximations’

Applies to Explosives, Aerosols and other dispersants.

D1: Up to 5 FT Radius **D3:** Up to 50 FT Radius

D2: Up to 10 FT Radius **D4:** Up to 500 FT Radius

X – ‘Siege Approximations’

Siege Arms have a multiplied Maximum Effective Range.

X1: Up to 50 Ft **X2:** Up to 5,000 Yds

X3: Up to 50,000 Yds **X3:** Up to 500 Miles

The Glyphs RPG Blueprint summarizes Distance as Range **approximations** rather than having Architects and Travelers calculate specific numerical values for every single Weapon creation.

The variable of Range applies to all forms of interaction in any Glyphs-based RPG, in this case, Weaponry, where we are concerned with defining each class of Weapon's maximum effective range.

Regarding Melee Arms, the Attacker's bodily construct and movements are key contributing factors towards a Weapon's effective Range.

The 5 Range approximation categories specifically apply to Maximum Effective Range.



ADVANTAGE — 'ADV'

In combat scenarios, Advantage applies during the use of Melee Arms or Objects being used as Melee Weapons. A Weapon's Advantage is factored in when the Defender Blocks an Attack with a Melee Arm. The Weapon with the highest Advantage ranking will help determine if the Block attempt succeeds or fails. Unarmed Advantage is 0.

FORTITUDE — 'FHP'

A Melee Weapon's Fortitude rank (FHP) functions as a Weapon's LHP. Fortitude is equivalent to the Advantage score, unless the Weapon has no Advantage Score, in which case it defaults to '1'. It determines how long a Weapon can perform under pressure before breaking. Fortitude comes into play when the Melee Weapon blocks a Melee attack or strikes a hard surface. Melee Weapons deliver damage to other Melee Weapons based on their Effectiveness Category.

SMALL ARMS: Inflict 1 FHP of damage to Target Melee Weapon.

MIDDLE ARMS: Inflict 2 FHP of damage to Target Melee Weapon.

HEAVY ARMS: Inflict 3 FHP of damage to Target Melee Weapon.

GREAT ARMS: Inflict 4 FHP of damage to Target Melee Weapon.

SIEGE ARMS: Inflict MULTIPLES OF SMALL-GREAT FHP of damage to Target Melee Weapon.

Replica and Weapon-Like Objects:

By default, any 'Replica' quality Weapon, or an Object with Weapon-like qualities but not specifically designed for Combat (such as a kitchen knife) has an FHP value of 1/2 of its similar counterpart.

LOAD — 'LOD'

Load times specifically apply to Ranged Arms. By default, the time it takes to load 1 Magazine or single Round of Ammo of any type consumes 1 Instant. Weapons that use cartridges or loaders make this process exponentially faster by simultaneously loading multiple rounds within 1 Instant.

LOD 0= No Reload Necessary

LOD 1= 1 Instant to Reload

LOD 2= 2 Instants to Reload

LOD 3= 3 Instants to Reload

LOD X= X Instants to Reload. Primarily applies to Antique Ranged Arms



CAPACITY — 'CAP'

Advanced Ranged Arms are limited by the Capacity of ammunition that they or their cartridges can carry at any one time. The Capacity each Ranged Arm can hold also depends on the cartridge being used, which in some cases can be increased. Antique and Advanced Ranged Arm categories have a pre-set Capacity. When a Weapon is created, the SPECIFIC AMOUNT OF AMMO must be defined:

CAP LOW: Ranged Arm / Magazine supports 1-15 rounds of Ammo.

CAP MED: Ranged Arm / Magazine supports 16-30 rounds of Ammo.

CAP HI: Ranged Arm / Magazine supports 31-120 rounds of Ammo.

CAP MAX: Ranged Arm / Magazine supports 121-1000 rounds of Ammo.

CAP INF: Ranged Arm / Magazine has Infinite Ammo.

STOPPING POWER — 'STP'

A perk of many Advanced Ranged Arms is the ability to halt incoming assailants before they are able to advance into the defender's space. During their Instant, enemies may advance X feet based on their Movement Rank. As this happens, the defender has the opportunity to 'Counter.' When the advance is countered, the opponent is halted from moving forward by the projectile's stopping power, even if the projectile doesn't inflict any damage. The distance at which a projectile can effectively halt an opponent is proportionate to its STP rank.

Stopping Power also applies if the Attacker is firing at a 'Moving' Target regardless of whether or not it is a Counter attempt.

STP 0 = Weapon has no discernible stopping power.

STP 1 = Stopping power is effective within the M1-M4 Ranges & stops target for 1 Instant.

STP 2 = Stopping power is effective within the S1-S4 Ranges & stops target for 2 Instants.

STP 3 = Stopping power is effective within the R1-R4 Ranges & stops target for 3 Instants.



DURATION — 'DUR'

Many Radial Arms do not expend all of their potential during detonation. Instead, their effects on affected targets may have consequences that last for a specific amount of time until either the Loop is closed or the duration of the effects expires.

DUR 0= Duration lasts for 1 Instant.

DUR 1= Duration lasts for up to 5 Instants.

DUR 2= Duration lasts for up to 20 Instants.

DUR 3= Duration lasts for X Counts or Permanent.

RECOIL — 'REC'

Most Ranged Arm Systems exert a specific amount of recoil as a natural response to their intense blast. Recoil levels directly affect the user's control over the Weapon, thus requiring multiple Token Slides.

REC 0= Zero to minimal recoil.

REC 1= Recoil is moderate. Accurate Discharge requires 1 additional successful Token Slide.

REC 2= Recoil is heavy. Accurate Discharge requires 2 additional successful Token Slides.

REC 3= Recoil is overbearing. Accurate Discharge requires 3 additional successful Token Slides.

DAMAGE

Weapons are force multipliers whose intended design is to kill or incapacitate. In regards to how damage is interpreted using a Weapon, the default Tiered Multipliers described in the Damage System are multiplied by the Weapon's Damage capacity. Each Weapon's Damage capacity is interpreted as 'TX' or '#X.' 'The 'T' or '#' represents the Element Glyphs or Digits on the Token, while the 'X' is the numerical amount by which the damage displayed by the Glyphs are multiplied. Less-Lethal Weapons deal damage in "Marks" (MKS).

VALUE

A Weapon's Value is assessed based on its key features and benefits such as damage capacity, range, recoil or advantage. Value is further increased with any modifications, as these can greatly boost a Weapon's quality and use on the battlefield. By default, Value ranges from 'Cheap' to 'Exotic'. In some cases, Weapons may be in the same Value range, but still be significantly more costly. This is calculated by obtaining the Bit Value and then multiplying the result by a number. EX: Moderate x 2= 1.4.5,8 = 1458 Bits x 2 = 2916 Bits.



AIMING

Ranged Arms have the extra advantage of precision from a distance. When the Attacker aims through the sights of a Ranged Weapon at a target, by default the target concentric shape on the Action Grid expands to 'SQUARE' instead of the 'CIRCLE / Bulls-eye.'

Techniques or enhancements may further increase aiming accuracy to include the 'HEXAGON'. Farther ranges require the use of an Aiming Enhancement, such as a scope or laser sight.

- * **Aiming consumes 1 Instant within the M1-S4 Ranges (0 – 500 Yards).**
- * **Aiming consumes 2 Instants within the R1-R4 Ranges (501-3000 Yards.)**
- * **Aiming consumes 3 Instants within the X1-X4 Ranges (Siege Arms Distances)**

RANGED AS MELEE ARMS

Some Ranged Arms, such as pistols and rifles may function as Melee Weapons in close-quarter situations. The Architect has a certain degree of freedom when interpreting Weapon values when Ranged Arms are acting like Melee Arms. However, certain Ranged Weapons have built-in Melee Systems, as in the case of bayonets.

Damage Calculation: Treat as "BASHER," or "POLE ARM" if it has a Melee extension.

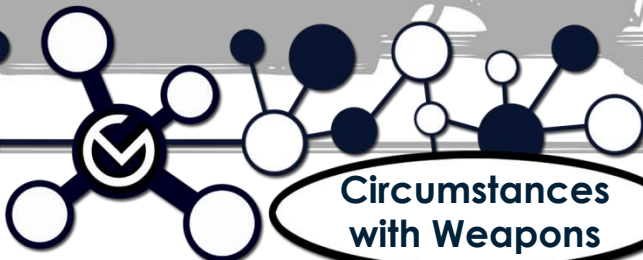
Small Ranged = Small Basher / Pole Melee.....Middle Ranged = Middle Basher / Pole Melee.

Heavy Ranged = Heavy Basher / Pole Melee.....Great Ranged = Great Basher / Pole Melee.

Ranged Weapons have the Default Advantage of 1.

OBJECTS AS WEAPONS

Objects in the Character's environment can be immediately used as Weapons. When this occurs, the Architect simply interprets the Object into the most appropriate type of Weapon and assigns it the values pertaining to the Weapon it is acting as. This allows for subjectivity while remaining true to the rules.



MELEE ARMS



Melee Arms are essential in any close quarters confrontation. Each family of Melee Weapons can yield a vast range of Arms that possess unique properties and damage capabilities, and do not rely on ammunition to function.

Melee Arms can only strike targets within the M1-M4 Ranges, or the S2 Range if thrown.

MELEE

KNIVES

[PIERCING - CLEAVING]

Ideal for Assassins and Thieves.
Execute Stealth Attacks or Throw them!!

SWORDS

[PIERCING - CLEAVING]

All-purpose weapons of war and dueling.
A must have for all warriors.

POLE ARMS

[PIERCING - STRIKING - BINDING]

The fatal effects of a blade and the reach of a staff.

FLEXIBLE

[STRIKING - BINDING]

Whip away, bind, or strangle your enemy into submission!!

STAVES

[STRIKING - BINDING]

Humble in appearance.
Strike and control your enemy from a distance.

AXES

[CUTTING - STRIKING]

Hack and crush through your opponent's body and armor.

CLAWS

[PIERCING - CLEAVING - TEARING]

Just like a fist or glove, only much sharper!
Some enhance climbing skills.

BASHERS

[STRIKING]

Bash through armor and bone with shocking brute force.
Swing away!!

SMALL	MIDDLE	HEAVY	GREAT
Damage: T1 RNG: M1 ADV: 1 \$: Cheap	Damage: T1 RNG: M2 ADV: 1 \$: Moderate	Damage: T2 RNG: M2 ADV: 2 \$: Moderate x 2	Damage: T3 RNG: M2 ADV: 3 \$: Expensive
Damage: T3 RNG: M2 ADV: 4 \$: Cheap	Damage: T4 RNG: M3 ADV: 5 \$: Moderate	Damage: T4 RNG: M3 ADV: 6 \$: Moderate x 2	Damage: T5 RNG: M3 ADV: 7 \$: Expensive
Damage: T1 RNG: M3 ADV: 2 \$: Cheap	Damage: T2 RNG: M4 ADV: 3 \$: Moderate	Damage: T3 RNG: M4 ADV: 4 \$: Expensive	Damage: T4 RNG: M4 ADV: 5 \$: Expensive x 2
Damage: #1 RNG: M2 ADV: 1 \$: Cheap	Damage: #2 RNG: M3 ADV: 2 \$: Cheap x 2	Damage: T1 RNG: M4 ADV: 2 \$: Moderate	Damage: T2 RNG: M4 ADV: 3 \$: Moderate x 2
Damage: #2 RNG: M3 ADV: 2 \$: Cheap	Damage: #3 RNG: M4 ADV: 3 \$: Cheap x 2	Damage: T1 RNG: M4 ADV: 4 \$: Cheap x 3	Damage: T2 RNG: M4 ADV: 4 \$: Moderate
Damage: T2 RNG: M2 ADV: 3 \$: Cheap	Damage: T3 RNG: M2 ADV: 5 \$: Moderate	Damage: T4 RNG: M3 ADV: 7 \$: Moderate x 2	Damage: T5 RNG: M3 ADV: 9 \$: Expensive
Damage: T1 RNG: M1 ADV: 1 \$: Cheap	Damage: T2 RNG: M1 ADV: 1 \$: Cheap x 2	Damage: T2 RNG: M2 ADV: 2 \$: Moderate	Damage: T3 RNG: M2 ADV: 3 \$: Expensive
Damage: T1 RNG: M1 ADV: 3 \$: Cheap	Damage: T2 RNG: M2 ADV: 5 \$: Moderate	Damage: T3 RNG: M2 ADV: 7 \$: Moderate x 2	Damage: T4 RNG: M2 ADV: 9 \$: Expensive

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ARMS



Melee Arms
Defaults

75

Tempered Weapons are refined tools of war forged to have special properties that further enhance their value. These make them more eccentric than regular Melee Arms.

Slayer [Moderate]

Meticulous tempering of the Melee Weapon increases Damage potential.
+T1 or #1 Damage added to Melee Weapon per upgrade.

Defender [Moderate]

Dense modification that provides extra protection versus Melee Attacks.
Grants +1 Advantage to the Melee Weapon per upgrade.

Unbreakable [Expensive]

Fortifies the Melee Weapon against damage, increasing Fortitude.
Fortitude (FHP) doubles, whereas default is normally equal to Advantage.

Endowed [Moderate]

Melee Arms can be customized to include certain Properties normally pertaining to other Weapons. These customizations must make logical sense based on the Weapon's design.

Breaker [Moderate]

Grooves & Ridges demolish the opponent's Weapon or Armor.
Target Weapon's Adv. is reduced by an additional T1 points when a Breaker Weapon is blocked. Target's Armor suffers double AHP damage if struck.

True Grip [Moderate]

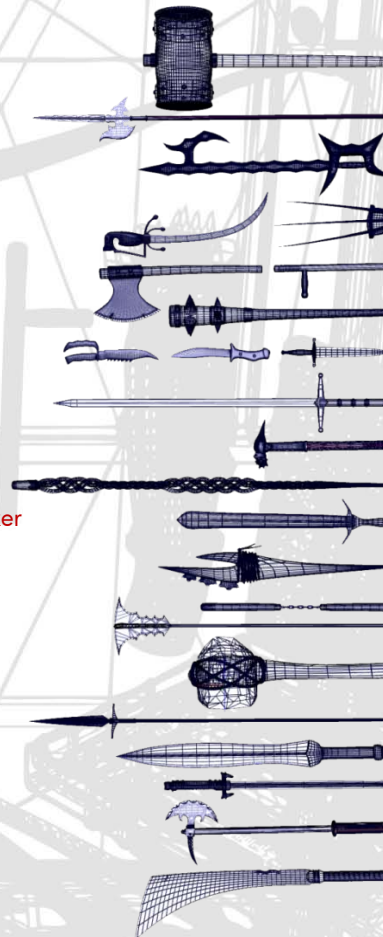
Helps negate an opponent's disarming attempts during a Weapon lock.
Grants an extra opportunity regardless of 'Hit' Modifier Rank.

Ornate [Expensive - Exclusive]

Fine craftsmanship using gems, precious metals and engravings greatly enhance the Melee Weapon's intrinsic value by X times its Value.

Amped [Moderate - Expensive]

The most innovative approach to Weapon crafting. Amped weapons are the eloquent combination of 2 or more Weapons fused as one hybrid through engineering or magic. They can also be can be further enhanced with technology or enchantments to emit elemental or exotic properties.



RANGED ARMS



Ranged Arms exert damage through the physics of speed and distance. These Weapons deal damage through the implementation of projectiles or energy and disperse in a linear or conical pattern.

They are classified into 3 groups based on function and technological prowess: Primitives, Antique and Advanced. Primitives emit no discernible noise level, while most other Ranged Arms emit noise levels of 'LV3 - Loud' when discharged.

Ranged Arms strike targets between the S1 and R4 Distance Ranges.

PRIMITIVES

DARTS

[PIERCING]

Small and accurate tools for attacking an opponent's soft tissue and sensory organs.

SHURIKEN

[PIERCING]

A Rogue's trusty throwing star or spike for distracting and keeping enemies at bay.

THROWING KNIVES

[PIERCING]

These pack the same cold sharp punch as daggers, but are aerodynamically designed to glide into an opponent.

SLINGS

[STRIKING]

Old-fashioned and universally versatile. Slings launch rocks, pellets and other projectiles, striking with surprising force.

CHAKRAMS

[CLEAVING]

Chakrams and their like offer the advantage of ranged cutting power and the convenience of a boomerang.

TOMAHAWKS

[STRIKING - CLEAVING]

Highly versatile and lethal, these small throwing hatchets double as melee weapons and hacking tools.

BLOWGUNS

[PIERCING]

An Assassin's trademark tool. Blowguns silently propel slender poison-laced darts into vital targets.

BOWS

[PIERCING]

The quintessential class of ranged weaponry, firing bolts or arrows. Equally reliable in hunting and warfare.

SMALL

MIDDLE

HEAVY

GREAT

Damage: #1
RNG: S1
REC: 0 LOD: 0
\$: Cheap

Damage: #2
RNG: S2
REC: 0 LOD: 0
\$: Moderate

Damage: T1
RNG: S2
REC: 0 LOD: 0
\$: Moderate x 2

Damage: T2
RNG: S3
REC: 0 LOD: 0
\$: Expensive

Damage: #2
RNG: S1
REC: 0 LOD: 0
\$: Cheap

Damage: #3
RNG: S2
REC: 0 LOD: 0
\$: Moderate

Damage: T2
RNG: S2
REC: 0 LOD: 0
\$: Moderate x 2

Damage: T2
RNG: S3
REC: 0 LOD: 0
\$: Expensive

Damage: T1
RNG: S1
REC: 0 LOD: 0
\$: Cheap

Damage: T1
RNG: S2
REC: 0 LOD: 0
\$: Moderate

Damage: T2
RNG: S3
REC: 0 LOD: 0
\$: Moderate x 2

Damage: T3
RNG: S3
REC: 0 LOD: 0
\$: Expensive

Damage: #1
RNG: S1
REC: 0 LOD: 1
\$: Cheap

Damage: #2
RNG: S2
REC: 0 LOD: 1
\$: Moderate

Damage: T1
RNG: S3
REC: 0 LOD: 1
\$: Moderate x 2

Damage: T2
RNG: S4
REC: 0 LOD: 1
\$: Expensive

Damage: T1
RNG: S1
REC: 0 LOD: 0
\$: Cheap

Damage: T2
RNG: S2
REC: 0 LOD: 0
\$: Moderate

Damage: T3
RNG: S3
REC: 0 LOD: 0
\$: Moderate x 2

Damage: T4
RNG: S4
REC: 0 LOD: 0
\$: Expensive

Damage: T1
RNG: S1
REC: 0 LOD: 0
\$: Cheap

Damage: T2
RNG: S2
REC: 0 LOD: 0
\$: Moderate

Damage: T3
RNG: S2
REC: 0 LOD: 0
\$: Moderate x 2

Damage: T3
RNG: S3
REC: 0 LOD: 0
\$: Expensive

Damage: #1
RNG: S1
REC: 0 LOD: 1
\$: Cheap

Damage: #2
RNG: S2
REC: 0 LOD: 1
\$: Moderate

Damage: T1
RNG: S3
REC: 0 LOD: 1
\$: Moderate x 2

Damage: T2
RNG: S3
REC: 0 LOD: 1
\$: Expensive

Damage: T1
RNG: S3
REC: 0 LOD: 1
\$: Cheap

Damage: T2
RNG: R1
REC: 0 LOD: 1
\$: Moderate

Damage: T3
RNG: R2
REC: 0 LOD: 1
\$: Expensive

Damage: T3
RNG: R3
REC: 0 LOD: 1
\$: Expensive x 2

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ARMS



Ranged Primitives
Defaults

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ADVANCED

PISTOLS

[PIERCING - STRIKING]

Compact and light weight. Pistols discharge a single ammunition cartridge in a linear trajectory.

SHOTGUNS

[PIERCING - STRIKING - BURSTING]

Shotguns blast 1 or more shells in a conical pattern. Targets in the M1-M4 Ranges suffer Double Damage.

SUB-MACHINE GUNS

[PIERCING - STRIKING]

Designed for linear close-quarters urban combat, these weapon systems unleash up to 10 bullets per Instant.

MACHINE GUNS

[PIERCING - STRIKING]

Heavy weapon systems designed for assaults and protection of assets. Machine Guns spray up to 20 bullets per Instant.

RIFLES

[PIERCING - STRIKING]

Rifles rule the battle from great distances. They fire a single linear projectile but some fire in 3 round bursts.

LASERS

[PIERCING - CLEAVING]

Lasers pierce and cut through opposition. Beams can be sustained over a Moment to cleave through an enemy.

PLASMAS

[FX]

Tamed electrical power! Currents arc to damage entire body and can be sustained. Inflicts paralysis for #1Minutes.

CASTERS

[FX]

Examples include Flame Throwers, Chemical Sprays and Nitrogen Streams. Damage inflicted also includes elemental effects that last for 2 Instants p/ effectiveness level.

SMALL	MIDDLE	HEAVY	GREAT
Damage: T1 RNG: S3 STP: 0 REC: 0 CAP: LOW LOD: 1/Cartridge \$: Moderate	Damage: T2 RNG: S3 STP: 1 REC: 1 CAP: LOW LOD: 1/Cartridge \$: Moderate x 2	Damage: T3 RNG: S2 STP: 2 REC: 2 CAP: LOW LOD: 1/Cartridge \$: Expensive	Damage: T4 RNG: S2 STP: 3 REC: 2 CAP: MED LOD: 1/Cartridge \$: Expensive x 2
Damage: T2/Shell RNG: S2 STP: 1 REC: 1 CAP: LOW LOD: 2/Cartridge \$: Moderate	Damage: T3/Shell RNG: S2 STP: 1 REC: 2 CAP: LOW LOD: 2/Cartridge \$: Moderate x 2	Damage: T4/Shell RNG: S2 STP: 2 REC: 2 CAP: LOW LOD: 2/Cartridge \$: Expensive	Damage: T5/Shell RNG: S3 STP: 2 REC: 3 CAP: LOW LOD: 2/Cartridge \$: Expensive x 2
Damage: T1/Bullet RNG: S2 STP: 0 REC: 1 CAP: LOW LOD: 2/Cartridge \$: Moderate	Damage: T2/Bullet RNG: S2 STP: 0 REC: 1 CAP: MED LOD: 2/Cartridge \$: Moderate x 2	Damage: T2/Bullet RNG: S2 STP: 1 REC: 2 CAP: MED LOD: 2/Cartridge \$: Expensive	Damage: T3/Bullet RNG: S3 STP: 1 REC: 2 CAP: HI LOD: 2/Cartridge \$: Expensive x2
Damage: T2/Bullet RNG: R1 STP: 1 REC: 1 CAP: MED LOD: 2/Cartridge \$: Expensive	Damage: T3/Bullet RNG: R2 STP: 2 REC: 2 CAP: MED LOD: 2/Cartridge \$: Expensive x2	Damage: T4/Bullet RNG: R3 STP: 2 REC: 3 CAP: HI LOD: 3/Cartridge \$: Exclusive	Damage: T5/Bullet RNG: R4 STP: 3 REC: 3 CAP: HI LOD: 3/Cartridge \$: Exclusive x 2
Damage: T2 RNG: R1 STP: 0 REC: 0 CAP: LOW LOD: 1/Cartridge \$: Cheap	Damage: T3 RNG: R2 STP: 1 REC: 0 CAP: MED LOD: 1/Cartridge \$: Moderate	Damage: T4 RNG: R3 STP: 2 REC: 1 CAP: MED LOD: 2/Cartridge \$: Expensive	Damage: T5 RNG: R4 STP: 3 REC: 1 CAP: HI LOD: 1/Cartridge \$: Exclusive
Damage: T3 RNG: R1 STP: 0 REC: 0 CAP: LOW LOD: 1/Cartridge \$: Expensive	Damage: T4 RNG: R2 STP: 0 REC: 0 CAP: MED LOD: 1/Cartridge \$: Exclusive	Damage: T4 RNG: R3 STP: 0 REC: 0 CAP: HI LOD: 1/Cartridge \$: Exclusive x 2	Damage: T5 RNG: R4 STP: 0 REC: 0 CAP: HI LOD: 2/Cartridge \$: Exotic
Damage: T4 RNG: S2 STP: 1 REC: 0 CAP: LOW LOD: 1/Cartridge \$: Expensive	Damage: T4 RNG: S3 STP: 2 REC: 0 CAP: LOW LOD: 1/Cartridge \$: Expensive x 2	Damage: T5 RNG: S3 STP: 2 REC: 1 CAP: MED LOD: 1/Cartridge \$: Exclusive	Damage: T5 RNG: S3 STP: 3 REC: 1 CAP: MED LOD: 2/Cartridge \$: Exclusive x 2
Damage: T2 RNG: S1 STP: 0 REC: 0 CAP: MED LOD: 1/Cartridge \$: Expensive	Damage: T2 RNG: S1 STP: 0 REC: 1 CAP: MED LOD: 1/Cartridge \$: Expensive x 2	Damage: T3 RNG: S2 STP: 0 REC: 1 CAP: HI LOD: 1/Cartridge \$: Exclusive	Damage: T4 RNG: S2 STP: 0 REC: 2 CAP: HI LOD: 2/Cartridge \$: Exclusive x 2

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ARMS

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Ranged Advanced
Defaults

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ENHANCEMENTS

Enhancements dramatically increase the Ranged Weapon's performance and value. The advantage of silence, the benefit of extra range or aiming potential can change the course of any skirmish.

Cartridges [Cheap - Moderate]

Magazines, belts, chips and loaders. Reload multiple rounds simultaneously.

Rail systems [Cheap - Moderate]

Allow you to equip multiple enhancements to your Ranged Arm.

Sights & Scopes [Moderate - Expensive]

Dotted sights, scopes and laser pointers. + 1-3 Bonus Token Slides

Suppressors [Moderate]

Dampen the Flash from firearms to Lv0 'Dark' and Noise to Lv1 'Faint.'

Triggers [Moderate]

Sensitive triggers unleash up to 3 shots per Instant with Pistols and Rifles.

Grips & Stocks [Cheap]

Comfortable and stable Grips or Stocks reduce Recoil rank by -1.

Barrels [Moderate - Expensive]

Long barrels increase the range a Pistol, or Rifle can fire by up to +2 Ranges.

Strobes [Moderate]

Intense pulsing light blinds targets within the M1-S2 Ranges for 3 Instants.

Lights [Moderate]

Mounted flashlights provide light for a distance of up to S2.

Assemblies [Expensive]

Customized assemblies enhance the damage potential by +T1 or #1.

Encrusted [Expensive - Exclusive]

Components & Enhancements can be encrusted or made entirely from precious metals, woods or gems. Ranged Weapon's intrinsic value increases by X times.

Projectiles [Moderate - Expensive]

Ammo and projectiles can take on special properties for a specific type of target. Examples include Incendiary, Explosive, Mercury, Tracer, Hollow, EMP, Cryogenic, Silver, Ultraviolet, Phosphorus, Etheric and Armor Piercing.



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ARMS



Ranged
Enhancements

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PROJECTILE ENHANCEMENT DEFAULTS

Incendiary [Moderate]

Projectile engulfs single target in flames, inflicting 3rd Degree Burns over #1 Instants.

Explosive [Expensive]

Tip produces explosion on impact within a D2 Radius. Double Damage.

Hollow [Moderate]

Advanced Ranged Arms using Hollow Point ammo gain +1 STP.

Armor Piercing [Moderate]

The Projectile punctures Armor of equal or lesser Resilience Value than the Weapon's EFF Rank, even if the Armor' Section's AHP is not depleted.

Tracer [Moderate]

Trajectories of light help focus. +1 Bonus Token Slide during Focused Attack.

EMP [Expensive]

Electromagnetic pulse cartridges inflict Double Damage against synthetics.

Cryogenic [Expensive]

Ice rounds inflict localized immobilization and Lv3 Frostbite damage. Melt in 1 Hour.

Silver [Expensive]

Bullets, bolts or arrows cast in silver inflict Double Damage against Lycans.

Ultraviolet [Expensive]

Projectiles laced with Ultraviolet radiation inflict Double Damage against Vampires.

Mercury [Expensive]

Biological beings perish within T1 minutes if hit with a Mercury-laced round.

Seeker [Exclusive]

Receiver-transmitters embedded in these projectiles allow consecutive shot attempts to gain +2 Bonus Token Slides after the first shot strikes the target.

Etheric [Exclusive]

Projectiles charged with supernatural power allow Ranged Arms to damage non-physical Planar Entities.



ANTIQUES

PISTOLS

[PIERCING - STRIKING]

Antique Pistols ignited via Flintlock, Matchlock, Wheellock and early Percussion mechanisms.

BLUNDERBUSSES

[PIERCING - STRIKING - BURSTING]

Antique Shotguns ignited via Flintlock, Matchlock, Wheellock and early Percussion mechanisms.

RIFLES

[PIERCING - STRIKING]

Antique Rifles ignited via Flintlock, Matchlock, Wheellock and early Percussion mechanisms.

SMALL	MIDDLE	HEAVY	GREAT
Damage: T1 RNG: S1 STP: 0 REC: 1 CAP: LOW LOD: 15/Bullet \$: Moderate	Damage: T2 RNG: S2 STP: 1 REC: 1 CAP: LOW LOD: 15/Bullet \$: Moderate x 2	Damage: T2 RNG: S2 STP: 2 REC: 2 CAP: LOW LOD: 13/Bullet \$: Expensive	Damage: T3 RNG: S3 STP: 3 REC: 3 CAP: LOW LOD: 10/Bullet \$: Expensive x 2
Damage: T1/Shell RNG: S1 STP: 1 REC: 1 CAP: LOW LOD: 15/Bullet \$: Moderate	Damage: T2/Shell RNG: S1 STP: 1 REC: 2 CAP: LOW LOD: 15/Bullet \$: Moderate x 2	Damage: T3/Shell RNG: S2 STP: 2 REC: 3 CAP: LOW LOD: 13/Bullet \$: Expensive	Damage: T4/Shell RNG: S2 STP: 2 REC: 3 CAP: LOW LOD: 10/Bullet \$: Expensive x 2
Damage: T1 RNG: S3 STP: 0 REC: 1 CAP: LOW LOD: 15/Bullet \$: Cheap	Damage: T2 RNG: S4 STP: 1 REC: 1 CAP: LOW LOD: 15/Bullet \$: Moderate	Damage: T3 RNG: R1 STP: 2 REC: 2 CAP: MED LOD: 13/Bullet \$: Expensive	Damage: T4 RNG: R2 STP: 3 REC: 3 CAP: MED LOD: 10/Bullet \$: Exclusive

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ARMS



Ranged Antiques
Defaults

82

RADIAL ARMS

Radial Arms affect a spherical blast radius or a surface area range.

They affect all targets within a specific radius, so the blast they emit cannot be dodged, blocked or parried unless the target escapes the Blast Radius itself.

Radial Arms that are delivered in a linear manner through Ranged Arms are first treated as Ranged Projectiles. Once the Radial Projectile strikes, then its blast radius is calculated as any other Radial Arm.

Radial Arms strike all targets within the D1-D4 Ranges.

RADIAL

FRAGMENTATION

[BURSTING - STRIKING - PIERCING]

Detonation releases a burst of shrapnel into targets. Includes hand grenades, mines and explosive compounds.

INCENDIERIES

[BURSTING - FX]

Spread patches of flames over a surface. Examples include Napalm, Molotov Cocktails and Incendiary Grenades.

CHEMICAL

[FX]

These Radial Arms are infused with chemical compounds including acids and nerve agents.

AEROSOLS

[FX]

Weaponized gases commonly dispersed through missiles and grenades. Includes smoke screens and toxic agents.

EMP

[FX]

EMP bursts have devastating effects on synthetic beings and electronic infrastructures. Double Damage Vs. Synthetics.

SENSORY

[FX]

This class of Radial Arm disables the targets senses. Examples include flash bangs and concussion grenades.

BIOLOGICAL

[FX]

Weaponized plagues lethal against Biological targets and ecosystems with the potential to spread to vast areas.

ALCHEMICAL

[FX]

Certain Radial Weapons can be created to have exotic effects that are highly advanced or magical.

SMALL

MIDDLE

HEAVY

GREAT

Damage: T3
RNG: D1
DUR: 0
STP: 2
\$: Moderate

Damage: T5
RNG: D2
DUR: 0
STP: 2
\$: Moderate x 2

Damage: T7
RNG: D3
DUR: 0
STP: 3
\$: Moderate x 3

Damage: T9
RNG: D4
DUR: 0
STP: 3
\$: Expensive

Damage: T2
RNG: D1
DUR: 2
STP: 1
\$: Cheap

Damage: T2
RNG: D2
DUR: 2
STP: 1
\$: Moderate

Damage: T3
RNG: D3
DUR: 3
STP: 2
\$: Moderate x 2

Damage: T4
RNG: D3
DUR: 3
STP: 2
\$: Expensive

Damage: T1
RNG: D2
DUR: 1
STP: 0
\$: Moderate

Damage: T2
RNG: D2
DUR: 2
STP: 0
\$: Moderate x 2

Damage: T3
RNG: D3
DUR: 3
STP: 0
\$: Expensive

Damage: T4
RNG: D3
DUR: 3
STP: 0
\$: Expensive x 2

Damage: T2
RNG: D2
DUR: 2
STP: 0
\$: Moderate x 2

Damage: T2
RNG: D3
DUR: 2
STP: 0
\$: Expensive

Damage: T3
RNG: D4
DUR: 3
STP: 0
\$: Expensive x 2

Damage: T4
RNG: D4
DUR: 3
STP: 0
\$: Exclusive

Damage: T1
RNG: D1
DUR: 0
STP: 0
\$: Moderate

Damage: T2
RNG: D2
DUR: 0
STP: 0
\$: Moderate x 2

Damage: T2
RNG: D3
DUR: 0
STP: 0
\$: Expensive

Damage: T3
RNG: D4
DUR: 0
STP: 0
\$: Exclusive

Damage: -
RNG: D1
DUR: 0
STP: 0
\$: Cheap

Damage: -
RNG: D2
DUR: 0
STP: 0
\$: Moderate

Damage: -
RNG: D3
DUR: 0
STP: 0
\$: Moderate x 2

Damage: -
RNG: D4
DUR: 0
STP: 0
\$: Moderate x 3

Damage: T1
RNG: D3
DUR: 2
STP: 0
\$: Moderate x 3

Damage: T2
RNG: D3
DUR: 2
STP: 0
\$: Expensive

Damage: T3
RNG: D4
DUR: 3
STP: 0
\$: Exclusive

Damage: T4
RNG: D4
DUR: 3
STP: 0
\$: Exotic

Damage: Effect*
RNG: D1
DUR: 0
STP: 0
\$: Expensive

Damage: Effect*
RNG: D2
DUR: 1
STP: 0
\$: Expensive x 2

Damage: Effect*
RNG: D3
DUR: 2
STP: 0
\$: Exclusive

Damage: Effect*
RNG: D4
DUR: 3
STP: 0
\$: Exotic

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ARMS



Radial Arms
Defaults

84

SIEGE ARMS



Siege Arms require the use of a vehicle or stationary delivery system to implement and transport.

Often massive in size and extremely heavy, their range and power surpass any other Arm category. Siege Arms have the potential to destroy buildings, complete cities and more.

Siege Arms inflict damage by multiples pertaining to their weapon family. Most operate at the Siege (X) distance ranges, which the exception of Siege Melee arms and most Primitive Siege Ranged Arms.



SIEGE

SIEGE MELEE

Over-sized incarnations of conventional melee arms for giants, mechs or golems.

SG. RANGED PRIM.

Includes catapults, battering rams, and other forms of primitive siege weapons.

SG. RANGED ATQ.

Includes variations of Cannons that rely on Match Lock or similar Antique primers.

SG. RANGED ADV.

The heaviest form of modern firepower. Includes variants of turrets, artillery and rays.

SIEGE RADIAL

The utmost form of devastation to clear out a population at the push of a button.

Arms that fall into the Siege category are the most powerful by default because their only function is to deliver massive levels of destruction against fortified targets, vehicles and swarms, often from great distances. They exist as standalone units or as part of a mechanized arsenal.

Because of their massive scale of destructive potential, for simplicity, Siege Arms are measured by scaled Damage and Range metrics only, with the exception of Siege Melee's, which also factor Advantage. Otherwise, they are subject to the Architect's interpretation. By default, Siege Arms are the only form of weapon that can damage 'Fortified' Armor. Their EFF Ranks should be regarded as '5-8.'

SMALL	MIDDLE	HEAVY	GREAT
Damage: T5 RNG: X1 ADV: 10 \$: Exclusive	Damage: T10 RNG: X1 ADV: 15 \$: Exclusive x 2	Damage: T15 RNG: X1 ADV: 20 \$: Exclusive x 3	Damage: T20 RNG: X1 ADV: 25 \$: Exotic
Damage: T4 RNG: S3 \$: Expensive	Damage: T8 RNG: S3 \$: Expensive x 2	Damage: T12 RNG: S4 \$: Exclusive	Damage: T16 RNG: S4 \$: Exclusive x 2
Damage: T10 RNG: X2 \$: Exclusive	Damage: T25 RNG: X2 \$: Exclusive x 2	Damage: T50 RNG: X3 \$: Exclusive x 3	Damage: T100 RNG: X3 \$: Exotic
Damage: T10 RNG: X2 \$: Exclusive	Damage: T25 RNG: X2 \$: Exclusive x 2	Damage: T50 RNG: X3 \$: Exclusive x 3	Damage: T100 RNG: X3 \$: Exotic
Damage: T50 RNG: X3 \$: Exotic	Damage: T125 RNG: X3 \$: Exotic x 2	Damage: T250 RNG: X4 \$: Exotic x 3	Damage: T500 RNG: X4 \$: Exotic x 4

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ARMS



Siege Arms
Defaults

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One of the keys to a successful Adventure is ensuring that Travelers are equipped with the proper Weapons needed to survive and conquer the particular challenge. The Glyphs RPG Blueprint presents a more subjective approach to Weapon creation while at the same time presenting a set of values and rules that bring out the strengths and handicaps inherent in all forms of Weaponry.

It is encouraged that you take the time to methodically craft your Weapons that are appropriate for your Campaign setting or specific quest. Utilize the values described in this chapter to tailor each Weapon from scratch. Your imagination will fill in the blanks for you. Make players work hard to earn the right to wield each Weapon.

Weapon Crafting

- Pick a Weapon class...Melee, Ranged, Radial or Siege.
- Visualize the Weapon and its function...How effective is it? Small, Middle, Heavy or Great?
- Based on the above charts, what are the Weapon's properties and attributes? Define them.
- Modify values such as Damage, Advantage, Range, or Capacity if necessary.
- Is the Weapon unique? Tempered, Enhanced or Magical (see 'Special')?
- Draw or describe the Weapon. Add a price tag to it (Cheap – Exotic).
- How is the Weapon obtained? Found, stolen, earned or purchased at a high price?

Weapon Repairs

In the event that a Character's Weapon is broken, it ceases to function at its optimum level...or at all. The level of damage and impaired functionality can be interpreted by the Architect. Melee Arms must be repaired when their FHP is fully depleted. When this happens, the Weapon can only be repaired by a specialist who possesses the proper tools and materials.

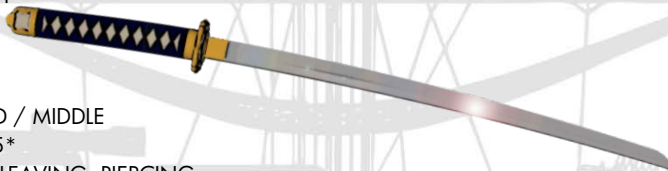
For instance, Blacksmiths can only repair Melee Weapons, Gunsmiths repair Ranged Arms, and Demolitions experts can repair or diffuse Radial arms. In some cases, the Character may have the skill set to do so, such as certain Engineers, but access to tools and materials must be possible. Depending on the cost or gravity of the damage, it may be wiser to simply obtain a new Weapon. As a general rule, repair costs should be 1 Value range less than the cost of the Weapon itself.

Depending on the Campaign setting, Arms may also be repaired through the use of advanced automated machinery or magical spells that can mend the Weapon back to its original state.



TEMPERED KATANA (MELEE)

A Samurai Sword forged of hardened steel and folded 20 times in its creation. This Katana is particularly known for its terrible potential to cleave through flesh and bone with a single skilled swipe.



Effectiveness: SWORD / MIDDLE

Range: M3 **Dam:** T5*

Adv: 5 **Properties:** CLEAVING, PIERCING

Tempered Upgrades: 'Slayer'

Price: \$38,029 USD

[slayer/'expensive' 5 digits 75609 + sword/'moderate' 3 digits 450 = 76059 Bits / 2]

M-4 ENHANCED ASSAULT RIFLE (ADV. RANGED)

The M4 Assault Rifle is one of the most reliable semi-automatic weapon systems used by law enforcement and military personnel. The M4 is accurate and supports a wide range of enhancements. It fires 5.56 caliber ammunition, and sports a 3-round burst mode.



Effectiveness: RIFLE / MIDDLE

Range: R2 **Dam:** T3

Rec: 0 **Stp:** 1

Cap: MED (30 Rounds) **Lod:** 1

Properties: PIERCING, STRIKING

Enhancements: 'Trigger', 'Rail System', 'Sights'

Price: \$1,200 USD

[Rifle/'moderate' 3 digits 950 + Trigger/'moderate' 3 digits 600+Rail System/'moderate' 3 digits 350 + Sights/'moderate' 3 digits 500 = 2400 Bits / 2]

COMPOUND BOW (PRIM. RANGED)

A silent and energy efficient tool of hunting and ranged warfare. The Compound Bow has limbs that are more rigid than other conventional bows, and relies on a system of pulleys and cables to exert high levels of distance and penetration.

Effectiveness: BOW / HEAVY

Range: R2 **Dam:** T3

Rec: 0 **Lod:** 1

Properties: PIERCING

Enhancements: None

Price: \$6,400 USD [Bow/'expensive' 5 digits = 12,954 Bits / 2]



STANDARD FRAG GRENADE (RADIAL)

The Fragmentation Grenade is standard issue to military personnel and criminal syndicates alike. It is perfect for drawing the enemy out from cover, derailing a vehicle in a burst of shrapnel and flames, or making a final coup de grace against endless hordes.

Effectiveness: FRAGMENTATION / MIDDLE

Range: D2 **Dam:** T5

Stp: 2 **Dur:** 0

Properties: BURSTING, STRIKING, PIERCING

Enhancements: None

Price: \$1,350 USD [Fragmentation/'moderate' x2' 4 digits = 1350x2=2700 Bits/2]



CRAFTED 9MM PISTOL W / STROBE ATTACHMENT (ADV. RANGED)

Elegance in a lethal package. This 9mm pistol is a trusty sidearm for wealthy travelers, or a trophy for thieves and smugglers. The frame and slide are cast in titanium accented with onyx trim, and the grip glistens with diamonds embedded in obsidian.



Effectiveness: PISTOL / SMALL

Range: S3 **Dam:** T1

Rec: 0 **Stp:** 0

Cap: LOW (10 Rounds) **Lod:** 1

Properties: PIERCING , STRIKING

Enhancements: 'Strobe' , 'Encrusted'

Price: \$43,364 USD

[Pistol/'moderate' 3 digits =900 + Strobe 'moderate' 3 digits =250+ Encrusted 'Expensive' 5 digits=85578 = 86728 Bits / 2]

RUBY LASER CANNON (ADV. SIEGE RANGED)

A stationary cannon that unleashes a 3' wide red laser beam from a ruby, burning clean though consecutive targets up to 30,000 Yards away. While it can be manned by a single soldier, transportation requires the use of heavy vehicles and loading equipment.



Effectiveness: SIEGE. RANGED LASER / GREAT

Range: X3 (30,000 Yds) **Dam:** T100

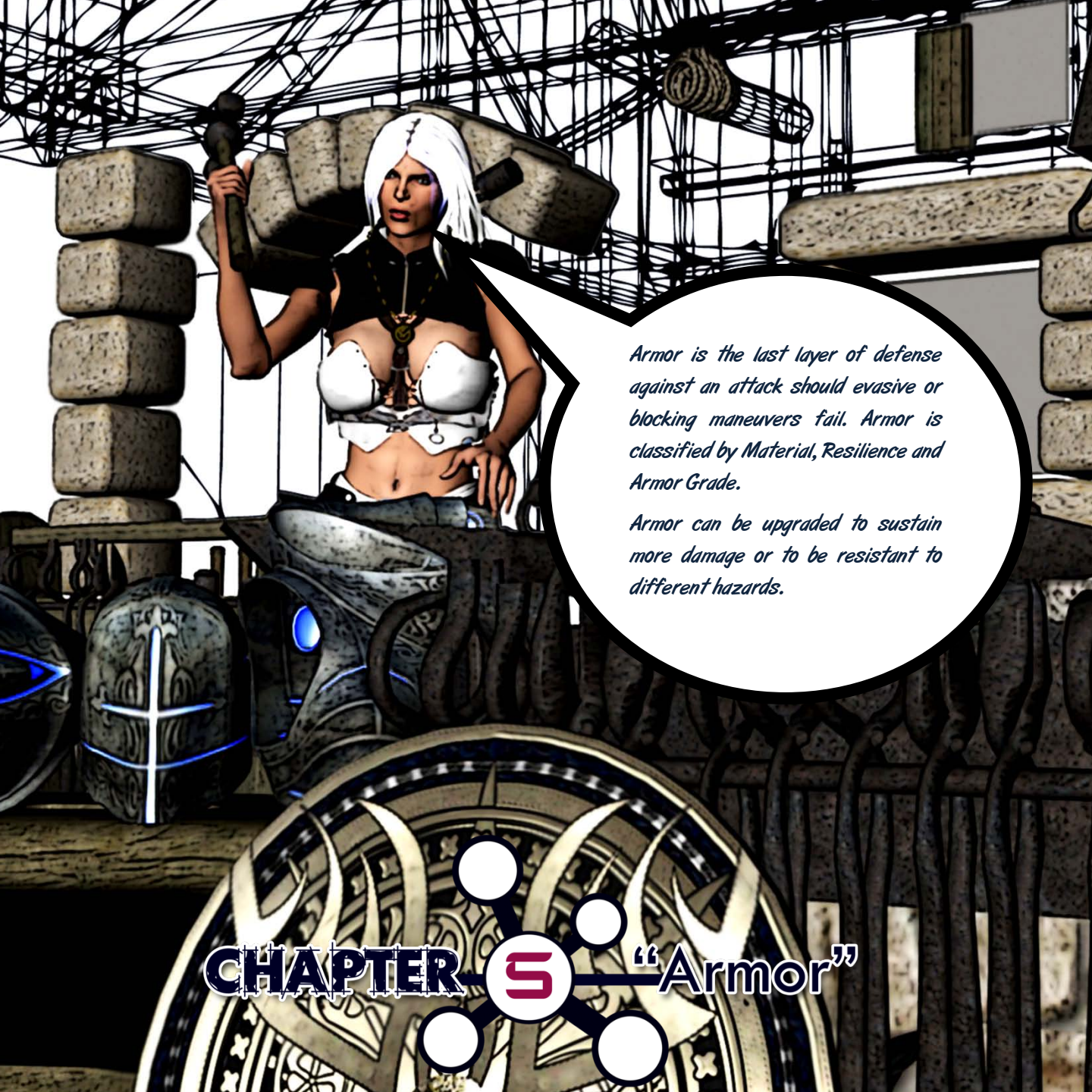
Cap: MAX (1000 Rounds) **Lod:** 2

Properties: PIERCING , CLEAVING

Enhancements: None

Price: \$1,859,613 USD

[Laser/'exclusive x3' 7 digits = 1239742 x 3= 3719226 Bits / 2]



Armor is the last layer of defense against an attack should evasive or blocking maneuvers fail. Armor is classified by Material, Resilience and Armor Grade.

Armor can be upgraded to sustain more damage or to be resistant to different hazards.

CHAPTER 5 “Armor”

ARMOR SCIENCE

Armor offers the Character a form-fitting layer of protection versus attacks and environmental hazards. Armor is especially relied upon by Character Classes that assume armed front-line combat roles, such as Warriors, Butchers and Rogues. Certain Archetypes are limited to the types of Armor that can be worn because of the inherent way they are trained to move.

In Glyphs-based RPG's, Armor is managed as 4 main components, which may be further broken down into subsections of bodily coverage. Bodysuits may contain all 4 built in.

- 1) **Body protection:** Upper and Lower Torso.
- 2) **Helmets:** Head and Face.
- 3) **Guards:** Bracers, Pauldrons, Gauntlets, Greaves, Sabatons, etc.
- 4) **Shields:** Increase blocking potential and offer an additional layer of coverage.

As with Weapons, Players and Architects create Armor based on a set of default values. When creating sets of Armor, there are 5 variables to factor in. These variables determine how different types of Armor perform against attacks and hostile conditions.

- * **Resilience Value (R)**
- * **Armor Hit Points (AHP)**
- * **Shock Value (SV)**
- * **Resistances**
- * **Strength Restrictions**

If an Attack strikes a section of the Defender's Armor, the following Token Spins to interpret the Digits must be made in sequential order as applicable:

- 1) **'R' Spin:** Determines if the Armor section is damaged. This is automatically done during the Attacker's Damage Intensity Token Spin. The higher an Armor section's 'R'-Value, the stronger the Attack's Intensity and Weapon's EFF Rank must be in order to damage it.
- 2) **'AHP' Spin:** Determines the level of damage the Armor sustains before leaving the Defender vulnerable to damage. This is already done during the Attacker's Damage Intensity Token Spin. When the Armor section's AHP is depleted to Zero, then the Character sustains LHP Damage, which must then be determined. Armor must be repaired to replenish any lost AHP.
- 3) **'SV':** No Token Spin is actually required. However, SV Determines if the Armor is able to Absorb shock damage inflicted by blunt forces.

RESILIENCE VALUE - (R)

Resilience reflects the level of abuse a section of Armor can withstand before becoming damaged and suffering AHP loss. Before Armor sustains AHP depletion, it must first be successfully “damaged” by a Weapon or other similar attack of eligible caliber. If it is not damaged, then it sustains zero AHP loss. As with Structural Damage, the Element Glyphs are interpreted as a range of ‘INTENSITIES.’

Armor’s R-Value is first measured in Intensity Ranges from 1-3.

R (1) = Intensity 1: Intensity of 1 and above can damage Armor.

R (2) = Intensity 2: Only Intensity of 2 and above can damage Armor.

R (3) = intensity 3: Only Intensity of 3 can damage Armor.

The attack connecting with the particular Armor piece must equal or exceed the above R-Value sets to inflict AHP damage. Otherwise, the Armor remains unscathed.

***** True Resilience Value / Factoring Weapon Grades *****

Regardless whether or not a Weapon deals out Intensity 1, 2 or 3 levels of damage, a Weapon may only successfully damage Armor that is of equal or lesser level of effectiveness based on its R-Value. Thus, Resilience Value is measured by the minimum Weapon Grades that are able to inflict damage:

Small Arms (SM), Middle Arms (MD), Long Arms (LG), Great Arms (GT), Siege Arms (SG)

R: SM1- Damaged by Any Arms @ Intensity 1

R: SM2- Damaged by at least Small Arms @ Intensity 2

R: SM3- Damaged by at least Small Arms @ Intensity 3

R: MD1- Damaged by at least Middle Arms @ Intensity 1

R: MD2- Damaged by at least Middle Arms @ Intensity 2

R: MD3- Damaged by at least Middle Arms @ Intensity 3

R: LG1- Damaged by at least Long Arms @ Intensity 1

R: LG2- Damaged by at least Long Arms @ Intensity 2

R: LG3- Damaged by at least Long Arms @ Intensity 3

R: GT1- Damaged by at least Great Arms @ Intensity 1

R: GT2- Damaged by at least Great Arms @ Intensity 2

R: GT3- Damaged by at least Great Arms @ Intensity 3

R: SG1- Damaged by at least Siege Arms @ Intensity 1

R: SG2- Damaged by at least Siege Arms @ Intensity 2

R: SG3- Damaged by at least Siege Arms @ Intensity 3



ARMOR HIT POINTS - (AHP)

AHP represents the level of damage that an Armor section can withstand before being destroyed.

Whether worn as a Bodysuit or as individual pieces, AHP is allocated equally to each section of Armor, and is based on the material the Armor is made of.

When the wearer's Armor Points (AHP) are depleted to **Zero (0)**, the wearer then becomes vulnerable to Structural Damage on the targeted section.

AHP damage must be repaired by the those with proper skills, such as a Blacksmith.

Armor absorbs Free-Form and Focused Attacks equally, utilizing the Element Glyphs to interpret the level of damage absorbed.

If the level of damage is greater than the remaining AHP, the remaining AHP damage is then translated to LHP.

Armor Resistances

Certain pieces of Armor and Bodysuits may contain resistances versus specific attacks or conditions. These must be clearly defined. Common resistances include Fire, Pressure, Radiation, Chemicals, Bio-Weapons, Electricity, Swarms and specific Powers. Resistances can be forged into the Armor itself, through magical enchantments or costly technological means.

Armor Repairs

In many instances, Armor is the last thing keeping a Character from certain death, but it too has a lifespan that varies depending on the material each piece is made from. Damage can come from an enemy attack, Traps or environmental conditions. When Armor loses AHP (Armor Points) from damage, the lost AHP can only be replaced via repair by a specialist who possesses the proper tools and materials necessary to make the repair. If Armor is not repaired by the same material it is made from, then default AHP is not regained and instead the Armor section takes on the values of the new material.

As with Weapons, Armor can only be repaired by a skilled professional such as a Blacksmith unless certain Powers are used to mend the Armor back to its original condition. Repairing Armor may end up being more costly than obtaining a new set, depending on how rare the material is. Regardless, it is advised that Armor is cared for at all times, since Defensive Maneuvers sometimes fail in the heat of battle.

SHOCK VALUE - (SV)

Most Armor has the ability to muffle the natural blunt trauma or "Shock Value" inflicted by blunt Weapons, explosives and firearms. Blunt Trauma is automatically inflicted on the Character by Arms or Attacks with properties of **"STRIKING or BURSTING."** The Armor itself absorbs the damage caused by the actual Weapon or Attack. A section of Armor's SV rating is contingent on its construction classification (Light, Medium, Heavy, Reinforced and Fortified). The Shock Value (SV) inherent in each piece of Armor determines the level of Blunt Trauma Damage that is inflicted on the Defender.

Damage sustained is rounded UP to the nearest whole number. If the Armor Section's AHP is depleted, then its SV defaults to SV0.

SV0: Full Striking or Bursting damage sustained by Defender from the Attack.

SV1: Defender sustains 1/2 damage caused by Striking or Bursting forces.

SV2: Defender sustains 1/3 damage caused by Striking or Bursting forces.

SV3: Defender sustains 1/4 damage caused by Striking or Bursting forces.

SV4: Defender sustains Zero damage caused by Striking or Bursting forces.

Armor Grades

Each Armor Grade has an inherent Shock Value, which is determined by how the Armor Piece is configured. SV Ranks also impose additional Difficulty Levels for any Challenge involving serious physical movement.

* 'Light' Armor:	SV:0	Ring / Studded Configuration	+ 0 Difficulty Levels
* 'Medium' Armor:	SV:1	Chain / Scaled Configuration	+ 1 Difficulty Levels
* 'Full' Armor:	SV:2	Banded / Splint Configuration	+ 2 Difficulty Levels
* 'Reinforced' Armor:	SV:3	Plated Configuration	+ 3 Difficulty Levels
* 'Fortified' Armor:	SV:4	Heavy Plated Configuration	+ 4 Difficulty Levels

Armored Movement Penalties

Characters must meet a minimum Strength (STR) Requirement in order to wear certain grades of Armor made from denser materials. Additionally, bulky Armor and Accessories with higher SV Ranks impose additional Difficulty Levels when attempting Attribute or Skill Set Challenges that heavily rely on movement.

Body Armor, Guards and Helmets impose Difficulty Levels that are determined from the HIGHEST SV RANK if the Character is wearing a combination of said Armor Components. Shields further impose Difficulty Levels based on the Material's SV RANK. The Total amount of additional Difficulty Levels are factored into the Challenge.



ARMOR MATERIAL DEFAULTS

Fabric:

Hide:

Wood:

Bone:

Tin:

Cellular:

Polymer:

Silver:

Gold:

Copper:

Bronze:

Stone:

Iron:

Crystal:

Kevlar:

Steel:

Titanium:

Ceramic:

Light – SV0	Med – SV1	Full – SV2	Reinforced - SV3	Fortified - SV4
'Ring / Studded'	'Chain / Scaled'	'Banded /Splint'	'Plate Mail'	'Heavy Plate'
AHP: 1 R: SM1	AHP: 2 R: SM1	AHP: 3 R: SM1	AHP: 4 R: SM2	AHP: 5 R: SM2
AHP: 6 R: SM1	AHP: 7 R: SM1	AHP: 8 R: SM2	AHP: 9 R: SM2	AHP: 10 R: SM2
AHP: 11 R: SM1	AHP: 12 R: SM1	AHP: 13 R: SM2	AHP: 14 R: SM2	AHP: 15 R: SM3
AHP: 16 R: SM1	AHP: 17 R: SM2	AHP: 18 R: SM2	AHP: 19 R: SM3	AHP: 20 R: SM3
AHP: 21 R: SM1	AHP: 22 R: SM2	AHP: 23 R: SM3	AHP: 24 R: SM3	AHP: 25 R: SM3
AHP: 26 R: MD1	AHP: 27 R: MD1	AHP: 28 R: MD2	AHP: 29 R: MD2	AHP: 30 R: MD3
AHP: 31 R: MD1	AHP: 32 R: MD2	AHP: 33 R: MD2	AHP: 34 R: MD3	AHP: 35 R: MD2
AHP: 36 R: MD2	AHP: 37 R: MD2	AHP: 38 R: MD2	AHP: 39 R: MD3	AHP: 40 R: MD3
AHP: 41 R: MD2	AHP: 42 R: MD2	AHP: 43 R: MD3	AHP: 44 R: MD3	AHP: 45 R: MD3
AHP: 46 R: MD2	AHP: 47 R: MD3	AHP: 48 R: MD3	AHP: 49 R: MD3	AHP: 50 R: LG1
AHP: 51 R: LG1	AHP: 52 R: LG1	AHP: 53 R: LG2	AHP: 54 R: LG2	AHP: 55 R: LG2
AHP: 56 R: LG2	AHP: 57 R: LG2	AHP: 58 R: LG2	AHP: 59 R: LG3	AHP: 60 R: LG3
AHP: 61 R: LG2	AHP: 62 R: LG2	AHP: 63 R: LG3	AHP: 64 R: LG3	AHP: 65 R: GT1
AHP: 66 R: GT1	AHP: 67 R: GT1	AHP: 68 R: GT1	AHP: 69 R: GT2	AHP: 70 R: GT2
AHP: 71 R: GT1	AHP: 72 R: GT1	AHP: 73 R: GT2	AHP: 74 R: GT2	AHP: 75 R: GT3
AHP: 76 R: GT2	AHP: 77 R: GT2	AHP: 78 R: GT3	AHP: 79 R: GT3	AHP: 80 R: SG1
AHP: 81 R: GT3	AHP: 82 R: GT3	AHP: 83 R: SG1	AHP: 84 R: SG1	AHP: 85 R: SG2
AHP: 86 R: SG1	AHP: 87 R: SG2	AHP: 88 R: SG2	AHP: 89 R: SG3	AHP: 90 R: SG3

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ARMOR

Armor Material
Defaults

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ARMOR PRICING DEFAULTS

New Character 'Point'
Values are listed in the
Red Square.

Min. STR
"LV1"

Fabric:

Light – SV0		Med – SV1		Full – SV2		Reinforced - SV3		Fortified - SV4	
'Ring / Studded'		'Chain / Scaled'		'Banded /Splint'		'Plate Mail'		'Heavy Plate'	
1	CHEAP	2	CHEAP X 2	3	CHEAP X 3	4	CHEAP X 4	5	CHEAP X 5

Hide:

6	CHEAP X 6	7	CHEAP X 7	8	CHEAP X 8	9	CHEAP X 9	10	CHEAP X 10
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Wood:

11	CHEAP X 11	12	CHEAP X 12	13	CHEAP X 13	14	CHEAP X 14	15	CHEAP X 15
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Bone:

16	MODERATE	17	MODERATE X 2	18	MODERATE X 3	19	MODERATE X 4	20	MODERATE X 5
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Tin:

21	MODERATE X 6	22	MODERATE X 7	23	MODERATE X 8	24	MODERATE X 9	25	MODERATE X 10
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Cellular:

26	MODERATE X 11	27	MODERATE X 12	28	MODERATE X 13	29	MODERATE X 14	30	MODERATE X 15
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Polymer:

31	MODERATE X 16	32	MODERATE X 17	33	MODERATE X 18	34	MODERATE X 19	35	MODERATE X 20
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Min. STR
"LV2"

Silver:

36	EXPENSIVE	37	EXPENSIVE X 2	38	EXPENSIVE X 3	39	EXPENSIVE X 4	40	EXPENSIVE X 5
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Gold:

41	EXOTIC	42	EXOTIC X 2	43	EXOTIC X 3	44	EXOTIC X 4	45	EXOTIC X 5
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Copper:

46	EXPENSIVE	47	EXPENSIVE X 2	48	EXPENSIVE X 3	49	EXPENSIVE X 4	50	EXPENSIVE X 5
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Bronze:

51	MODERATE X 11	52	MODERATE X 12	53	MODERATE X 13	54	MODERATE X 14	55	MODERATE X 15
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Iron:

56	MODERATE X 16	57	MODERATE X 17	58	MODERATE X 18	59	MODERATE X 19	60	MODERATE X 20
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Min. STR
"LV3"

Stone:

61	EXPENSIVE	62	EXPENSIVE X 2	63	EXPENSIVE X 3	64	EXPENSIVE X 4	65	EXPENSIVE X 5
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Crystal:

66	EXOTIC	67	EXOTIC X 2	68	EXOTIC X 3	69	EXOTIC X 4	70	EXOTIC X 5
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Kevlar:

71	EXPENSIVE	72	EXPENSIVE X 2	73	EXPENSIVE X 3	74	EXPENSIVE X 4	75	EXPENSIVE X 5
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Steel:

76	EXPENSIVE X 6	77	EXPENSIVE X 7	78	EXPENSIVE X 8	79	EXPENSIVE X 9	80	EXPENSIVE X 10
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Titanium:

81	EXCLUSIVE	82	EXCLUSIVE X 2	83	EXCLUSIVE X 3	84	EXCLUSIVE X 4	85	EXCLUSIVE X 5
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Ceramic:

86	EXCLUSIVE X 6	87	EXCLUSIVE X 7	88	EXCLUSIVE X 8	89	EXCLUSIVE X 9	90	EXCLUSIVE X 10
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ARMOR



Armor Pricing
Defaults

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Whereas Armor suits are concerned with protecting the Character's torso, Shields, Helmets and Guards offer protection to the head, neck and extremities. These Armored Supplements are composed of the same materials as suits of Armor and thus contain the same values for AHP and PV.

SHIELDS

Shields are fashioned to Block a range of Melee and Projectile Attacks.

The Defender must clearly state they are using the Shield to Block an Attack in order to receive the Block Modifier Bonus.



Light - SV0	Med - SV1	Full - SV2	Reinf. - SV3	Fortified - SV4
Adv: 3 Block: +1	Adv: 5 Block: +2	Adv: 7 Block: +3	Adv: 10 Block: +4	Adv: 15 Block: +5

HELMETS

Helmets function as Armor for the wearer's head and/or face and neck. Coverage areas must be specified, as each Helmet is unique.

Light - SV0	Med - SV1	Full - SV2	Reinf. - SV3	Fortified - SV4
Adv: 1	Adv: 2	Adv: 3	Adv: 4	Adv: 5

GUARDS

Any Armor piece that protects the sides or extremities, such as hands, shoulders, arms and legs. Coverage areas must be specified by individual limb, shoulder, foot or hand.

Light - SV0	Med - SV1	Full - SV2	Reinf. - SV3	Fortified - SV4
Adv: 1 Parry: +1	Adv: 2 Parry: +2	Adv: 3 Parry: +3	Adv: 4 Parry: +4	Adv: 5 Parry: +5



ARMOR

Shields, Helmets
& Guards

ARMOR UPGRADE DEFAULTS

Insulated [Moderate]

Armor that is well insulated reduces shock damage from blunt attacks. +1 Shock Value (SV)

Coated [Moderate]

Armor coatings include special chemicals, paints and oils that provide the wearer resistance to a specific element, such as fire or a specific chemical.

Grooved [Moderate]

Guards gain +1 Advantage, Block and Parry bonuses Vs. Melee attacks.

Strengthened [Expensive]

The process of fortification makes existing Armor material more durable. +1 R-Value.

Lightened [Expensive]

A rare process that takes Armor of heavier weight categories and reduces their density, making movement easier. Strength requirement is reduced by 1 Level.

Repelling [Expensive]

The affinity for Armor to repel metallic projectiles away from the user through an electromagnetic field. Attackers using metallic projectiles must make Double successful Token Slide.

Camouflage [Expensive]

Special dyes baked into the Armor piece absorb the patterns of the immediate surroundings. Only those with Vision of LV2: "Clear" can spot them in LV2: "Lit" lighting at a 35% chance.

Pressurized Body Suits [Exclusive]

Pressure regulated for Characters needing protection from the vacuum of space or deep waters.

ARMOR UPGRADES II

Thermostatic [Moderate]

Armor contains self-contained AC and Heater to regulate temperature against harsh climates.

Adorned [Expensive - Exotic]

Engravings, artwork or the embedding of gems and precious metals boost the Armor's value.

Enchanted [Cheap - Exotic]

The magical process of Enchantment bestows a specific Power upon the Armor piece. Effects and pricing vary upon the nature of the enchantment power.

Barbed [Moderate]

Barbed Armor makes many opponents think twice before laying hands on the defender, layered with spikes, needles or blades that **inflict #1 Piercing, Cleaving or Tearing damage.**

Rigged [Expensive - Exclusive]

Armor can be rigged with internal systems that enhance the performance of the wearer, similar to an Exoskeleton rig. **Examples include but are not limited to +1 Strength or +1 Speed.**

Fitted [Moderate- Exclusive]

Each piece of Armor can be custom fitted with attachments that hold everything from tools, equipment, ammunition or weapon systems. Pricing excludes the individual accessory to be added.

Reflective [Expensive]

A highly reflective mirror finish that can be applied to metallic Armor materials. **Enemy is blinded while Armor exposed to focused light. Armor deflects Laser blasts of up to 'Middle' Intensity.**

Reconstructive [Exotic]

By way of magic or embedded nano-machines, the Armor piece automatically **regenerates any lost AHP at a rate of 1 AHP per Minute Count. Repair is only necessary if AHP reaches 0.**

100

ARMOR

✓

Armor Upgrades - 2

100

Force Fields offer a more convenient approach to a Character's personal protection. Rather than suiting up with layers of restrictive materials, Architects may choose to allow Characters to wear a special object that shields them from a specific type of Weapon or other hazard.

Depending on the type of Paradigm the Campaign takes place in, Force Fields are either powered by magic or advanced technology, and are worn as inconspicuous pieces of jewelry or embedded into clothing or skin. Force Fields may also be worn in conjunction with conventional Armor suits, and are also monitored by AHP.

Unlike Armor pieces, Force Fields are not subject to Resilience (R) and Shock (SV) factors. Their powers are only activated when an attack strikes the wearer, which then depletes the Force Field's AHP.

Here is the recommended approach that should be implemented regarding Force Fields:

X-MELEE

The currents from this Force Field encase the wearer's body in an invisible skin-tight force. Melee Arms and H2H attacks cannot damage the wearer until the Force Field's AHP is first depleted.

Pricing: 3 AHP of Force = 'MODERATE'

X-PROJECTILE


This Force Field configuration projects an invisible sphere around the wearer's body and equipment. Incoming projectiles of any kind cannot harm the wearer until its AHP is first depleted.

Pricing: 3 AHP of Force = 'EXPENSIVE'

X-POWER

The Power Dampener Force Field neutralizes magical or other supernatural Powers that would otherwise damage the wearer. Incoming Powers cannot affect the wearer or the wearer's Etheric Field until the Force Field's AHP is first depleted.

Pricing: 3 AHP of Force = 'EXPENSIVE'

A character with grey hair and blue eyes, wearing a black tactical vest and a shoulder-mounted weapon, is firing a bright yellow energy blast. The background is a dark, industrial setting with a wireframe structure on the right.

A Technique allows a Character to execute incredible feats in Combat and Skill Set Challenges that go beyond regular actions.

Because of the high degree of focus required to execute a Technique, EP is consumed each time a Technique is used. More advanced Techniques may require a prerequisite set of Techniques before they can be learned.

CHAPTER

6

“Techniques”

A Technique is the result of advanced Skill Set or Combat training that allows a Character to operate in ways that maximize mobility, attack patterns or the chances of success while implementing a Skill. Default Techniques are categorized as either 'Warfare,' 'Martial Arts' and 'Soft Skills,' making them restricted to select Combatant and Supportive Archetypes. To use a Technique, the Traveler or Architect state the name of the Technique that their Character will use and describes how it is executed.

No additional Token Spin or Slide requirements apply to using Techniques to determine their success rate, unlike with Powers. Instead, they should be treated as Combat maneuvers or Skill boosters. Furthermore, certain Techniques may be stacked in conjunction with other compatible Techniques during the same Instant, and can be triggered in conjunction with a Combat action or Skill Set Challenge.

The essence behind how Techniques work is a delicate combination of physical prowess, mental clarity and the channeling of will to execute out of the ordinary feats. When using Techniques, as with Powers, the Character subconsciously taps into the Ether to obtain the ideal mental-physical-spiritual connection needed. Techniques add more versatility to Combatant and Supportive Archetypes, and can level the playing field against overwhelming odds if used with strategic timing.

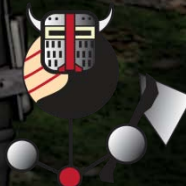
Technique Rules

- * All Technique usage attempts must originate from the Action Grid's 'G' Point. By default, One Token Slide is necessary for the Technique to be executed, and must land within the Large Circle (Zones 1-9).
- * Technique Proficiencies grant additional Token Slide attempts, from +1 to +3.
- * Characters who are 'Uncomfortable' must make 1 additional Token Slide to use a Technique.
- * Characters who are 'Overwhelmed' must make 2 additional Token Slides to use a Technique.
- * Techniques may enhance or substitute individual action attempts. EP is consumed when any Technique is used. Techniques Consume EP in the following multiples: Warfare (5), Martial Arts (3), Soft Skills (15).
- * Characters who attempt to create and execute a Technique on the fly or imitate an existing Technique must make (3) consecutive Token Slides into the Action Grid's 'CIRCLE' (within 5 seconds if the time allotment rule is being implemented), originating from the 'G' Point. If the Technique falls within their Archetype's domain and is successful, then the Character assumes knowledge of said Technique at a '0' EXP Count. Otherwise, the consecutive attempts must be always made. Additionally, double EP is used.
- * **OPTIONAL RULE: Unless House Rules dictate otherwise, individual Technique Token Slides must be done within 5 Seconds for the attempts to count.**





WARFARE TECHNIQUES



GUN RUNNER

The Character has the freedom to simultaneously move X Feet while attacking with a Ranged Weapon. This eases suppressive fire attempts.

EFFECTS: Move X Ft / Instant while simultaneously firing a Ranged Weapon.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

TRICKSTER SHOT

The Trickster Shot Technique acts as a simultaneous defense and attack maneuver. When activated during a dodge attempt, the Character executes an evasive maneuver while firing a Ranged Weapon.

EFFECTS: Dodge an attack while simultaneously firing a Ranged Weapon. Used during 'Evade' attempt.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: GUN RUNNER

DEFLECT PRIMITIVES

This Technique utilizes the Character's parrying maneuver to deflect incoming primitive projectiles such as arrows, darts and stones. The Deflect Primitives Technique is activated when making a parrying attempt with a Melee Weapon or equivalent substitute.

EFFECTS: Deflect a primitive projectile using a Melee Weapon. Used during 'Parry' attempt.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

DEFLECT PROJECTILES

A more advanced deflection Technique, the Deflect Projectiles Technique allows the deflection of bullets and beams. It is activated when making a parrying attempt with an adequate Melee Weapon.

EFFECTS: Deflect advanced projectile using a Melee Weapon. Used during 'Parry' attempt.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: DEFLECT PRIMITIVES. Also, the Weapon must be able to withstand the projectile.



MARKSMAN

The Marksman Technique grants an extra layer of focus to the Character using a Ranged Weapon. When activated, the target becomes easier to strike with a Ranged Weapon without having to expend an additional instant to Aim.

EFFECTS: Token Slides when attacking with Ranged Arms may land in the Action Grid's 'SQUARE.'

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

SPEED ARCHERY

This rediscovered art unleashes an Archer's deadly precision and speed believed by most to be impossible. The Archer can fire and reload 3 consecutive arrows in a single Instant.

EFFECTS: Allows for 3 consecutive Arrow shots during 1 Instant while using a Bow.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A

SWEEPING STRIKE

A wide, arching strike using a Melee Weapon that affects all targets in range. This Technique can only be activated for Free-Form attacks. A Token Spin must be made to determine hit success for each target.

EFFECTS: A single Free-Form Melee strike inflicts damage on all targets in range.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: RUNNING STRIKE

RUNNING STRIKE

The Running Strike combines swift movement with a Focused or Free-Form Melee attack. When activated, the Character can run and make a simultaneous attack with a Melee Weapon.

EFFECTS: Move X Ft / Instant while simultaneously striking with a Melee Weapon.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A



DOUBLE-TAP

The Double-Tap Technique permits a rapid second attack within the same Instant using an Advanced Ranged Weapon. This Technique can only be activated for Free-Form attacks.

EFFECTS: Execute 2 Free-Form attacks within the same Instant using an Advanced Ranged Arm.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

ASSASSIN

A cheap shot against unsuspecting victims. When activated, this Technique gives the user a +3 Reaction Attribute Bonus when attempting a surprise attack with a 'SMALL' concealed weapon. This initiates a 'Reaction' Attribute Challenge. If the target fails the Attribute Challenge, the attack succeeds and cannot be avoided. If the target wins the Attribute Challenge, the attack is defended against as any other attack.

EFFECTS: +3 Reaction Attribute bonus during surprise attack with Concealed Weapon.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A

COVER SHOT

The Character quickly emerges from cover and fires a Focused-Attack in the form of a calculated shot at the target with a mere glimpse. This Technique can be used with all forms of personal Ranged Weaponry.

EFFECTS: The Character executes a Focused-Attack with a Ranged Weapon while emerging from cover.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: TRICKSTER SHOT

RELOAD BOOST

Using the Reload Boost Technique, any Ranged Weapon in use gains a (-1) to its default Load (L) Rank. Ranged Weapons with a Load (L) of 0 are not affected by this Technique.

EFFECTS: -1 (L) Load time for eligible Ranged Weapon in use.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A



FAST DRAW

A Weapon can be simultaneously drawn from its holster or sheath and transition into a Free-Form Attack. This Technique is employed from a neutral position or as a surprise attack.

EFFECTS: Simultaneous drawing and delivering a Free-Form attack with a Weapon.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

ADVANCED FAST DRAW

A more advanced variant of the Fast Draw Technique, mainly intended for Gunslingers and Swordsmen. A Weapon is drawn from its holster or sheath and transitions into a Focused Attack. If attacking with a Melee Weapon, this Technique can be stacked with 'Sweeping Strike.'

EFFECTS: Simultaneous drawing and delivering a Focused attack with a Weapon.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: FAST DRAW, *SWEEPING STRIKE*

DRIVE-BY

Using the Drive-by Technique, the target becomes easier to strike with a Ranged Weapon from a moving Vehicle or Mount. The Weapon becomes more stabilized and attack accuracy comes across more naturally.

EFFECTS: +1 Token Slide granted when attacking from a moving Vehicle with a Ranged Arm.

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A

DROP ROLL

Using swift calculations of timing and angles when making an evasion attempt, the Character drops or dives into a roll and resumes a strategic position. The roll moves the Character twice the amount as their 'Movement' Rank.

EFFECTS: The Character evades into a drop roll for double it's 'Movement' Rank (Land).

DURATION: 1 Instant **ETHER:** 5 EP

REQUIREMENTS: N/A



EXECUTIONER

Using this Technique, the Attacker maintains the intense momentum and commitment inflicted by a successful 'Intensity 3' Melee Attack to inflict another consecutive Melee Attack during the same Instant. Applies to Focused Attacks only.

EFFECTS: Inflict a secondary Focused Attack after an initial Intensity 3 Melee Focused Attack in the same Instant.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A

HUMAN SHIELD

The Character grapples and maintains control over a subject within equal Size range to use as an improvised shield against projectiles. The Technique is activated after first succeeding in a Strength Attribute Challenge. The Attribute Challenge should be repeated each consecutive Loop, or the Technique ends.

EFFECTS: Control a subject within equal Size range and use it as a shield against projectiles.

DURATION: 1 Instant **ETHER:** 5 EP / Instant in use.

REQUIREMENTS: COVER SHOT

BERSERKER

The Character is driven into a controlled frenzy for x Instants. While in a berserker rage, H2H or Melee Attack Damage are increased by + #1 or + T1. The Attacker is impervious to the effects of Pain, regardless of intensity.

EFFECTS: + #1 or T1 H2H or Melee Damage. Immunity from Pain.

DURATION: 1 Instant **ETHER:** 5 EP / Instant in use.

REQUIREMENTS: EXECUTIONER

PSYCHE

The Attacker makes a split second feint to throw off the Defender's guard. The Psyche Technique increases the chance of a successful hit with an H2H or Melee Weapon Attack. The Defender must win an additional Token Spin Challenge during a Block, Parry or Evasion attempt or the attack connects.

EFFECTS: Compels the Defender to make 1 extra successful defensive Token Spin.

DURATION: 1 Instant **ETHER:** 10 EP

REQUIREMENTS: N/A





MARTIAL ARTS



PUNCHING

The art of disciplined punching. Punches are more effective when making a Focused Attack. Damage is also increased because the punch is more accurate and committed.

EFFECTS: T1 of Damage and +1 Token Slide when making a Focused Attack with fists, palms or elbows.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 3 EP

REQUIREMENTS: N/A

KICKING

The art of fierce kicking. Kicks are more effective when making a Focused Attack. Damage is increased, as the kick is faster and more accurate.

EFFECTS: T1 of Damage and +1 Token Slide when making a Focused Attack with shins, feet or knees.

RANGE: M3 **DURATION:** 1 Instant **ETHER:** 3 EP

REQUIREMENTS: N/A

GRAPPLING

The art of tactical grappling. Joint locks, submissions and wrestling maneuvers are more effective with this Technique. They also become harder to escape or neutralize.

EFFECTS: +1 Token Slide. Also grants the user +3 'Strength' during a 'Strength' Attribute Challenge if the opponent tries to escape the grappling maneuver.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 3 EP / Instant in use.

REQUIREMENTS: N/A

THROWING

The ebb and flow of throwing. Diverse throwing maneuvers are more effective as Focused Attacks. Success rate is higher when attempting to throw an opponent. By default, Throws inflict 'Heavy' Fall Damage.

EFFECTS: +1 Token Slide when attempting to throw an eligible opponent. Inflicts 'Heavy' Fall Damage.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: N/A



BREAKING

The art of breaking bones and dislocating joints. Bone-snapping and dislocation moves are more effective when making a Focused Attack to the target's Skeletal Structure.

EFFECTS: +1 Token Slides and +T1 of Damage from bone breaking and dislocation moves.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: GRAPPLING

GOUGING

Precision gouging and tearing. Eye gouges, soft tissue strikes and pressure point manipulation are more effective when making a Focused Attack.

EFFECTS: +1 Token Slides and +T1 of Damage from gouging, tearing and pressure point manipulation.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: PUNCHING

WEAVING

This Technique provides heightened reflexes when evading an attack. The Fighter perceives an incoming attack with more clarity and timing, making dodging more graceful.

EFFECTS: +3 Evade Modifier Ranks for 1 Instant when making an evasion attempt.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 3 EP

REQUIREMENTS: N/A

STOP PRIMITIVES

Enhanced parrying versus Primitive Projectiles. Using a focused combination of speed, timing and luck, the Fighter snatches or deflects Primitives such as darts, bolts, arrows or stones from midair.

EFFECTS: Parry attempt allows grasping or deflecting Primitives from midair with bare hands.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: N/A



IRON SHIRT

When this Technique is in use, the Fighter's body becomes an impermeable suit of Armor against H2H or Melee Weapon strikes. The Iron Shirt is used instead of making a Blocking attempt by absorbing the attack, making the incoming Weapon's 'Advantage' irrelevant.

EFFECTS: Iron Shirt acts as a Block attempt and absorbs H2H or Melee Weapon strikes.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: N/A

JUMP STRIKE

This Technique channels a Free-Form punch or kick into a powerful leaping strike. Double Damage is inflicted while allowing the Fighter to cover distance and propel targets up to size (L) backwards.

EFFECTS: Double Damage from a leaping Punch or Kick. Distance is covered and target is propelled by #1 Feet.

RANGE: M3 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: PUNCHING / KICKING

COUNTER HIT

The Counter Hit represents precision timing as a single defensive strike. When the opponent strikes with an H2H attack, the Defender's unarmed Block attempt also becomes a strike to the incoming limb.

EFFECTS: Simultaneously Block and deliver a Focused H2H strike to jam the incoming attack.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: PUNCHING / KICKING

DISARM

Disarming an enemy can be done proactively or defensively. As a defense attempt, the Disarm Technique uses a Parry attempt to remove a Weapon from an opponent.

EFFECTS: Disarm an opponent's Weapon during a Parry attempt. As an offensive attempt, success is measured as an H2H attack.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: GRAPPLING



REDIRECT WEAPON

An advanced variation of the Disarm Technique. The Redirect Technique uses a Parry attempt to turn an opponent's Weapon on its wielder. Thus, a Parry simultaneously becomes an attack using the enemy's own Weapon.

EFFECTS: Redirect an opponent's Melee Weapon into an attack during a Parry attempt. As an offensive attempt, success is measured as an H2H attack.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: DISARM

ESCAPE HOLD

Many fights end up in a grappling scenario. Through training in grappling countermeasures, the Fighter resists an opponent's grappling maneuvers such as joint locks and submission holds. This Technique substitutes a conventional Attribute Challenge.

EFFECTS: Escape the control of an opponent's joint lock, submission or wrestling move.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: GRAPPLING

ESCAPE THROW

Proper training in the art of throwing an opponent through brute force or leverage also yields way to escaping the structural effects of an opponent's throw attempts. The Fighter safely lands from an enemy's throw.

EFFECTS: Safely avoid 'Heavy' Fall Damage caused by an enemy's throw.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: ESCAPE HOLD

EVADING STRIKE

The Evading Strike is a safer and more advanced version of the Counter Hit, relying on sleight of body and fist. When the opponent strikes with an H2H or Melee attack, the Defender simultaneously evades and unleashes an H2H strike.

EFFECTS: Simultaneously Evade and Deliver a Free-Form or Focused H2H strike.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: COUNTER HIT, PUNCHING / KICKING

LEAPING EVADE STRIKE

An advanced version of the Evading Strike that deals increased damage through the momentum generated when leaping. When the opponent strikes with an H2H or Melee attack, the Defender simultaneously evades and unleashes a leaping H2H strike, which inflicts double damage.

EFFECTS: Evade an attack and unleash a leaping H2H attack during the same Instant, inflicting double damage.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 9 EP

REQUIREMENTS: COUNTER HIT, EVADE STRIKE, PUNCHING / KICKING

KIP UP

The Kip (Kick) Up is more than just a fancy way of springing back into action. If a Character is knocked down in combat, the Kip Up allows a swift fighting stance recovery without using an extra Instant to get back on foot.

EFFECTS: Immediately arc up into a fighting stance without sacrificing an Instant if knocked down.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 3 EP

REQUIREMENTS: ESCAPE THROW

TUMBLE

Tumbling relies on acrobatics and low rolling movements to bring the Fighter away from an attack zone. Evade an attack and continue Tumbling for #1 Feet in 1 Instant.

EFFECTS: Evade an enemy attack and Tumble to safety for #1 feet in 1 Instant.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 3 EP

REQUIREMENTS: N/A

KIA

During the execution of an H2H or Melee attack, the Fighter projects a loud, focused shout, such as a 'Kia' sound or other power word in the Target's direction. During this Instant, the Target is stunned and unable to Block, Dodge or Evade the Fighter's attack. Additionally, the Fighter's attacks inflict Double Damage.

EFFECTS: H2H and Melee Damage are doubled. Nullifies Target's defensive capabilities for 1 Instant.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 9 EP

REQUIREMENTS: N/A



KI PULSE

The Fighter harnesses the Ether flowing within to send a blurry wave of force that diminishes the EP from a single opponent in range.

EFFECTS: Depletes opponent's Ether by #1 EP.

RANGE: S1 **DURATION:** 1 Instant **ETHER:** 9 EP

REQUIREMENTS: N/A

RETURN THE FAVOR

Acute timing and speed allow the Fighter to accurately hurl stopped Primitive Projectiles back at their attackers at a limited range during the same Instant. Projectiles thrown back can be directed as either Free-Form or Focused Attacks.

EFFECTS: Immediately throw back snatched Primitive Projectiles at the Attacker.

RANGE: S1 **DURATION:** 1 Instant **ETHER:** 9 EP

REQUIREMENTS: STOP PRIMITIVES

TRAP

The Trap Technique prevents an H2H attack from happening. The Fighter hones in on an attack just in time to neutralize it with a precision jamming maneuver. This replaces the need to block, parry or evade and opens up an opportunity for the defender to attack.

EFFECTS: Jam a potential attack from happening.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 6 EP

REQUIREMENTS: PUNCHING, KICKING, GRAPPLING

RELENTLESS

A furious and committed succession of H2H attacks in the form of Kicks or Punches. This Technique unleashes a barrage of blows in a single Instant. The blows can only be dealt against a single target on the opponent's body, and can be foiled by one successful block or parry attempt.

EFFECTS: The Fighter unleashes repeated blows in the amount of #1.

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 3 EP P/ each successful blow.

REQUIREMENTS: PUNCHING, KICKING



BULLETPROOF

The Fighter's brief invulnerability granted by the Iron Shirt is heightened to withstand damage from Ranged Arms. Bulletproof is used instead of making a Blocking attempt. This Technique only guards against the projectile's damage potential, and not any enhanced effects.

EFFECTS: Bulletproof neutralizes Ranged Weapon attacks. Used during a 'Block' attempt.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 9 EP

REQUIREMENTS: IRON SHIRT

FIRE BORN

Through this Technique, the Fighter's body becomes wrapped in an invisible cloak that wards off the blazing effects of fire. Fire Born also protects against the hazards of smoke inhalation.

EFFECTS: Invulnerability against damage inflicted by fire and smoke inhalation.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 9 EP / Minute Count

REQUIREMENTS: IRON SHIRT

DEEP BREATH

The Fighter draws in pure Etheric power through deep breathing. This energy is stored in the lungs, making it possible to hold one's breath for 10 Minutes per Constitution Rank. Deep Breath also protects the Fighter from the crushing effects of underwater pressure.

EFFECTS: Hold breath for 10 Minutes P / Constitution rank.

RANGE: Self **DURATION:** 1 Instant **ETHER:** 6 EP / 10 Minute Count

REQUIREMENTS: N/A

GOD STRIKE

By channeling the infinite power of Ether into a single strike, the Fighter delivers a crashing punch or kick that shatters bone, explodes organs and jolts Armor. Since the Fighter's striking surface remains unscathed, the power of this strike can also break through solid obstacles.

EFFECTS: Damage: T4, ADV: 9

RANGE: M1 **DURATION:** 1 Instant **ETHER:** 9 EP

REQUIREMENTS: PUNCHING, KICKING, KI PULSE

SOFT SKILLS



SPECIALIST

The Specialist Technique is ideal for Supportive Characters that heavily rely on the implementation of their Exclusive Skills, as these often have a great impact on a party's fate. The Difficulty to attempt an Exclusive Skill is reduced by 2.

EFFECTS: Exclusive Skill Difficulty is reduced by 2 for 1 attempt.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

OUTDOORSMAN

This Technique boosts a Supportive Character's inner Frontiersman. The Difficulty to attempt a Survival Lifestyle Skill is reduced by 2, making it a good substitute if an Outlander is not around to guide the Party.

EFFECTS: Survival Lifestyle Skill Difficulty is reduced by 2 for 1 attempt.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

GEARHEAD

The Gearhead Technique caters to Supportive Characters with a wide range of Technical Skills. The Difficulty to attempt a Technology Lifestyle Skill is reduced by 2, making the party technophile's job easier to finish.

EFFECTS: Technology Lifestyle Skill Difficulty is reduced by 2 for 1 attempt.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

JOCK

Supportive Characters who are athletically inclined use this Technique to boost their performance. The Difficulty to attempt an Athletics Lifestyle Skill is reduced by 2. The party Jock should find it easier to score a win.

EFFECTS: Athletics Lifestyle Skill Difficulty is reduced by 2 for 1 attempt.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A



SOCIALITE

Every social climber needs an extra spark at times. The Difficulty to attempt a Social Lifestyle Skill is reduced by 2. Social actions such as lying, intimidation and seduction are expressed more naturally.

EFFECTS: Social Lifestyle Skill Difficulty is reduced by 2 for 1 attempt.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

CONNOISSEUR

The refined expert in the arts and linguistics implements this Technique to channel insight, inspiration or focus. The Difficulty to attempt an Expressive Lifestyle Skill is reduced by 2. Express yourself.

EFFECTS: Expressive Lifestyle Skill Difficulty is reduced by 2 for 1 attempt.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

DRIVER

Even the best of drivers, pilots and riders need a sudden boost. The Difficulty to attempt a Vehicle Lifestyle Skill is reduced by 2. Vehicle maneuvers and traversing a hostile environment suddenly become less risky.

EFFECTS: Vehicle Lifestyle Skill Difficulty is reduced by 2 for 1 attempt.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

SLO-MO

If the optional rule for limited time are implemented for Skill usage, Supportive Characters have an extra edge over time while using this Technique. When a Skill is attempted while triggering the Slo-Mo Technique, the time allotted for the Traveler to succeed in all necessary Token Slides doubles. This Technique allows for a window of 10 Seconds instead of 5 for Difficulties of 'Simple' to 'Worthy,' and 20 Seconds instead of 10 for Difficulties of 'Complex' to 'Monumental.'

EFFECTS: The time allotted to complete a Skill Set Challenge is doubled (If optional time rule is applied).

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A



EASY TARGET

The most dedicated of Engineers, Scholars and Administrators need a break sometimes. When a Skill is attempted while triggering this Technique, the targeted shape within the Action Grid expands to become the next shape. For instance, if the original target is the 'SQUARE,' then it becomes the 'HEXAGON' for 1 Skill attempt.

EFFECTS: The Action Grid's target expands by 1 Shape Zone when attempting a Skill.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

CLARITY

A sudden rush of energy and clarity allow the Supportive Character to perform at a higher Intellectual or Intuitive capacity. The Clarity Technique temporarily boosts one Intelligence or Essence Attribute by 1x rank.

EFFECTS: One Intelligence or Essence Attribute is temporarily boosted by +1x for #1 Minute Counts.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

FAILSAFE

Mistakes are made by even the most precise of players, whether attributed to fatigue, drunkenness or distraction. The Failsafe Technique gives Supportive Characters one extra chance to succeed in a Skill Set Challenge whereas failure would otherwise be imminent.

EFFECTS: The Character gains a second chance to succeed should a Skill Set challenge otherwise fail.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A

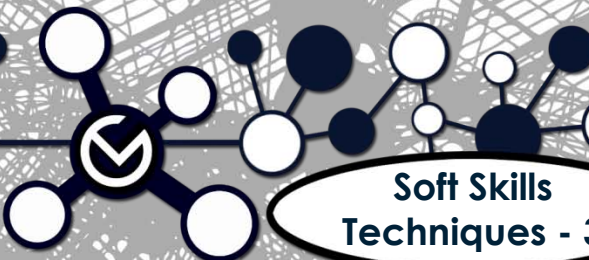
NO PRESSURE


The Character tunes out even the most jolting of distractions and thoughts, turning adversity into opportunity. This is reflected in the Action Grid during a Skill attempt when this Technique is activated.

EFFECTS: Token Slides for Skill attempts may originate from the Action Grid's 'MOLECULE' Point.

RANGE: Self **DURATION:** 1 Attempt **ETHER:** 15 EP

REQUIREMENTS: N/A





Powers include a vast spectrum of Magical Spells and Supernatural feats. They can sway even the most relentless of circumstances in the subject's favor.

Powers are restricted to certain Entities and the 6 Uncanny Archetypes, and consume EP when used. They are classified into 6 disciplines based on their purpose, execution and effects: Marvels, Thaumaturgy, Enchantments, Sorcery, Witchcraft and Conjunction.

CHAPTER

7

“Powers”

Powers represent the materialization of special abilities belonging to 'Uncanny Archetypes.' Depending on the nature of the Character and campaign setting, Powers take the form of Magic and Supernatural Abilities. While Techniques are grounded within mental or physical means of execution based on a Character's combat training, specialty and attributes, Powers are only limited by the Architect's ability to conceive them, and a Character's level of development to be able to harness them.

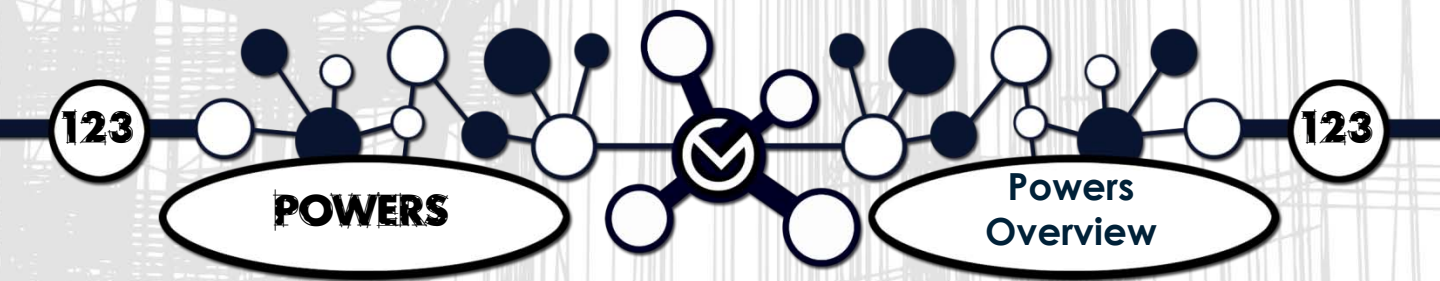
Powers involve the direct manipulation of Etheric energy that is shaped into supernatural expressions. Only Uncanny Archetypes are able to wield them due to their extensive connection with the Ether, which is unconsciously more profound than that of Combatant and Supportive Archetypes.

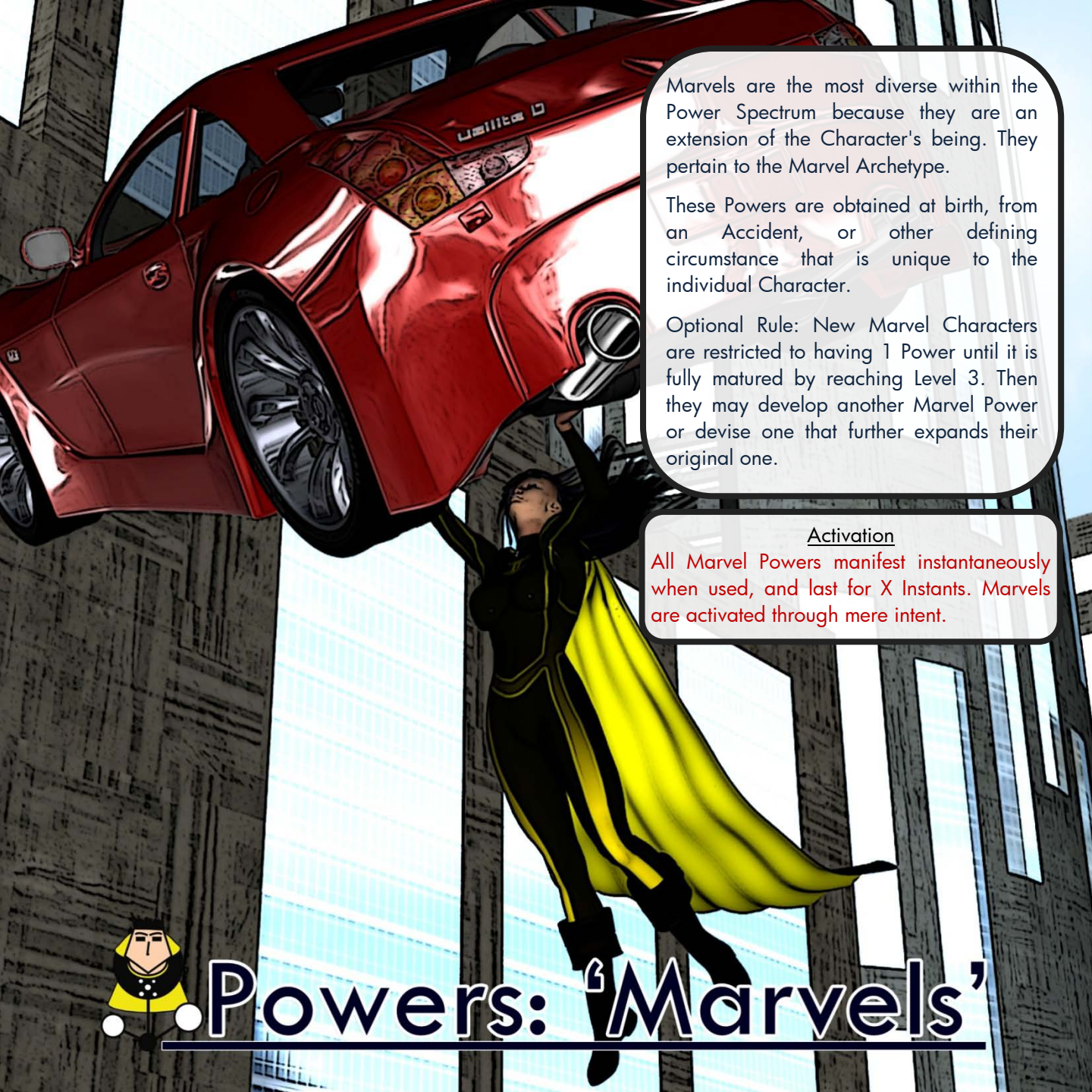
To summarize, Marvels are for superheroes, supervillains or supernatural beings. Thaumaturgy pertains to recovery, nature and the working of apparent miracles. Sorcery inflicts destruction or operates through illusion. Enchantment alters the state of an Object or being, manipulates time and Etheric forces, and promotes various forms of defense. Witchcraft bends the properties of the universe and probability, while Conjunction summons and controls Entities from across the spectrum of reality.

Unlike Techniques, which have a very fixed result and level of potential, Powers can be developed with routine use and increased in effectiveness by up to 3 Ranks.

Power Rules

- * All Power usage attempts must originate from the Action Grid's 'G' Point. By default, One Token Slide is necessary for the Power to be executed. All attempts must land within the respective shape.
- * Characters who are 'Uncomfortable' must make 1 additional Token Slide to execute a Power.
- * Characters who are 'Overwhelmed' must make 2 additional Token Slides to execute a Power.
- * Should a Token Slide fail, the Power either misses its mark or fails to manifest.
- * To use a Power, the user names the Power to be used and on which target is to be affected. The Power and its effects are described in detail. As with Techniques, EP is consumed during the process, which make certain Powers inaccessible until a Character is further developed.
- * **OPTIONAL RULE:** Unless House Rules dictate otherwise, individual Power Token Slides must be done within 5 Seconds for the attempts to count.





Marvels are the most diverse within the Power Spectrum because they are an extension of the Character's being. They pertain to the Marvel Archetype.

These Powers are obtained at birth, from an Accident, or other defining circumstance that is unique to the individual Character.

Optional Rule: New Marvel Characters are restricted to having 1 Power until it is fully matured by reaching Level 3. Then they may develop another Marvel Power or devise one that further expands their original one.

Activation

All Marvel Powers manifest instantaneously when used, and last for X Instants. Marvels are activated through mere intent.



Powers: 'Marvels'

FLIGHT

The Character that possesses the power of Flight can maneuver through aerospace at will. This includes levitation, gliding, leaping and dashing through the skies. Flight can be developed to increased durations and velocities as experience is gained.

EFFECTS: The Character has the ability to levitate and fly.

RANGE: Self **DAMAGE:** N/A **DURATION:** X Counts **ETHER:** 3 EP per 1 Minute Count.

LEVELS: **LV1:** Flight Velocity 250 MPH **LV2:** : Flight Velocity 1,000 MPH **LV3:** Supersonic Flight Velocity

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.'

GHOST

The Character's body and equipment assume an Etheric form much like a Ghost...visible but incorporeal. While active, the Character is fully immune to the laws of matter, including physical damage (except from Planar Entities). Likewise, the Character cannot affect physical targets until LV3 is reached. The Character may float and pass through solid objects.

EFFECTS: The Marvel assumes the incorporeal properties of a Ghost.

RANGE: Self **DAMAGE:** N/A **DURATION:** X Counts **ETHER:** 5 EP per 1 Minute Count.

LEVELS: **LV1:** Duration = 1 Minute Count. **LV2:** Duration = 3 Minute Count. **LV3:** Affect physical targets.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

AQUA

When the Aqua power is active, the Character is able to breathe, see with clarity and gracefully maneuver through water and other similar bodies of liquid. As experience is gained, different depths and low temperatures can be withstood.

EFFECTS: The Character has an affinity for bodies of liquid.

RANGE: Self **DAMAGE:** N/A **DURATION:** 5 Minute Counts **ETHER:** 5 EP per 5 Minute Count.

LEVELS: **LV1:** Depth: 1000 FT / Temp: $\geq 40^{\circ}\text{F}$ **LV2:** Depth: 1 Mile / Temp: $\geq 39^{\circ}\text{F}$ **LV3:** Depth: 5 Miles / Temp: $\geq 28^{\circ}\text{F}$

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.'

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GRAVITY

The ability to control Gravity can alter the Character or a specific target from a distance by manipulating gravitational fields that increase or reduce weight and density. Subjects can be slowed or incapacitated due to extreme gravitational pull, or can be rendered lighter for increased speed, or drift away from Gravity's pull. Gravity fields may also be strategically placed over surfaces, including floors and ceilings.

EFFECTS: ***Stop:** Prohibits movement. ***Slow:** Parry, Evade, Block, Hit, Speed: (-3) ***Lighten:** Parry, Evade, Block, Hit, Speed: (+3) ***Nullify:** Weightlessness. Zero G. Target drifts away from the surface at a rate of 1 Ft. per Second Count.

RANGE: D1 - D3 **DAMAGE:** N/A **DURATION:** 1 Min Count **ETHER:** **Slow, Lighten:** 3 EP p/1 Min

Stop, Nullify: 5 EP p/1 Min

LEVELS: **LV1:** Slow, Lighten. Range: D1 **LV2:** Stop, Nullify. Range: D2 **LV3:** Multiple Targets. Range: D3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

REGENERATION

The Regeneration of bodily tissue and components adds an unnatural edge to a Character's lifespan. Regeneration can be developed to fully restore more than mere flesh wounds, including skeletal fractures, vital organs and lost limbs. Should the Character be decapitated, the Power of Regeneration ceases to function, and the Character perishes.

EFFECTS: Regenerate the body from Minor, Heavy and Critical damage levels. Regenerate Limb. Regenerate Vitals.

RANGE: Self **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** Minor: 5 EP Heavy: 10 EP Critical: 15 EP

LEVELS: **LV1:** Regenerate Minor Damage. **LV2:** Heavy Damage **LV3:** Regenerate Critical Damage

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

INVULNERABILITY

The signature Power of a Superhero or Demigod. When a Character possesses the Power of Invulnerability, all forms of physical damage are withstood completely, whether from attacks, environmental hazards or other Powers. Invulnerability substitutes LHP with EP as damage is taken. Thus, it is always active until Ether is fully depleted, rendering the Character vulnerable.

EFFECTS: Resistance to all forms of physical damage. EP substitutes LHP Damage.

RANGE: Self **DAMAGE:** N/A **DURATION:** Constant **ETHER:** Relative to attack.

LV1: Damage consumes 1 EP p / LHP. **LV2:** EP consumption = 1/2 **LV3:** EP consumption = 1/4

TOKEN: This Power is always activated until EP is depleted.

TELEKINETICS

The Character has command over Psychokinetic energy. This Power can be leveraged as a practical tool to remotely control Objects, as an invisible shield against projectiles, or as a silent ranged weapon. Telekinesis can also damage Planar Entities.

EFFECTS: Control over Telekinesis to push, lift or manipulate objects, block ranged attacks or blast targets with force.

****To Telekinetically stop a ranged attack, the Character must attempt to Block the attack. BLOCK value is used to determine success.**

RANGE: (M4 – S2) **DAMAGE:** Striking **DURATION:** 1 Instant / indefinite **ETHER:** 5 EP per Instant

LEVELS: **LV1:** Objects: 100 lbs Blast Damage: #1 Block Ranged: Small Range: M4

LV2: Objects: 1,000 lbs Blast Damage: T1 Block Ranged: Middle Range: S1

LV3: Objects: 10,000 lbs Blast Damage: T3 Block Ranged: Heavy + Great Range: S2

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

TELEPATHY

The Power of Telepathy grants access to the minds of others. Telepathy can be used for a variety of purposes, including the reading of minds, remote communication, suggestion and the manipulation of identity.

EFFECTS: Telepathic communication, mind reading, mind control, memories (implant or erase memory).

RANGE: Varies **DAMAGE:** N/A **DURATION:** 5 Second Counts **ETHER:** 3 EP per 5 Second Count.

LEVELS: **LV1:** Range: Touch. Mind Reading **LV2:** Range: Visible Target. Remote Communication **LV3:** Range: Unlimited.

Mind Control, Memories

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

SHIFTING

Shifters can assume the exact appearance of any humanoid of similar size. When leveled up, all qualities of the target whose appearance is being mimicked will be temporarily passed on to the Shifter, including Powers, Skills and Techniques. The Character's equipment will retain its original properties except for appearance, which is altered only while holding the mimicked form.

EFFECTS: Shapeshifting into another humanoid of similar size and mimicking its attributes.

RANGE: Self **DAMAGE:** N/A **DURATION:** 1 Minute Counts **ETHER:** 5 EP per 1 Minute Count.

LEVELS: **LV1:** Mimic target appearance **LV2:** Mimic target clothing and Equipment **LV3:** Mimic Attributes, Powers, Techniques and Skills.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

PYROKINETICS

The Character assumes control over the scorching power of Fire and its varying manifestations. Characters wielding this Power are immune to all fire related damage and can tap into fire to burn havoc into all enemies.

EFFECTS:

- ***Fire Siphon** (Recovers Ether Points from external fire sources at 1 EP / 2 Minutes. Does not consume EP.)
- ***Flameskin** (Character is coated in flames that inflict **#1 damage** on Target / Instant until extinguished. **Range: Touch.**)
- ***Fireball** (Character shoots a fiery sphere at target inflicting **T2 damage** / Instant until extinguished. **Range: S4.**)
- ***Fire Burst** (Character unleashes a continual flaming stream at **T3 damage** / Instant until extinguished. **Range: S3.**)
- ***Combust** (Character ignites remote fire on combustible target at **T1 damage** / Instant until extinguished. **Range: S3.**)

RANGE: Varies **DAMAGE:** Burning **DURATION:** Varies **ETHER:** 5 EP per Instant

LEVELS: **LV1:** 5 Pyrokinetic Effects **LV2:** Damage is increased by an additional Tier. **LV3:** EP consumption is 3 EP.

TOKEN: 'Fire Siphon' and 'Flameskin' are activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.' 'Fireball,' 'Fire Burst' and 'Combust' are activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

HYDROKINETICS

The powers endowed within Water give the Character a malleable approach to a challenge. Characters wielding this Power are immune to all water-related damage. Hydrokinetics allows the Character to absorb, communicate with and direct water at will.

EFFECTS:

- ***Water Siphon** (Recovers Damage levels while in external water sources at 1 LHP / 2 Minutes. Does not consume EP.)
- ***Soak** (The Character's body takes on a watery consistency. All physical attacks pass through, leaving the subject unharmed.)
- ***Water Cannon** (Character fires a continual water stream at targets inflicting **T2 Striking damage.** **Range: S3.**)
- ***Water Sculpting** (Character controls the flow and shape of visible water made contact with up to a D4 spherical radius.)
- ***Fill** (Character manifests water into a container. Limited by Level. **LV1:** 500 Gal **LV2:** 5,000 Gal **LV3:** 50,000 Gal)
- ***Water Mind** (Character touches water source and accesses its crystalline structure to see its memories.)

RANGE: Varies **DAMAGE:** Striking **DURATION:** Varies **ETHER:** 5 EP per Instant

LEVELS: **LV1:** 6 Hydrokinetic Effects **LV2:** Fill Effect 5,000 Gallons **LV3:** Fill Effect 50,000 Gallons. Ether consumption is 3 EP

TOKEN: 'Water Siphon' and 'Soak' are activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.' 'Water Cannon,' 'Water Sculpting,' 'Fill,' and 'Water Mind' are activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

AEROKINETICS

Aerokinetic abilities turn the Character into a walking tempest. The Character wielding Aerokinetics can harness Air as a radial weapon or use its qualities to sharply enhance movement. Characters wielding this Power are immune to all air-related damage.

EFFECTS:

***Wind Siphon** (Removes current Status Effects from the Character when exposed to wind gusts. Does not consume EP.)

***Stride** (Character has the ability to elegantly move along and balance on the most impossible of surfaces and edges.)

***Glide** (Character can smoothly glide to the surface from extreme heights.)

***Air Gust** (Character blasts a concentrated stream of air carrying assorted particles into all targets. **Range: S4**)

***Whirlwind** (Character is at the center of a whirlwind that hurls all surrounding targets up to 5,000 lbs away from the Character. All subjects then suffer Heavy Falling Damage.)

RANGE: Varies **DAMAGE:** Varies **DURATION:** Varies **ETHER:** 5 EP per Instant

LEVELS: **LV1:** 5 Aerokinetic Effects. Whirlwind Range: D2 **LV2:** Air Gust: Double Damage from particles **LV3:** Whirlwind Range:D3 Ether consumption is 3 EP.

TOKEN: 'Wind Siphon', 'Stride', 'Glide' and 'Whirlwind' are activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.' 'Air Gust', 'is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

ELECTROKINETICS

The Character brings an electrifying flair to battle. Electrokinetics can be equally resourceful in modern or pre-technology ventures. Characters wielding this Power are immune to all electrical-related damage.

EFFECTS:

***Voltage Siphon** (Recovers EP from external electric currents at 1 EP / Minute.)

***Coil** (Character's body is charged with electricity. Any physical Entity or Metallic weapon making contact is surged with **Heavy Shock damage.**)

***EMP** (Character disables inner circuitry of nearby electronics. Many Synthetic Entities are only affected by this Power via touch to specific points because of their level of self awareness. Otherwise, the effective Radial **Range is D3.**)

***Bolt Lance** (A bolt of electricity acting as a Middle Spear (T2), which can be thrown or used as a Melee Weapon. Those blocking or parrying it are electrified at #1 Electrical Damage. Bolt Lance dissipates after it strikes its Target 1 time. **Range: R3**)

***Shock** (Character fires a chain of electricity into all targets. **Range: S2, Damage: T1.** Targets are stunned for T1 Instants.)

RANGE: Varies **DAMAGE:** Shock **DURATION:** Varies **ETHER:** 5 EP per Instant OR 5 EP per 10 Second Count.

LEVELS: **LV1:** Electrify: 1,000 Gal **LV2:** Electrify:25,000 Gal. Bolt Lance: Dissipates in 2 Strikes **LV3:** Electrify: 250,000 Gal. Ether consumption is 3 EP

TOKEN: 'Voltage Siphon' and 'Coil' are activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.'

'EMP', 'Bolt Lance' and 'Shock' are activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

TEMPERATURE

Temperature manipulation allows for the command of extreme polarities of the surrounding climate, heat and cold. The Character can focus the temperature control as a beam of energy onto a specific object, or in a radial parameter based on level. Extreme climates do not affect the Character's structure or wellness, nor is the Character adversely affected by the Power's results.

EFFECTS:

***Heat Wave Beam/Radius:** (#1 Damage + Mild Pain for 1 Instant)

***Cool Blast Beam/Radius:** (#1 Damage + Cold Air @ LV1 Frozen Effects)

***Flash Freeze Beam/Radius:** (#2 Damage + LV 3 Frozen Effects for T1 Minute Counts)

***Melt Stream Beam/Radius:** (T3 Damage + Melting Effect @ LV 3 Burn Damage)

***Thermal Shock:** (A dual blast of 2 extreme temperatures shatters Glass, Ceramic some Metal and Similar surfaces)

***Freeze / Boil Water:** (Character has the ability to bring water and similar liquid bodies to a boiling or frozen state)

***Thermostat:** (Character moderates temperature between -240° and 240° within a D3 Radius @ 5° per 1 Minute Count)

RANGE: Radial, Ranged **DAMAGE:** Varies **DURATION:** Varies **ETHER:** 5 EP per Instant AND 1 EP p / 1 Minute Count to sustain any Temperature manipulation effects.

LEVELS:

LV1: Beam ranges: S2, Radial powers: D2, Freeze / Boil Water: Radius (Cubic): D2.

LV2: Beam ranges: S3, Radial powers: D3, Freeze / Boil Water: Radius (Cubic): D3.

LV3: Beam ranges: S4, Radial powers: D4, Freeze / Boil Water: Radius (Cubic): D4.

TOKEN: When this Power is used against a specific target, it is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.' Otherwise, 'Slide' the Token into the Action Grid's 'SQUARE.'

FORTITUDE

Super-Strength is a power steeped in legend and is useful in many applications. The Character can leverage extreme weight levels to use heavy objects as weapons, move or construct monolithic items, or to simply add devastating force to any H2H or Melee Attack.

EFFECTS: Increased Advantage, Melee / H2H Attack Damage: EX: +T1 to Dam (T1=T2). Lift, maneuver and break objects of incredible weight.

RANGE: Self **DAMAGE:** Varies **DURATION:** 1 Instant / 1 Min Count **ETHER:** 5 EP / 1 Min Count.

LEVELS:

LV1: Lifting Potential x 10/ +1 Adv / +T1 Dam

LV2: Lifting Potential x 100/ +3 Adv / +T2 Dam

LV3: Lifting Potential x 1,000/ +5 Adv / +T3 Dam

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

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SPEED

Super-Speed allows the Character to move at extreme velocities while remaining physically unaffected by forces normally sustained by high speed conditions. From the user's point of view, the world appears to move in slow motion. The Character empowered by Speed has a very swift advantage in combat situations, and is equally reliable in chase, escape and competitive scenarios.

EFFECTS:

***Dash:** Run at high speeds.

***Spring:** Jump great distances from a Speed Dash.

***Momentum:** Run up walls and steep surfaces.

***Attack Flurry:** Character can execute multiple H2H or Melee Attacks p/Instant.

***Light Feet:** Character gains bonus on Hit, Block, Parry and Evade Modifiers.

***Manage Projectiles:** Dodge, deflect or grasp projectiles. Character must use this Power during Block, Evade or Parry attempts.

RANGE: Self **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 5 EP per Instant

LEVELS:

LV1: Dash: @ 500 fps (340 mph) / **Spring:** 500 ft / **Momentum:** 200 ft High / **Att. Flurry:** 3 Att. P/Instant /

M. Projectiles: Vs. Primitive Ranged / **Light Feet:** +1 on Hit, Evade, Block and Parry Modifiers.

LV2: Dash: @ 2000 fps (1360 mph) / **Spring:** 1000 ft / **Momentum:** 500 ft High / **Att. Flurry:** 5 Att. P/Instant /

M. Projectiles: Vs. Advanced Ranged / **Light Feet:** +2 on Hit, Evade, Block and Parry Modifiers.

LV3: Dash: @ 5000 fps (3410 mph) / **Spring:** 2500 ft / **Momentum:** 1000 ft High / **Att. Flurry:** 8 Att. P/Instant /

M. Projectiles: Vs. Siege Ranged / **Light Feet:** +3 on Hit, Evade, Block and Parry Modifiers.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

TELEPORT


Teleportation is widely considered to be the most effective form of travel. The Character phases through time-space and instantaneously arrives at a specific point, including all clothing and equipment being worn. Teleportation is limited to the physical planes unless the Character is an Etheric being.

EFFECTS: The Character can Teleport to any location at will.

RANGE: Self / D2 **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 10 EP per Instant.

LEVELS: **LV1:** Teleport Self. **LV2:** Teleport a single Character, Object or Entity. **LV3:** Teleport all Characters, Objects or Entities within a D2 Radius from the user.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

An Egyptian priest with a tall golden headdress and glowing green eyes stands over a mummy lying on a wooden bier. The priest is holding a glowing green orb in his right hand, and a bright green energy field emanates from it, enveloping the mummy. The background features Egyptian hieroglyphs and a small statue on a pedestal.

Thaumaturgy belongs to the Priest Archetype. These Powers concern themselves with the following roles: Recovery, Nature and Life.

Thaumaturgy manifests as critical forces in the support of combatants, the manipulation of nature and healing. Priests are one with nature and different permutations of divinity.

Activation

Thaumaturgy manifests instantaneously when used, and lasts for X Instants. Thaumaturgy Powers are activated through intent, rituals or power words.

A small icon of a person with a staff, located in the bottom left corner of the image.

Powers: 'Thaumaturgy'

CURE DAMAGE

Commonly manifesting as a bright bluish focused beam or sphere of crystalline light, this Power allows Characters derived from the Priest Archetype to recover themselves or desired targets from Physical Damage.

EFFECTS: Cures target from Damage. This can be upgraded to cure different levels of damage and multiple targets.

RANGE: M3 – S3, D2-D4 **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 3 EP per LHP per Target.

LEVELS: **LV1:** Single Target. Range: M3 – S1

LV2: Single Target. Range: S2 – S3, Multiple Targets Simultaneously. Range: D2

LV3: Multiple Targets Simultaneously. Range: D3 – D4

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

CURE AILMENT

A soothing green panacea of energy eases into the target's body, relieving different degrees of illness and intoxication. Because Characters can face a diverse range of environmental or biological maladies, this Power is indispensable.

EFFECTS: Cures the target from varying types and degrees of illnesses, disease or intoxications.

RANGE: Touch **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 10 EP Minor ailment. 15 EP Serious ailment. 20 EP Terminal ailment.

LEVELS: **LV1:** Cure Minor Ailment. **LV2:** Cure Serious Ailment. **LV3:** Cure Terminal Ailment.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

RESTORE SENSE

In many hostile scenarios, any of the Character's senses can be greatly impaired or fully destroyed. This happens when the corresponding sensory organ is compromised, such as blindness or deafness. This Power restores an impaired sense.

EFFECTS: Fully restores a single sense per usage. Contact must be made with compromised sensory organ.

RANGE: Touch **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 15 EP per Sense per Target.

LEVELS: **LV1:** Ether Consumption: 15 EP. **LV2:** Ether Consumption: 10 EP. **LV3:** Ether Consumption: 5 EP.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

IMMUNITY

While this Power is active, Biological targets become fully immune to illness and disease. The Power of Immunity is handy for treading biologically toxic environments, where exposure to diseases usually leads to certain death or impairment.

EFFECTS: Immunity against disease and illness.

RANGE: Touch **DAMAGE:** N/A **DURATION:** X Counts **ETHER:** 1 EP per 1 Minute Count

LEVELS: **LV1:** Immunity Vs. Minor Disease. **LV2:** Immunity Vs. Serious Disease. **LV3:** Immunity Vs. Terminal Disease.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

SCOURGING GRIP

The grasp of the Priest Archetype becomes a burning scourge to enemies of opposing Polarity Spectrums. The Scourging Grip severely burns tissue, and can set an enemy's vitals ablaze. Priests of Neutral Polarities cannot wield this power.

EFFECTS: Opponents of opposite Polarity Spectrums suffer severe burning from the Priests grasp.

RANGE: Touch **DAMAGE:** T3 – T7 **DURATION:** 1-3 Instants **ETHER:** 5 EP

LEVELS: **LV1:** Damage: T3 Burn Damage for 1 Instant

LV2: Damage: T5 Burn Damage for 2 Instants

LV3: Damage: T7 Burn Damage for 3 Instants

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

RESUSCITATE

The ability to instantly Resuscitate is one frequently used in Combat Support Roles. It brings back the desired target out of the unconscious state due to being knocked out. Resuscitated subjects may still retain any prior injuries.

EFFECTS: Restore targets from KO status

RANGE: Varies **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 5 EP per Target

LEVELS: **LV1:** Range: Touch **LV2:** Range: S1 **LV3:** Range: D2

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

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RESURRECT

Priests wielding this miraculous power can bring back the dead from different levels of their death state (Perished). Resurrection often manifests as a divine touch, a calming light or vibrant spark.

EFFECTS: Revive a single target from different Perished states, depending on level of development.

RANGE: Varies **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 20 EP per Target

LEVELS: **LV1:** Range: Touch. Revive target from Perish level if Physical Body and Vitals are fatally wounded, but intact.

*The target being resurrected can only have been dead for 1 Day.

LV2: Range: Touch. Revive target from Perish level if Vitals are fatally wounded, heavily damaged or missing.

*The target being resurrected can only have been dead for 1 Week.

LV3: Range: S1. Revive target from Perish level if Vitals and Physical body are dismembered, but not disintegrated.

*The target being resurrected can only have been dead for 1 Month.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

PURIFY

It is often wiser to take proactive measures against intoxication rather than reactive implementation of the Priest Archetype's healing abilities. The Power to Purify completely removes toxins, viruses and nullifies poisons from all consumables.

EFFECTS: Purify food, water and other consumables from bacteria, poison and other toxins.

RANGE: M1 **DAMAGE:** N/A **DURATION:** Permanent **ETHER:** 10 EP per portion

LEVELS: **LV1:** Purify portion up to 5 Lbs. **LV2:** Purify portion up to 50 Lbs. **LV3:** Purify portion up to 100 Lbs.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.'

EXORCISE

The rare event of Possession occurs when a Planar Entity inhabits an object or the physical body of the target, be they biological or synthetic. The Power to Exorcise allows Priests falling within the Agreeable or Disagreeable Polarity Spectrums to permanently expel them from their physical host. Only Entities of opposite Polarity Spectrums can be exorcised. Since Planar Entities can be extremely powerful, the strength of the Entity as well as the length of time it takes to remove it is a major factor.

EFFECTS: Permanently remove a Planar Entity from an object or host's physical body.

RANGE: M2 **DAMAGE:** N/A **DURATION:** 1 Instant per Entity EP **ETHER:** X EP per Entity's current EP

LEVELS: **LV1:** 3 EP per Entity's current EP. **LV2:** 2 EP per Entity's current EP. **LV3:** 1 EP per Entity's current EP.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.' An incantation is recited for the number of Instants equal to the Entity's Threat Mod. If the Entity's 'Power' Modifier is higher than the Priest's, this process is repeated the number of times equivalent to the difference between the Priest's and Entity's Power Modifier.

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BANISH

The power to Banish clears a specific area of Entities falling within the opposite Polarity spectrum as the Priest. Entities affected by the Banish power feel a sudden and gripping urge to flee from the affected radius. The number of successive Token Slides needed to use this Power is equivalent to the difference between the caster and the Entity's 'Power' Modifier score.

EFFECTS: Banish all Entities from a specific radius. Neutral Priests are restricted from this Power. Neutral Entities are not affected. Agreeable, Judicious, and Virtuous Priests may banish Entities of Disagreeable, Wicked and Malevolent Polarities and vice-versa.

RANGE: D2- D4 **DAMAGE:** N/A **DURATION:** 1 Instant. Lasts for X Counts **ETHER:** 15 EP

LEVELS: **LV1:** Range: D2 Dur: 30 Min. **LV2:** Range: D3 Dur: 60 Min. **LV3:** Range: D4 Dur: 120 Min.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

SOUL BARRIER

This Power manifests as an invisible wall against Entities falling within the opposite Polarity Spectrum as the Priest. Entities meeting this criteria will be unable to permeate a specific radius under this Power's protection.

EFFECTS: Invisible barrier Vs. opposite polarities. Neutral Priests are restricted from this power. Neutral Entities are not affected.

RANGE: D1- D3 **DAMAGE:** N/A **DURATION:** 1 Instant. Lasts X Counts **ETHER:** 15 EP

LEVELS: **LV1:** Range: D1, Dur: 1 Hour Count. **LV2:** Range: D2 Dur: 3 Hour Counts. **LV3:** Range: D3 Dur: 6 Hour Counts.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

LIGHT OF JUDGMENT

Channeling the wrath of Divine Light through a handheld object or weapon, the Priest projects a blinding cone of intense light that inflicts "Burning" damage on all undead targets, or those within the opposite Polarity Spectrum as the Priest. The adverse effects on the target vary on the duration of the target's exposure to the Light of Judgment. Targets must be in the Priest's direct line of sight for the Power to take effect. Targets suffer (T3) Burning damage from this Power and disintegrate into ashes.

EFFECTS: Pulsing cone of light causes permanent Blindness and LV3 Burn damage to all eligible targets while exposed.

RANGE: M4, S1, S2 **DAMAGE:** T3 per Instant **DURATION:** Varies on Ether **ETHER:** 3 EP per Instant used.

LEVELS: **LV1:** Range: M4 **LV2:** Range: S1 **LV3:** Range: S2

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

SPOIL

In strategic warfare situations, spoiling the enemy's food supply can give one a greater long-term edge when their supply of nourishment is ruined. This Power causes decomposition and spoiling of all food supplies within a specific radius, making them unfit for consumption. Sources that are decomposed may also yield disease and attract other forms of pestilence.

EFFECTS: Fully spoils and decomposes food and water sources within the Priest's radius.

RANGE: D2 - D4 **DAMAGE:** N/A **DURATION:** Permanent **ETHER:** 20 EP

LEVELS: **LV1:** Range: D2. Spoils in 1 Hour **LV2:** Range: D3. Spoils in 30 Minutes **LV3:** Range: D4. Spoils in 5 Minutes

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

NATURALIST

Most forms of life, including plants and animals have certain levels of awareness and are able to retain the memory of their surroundings and experiences. Using this Power, the Priest can communicate with all forms of Flora and Fauna.

EFFECTS: Communicate with Flora and Fauna.

RANGE: Self **DAMAGE:** N/A **DURATION:** 1 Minute Count **ETHER:** 5 EP per Minute Count

LEVELS: **LV1:** 5 EP per Minute Count **LV2:** 3 EP per Minute Count **LV3:** 1 EP per Minute Count

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

ILLUMINATE

The power to wield light. The Priest can manifest light into the immediate radius, and can even transfer luminescence onto a specific object via touch. The effects of illumination follow the movement of the Priest until the Power dissipates.

EFFECTS: Manifest ambient light into an area or onto an object.

RANGE: Radial **DAMAGE:** N/A **DURATION:** X Counts **ETHER:** 3 EP per 5 Minute Count

LEVELS: **LV1:** 'Lit' Light Range: D2 **LV2:** 'Lit' Light Range: D3 **LV3:** 'Bright' Light Range: D4

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'HEXAGON.'

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OMNISCIENCE

It's always important to know who you're dealing with when traveling the Mindscape. The power of Omniscience brings forth valuable information about a target's biographical data, history and even true intentions. After making eye contact with the subject, the Priest can suddenly know even its most secretive of details when this Power is fully developed.

EFFECTS: Sudden knowingness of a target's name, history, secrets and intentions.

RANGE: M2 (Eye Contact) **DAMAGE:** N/A **DURATION:** Permanent **ETHER:** 10 EP

LEVELS: **LV1:** Know General Background **LV2:** Discover Lies and True Motives **LV3:** Know Deep Secrets and Weaknesses

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

CULT

Inherent with the Priest Archetype is a natural tendency to develop followers, willingly or otherwise. When the Cult Power is in use, the Priest becomes a supercharged magnet of charisma to those within the same Polarity Spectrum as the Priest. Targets affected will do whatever the Priest instructs provided that it does not shift into the opposite Polarity Spectrum. Should this occur, the Power immediately wears off from the subject under its influence.

EFFECTS: Overwhelming Charisma that allows for near total obedience from targets in the same Polarity Spectrum.

RANGE: D4 **DAMAGE:** N/A **DURATION:** X Counts **ETHER:** 10 EP per target.

LEVELS: **LV1:** Duration: 1 Hour Count **LV2:** Duration: 6 Hour Count **LV3:** Duration: 1 Day Count.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

NECROMANCY

Necromancy is the taboo practice of communion with and control of deceased beings, including corpses and skeletons. Using this Power, the Priest establishes a link between the dead remains of an Entity and its soul. When this is done, the Necromancer may communicate with, reanimate and command the remains of said Entity regardless of how long it has been dead. If an animated Entity raised through Necromancy is (re) slain, only the LV3 Necromancy Power can reanimate them.

EFFECTS: Commune with, reanimate and command deceased Entities.

RANGE: Varies **DAMAGE:** N/A **DURATION:** N/A **ETHER:** 20 EP per deceased subject.

LEVELS: **LV1:** Commune with dead. Range: D1 **LV2:** Reanimate dead. Range: D2 **LV3:** Reanimate dead. Range: D3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'



Sorcery yields destruction through internal power. These Powers are exclusive to the Sorcerer Archetype and concern themselves with Damage and Illusion.

Sorcery allows the Character to assume both supportive and primary combative roles, as their effects can inflict incredible levels of damage or impair targets through deception.

Activation

Sorcery Powers consume 1 Instant per Power Level to activate, and last for X Instants. Sorcery is activated through simultaneous power words and gestures.



Powers: 'Sorcery'

FORCE BOLT

The Sorcerer unleashes translucent kinetic force in the form of a ray, ball or beam, inflicting "Striking" damage. This is useful for striking from a distance if the target is armored, or needs to be briefly halted.

EFFECTS: Striking damage against single target. Impact can briefly stun the target.

RANGE: S2 **DAMAGE:** Striking **DURATION:** 1 Instant **ETHER:** 3 EP

LEVELS: **LV1:** Damage: T1, STP:0, EFF:2 **LV2:** Damage: T2, STP:1, EFF:3 **LV3:** Damage: T3, STP:2, EFF:3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

FIRE STREAM

A searing continual cone of flames is cast from the Sorcerer's hands, inflicting "Burning" damage. Targets suffer initial damage, and prolonged exposure to the Fire Stream causes the target and flammable equipment to combust. Damage from combustion continues every Instant until the fire is extinguished.

EFFECTS: Targets suffers LV3 Burn damage per Instant of exposure.

RANGE: S1 **DAMAGE:** Burning **DURATION:** Varies **ETHER:** 3 EP per Instant.

LEVELS: **LV1:** Damage: T1 + Burning **LV2:** Damage: T2 + Burning **LV3:** Damage: T3 + Burning

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

ICE SHARDS

A cluster of ice shards darts into the target, inflicting "Piercing" damage at an Effectiveness of '3'. The freezing effects of the shards spreads into the limb or surface area of contact, rendering it frozen for T1 Minutes. The Ice Shards then melt away.

EFFECTS: Piercing Damage from shards of sharp ice. Target suffers localized LV2 Freeze Damage.

RANGE: S1 **DAMAGE:** Piercing. Varies on Level. **DURATION:** 1 Instant **ETHER:** 5 EP

LEVELS: **LV1:** Damage: T3 + LV2 Freeze **LV2:** Damage: T4 + LV2 Freeze **LV3:** Damage: T5 + LV2 Freeze

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

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WATER BURST

The Sorcerer blasts a stream of high-pressured water. Targets are propelled backwards by T1 Feet per Instant while the Water Burst is focused on them. The temperature of the water can also be controlled. Scalding hot water inflicts Tissue damage. Otherwise, damage is only sustained by targets with a weakness to water. This Power may also be useful to extinguish blazes.

EFFECTS: Moves targets up to size (L) backwards by T1 Feet per Instant. Extinguishes Fires. May scald Biological Tissue.

RANGE: S1 - S3 **DAMAGE:** Scalding Water: T2 Per Instant **DURATION:** Varies **ETHER:** 3 EP per Instant.

LEVELS: **LV1:** Range: S1 **LV2:** Range: S2 **LV3:** Range: S3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

AIR WHIP

With the swift waving motions of fingers, hands and arms, the Sorcerer creates a sonic boom through the air like the snap of a whip. Target's suffer "Striking" and "Cleaving" damage. Multiple targets in range can be simultaneously hit when this Power is leveled up.

EFFECTS: Sonic boom whips "Striking" and "Cleaving" damage onto targets.

RANGE: S1 - S3 **DAMAGE:** Striking. Varies on Level **DURATION:** 1 Instant **ETHER:** 3 EP

LEVELS: **LV1:** Dam: T1, Range: S1 'Striking' **LV2:** Dam: T2, Range: S2 **LV3:** Dam: T3, Range: S3 'Cleaving'

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

DISINTEGRATE

A wave of radioactive energy explodes from the Sorcerer's palms. Damage takes the form of full disintegration, stripping away the target's material existence. If the Power makes a successful Slide, the target must overcome a "Power" attribute challenge or be fully disintegrated. Targets that are disintegrated cannot be resurrected.

EFFECTS: Full disintegration of a single target. Power is limited to the target's size, depending on Level.

RANGE: S1 **DAMAGE:** Disintegration. **DURATION:** 1 instant **ETHER:** 20 EP

LEVELS: **LV1:** Disintegration if Token Spins 3 consecutive times to equal 8 or higher. Target Size: SSS, SS, S

LV2: Disintegration if Token Spins 3 consecutive times to equal 7 or higher. Target Size: M, L

LV3: Disintegration if Token Spins 3 consecutive times to equal 6 or higher. Target Size: LL, LLL

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.' Afterwards, the Token is Spun the amount of times indicated by the Power's level to determine if the Target will disintegrate.

FURNACE

The Sorcerer points at the target's weapon, armor or other metallic object within visibility and raises it to extremely high temperatures. Metal glows red hot. Weaker objects burst or melt. Tissue damage and 'Agonizing' pain are inflicted each Instant that contact is made with the object being heated by the Furnace Power.

EFFECTS: Raises objects to extreme temperatures. Contact made with heated objects inflicts Tissue Damage per Instant.

RANGE: M4 **DAMAGE:** Contact with heated object: T3 **DURATION:** #3 Minutes per Target Object **ETHER:** 5 EP

LEVELS: LV1: Object Size: SSS, SS, S **LV2:** Object Size: M, L **LV3:** Object Size: LL, LLL

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

FLASH FREEZE

An ice blue sphere or beam is fired from the Sorcerer's hands, flash freezing the target in its tread. Physical damage does not take place, but the target is completely immobilized for X Counts with a 60% Chance of being frostbitten. If a biological target is struck by the Freeze Power at LV3, the target must overcome a "Constitution" attribute challenge or perish. Targets that perish from the Freeze Power can be further disintegrated if stricken by a solid (Intensity 3) 'Striking' Attack.

EFFECTS: Flash Freeze targets for X Counts. Power effects and duration are limited to target's size and Power's level.

RANGE: S1 – S3 **DAMAGE:** LV3 Freeze **DURATION:** Varies on Level **ETHER:** 10 EP

LEVELS: LV1: Object Size: SSS, SS, S, M **Range:** S1 **Freeze Duration:** 1 Minute Count

LV2: Object Size: L, LL **Range:** S2 **Freeze Duration:** 10 Minute Count

LV3: Object Size: LLL **Range:** S3 **Freeze Duration:** Permanent

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

TREMOR

By punching or holding a palm against the ground, the Sorcerer emits a shockwave that travels through the ground around him. All nearby objects and Entities are shaken to the ground, incapacitated for X Instants. As this Power is leveled, wider surface areas and larger structures are affected.

EFFECTS: A shockwave permeates the ground beneath the Sorcerer. The heavy vibrations incapacitate all nearby Terrestrial Entities and objects. Structures are compromised and have an x% chance of crumbling based on the Architect's discretion.

RANGE: D2 - D4 **DAMAGE:** Incapacitation **DURATION:** T1 Minute Count **ETHER:** 15 EP

LEVELS: LV1: Range: D2 Object Size: SSS, SS, S, M **LV2:** Range: D3 Object Size: L, LL **LV3:** Range: D4 Object Size: LLL

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

SNOW BLAST

A glistening blast of snow is launched from the Sorcerer's fingertips. As it is developed, the Snow can quickly blanket a large area and engulf all enemies in its icy touch. Snow can reduce a target's Comfort Level to 'Uncomfortable,' slow the target's movement and alter the immediate landscape.

EFFECTS: Cover a single target size up to 'M.' Cover ground in Snow at 1 Ft High x 6 Ft Radius / Instant. All target modifiers are reduced by -2 when covered in Snow. Comfort Level is reduced to 'Uncomfortable' if covered in Snow. Targets who attempt to remove Snow from their bodies consume 1 Instant per layer of Snow. Entities with a weakness to Cold sustain T1 Damage / Instant.

RANGE: M4 - S2 **DAMAGE:** T1 **DURATION:** 1 Instant **ETHER:** 5 EP per Instant.

LEVELS: **LV1:** Range: M4 **LV2:** Range S1 **LV3:** Range S2.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

CLOAK

In many cases, it is far wiser to remain undetected than to partake in a head on confrontation. The Cloak Power allows the Sorcerer, attire, equipment and targets within range to become fully invisible and inaudible to nearby Entities. Footprints and environmental particles such as rain, snow or mist may still reveal the Sorcerer's position.

EFFECTS: Full Invisibility. Inaudibility and cloaking of others are achievable when leveled.

RANGE: Self - M4 **DAMAGE:** N/A **DURATION:** 1 Minute Count. **ETHER:** 10 EP per 1 Minute Count.

LEVELS:

LV1: Invisibility of Self **LV2:** Invisible & Inaudible of Self **LV3:** Entity, Ally or (M) sized Object may be Cloaked. Range: M4

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

ILLUSION

Using the Power of Illusion to manipulate perceptions, the Sorcerer is able to fabricate any illusion of choice and temporarily make the target accept its tangibility. Illusion can be developed to target all 5 senses besides just Audio-visual hallucinations. Targets within range must successfully overcome a "Sanity" attribute challenge or become subject to the Sorcerer's Illusion.

EFFECTS: The fabrication of Illusions that target the sensory perceptions. Widely used to induce fear, distraction or deception.

RANGE: S2 - S3, D3 **DAMAGE:** N/A **DURATION:** Varies on Ether **ETHER:** 10 EP per 1 Minute Count

LEVELS:

LV1: Single Target Audio-Visual Illusion. Range: S2

LV2: Single Target Full sensory Illusion Range: S3

LV3: Multiple Targets experience Illusion. Range: D3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

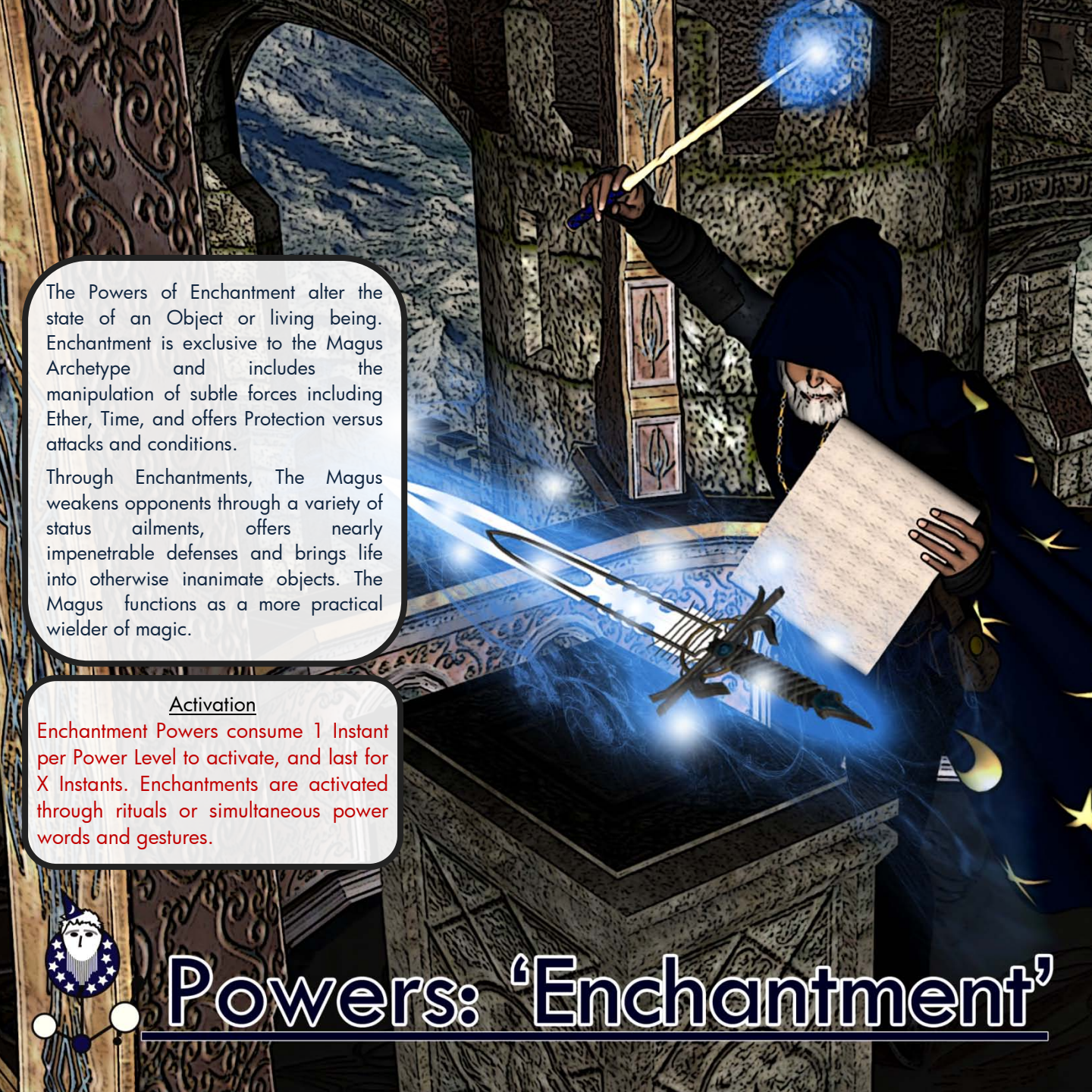
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The Powers of Enchantment alter the state of an Object or living being. Enchantment is exclusive to the Magus Archetype and includes the manipulation of subtle forces including Ether, Time, and offers Protection versus attacks and conditions.

Through Enchantments, The Magus weakens opponents through a variety of status ailments, offers nearly impenetrable defenses and brings life into otherwise inanimate objects. The Magus functions as a more practical wielder of magic.

Activation

Enchantment Powers consume 1 Instant per Power Level to activate, and last for X Instants. Enchantments are activated through rituals or simultaneous power words and gestures.



Powers: 'Enchantment'

CORRODE

The Magus commands a rust colored haze and directs it towards metallic objects in range, such as weapons or armor. Any such object successfully affected by this Power suffers varying levels of corrosion and potential ruin. Any corroded weapon will suffer effectiveness penalties until it is restored.

EFFECTS: **T1: Mild Corrosion** (Metallic Weapon: -1 FHP / Advantage) (Metallic Armor: -1/4 AHP)
T2: Heavy Corrosion (Metallic Weapon: -5 FHP / Advantage) (Metallic Armor: -1/2 AHP)
T3: Full Ruin (Metallic Weapon: 0 FHP / Advantage) (Metallic Armor: 0 AHP)

RANGE: M3- D2 **DAMAGE:** Corrosion **DURATION:** Permanent **ETHER:** 10 EP

LEVELS: **LV1:** Range: M3 Object Size: SSS, SS, S, M **LV2:** Range: M4 Object Size: L **LV3:** Range: D2 Object: LL

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

MELD

A handy Power with multiple applications. The Magus can press two or more Objects together and permanently meld them. This leads to many practical possibilities, such as the repair or creation of special objects, armor and weapons.

EFFECTS: Objects can be melded together at the molecular level. The Magus must physically be able to handle the objects.

RANGE: Touch **DAMAGE:** N/A **DURATION:** Permanent **ETHER:** 10 EP per application

LEVELS: **LV1:** Ether: 10 EP per application **LV2:** Ether: 7 EP per application **LV3:** 5 EP per application

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

TRANSMUTE

The Power to alter the molecular structure of matter is an Alchemist's key achievement. This magical Power infuses the Magus with the ability to transform the material properties of a small object into those of another through touch. The source object must be held in one hand, while the Magus's other hand touches the object or substance to be Transmuted.

EFFECTS: The Magus can change the molecular structure of any physical object or liquid.

RANGE: Touch **DAMAGE:** N/A **DURATION:** Permanent **ETHER:** 20 EP per application

LEVELS: **LV1:** Transmute 'SSS' Objects **LV2:** Transmute 'SS' Objects **LV3:** Transmute 'S' Objects

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

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SHIELD

The Magus casts a shield of protection versus Powers on a specific target within range. This can manifest as an invisible field or luminescent aura granting immunity against all Powers having a direct effect on the target. Powers that affect or enhance the subject, such as super speed or strength, are not affected by the Shield power.

EFFECTS: Temporary immunity from Powers that negatively affect the target.

RANGE: D2 - D4 **DAMAGE:** N/A **DURATION:** 1 Instant. Lasts X Counts **ETHER:** 10 EP

LEVELS: **LV1:** Range: D2, Dur: 1 Minute Count **LV2:** Range: D2, Dur: 3 Minute Count **LV3:** Range: D2, Dur: 5 Minute Counts

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

GLASS SPHERE

A crystalline sphere envelops the Magus or select targets, forming an indestructible barrier against physical damage. Additionally, the Glass Sphere has self contained gravity, levitating in any direction the Magus wills it to. If the Magus's EP expends while this Power is active, the Glass Sphere shatters, and its sharp debris inflicts #1 Cleaving damage on the caster.

EFFECTS: Protection Vs Physical damage. Levitation at 1 FT per Instant.

RANGE: Self - S1 - D3 **DAMAGE:** N/A **DURATION:** 1 Minute Count. **ETHER:** 15 EP per 1 Minute Count.

LEVELS: **LV1:** Protection of Self **LV2:** Protection of other target **LV3:** Simultaneous protection of all targets within a D3 Radius.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

ASTRAL WIND

A beautiful and equally debilitating Power. The Magus directs a wind of etheric particles into a group of enemies. Those caught in the Astral Wind are drained of TX EP. If a target's EP falls to or below 0, then the Astral Wind sweeps its soul out from its body. Should this occur, the subject's soul will reside in an Astral Plane corresponding to its Polarity until resurrected.

EFFECTS: Drains TX EP from all targets in range. Sweeps soul to the Astral Planes if target's EP reaches 0.

RANGE: D2-D4 **DAMAGE:** N/A **DURATION:** 5 Second Counts **ETHER:** 20 EP per 5 Second Counts

LEVELS: **LV1:** Range: D2 **LV2:** Range: D3 **LV3:** Range: D4

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

LEVITATION

The Magus directs a psychokinetic field around a subject that allows it to float free from the constraints of gravity. Heavier targets can be levitated as this Power is developed. While Levitation is activated, subjects can travel in any direction similar to flight but at a base speed of 3 Feet / Instant. Inanimate objects can be moved and organized by the caster as if through telekinesis.

EFFECTS: The Magus and all targets in range are able to levitate and float through the air.

RANGE: Self - M4 - D2 **DAMAGE:** N/A **DURATION:** 1 Minute Counts **ETHER:** 5 EP

LEVELS: **LV1:** Levitate Self **LV2:** Levitate Other. Range: M4. Object Size 'L' **LV3:** Levitate Group. Range: D2. Object Size 'LL'

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

POWER SIPHON

Power Siphoning allows the Magus to borrow and use any Power from a targeted Entity or Sorcerer, Priest or Marvel Archetype Character as if it were his own. First, Power Siphon must be activated and successfully strike its target, which consumes 1 Instant. During the Magus's following Instant, the Siphoned Power may be used. In order to reuse a Power during an encounter loop, the Power must be Siphoned during each attempt.

EFFECTS: Borrow the Power of a Priest, Sorcerer or Marvel in range.

RANGE: M4 **DAMAGE:** N/A **DURATION:** Relative **ETHER:** 5 EP + EP Relative to the Power being Siphoned.

LEVELS: **LV1:** Siphon and use Power @ LV1 **LV2:** Siphon and use Power @ LV2 **LV3:** Siphon and use Power @ LV3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

ISOLATION

A cone of thick white vapor sprays out from the Magus's wide-open palm and is directed towards a target's face or other sensory zone. Upon contact, the vapor overwhelms the targets senses and simulates a sense of sudden isolation from the world by simultaneously rendering a target blind, deaf and mute. If this Power only makes contact with a single sensory organ, as in the case of certain Entities, then only the corresponding sense will be affected.

EFFECTS: Render a single target Blind, Deaf and Mute for #1 Minutes.

RANGE: M3 - S1 **DAMAGE:** N/A **DURATION:** Varies on Ether **ETHER:** 10 EP

LEVELS: **LV1:** Range: M3 **LV2:** Range: M4 **LV3:** Range: S1

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

ANIMATION

A brilliant spark snaps out from the caster's fingertip, bringing an inanimate object to life through a form of remote Enchantment. The Animated Object can be pre-programmed with a specific task or function autonomously while not under the Magus's direct control. Only the original caster can command them until the Power wears off. While the Animation Power is active, the Object assumes the caster's Polarity, Personality, Attributes and Modifiers. If the Object lacks the ability to move in a conventional manner, it levitates or flies at a base speed of 5 Ft / Instant. Should this Power fail, the Architect has the option of randomly assigning the Object a Polarity and Personality rather than it not being Animated.

EFFECTS: Animate, control and program Objects within range.

RANGE: S1 **DAMAGE:** N/A **DURATION:** Relative to Level **ETHER:** 20 EP

LEVELS:

LV1: Object Size: Up to 'S'. Lifespan: 1 day. Communication: Object can receive commands, but not communicate.

LV2: Object Size: Up to 'M'. Lifespan: 1 Week. Communication: Object can telepathically communicate with the caster.

LV3: Object Size: Up to 'L'. Lifespan: Caster's lifespan. Communication: Object can verbally communicate with anyone.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

DISPEL

This Power grants Magus derived Characters the ability to completely nullify the effects of specific Powers from a single target or area. A most useful ability often used to remove hexes, barriers, enchantments, and permanent effects.

EFFECTS: Nullify the effects of a Power. The level of Powers affected is proportionate to the Level that Dispel is developed.

RANGE: D3 **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** Vs. LV1: 5 EP, Vs. LV2: 10 EP, Vs. LV3: 15 EP

LEVELS: **LV1:** Nullify LV1 Power Effects. **LV2:** Nullify LV2 Power Effects. **LV3:** Nullify LV3 Power Effects.

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

ENRICH

Even the most bland or foul tasting consumable substance is Enriched using this Enchantment. Any consumable such as food or drink has its Flavor Rank magically amplified to LV3. This maximizes EP recovery benefits to those who eat or drink the affected consumable. This Power is especially useful after a period of intense activity that requires a high level of nourishment and recovery.

EFFECTS: The Magus amplifies the Flavor Rank of targeted consumables to LV3 'Rich.'

RANGE: M1, D2 **DAMAGE:** N/A **DURATION:** Varies on Ether **ETHER:** 1 EP per 1 Pound

LEVELS:

LV1: Enrich up 5 Lbs of food or drink. Range: M1

LV2: Enrich up 20 Lbs of food or drink.

LV3: Enrich all food and drink. Range: D2

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

COMPONENTRY

At the simple wave of a hand, Objects within range are instantly disassembled into their base components. Likewise, Objects can also be fully assembled if all of their components are available. The Componentry Power affects inanimate Objects including Items, Armor, Weapons, and Vehicles.

EFFECTS: Fully assembles or disassembles the components of any Object.

RANGE: M4, D2 **DAMAGE:** N/A **DURATION:** 1 Instant **ETHER:** 15 EP

LEVELS: **LV1:** Object Size: Up to 'S'. **LV2:** Object Size: Up to 'M'. **LV3:** Object Size: Up to 'L'. Range D2

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

ELEMENTAL WEAPON

This Enchantment remotely empowers a single weapon with the Elemental properties of Earth, Fire, Water or Air. The target weapon takes on a vivid aura with Elemental qualities, and inflicts Elemental damage in addition to conventional damage.

EFFECTS: Endows a single weapon with Elemental properties.

RANGE: S1, D2 **DAMAGE:** N/A **DURATION:** #1 Instants **ETHER:** 3 EP per Instant

LEVELS: **LV1:** Earth, Fire, Water or Air qualities. **LV2:** 1 EP per Instant **LV3:** Range: D2

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

STASIS

The Magus subtly manipulates the properties of space-time. A transparent blue wave flashes over the targets, which are brought to a slowed pace or a frozen halt entirely. This includes their momentum and actions from any weapons or powers. While this Enchantment is in effect, events transpire in slow motion, or pause momentarily.

EFFECTS: The Magus slows or stops time for a specific target or radius.

RANGE: S1, D2 **DAMAGE:** N/A **DURATION:** Varies on Ether **ETHER:** 5 EP per Instant

LEVELS:

LV1: SLOW: Single objects and target's moving speed and combat modifiers are reduced to 1 for #1 Instants. Target sizes: 'M'

LV2: STOP: Single objects and targets movement is stopped in time for #1 Instants. Target sizes: 'L'

LV3: RADIAL STASIS: All objects and targets in a D2 Radius are stopped or slowed for T1 Instants. Target sizes: 'LL'

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

Witchcraft enhances the battlefield and social landscape by modifying statistics and the patterns of Fate.

These Powers concern themselves with the following roles: Remote influencing and swaying probabilities from the mental plane.

Witchcraft Powers are generally executed in a controlled ritualistic environment rather than in a real-time Combat or Social Encounter, but can also be prepared in advance for single use deployment.

Activation

Ritual Application: **Witchcraft Powers** are executed in a controlled, remote location in a complex ritual fashion. The Power takes effect once the Ritual is complete.

Real-time Application: **Witchcraft Powers** manifest instantly when a power word or verse is uttered, or a symbolic effigy is destroyed. The Witch must have successfully used the Power in question once in a Ritualistic manner before it can be used in Real-time. The target must be clearly visible.



Powers: 'Witchcraft'

REMOTE ATTACK

By combining focused negative intent and an effigy of the target such as a doll or drawing, the Witch can deliver a piercing strike from any location without even having to see the target. The effigy can be stricken with a needle or dagger, and the effects on the target bypass armor and manifest as a Focused Attack dealt by a knife. The Remote Attack ignores Armor.

EFFECTS: Piercing damage inflicted from an invisible Knife.

COMPONENTS: Effigy, needle or dagger.

RANGE: Unlimited **DAMAGE:** T1 - T3 **DURATION:** 1 Instant **ETHER:** 15 EP

LEVELS: LV1: Damage: T1 LV2: Damage: T2 LV3: Damage: T3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

REMOTE HEAL

Using a structural link from the target such as a strand of hair or nail clipping, the Witch can harness positive intent to remotely heal the target from any sustained damage. While repeating a positive mantra, the Witch immerses the structural link in pure water for 5 Minutes. The target's wounds are then healed in proportion to the level of this Power. Should the Witch be distracted during the spell casting, the Remote Healing attempt fails.

EFFECTS: The mending of structural damage from any location.

COMPONENTS: Pure water, structural link from the target.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 5 Minute Counts **ETHER:** 5 EP per LHP

LEVELS: LV1: 5 EP P/ LHP LV2: 3 EP P/ LHP LV3: 2 EP P/ LHP

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

REMOTE TREATMENT

The Witch is able to banish the effects of disease from a target. For this ritual, the Witch writes the full name of the target in chalk on any available flat surface. Three small white candles are placed around the target's name in the outline of a triangle, and then are lit. As the candles burn over the course of 1 hour, the Witch should visualize the target in perfect health. Once the candles have melted, the target is cured from the effects of the disease.

EFFECTS: The curing of disease from any distance.

COMPONENTS: Chalk, writing surface, 3 white candles.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1 Hour Count **ETHER:** 10 EP P/ Disease Intensity.

LEVELS: LV1: Cure Minor Disease LV2: Cure Serious Disease LV3: Cure Terminal Disease

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

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POWERS



Witchcraft - 1

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KNOW INTENT

The Power of knowing the true motives of others, even without the benefit of seeing or hearing them. While this Power is in use, the Witch becomes keenly aware of his immediate surroundings, particularly the intent of other Characters, thus nullifying any advantages of unscrupulous practices, including lies or sneak attacks. To cast this spell, the Witch basks in the haze of Honeysuckle incense for 30 minutes and focuses on seeing the intent of those encountered. It is recommended that this Power be used at the start of each day.

EFFECTS: Knowing the intent of others prevents sneak attacks, deception from lies and also validates honesty.

COMPONENTS: Honeysuckle incense.

RANGE: Self **DAMAGE:** N/A **DURATION:** X Counts **ETHER:** 15 EP

LEVELS: **LV1:** DUR: 3 Hour Counts **LV2:** DUR: 12 Hour Counts **LV3:** DUR: 24 Hour Counts

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

JINX

A negative and unpredictable manifestation of black magic that targets the karmic forces bound to every living subject through the Polarity Spectrum. When the Witch chooses to Jinx someone, the subject of the Jinx becomes a magnet for misfortune. The subject then has a chance of suffering a Negative Karmic Outcome each day until either the Jinx is dispelled or the Witch's EP has been exhausted. To place a Jinx on a subject, the Witch must be standing within the M2 range of the subject and shout out an appropriate word of power while pointing directly at the subject.

EFFECTS: The Jinx brings about Negative Karmic Outcomes by amplifying the target's Negative Karma Score.

COMPONENTS: None

RANGE: M2 **DAMAGE:** N/A **DURATION:** Daily / Recurring **ETHER:** 20 EP P/ Day

LEVELS: **LV1:** Neg. Karma Score: +1 **LV2:** Neg. Karma Score: +2 **LV3:** Neg. Karma Score: +3

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'

DAMPEN PERFORMANCE

By mixing a drop of the target's blood inside a small bowl or vial of black ink, the Witch can remotely diminish a subject's Attribute Modifiers for a period of time. The effects of this spell terminate at the end of the 1-3 day cycle, or if the ink with the subject's blood is spilled.

EFFECTS: Each of the Target's Attribute Modifiers are reduced by -2 for a period of time.

COMPONENTS: Blood sample from target, black ink.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1 -3 Day Count **ETHER:** 20 EP

LEVELS: **LV1:** Duration: 1 Day **LV2:** Duration: 2 Days **LV3:** Duration: 3 Days

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

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POWERS



Witchcraft - 2

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BEND CHANCE

The Witch places a significant item belonging to each subject into a circle drawn in chalk. While visualizing either positive or negative intentions, the Witch then casts a palm full of sand or dust into the circle. Depending on the desired intent, the Witch can choose to sway fate in a positive or negative manner for the subjects represented in the circle. When the subjects attempt to perform a Skill, the level of difficulty is increased or decreased by 2 levels while the spell is active. Token Spin results made during an Attribute Challenge are doubled or halved.

EFFECTS: The difficulty level when performing a Skill or Attribute Challenge is swayed for or against the target.

COMPONENTS: Chalk, structural links, sand or dust.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1-3 Day Count **ETHER:** 15 EP

LEVELS: **LV1:** Duration: 1 Hour **LV2:** Duration: 6 Hours **LV3:** Duration: 1 Day

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

TWIST POWERS

Using any available mirror or highly reflective surface, the Witch captures the subject's reflection and visualizes part of its essence being contained. This can only be accomplished if the subject gazes into the mirror even for an instant. Afterwards, the mirror is smothered in mud. Once the mud dries, the spell goes into effect, making each of the target's attempts at using any Power twice as difficult. All subjects under the spell must make an additional Token Slide or Spin for each attempt at using a Power. The spell can only be neutralized if the mud is washed clean from the mirror or the Witch's EP expires.

EFFECTS: Targets under this spell must make additional Token Slides when attempting to use a Power.

COMPONENTS: Mirror, mud.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** Daily / Recurring **ETHER:** 15 EP

LEVELS: **LV1:** +1 Token Slide **LV2:** +2 Token Slides **LV3:** +3 Token Slides

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'SQUARE.'

CURSE WEAPON

Melee Weapons are structurally weakened, while Ranged and Radial Arms become prone to misfiring. The Witch carves a representation of the target's Weapon out of wood. Afterwards, the carvings are tossed into a bonfire while the Witch visualizes the Weapon's effectiveness diminishing in the smoke.

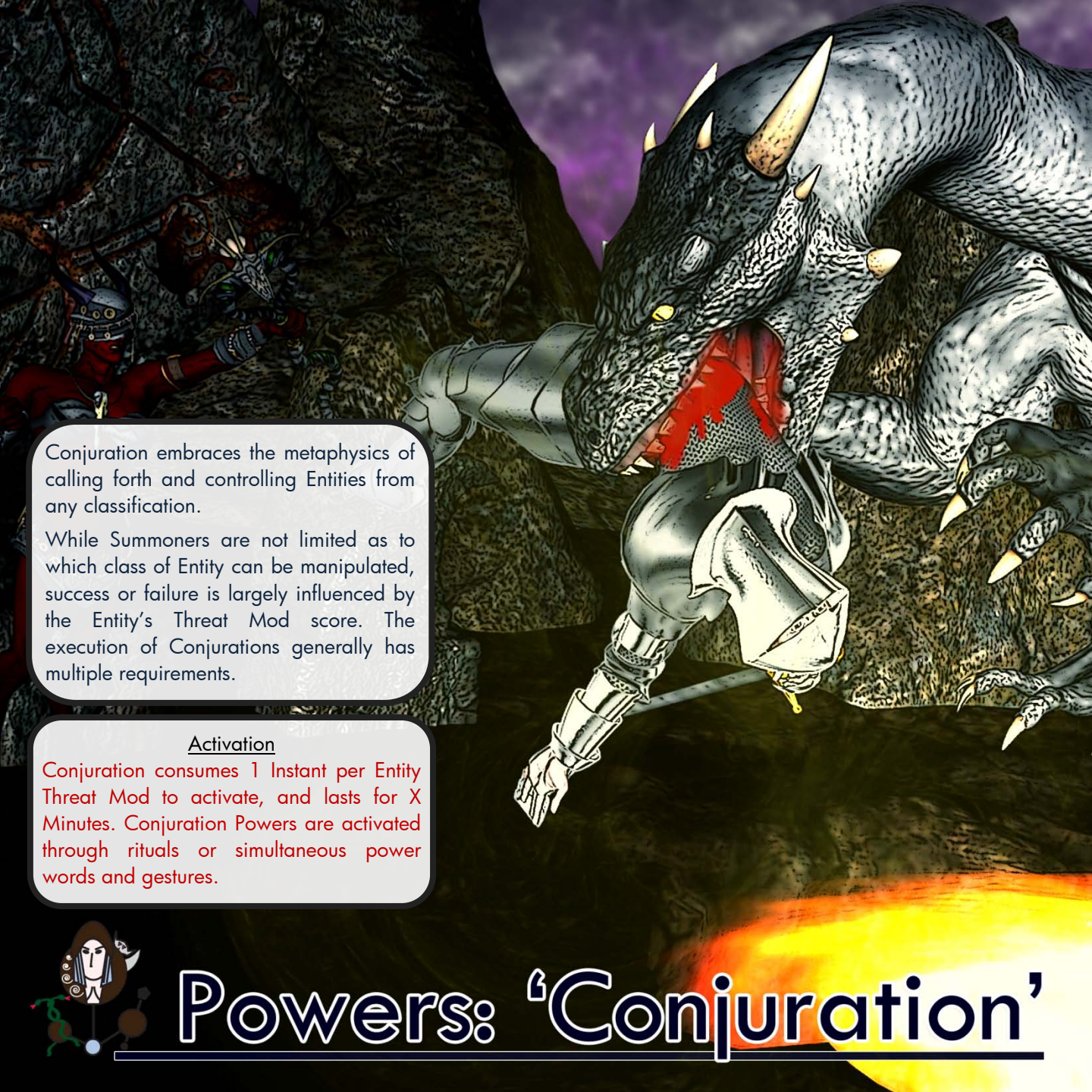
EFFECTS: FHP in Melee Arms is reduced by 1/2. Ranged and Radial Arms require an additional Token Slide to be used.

COMPONENTS: Wood, carving knife.

RANGE: Unlimited **DAMAGE:** N/A **DURATION:** 1-3 Day Count **ETHER:** 15 EP

LEVELS: **LV1:** Duration: 1 Day **LV2:** Duration: 2 Days **LV3:** Duration: 3 Days

TOKEN: This Power is activated by 'Sliding' the Token into the Action Grid's 'CIRCLE.'



Conjuration embraces the metaphysics of calling forth and controlling Entities from any classification.

While Summoners are not limited as to which class of Entity can be manipulated, success or failure is largely influenced by the Entity's Threat Mod score. The execution of Conjurations generally has multiple requirements.

Activation

Conjuration consumes 1 Instant per Entity Threat Mod to activate, and lasts for X Minutes. Conjuration Powers are activated through rituals or simultaneous power words and gestures.



Powers: 'Conjuration'

CONTROL ENTITY

This basic form of Conjunction yields total control of an Entity within an X2 (5,000 Yards) spherical radius. The Summoner makes a temporary shift in consciousness to bond with the Entity's mind. When this Power is in effect, the Entity under the Summoner's control becomes an extension of the Summoner's will for any real-time situation. The Summoner may also experience split awareness from his and the Entity's perspective, and remotely control the Entity to wield its Attributes, Attacks or Powers.

EFFECTS: The Summoner controls a target Entity within visible range.

RANGE: X2 **DAMAGE:** N/A **DURATION:** 1 Minute Interval Counts **ETHER:** 10 EP / 1 Minute Count / Entity

LEVELS: LV1: Control 1 Entity LV2: Control T1 Entities LV3: Control T# Entities

TOKEN: This Power is activated by 'Spinning' the Token 3 times and interpreting the total Digits. The Summoner must score a Digit that is greater than or equal to the Entity's Threat Mod in order for this Power to take effect.

INVOKE ENTITY

The Summoner's body becomes a conduit for the Entity to manifest its power and presence. An incantation is performed for the number of Instants corresponding to the Entity's Threat Mod, and the Entity's True Name or 'name of the soul' is then shouted forth. A manifestation of the Entity's essence and power flows through the Summoner. In order to know any Entity's true name, the 'True Name' Skill must first be successfully performed. While this Power is active, the Summoner then is able to command the Entity's Attacks and Powers as his own, but the Summoner's own EP is consumed instead of the Entity's. In some cases, the Summoner may assume the Entity's form or some of its physical characteristics.

EFFECTS: During a successful Invocation, the Summoner gains an Entity's Powers, Attributes and Attacks.

RANGE: Self **DAMAGE:** N/A **DURATION:** 1 Minute Interval Counts **ETHER:** 20 EP / 1 Minute Count

LEVELS: LV1: 20 EP/Minute LV2: 15 EP/Minute and -1 EXP Multiplier LV3: 10 EP/Minute and -3 EXP Multiplier

TOKEN: This Power is activated by 'Spinning' the Token 3 times and interpreting the total Digits. The Summoner must score a Digit that is greater than or equal to the Entity's Threat Mod in order for this Power to take effect.

EVOKE ENTITY


During an Evocation, the Entity is conjured from its domain and teleported into the Summoner's radius of influence. Under this Power, the Entity is compelled to obey the Summoner's commands, but operates separately from the Summoner's consciousness. As with Invocations, the Summoner must first know the Entity's 'True Name' and perform an incantation for the number of instants pertaining to the Entity's Threat Mod.

EFFECTS: The Entity is Conjured forth to obey the Summoner's commands.

RANGE: D4 **DAMAGE:** N/A **DURATION:** 1 Minute Interval Counts **ETHER:** 20 EP

LEVELS: LV1: 20 EP/Minute LV2: 15 EP/Minute and -3 Threat Mod LV3: 10 EP/Minute and -7 Threat Mod

TOKEN: This Power is activated by 'Spinning' the Token 3 times and interpreting the total Digits. The Summoner must score a Digit that is greater than or equal to the Entity's Threat Mod in order for this Power to take effect. This process must be repeated by the number of times the Summoner's Polarity is removed from that of the Entity being Evoked.



Skills are defined talents based on a Character's training, knowledge and background.

Some Skills are exclusive to a particular Archetype, while the rest are a direct reflection of a Character's individual lifestyle.

CHAPTER

8

"Skills"

Skills represent the practical knowledge a Character has through a trade, art or discipline. They are applied during 'Social' or 'Skill Set' Encounters that require a specific solution only attainable to those with the adequate level of training, experience and resources.

There are two branches of Skills as recognized by the Glyphs RPG Blueprint: 'Exclusives', which are restricted to specific Archetypes, and 'Lifestyle' Skills, which are available to any Archetype.

Token Slides are used when determining the success or failure of a Skill against a particular difficulty presented by the Challenge.

* Most Skills are open-ended, meaning that the Architect has the most freedom to dictate the difficulty level to be overcome, as variables are more nebulous.

* Other Skills have a *recommended* difficulty set that coincides with the difficulty of a task and the Character's level of skill. These are considered to be close-ended.

0- Assumed – An 'Assumed' level of difficulty is one that requires no Token Slide and is successful by the mere implication that no other outcome is possible.

1- Simple – The Challenge can be completed by virtually anyone, regardless of discipline or Skill level. Includes menial tasks and very basic use of Skills.

2- Moderate – Tasks posing a 'Moderate' difficulty level put fundamental training to use. **This is the default difficulty for the average Skill Set Challenge.**

3- Worthy – These Challenges are geared for modestly seasoned practitioners of a certain discipline. They can usually be completed within few attempts.

4- Complex – A 'Complex' Challenge requires patience instilled by experience and the right tools to get it done. Let the pro's handle it.

5- Daunting – It takes a special person with a high level of skill and resolve. While easy to screw up, 'Daunting' tasks are not as impossible as they may seem.

6- Monumental – Only the most experienced adept in a field should even attempt these Challenges. Consequences of failure are often severe.

**TASK
DIFFICULTIES**

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SKILLS



Task Difficulties

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SKILL LEVELS

[0] Unskilled – A Character that is 'Unskilled' has no formal training or experience using a specific Skill, but rather, attempts to mimic a Skill or use it ad hoc.

[1] Novice – A 'Novice' in a particular Skill is a Character who has minimal formal experience, such as an apprentice, but sufficient enough to be useful.

[2] Intermediate – An 'Intermediate' level of experience means the Character is well rounded for average levels of success.

[3] Skilled – A Character who is considered to be 'Skilled' is highly proficient and generally successful when met with common challenges.

[4] Professional – A 'Professional' level of expertise in a Skill is the result of regular use in a Character's everyday life. This Character likely makes a living from said Skill.

[5] Master – A level of 'Mastery' is attained over a lifetime of refinement or periods of utmost dedication reserved only for the most serious.

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SKILLS



Skill Levels

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SKILL SET CHALLENGES

During a Skill Set challenge, a certain level of Difficulty, often determined by the Architect must be overcome. The process is done by consecutively Sliding the Token into one of three concentric Shapes, beginning from the Action Grid's 'G' Point. Any potential Disadvantages are expressed by increasing the Difficulty level to be overcome. The Token's Sights must land within the appropriate concentric Shape for the attempt to count. If the CIRCLE is the target, it may land within Zones 1-9.

OPTIONAL RULES

- * All Skill Set Token Slides with Difficulties between 'SIMPLE' to 'WORTHY' must be done within 5 Seconds.
- * All Skill Set Token Slides with Difficulties between 'COMPLEX' to 'MONUMENTAL' must be done within 10 Seconds.



SKILL RANKS

SKILL SET CHALLENGE TOKEN SLIDES

	SIMPLE	MODERATE	WORTHY
LV 0	1 Slide ●	2 Slides ●	3 Slides ●
LV 1	3 Slides □	1 Slide ●	2 Slides ●
LV 2	2 Slides □	3 Slides □	1 Slide ●
LV 3	1 Slide □	2 Slides □	3 Slides □
LV 4	3 Slides ○	1 Slide □	2 Slides □
LV 5	2 Slides ○	3 Slides ○	3 Slides □
	COMPLEX	DAUNTING	MONUMENTAL
LV 0	4 Slides ●	5 Slides ●	6 Slides ●
LV 1	3 Slides ●	4 Slides ●	5 Slides ●
LV 2	2 Slides ●	3 Slides ●	4 Slides ●
LV 3	1 Slide ●	2 Slides ●	3 Slides ●
LV 4	3 Slides □	1 Slide ●	2 Slides ●
LV 5	2 Slides □	3 Slides □	1 Slide ●

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SKILLS

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Skill Set Challenges

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USING SKILLS

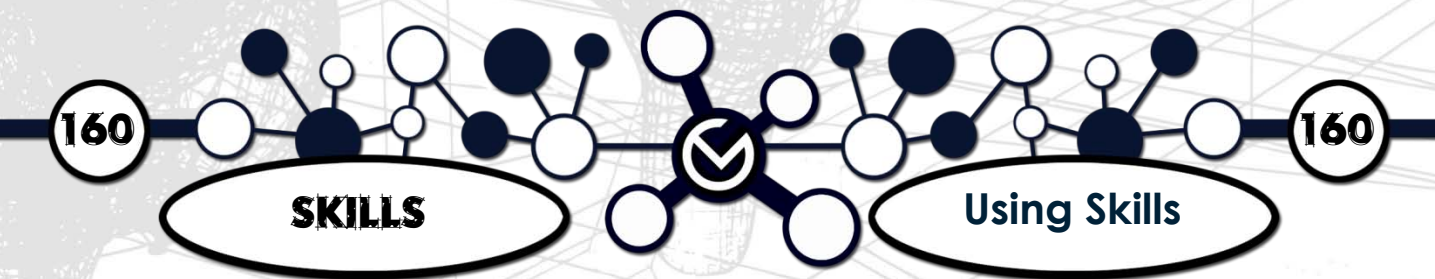
Instances when Skills are used differ from when Attributes are used. An Attribute relies on the Character's raw physical, mental or spiritual qualities and is typically used over the course of 1 Instant.

Skills on the other hand are more concerned with meeting a Challenge that requires certain knowledge gained from formal training or life experience. In many cases, items or tools, resources and favorable environmental conditions must also be available to the Character during the time the Skill is being used.

When a Character uses a Skill, a certain amount of time is consumed during each attempt. The context and difficulty level of the challenge determines how long an attempt lasts for and is up to the Architect's discretion, which should display logic and not always hinder the progress of the Adventure.

Many Skill usage attempts unfold over 1 Instant. However, more challenging situations require attempts that last for minutes, hours or even days.

Each attempt to use a Skill is relative to the situation at hand.



EXCLUSIVES

Exclusive Skills are those unique Skill Sets that further define an Archetype and such Character's usefulness in a Skill Set Encounter. These Skills are learned and developed through routine practice or study, and are often at the epicenter of a Character's life. Only Characters derived from a specific Archetype have the ability to use said Archetype's Exclusive Skills.

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SKILLS



Exclusive Skills

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WARRIOR

FEIGN DEATH: Live to fight another day. A most essential Skill for Warriors who have succumbed to overwhelming force. The Warrior temporarily induces the signs of death through their body, deceiving even the heaviest of scrutiny.

GEAR MAINTENANCE: Replenish T1 FPH for Melee Arms and T3 AHP for Armor.

CAMOUFLAGE: Apply surrounding materials and textures to become invisible while still.

TRAPS: The ability to recognize Traps and to effectively construct or disable them.

CARTRIDGE: The ability to create or modify projectiles with the proper resources.

RETREAT: Ignore the effects of pain and most injuries while retreating from combat.

DECOY: The Warrior constructs a dummy target to deceive incoming ranged attackers.

FIELD DRESSING: Stop blood-loss caused by injuries. Consumes T# Minute Counts.

WILD STRIDE: Traverse treetops, rock faces and related settings with swift acrobatic grace.

HUNTER'S STEP: Movement outdoors emits a Sound Level of Lv.0 'Silent' for #1 Sec / attempt.

TRACKING: The attention to detail to subtle clues leading to the target's whereabouts.

TRAINER: Handle and train any captured Fauna or Beast Entity to follow basic commands and retain loyalty to the handler. Difficulty is influenced by the creature's 'Threat Mod' value.

TRAILBLAZER: Knowledge of the core outdoor skills. This includes Hunting, Fishing, Gathering, Shelters, Fire building and Navigation.

CAMOUFLAGE: Apply surrounding materials and textures to become invisible while being still.

COLLECTOR: Acquire and process select trophies from slain game, such as pelts and bones.

CRAFTER: Create simple Weapons, Traps and items from the environment or slain game.

OUTLANDER

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SKILLS

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Skills: Warrior,
Outlander

WARM-UP: Skill ranking = the number of additional Initiative Ranks granted in H2H combat.

MANTRA: While meditating, Ether recovers 5 points / Hour equal to Skill ranking.

JOINTS: The ability to reset dislocated joints back into place.

PAINKILLER: The discipline of treating Tissue Wounds and relieving Pain.

IMPROVISED WEAPON: Use available Small or Middle sized Objects as effective Weapons.

SIZE-UP: The ability to quickly identify an enemy's strengths, attacks and possible weaknesses.

SPATTER: Absorb #1 EP from a target if blood spatter lands on the Butcher after an attack.

DOOM: The Butcher's initial presence strikes fear into potential victims. If successful, the effects of 'Fear' grip each target. The difficulty to overcome for this Skill to work is based on the Will rank of each victim: LV0'Inert'= SIMPLE LV1'Complacent'= MODERATE LV2'Engaged'= WORTHY LV3'Resolute'= COMPLEX LV4'Unyielding'= DAUNTING. Works once per daily encounter.

TORTURE: The Butcher excels in stimulating Pain into victims, allowing Ether Points to be absorbed from the victim at a rate of #1 EP per Minute Count. The Victim's Pain level must 'Agonizing' in order to extract EP.

STALK: Hone in on the victim's trail even if the target has slipped out from plain sight. The raw instinct to kill guides the Butcher to even the most hidden of prey. The difficulty to overcome is based on the perceived effectiveness of the victim's hiding spot.

CANNIBAL: The taboo art of butchering, cooking and consuming another humanoid. The Butcher temporarily gains 1 of the Victim's Techniques, Powers or Exclusive Skills for 1 day.

PREDATOR: Profile a crowd and assess who are the weakest victims and strongest threats. Once identified, the Butcher automatically gains the first Initiative during a Combat Encounter.

ROGUE

- STEALTH WALK:** Footsteps assume a Sound Level of Lv.0 'Silent' for #1 Seconds in motion.
- HOTWIRE:** The ability to start a Vehicle without its key or other activation mechanism.
- PARKOUR:** The graceful acrobatic maneuvering over walls, rooftops and structures.
- TRAPS:** The ability to recognize Traps and to effectively construct or disable them.
- CRACK VAULTS:** The discipline of breaching safes and vaults. ** Requires 'Locksmith.'
- LOCKSMITH:** The skill of being able to open locks with picks and to make keys.
- CAT BURGLAR:** Manipulate doors and Objects at a Sound Level of Lv.0 'Silent' for 1 attempt.
- THIEF:** The skill of effectively picking pockets and snatching objects unnoticed.
- POISON:** The ability to identify, concoct and utilize different poisons.

HEARSAY: The word of the rumor mill. Used to recall or validate 2nd hand information.

MEDIATE: Used when attempting diffuse arguments and negotiate diplomacy.

ASSISTANT: An aide that carries out orders. Difficulty is based on the weight of the instructions.

LAW: The knowledge and interpretation of legal systems and codes.

POLITICS: The level of influence when making political connections and decisions.

CLEARANCE: Obtain restricted levels of clearance. Difficulty is based on security level.

BUREAUCRACY: The Administrator leverages government or corporate structures for their resources and decision-making capabilities. The level of difficulty is derived from level of impact that using such resources can have for the Character or party.

FINANCIER: The ability to bargain with and find resources that lend or donate money, or to negotiate favorable terms of debt forgiveness. The difficulty is relative to the sum of money requested or owed, and the timeframe needing to be met.

ADMINISTRATOR

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SKILLS



Skills: Rogue,
Administrator

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ENGINEER

TOOLS: The competent understanding of how to use Tools for their intended purpose.

ARCHITECTURE: The ability to design and assess Architectural structures and read blueprints.

MECHANICS: The skill to build or repair Vehicles and mechanical Objects. **Requires 'Tools.'

TECHNOLOGY: Create or fix technology such as computers and robots. **Requires 'Tools.'

CARPENTRY: The skill set of carpentry and industrial engineering. **Requires 'Tools.'

BOMBER: A feared taboo trade of making Radial Arms **Requires 'Tools.'

BLACK SMITH: Metalworking to produce Armor and practical objects**Requires 'Tools.'

GUN SMITH: The making, fixing and upgrading of complex Ranged Arms.**Requires 'Tools.'

BLADE SMITH: The well sought after crafting of Melee Arms. **Requires 'Tools & Blacksmith.'

HACKING: Remotely commandeer a network or electronic device through software mastery.

INTERROGATE: Sort out the truth with precision despite a subject's convincing lies.

STUDY: The ability to retain new information through observation or memorization.

CHEMISTRY: The practical application of Chemistry to make useful chemicals.

PSYCHOLOGY: Psychoanalysis, used to uncover a target's 'Behavior Profile' and tendencies.

BIOLOGY: The understanding of a Biological Entity's features, resistances and weaknesses.

MEDICINE: The application of medicine, surgery and anatomy. A doctor is rarely killed.

RELIC: A knack for using any Relic, many of which are often restricted to Uncanny Archetypes.

FORENSICS: Training and creative thinking helps locate subtle clues left from crime scenes.

TACTICIAN: The Architect secretly reveals the Initiative sequence of the upcoming battle.

SCHOLAR

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SKILLS



**Skills: Engineer,
Scholar**

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MAGUS

METAPHYSICS: A deep understanding of the metaphysical laws that steer reality.

SYMBOLS: The ability to decipher symbols and transcribe magic spells onto a physical medium.

ALCHEMY: The knowledge and ability to create magical potions and compounds. Difficulty should be assessed based on the effect or intensity of the potion or compound to be created.

MEMORIZE SPELL: The ability to memorize an entire spell. Requires 'Memory' rank of LV3.

SCRYING: The obtaining of information through gazing into special surfaces including fire, black mirrors, ink, crystal balls and water. Difficulty should be assessed by the Architect in respect to the weight of the information to be obtained.

ENCHANT: The Magus can permanently direct a specific magical power into an object such as a weapon, armor or jewelry piece. Enchantment is a process of hard work and focus. The Power must be memorized by the Magus, in addition to any resources needed for the Enchantment process. Enchantment only bestows a single Power to an item per use. Difficulty is assessed based on the Power's level of effectiveness. **Requires 'Alchemy' and 'Memorize Spell.'

SORCERY: The knowledge and practical use of occult lore, symbols and rituals.

CHARGE: The Sorcerer can charge 1 small Object with any Sorcerer Power that is good for 1 use. Difficulty is assessed based on the effect and level of the Power to be charged into the object.

DIRECTION: The intuition of knowing a destination's best route.

PRESENCE: The intuitive feeling of sensing hostile presences within a D4 Radius.

RITE: The understanding and expertise in recognizing and executing ceremonial rituals.

RAISE ENERGY: Generate T1 Ether Points per 1 Min Count through a ritual session. **Requires 'Rite' and 'Sorcery.'

SORCERER

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SKILLS



Skills: Magus,
Sorcerer

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PRIEST

APOTHECARY: The creation of natural remedies from available resources. Difficulty should be assessed based on the severity of the condition to be treated with the remedy.

RELIGION: The knowledge of religious traditions and their practical applications.

WEATHER: The familiarity with weather patterns and the ability to forecast upcoming weather.

NATURE: The practical knowledge of natural environments, flora and fauna.

PRAYER: The communion with divine forces to remove Negative Karma from oneself.

ABSOLVE: Remove the burden of Negative Karma on a single target. **Requires 'Prayer.'

OCCULT: Identify known Powers and Levels of Uncanny Archetype Characters encountered.

CEREMONY: The understanding and expertise in recognizing and executing sacred rituals.

BREW: Instills a potion or food with the effects of 1 Selected Power from a chosen subject, which is absorbed by the Witch to then be used within 1 Hour. A subject's nail, hair clipping or blood must be included in the brew. Difficulty is based on the Power's level and effect. **Requires 'Witchcraft.'

LUCK: A daily incantation that raises the Witch's 'Luck' Attribute by +2 for T1 Minute Counts.

SCRYING: The obtaining of information through gazing into special surfaces including fire, black mirrors, ink, crystal balls and water. Difficulty should be assessed by the Architect in respect to the weight of the information to be obtained.

DIVINATION: Allows a random glimpse of the future through oracles or foresight.

FAMILIAR: An animal companion who gives unconditional loyalty, and whose Ether Points are equivalent to its master's full capacity. If the Skill attempt is successful, the Familiar's Ether Points can be used to fuel a Witch's Power. It must be in the Witch's presence when being tapped into, and can only be used once per day. The Witch can only have one familiar at a time.

WITCHCRAFT: The art of the Witch. Also detects if a Witch Power is being used against a subject.

WITCH

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SKILLS



**Skills: Priest,
Witch**

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IDENTITY: A secret identity. Determines if the identity is convincing when acting in disguise.

SENSE DISTRESS: The instinct of sensing danger or distress within a D4 Radius.

CAUSE: Used to persuade those within the same Polarity Spectrum to fight for your cause.

SIDEKICK: The Marvel's ability to contact and summon a sidekick or nearby loyalist.

RECHARGE: The ability to sense and locate compatible sources that replenish Ether.

WEAKNESS: Tolerance against the Marvel's source of weakness. Each successful attempt grants #1 Second Count of exposure to a source of weakness without suffering any penalties. The default difficulty to overcome is 'Worthy.'

IDOL: The Summoner creates an Object or portrait in the image of a Planar Entity, whose essence is stored in the item as EP corresponding to the amount the Entity has. The More powerful the Entity is, the higher the difficulty necessary to overcome. Stored EP can then be absorbed by the Summoner or other Power-Wielding Archetypes of the Same Polarity as the Entity within a D3 Radius. Requires 'Spiritwise.'

SACRIFICE: Ritually slay a target. Target's LHP and EP are absorbed by a target Planar Entity.

BEAST MASTER: Familiarity and communication with Beast and Fauna Entities.

SPIRITWISE: Familiarity and communication with Planar Entities.

TRUE NAME: The Summoner attempts to know an Entity's name of the soul.

COMMONER

The Commoner has no set of Exclusive Skills. However, they have can learn any Exclusive Skill by apprenticing under Characters who know the sought after Skill at a LV4 'Professional Level.'

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SKILLS

**Skills: Commoner,
Marvel, Summoner**

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LIFESTYLE

Lifestyle related Skills add personalization to a Character based on general life experience, tastes and personality. Unlike Exclusive Skills, Lifestyle Skills are not restricted to a particular Archetype, as these can be picked up through habit or trial and error rather than being formally passed on to the Character through a lengthy regimen.

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SKILLS



Lifestyle Skills

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SURVIVAL

SHELTER: Make a shelter using the environment. Difficulty is based on weather & resources.

HUNTING: The skill of stalking, luring and preparing prey for consumption.

FISHING: The ability to make fishing tools and capturing Entities residing in water.

MAKE CLOTHING: The skill of crafting clothing with appropriate 'EN Indexes.'

MAKE TOOLS: The ability to create basic makeshift tools.

MAKE FIRE: The level of success when building a fire from available resources.

GATHER: The skill of recognizing natural growth fit for consumption, and stuff to avoid.

NAVIGATION: The ability to navigate using landmarks, maps and stars.

WRANGLING: The skill of safely handling wild animals, including mounts and snakes.

HARDWARE: The skill of creating, modifying or repairing computer Hardware.

SOFTWARE: The knowledge of writing, manipulating or interacting with Software.

EN/DECRYPTION: The skill of securing or decoding data. **Requires 'Software- LV3.'

REVERSE ENGINEER: Analyze foreign or alien technology to determine its creation process.

COUNTERFITING: The ability to create imitation products or false identities.

NETWORKING: Deploy and administer computer networks. Requires 'Hardware' & 'Software.'

GADGETS: The sense to figure out how a gadget works. Difficulty based on gadget complexity.

TECHNOLOGY

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SKILLS

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**Skills: Survival,
Technology**

ATHLETICS

SWIMMING: The ability to swim in liquid bodies. ** Requires Constitution LV2.

DAREDEVIL: The level of finesse when executing a daring stunt. ** Requires Finesse LV3.

TEAM SPORTS: The tactics and ability to play team sports. ** Requires Constitution LV3.

MOUNTAIN CLIMBING: The scaling mountains and rock faces. ** Requires Constitution LV3.

TREE CLIMBING: Scale trees and branches. Difficulty based on size of tree and branch integrity.

ROPE CLIMBING: The training on how to properly climb and repel using a rope.

SKIING: Cross bodies of water or snow with skis. Difficulty based on water, snow or terrain.

DIVING: Underwater swimming. Difficulty is based on depth diving to. ** Requires 'Swimming.'

SKATING: The skill of using skates, roller blades and boards for transportation and stunts.

LYING: The skill of lying undetected. Difficulty is based on the target's Wisdom rank.

INTIMIDATION: Intimidate with words and gestures. Difficulty is based on Will rank of target.

SEDUCTION: The art of seducing. Difficulty is based on difference of appearance scores.

COMEDIAN: The skill of inducing laughter through humor and entertainment.

HUSTLE: The skill of conning a subject through bribery or deception. ** Requires Wisdom LV3.

MAGICIAN: Stage magic and illusions. ** Difficulty is based on the trick's complexity.

GAMBLING: The innate tendency of winning at games of chance. ** Requires Luck LV3.

SOCIAL

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SKILLS



Skills: Social,
Athletics

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EXPRESSION

COOKING: Prepare and cook exquisite dishes that replenish EP. Difficulty levels to overcome increase based on the 'Flavor' Level (EX: Flavor LV '1' = 'Simple').

BARISTA: Brew or mix drinks that replenish EP, including teas, coffees and alcoholic beverages. Difficulty levels increase based on the drink's 'Flavor' Level (EX: Flavor LV '1' = 'Simple').

DRAWING: The natural gift of depicting reality and imagination through drawing.

PAINTING: The talent of creating abstract or realistic renderings through color.

SCULPTING: The skill of crafting statues or practical items of stone, metal or ceramic.

CRAFTS: The knack for creating aesthetic objects and accessories.

DANCING: The skill of gracefully moving to rhythms and tones. ** Requires Finesse LV3.

WRITING: The ability to convey expression though prose or poetry. ** Requires Wisdom LV3.

COSMETICS: The mastery of makeup grants +1 to the subject's Impression Modifier for 1 day.

SINGING: Conveying expression via sung verses. Difficulty is based on appeasing audience.

MUSIC: The talent and understanding of music and instruments. Difficulty is based on instrument.

YOGA: Daily Yoga posture sessions allow 1 additional EP per Hour to be recovered.

ASTRAL PROJECTION: During sleep or meditation, the subject projects an Etheric double and travels to the Subtle Planes for #1 Minutes. The difficulty is based on the level of the Plane visited.

FOREIGN LANGUAGE: Skill level equals # of foreign languages and success rate.

LIP READING: The skill of deciphering lip movement. Difficulty is based on distance.

THE GIST: Attention to buzz words, vocal tone, context and body language allow for the listener to get a general idea what a conversation is about, regardless of language barriers.

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SKILLS



Skills: Expression

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Vehicular Skills embody the knowledge and practice of driving and maintaining Vehicles. In order to operate any Vehicle type, the Character must first possess the relevant Skill. Difficulty levels are relative to the situation and should be interpreted liberally by the Architect. Is the Character going for a drive down the block, or executing bold maneuvers at high speeds? A Vehicle Skill Set Challenge should be done randomly or during each specific Vehicular action.

MOUNTS: The skill of riding, taming and maintaining Mounts such as horses.

BIKES: The skill of riding, racing and maintaining Bike Vehicles.

CARS: The skill of driving, racing and maintaining Automobile Vehicles.

SIEGE: The skill of operating and maintaining Siege Vehicles.

RUNNERS: The skill of operating and maintaining Runner class Vehicles.

BOATS: The skill of operating and maintaining Boats and similar water vessels.

SUBMERSIBLES: The skill of operating, commanding and maintaining Submersibles.

DESTROYERS: The skill of operating, commanding and maintaining Destroyers.

GLIDERS: The skill of operating and maintaining Air Gliders.

PLANES: The skill of piloting and maintaining Airplanes.

AIRSHIPS: The skill of operating and maintaining Hovering aircrafts.

HELICOPTERS: The skill of operating and maintaining Helicopters.

PODS: The skill of operating and maintaining Space Pods.

SCOUTS: The skill of operating, commanding and maintaining Space Fighters.

VOYAGERS: The skill of operating, commanding and maintaining Space Voyagers.

MOTHERSHIPS: The skill of operating, commanding and maintaining Motherships.

VEHICLES


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SKILLS



Skills: Vehicles

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The right Apparel can be imperative for your Character's image and survival. Characters have the need for Apparel that complements their physical features and provides adequate protection when traveling in hostile environments.

Apparel serves two main purposes:

1- Protecting your Character from the environment.

2- Projecting a specific image that can stimulate the Character's appearance in a positive or negative manner during a Social Encounter.



CHAPTER

9

“Apparel”

Apparel protects the wearer against immediate environmental conditions. If your Character is not dressed to match the environment, it may suffer Sustenance penalties that may lead to an ultimately death. By default, Apparel does not function as Armor, so it possesses no AHP, R or SV. However, this is not to say Armored Apparel could not be made using technological or magical means. If this is the case, then the Armor it functions as must be specified and is likely to be very costly.

Apparel also plays a major factor in Social Encounters because Characters are frequently judged on their appearance. The way that they dress reflects their profession, financial status, tastes and offers an outward glimpse of the way they think. A Character's fashion statement may be just as important as being able to break bodies or wield immense Powers.

Finally, a Character's Comfort levels are also be affected by the clothes they wear, which has a direct effect on the recovery time of expended EP. While some clothing articles may be exotic in appearance or reliable against rugged environments, how do they affect the Character's Comfort? Refer to the 'Ether' chapter for details regarding Comfort and EP recovery.

Apparel represents a choice. It's not always the price that affects one's fashion sense, but rather, practical application that is most effective to one's objectives and surroundings. A high "Image Index" may also come with a low "Comfort Index". Are you a rugged survivalist, a slick operative who relies on the element of surprise, or a smooth talking social climber who always has to dress to impress?

Apparel is rated by 3 different metrics known as "**Apparel Indexes**" that define its level of effectiveness that are appropriate for different environments and social situations. Indexes are influenced by the Apparel Article's design, material, weight and insulation.

Architects have the option to include or exclude the tracking of Apparel Indexes if this favors the flow of the Adventure. Apparel Indexes add another layer of realism, but some Campaigns are best left to simply having Travelers describe their fashion image without having to manage any further metrics.

ENVIRONMENT INDEX - (EN)

The Environment Index indicates an article of clothing's coverage and level of effectiveness in extreme environments and temperatures. Low Indexes are ideal for warm climates, while higher indexes are critical for cold or wet climates. An Article's 'EN' rank only applies to the bodily surface it covers. If the Total EN values are too high or low for the environment the Character is in, then the Architect may impose penalties in accordance with the Preservation metric. In the Traveler's Character Booklet, the EN Index is an average of all Apparel Articles worn. Using the Quick EN Index Summary is advised.

EN1 – Zero Cold or Rain protection.

EN2 – VS. Minor Wind Gusts.

EN3 – VS. Frequent Cold Temperatures.

EN4 – VS. Extreme Cold and Weather Conditions.

Quick EN Index Summary: For Architects who do not wish to track each Article's EN Value, here is a fast way to summarize a Character's EN Index coverage for different conditions:

EN1 – Scantily Clothed: TEMP EN 1-3

EN2 – Casually Clothed: TEMP EN 4-7

EN3 – Heavily Clothed: TEMP EN 8-27

EN4 – Clothed for extreme conditions: TEMP EN 28-60

IMAGE INDEX - (IM)

An Apparel Article's Image Index refers to its ability to boost the wearer's "Impression" Modifier score. Image Index is proportionate to the quality of a clothing article's material or design, as in the example of pricy designer clothes, shoes or rare jewelry. More so, the Image Index is specifically relative to the observer. In the Traveler's Character Booklet, the IM Index is an AVERAGE of all IM Index values pertaining to VISIBLE articles. This artificially boosts the Impression Modifier.

IM1 – Article is worthless or in ragged condition.

IM2 – Article is 'Cheap' or 'Moderate' and in fair condition.

IM3 – Article is 'Expensive' or 'Exclusive' and in good condition.

IM4 – Article is 'Exotic' and in immaculate condition.

COMFORT INDEX - (CF)

The Comfort Index characterizes an article's level of Comfort and how it affects the hourly recovery of Ether. In the Traveler's Character Booklet, the CF Index is an AVERAGE of all CF Index values. This affects the Character's overall Comfort level while wearing the equipped Apparel Articles.

CF1 – Article is rigid, tight or restricting. Ether recovers at OEP / Hour.

CF2 – Article is barely the right fit. No effect on Hourly EP Recovery.

CF3 – Article has an added layer of comfort. + 1 EP to Total Hourly Recovery.

CF4 – Article appears to be tailor made for you. + 2 EP to Total Hourly Recovery.

ARTICLE DEFAULTS I

UNDER GARMENTS

T-SHIRT

POLO SHIRT

DRESS SHIRT

SWEAT SHIRT

TUNIC / BLOUSE

TOPS

BOTTOMS

SWIM WEAR

SHORTS

FIELD PANTS

CASUAL PANTS

SWEAT PANTS

DRESS SLACKS

SKIRT

DRESS

TIGHTS

EN	IM	CF
1	2	4
2	2	3
2	2	2
2	2	1
3	2	2
2	2	3
1	2	3
1	2	3
1	2	2
3	2	1
2	2	2
3	2	2
2	2	1
1	2	4
2	2	2
1	2	1



ARTICLE DEFAULTS II

JUMP SUITS

WET SUITS

SNOW SUITS

BATTLE UNIFORM

GI'S

COATS / JACKETS

ROBES

CLOAK

HAT

HOOD

VEST

SANDALS

SHOES

BOOTS

GLOVES

SOCKS

ACCESSORIES

EN	IM	CF
2	2	2
3	2	1
3	2	1
3	2	1
2	2	2
3	2	1
2	2	2
2	2	2
1	2	2
1	2	2
1	2	2
1	2	3
2	2	2
3	2	1
3	2	2
2	2	2
1	2	2

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APPAREL



**Apparel Article
Defaults - 2**

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INDEX BIT VALUES

The Apparel Articles listed above represent default Index ranks, which are based on approximate body coverage, weight and generic design. An Article's Bit Value is assessed based on its rank in each Index.

When creating Apparel, each default Index rank can be increased by a certain Bit Value based on the following criteria, and hence, the Bit Value of the Article itself can be obtained:

EN Index – Articles can be created with up to max EN 4, using more advanced fabrics and textile techniques to withstand the environment.

EN Index Bit Values: EN1: Cheap, EN2: Cheap x2, EN3: Cheap x3, EN4: Moderate

IM Index – Articles can be created with up to max IM 4, drawing from a vast array of costly materials or eccentric fashion design.

IM Index Bit Values: IM1: Cheap IM2: Moderate IM3: Expensive IM4: Exclusive

CF Index – Articles can be tailored for maximum comfort of CF4 using the finest materials and attention to detail during craftsmanship.

CF Index Bit Values: CF1: Moderate CF2: Moderate x2 CF3: Moderate x 3 CF4: Expensive



COMMON MATERIALS

COTTON

DENIM

SILK

LEATHER

HEMP

FUR

NYLON

SPANDEX

POLYESTER

FLANNEL

WOOL

JUTE

RUBBER

VELVET

Cashmere

RAYON

CANVAS

LINEN

BURLAP

SKN

CORDUROY

SUEDE

FLEECE

MICROFIBER

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APPAREL



**Common Apparel
Materials**

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TAILORING APPAREL ARTICLES

Apparel can play an important role in a Character's social interactions as well as increasing the likelihood of survival in climates that are predominantly inhospitable. When envisioning a Character's physical appearance, Architects and Travelers alike should first consider each Apparel Article's default Index values. How does each Article complement the Character, and are they beneficial to the Character's objective and situation?

Afterwards, the Article's details are further fleshed out based on their Index ranks, many of which will be boosted to fit the Character's style and needs. The Apparel Article's total Bit Value is reached by adding the Bit Value from each of the 3 Apparel Indexes.

Sample Apparel Articles

* Cloak (Default):

This first example defines a cloak solely in terms of its Index Defaults rather than specific details. Bit Value figures are based on Token spins to determine random digits for each Value Range.

EN: 2 IM: 2 CF: 2

EN: Cheap x 2 **IM:** Moderate **CF:** Moderate x 2

Bit Value: EN: 6 (x2)=12 + **IM:** 220 + **CF:** 400 (x 2)=800 = **\$1032 Bits**

* Cloak (Tailored):


This second example illustrates a cloak made of cashmere and colored in a rare crimson dye. The material is more costly than other fabrics, and boasts an equal level of physical appeal, insulation and lightness, making it ideal for nobility. Note that the Index values are logical for the concept behind this cloak.

EN: 3 IM: 3 CF: 3

EN: Cheap x 3 **IM:** Expensive **CF:** Moderate x 3

Bit Value: EN: 95 (x3)=285 + **IM:** 20000 + **CF:** 400 (x 3)=1200 = **\$21,485 Bits**





Attribute values are numerical representations of every being's Physical, Mental and Spiritual prowess.

During the Traveler's journey, there will be many context-sensitive opportunities that require the use of specific Attributes.

CHAPTER



“Attributes”

PRIME VS. EXPRESSIVE ATTRIBUTES

Attributes are divided into 3 categories: Physique, Intelligence and Essence, which are different metric planes a being is measured by. Furthermore, Attributes are classified into 2 distinguishable Orders known as Prime and Expressive Attributes. *Prime* Attributes simulate the natural strengths and limitations of all being's Physique, Intelligence and Essence, acting as benchmarks against other types of beings. *Expressive* Attributes further model a being's qualities but are not seen as benchmarks. Each Attribute order has characteristics unique to a default group of beings; however, many beings may also possess mixed Attribute Orders.

There are (6) Prime Attributes

Strength - Constitution / IQ - Reaction / Force - Wisdom

WILD [W]

The most fundamental of Prime Attribute Orders. 'Wild' Attributes typically belong to Entities of lesser sophistication, such as Animals and other Beasts. These represent raw instinct and physical strengths native to bestial creatures.

EVEN [E]

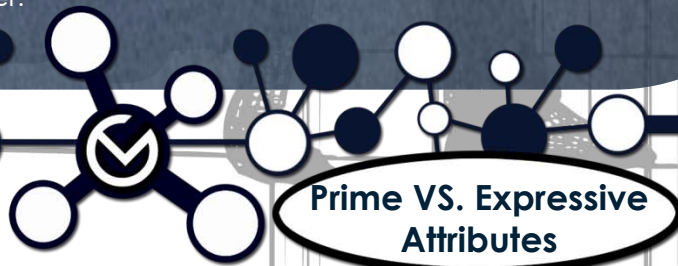
The second of the Prime Attribute Orders are classified as 'Even,' and predominantly applies to Humanoids. These Attributes are the most prevalent amongst Player Characters (Travelers) and most NPC's encountered during an Adventure.

AUGMENTED [A]

The third Order of Prime Attributes are known as 'Augmented' Attributes. This class of Attributes generally pertains to Synthetic beings, or beings that have transcended their biological nature through technological or magical enhancements. However, the complex and intrusive nature of Augmentations can sometimes interfere with the subtleties of 'Essence' Attributes, rendering them less influential than beings whose Essence Attributes are naturally 'Even.'

EPIC [P]

Epic Prime Attributes represent the pinnacle of a being's physical, mental or spiritual development. Most Travelers will never attain this level of perfection. Supernatural and Divine beings will often display some or all of this Attribute Order.



The Prime Attribute Orders derived from Physique, Intelligence and Essence are arranged in a hierarchy of 4 Tiers, from highest to lowest. Each Tier represents a Multiplier from 1-4.

Acting as benchmarks of raw traits, the logic is to accurately express the differences between potentials inherent in all types of beings while allowing the Traveler the possibility to advance or fall in development.

During the Character or Entity creation process, a certain number of points are distributed amongst the 15 Attributes. Points allocated to the 6 Prime Attributes will be multiplied based on the below hierarchal multipliers. For example 1 point allocated to 'IQ' for a being with 'Augmented' 'IQ' will be worth 3.

	PHYSIQUE	INTELLIGENCE	ESSENCE
	Strength/Constitution	IQ/Reaction	Force/Wisdom
X4	Epic	Epic	Epic
X3	Augmented	Augmented	Even
X2	Wild	Even	Augmented
X1	Even	Wild	Wild

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ATTRIBUTES

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**Prime Attribute
Orders**

ATTRIBUTE CHALLENGES

Attributes and Modifiers are indicators of a subject's potential based on Physical, Mental and Spiritual prowess. They define the limitations and strengths inherent in every being. Attribute Challenges encourage fluid gameplay and allow more freedom of interpretation. There are 3 types of circumstances that Attribute Challenges unfold through: Character Vs. Potential, Character Vs. Chance, and Character Vs. Character.

CHARACTER VS POTENTIAL

The Architect uses the Character's Attribute Rank description to make a determination if a certain action or reaction is possible. No numerical or randomized calculations are used. This is the swiftest approach to Attribute Challenges.

Scenario: Character attempts to do 10 pushups.

If Strength LV0 - 'Pathetic': The Character collapses into exhaustion after doing 3 Pushups.

If Strength LV1(Even) - 'Weak': It took a lot of effort and time for the Character to do 10 Pushups, but they were all done. Perhaps the Drill Sergeant's motivation helped out.

If Strength LV2(Even) - 'Average': The Character completes 10 Pushups, but trying to do 10 more will begin to be a chore.

CHARACTER VS CHANCE

This approach is favorable for Architects who prefer to randomize an Attribute Challenge's outcome. A subject's opponent is the element of Chance. If the Character's Attribute or Modifier is a Single Digit: The Traveler and the Architect Spin the Token once and interpret the Digits from 0-9 as a Percentile. The Value of the Character's Attribute or Modifier in question is added to the Character's Spin totals. The greater total number wins the Challenge. Should the Character lose, then an unfavorable outcome will manifest. If the Character's Attribute or Modifier is a Double Digit figure: The same process applies, except that the Token is spun twice. Percentiles are determined by cross-summing each result.

OPTIONAL RULE: To further up the ante, Architects have the option to factor in Difficulty Ranks into their Token Spin based on the Attribute Challenge's complexity (refer to 'Skills' page 157): SIMPLE +10% , MODERATE +20% , WORTHY + 30% , COMPLEX + 40%, DAUNTING + 50% , MONUMENTAL + 60%.

CHARACTER VS CHARACTER

Situations may arise when two or more Characters will be challenging one another using a specific Attribute. These scenarios implement a Randomization factor and each Character's Attribute or Modifier Rank. The Token's Digits are interpreted to have values from 1-10. Each Character / Entity Spins or Flips the Token and adds their specific Attribute or Modifier Rank Value into the Total. Whoever has the highest total wins the challenge.

EX: 2 Characters are Arm Wrestling.

Character 1: Strength 'Lv2' ("Physique EVEN"=x1) + Token Spin Digits: 7 = 9

Character 2: Strength 'Lv3' ("Physique EVEN"=x1) + Token Spin Digits: 5 = 8

In this scenario, Character 1 barely wins the Arm Wrestling match.



PHYSIQUE

STRENGTH - [Prime]

Your potential to exert force through physical means. Strength affects carrying capacity, damage inflicted, and strenuous tasks. ** Refer to Racetype Size Charts. **

EVEN (X1)

Lv0- Pathetic: You strain at the thought of lifting a finger.

Lv1(1)- Weak: You might be able to do 10 pushups.

Lv2(2)- Average: You can handle practical tasks.

Lv3(3)- Strong: You have some guns to show off.

Lv4(4)- Mighty: You erupt with rippling strength.

WILD (X2)

Lv0- Pathetic: You are the weakest link.

Lv1 (2)- Weak: You are considered weak for your kind, but are still as strong as the average human.

Lv2 (4)- Average: You are 2 times stronger than the average human being.

Lv3 (6)- Strong: You are twice as strong as a strong human.

Lv4 (8)- Mighty: You are 2 times stronger than the strongest known human being.

AUGMENTED (X3)

Lv0- Pathetic: You are only human.

Lv1(3)- Weak: You are considered weak for your kind, but are still as strong as a strong human.

Lv2(6)- Average: You are 3 times stronger than the average human being.

Lv3(9)- Strong: You are 3 times stronger than what is regarded as a strong human being.

Lv4 (12)- Mighty: You are 3 times stronger than the strongest known human being.

EPIC (X4)

Lv0- Pathetic: A mere mortal could crush you.

Lv1(4)- Weak: You are considered weak for your kind, but are still as strong as a strongest of humans.

Lv2(8)- Average: You are 4 times stronger than the average human being.

Lv3(12)- Strong: You are 4 times stronger than what is regarded as a strong human being.

Lv4(16)- Mighty: You are 4 times stronger than the strongest known human being.

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ATTRIBUTES

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Attributes:
Strength

CONSTITUTION - [Prime]

Your measure of physical endurance attributed to conditioning. Constitution defines how long you can last in physical activities such as running or athletics.

EVEN (X1)

Lv0- Crippled: You find getting out of a chair to be an accomplishment.

Lv1(1)- Feeble: You somehow manage to walk around the block.

Lv2(2)- Able: You can jog a mile without collapsing.

Lv3(3)- Fit: Your level of endurance can withstand most challenges.

Lv4(4)- Champion: You are conditioned like a finely tuned athlete.

WILD (X2)

Lv0- Crippled: You are not fit enough to travel with the pack to hunt for your own sustenance.

Lv1(2)- Feeble: You are considered out of shape for your kind, but are still as fit as an average human.

Lv2(4)- Able: You are twice as fit as the average human being.

Lv3(6)- Fit: You are 2 times fitter than what is considered to be a fit human.

Lv4(8)- Champion: You are 2 times fitter than the most fit human athlete.

AUGMENTED (X3)

Lv0- Crippled: You are often regarded as obsolete or defective.

Lv1(3)- Feeble: You are considered out of shape for your kind, but are still as fit as a fit human.

Lv2(6)- Able: You are 3 times fitter than the average human being.

Lv3(9)- Fit: You are 3 times fitter than what is considered to be a fit human.

Lv4(12)- Champion: You are 3 times fitter than the most fit of human athletes.

EPIC (X4)

Lv0- Crippled: You have to make an effort to walk upright, much less to hike Mount Olympus.

Lv1(4)- Feeble: You are considered out of shape for your kind, but are still as fit as the fittest of humans.

Lv2(8)- Able: You are 4 times fitter than the average human being.

Lv3(12)- Fit: You are 4 times fitter than what is considered to be a fit human.

Lv4(16)- Champion: You are 4 times fitter than the most fit human athlete.

FINESSE - [Expressive]

Finesse is used in delicate situations or in the execution of complicated maneuvers.

Lv0- Inept: You trip over your own feet.

Lv1- Clumsy: You are known to walk into a post if distracted.

Lv2- Poised: You are coordinated enough to catch a ball.

Lv3- Graceful: You can juggle objects and execute basic acrobatics.

Lv4- Refined: You are as agile as a gymnast or precise as a surgeon.

APPEARANCE - [Expressive]

Physical beauty. Appearance is your level of physical presence and how it attracts or repels others, especially the opposite sex.

Lv0- Repulsive: Your image shatters mirrors, and then the fragments disperse.

Lv1- Ugly: You are usually overlooked by the opposite sex.

Lv2- Fair: You're not unattractive, but nothing special either.

Lv3- Attractive: You easily attract others of compatibility.

Lv4- Exotic: You are chased by anything with a sex drive.

HEALTH - [Expressive]

A summary of your general wellness. Health includes your ability to withstand and recover from illnesses and injuries. Lifestyle can be a major influence on your health.

Lv0- Ailing: You already have one foot in the grave.

Lv1- Fragile: You probably rely on medicine and are susceptible to ailments.

Lv2- Well: Your immune system and moderate eating habits keep you functional.

Lv3- Healthy: You rarely get sick and aren't a slave to toxic vices.

Lv4- Optimum: You are the party health nut, and can be somewhat high maintenance.



INTELLIGENCE

IQ - [Prime]

IQ is your ability to apply analytical reasoning to a problem or a calculation.

EVEN (X2)

Lv0- Challenged: $1+1=3$. Everybody knows that.

Lv1(2)- Stupid: You have a room temperature IQ.

Lv2(4)- Logical: Your common sense usually works.

Lv3(6)- Smart: You can pretty much figure out how everything works.

Lv4(8)- Genius: You might have a scientific theory named after you.

WILD (X1)

Lv0- Challenged: You are devoid of any ability to reason, and instead rely on base instincts.

Lv1(1)- Stupid: You are considered to be stupid, even for an animal.

Lv2(2)- Logical: For an animal, you are regarded as half as smart as an average human.

Lv3(3)- Smart: You're pretty smart for an animal, but not quite as smart as the average human.

Lv4(4)- Genius: For an animal, your IQ could rival that of an average human.

AUGMENTED (X3)

Lv0- Challenged: Your flawed software reflects a complete lack of reason.

Lv1(3)- Stupid: You are regarded as stupid for your kind, but almost as smart as the average human.

Lv2(6)- Logical: Your IQ is accepted to be as smart as an intelligent human being.

Lv3(9)- Smart: Your IQ outrivals what is considered to be a genius-level human being.

Lv4(12)- Genius: Your exceptional IQ is double of that belonging to a smart human being.

EPIC (X4)

Lv0- Challenged: You are likely to confuse mathematics with writing.

Lv1(4)- Stupid: You are regarded as stupid for your kind, but just as smart as the average human.

Lv2(8)- Logical: For an average Divine being, you are just as smart as a genius-level human.

Lv3(12)- Smart: You are just as smart as the most intelligent augmented being.

Lv4(16)- Genius: You are regarded as being twice as smart as a genius-level human.



REACTION - [Prime]

Your level of accuracy and quickness when reacting to a sudden event. Reaction is more a matter of timing and perception than of physical speed or agility.

EVEN (X2)

Lv0- Lethargic: A snail can outmaneuver you.

Lv1(2)- Slow: You just might dodge a bubble.

Lv2(4)- Normal: You react in time when told to 'think fast.'

Lv3(6)- Witted: You move with excellent timing and grace.

Lv4(8)- Swift: You react just before something happens.

WILD (X1)

Lv0- Lethargic: You are too sluggish to notice any threats.

Lv1(1)- Slow: You are even slower to react than what is often regarded as a slow human being.

Lv2(2)- Normal: Your reaction time is half as much as that of an average human being.

Lv3(3)- Witted: For an animal, you barely react faster than a slow human being.

Lv4(4)- Swift: You are able to react just as fast as what is considered to be the average human.

AUGMENTED (X3)

Lv0- Lethargic: Your guard is constantly down even if you have the physical attributes to thrive.

Lv1(3)- Slow: Your reaction time is seen as slow for your kind, but faster than a slow human being.

Lv2(6)- Normal: While average for your kind, your reaction is on par with that of a witted human.

Lv3(9)- Witted: You are able to react even quicker than the humans with the swiftest of timing.

Lv4(12)- Swift: Your augmented reaction time amongst your kind is gauged as twice as that of a witted human.

EPIC (X4)

Lv0- Lethargic: You are often mistaken as a drunk.

Lv1(4)- Slow: You might be slow to react for your kind, but still do so as quick as the average human.

Lv2(8)- Normal: Your reaction time may be average for your kind, but is on par with that of the swiftest of humans.

Lv3(12)- Witted: You react just as quick as the fastest augmented being, or 3 times faster than the swiftest animal.

Lv4(16)- Swift: You appear to defy the laws of time, as your reaction is twice as fast as the quickest known human.



MEMORY - [Expressive]

Your ability to retain information from events or systems of knowledge.

Lv0- Absent: You could actually forget your own brain.

Lv1- Forgetful: You often lose your wallet or lock yourself out of your vehicle.

Lv2- Reliable: You have a decent amount of landmarks and phone number memorized.

Lv3- Learned: You easily retain information and important conversations.

Lv4- Photographic: You recall every detail as if you were still there.

FOCUS - [Expressive]

Your ability to filter out distractions and hone in on pivotal events, Objects or Characters.

Lv0- Zoned: You live in your own tiny, special world.

Lv1- Distracted: You have a relatively short attention span.

Lv2- Awake: You see the big picture.

Lv3- Alert: You have a knack for spotting key details from the scene.

Lv4- Attuned: You are rumored to be able to hone in on a molecule.

SANITY - [Expressive]

Sanity is essentially your mental health. Your level of sanity will influence how you make decisions or how you are likely to react to stressful or horrific situations.

Lv0- Neurotic: Your other shirt is a straightjacket.

Lv1- Deluded: You are the only one that understands yourself, and that's okay.

Lv2- Level: You are said to have good discernment.

Lv3- Balanced: You can usually keep your head together in escalated situations.

Lv4- Astute: Your mind and perception are untainted by horror and chaos.



ESSENCE

FORCE - [Prime]

Your connectivity or level of acceptance of the subtle forces. Force measures spirituality or perception.

EVEN (X3)

Lv0- Dampened: Your connection to the subtle forces is nonexistent.

Lv1(3)- Detached: Your narrow mind keeps your potential grounded.

Lv2(6)- Aware: You know there is more than what you can see, even though you can't quite prove it.

Lv3(9)- Connected: You have a reliable 6th sense.

Lv4(12)- In tune: You are one with the universe.

WILD (X1)

Lv0- Dampened: Your own senses have completely severed you from the greater spectrum of reality.

Lv1(1)- Detached: As a very simple organic being, you are nearly fully detached from the subtle forces.

Lv2(2)- Aware: Your subtle awareness is equal to a human who has been skewed from augmentations.

Lv3(3)- Connected: For a wild beast, you are in alignment with the greater forces...barely.

Lv4(4)- In tune: Your subtle alignment matches that of an aware augmented human.

AUGMENTED (X2)

Lv0- Dampened: You are completely sold out to the spiritual limitations of physical enhancements.

Lv1(2)- Detached: Your augmentations have reduced your perceptions below that of a detached human.

Lv2(4)- Aware: Your awareness of the subtle forces is on par with that of a common animal.

Lv3(6)- Connected: You are barely as in tune with the subtle forces as an aware human.

Lv4(8)- In tune: You are more attuned to the subtle forces than most of your counterparts, but less connected than a non-augmented human being.

EPIC (X4)

Lv0- Dampened: For an otherwise supernatural being, you are regarded as a lowly mortal creature.

Lv1(4)- Detached: While very unaware for your kind, you are as perceptive as the most attuned wild animal.

Lv2(8)- Aware: Your subtle awareness is almost as refined as a connected human.

Lv3(12)- Connected: You have a deep connection to the subtle forces that rivals the most developed human.

Lv4(16)- In tune: You represent the pinnacle of higher consciousness that far exceeds any other being.



WISDOM - [Prime]

Real world smarts. Wisdom is an indicator of your knowledge and common sense based on your learned experiences.

EVEN (X3)

Lv0- Idiotic: Your partner's favorite shirt says "I'm with Stupid."

Lv1(3)- Foolish: You can't help but to put your hand on a stove to see if it's hot.

Lv2(6)- Sensible: You know how to pick your battles and live to fight another day.

Lv3(9)- Astute: You have quite some stories to tell.

Lv4(12)- Enlightened: You are a sought after source of insight.

WILD (X1)

Lv0- Idiotic: Your mind is amongst the simplest, so you aren't likely to survive for very long.

Lv1(1)- Foolish: Your ability to make critical decisions is vastly limited by raw instincts.

Lv2(2)- Sensible: While wise enough for the common beast, you are dumb from a human's view.

Lv3(3)- Astute: You are as wise as the average dumb person, which says a lot for a wild beast.

Lv4(4)- Enlightened: Your wisdom resonates within the animal kingdom, and is just as sensible as an augmented human being.

AUGMENTED (X2)

Lv0- Idiotic: Your enhancements couldn't save you from starving in a grocery store.

Lv1(2)- Foolish: Your overreliance on your augmented attributes have clouded your judgment.

Lv2(4)- Sensible: Your decision making abilities fall between ignorant and sound.

Lv3(6)- Astute: Your augmented nature hasn't dampened your ability to make wise choices.

Lv4(8)- Enlightened: For an augmented being, you are at the height of your wisdom, which closely rivals that of an astute human.

EPIC (X4)

Lv0- Idiotic: You would have trouble navigating a maze with a single path.

Lv1(4)- Foolish: You are foolish amongst your kind, but can reason as the wisest of beasts.

Lv2(8)- Sensible: Your input is accepted by others like you, and is more sensible than a human's.

Lv3(12)- Astute: You are just as wise as the most enlightened human being.

Lv4(16)- Enlightened: Your seemingly omniscient level of wisdom projects clarity and respect amongst all orders of beings.

LUCK - [Expressive]

Luck is an assessment of the good fortunes you reap through karmic outcomes or random events.

Lv0- Doomed: You're screwed.

Lv1- Untimely: You add credence to many superstitions.

Lv2- Lucky: You are not surprised if you happen to win a bet once in a while.

Lv3- Fortunate: You appear to sway the odds in your favor.

Lv4- Blessed: Your other half is Lady Luck.

WILL - [Expressive]

Your inner determination, self discipline and resistance to fear. Your willpower helps you channel your intent into a favorable argument or outcome, and to resist the overt Will of others.

Lv0- Inert: You breathe only because it is involuntary.

Lv1- Complacent: You go along to get along.

Lv2- Engaged: You have your own ideas on how to get things done.

Lv3- Resolute: You're always right... everybody knows that.

Lv4- Unyielding: Your actions and opinions are unyielding.

CHARISMA - [Expressive]

Your impression that you leave on others and your level of leadership capabilities.

Lv0- Dull: Nobody knows you even exist.

Lv1- Passive: You are often disregarded or not taken very seriously.

Lv2- Appealing: You are found to be charming, with ideas that make sense.

Lv3- Leader: You are a natural leader that demands loyalty.

Lv4- Magnetic: Your mere presence compels many to follow you.



SAMPLE ATTRIBUTE CHALLENGES

Strength: Lifting and manipulating objects or the environment with strenuous physical force.

Constitution: Running a marathon, swimming, hiking or climbing.

Finesse: Performing surgical operations, delicate mechanical repairs, balancing or acrobatics.

Appearance: Appearance is a major contributor to the 'Impression' Modifier. Seducing a subject.

Health: Influences immunity vs. toxins and disease.

IQ: Solving a riddle, puzzle or math problem. Assessing the facts of a situation.

Reaction: Noticing a sudden movement or change, allowing just enough time to react properly.

Memory: Retaining information or an event. Drawing from memory relevant to a task, such as an exam.

Focus: Zeroing in to take precise action, such as playing darts.

Sanity: Keeping your cool when things get hectic or downright bizarre.

Force: Your 6th sense might alert you to nearby spies, forces or incoming stealth attacks.

Wisdom: Making a difficult choice. Helps reveal the wisest course of action.

Luck: Gambling, escaping and evading threats, surviving death, reducing Karmic Outcomes.

Will: Winning a debate or asserting your demands onto others.

Charisma: Giving orders or suggestions. Drawing wanted attention or trying to receive credibility.

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ATTRIBUTES



Sample Attribute Challenges

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THE 4 SENSES

In order to simulate a more immersive Role Playing experience, the senses of Sight, Hearing, Smell and Taste are included and measured by Levels of Condition, similar to Attributes. These 4 Senses respond to different intensities of direct Stimuli, which are detailed in the 'Environment' Chapter.

They affect gameplay factors such as Combat, the use of Skills, and the recovery rate of Ether Points (EP). Certain Racetypes may exhibit heightened development of one or more senses, but the Default 'Normal' Sensory Condition is Level 2.

SIGHT

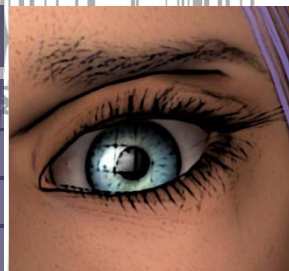
The perception of reality by the filtering of light through the Eyes.

Lv0- Blind: Your eyes are unable to perceive light anymore.

Lv1- Blurred: Yours vision is still able but faded, and requires correction or lenses.

Lv2- Clear: You have regular vision.

Lv3- Pristine: Your eyes can pick up the most subtle detail in crystal clarity.



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ATTRIBUTES



The Senses: Sight

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HEARING

The perception of audible vibrations through the Ears.

Lv0- Deaf: Your ears no longer perceive sound waves.

Lv1- Muffled: You can still hear, but input is dampened and requires focus.

Lv2- Good: Your ears pick up most sounds within the general vicinity.

Lv3- Acute: Your refined sense of hearing detects the faintest of sounds and conversations.



SMELL

The perception of scents and odors through the Nose.

Lv0- Blocked: Your sense of smell can only detect air molecules.

Lv1- Inhibited: You are not able to perceive the vast spectrum of scents as you used to.

Lv2- Reliable: You can enjoy the array of aromas abundant in the world.

Lv3- Refined: You can isolate and follow the most subtle of smells. Your nose knows.



TASTE

The perception of flavors and potential toxins through the Tongue.

Lv0- Tasteless: Your mouth thinks everything tastes like unflavored oatmeal.

Lv1- Bland: You can't appreciate the wealth of food options but still know what you like.

Lv2- Balanced: Your palate enjoys a plethora of cuisines and identifies any obvious toxins.

Lv3- Cultured: Yours sensitive tongue can detect subtle flavors and fine traces of poison.



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ATTRIBUTES



The Senses: Taste,
Hearing, Smell

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ATTRIBUTE MODIFIERS

An Attribute Modifier is a real-time combination of two Attributes used for Combat, Social or other special situations. They are the numerical representation of a subject's performance, potential or perception by others.

Their value is obtained by adding two Attributes and dividing the result by two, yielding an average. This value is up rounded to the next whole number.

Example:

BLOCK: Lv3 Strength + Lv2 Reaction = 5. Take this score and divide by Two: $5/2=2.5$ Round to nearest number to obtain Character Modifier Value = **3**.

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ATTRIBUTES



Attribute Modifiers

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INITIATIVE - (Finesse + Reaction / 2)

Initiative dictates which Characters or Entity is able to make the first action in a Combat Loop. This Modifier only applies if the subjects are aware of each other's presence.

In the event of a successful stealth attack or ambush, Initiative is favored to the Attacker.

SPEED - (Constitution + Reaction / 2)

A being's Speed is a metric that contributes to how long it takes to move within or out of a certain spatial range during 1 Instant in time. Speed goes into play when a subject decides to move into another combat range, or flee from the conflict all together.

IMPACT - (Strength + Will / 2)

The Impact Modifier represents the level of influence exerted by different ranges of strength and commitment to damaging a target. This results in the possibility of additional damage from H2H or Melee Attacks. Additional MKS or LPH Damage attributed to the Impact Modifier is equivalent to the being's Impact Modifier Rank.

EVADE - (Finesse + Reaction / 2)

How effectively a subject is able to dodge an Attack is largely determined by the Evade Modifier. In many instances it is wiser to completely avoid an attack rather than to try and overcome it with conventional combat maneuvers. Successful evasion leads to the safest of positions, hence there are many strategic advantages of dodging an attack rather than blocking it.

PARRY - (Focus + Reaction / 2)

The Parry Modifier indicates a subject's level of proficiency when deflecting an attack. This is normally accomplished with Melee weaponry, but can also apply in H2H situations. A successful parry creates the opportunity for a counterattack, or to potentially place the opponent off balance.

ENDURANCE - (Constitution + Health / 2)

The Character's Endurance Modifier score designates the number of consecutive Powers, Techniques or Counterattacks a Character can execute before having to Recover for 1 Instant. During the Recovery Instant, no Powers, Techniques or Counterattacks can be made. The use of this Modifier is optional but recommended.

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BLOCK = (Strength + Reaction / 2)

A Block is the most common defensive maneuver, frequently used with Shields. Blocks neutralize incoming H2H or Melee attacks. This Modifier boosts the likelihood of successfully stopping an attack. Being able to block on a reliable basis leans on a subject's strength and reaction time.

HIT = (Focus + Will / 2)

The Hit Modifier encompasses the physical ability and level of commitment when making an attack. It measures the probability of executing a Free-Form or Focused attack. Because of the level of skill and training involved in making a successful attack, the Hit Modifier DOES NOT APPLY TO WEAPONS THE CHARACTER IS 'UNTRAINED' WITH.

IMPRESSION = (Appearance + Charisma / 2)

The Impression Modifier applies to social scenarios. This Modifier is derived from how a Character's physical appearance and apparel, demeanor, social status and body language influence other Characters. Those with higher Impression rankings may gain the upper hand in conversations, persuasion, motivational engagements and seduction attempts.

FATE = (Luck + Force / 2)

Predominantly attributed to Luck, the Fate Modifier is invoked in matters of life and death. Most frequently, it is used when a being receives an otherwise fatal blow in Combat to determine whether or not the being survives. This modifier may only be used once in Combat.

POWER = (Force + Wisdom / 2)

The Power Modifier measures a being's supernatural influence over others. When a Power is used against another being, this Modifier is factored in to determine if the Power exerts its effect on the target, or if the target is able to safely neutralize the Power with its Etheric Shield.

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ATTRIBUTES



Modifiers - 2

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HEIGHTENED MODIFIERS

Certain beings have heightened Prime Attributes that enhance their overall performance against those with standard Attribute Rankings. In the Glyphs RPG Blueprint, this is how Prime Attributes are scaled to distinguish higher order beings from regular ones.

Refer to the Prime Attribute Hierarchy.

*** Prime Attributes with a ranking of X1 receive no additional Multiplier. That is, they are worth their default value.**

EX: Constitution (Even) (X1) LV2 = 1×2 = Numerical Value of 2.

*** Prime Attributes with a ranking of X2 through X4 will receive a corresponding numerical multiplier.**

EX: Strength (Augmented) (X3) LV2 = 3×2 = Numerical Value of 6.

EX: Force (Epic) (X4) LV3 = 4×3 = Numerical Value of 12.

Once you determine the Attribute's proper Numerical Value based on the Prime Attribute Hierarchy, simply add the values inherent for each Modifier Attribute together and divide them by two.

EX: Modifier = SPEED (Constitution + Reaction / 2)

Constitution = WILD (X2) / Reaction = AUGMENTED (X3)

Constitution Rank: LV3 / Reaction Rank: LV2

Constitution Value = 3×2 and Reaction Value = 2×3

Constitution Value = 6 and Reaction Value = 6

SPEED = $6 + 6 = 12 / 2$

******* SPEED MODIFIER = 6 *******

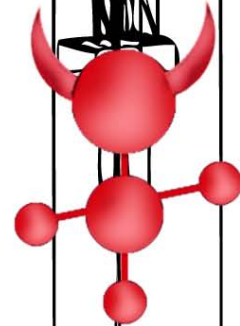
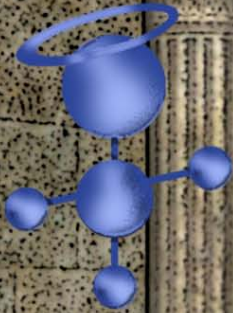
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ATTRIBUTES



Heightened
Modifiers

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All beings possess personal motivations that define their character. The idea of 'Polarities' refers to a being's moral alignment towards Good or Evil as well as their basic behavioral tendencies.

Polarities may also carry a level of Karmic weight...the decisions a Character makes can have a positive or negative impact on its fate.

CHAPTER



"Polarities"

POLARITIES & KARMA

A being's Polarity, be it a Player Character, NPC or Entity is an expression of its innate moral compass and how it aligns with its deeds. Polarities define how a being is likely to behave in a specific context, including its inner thoughts and motivations.

Each Polarity classification will exhibit a natural set of behavioral tendencies. A Character is born into a specific Polarity, which may be changed over time through life choices and experiences. Certain behaviors are restricted to specific Polarities. Acting outside of them would be out of character and may carry with it a set of Karmic Consequences should the Architect choose to enforce Karma.

Throughout its lifespan, a Character is bound to the Karmic nature of reality through its Polarity. When a Character performs a deed that perfectly aligns with its Polarity, it will attract a 'Positive Karmic Outcome.' Any actions that defy behavioral norms characterized by the Character's Polarity will carry a 'Negative Karmic Outcome.' The Architect serves as a mediator and may selectively enforce which actions merit a Karmic Outcome, and when the outcome takes place.

Philosophically speaking, unless you are running a Deity influenced setting, it's a common misconception that when a Karmic Outcome affects the Character that a specific divine force is rewarding or judging that Character for its actions. In actuality, it's the Character's own Polarity, which is a reflection of its true nature that is subconsciously reacting to such actions that either define or defy the Polarity. This manifests as a Positive or Negative Karmic Outcome.

A Karmic Point is only applicable to one Outcome.

Once the Architect enforces a Karmic Outcome, the Character's Karma score is reduced by 1 Point. Karma is settled when all Points are reduced to Zero (0).

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POLARITIES

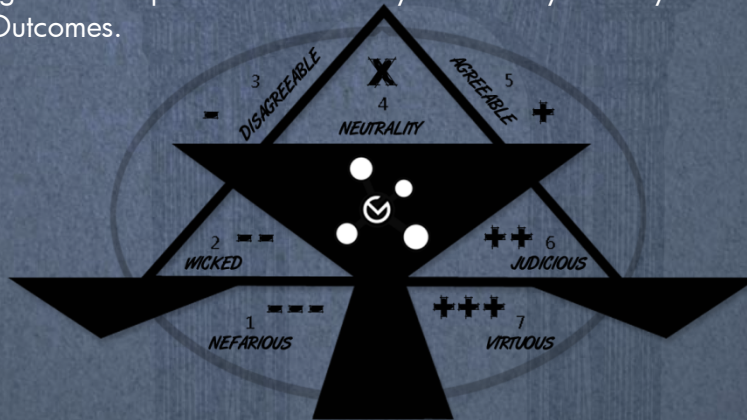


Polarities & Karma

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THE KARMIC SCALE

The Karmic Scale is divided into 2 Spectrums...the Agreeable Spectrum (Agreeable, Judicious, Virtuous) and the Disagreeable Spectrum (Disagreeable, Wicked, Nefarious). Neutrality exists at the very center, balancing the two spectrums. Neutrality is the only Polarity to not incur any Karmic Outcomes.



KARMIC OUTCOMES OVERVIEW

A Karmic Outcome can manifest during any situation that the Architect deems appropriate, whether in the middle of combat, performing a tedious skill, or going about daily life. Karmic Outcomes are differentiated by (+) Positive or (-) Negative Karma scores, which manifest as a sudden favorable or unfavorable event that has a direct effect on the Character. The Architect has free reign as to the type of event that manifests, but should be relative to the Character's immediate or recent experiences.

(+) POSITIVE KARMIC OUTCOMES

(+) Positive Karmic Outcomes will reward the Character that has a Positive Karma score. If the Architect deems an action specific to a Polarity to be worthy of a Karmic reward, the Character gains a Positive (+) Karma score. **This Positive score is equivalent to the Numerical Distance between the Character's Polarity and Neutrality.**

Example: A Character is "JUDICIOUS" and commits an act that is considered "JUDICIOUS". The Character is acting within its Polarity threshold. Thus he will receive a KARMA SCORE of +2.

(-) NEGATIVE KARMIC OUTCOMES

(-) Negative Karmic Outcomes will punish the Character that has a Negative Karma score. If the Architect deems an action specific to a Polarity to be worthy of Karmic punishment, the Character suffers a Negative (-) Karma score. **This Negative score is equivalent to the Numerical Distance between the Character's Polarity and the action associated with the specific Polarity from the opposite Polarity Spectrum.**

Example: A Character is "DISAGREEABLE" but suddenly commits an act that is considered to be "VIRTUOUS". Free will allows a being to make that choice, but with a Karmic consequence. Thus he will receive a KARMA SCORE of -4, since 'Virtuous' is 4 spaces removed from 'Disagreeable.'

ENFORCING KARMA

Should the Architect decide to implement Karmic Outcomes in the Adventure, the Character's Karmic Score is referenced. The Numerical Value represents the total amount of Positive or Negative Karmic Outcomes that the Architect can implement for or against a Character at any given time.

Once a Karmic Outcome manifests, 1 Karma Point is subtracted from the Character's total Positive or Negative Karma Points, as applicable. Karmic Outcomes are limited only by the Architect's imagination. Examples include Spell failure, the need to make an additional Token Slide (or no slide at all), the sudden appearance of a healing item at just the right time, or the ability to use a weapon not attributed to the Character's Archetype. Karma Points can be used at the Architect's discretion to literally bend or break the rules to aide or punish a Character. Because of their game-changing power, Karma Points should be awarded or condemned very sparingly.



THE POLARITIES

The 7 Polarities are moral, psychological and behavioral tendencies that exist in 2 opposing spectrums, balanced by Neutrality. Each Polarity expresses a being's inner self and offers a snapshot of how it is likely to think, feel and behave.

[+++] = VIRTUOUS

[++] = JUDICIOUS

[+] = AGREEABLE

[X] = NEUTRALITY

[-] = DISAGREEABLE

[- -] = WICKED

[- - -] = NEFARIOUS

Certain behaviors are either restricted or encouraged depending as to which Polarity a being resonates with. These and similar behaviors interpreted by the Architect are accountable to Karma in the form of (Restricted) *Negative* or (Encouraged) *Positive* Karmic Outcomes.

If a Character experiences a drastic moral, spiritual or mental change of heart, it may transition into another Polarity. Doing so will attract an X number of Negative Karmic Outcomes, whose quantity are equal to the number of Polarities that are removed from the Character's Polarity.

Example: A "Judicious" Character is corrupted and becomes "Disagreeable". The Character is condemned with 3 Negative Karma Points. At some point in time determined by the Architect, the Character will suffer 3 Negative Karmic Outcomes, until the Negative Karma Points are depleted and Karma is fulfilled.



AGREEABLE (5) + *"I'll see what I can do."*

An Agreeable being acts within the confines of what is generally perceived as good or normal, but is not obliged to adhere to a strict moral code or sense of righteousness. These Polarity types generally function well within most societies. They play by the rules, but will not suffer Karmic consequences if doing what is right may break the Law.

Psychological Traits: Altruistic, Cooperative

* **Restricted Behaviors:** The following and similar behaviors: Killing or harming of beings within the Agreeable Polarity Spectrum except in cases of self defense. Theft against beings within the Agreeable Polarity Spectrum. Rape, Torture, Extortion, Fraud or Destruction of Property of beings within the Agreeable Polarity Spectrum.

* **Encouraged Behaviors:** Doing the right thing if the situation truly calls for it.

JUDICIOUS (6) ++ *"I am the Law!"*

A Judicious being lives by a defined code of conduct. More so, many live as servants of the Law of the civilization they inhabit and have a strong sense of duty. While they are within the Agreeable Spectrum, Judicious beings often see themselves as being responsible for ensuring that their comrades stay in line with the establishment. They are regarded as either shepherd or sheep.

Psychological Traits: Leader, Enforcer, Follower

* **Restricted Behaviors:** The following and similar behaviors: Killing, Harming or Theft from beings within the Agreeable Polarity Spectrum whatsoever... unless a Law has been violated. Rape, Torture, Extortion, Fraud against any being. Trespassing or the Destruction of Property of beings within the Agreeable Polarity Spectrum unless this is a result of enforcing the Law.

* **Encouraged Behaviors:** Upholding the Law of the Land or one's own moral code. Crime prevention and punishment.

VIRTUOUS (7) +++ *"God's word trumps all laws."*

A Virtuous being lives by a strong moral conviction to always do what is right, even if doing so sometimes conflicts with the local establishment's laws. Achieving their ideal of the greater good is always the focus of Virtuous beings. Often dogmatic or regarded as self-righteous, they try to impose their personal philosophies onto others and expect those around them to tolerate them.

Psychological Traits: Self-Righteous, Vigilante

* **Restricted Behaviors:** The following and similar behaviors: Killing any Neutral, Agreeable, Judicious or Virtuous being except in cases of self defense, or for the greater good. Rape, Torture, Cheating, Extortion, of beings within the Agreeable Spectrum.

* **Encouraged Behaviors:** Charity, Preaching, Rescuing, Chivalry.

NEUTRAL (4) X *"The right to exist is the only rule."*

A Neutral being is unbound from either Polarity spectrum and has a fixed allegiance to no one. Thus, there are no Karmic Outcomes inherent with this Polarity. However, the choices a Neutral being makes may gradually shift it towards a particular Polarity if a behavioral trend is established.

Beings that are regarded as Neutral do not believe in a particular moral angle, or in the case of Animals and other Entities of lower intellect, are simply unaware of any concept of morality other than self preservation and natural instincts.

Psychological Traits: Detached, Care-Free

* **Restricted Behaviors:** None.

* **Encouraged Behaviors:** Self Preservation.



DISAGREEABLE (3) - *"There is no good or evil... only opportunity."*

A Disagreeable being cannot be trusted even amongst others within their Polarity Spectrum. Methodical and calculating, they plot in secrecy and have an agenda that benefits themselves only, as opposed to a grandiose propose of evil. Disagreeable beings are not obsessed with controlling or destroying others and can blend well within most societies, but will not hesitate to stab their allies in the back at a moment's notice.

Psychological Traits: Selfish, Manipulative, Unpredictable

* **Restricted Behaviors:** The following and similar behaviors: Helping or saving anybody regardless of Polarity unless there is an underling motive that benefits one's personal agenda. Upholding the Law unless they reflect the Disagreeable Polarity spectrum, or for purposes of deception.

* **Encouraged Behaviors:** Selfishness, Betrayal, Theft, Fraud, Extortion.

WICKED (2) - - *"Power corrupts. Absolute power corrupts absolutely."*

A Wicked being is fully consumed by the love of dominating others. They thrive to exert their evil deeds. One level of power and success is never enough. Like Nefarious beings, they exist to spread suffering and ruin wherever they may tread; however, they do so in a systematic fashion, which leads to wider areas of control, and hence, more power. They always see the big picture when undertaking acts of evil and use systems of hierarchy to their advantage, potentially making them merciless conquerors and control freaks.

Psychological Traits: Sociopathic, Domineering, Zealous

* **Restricted Behaviors:** The following and similar behaviors: Helping anybody unless it fits within their agenda. Upholding the Law of the Land unless the Laws stem from the Disagreeable Polarity Spectrum.

* **Encouraged Behaviors:** Murder, Conquest, Rape, Torture, Betrayal, Theft, Fraud, Extortion. Achieving greater levels of Power. Manipulation and Control.

NEFARIOUS (1) - - - *"There is no method to the madness."*

A Nefarious being is an embodiment of true restless evil. They draw pleasure from the suffering of others and constantly seek to engage in acts of violence and mayhem. Nefarious beings do not restrict themselves to manufactured ideas of order or systematic evil, and are known for disruptive and sadistic behavior.

They don't need a reason to be evil except for ruthless self gratification, and are not typically adaptive to group settings, which makes them ineffective leaders or followers. They will only tolerate operating within formal structures if it grants them certain and regular opportunities to engage in personal mayhem.

Psychological Traits: Psychopathic, Uncontrollable

* **Restricted Behaviors:** The following and similar behaviors: Helping anybody regardless of Polarity unless doing so protects their cover. Upholding the Law of the Land unless doing so only serves as a cover. Obeying the Law of the Land unless self preservation is at immediate risk.

* **Encouraged Behaviors:** Murder, Rape, Torture, Chaos, Selfishness, Betrayal, Theft, Fraud, Extortion and any related abhorrent actions.

RANDOM POLARITIES

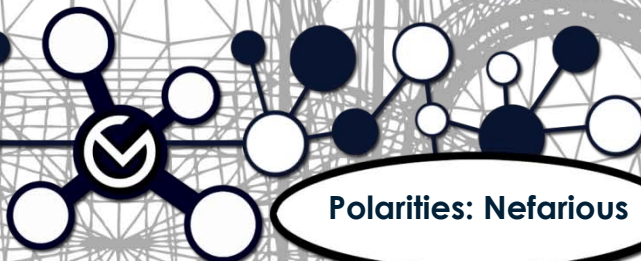
The Polarities follow a numerical sequence from 1-7, with Neutrality sitting at #4 balancing the opposing spectrums of Agreeable and Disagreeable natures. Furthermore, each has a corresponding Positive (+) or Negative (-) Token value.

To assign a random Polarity to a Character or Entity, Spin or Flip the Token and interpret the results through the following Polarity Glyphs:

[+, ++, +++ , X, -, --, ---]

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POLARITIES



Polarities: Nefarious

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PERSONALITIES

While Polarities are concerned with the moral grounds that beings are governed by, Personalities are manifestations of a being's tendencies in an emotional, analytical or social circumstance. They are interpreted with the Token's Element Glyphs, representing Carbon, Fire, Water and Air.

To assign a random Personality, Spin or Flip the Token and obtain the (+) or (-) result from one of the 4 Element Glyphs.

Important note: Dominant Personality traits default to the (+) Positive or (-) Negative Polarity range based on the Character's Polarity. However, in certain situations, opposing Polarity characteristics may emerge. Characters of the (X) Neutral Polarity can manifest either (+) or (-) traits but only when provoked or enticed at a 20% likelihood.

BEHAVIOR PROFILES

A being's Behavior Profile is assessed by combining its Polarity Ranking (Good Vs. Evil) in conjunction with its Personality Element (Personal Traits). This defines the PERCENTAGE of how a being is likely to act or react towards a set of circumstances based on its inclination towards Good or Evil as well as its individual Personality traits. Furthermore, the specific Polarity Ranking (+, ++, +++, X, -, - -, - - -) sets a level of potential by which these traits are expressed.

X20% *"Potentially"*
+ / -35% *"Possibly"*
++ / - -55% *"Likely"*
+++ / - - -75% *"Very Likely"*

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POLARITIES



**Personalities &
Behavior Profiles**

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CARBON



Neutrality (X): Stable

Positives (+, ++, +++): Confident, Practical, Patient, Dedicated

Negatives (-, - -, - - -): Materialistic, Stubborn, Greedy, Grounded



FIRE

Neutrality (X): Committed

Positives (+, ++, +++): Expressive, Courageous, Creative, Sensual

Negatives (-, - -, - - -): Aggressive, Impulsive, Domineering, Masochistic

WATER



Neutrality (X): Intuitive

Positives (+, ++, +++): Calm, Empathetic, Intimate, Artistic

Negatives (-, - -, - - -): Emotional, Subjective, Possessive, Depressed



AIR

Neutrality (X): Observant

Positives (+, ++, +++): Versatile, Original, Analytical, Strategic

Negatives (-, - -, - - -): Compulsive, Unrealistic, Emotionless, Boring

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POLARITIES



Personalities: Carbon,
Fire, Water, Air

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EXAMPLES – PUTTING IT ALL TOGETHER

The Architect is tasked with interpreting a being's likely actions and reactions based on their Behavior Profile, which is derived by combining Polarities with Personality Elements. Certain beings may be provoked by specific actions, while other may be pleased. This can be regarded as a very basic form of artificial intelligence. Here are some example scenarios and how they may be interpreted based on Behavior Profiles.



The subject is asked to lend money. He has hoards of gold stashed in a secret vault. At first, he declines the request, but after enough convincing, only agrees to do so at an obscenely high interest rate. The likelihood of him acting in this manner was 75% (Very Likely).



The subject witnesses someone trip and fall on his face, dropping a heavily loaded tray of food in the process. Instead of offering to help, he laughs at his expense and proceeds to belittle him. The likelihood of him acting in this manner was 55% (Likely).



The subject is attending an important meeting that outlines the military's new objectives. He remains focused and absorbs the key details and forms clear-cut strategies that he can present to his chain of command. The likelihood of him acting in this manner was 75% (Very Likely).



The subject is a doctor at a hospital. A patient is brought in requiring extensive surgery that turns out, he could never afford. Out of sympathy, the doctor offers to cover the expenses of the surgery himself. The likelihood of him acting in this manner was 55% (Likely).

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POLARITIES



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**Behavior Profile
Examples**

CONSCIENCE CHECKS

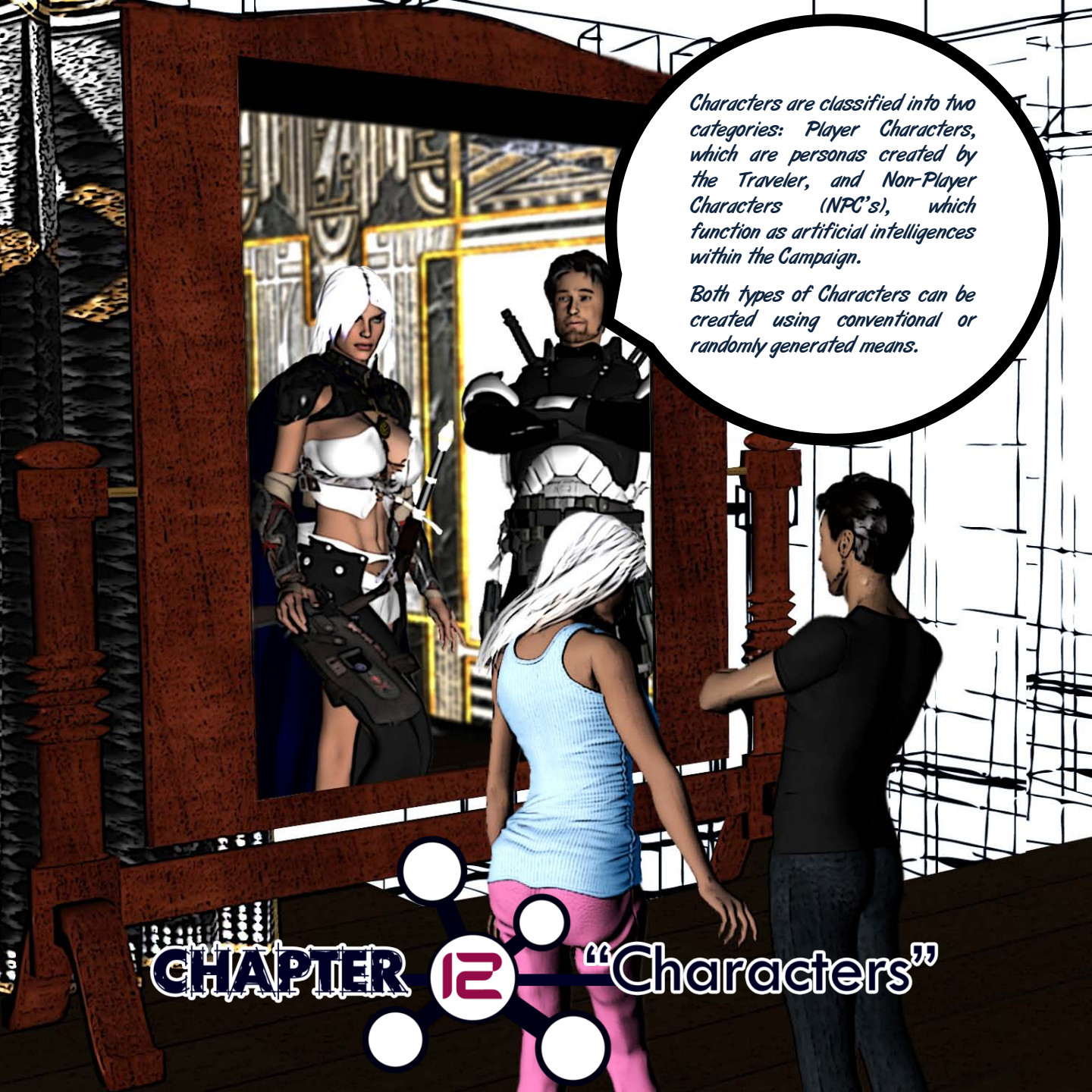
Behavior Profiles give the Architect an indication as to how an NPC (Non-Player Character) will choose to proactively engage or react to a set of circumstances provided by other NPC's or Player Characters. Behavior Profiles help establish Will and Desire (and potential Karmic Outcomes).

For the sake of maintaining fluid game play, the Architect should already have an idea of each Player Character's overall Personality Profile. However, if there is a specific set of circumstances that put a Character's conscience into question, then it is the Architect's responsibility to do a "Conscience Check." The same applies to Non-Player Characters and Entities where specific actions and reactions are determined.

To perform a Conscience Check...

Spin or Flip the Token twice against the established Percentile pertaining to the respective Behavior Profile. Each attempt gives you a single digit that yields a percentage. **EX: 3 and 5 = 35%**

As in the above example about the greedy Character (Carbon / - - -), the Spins would have had to yield a percentage within 1% and 75% for the Character to react in the manner that he did. Otherwise, had they yielded anything above the 75% threshold, the Character would have not been as shrewd with his agreement.



Characters are classified into two categories: Player Characters, which are personas created by the Traveler, and Non-Player Characters (NPC's), which function as artificial intelligences within the Campaign.

Both types of Characters can be created using conventional or randomly generated means.

CHAPTER

12

"Characters"

THE TRAVELER: PLAYER CHARACTERS

To experience a Campaign within the Mindscape, the Traveler must first create a Player Character, which functions as a persona that the Traveler uses to exist in the reality constructed by the Architect. Certain factors must be considered, including the type of Campaign the Architect has created and the role to be filled. Fill out each section of your Character Booklet with your Character's variables.

BIO -0

The Bio is a brief summary of the Player Character's name, history, motivations, and how the Character may contribute to the Campaign. This process should be given a reasonable amount of thought as every Player Character should be treated as a tangible being. Gain a good understanding of how you want your Character to appear to others. This should be derived from your chosen Racetype, and also influenced by the Character's Archetypes and Behavior profile. The Architect may use a Character's Bio to help shape the Campaign story, sub-plots or party dynamics. *Write your Character's Bio information in your Character Sheet's 'Bio' section. Be sure to elect 2 'Cuisine' and 1 'Drink' Tastes, as these influence the level of EP recovery.*

1- RACETYPE

Each Racetype has inherent advantages and potential drawbacks from other Racetypes. When the Traveler chooses a Racetype, the Player Character's raw Attributes, Perks and Endowments are assumed. It is advised to assume the Racetypes 'Mature' age level, unless the Campaign is chronicling the entire lifetime of a Player Character. *Write your Character's Racetype information in your Character Sheet's 'Racetype' section. Be sure to also remember any Attribute Modifiers.*

ARCHETYPE -2

The next phase in the Player Character creation process is to define the Character's function. This is done by using 'Archetypes' to create a unique class. Is your Character primarily a combatant, a talker or magic user? Each Archetype is restricted to using specific categories of Abilities, Weapons and Armor.

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CHARACTERS

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**Player Character
Creation - 1**

3- ATTRIBUTES

Define each individual Attribute Rank from 0-4. All new Characters are allotted a default number of 'Points' that are distributed amongst the 15 Attributes however the Player wishes.

Furthermore, 'Prime Attributes' will also be worth a certain multiplier value that is factored in.

- 1 **Neophyte Campaign** = **33** Default Attribute Points.
- 2 **Veteran Campaign** = **36** Default Attribute Points.
- 3 **Adept Campaign** = **40** Default Attribute Points.
- 4 Make any adjustments based on Racetype or Archetype Perks.
- 5 Calculate your Character's Modifier scores once you have finalized your Attribute Values.

ETHER -4

Determine your initial number of Ether Points (EP). This is calculated by multiplying your Racetype's base EP value by your Character's Size Value. The Default Size Value for 'M' Characters is 8.

Neophyte Campaign = Multiply the Racetype EP Value by its Size Value. Multiply the result by 3.

Veteran Campaign = Multiply the Neophyte result by 2 to get a Veteran EP total.

Adept Campaign = Multiply the Neophyte result by 3 to get an Adept EP total.

5- BEHAVIOR PROFILE

Aligning with the right Behavior Profile is critical in expressing your Character's role and perception in a party and social setting. First, choose the Polarity that best resonates with the Player Character. Then, determine your Character's Personality traits by choosing one of the 4 Elements. The union of Polarity and Personality yields your Behavior Profile.

WEALTH -6

Spin the Token X times and then cross-sum each result from the Digits to obtain the Character's Bit Value. Afterwards, convert the Bit Value into the currency used in the Campaign.

Neophyte Campaign = Neophyte-Level Characters begin in the 'Poor' Bracket.

Veteran Campaign = Veteran-Level Characters begin in the 'Middle' Bracket.

Adept Campaign = Adept-Level Characters begin in the 'Upper' Bracket.

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CHARACTERS



Player Character
Creation - 2

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7- APPAREL

If the Apparel Module is 'Active,' distribute the allotted points amongst the 3 Apparel Indexes:

Neophyte Apparel Points: 5

Veteran Apparel Points: 7

Adept Apparel Points: 10

ARMS -8

Weapon options available differ upon each Archetype. Weapons are assigned point values based on their Effectiveness Rank, from 1-4 (Small-Great). These points are used to purchase an eligible assortment of Weaponry.

Neophyte Weapon Purchase Points: 4 **Veteran Weapon Purchase Points: 6**

Adept Weapon Purchase Points: 12

9- ARMOR

A Player Character's 'Dominant Archetype' will determine the type of Armor it is eligible to wear. Armor Sections are assigned 'Point' values based on their Effectiveness and AHP Rank. These points are used to purchase eligible sections of Armor. The total amount of assigned Armor Points applies to the following individual section sets: Upper Torso, Lower Torso, Helmets, Leg Guards, Arm Guards and Shields.

Neophyte Armor Purchase Points: 35 **Veteran Armor Purchase Points: 60**

Adept Armor Purchase Points: 90

OBJECTS -10

Glyphs defaults the types of Objects carried to those that would be used in a Lifestyle or Exclusive Skill. Additionally, special Objects such as Relics and Miscellaneous Items may be granted.

Neophyte Character: Objects pertaining to 'Skills.' No Relics.

Veteran Character: Objects pertaining to 'Skills.' 1 Relic. 1 Miscellaneous Object.

Adept Character: Objects pertaining to 'Skills.' 3 Relics. 3 Miscellaneous Objects.

11- SKILLS

A Character's skill set is essential for navigating the myriad of challenges that are ever present in the Mindscape. Travelers purchase Skills / Levels for their Character using the following point allotment:

Neophyte Character = Exclusives = 5 Lifestyle = 10

Veteran Character = Exclusives = 10 Lifestyle = 15

Adept Character = Exclusives = 15 Lifestyle = 20

TECHNIQUES -12

All Eligible 'Combatant' Player Characters have the option of electing Techniques that are compatible with their Archetype. Travelers purchase Techniques using the following point allotment:

Neophyte Character = 2

Veteran Character = 5

Adept Character = 10

13- POWERS

All Eligible 'Uncanny' Player Characters have the option of electing Powers that are compatible with their Archetype. Travelers purchase Powers / Levels using the following point allotment:

Neophyte Character = 2

Veteran Character = 10

Adept Character = 20

WEAPON PROFICIENCIES -14

Determine your Character's level of Proficiency with the Weapons chosen during the Character Creation process. Proficiency determines likelihood of attacks connecting to their intended targets.

Neophyte Character: 1 weapon at a +1 Proficiency. All others at a 'Trained' level.

Veteran Character: 1 weapon at a +2 Proficiency. All others at a 'Trained' level.

Adept Character: 2 weapons at a +3, 1 at +2 Proficiency. All others at a 'Trained' level.

PROFICIENCY CALCULATION MULTIPLIER VALUES

[UNSKILLED = '0' +0 / TRAINED= '1' +1= '2' +2= '3' +3= '4']

15- LEVELS

Glyphs implements a non-linear Character Leveling system, which measures potential based on a set of aspects. A Character's Levels may be in a state of flux as it is developed, but this is done for Architects to best match up Characters to a diversity of challenges rather than tying a Character to a single number.

Skill Levels = Add all Skill Rank Points together to calculate Skill Levels. Measures prowess in Skills.

Power & Technique Levels = Add all Power Rank Points or Total number of Techniques together.

Arsenal Level = For each Weapon, multiply it's EFF Value by its Proficiency Multiplier. Add totals together.

Combat Levels = Average Arsenal, Power & Technique Levels. If any are missing, they average in as '0.'

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CHARACTERS



Player Character
Creation - 4

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NPC'S: NON-PLAYER CHARACTERS

Aside from a nearly infinite spectrum of Entities, the Mindscape is populated by sentient beings referred to as 'NPC's', or 'Non-Player Characters.' In most Campaigns, NPC's will generally manifest as Humanoids and can assume any role that a Player Character can, except that they remain under the Architect's Control.

Fillers

The level of detail when the Architect uses an NPC is proportionate to its function and level of importance in the Campaign. Some NPC's referred to as 'Fillers' simply fill the background in a scenario, adding depth and interaction. These types of NPC's generally have minimal details and no stats to be explained, as their importance in the overall plot is largely insignificant. Fillers are created in an instant, but the Architect may also pre-script them into the scene.

Stars

'Stars', whose functions may be limitless, commonly manifest as recruited help, trainees, lovers, plot antagonists and supporting party members. It is generally recommended for the Architect to have a background story and stats readily available for 'Star' NPC's, as the random generation of detailed stats could consume a great deal of valuable gaming time. A 'Star' NPC's Stats should be tracked in real-time by the Architect. For each Campaign, it is recommended that the Architect have a compendium of created NPC's that can be used as needed. Star NPC's may be created for a single Campaign, recurring and evolving with different storylines, or may even traverse different Campaign experiences.

Scripted NPC's

A 'Scripted NPC' is a Star that performs a precise set of functions that drive the Campaign's plot by the ways in which they interact with Player Characters. Their existence is entirely woven into the fabric of the Campaign, and should have all stats and bio information accessible to the Architect.

Lead NPC's - Protagonists & Antagonists

These Star NPC's function in lead roles alongside the Player Characters. Because Travelers can role-play Characters from any Polarity, 'Protagonists' are characterized as having the same goals and motives as the Player Character's, while 'Antagonists' seek to undermine or destroy the Player Character and all affiliates.

Fleshing out your lead NPC's: What is the NPC's profession or distinguishing abilities? Describe their physical traits, accents and mannerisms. What is the NPC's place in the world, and more importantly, the Adventure's plot? Is the NPC a hired hand, a fellow adventurer, an associate or antagonist?

Aspects of an Antagonist: What does the Antagonist seek to accomplish? What forces does it serve? What specific ploys will the Antagonist employ to carry out its scheme? What are the Antagonist's defining strengths or weaknesses? What type of reputation, resources or following does the Antagonist have? Why should the Player Characters concern themselves with the Antagonist's scheme? Do the Protagonist and Antagonist share a past? If you want to randomize these aspects, experiment with the Token's Glyphs and see what you uncover!

GENERATING RANDOM CHARACTERS

In the Glyph's RPG Blueprint, Random Characters are generated using the 'Relative Manifestation' method. Both Player Characters and NPC's can be created using this method. The Token's Glyphs are used in full to interpret the stats, other variables and physical characteristics for every Character that is created.

'The Relative Manifestation' method is defined as creating random content by interpreting the Random results displayed by the Glyphs relative to the specific context.

The following process outlines the order in which to generate each aspect of a Character using the Token and the Omni Grid. Unlike Scripted Characters, Randomly Generated Characters should have their stats, abilities and equipment generated first before their detailed bios, as these variables will influence a Character's physical presence and background. **The Architect has the liberty to skip any of these steps as deemed necessary to accommodate their vision of the Character, or for the interest of time.**

0- RACETYPE

1- 'Spin' the Token into the Omni Grid to determine the Character's Racetype. The Letter Zone that the Token's sights fall within is the first letter in the Racetype's name to be used. Repeat the process up to 3 more times until a Racetype's name can be narrowed down from the letter clues.

Default Racetypes

HUMAN – ELF – DWARF – FERAL – DAEMON – MERMAN – CYBORG – VAMPIRE – LYCAN – SERPENTIAN

2- Once the Racetype is determined, your next step is to determine the Character's age group, which will also help define its size. 'Flip' the Token into the Omni Grid and then interpret the results of the Element Glyphs. If you'd rather stick with creating a Mature / Adult Character, then you may skip this step.



Infant



Child



Mature



Elder

3- Determine the Character's Gender, if applicable. 'Spin' the Token in the Omni Grid. If the Token lands on the (+) face, the Character is **Male**. If it lands on the (-) face, it is **Female**.

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CHARACTERS



**Random
Characters - 1**

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ARCHETYPE -1

1- 'Spin' the Token in the Omni Grid to determine if the Character's Class is 'Blended' (2 Archetypes) or 'Solitary' (1 Archetype). The Token's (+) side in this context means 'Blended', while the (-) side equals 'Solitary.'

2- 'Spin' the Token again to determine the specific Archetype(s). If the Character Class is 'Blended', the following process will need to be done twice.

The Letter Zone that the Token's sights fall within is the first letter in the Archetype's name to be used. Repeat the process up to 3 more times until a Archetype's name can be narrowed down from the letter clues.

Default Archetypes

**WARRIOR – ROGUE – FIGHTER – BUTCHER – OUTLANDER – SCHOLAR – ADMINISTRATOR – ENGINEER
COMMONER – MARVEL – PRIEST – MAGUS – SORCERER – WITCH – SUMMONER**

2- ATTRIBUTES

1- First set all Attribute Ranks to LV1. Once this is done, factor in any Racetype bonuses to the appropriate Attribute Rank. This phase establishes the Character's base Attributes to build upon.

2- 'Spin' the Token for each Attribute and interpret the (+) or (-) sides. The Token's (+) side in this context means Attribute Ranks may be increased, while the (-) side means they are decreased. For those Attributes that had any Racetype bonuses or Archetype minimum requirements, increasing their Ranks further would also require decreasing the Ranks of another Attribute in the same category by the same amount. Any increase or decrease in these Attributes can only happen by a factor of 1 Rank.

As for the remaining Attributes, a Token Flip/Spin of (+) will increase the Attribute's rank by 1-3, and a Token Flip/Spin of (-) will decrease the Attribute's rank by 1-3 to a minimum of LV0. This is done by interpreting the alignment of 2 neighboring Element Glyphs similar to the Damage system.



= 0



= (+) or (-) 2



= (+) or (-) 1



= (+) or (-) 3

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CHARACTERS

✓

**Random
Characters - 2**

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BEHAVIOR PROFILE -3

1- 'Spin' the Token in the Omni Grid to establish the Character's 'Polarity'. Interpret the Polarity Glyphs:

[X] = NEUTRALITY

[+] = AGREEABLE

[++] = JUDICIOUS

[+++]= VIRTUOUS

[-] = DISAGREEABLE

[- -] = WICKED

[- - -] = NEFARIOUS

2- 'Spin' the Token in the Omni Grid to establish the Character's 'Personality'. Interpret the Element Glyphs:



CARBON



FIRE



WATER



AIR

4- WEALTH

1- 'Spin' the Token in the Omni Grid to establish the Character's 'Wealth Bracket'. Interpret the States Glyphs:



POOR



MIDDLE



UPPER



RICH

2- 'Spin' the Token X times as required for each Wealth Bracket and then cross-sum each result from the Digits to obtain the Character's Bit Value. Afterwards, convert the Bit Value into the currency used in the Campaign.

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CHARACTERS



**Random
Characters - 3**

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1- 'Spin' the Token Twice to establish the Character's level of Clothing. Interpret the Digits from 0-9 as an overall 'EN' Index Value.

SCANTILY [EN Index 1-3]: **EX:** Dressed only in Under Garments, Tops, Bottoms, Swimwear, Socks, Sandals, Gloves or Accessories that complement the attire.

CASUALLY [EN Index 4-7]: **EX:** Dressed in compatible combinations of the following Articles: Under Garments, Socks, T-shirt, Tunic, Blouse, Shorts, Casual Pants, Sweat Shirt / Pants, Skirt, Tights, Gi, Sandals, Accessories.

ADEQUATE [EN Index 8-27]: **EX:** Dressed in compatible combinations of the following Apparel Articles: Under Garments, Socks, Polo / Dress Shirt, Field Pants, Dress Slacks, Dress, Jump Suits, Wet Suits, Battle Uniform, Robe, Hat, Hood, Vest, Shoes, Boots, Accessories.

HEAVILY [EN Index 28-60 or more]: **EX:** Dressed in compatible combinations of 'Adequate' Clothing Levels, in addition to the following Articles: Snow Suit, Coat / Jacket, Cloak.

2- OPTIONAL STEP. This step is available for more detailed randomization but may be skipped. 'Spin' the Token into the Omni Grid to establish whether or not the Character is actually wearing the Apparel Article eligible for the level of Clothing determined in the last step. The Token's (+) side in this context means 'YES', while the (-) side means 'NO.' Unless you want to risk the Character being exposed after Random Generation, we recommend as a bare minimum to have the Character wearing Under Garments or Tops / Bottoms by default. Also, if the Character is 'Casually', 'Adequately' or 'Heavily Dressed', you may choose to assume that Undergarments and Socks of some type are being worn. A bit of common sense is needed during this phase. While you are determining which Apparel types are being worn, if your Token Flip yields an Article that has the same function as the initial Article, you can either ignore it or replace the original Article to avoid your Character wearing two of a similar Apparel Article on top of each other.

3- For each Apparel Article the Character is wearing or for an overall assessment, determine the Article's Index Values. 'Spin' the Token and interpret the Element Glyphs for each Article's 3 Index Values (EN, IM, CF). Depending on each Article's Index limits, either no Token Flip is necessary, or you may have to re-flip.



Index 1



Index 2



Index 3



Index 4

6- APPAREL CONDITION

1- 'Spin' the Token into the Omni Grid to determine the Apparel Article's condition. The Token's (+) side in this context means 'New / Good Condition', while the (-) side means 'Used / Ragged Condition.'

2- Determine the material the Apparel Article is made from. 'Spin' the Token into the Omni Grid. The Letter Zone that the Token's sights fall within is the first letter in the Material's name to be used. Repeat the process up to 4 more times until a Material's name can be narrowed down from the letter clues.

Default Materials

**COTTON – DENIM – SILK – LEATHER – HEMP – FUR – NYLON – SPANDEX – POLYESTER – FLANNEL – WOOL
JUTE – RUBBER – VELVET – CASHMERE – RAYON – CANVAS – LINEN – BURLAP – SKIN – CORDUROY
SUEDE – FLEECE – MICROFIBER**

3- Finally, you need to determine the Article's Color dyes and Patterns or Textures. 'Spin' or 'Flip' the Token inside the Omni Grid. The Color Zone where the Token's Sights land designates the Article Material's Color. Furthermore, the States Glyphs should be interpreted as the Article's Color Patterns or Textures. You may ignore the States Glyphs if you do not want any specific Patterns or Textures. If 'Design' is a result, then create a design that best fits the Character's physical appearance or Bio. Regarding Patterns and Textures, 'Spin' or 'Flip' the Token again to discover their own Color that contrasts against the Material's Color.



Striped



Design



Dotted



Spotched

OBJECTS -7

1- 'Spin' the Token into the Omni Grid and interpret the Digits to determine the types of Objects the Character has. Repeat this process up to 3 times. Duplicate results should be ignored. The Architect should then subjectively flesh out the Object's actual characteristics as relevant to the Character.

Tools: (1) - Recovery: (2) - Consumables: (3)- Gadgets: (4)- Luggage: (5)- Activity: (6)- Craft: (7) Relics: (8)
Component: (9)- Misc / None: (0)

2- Determine the Quantity and Quality of each Object. For Quantity, interpret the Element Glyph alignments as you would in the Damage System. Interpret the Polarity Glyphs to estimate the Quality or Value of the Object.

Cheap: (- - - / - - / -), Moderate: (X), Expensive: (+), Exclusive: (++), Exotic: (+++)

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CHARACTERS



**Random
Characters - 5**

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8- WEAPON TYPES

1- 'Spin' the Token into the Omni Grid to see how many Weapons the Character is carrying. Interpret the Element Glyph alignments as you would in the Damage System for a result from 0-3. 0 means the Character is currently unarmed, or you may 'Spin' again. Certain Primitive Ranged Arms may be carried in multiple quantities described later, and still considered to be 1 Weapon.

2- For each of the Weapons, 'Spin' the Token into the Omni Grid to see the Type of Weapon...Melee, Ranged Primitive, Ranged Advanced, Ranged Antique or Radial. Interpret the States Glyphs.



**Ranged
Primitive**



**Ranged
Adv/Atq**



**Radial
Arm**



**Melee
Arm**

3- Once you determine the Weapon category, now you must narrow down your creation to a single type of Arm pertaining to the selected category. 'Spin' the Token into the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the potential Weapon's name. The result is the Weapon that contains the most of the 3 letters.

Default Arms

Melee Arms

Knife - Sword - Pole Arm - Flexible - Staff - Axe - Claws - Basher

Ranged Primitives

Dart - Shuriken - Throwing Knife - Sling - Chakram - Tomahawk - Blowgun - Bow

Ranged Advanced

Pistol - Shotgun - Sub Machine Gun - Machine Gun - Rifle - Laser - Plasma - Caster

Ranged Antiques

Pistol - Rifle - Blunderbuss

Radial Arms

Fragmentation - Incendiary - Chemical - Aerosol - EMP - Sensory - Biological - Alchemical

4- If your Weapon has the property of 'FX', then you have the liberty in describing the special effect if it is not specified in the Weapon defaults. You may use the Element Glyphs to help you devise Weapon effects:



Chemical



Flames



Freeze



Gas

WEAPON GRADES -9

1- 'Spin' the Token in the Omni Grid to determine each Weapon's level of Effectiveness...Small, Middle, Heavy or Great. Interpret your result with the Element Glyphs:



Small



Middle



Heavy



Great

2- Determine Ammunition Levels for each eligible Weapon. Remember, each Weapon Type's 'CAP' Rank is merely a range of potential, and does not mean that every Ranged Arm will carry the same amount of Ammunition. The exact amount of Ammo a Ranged Arm carries is subjective based on the exact construct of the Weapon, and requires reasonable judgment. As an example, a .357 Revolver may be interpreted to be a 'Heavy / Pistol' with a CAP Rank of 'LOW' (1-15 Rounds). Reasonable judgment would imply the Revolver to handle between 5 and 8 rounds, depending on the Campaign setting.

3- If the Weapon is a 'Primitive Ranged Arm', then how many compatible projectiles is the Character carrying at the time of creation? This includes Arrows, Bolts, Throwing Knives, Shuriken, Darts and Sling Projectiles. 'Spin' the Token 3 times and add the results from the 'Digits' together to get the total.

4- If the Weapon is an 'Advanced Ranged Arm', then how much Ammunition is the Character carrying at the time of creation? 'Spin' the Token into the Grid and interpret the Element Glyphs to reveal a number from 1-4. This number will be multiplied by the weapons Maximum 'CAP' potential to reveal the actual amount of ammo the Character is carrying for each Advanced Ranged Arm. For example, a CAP Rank of 'LOW' has a maximum potential of 15. If our 'Spin' result came out to be 3, this would yield a total of 45 rounds.



1



2



3



4

5- 'Spin' the Token into the Omni Grid to find out if the Weapon has any Modifications such as Tempering or Enhancements. The Token's (+) side in this context means 'YES', while the (-) side means 'NO'. If the answer is 'YES', then 'Spin' the Token into the Omni Grid again and interpret the Element Glyphs to reveal a number from 1-4. Use the same multiplier process as done above for Ammunition to reveal the number of Weapon Modifications.

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CHARACTERS



**Random
Characters - 7**

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10- WEAPON MODIFICATIONS

1- Should the Weapon have any Modifications, 'Spin' the Token into the Omni Grid 3 times per the number of Modifications. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Weapon Modification's name. The result is the Weapon Modification that contains the most of the 3 letters.

Default Weapon Modifications

Tempered Melee Arms

Slayer - Defender- Unbreakable - Endowed - Breaker - True Grip - Ornate - Amped

Ranged Arms Enhancements

Cartridge - Rail System - Sights & Scope - Suppressor - Trigger - Grip - Barrel - Strobe Light - Assembly - Encrusted - Projectile

ARMOR TYPE -11

1- First determine if the Character is wearing any Armor pieces. 'Spin' the Token into the Omni Grid. The Token's (+) side in this context means 'YES', while the (-) side means 'NO'. If the answer is 'YES', then proceed with interpreting the YES / NO results for each of the following Armor Pieces to reveal how well the Character is armored. The Architect has the discretion to repeat this process for more specific body coverage areas:

Torso (Y/N), Head (Y/N), Neck (Y/N), Arms (Y/N), Hands (Y/N), Legs (Y/N), Feet (Y/N), Shield (Y/N)

2- 'Spin' the Token to determine each Armor Piece's Effectiveness...Light, Medium, Full or Reinforced. 'Fortified' Armor is not considered for Random Gen purposes. Interpret your result with the Element Glyphs:



Light



Medium



Full



Reinforced

3- Using the Token, define the Armor Piece's configuration derived from its effectiveness. 'Spin' the Token and interpret its (+) and (-) sides to generate results:

Ring: (+) / Studded: (-)

Chain: (+) / Scaled: (-)

Banded: (+) / Splint: (-)

Outer Plate: (+) / Inner Plate: (-)

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CHARACTERS

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**Random
Characters - 8**

12- ARMOR GRADE

1- Determine the Material from which the Armor Pieces are made of. You may assume that each section is part of a set made of the same Material, or choose to determine each piece randomly. 'Spin' the Token into the Omni Grid 3 times per piece. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Armor Material's name. The result is the Material that contains the most of the 3 letters.

Default Armor Materials

Fabric - Hide - Wood - Bone - Tin - Cellular - Polymer - Silver - Gold - Copper - Bronze - Iron Stone - Crystal - Kevlar - Steel - Titanium - Ceramic

2- 'Spin' the Token into the Omni Grid to find out if the Armor Piece has any Upgrades. *Certain Armor Upgrades may only apply to Torso Armor and Bodysuits. Use common sense!* The Token's (+) side in this context means 'YES', while the (-) side means 'NO'. If the answer is 'YES', then 'Spin' the Token into the Omni Grid again and interpret the Element Glyphs to reveal a number from 1-4. The result is the Upgrades the Armor Piece has.



1



2



3



4

3- Should the Armor Piece have any Upgrades, 'Spin' the Token into the Omni Grid 3 times per the number of Upgrades. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Armor Upgrade's name. The result is the Armor Upgrade that contains the most of the 3 letters.

Default Armor Upgrades

Insulated - Coated - Grooved - Strengthened - Lightened - Repelling - Camouflage Pressurized - Thermostatic - Adorned - Enchanted - Barbed - Rigged - Fitted - Reflective Reconstructive

TECHNIQUES - 13

1- 'Spin' the Token into the Omni Grid to see how many 'Techniques' the Character will know. Interpret the 'Digits' to reveal a number from 0-9. The result is the amount of Techniques the Character knows at the time of generation.

2- Determine which specific Techniques the Character knows. 'Spin' the Token into the Omni Grid 4 times. The 4 Letter Zones that the Token's sights fall within are the letters that are included in the Technique's name. The result is the Technique that contains the most of the 4 letters.

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CHARACTERS

✓

**Random
Characters - 9**

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14- SKILLS

1- 'Spin' the Token into the Omni Grid to see how many 'Exclusive Skills' the Character will know. Interpret the Element Glyphs to reveal a number from 1-4. The result is the amount of Archetype Exclusive Skills the Character knows at the time of generation:



1



2



3



4

2- 'Spin' the Token into the Omni Grid again, this time applying your results towards 'Lifestyle Skills.' Interpret the Token's Digits from 0-9 to determine the total number of Lifestyle Skills the Character knows.

3- Assign specific Exclusive and Lifestyle Skills equivalent to the number yielded for each Eligible Exclusive and Lifestyle Skill categories. 'Spin' the Token 4 times per number of Skills in each category. The 4 Letter Zones that the Token's sights fall within are the letters that are included in the Skill's name. The result is the Skill that has the most of the letters.

Default Exclusive Skills

Feign Death - Gear Maintenance - Camouflage - Traps - Cartridge - Retreat - Decoy - Field Dressing - Wild Stride - Hunter's Step
Tracking - Trainer - Trailblazer - Collector - Crafter - Stealth Walk - Hotwire - Parkour - Crack Vaults - Locksmith - Cat Burglar - Thief
Poison - Warm-Up - Mantra - Joints - Painkiller - Improvised Weapon - Size-up - Spatter - Horror - Torture - Stalk - Cannibal - Predator
Identity - Sense Distress - Cause - Sidekick - Recharge - Weakness - Hearsay - Mediate - Assistant - Law - Politics - Clearance
Bureaucracy - Financier - Tools - Architecture - Mechanics - Technology - Carpentry - Bomber - Blacksmith - Gun Smith - Blade Smith
Hacking - Interrogate - Study - Chemistry - Psychology - Biology - Medicine - Relic - Forensics - Tactician - Metaphysics - Symbols
Alchemy - Memorize Spell - Scrying - Enchant - Sorcery - Charge - Direction - Presence - Rite - Raise Energy - Apothecary - Religion
Weather - Nature - Prayer - Absolve - Occult - Ceremony - Brew - Luck - Divination - Familiar - Witchcraft - Idol - True Name - Sacrifice
Beast Master - Spiritwise

Default Lifestyle Skills

Shelter - Hunting - Fishing - Make Clothing - Make Tools - Make Fire - Gather - Navigation - Wrangling - Hardware - Software - En /
Decryption - Reverse Engineer - Counterfeiting - Networking - Gadgets - Swimming - Daredevil - Team Sports - Mountain Climbing
Tree Climbing - Rope Climbing - Skiing - Diving - Skating - Lying - Intimidation - Seduction - Comedian - Hustle - Magician - Gambling
Cooking - Barista - Drawing - Painting - Sculpting - Crafts - Dancing - Writing - Cosmetics - Singing - Music - Yoga - Astral Projection
Foreign Language - Lip Reading - The Gist - Mounts - Bikes - Cars - Siege - Runners - Boats - Submersibles - Destroyers - Gliders - Planes
Airships - Helicopters - Pods - Scouts - Voyagers - Motherships

4- Determine the Rank for every Skill (LV1-LV5). 'Spin' the Token and interpret the Token's Digits:

Digits 1-3= LV1

Digits 8= LV4

Digits 4-5= LV2

Digits 9= LV5

Digits 6-7= LV3

Digits 0= Re-flip

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CHARACTERS



**Random
Characters - 10**

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1- Since Each Uncanny Archetype has a different set of Default Powers, you must discover the First Multiplier before 'Spinning' for specific numbers. 'Spin' the Token into the Grid and Interpret the Element Glyph Alignments to reveal a number from 1-4. This is your First Multiplier. *By default, The SUMMONER'S MULTIPLIER IS 1.*



2- Now you must discover a Second Multiplier. Repeat Step 1 to obtain your Second Multiplier. Once this is done, multiply your results to give you the total number of Powers the Random Character wields. *By default, The SUMMONER'S SECOND MULTIPLIER CANNOT EXCEED 3.*

3- Determine which specific Powers the Character knows. 'Spin' the Token into the Omni Grid 4 times. The 4 Letter Zones that the Token's sights fall within are the letters that are included in the potential Power's name. The result is the Power that contains the most of the 4 letters.

4- Determine the Rank for every Power (LV1-LV3). 'Spin' the Token and interpret the Element Glyph Alignments:



16- ETHER

1- Determine the Character's total default EP. Add together the EP usage value from every Technique and / or Power the Character will have. This is your First Multiplier. Since you have already determined that the Character will have certain Techniques and/or Powers, they must also be able to use them at least once!

2- Every Character is unique, and thus may have different levels of Etheric Development. You must discover a Second Multiplier before the Total EP is known. 'Spin' the Token into the Omni Grid and Interpret the Element Glyph Alignments to reveal a number from 0-3. This is your Multiplier. Once this is done, multiply your results to give you the total number of EP the Random Character has.



BIO - GENERAL DESCRIPTION -17

Body Structure

1- Take a glance at your "Strength" and "Constitution" Attribute Ranks to help you model the Character's bodily appearance. "Strength" regulates muscle size, while "Constitution" regulates muscle definition. Bearing that in mind, now the task is to determine the Character's overall body structure in regards to frame and proportion that also make sense with your "Strength" and "Constitution" Attributes. Both the Attribute Ranks and Body Structure will shape the bodily appearance. 'Spin' the Token inside the Grid and decipher the Token's States Glyphs:



Lanky



Even



Rounded



Stocky

Skin Tone & Texture

1- To determine the Character's Skin Tone or Color, 'Spin' or 'Flip' the Token inside the Omni Grid. The Color Zone where the Token's sights land designates the Character's Skin Color. Most Racetypes are limited to the natural Colors or Tones their Skin can be. You may choose to either skip this step, or if in the event the Token lands in a color that is unnatural to the particular Racetype, you may elect to interpret this as Paint or Dye.

Interpret the States Glyphs and the (+) or (-) side which the Token lands as Skin Textures:



Smooth / Hairy



Dry / Wrinkled



Spotted / Blemished



Tattooed / Scarred

Hair Color, Texture & Length

1- To determine the Character's Hair Color, 'Spin' or 'Flip' the Token inside the Omni Grid. The Color Zone where the Token's Sights land designates the Character's Hair Color. Certain Racetypes may be limited to the natural Colors or Tones their Hair can be, and some Racetypes may not have any Hair. You may choose to either skip this step, or if in the event the Token lands in a color that is unnatural to the Racetype, you may interpret this as Dye.

2- Interpret the States Glyphs as Hair Textures. Afterwards, 'Spin' the Token again to determine Hair Length. The Polarity Glyphs can be interpreted as ranges of Long and Short Hair: [- : 1/2"], [- : 1"], [- : 2"], [X: Full], [+: Shoulder Length], [++: Waist Length], [+++: Knee Length].



Straight / Spiky



Wavy / Curly



Balding / Bald



Wooly / Braided

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CHARACTERS



**Random
Characters - 12**

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18- BIO - FACIAL FEATURES

Facial & Head Structure

1- 'Spin' the Token into the Omni Grid to gain a general idea about the Character's overall Facial, Head and Jaw Structure. Bear in mind that your interpretations should still conform to each Racetype's physical traits, but are meant to instill individuality. Interpret the States Glyphs Outer Symbols as follows:



Squared



Oblong



Round



Chiseled

2- If the Character's Racetype may have facial hair, 'Spin' the Token to see if the Random Character has Facial Hair. The Token's (+) side in this context means 'YES', while the (-) side means 'NO'. If the answer is 'YES', then 'Spin' the Token into the Omni Grid again and interpret the States Glyphs Inner Symbols.



Long



Unkempt



Trim



Styled

Eyes

1- To determine the Character's Eye Color, 'Spin' or 'Flip' the Token inside the Omni Grid. The Color Zone where the Token's sights land designates the Character's Eye Color. Certain Racetypes may be limited to the natural Colors their Eyes can be. You may choose to either skip this step, or if in the event the Token lands in a color that is unnatural to the Racetype, you may interpret this as Contact Lenses, Eye Tattooing or Glowing.

2- 'Spin' the Token into the Omni Grid and interpret the Permutation Glyphs for general Eye characteristics:



Wide



Slanted



Bulging



Narrow

Mouth & Teeth

1- 'Spin' the Token into the Omni Grid and interpret the Permutation Glyphs for general Mouth characteristics:



Long



Bowed



Full



Thin

2- 'Spin' the Token into the Omni Grid again and interpret the Permutation Glyphs for Teeth characteristics:



Even



Crooked



Gap



Pointed

Past

1- 'Spin' the Token into the Omni Grid and interpret the Function Glyphs for clues relating to the Character's past. If the Token lands on the (+) side, this implies that the Character's past was generally favorable to the Character and its deeds. If the Token lands on the (-) side, then this implies a harsher or generally negative past.



Past is rooted in strife, including war or death the Character was an influence in or from.



Past is rooted in a job, skill set or in the apprenticeship of a new profession.



Past is rooted in social status or by influential interactions that molded the Character.



Past is rooted in Time, including participating in key events, isolation or imprisonment.

Tastes

1- Uncovering a Character's Taste in consumables is important because this influences the rate that EP recovers when food or beverages are consumed. 'Spin' the Token into the Omni Grid and interpret the Element Glyphs to discover how many particular Tastes the Character is fond of, bearing in mind any potential Racetype restrictions.



1



2



3



4

2- 'Spin' the Token into the Omni Grid the number of times determined in Step 1 and interpret the Element Glyphs and the (+) or (-) side which the Token lands to discover which particular Tastes the Character is fond of, bearing in mind any potential Racetype restrictions.



+

--

Salty / Astringent



+

--

Pungent / Sour



+

--

Barista / Liquor



+

--

Sweet / Bitter

Name

1- 'Spin' the Token into the Omni Grid. The Letter Zone that the Token's sights fall within is the first Letter in the Character's name, which can then be fabricated. Do this for as many names as the Character may have.

Alternatively, you may also 'Spin' the Token into the Omni Grid's Letter Zones as many times as you please. The number of random letters that emerge in sequence can form the name itself, or merely hint towards a name that you then fabricate based on the letter clues. Experiment with this process to your liking.

RANDOM ANTAGONIST ASPECTS

Antagonists carry more weight in an Adventure's plot than most other NPC's, so certain aspects should be considered during their creation in addition to their stats. Use the Token's Glyphs to give you relevant clues when conceiving a Random Antagonist for your Campaign.

Objectives

What is the Antagonist's driving purpose?

'Spin' the Token and interpret the Element Glyphs to reveal clues pertaining to the Antagonist's primary objectives.



Materialism &
Wealth



Strife &
Conquest



Idealism &
Beliefs



Knowledge &
Personal Power

Ploys

What are the key methods and resources used by the Antagonist?

'Spin' the Token and interpret the Function Glyphs to reveal clues pertaining to the Antagonist's methods.



Violence &
Fear



Science &
Technology



Laws or
Propaganda



Staged or
Exploited Events

Operation

What government, order, culture or higher force does the Antagonist operate within?

'Spin' the Token and interpret the States Glyphs Inner Symbol reveal clues the Antagonist's organizational structure.



Lone
Operative



Warrior or
Specialist Order



Government or
Bureaucracy



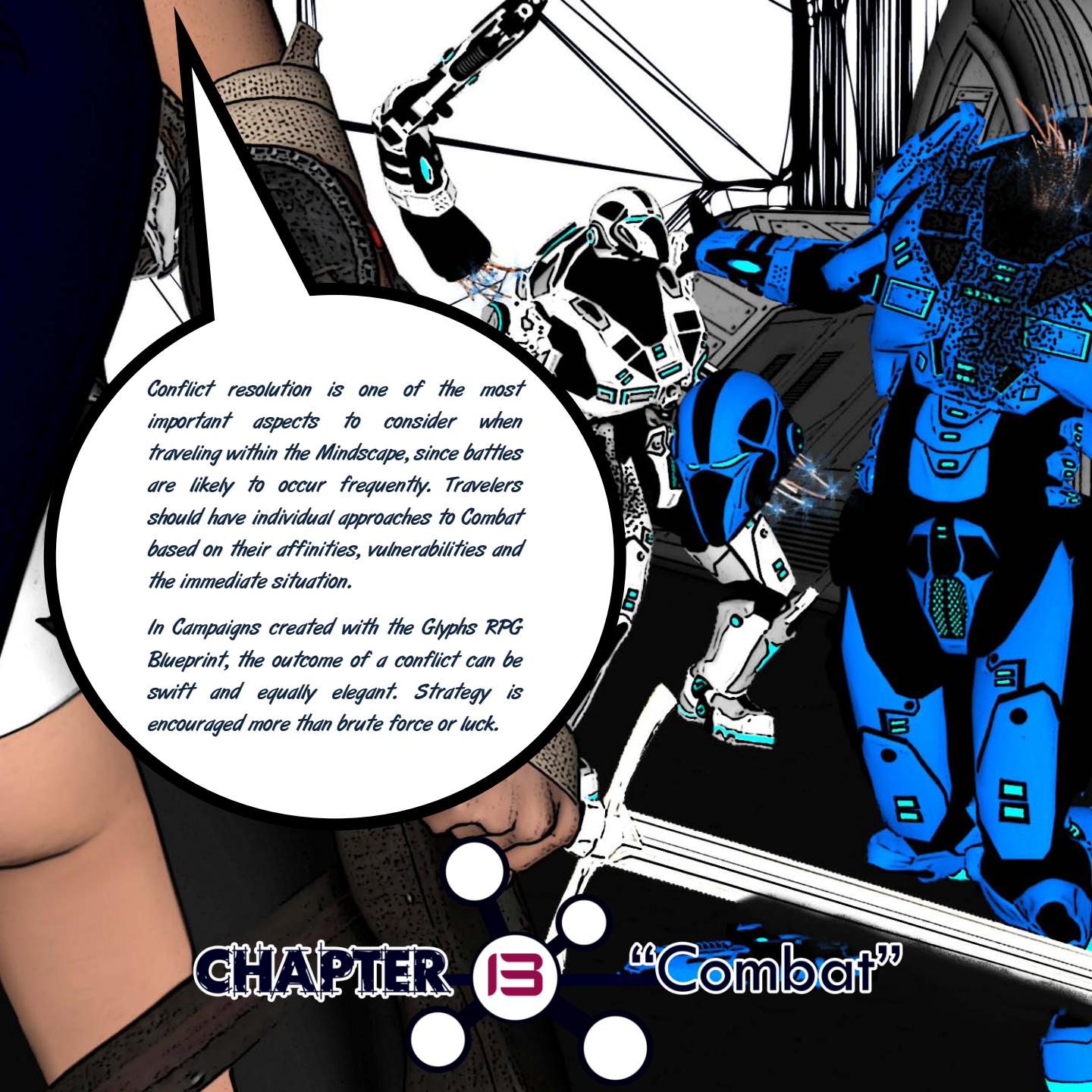
Mystical or
Magical Order

Narrowing down an Antagonist Aspect

Once you have revealed the clues for your Antagonist's Objectives, Ploys and Operational Structure, you have the option to discover further clues to narrow down random qualities.

'Spin' or 'Flip' the Token inside the Omni Grid 3 times for each Aspect (Objectives, Ploys and Operation). The Alphabetical Zones where the Sights land within form a 3 letter clue that should be interpreted as the first Noun that comes to mind that is pertinent to the Antagonist Aspect. This process is very subjective since the Glyphs actually help you pinpoint results from your own mind, however, it will help you narrow down fitting possibilities.

EXAMPLE: The 'Objective' was interpreted to be 'Materialism & Wealth.' The Sights land within 'D,M,A.' An appropriate interpretation that comes to mind for the context is 'Diamond'. Thus, the Antagonist's Random Objective is centered around diamonds.



Conflict resolution is one of the most important aspects to consider when traveling within the Mindscape, since battles are likely to occur frequently. Travelers should have individual approaches to Combat based on their affinities, vulnerabilities and the immediate situation.

In Campaigns created with the Glyphs RPG Blueprint, the outcome of a conflict can be swift and equally elegant. Strategy is encouraged more than brute force or luck.

CHAPTER

13

“Combat”

INITIATIVE AND THE COMBAT CYCLE

Initiative determines which opponent is able to unleash the first Action or Attack at the beginning of a Combat Encounter. Once each adversary has had the chance to perform their Action based on the order of their Initiative scores, the cycle repeats, and Initiative is re-determined until all Loops are closed.

To determine who gets the Initiative, the Architect instructs each Traveler to 'Spin' the Token and interpret the Digits from 1-10 (0=10). Each Character's 'Initiative' Modifier Rank is then factored into the result. The Architect Spins the Token for NPC's and Entities. The Action sequence takes place in a hierarchal order from Highest to Lowest Initiative Scores. Should there be any duplicate results, then the Characters with the duplicate results must 'Spin' again to see who amongst them will have the Initiative.

ACTIONS & ATTACKS

An Action consumes 1 Instant in time or about 0.5-1.5 seconds. In Combat scenarios, an Action is defined as a function other than a physical attack. Common examples are speaking, drinking a potion, moving to a new position, standing back up after falling, switching weapons, reloading or yielding.

Attacks also consume 1 Instant in time. There are two types of Attacks that can be made; Free -Form and Focused attacks. Each type of Attack has a different advantage and difficulty parameter set. Different situations encourage different ways to engage an opponent. The usage of Techniques and many Powers are also considered to be Attacks, even though their effects may differ.

MOVEMENT

In a Combat Encounter, Movement is measured by how many 'Feet' a Character or Entity can travel in 1 Instant, which is calculated by Multiplying its Size by its 'Speed' Modifier. Choosing to move in any direction in combat consumes 1 Instant of time, and bridges the gaps in distance between targets, or to shift away from immediate threats. Multipliers: X 1= SSS, SS, S, M, X 2=L, X 3=LL, X 4=LLL

Opponents are considered to be stationary unless they advance in any direction, or are already in a state of motion. If a target is moving, then its 'Movement' Rank may require multiple Token Slides into its respective Action Grid Shape to account for speed in order to strike it in a Combat Encounter:

- * Movement Ranks 1-2: No additional Token Slide needed to strike moving target
- * Movement Ranks 3-10: 1 additional Token Slide needed to strike moving target
- * Movement Ranks 11-25+: 2 additional Token Slides needed to strike moving target

RECOVERY

The number of consecutive Powers, Techniques or Counterattacks a Character can execute during Combat is defined by the 'Endurance' Modifier. Once the limit is reached, the Character must Recover for 1 Instant, and cannot execute such Abilities or Counterattacks until Recovered.

ESCAPE & PURSUIT

When the Character attempts to escape from a Combat Encounter, the escaping Character and pursuing opponent's 'Movement Ranks' as well as the distance they have from each other are considered:

MELEE DISTANCES (M1-M4 / 1-9 Feet)

- * If the escaping Character's 'Movement Rank' is LESS than the opponent's, escape is not possible.
- * If the escaping Character's 'Movement Rank' is GREATER than the opponent's, escape is possible, and the opponent is separated from its target by the number of Instants represented by the difference in their Movement Ranks.
- * If the escaping Character's 'Movement Rank' is EQUAL to the opponent's, escape is still possible, but the pursuing opponent may be within striking distance.

SHORT RANGED DISTANCES (S1-S4 / 4-500 Yards)

- * If the escaping Character's 'Movement Rank' is LESS than the opponent's, escape may be possible, but the opponent will ultimately catch up within the number of Instants represented by the difference in their Movement Ranks multiplied by a base figure of 60.
- * If the escaping Character's 'Movement Rank' is GREATER than the opponent's, escape is possible, and the opponent is separated from its target by the number of Instants represented by the difference in their Movement Ranks multiplied by a base figure of 60.
- * If the escaping Character's 'Movement Rank' is EQUAL to the opponent's, escape is still possible, but the pursuit will be perpetual until either party becomes exhausted or yields.

DEFENSES

A Defense attempt does not consume an additional Instant in time because it is happening simultaneously as the enemy Attack is. The Defender may carry out 4 types of Defensive maneuvers: Blocks, Parries, Evasion and Cover attempts. Each Defensive Maneuver has its advantages and potential consequences.

RIPOSTING

Characters have the option to remain in a defensive position instead of attempting an action during their Instant in the Combat Loop. While executing a Parry or Evasive maneuver, the Character gains an additional Token Spin towards their Counterattack attempt. The greatest Digit Value from the original or bonus Spin is used when attempting a Counterattack, making the chances of success more likely.

DUAL WIELDING

Each Archetype has a designated Dual Weapon Wielding capability, which dictates what types and sizes of Weapons that may be equipped in each hand at the same time. When attacking with two Weapons simultaneously, the relevant Weapon stats are added together to produce a combined figure.

ABSORBING

Instead of assuming a conventional defensive tactic, Characters may choose to rely on their Armor or Force Field to absorb incoming damage. This negates the need for relying on a successful Token Spin during a defensive maneuver and allows the choice of executing either a Free-Form, Focused Attack, Technique or Power during the Character's Counterattack turn.

COVER

During a Combat Encounter, many Objects and features from the immediate surroundings such as walls, columns, trees, rocks or vehicles provide adequate protection from otherwise fatal attacks.

Taking Cover behind a Cover Object consumes 1 Instant in time, unless the Character must first travel X amount of Feet per Instant as defined by its 'Movement' Rank.

Cover Objects function similar to Armor in that they can only be compromised by Attacks of a strong enough effectiveness, and possess an appropriate amount of AHP based on their composition. In many cases, Cover Objects may be composed of materials other than default Armor Materials.

If this is the case, the Architect has the option to assign appropriate AHP based on a similar material. Once the Cover Object's AHP has been depleted, it is destroyed.

Cover Object Class 1: Can be damaged by ANY Weapon. AHP: 'LIGHT'

EXAMPLE: Cloth or Cardboard Box / AHP '1'

Cover Object Class 2: Can only be damaged by MIDDLE ARMS or stronger. AHP: 'MEDIUM'

EXAMPLE: Wooden Crate or Drywall / AHP '12'

Cover Object Class 3: Can only be damaged by HEAVY ARMS or stronger. AHP: 'FULL'

EXAMPLE: Small Tree or Fence / AHP '38'

Cover Object Class 4: Can only be damaged by GREAT ARMS or stronger. AHP: 'REINFORCED'

EXAMPLE: Large Tree or Brick Wall/ AHP '44'

Cover Object Class 5: Can only be damaged by SMALL SIEGE ARMS or stronger. AHP: 'FORTIFIED'

EXAMPLE: Stone or Concrete Wall or Pillar/ AHP '65'

Cover Object Class 6: Can only be damaged by MIDDLE SIEGE ARMS or stronger. AHP: 'FORTIFIED'X2

EXAMPLE: Iron Wall or Pillar/ AHP '150'

Cover Object Class 7: Can only be damaged by HEAVY SIEGE ARMS or stronger. AHP: 'FORTIFIED'X3

EXAMPLE: Steel Wall or Pillar/ AHP '255'

Cover Object Class 8: Can only be damaged by GREAT SIEGE ARMS or stronger. AHP: 'FORTIFIED'X4

EXAMPLE: Titanium Wall or Pillar/ AHP '270'

SURPRISE ATTACKS

Being able to successfully inflict damage to an unsuspecting target offers an unparalleled advantage if the party relies on making the first strike to survive, or if a target must be dispatched silently and without posing any resistance. Surprise Attacks only require the Attacker to remain hidden from the enemy's sensory range as opposed to having advanced training in 'Stealth.' Surprise Attacks can only be attempted once per encounter. Either the target is stricken down, or the Attacker's position is revealed.

An Attacker is considered to be hidden if:

There is no line of site between the Attacker and the Target.

The Attacker is immersed in LVO 'Dark' lighting, such as a shadow, and remains silent until striking.

The Attacker is adequately camouflaged or otherwise undetectable.

There are 2 main types of Surprise Attacks:

'Calculated' Surprise Attack: The 'Attacker' is able to freely make 1 preemptive Free-Form or Focused Attack while remaining hidden, provided that there is a clear line of sight to the target. An example would be when a Character snipes a target from a distant window.

'Blind' Surprise Attack: The 'Attacker' is only able to make a Free-Form Attack based on a strong hunch as to the target's position, since no clear line of sight is available. To execute a Blind Surprise Attack, the Player simply attempts a Free-Form Attack with their eyes closed, as this mimics the Attacker's conditions. An example would be simultaneously hacking down an incoming target with a machete strike while emerging from the Cover provided by a column, or firing a gun while emerging from cover.

STEALTH ATTACKS

Stealth Attacks share much in common with Surprise Attacks, the major difference being that Stealth Attacks are strictly 'Focused Attacks' that occur within the M1-M4 ranges, and can generally only be executed by Characters who have the training in the 'Stealth Walk' Skill, or who are otherwise silent in their movement. The Architect may elect to substitute the Stealth Walk Skill Check with a Finesse Attribute Challenge if the Character and situation warrant it. A Stealth Attack requires the Attacker to stalk and deliver a single close-ranged blow to the target while remaining undetected. Like Surprise Attacks, Stealth Attacks can only be used once per Combat Encounter. Factors that are considered are ambient light and sound conditions, which can muffle or foil Stealth Attempts.

1) 'Slide' the Token to use the 'Stealth Walk' Skill (if applicable) against a Default Difficulty of 'Worthy.' Ambient Light and Sound influences the Difficulty level to be overcome. Please reference the 'Stealth Attack' Chart. Additional Difficulties may come into play based on the target's Vision or Hearing Rank.

2) If the 'Stealth Walk' Skill Token Slides are successful (if applicable), the Attacker must then execute the Token Slides pertaining to the Focused Attack being attempted. If either Token Slides fail, the target is alerted to the Attacker's position, and a normal Combat Loop begins, with Initiative being conventionally determined as it would be in any Combat Encounter.

FUMBLES

When a Token Slide lands completely outside of the Action Grid during a Focused Attack attempt, accidental injuries and Weapon failures can occur at a 50% chance. For example, Attackers can hit the wrong target, bows can snap, swords can land on someone's foot, or guns can jam or misfire.

FALLS & TAKEDOWNS

Many close quarter conflicts end up on the ground. When a Character falls or is thrown to the ground, Minor or Heavy Fall Damage can occur:

Minor Fall Damage (*Slip and fall, or shoved to the ground*)

Damage = Measured in MKS. Use the #1 Digit results.

Pain = MILD. The Character is incapacitated for 1 Instant.

Heavy Fall Damage (*Thrown or slammed to the ground*)

Damage = Measured in LHP. Use the T1 Element Glyphs results.

Pain = SEVERE. The Character is incapacitated for 5 Instants.

WRANGLING

Situations where 2 Characters are in a grappling situation become a battle of force, as in the case of submission holds and wrestling maneuvers. This scenario in the Combat Encounter becomes an Attribute Challenge. In this case, the Attribute measured is 'Strength.' The Character who wins the Attribute Challenge gains the upper hand during the wrangling session.

WEAPON LOCKS

In the heat of Melee Combat, Characters may find themselves crossing weapons with their opponent. Weapon Locks occur when both the Attacker and Defender score the same number when the Defender attempts to Block or Parry the Melee Attack. The Character with the highest 'Hit' Modifier Score breaks the lock and gains an extra opportunity. If the 'Hit' Ranks are equal, this initiates an Attribute Challenge Vs. 'Finesse'. Whoever succeeds gains another Attack opportunity. Repeat this step as necessary.

NERVE FIRING

Characters that wield Advanced or Antique Ranged Arms, and are smitten in combat may unleash a final attempt to take out their killer. There is a 10% chance per 'Will' Attribute Rank that the dying Character will discharge its Ranged Weapon at the opponent as a Free-Form Attack before dying.

SPATTER

Any Attack that penetrates a biological subject's Vital Organs causes blood to spatter out from the wound. The Blood spray generally reaches the attacker and any immediate bystanders present in blood's path up to a distance of M2.



Stealth Attacks involve overcoming the Sound and Lighting conditions of the immediate area while attempting to move in a Stealthy manner (generally using the Rogue's Stealth Walk Skill).

The Stealth Attack Chart factors in a combination of possible ambient Light and Sound conditions. Other conditions may aide or inhibit the Stealth Attack attempt, such as the level of coverage provided within the Location.

STEALTH ATTACK

Additional 'Stealth Skill' Difficulty Levels

- AMBIENT LIGHTING -

LV0

- Dark -

LV1

- Dim -

LV2

- Lit -

LV3

- Bright -

LV0

- Silent -

-1

0

+1

+2

LV1

- Faint -

-2

-1

0

+1

LV2

- Ambient -

-3

-2

-1

0

LV3

- Loud -

-4

-3

-2

-1

- AMBIENT SOUND -

242

COMBAT



Stealth Attack
Difficulties

242

MELEE

Melee Combat involves the use of weaponry that relies on the Attacker's physical prowess, such as swords, knives and clubs.

Melee Combat is the most common form of battle in RPG's and opens a wide range of creative Focused Attacks.

Melee Combat unfolds in the M1-M4 Ranges (0-9 Feet).

Damage is measured in 'LHP' or 'AHP,' and the Attacker's 'Impact' Modifier Score is added in to the Total LHP or AHP Damage inflicted.

RANGED & RADIAL

When Combat takes the form of a Ranged confrontation, the advantages and dynamics are altered due to the obvious nature of distance and the capabilities granted by Ranged or Radial Weapons. These Weapons are concerned with distance and blast radius, and include everything from Guns, Bow & Arrows, Shuriken, Aerosols and Grenades.

Radial Combat has the same distance capabilities except that targets affected are measured as a blast radius as opposed to a linear path, so Dodging, Blocking or Parrying are impossible unless the damage Radius can be escaped from in time.

Ranged and Radial Combat take place within the ranges of S1-S4, R1-R4, (4-3000 Yards) D1-D4, (5-500 Ft Radius) and X1-X4 (50 Ft.-500 Miles), respectively.

Damage is measured in 'LHP' or 'AHP,' but the Attacker's 'Impact' Modifier Score does not contribute to additional Damage.

COMBAT FORMS

H2H

Hand to Hand Combat or "H2H" unfolds when 2 or more opponents use their bodies as weapons as opposed to conventional weaponry. This includes everything from Brawling, Boxing, or Martial Arts. Success in H2H combat solely depends on the Character's physical attributes and proficiency. H2H fighters should have a strong distribution of Techniques to supplement their raw attributes.

H2H Combat also takes place within M1-M4 Ranges (0-9 Feet). By default, **Grappling** is limited to the **M1** Range...

Punches are limited to the **M2** Range... **Kicks** are limited to the **M3** Range...and **Leaping or Charging** Moves are limited to the **M4** Ranges. *Default Ranges can increase by 1 per Sizes Greater than 'M', but still cannot exceed M4.*

Damage is measured in 'MKS,' (Unless Specific Techniques inflict LHP Damage) and the Attacker's 'Impact' Modifier Score is added in to the Total MKS Damage inflicted.

More so, the difference in between two opponent's sizes also magnifies or diminishes the MKS damage inflicted:

Attacker is Same Size as Defender

MKS Damage is neither augmented nor diminished.

Attacker is Larger than the Defender

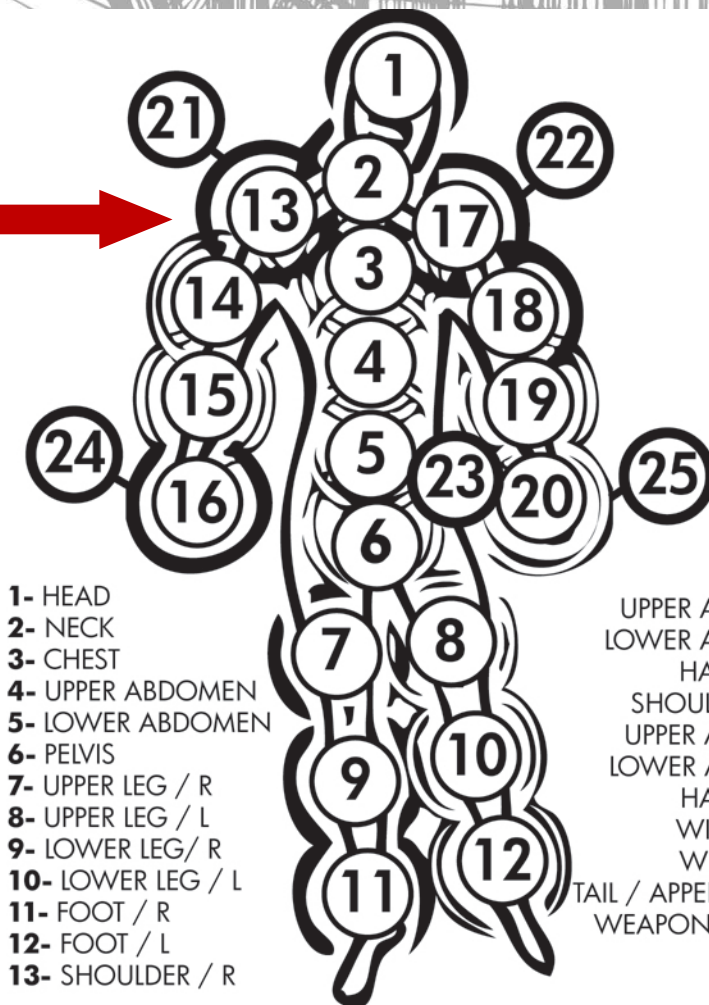
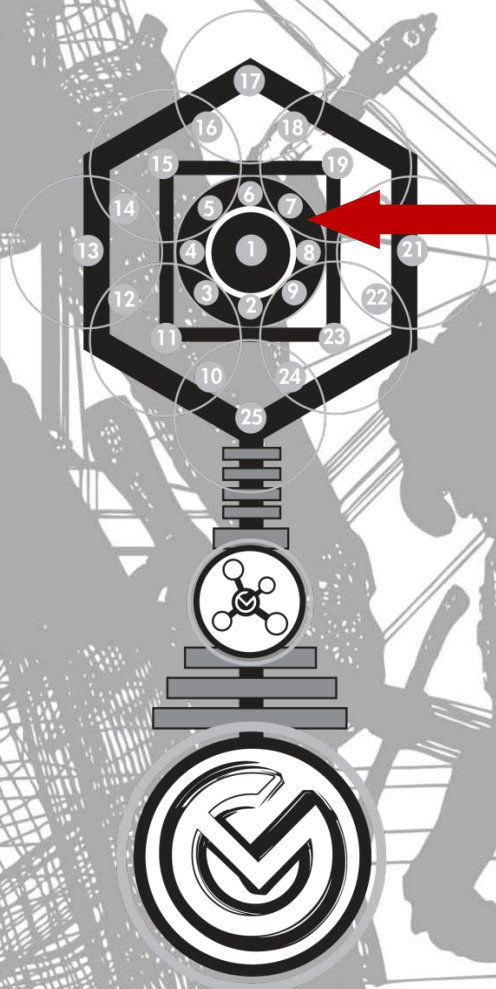
MKS Damage is *Multiplied* by the number of Size differences.

Attacker is Smaller than the Defender

MKS Damage is *Reduced* by 1/2 per Size difference.



FREE-FORM ATTACK TARGETS



- 1- HEAD
- 2- NECK
- 3- CHEST
- 4- UPPER ABDOMEN
- 5- LOWER ABDOMEN
- 6- PELVIS
- 7- UPPER LEG / R
- 8- UPPER LEG / L
- 9- LOWER LEG/ R
- 10- LOWER LEG / L
- 11- FOOT / R
- 12- FOOT / L
- 13- SHOULDER / R

- UPPER ARM / R -14
- LOWER ARM / R -15
- HAND / R -16
- SHOULDER / L -17
- UPPER ARM / L -18
- LOWER ARM / L -19
- HAND / L -20
- WING / R -21
- WING / L -22
- TAIL / APPENDAGE -23
- WEAPON / ITEM -24
- SHIELD -25

244

COMBAT

Free-Form Attack
Targets

244

FREE-FORM ATTACKS

Free-Form attacks have no specified target on the opponent's body, but instead, are a general strike or shot towards the opponent in attempts to hit anywhere available, thus they are generally easier to execute. When attempting a Free-Form attack, the Token's Sights are not limited to any concentric shape. However, if the Token's Sights land outside of the Action Grid or an empty space inside the Action Grid, then the Free-Form attack misses.

To execute a Free-Form attack, Spin the Token from the Center of the Action Grid's Circle / Zone '1', or Flip the Token into the Action Grid beginning from the 'MOLECULE' Logo. The Numbered Zone where the Sights land represents the target on the opponent's body that is to be hit. Afterwards, the Token's Element Glyphs are interpreted for the damage level that manifests on the target.

FOCUSED ATTACKS

Focused Attacks are the swiftest and most realistic way to end a battle or to execute a specified action on an opponent; however they require more concentration and skill from the Traveler. The Attacker focuses intent on a particular target on the opponent's body, whether it is to slay, maim or manipulate, and the target must be clearly specified by the Traveler before making a Token Slide attempt. The Token is slid or tossed. The Sights must land within the attack's defined concentric Shape on the Action Grid, or the attack misses. Should the attack land, then the Token's Element Glyphs are interpreted for the damage level that manifests on the localized target.

The Token & Focused Attacks

Focused Attacks are managed through the Action Grid with a real-time approach to targeting an opponent. This requires the Traveler's hand-eye coordination in order to use the Token when making an attack. Focused Attacks must originate from the Action Grid's 'MOLECULE' Point, unless the Attacker is at a disadvantage. When the Attacker makes an attempt to strike the opponent, be it with a Weapon or Hand to Hand, the Token Slide must land in the Action Grid's Circle / Zone '1'.

TARGET / OPPONENT SIZES

An opponent's size can make landing a successful Attack more challenging.

- * Sizes M - LLL / OR approximate size of a human torso or larger:
No additional Token Slide needed to strike the opponent / target
- * Sizes S-SS / OR approximate size of a human head or limb:
1 additional Token Slide needed to strike the opponent / target
- * Size SSS / OR approximate size of an eye or finger:
2 additional Token Slides needed to strike the opponent / target

BLOCK [Counterattack: NONE. Counteraction: NONE]

Digits 1-10 + Block Modifier + Weapon / Shield Adv. *versus* Digits 1-10 + Impact Modifier + Weapon Adv.

The act of Blocking neutralizes an attack. This is the simplest defensive action that protects the target from an attack but does not grant any advantages in movement or position as normally would be in the case of a Parry or evasive maneuver. Blocks pose no consequences if they fail aside from the attack itself connecting.

First, as with all defensive attempts, the Token's Digits are 'Spun' to factor in random probability, which in essence is a representation of each Character's determination at the particular Instant in time. Then the proper modifiers are factored in to the total to determine the winner.

Defender Block Mod + Advantage = 5 VS. Attacker Impact Mod + Advantage = 4

Defender Token Digits= 7 VS. Attacker Token Digits= 6

Defender Total: 12 VS. Attacker Total: 10

WINNER = Defender, by a difference of 2.

PARRY [Counterattack: Free-Form attack. Counteraction: Option to dash, escape or use a Technique.]

Digits 1-10 + Parry Modifier + Weapon Adv. *versus* Digits 1-10 + Hit Modifier + Weapon Adv.

A successful Parry deflects or redirects an attack, allowing for a counterattack. Projectiles may also be deflected into a target if the proper Techniques are known. The Defender can only Parry when using melee weaponry or substituting objects or ranged weaponry as melee weaponry, or by using unarmed combat skills. Values are calculated in a similar manner as Block to determine if the Parry attempt is successful:

Defender Parry Mod + Advantage = 6 VS. Attacker Hit Mod + Advantage = 7

Defender Token Digits= 4 VS. Attacker Token Digits= 2

Defender Total: 10 VS. Attacker Total: 9

WINNER = Defender, by a difference of 1.

EVASD [Counterattacks: Free-Form Attack, Focused Attack. Counteraction: Any action.]

Digits 1-10 + Defender Evasion Value *versus* Digits 1-10 + Attacker Hit Value + Weapon Proficiency

Successful evasion maneuvers allow the Defender to move completely outside the immediate path of attack. This is the riskiest defensive maneuver, but if successful, grants the Defender an extra Free-Form or Focused Attack opportunity, or an opportunity to execute any other actions as if it were the Defenders turn.

Defender Evasion Mod= 5 VS. Attacker Hit Mod + Attacker Speed Mod = 8

Defender Token Digits= 9 VS. Attacker Token Digits= 4

Defender Total: 14 VS. Attacker Total: 12

WINNER = Defender, by a difference of 2.



MASS CONFLICTS: EXAMPLE SCENARIO

A Mass Conflict is a battle between two or more opposing forces, each consisting of more than 1 member. Generally, Mass Conflicts involve entire Platoons or Armies. Architects have a simple method at their disposal for assessing each group's advantages and predicting the outcome of a battle.

To summarize, each participating force is rated based on specific metrics and number of members, and then designated a Metrics Rank. The Token is spun to determine which force is victorious.

Random Outcomes Process

1) Rank each faction based on the following metrics:

Modifiers: Assign appropriate scores for the following Modifiers for each faction. Average the result.

INITIATIVE + SPEED + BLOCK + PARRY + EVADE + IMPACT + HIT + ENDUR / 8

Weapons: Decide on what types of Weapons each faction is armed with and multiply their EFF Rank by their Range Value. [Default Range Values: Melee Arms: 1 Ranged Prim: 2 Ranged Atq.: 3 Ranged Adv: 4 Radial Arms: 5 Siege Arms Melee: 20 Siege Arms Ranged (PRIM): 50 Siege Arms Ranged (ADV): 100 Siege Arms Radial 500]. Add the totals together.

Armor: Decide on the type of Armor that the average troop is equipped with. Determine the amount of AHP based on the Armor Grade. Each of the following bodily sections are worth a multiplier score of 1: Torso, Helmet, Guards and Shield. Multiply the AHP value by the total number of bodily coverage Armor Sections.

Training: Estimate the average level of proficiency that the party has with their weapons, which reflects their expertise and level of training. Values range from 1 to 4 (Trained - Prof +3).

Powers: Assign a number of Powers known to majority of the party. Multiply this figure by an estimated level of development, from LV1 to LV3.

Techniques: Estimate the number of Techniques that the average faction member knows.

Vehicles: If applicable, designate an amount of the following Vehicle types in the faction's possession. Each Vehicle type is weighted with a Multiplier to be multiplied by the each Vehicle Type's total. Afterwards, add each total together as applicable.

Siege(Terrain): 10	Submersibles (Water): 20	Destroyers (Water): 75	Planes (Air): 50
Helicopters (Air): 35	Scouts (Space): 100	Motherships (Space): 500	

2) Calculate and Randomize the Outcome:

Add each subtotal together and average. Multiply the figure by the total number of troops in the faction for a final Metrics figure. Spin the Token and interpret the Digits from 1-10. Multiply the Token's results by the faction's Metrics figure. Repeat this process for each faction.

The faction with the highest number wins the conflict.

FACTION 1

Troops

5,000

Modifiers

INITIATIVE: 4 + SPEED: 5 + BLOCK: 3 + PARRY: 3 + EVADE: 5 + IMPACT: 4 + HIT: 3 + ENDUR: 3 / 8 = '4'

Weapons

Melee Arms: EFF 3 X Range Val 1 = 3 Ranged Arms (Prim): EFF 2 x Range Val 2 = 4 [3+4='7']

Armor

Copper (Medium) AHP: 47- Coverage: Torso, Guards = 47 x 2 = '94'

Training

Average Proficiency Level +2 = '3'

Powers

Average of 3 Powers @ LV2 Development = 3x2 = '6'

Techniques '0' Vehicles '0'

Calculation

4 + 7 + 94 + 3 + 6 + 0 + 0 = 113 [113 / 7 = '16'] 5,000 x 16 = Metrics Figure: '80,000'

Token Spin Digits = '3' [80,000 x 3 = '240,000']

FACTION 2

Troops

3,000

Modifiers

INITIATIVE: 3 + SPEED: 4 + BLOCK: 4 + PARRY: 4 + EVADE: 3 + IMPACT: 4 + HIT: 2 + ENDUR: 4 / 8 = '3'

Weapons

Melee Arms: EFF 4 X Range Val 1 = 4 Ranged Arms (Prim): EFF 3 x Range Val 2 = 6 [4+6='10']

Armor

Bronze (Full) AHP: 53- Coverage: Torso, Guards, Helmet, Shield = 53 x 4 = '212'

Training

Average Proficiency Level +3 = '4'

Powers

Average of 2 Powers @ LV2 Development = 2x2 = '4'

Techniques '2' Vehicles '0'

Calculation

3 + 10 + 212 + 4 + 4 + 2 + 0 = 234 [234 / 7 = '33'] 3,000 x 33 = Metrics Figure: '99,000'

Token Spin Digits = '4' [99,000 x 4 = '396,000']

VICTORIOUS!

[Largely attributed to better Equipment and Training]



THE COMBAT CYCLE

Characters encounter hostile Entities or NCP's

1

Each participant in the Combat Encounter Spins the Token to determine who has the Initiative.

2

The Combatant with the highest Initiative Result is the first in the Loop to make an Action. This can be in the form of an Attack, Technique, Power, Retreat or other Action.

250

COMBAT



Combat Cycle - 1

250

3

The first Combatant attempts an Attack against an opponent. The Token is Slid or Tossed into the respective Concentric Shape on the Action Grid.

4

Should the Attack successfully connect with the opponent?

4Y

YES

The Attack should connect with a localized area on the opponent's body as defined by the Action Grid and the Attacker's intent.

NO

4N

The Attack misses. The next Combatant in the Loop with the highest Initiative result can now attempt an Action for 1 Instant.

251

COMBAT



Combat Cycle - 2

251

4Y

The Attack is destined to connect. However, eligible opponents are granted a Defense Opportunity. Defensive maneuvers include Blocking, Parrying, Evading and taking Cover. The Attacker and Defender each Spin the Token to determine if the Defense Attempt was successful.

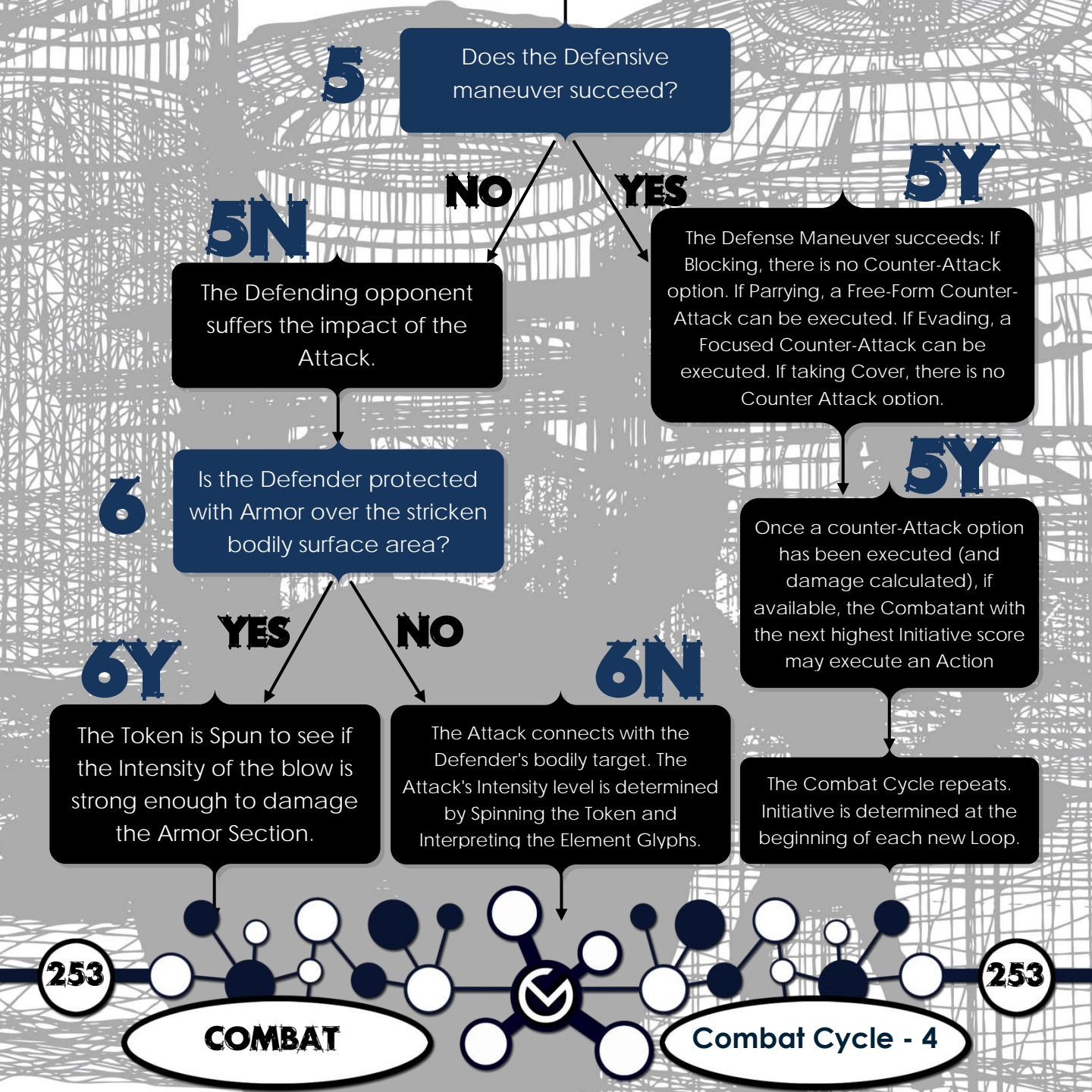
252

COMBAT



Combat Cycle - 3

252



7

Was the Attack's Intensity level strong enough to damage the opponent's Armor Section?

YES

NO

If the Armor Section was damaged by the Intensity of the blow, simply interpret the level of Damage indicated by the Element Glyphs. The Armor section suffers AHP depletion.

The Attack lands, but is too weak to damage the Armor Section. However, weapons that inflict 'Striking' or 'Bursting Damage' may still inflict fractional levels of damage to the wearer based on the Armor Section's 'SV'.

Next, specific Damage levels are interpreted as either LHP or MKS against the Defender's Tissue, Skeleton and Vitals. The Architect narrates the effects of the wound to the localized area based on the amount of LHP or MKS dealt.

6N

Did the Attack kill the Defender?

8

NO

YES

8N

8Y

The Defender is Incapacitated for X Instants proportionate to Pain and Blood Loss caused by the wound. At this point, immediate medical or magical attention may be required to survive. Otherwise, the Defender is still able to fight within X Instants.

The Attack was lethal enough to slay the Defender within X Instants.

The next Combatant in the Loop with the highest Initiative result can attempt an Action. The Combat Cycle Repeats.

9

Was the Armor section destroyed by the blow?

YES

NO

254

COMBAT



Combat Cycle - 5

254

9Y

The Armor section has absorbed the amount of AHP damage normally meant for the Defender's body. However, it was destroyed by the Attack. Any remaining AHP that was dealt by the Attack is transferred to the Defender's body as LHP.

9N

The Armor section has been depleted of its AHP, however, was strong enough to protect its wearer from the Attack. The Defender remains unscathed, barring no shock damage was dealt via 'Striking' or 'Bursting' Attacks.

10

Did the Attack kill the Defender?

NO

YES

10N

The Defender is Incapacitated for X Instants proportionate to Pain and Blood Loss caused by the wound. At this point, immediate medical or magical attention may be required to survive. Otherwise, the Defender is still able to fight within X Instants.

10Y

The Attack was lethal enough to slay the Defender within X Instants.

9N

The next Combatant in the Loop with the highest Initiative result can attempt an Action.

255

COMBAT



Combat Cycle - 6

255

10N

The next Combatant in the Loop with the highest Initiative result can attempt an Action. The Combat Cycle Repeats.

10Y

The next Combatant in the Loop with the highest Initiative result can attempt an Action. The Combat Cycle Repeats.

256

COMBAT



Combat Cycle - 7

256

COMBAT REWARDS

EXPERIENCE POINTS

EXP pertaining to the Metrics used in the Combat Encounter is rewarded immediately after all Combat Loops are closed. It is recommended that the Architect and all Travelers keep track of their successful actions for each applicable Loop. Also, take note that the Entity's Threat Modifier Score is used as a Multiplier when factoring EXP results. An Entity's Threat Modifier score is only factored in if the Character's action had a direct effect on the Entity.

EXAMPLE:

Character 1 'SHIVA'

Loop 1 = 3 EXP towards Proficiency with her 'Blue Wyvern Bow.'

Loop 4 = 3 EXP towards Proficiency with her 'Blue Wyvern Bow.'

Loop 9 = 3 EXP towards Proficiency with her 'Frostbite Lance.'

Loop 10 = 3 EXP towards Proficiency with her 'Frostbite Lance.'

Loop 11 = 1 EXP towards Power development / expansion for her use of the 'Cure Damage' Power.

Character 2 'HARU'

Loop 6 = 3 EXP towards Technique expansion for his execution of the 'Kicking' Technique.

Loop 7 = 3 EXP towards Proficiency with his 'Speed Chucks.'

LOOT & TREASURE

After a Combat Encounter has concluded, Characters can be rewarded with loot a number of different ways as best determined by the Architect's reality. In this scenario, the 2 Characters will be rewarded with Gold Pieces (GP gm). Any Loot to be rewarded after a Combat Encounter is calculated using an Entity's Bit Value. The form that the actual Loot takes shape as is revealed once the Bit Values have been calculated.

In this example, 'Haru' and 'Shiva' defeated (3) Orcish Grazers, who each have a default Bit Value of #2.

Step-1: Base Bit Values

Spin the Token the amount of times as indicated by the Entity's Bit Value (#2 'Cheap' = 1 or 2 times). If Entities have different Bit Values, this process must be done for each Entity. The Digits are interpreted as a series of numbers to be read as a literal total. In this example, all Bit Values equal to '2'.

The Digits spun are '4,2' yielding a base Bit Value of \$42 BITS. Afterwards, multiply \$42 Bits by the Orcish Grazer's Bit value, in this case '2,' for a total of \$84 BITS.

Step-2: Total Bit Values

Multiply the base Bit Value by the number of Entities possessing the same Bit Value Score that generated the base Bit Value amount. In this example, we are Multiplying the base Bit Value above by '3', since three Orcish Grazers were the only enemies encountered, and each has the same Bit Value Score.

$84 \times 3 = \$252 \text{ BITS Total.}$

Step-3: Currency / Treasure Conversion

Convert the Total Bit Value into a Currency or other Treasure that is compatible with the Campaign setting. In this scenario, Gold Pieces (GP) are in circulation, and the fairest method of distribution for this context would be in 'Grams' instead of 'Ounces', since this assures each party member is rewarded. The Architect has the freedom to interpret the form Loot assumes, so long as the Bit Values suffice. Refer to the 'Currency' Chapter for default Commodity and Currency Exchange values.


$\$126 \text{ BITS @ } \$105 \text{ BITS / GRAM} = 2.4 \text{ Gold Pieces (Grams)}$

Step-4: Distribute the Loot

Ideally, any Loot should be evenly distributed amongst party members, but the Architect may also choose to place higher value on certain members based on their contributions in the Combat Encounter. In this example, Shiva and Haru split the rewards evenly. Figures may be rounded up or down.

SHIVA = \$1.2 GP

HARU = \$1.2 GP



Ether is the invisible force that permeates all things and binds reality together. For sentient beings, it is a source of subtle energy that is harnessed to unleash special Techniques and Powers.

Every being, biological or otherwise, is encased in an Etheric field, which forms a subtle connection with the infinite Ether.

CHAPTER 14 “Ether”

THE ROLES OF ETHER

Ether plays a vital role in a Character's performance. It is used as a conduit for harnessing special Powers, Techniques or as an invisible Shield against hostile Powers.

The amount of Ether a being can access during a period of time is measured as **"Ether Points"** or **"EP"**. The number of default EP a being has is generally proportionate to its size and Racetype bonus. Tapping into Ether requires a high level of intent during a brief moment in time. This causes the Ether being tapped into to channel through the Character or Entity and manifest as a special Power or Technique.

EP automatically depletes every time a Power, Technique or Etheric Shield is used. Abilities have a designated Ether consumption value that should be proportionate to their level of effectiveness. If a being has fully expended its Ether, then it will not be able to use any special Powers, Techniques or Etheric Shields until enough EP has been recovered.

ETHER RECOVERY

A Character's expended EP incrementally recovers throughout the day. One key factor affecting EP recovery is the Character's state of **"COMFORT"**, as Ether flows most effectively when the mind and body are at ease. Apparel Articles grant additional recovered EP points based on their 'Comfort Index' values.

The default EP recovery rates are:

Being's state is **'Overwhelmed'** (*Exhausted, Overburdened, Severe Pain*): **0EP per Hour**

Being's state is **'Uncomfortable'** (*Tense, Afraid, Mild Pain, Engaged in Combat*): **1EP per Hour**

Being's state is **'Active'** (*Engaged in day to day experiences*): **2EP per Hour**

Being's state is **'Comfortable'** (*Relaxed, Satisfied*): **3EP per Hour**

Being's state is **'Meditative'** (*Sleep or Meditation*): **5EP per Hour**

EP recovery via consumption

In addition to the default Hourly EP recovery rate, Ether is also recovered when a Character consumes a meal or beverage. The amount of EP that is recovered depends on the Character's 'Taste' Rank and the consumable's 'Flavor' Rank. Refer to the 'Stimuli' section in the Environment chapter for specific calculations.

NOTE: EP that is recovered with a consumable is **DOUBLED** if said consumable is compatible with the Character's preferred tastes. Please refer to your Character Booklet's Bio Module page.

EP is only recovered for the duration of the meal or drink session until the Character is reasonably satisfied, which is moderated by the Architect. Once satisfied, EP is no longer recovered through regular consumables until the Character is Hungry, Thirsty or suddenly craves a specific consumable.

EP RECOVERY - TIME ESTIMATES

Architects should measure the recovery of Player Character's EP based on the default recovery rates in 6-hour interval blocks rather than counting every single hour. These periods can be approximated for simplicity. The EP recovery rate is based on a 'Comfort Rate' that best summarizes the 6-hour period.

- * 6 hour period 'Overwhelmed' = 0 EP recovered
- * 6 hour period 'Uncomfortable' = 6 EP recovered
- * 6 hour period 'Active' (Recommended Rate) = 12 EP recovered
- * 6 hour period 'Comfortable' = 18 EP recovered
- * 6 hour period 'Meditative' = 30 EP recovered
- * 8 hour period 'Meditative' (Sleep) = 40 EP recovered

EP RECOVERY - CONSUMABLES ESTIMATES

Characters also recover expended EP with consumables. The amount recovered per meal / drink session is based on the Character's 'Taste' Rank and the Item's 'Flavor' Rank:

<u>Character 'Taste' Rank</u>	<u>Item 'Flavor' / Total EP Recovered</u>			
*LV0 'Tasteless':	LV0=1 EP	LV1=1 EP	LV2=1 EP	LV3=1 EP
*LV1 'Bland'	LV0=1 EP	LV1=2 EP	LV2=3 EP	LV3=4 EP
*LV2 'Balanced'	LV0=1 EP	LV1=4 EP	LV2=5 EP	LV3=6 EP
*LV3 'Cultured'	LV0=1 EP	LV1=6 EP	LV2=7 EP	LV3=8 EP

EP RECOVERY - AVERAGE DAILY APPROACH

Architects may elect to allot Recovered EP by estimating days instead of calculating by comfort and consumable rates for each Character. This approach is ideal for players that require faster gaming mechanics. The estimates are based on 'Active' Comfort, 'Balanced' Taste and 'Robust' Flavor rates.

DEFAULT DAILY EP RECOVERY RATE = 78 EP

DEFAULT CHARACTER EP

Values are based on 'M' Character Size

All new Characters are generated with a default set of EP, which factors in the Character's size and Racetype.

	HUMAN	ELF	DWARF	FERAL	DAEMON	MERMAN	CYBORG	VAMPIRE	LYCAN	SERPENTIAN
NEOPHYTE CAMPAIGN	24	48	48	24	72	24	24	48	48	48
VETERAN CAMPAIGN (Neophyte X2)	48	96	96	48	144	48	48	96	96	96
ADEPT CAMPAIGN (Neophyte X5)	120	240	240	120	360	120	120	240	240	240

ETHERIC SHIELD

Every being has a natural defense mechanism against special Powers such as magic, or Marvel abilities that inflict damage. This defense mechanism is known as the "Etheric Shield." Specifically, the Etheric Shield is only activated when a Power would otherwise inflict Damage or Status Ailments onto the being.

Whereas damage would be interpreted through the Token's Digits or Element Glyphs as multiple levels of damage from 0-3, the damage delivered by the Power is instead absorbed by the Etheric Shield as proportionate numbers of Ether Points (EP). If the Power inflicts a Status Ailment rather than Physical Damage, then the Etheric Shield is depleted by the number of EP that the Attacker's Power uses.

Using the Etheric Shield

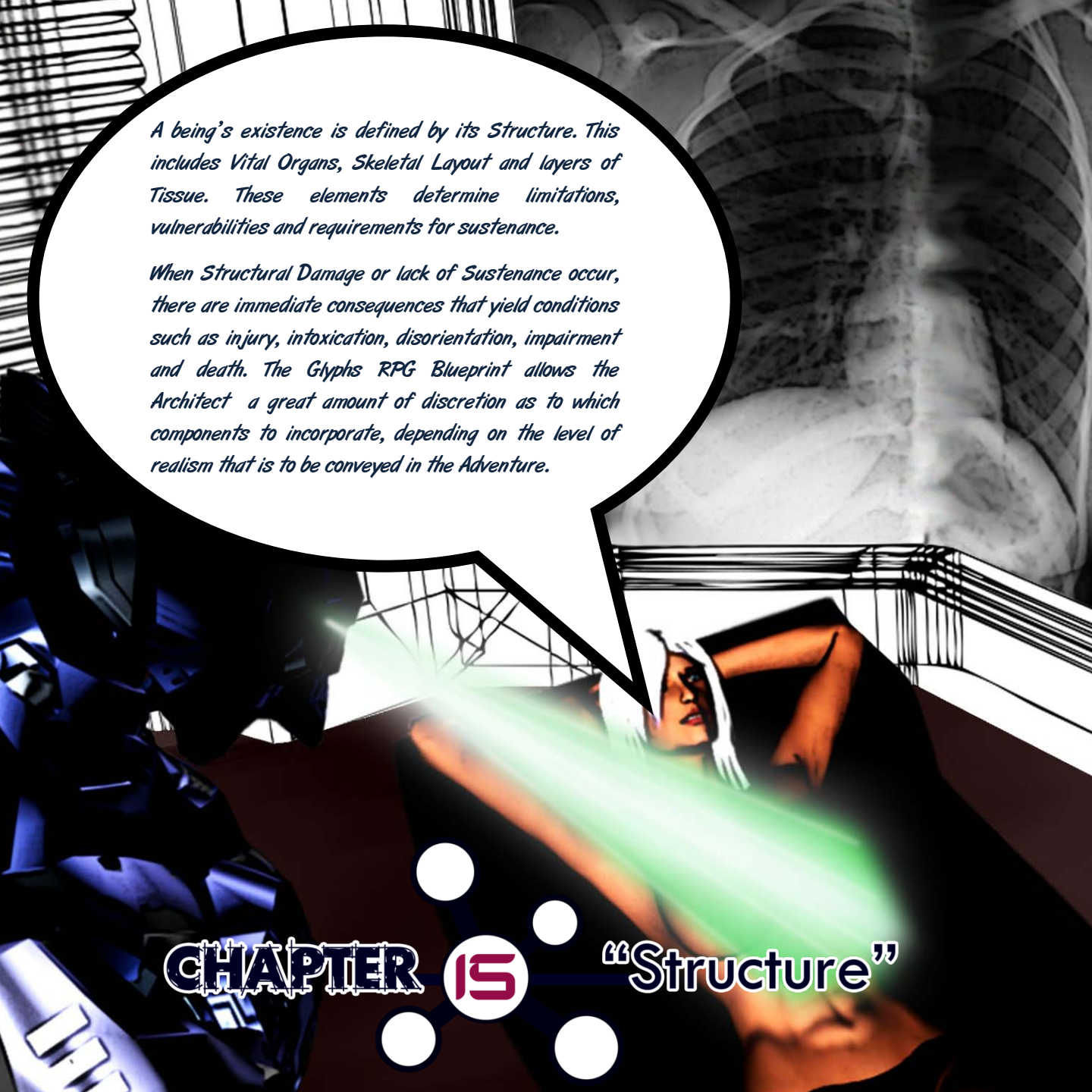
The 'POWER' Modifier Score is referenced when a Character attempts to use its Etheric Shield against an incoming Power. The Attacker and Defender each Spin the Token and interpret the Digits from 0-9, adding in their 'Power' Modifier Score. The Etheric Shield will only protect the Defender if its result is higher than the Attacker's. Should the Shield be activated, then the respective number of EP is depleted.

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ETHER

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Default EP & The
Etheric Shield



A being's existence is defined by its Structure. This includes Vital Organs, Skeletal Layout and layers of Tissue. These elements determine limitations, vulnerabilities and requirements for sustenance.

When Structural Damage or lack of Sustenance occur, there are immediate consequences that yield conditions such as injury, intoxication, disorientation, impairment and death. The Glyphs RPG Blueprint allows the Architect a great amount of discretion as to which components to incorporate, depending on the level of realism that is to be conveyed in the Adventure.

CHAPTER

15

“Structure”

TISSUE

- Governs Motor Skills & Appearance -

Tissue consists of the overlay of skin, muscle, hair and sensory organs that denote outward appearance, overall toughness and facilitate motor functions.

There are 4 basic classifications of Tissue belonging to a specific range of beings: Organic, Synthetic, Elemental, and Etheric. Each Tissue type has inherent properties and advantages. Some Tissues can even mimic the properties of Armor.

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STRUCTURE



Tissue Overview

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ORGANIC

Organic Tissue is the single most prevalent exterior feature of many Biological life forms. Existing in a variety of colors and hues, this Tissue type allows for an expanded sense of touch and toughness.

Organic Tissue is subject to natural decay. It exists in varying degrees of toughness, textures and layers.

SYNTHETIC

Synthetic Tissue belongs to beings that are artificially created or enhanced, including Robots and Golems. It is formed from substances like silicone, plastic, rubber or different metallic alloys.

While Synthetic Tissues cannot be developed like muscles, they can be modified by artificial means.

ELEMENTAL

Elemental Tissue is a specific Elemental energy or substance, such as fire, ice, stone, smoke, shadow, etc, which is distributed to form a being's outer construct and to drive motor functions.

Elemental Tissue can also mimic the appearance of Organic Tissue, but is often unaffected by ordinary Physical Damage.

ETHERIC

Etheric Tissue is entirely devoid of physical substance, but can mimic the visual appearance of any Tissue in existence.

It belongs solely to beings of Planar nature, which makes it impervious to any physical attack. Only enchanted weaponry, relics or magical attacks can affect Etheric Tissue due to its incorporeal traits.



SKELETON

- Governs Movement & Interaction -

Skeletons are the underlying framework that sustain a being's form and permit varying degrees of movement. Each of the 3 main types of Skeletal Structures befits specific types of beings.

If the Skeleton sustains damage, depending on the location, the being's movement and certain functions will be impaired. Damage may also cause the Skeleton to affect nearby Vitals.

If an Attacker attempts to sever an extremity, it must first successfully breach the Skeleton's integrity by depleting the Skeletal Section's LHP.

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STRUCTURE



Skeleton Overview

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ENDOSKELETON

The most prevalent type of Skeletal Structure is the Endoskeleton configuration, consisting of an elaborate Skeletal network inside the being's physical body connected by joints, permitting a full range of motion. The Endoskeleton is interlinked with Tissue, sustaining the being's frame and limbs.

Vitals are housed with minimal protection, which makes them vulnerable to skilled Attacks and other external forces. Endoskeletons are typically made of organic Bone, but other forms exist that are more resilient against physical damage. Most Endoskeletons are able to heal over time under proper care. Some beings can regenerate complete Skeletal sections even if they are severed or crushed.

EXOSKELETON

The Exoskeleton structural configuration is the most common Skeletal form amongst many synthetic and non-humanoid Entities such as Insects. This type of Skeleton functions as natural armor that encases the being's inner Tissue array and Vitals. Thus, an Exoskeleton protects against both Focused and Free-Form Attacks and is assigned specific Armor Metrics based on its material composition.

Because of their exterior nature, Exoskeletons offer maximum protection to the being's inner network of Vitals. Exoskeletons can consist of many different compositions that carry natural resistances against Focused Attack damage as well as specific elements and conditions.

NETWORK

Networks are interfaced inside the being's body and are comprised of biological or synthetic wiring that is able to direct the body's movement. They are not subject to forces that produce blunt trauma or piercing potential, but can be damaged by Cleaving or Tearing attacks.

While Networks offer the least amount of internal protection, they also permit the most flexible ranges of motion. Entities with the most abstract of configurations likely have Network Skeletal Structures.



VITALS

- Govern Health & Sustenance -

Vitals are the independent Organs and Arteries that sustain life within all beings. Depending on the being's nature, Vitals will exist as one of three variants: Biological, Artificial, and Energy.

Each category has a specific sustenance need in order to survive, which may grant certain advantages or carry a natural penalty. If they sustain intense physical damage or lack proper sustenance, the subject perishes.

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STRUCTURE



Vitals Overview

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BIOLOGICAL

Biological Vitals are the most abundant types of Organs, since the majority of sentient life is Biological in nature. They correspond to any natural Biological life form, including Humanoids, Fauna and Beasts. If Biological Vitals sustain sufficient physical damage, death is likely certain. The level of damage inflicted on a Vital organ depends on how fast death happens, unless immediate medical or magical attention are provided. Regardless of the Amount of LHP an Organ may have, when damaged, Blood Loss may also occur.

By default, Biological Vitals should have the lowest amount of Localized Hit Points (LHP). Thus, any successful Focused Attack often results in death within minutes or seconds. However, some Entities will have Vitals that are unnaturally resilient against physical damage and require multiple successful attacks to inflict fatal damage. In this case, these Vitals would have higher levels of LHP.

Sustenance: Biological Vitals require regular nourishment from natural sources, such as water and food, and also require appropriate amount of rest.

-Critical Biological Targets-

Brain: Controls thought and consciousness.....	If LHP Depleted: Instant Death.
Spine: Controls sensory, motor functions & reflexes.....	If LHP Depleted: Paralysis. Death in #1 Minutes.
Kidneys: Filter + regulate the body.....	If LHP Depleted: Death in #1 Minutes.
Liver: Filters + produces essential chemicals.....	If LHP Depleted: Death in T1 Minutes.
Stomach & Entrails: Control digestion.....	If LHP Depleted: Death in #1 Minutes.
Lungs: Control respiration.....	If LHP Depleted: Death in #3 Seconds.
Heart: Regulates the pumping of Blood.....	If LHP Depleted: Death in T1 Seconds.
Arteries: Distribute the circulation of Blood.....	If LHP Depleted: Blood Loss p / Unit.
Throat: Regulates oxygen Intake. Houses major arteries.....	If LHP Depleted: Death in #1 Minutes.
Genitals: Control reproduction.....	If LHP Depleted: Death in #1 Minutes.



ARTIFICIAL

Artificial Vitals are synthetically crafted organs designed to sustain their non-biological hosts, including Robots, Golems and Augmented Cyborgs. Artificial Vitals need a minimal amount of sustenance, usually consisting of special fluids or electrical charges. Depending on the subject, some can function for long periods before requiring sustenance. They are completely immune to all biological attacks. Most Artificial Vitals can be replaced and the host can be restored to optimum performance. If the CPU is destroyed, then the subject's consciousness must be immediately backed up so it can be downloaded into a new CPU. The internal composition and configuration of Artificial Vitals is relative to the individual type of Synthetic being. Here are some configuration guidelines:

CPU: Houses awareness, programs and memory.....**If LHP Depleted:** Instant Death

If the CPU's LHP is fully depleted, the being perishes. A new CPU might permit revival.

Power Core: Stores an energy based life-force..... **If LHP Depleted:** Instant KO.

If the Power Core's LHP is fully depleted, the being remains unconscious until restored.

Board: Contains an array of components that regulate functionality... **If LHP Depleted:** Paralysis.

If the Board's LHP is fully depleted, the being is fully paralyzed until restored.

Circuitry: Distributes the circulation of power..... **If LHP Depleted:** Localized Incapacitation.

LHP is counted at a Localized Level. If Circuitry's LHP is depleted, the targeted limb is immobilized.

ENERGY

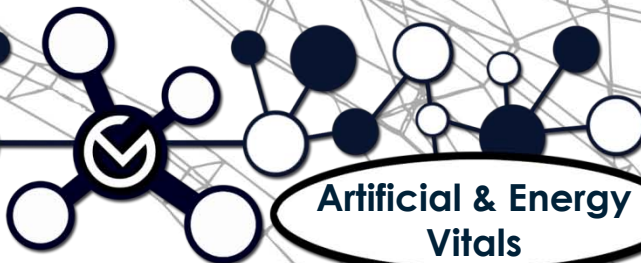
Energy Vitals do not exist in the same vibrational range as their physical counterparts, and are thus not subject to their restrictions. They can only be damaged by special powers or enchanted weapons. Beings that have Energy-based Vitals are Etheric or Elemental in nature. Invisible to the naked eye, Energy Vitals exist as pulsing spheres of spiritual energy. Their location is proportionate to key parts on the subject's body. Damage done to Energy Vitals inflicts Localized Incapacitation, with the exception of the Heart or Brow Centers. If these are destroyed, the energy-based being dematerializes into the Ether and suffers a death that is defined by the Architect's Campaign rules.

All Energy Vitals: Control awareness and intent.

If LHP Depleted: Instant Death or Incapacitation, depending on the location.

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STRUCTURE



Artificial & Energy
Vitals

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BLOOD

- Governs Life & Consciousness -

Blood is the fluid of life that flows within all biological beings, existing in different colors and consistencies. It is transmitted to the Vitals through some form of cardiovascular network.

So long as it flows, the subject lives. If that flow is restricted enough, the being suffers lack of energy, concentration or consciousness. If the flow is completely halted or the blood supply is eliminated, the subject will usually perish. Blood Loss occurs when major organs, arteries and tissue are damaged.

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STRUCTURE



Blood Overview

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BLOOD UNIT SIZE CHART

(SSS) BEINGS: 2 Units

(SS) BEINGS: 4 Units

(S) BEINGS: 6 Units

(M) BEINGS: 12 Units

(L) BEINGS: 18 Units

(LL) BEINGS: 24 Units

(LLL) BEINGS: 30 Units

UNIVERSAL BLOOD LOSS CONDITIONS

Blood loss occurs when Tissue or a major Vital that holds and regulates Blood suffers depletion of LHP. Please refer to the 'Damage System' for specific Blood Unit Loss amount conditions.

If Blood loss is 25% of total Units

Weakness: -1 ALL Modifiers.

If Blood loss is 50% of total Units

Weakness and Incoherence: -2 ALL Physique and Intelligence Attributes. ALL Modifiers are neutralized.

If Blood loss is 75% of total Units

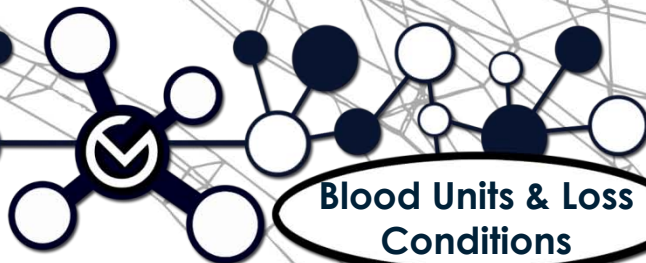
Full Unconsciousness.

If Blood loss is 100% of total Units

Death.

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STRUCTURE



Blood Units & Loss
Conditions

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SUSTENANCE

- Governs Recovery & Preservation -

Sustenance represents the Character's real-time level of overall wellness and the basics required to sustain life. Depending on how realistic the Architect wants the Campaign to be, Sustenance should be selectively tracked and enforced. **The Character Booklet has the option to render each Sustenance category active or inactive.**

Some Campaigns may use the need for Sustenance as a story driver, while others may simply wish to imply that Sustenance is being met in the storyline. Sustenance is sub-divided into (4) main categories so that it can be effectively monitored and managed by the Architect and Traveler: Nutrition, Hydration, Recovery and Preservation.

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STRUCTURE



**Sustenance
Overview**

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NUTRITION

Nutrition is the need for a routine source of nourishment through food or other specific energy sources. Common forms of nutrition are biological foods, blood or electricity. The types of Nutrition required for each being is mandated by its internal Vital types. Nutrition must be maintained on a regular basis as defined by specific Racetypes, or the being suffers negative impacts reflected in the Sustenance Modules that can ultimately lead to death.

.....

75%: "Hungry"- Sense of hunger gives warning to seek out food.

50%: "Starving"- Starvation begins to set in. All Modifier scores become 0.

25%: "Famished"- -3 on all Physique and Intelligence Attributes. Death occurs within #1 days. Spin the Token and interpret the Digits.

HYDRATION

The need for Hydration generally pertains to biological beings. Hydration is defined as the need to maintain consistent intake of the life-giving element of Water or other fluid within the body. Hydration may require different rates of intake depending on the level of activity the being engages in as well as environmental conditions. Different types of beings require varying rates of Hydration as pre-defined by specific Racetypes, or the being suffers negative impacts reflected in the Sustenance Modules that can ultimately lead to death.

.....

75%: "Thirsty"- Sense of thirst needs to be quenched. A sign of early dehydration.

50%: "Dehydrated"- Thirst takes over. All Modifier scores become 0.

25%: "Parched"- -3 on all Physique Prime Attributes. Death occurs within T1 days.

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STRUCTURE



Nutrition & Hydration

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RECOVERY

Recovery is defined as the amount of rest the subject needs to function. Each Racetype has a pre-determined amount of required rest, and levels of activity can also be factored in. Lack of proper rest and recovery can lead to adverse effects such as fatigue, incoherence and illness until the being collapses from exhaustion. Recovery can merely be implied based on the storyline or be selectively enforced for realism.

.....

75%: "Tired"- Fatigue beings to set in, compelling you to rest.

50%: "Exhausted"- Exhaustion kicks in. All Modifier scores become 0.

25%: "Depleted"- -3 Focus, Reaction, Will, Force, Strength, Finesse, Constitution. Unconsciousness occurs within 1 day, manifesting as deep sleep that lasts up to 12 Hours.

PRESERVATION

Preservation is the need for protection from the elements through shelter. Depending on the level of realism the Architect wishes to instill and the pace that the Campaign should maintain, Preservation can either be implied or selectively enforced.

Lack of adequate shelter affects Characters in a number of ways:

Recovery penalties listed above manifest. Racetype weaknesses or illness may set in. Mostly, the need for proper shelter directly affects a subject's "Comfort Level", and hence the recovery of EP.

.....

75%: "Exposed"- Comfort Level remains "Active."

50%: "Vulnerable"- Comfort Level becomes "Stressed." Recovery level: 'Tired.'

25%: "Susceptible"- Comfort Level is "Overwhelmed." Recovery level: 'Exhausted.'

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STRUCTURE



**Recovery &
Preservation**

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THE DAMAGE SYSTEM

The Glyphs RPG Blueprint assumes a relative approach to Damage. Instead of interpreting inflicted damage solely as a numerical range, this system uses context-sensitive measurements to interpreting the level of damage a subject sustains.

This maintains a reasonable level of realism and scaling between diverse beings and circumstances. Damage is summarized into 4 circumstances....Structural Damage, Soft Damage, Status Ailments and Collision Forces.

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STRUCTURE



**Damage System
Overview**

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STRUCTURAL DAMAGE

When Structural Damage is inflicted, it causes an immediate effect to a localized area in the body, most commonly incapacitation, pain, blood loss and death. The level of intensity that a Structural Wound manifests determines how severe of consequence the wound is on the localized area.

Structural Damage is measured in "Localized Hit Points" or (LHP).

1) When the Token is slid into the appropriate target zone, the Element Glyphs are interpreted as damage intensities. In many instances, all 3 bodily layers will be affected by a single wound. For instance, if a Vital is stricken, this also implies that Tissue and the Skeleton are likely to be simultaneously affected. Also, some sections on a subject's body may not necessarily have a Skeleton or Vital, so if the Token's Element Glyphs designate that a part of the Skeleton is stricken when there is none present in the area a Vital may be used as a substitute. Or, in rare instances, Tissue may be regarded as a 'Vital', as in the case of skin removal or excess burning. **Certain instances require the Architect's best judgment based on a target's anatomy. **

2) CALCULATING DAMAGE: Spin the Token after a successful Attack Slide and use the Element Glyphs to interpret the levels of damage inflicted. The Element Glyphs combine to yield a numerical value of 0-3. The 2 UPPERMOST Element Glyphs are read in a clockwise manner to reveal the total damage. The result is then multiplied by the amount of times indicated by an Attack's "Tier Index." Most Weapons, Techniques and Powers inflict Structural Damage measured by the Tier Index, which is listed as the letter **"T"** followed by a number representing the multiplier.

 +  = **X MKS** Soft Damage / '0' LHP... Interpret the Digits.

 +  = **LV1 Intensity** Weapon / Attack inflicts base damage of '1' LHP.

 +  = **LV2 Intensity** Weapon / Attack inflicts base damage of '2' LHP.

 +  = **LV3 Intensity** Weapon / Attack inflicts base damage of '3' LHP.

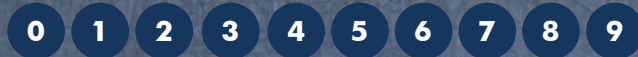
SOFT DAMAGE

In certain instances, the damage inflicted on a subject may be too minimal to cause substantial Structural Damage when less lethal force is involved. This is known as "Soft or Less Lethal Damage." Examples include paper cuts, pin pricks, pokes, slaps, glancing blows and most H2H Attacks. Soft Damage is represented by the **"#"** symbol followed by a number representing the multiplier.

Soft Damage is measured in "Marks" (MKS).

10 Marks = 1 LHP

A Mark is a subdivision of a Localized Hit Point split into 10 levels. The number of Marks inflicted on a Localized Target is measured in Digits from 0-9 MKS, the 10th MKS level completing the LHP.



Soft Damage is cumulative. If the total amount of Soft Damage to a Localized target exceeds 9 Marks (MKS), then this is translated into LHP.

To reduce the amount of minutia that the Architect has to track, the '0' Digit may be interpreted as '10' MKS, or 1 LHP. Also, instead of tracking every single MKS, a great shortcut would be to simply round up any subsequent MKS inflicted after the first 1 LHP of damage to the same target that is greater than 5 MKS to 1 LHP.

EX 1: In a Sparring session where lethal force is not being used, the Fighter strikes his opponent with a jab to the face. The Digits on the Token read a value of "6". Thus, the opponent suffers a 6 MKS of Soft Damage to his jaw.

EX 2: The Fighter follows his jab up with a right cross to the same Localized target. The Digits on the Token read a value of "4". The opponent now suffers a total 10 MKS of Soft Damage to his jaw, which translates to 1 LHP.

EX 3: The Fighter's right cross could have been more powerful... The Digits on the Token read a value of "5" instead of "4". The opponent would now suffer a total 11 MKS of Soft Damage to his jaw, which translates to 1 LHP and 1 MKS.



COLLISION FORCES

Aside from attacks, sheer recklessness, environmental and vehicular hazards are equally capable of exerting potentially lethal damage. Collision Forces exert 'Striking' Damage on the Localized Section that makes contact with the ground or colliding object. Fall and Collision Damage are classified into 3 possibilities, each with example scenarios the Architect should consider.

Minor Fall or Collision Damage

FALL: The Character trips on a rock or slips on a sheet of ice.

COLLISION: The Character walks into a pole, or is rammed by a shopping cart.

Damage = Measured in MKS. Use the #1 Digit results.

Pain = MILD. The Character is incapacitated for 1 Instant.

Heavy Fall or Collision Damage

FALL: The Character falls from a few feet in the air, or is thrown by an opponent.

COLLISION: The Character is involved in a low speed car crash.

Damage = Measured in LHP. Use the T1 Element Glyphs results.

Pain = SEVERE. The Character is incapacitated for T1 Instants.

Critical Fall or Collision Damage

FALL: The Character falls from a high altitude or is slammed with incredible force.

COLLISION: The Character is the victim of a high speed collision.

Damage = Measured in LHP. Use the Element Glyphs results: TX....The result is multiplied by one additional rank for every 100 feet of altitude, or every 1,000 lbs of force.

Pain = AGONIZING. The Character is fully incapacitated until treated, if still alive.



DEFAULT STATUS AILMENTS

BLIND- Blinded Characters must execute Sight-relevant Token actions with their eyes closed.

DEAF- Damage or impairment of the ears causes Deafness.

MUTE- Damage or impairment of the throat or tongue renders the target Mute.

DIZZY- Techniques, Focused Attacks and Skills requiring agility are disabled for X Counts.

CONFUSED- 50% chance the wrong target is interacted with. Architect randomly picks target.

DRUNK- Techniques, Focused Attacks and Combat Modifiers are disabled. Focus-3, Reaction-3.

HIGH- Focus +2, Memory -2, Reaction -2. Appetite becomes "Hungry."

SEDATED- Target is put to sleep for X Counts through chemical or magical means.

INSANE- The Architect will control the actions of the affected Character for X Counts.

ILL- -1 Strength, -1 Constitution, -1 Finesse, -1 Health. All Modifier Scores -1.

NAUSEATED- The Character is unable to hold down most consumables, including potions and food.

POISONED- Target suffers the effects specific to Poison Type. Effects may vary.

HYPOTHERMIC- Nullifies all modifiers. -3 Finesse, Constitution. 35% of Death.

HYPERTHERMIC- Nullifies all modifiers. -3 Constitution. Causes Dizziness. 35% of Death.

PARALYZED- The target suffers full or localized paralysis for X Counts.

WEAK- All Combat Modifiers and Techniques are nullified. Strength is reduced to Lv0.

STARTLED- When 'Startled,' the Character must overcome an Attribute Challenge Vs. Focus, or the opponent automatically gains the Initiative.

INFECTED- Untreated wounds can become infected within 1 day. Infection may spread to nearby body parts each day. Once infected, if left untreated, the infection has a 35% chance of decaying a limb or surface area p/day, and a 30% chance of death p/ day.

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STRUCTURE



Status Ailments - 1

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DISEASE- Diseases manifest unique symptoms plus an increased likelihood of death.

LV1: Minor disease symptoms + 10% chance of Death p /week.

LV2: Serious disease symptoms + 25% chance of Death p /day.

LV3: Terminal disease symptoms +100% chance of Death in #1 days.

BURNED- Burns cause Pain, Blistering and can cook through layers of Tissue and Vitals.

[Burning Damage first depletes Tissue LHP, and then Skeleton and Vitals simultaneously.]

LV1: 1st Degree Burn. #1 MKS Dam. Localized Sensitivity over a Tissue surface.

LV2: 2nd Degree Burn. T1 LHP Dam. Sensitivity & Blistering over Tissue surface.

LV3: 3rd Degree Burn. TX LHP Dam. Tissue, Skeleton and Vitals are cooked.

FROZEN- Degrees of Frostbite cause Localized Pain, Blistering or Decay of affected tissue.

[Freezing Damage first depletes Tissue LHP, and then Vitals LHP. Skeleton generally remains unaffected.]

LV1: Localized immobilization. 30% Chance of 1st Degree Frost Bite.

LV2: Localized immobilization. 50% Chance of 2nd Degree Frost Bite.

LV3: Localized immobilization. 90% Chance of 3rd Degree Frost Bite.

ELECTROCUTED- Electricity surges through the body, inflicting damage and paralysis.

[Electrical Damage simultaneously depletes Tissue and Skeleton LHP, and then Vitals.]

LV1: Mild Shock. #1 MKS Dam. Localized 'Mild Pain' for 1 Instant.

LV2: Heavy Shock. T1 LHP Tissue Dam. Localized Paralysis for T1 Instants.

LV3: Critical Jolt. TX LHP Dam. Full body Paralysis for T3 Minutes.

FEAR- When Fear sets in, natural instincts override rational thought in 3 possible ways.

The way in which Fear manifests is contingent on the subject's WILL Rank.

Faint: Will Rank of 0-1. The Character faints from overwhelming Fear.

Flee: Will Rank of 2. The instinct to flee grants a +3 to Moving Speed when escaping.

Fight: Will Rank of 3-4. Modifiers are nullified from intense Fear.



PAIN LEVELS

The effects of Pain can register in a split second, but often take moments to fully set in. Higher levels of Pain leave the Character exposed to danger while attempting to nurture the wound.

Hierarchy of Pain

Structural Damage will often affect multiple layers (Tissue, Skeleton and Vitals) simultaneously. With this in mind, THE HIGHEST LEVEL OF PAIN suffered by the same action is the one that is enforced.

0- UNREGISTERED Very minor pain that is barely noticed.

1- MILD Equivalent to a scrape, pinch or small cut. The target is incapacitated for 1 Instant.

*** Prolonged Mild pain leads to severe pain in #2 Minutes.*

2- SEVERE Equivalent to a stab wound or bludgeon. The target is incapacitated for T1 Instants.

*** Prolonged Severe pain leads to Agonizing pain in #1 Minutes.*

3- AGONIZING Equivalent to a heavy gunshot wound, dismemberment or 3rd degree burn. Target is fully incapacitated for #1 Instants.

*** There is a 35% Chance that Agonizing pain leads to Unconsciousness.*

DEATH LEVELS

1- UNCONSCIOUS- Subject remains in a coma or deep sleep until resuscitated. An unconscious Character has a 10% chance of perishing p/ day based on the circumstance. In combat or during an accident, a KO occurs when STRIKING DAMAGE inflicts 5 MKS and up to 1 LHP of damage to the subject's brain if there was no intent to kill, as in the case of bar fights, tournaments or accidental falls. The Architect should use their discretion when ruling out a KO versus a fatality.

2- PERISHED- Subject's body is heavily damaged but still intact. Only sophisticated levels of magic or technology can resurrect the deceased in this state. Otherwise, a new Character must be created.

3- DISINTEGRATED- Nothing salvageable remains of the subject's body. If a being has been disintegrated, Resurrection is impossible. A new Character must be created, unless the Architect can justify otherwise.

TIMELINE OF DEATH

Upon the physical Death of a Character, its Soul immediately separates from its mortal body and phases into the Etheric Plane. It resides there as a phantom of its former self for up to T1 Weeks, where it can still be resurrected back into physical form. Afterwards, it eternally phases into an Astral Plane resonating with its Polarity and Personality.

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STRUCTURE



Pain & Death

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WOUNDS IN ACTION

The Damage System employs a narrative interpretation of inflicted wounds that align with the level of damage interpreted through the loss of LHP. Every target hit suffers a different consequence, so the Architect is responsible for interpreting the most realistic outcome.

As covered previously, Structural Damage is managed with Localized Hit Points (LHP), which can vary by each being's Tissue, Skeleton and Vital structure. The effects of reduced LHP are therefore measured in "Thirds" based on a specific target's total LHP. Here is a snapshot of LHP defaults:

.....	1/3	2/3	3/3
If LHP=3:	= 1 LHP	= 2 LHP	= 3 LHP	
If LHP=6:	= 2 LHP	= 4 LHP	= 6 LHP	
If LHP=9:	= 3 LHP	= 6 LHP	= 9 LHP	
If LHP=12:	= 4 LHP	= 8 LHP	= 12 LHP	



-TISSUE-

Tissue is the exterior layer of a being's body, consisting of some variation of skin, muscle and nerves. Tissue acts as a natural form of protection from outside forces and provides the body with mobility, external appearance and various sensations. Attacks can affect Tissue through the following damage levels.

1/3 of LHP: MINOR: Bruises, Jabs, Scathes, 1st Degree Burns. Pain = MILD

****Blood Loss = No significant Blood Loss is measured.**

2/3 of LHP: HEAVY: Gashes, Heavy Bruises, Nervous Shocks, 2nd Degree Burns. Pain = SEVERE

****Blood Loss = 1 Unit per 10 Minute Counts.**

3/3 of LHP: CRITICAL: Cleaving Cuts, Muscle Tears, 3rd Degree Burns. Pain = AGONIZING

****Blood Loss = 1 Unit per 1 Minute Count until treated. **Localized Incapacitation.**

-SKELETON-

Wounds that affect Skeletal Structure incapacitate or potentially separate specific parts of the body, affecting mobility and functionality. These wounds result in permanent incapacitation or death if the Skeletal Structure is broken in such a way that it compromises any Vitals that are encased within.

1/3 of LHP: MINOR: Minor Fracture in structure. Limb or area is incapacitated for #1 Minute Counts.

****Localized Incapacitation.**

****Prolonged Pain = MILD -1 All Combat Modifiers.**

2/3 of LHP: HEAVY: Break in Skeletal Structure. Limb or area is incapacitated for X Counts.

****Pain = SEVERE. Pain yields Localized Incapacitation.**

****Prolonged Pain= -2 All Combat Modifiers. Leads to Agonizing Pain in #1 Minutes.**

3/3 of LHP: CRITICAL: Demolished or Fully Severed portion of Skeletal Structure.

****Pain = AGONIZING. Full Incapacitation.**

**** At this point, the targeted Skeletal Structure is demolished or severed.**

-VITALS-

A successful direct attack on ANY Vital Organ, particularly piercing or cutting attacks, carries the most severe of consequences. Death usually results in seconds or minutes. Refer to the section on 'Vitals' for specific consequences of total LHP depletion.

Striking a Vital Organ can trigger further side effects and infections, depending on the specific Vital stricken. Refer to the Vitals chart for a general description on each Vital function, and how damaging a vital could potentially disrupt the organism.

1/3 of LHP: MINOR: A Glancing Blow or Minor Shock Trauma. Death occurs in X Hour Counts. Other effects can manifest depending on the particular organ stricken.

****Pain= MILD. Incapacitates Character for 1 Instant.**

****Blood Loss = Up To 1 Unit / Day Count**

2/3 of LHP: HEAVY: Injury is severe. The risk of death is high. Death soon occurs unless treated immediately. Other effects manifest depending on the particular organ stricken.


****Pain= SEVERE. Incapacitates Character for 3 Instants.**

****Blood Loss = 1 Unit / Minute Count.**

3/3 of LHP: CRITICAL: Death occurs based on 'Vital' stricken. Other effects can manifest depending on the particular organ stricken.

****Pain= AGONIZING. Incapacitates Character until treated.**

****Blood Loss = Up To 1 Unit / #1 Second Count.**



When a Character overcomes a challenge, whether it is in combat, a social situation, solving a puzzle or using a Skill or Power, then EXP is rewarded and assigned to the appropriate Experience Metric. This offers a flexible, non-linear approach to Character Development.

CHAPTER

15

“Development”

ATTRIBUTES EXP

Attributes take the longest to boost because they define a Character's optimum performance level and are a direct reflection of a Character's status and lifestyle. EXP for a Character's Attributes is earned through using a specific Attribute consistently over a long period of time, or in situations defined by the Architect. If any 'Skills' were involved in the success during a given situation, then the Experience Points will also be awarded towards Attribute Experience.

General examples of how Attribute EXP may be earned:

Strength: Lifting Weights – **Constitution:** Running Laps – **Finesse:** Repairing a Watch, Gymnastics

Appearance: Cosmetic Surgery – **Health:** Taking Vitamins – **IQ:** Solving a Puzzle

Reaction: Table Tennis – **Memory:** Studying – **Focus:** Playing Billiards, Katas

Sanity: Experiencing shock or high stress – **Force:** Sensing subtle forces and sneak attacks

Luck: Surviving Death – **Wisdom:** Making the wisest critical decision or giving the best advice

Will: Resisting Temptation, Imposing Will – **Charisma:** Drawing a Crowd or Follower

Attribute EXP is awarded at a base rate of 1 per successful instance per day. When 100 Experience Points are earned, the specific Attribute increases by +1 Ranking.

POWERS EXP

A Power manifests as a Magical Spell or other Uncanny Ability. When a Power successfully affects its target, EXP is accumulated for the specific Power in use regardless whether or not the target has been slain. Power EXP is rewarded in one of two ways...either the Character earns an additional Rank in the particular Power (LV1 - LV3), or has the opportunity to learn a brand new Power. All new Powers are harnessed at a LV1 efficiency.

Power EXP is awarded at a rate of 1 per Successful use in a context sensitive situation. The base EXP points are multiplied by the Entity's Threat Mod when awarded, if applicable. When 50 Experience Points are earned, the Character may learn a new Power, or increase their Power's Rank by +1, (from LV1 - LV3) in the specific Power.

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DEVELOPMENT



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H2H EXP

H2H EXP is awarded to Characters that successfully defeat an enemy using some form of unarmed combat. The opponent does not necessarily have to perish, so long as victory is clearly decided. Another way to earn H2H EXP is to continually practice a preferred set of H2H skills each day. However, H2H Experience Points are awarded at different rates when there is practice involved versus actual application in life and death or tournament scenarios.

H2H EXP is awarded at a rate of 1 per contact with an Opponent, in a tournament or otherwise, or 1 per day for Practice Drills. The base EXP points are multiplied by the Entity's Threat Mod when awarded. When 50 Experience Points are earned, the Character earns 1 proficiency rank, which allows for Additional Token Slide when attempting an H2H Attack. H2H proficiency may be increased to a maximum of +3.

ETHER EXP

Obtaining Ether EXP will likely be amongst the most common method of Character Development because this type of Experience is associated with victory in Combat. When the Character defeats a foe in combat, a fragment of the subject's life-force is assimilated into the Character's Etheric Field, and EP is increased.

Ether EXP is awarded at an equivalent base rate of the enemy's remaining Ether Points per victory. When 25 Experience Points are earned, the Character's total EP increases by +1. If success was a team effort, then the Architect should fairly divide EXP amongst contributing combatants based on their individual efforts.

TECHNIQUES EXP

A Technique is a mental discipline or a special maneuver used during combat and other volatile situations. When a Character successfully uses a Technique, EXP is awarded towards the attainment of a new Technique or a Proficiency Rank, from +1 and up to +3, which as with Weapons, grant additional Token Slide attempts.

Technique EXP is awarded at a rate of 1 per Successful use in a relevant situation. The base EXP points are then multiplied by the Entity's Threat Mod and awarded. When 25 Experience Points are earned, the Character may elect to learn a new Technique, or increase their Proficiency Rank up to +3, which allows for additional Token Slides when attempting to use a Technique.

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DEVELOPMENT



**EXP: Ether, H2H,
Techniques**

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WEAPONS EXP

Weapons have different levels of Proficiency, which require varying degrees of Experience Points to unlock:

Untrained: The Character is not adequately trained in using the Weapon in an effective manner. The brand new Weapon needs to be practiced with to become Trained.

By default, any attempt to use a Weapon the Character is 'Untrained' with must land an additional Token Slide in the Action Grid's CIRCLE during a Focused Attack. The Attacker's Combat Modifiers are nullified due to lack of proper training. Additionally, Counterattack options are not available to the untrained wielder.

Trained: The Character has adequate training using the specific Weapon, which allows the successful execution of Free-Form and Focused Attacks without suffering any default penalties. Combat Modifiers using the Weapon the Character is trained with are able to be factored in to the Attack attempt.

Proficient: The Character possesses advanced training and practical experience using a specific Weapon, which allows the near seamless execution of Attacks. Furthermore, Weapon Proficiency can be increased from +1 to up to +3. Each rank increase grants 1 additional Token Slide attempt when attacking with the Weapon of Proficiency.

Weapon EXP is awarded at a base rate of 1 per Successful Attack with a specific Weapon, or 1 per day for practice drills. The base EXP points are then multiplied by the Entity's Threat Mod and awarded. When 50 Experience Points are earned, the Character becomes 'Proficient' +1 if their currently level is only 'Trained,' or if they are already 'Proficient,' then a +1 Proficiency Rank is earned towards a maximum of +3.

SKILLS EXP

The successful use of a Character's Skills can be rewarded in one of two ways...either the Character earns an additional Rank in the particular Skill (Novice – Master), or has the opportunity to learn a brand new Skill. Skill EXP is only awarded towards the Skill in use, during the successful execution of such Skill in question. By Default, all new Skills are obtained at a 'Novice' Level. Unless there is formal training, Characters who manage to successfully use a Skill if they are 'Unskilled' should remain un-eligible to develop that Skill, as their success is treated more as beginners luck.

Skill EXP is awarded at a rate of 1 per Successful use during a Skill Set Challenge. When 10 Experience Points are earned, the Character may elect to learn a new Skill, or increase their Skill's Rank by +1, (from Novice to Master) in the specific Skill.

OPTIONAL AWARD MULTIPLIERS: At the Architect's discretion, EXP awarded for Skill Set Challenges may be done so in multiples corresponding to their difficulty. This is recommended for Campaign sessions that recur at least one month apart. SIMPLE = x1 MODERATE = x2 , WORTHY = x3 , COMPLEX = x4 , DAUNTING = x5 , MONUMENTAL = x6.

COMBAT LEVEL

A Character's Combat Level assesses its overall performance potential in a Combat Encounter. While not entirely regarded as a traditional 'Character Level', for the purposes of aligning Characters with enemies of a proportionate level of threat it should be treated as such. A Character's Combat Level may fluctuate from time to time based on a Character's development. Combat Level rates a Character based on development, and to a degree, on the individual Weapons. Character metrics that are factored in are 'Arsenal Level', 'Powers Level' and 'Techniques Level'.

Combat Level Calculation Process

1) Arsenal Level: This represents the Weapons that the Character has on hand, and the level of mastery for each type. For each Weapon, multiply the EFF Value by the Character's Proficiency Rank (Prof+1=2, Prof+2=3, Prof+3=4). If the Proficiency Level is 'Trained', the multiplier is '1.'

EXAMPLE: EFF 1 X PROFICIENCY +2 = ' 3 '

EFF 2 X PROFICIENCY + 3 = ' 8 '

Add each value together for a total Arsenal Level value: 3+8= ' 11 '

2) Techniques Level: Add total number of Techniques together, if there are any.

EXAMPLE: Total Techniques: ' 2 '

3) Powers Level: Add the total number of Powers together and average. Power Ranks function as Multipliers. Round up to the nearest whole number:

Power 1= @LV3

Power 2= @LV3

Power 3= @Lv3

EXAMPLE: 3+3+3 =9

Total Powers Level: ' 9 '

4) Calculate: Add together the Totals from 'Arsenal', 'Techniques' and 'Powers'. Average the final score.

EXAMPLE: 11+2+9 / 3 = ' 7 '

****In this example, the Character's 'Combat Level' would be ' 7 '**

ARCADE MODE: 1 SESSION CAMPAIGNS

Players should always be rewarded for their participation in the Campaign. For Campaigns designed for a single or very limited number of sessions, it is recommended to implement the following condensed 'Arcade' style Character Development method:

Powers: 1 new Power / Level after using a Power 3 times.

Ether: + T4 EP after defeating any opponent.

Techniques: 1 new Technique after using a Technique 3 times.

H2H: +1 Proficiency after 2 successful attacks.

Skills: 1 new Skill / Level after using a Skill 2 times.

Weapons: +1 Proficiency after 2 successful attacks.

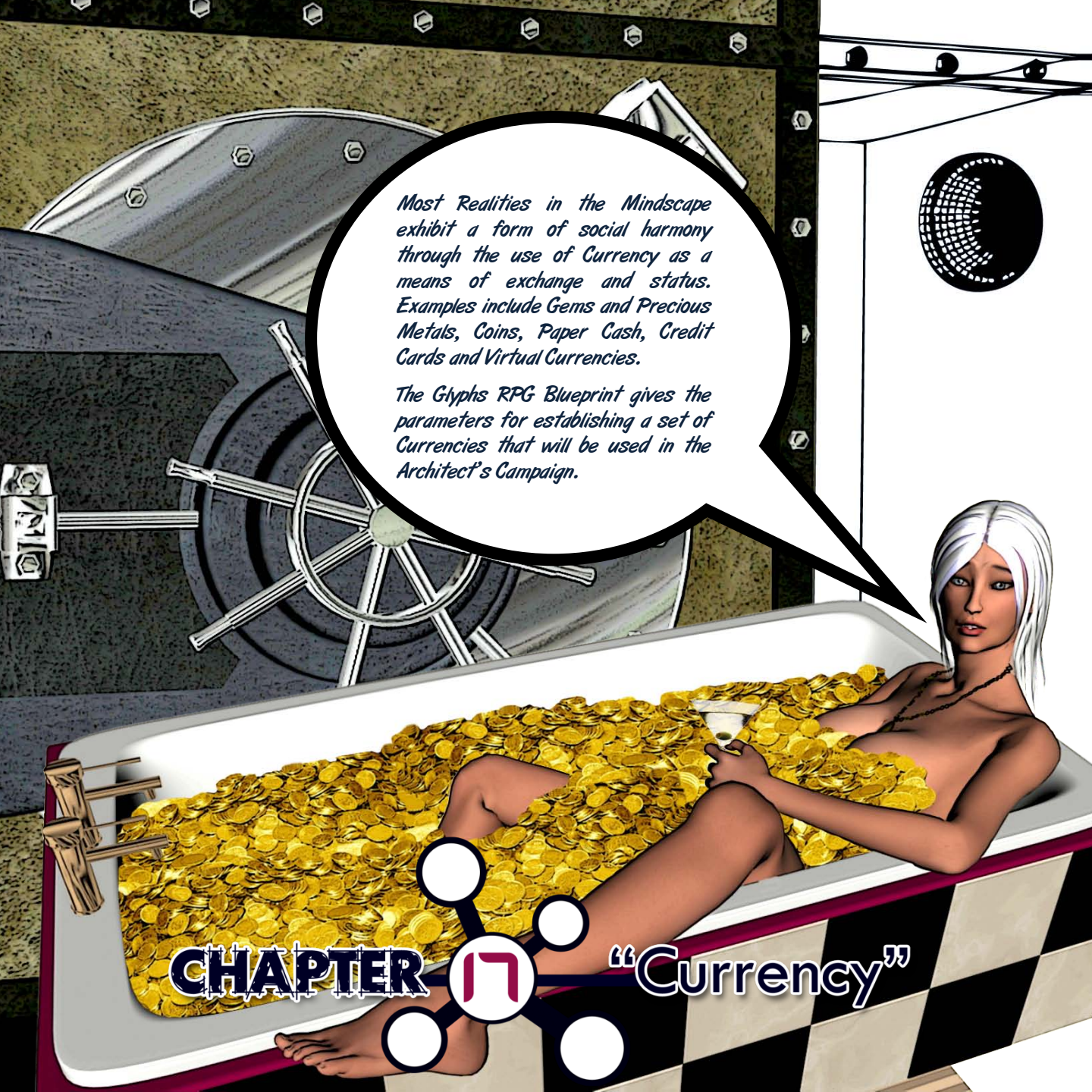
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DEVELOPMENT



Combat Level,
Arcade Mode

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Most Realities in the Mindscape exhibit a form of social harmony through the use of Currency as a means of exchange and status. Examples include Gems and Precious Metals, Coins, Paper Cash, Credit Cards and Virtual Currencies.

The Glyphs RPG Blueprint gives the parameters for establishing a set of Currencies that will be used in the Architect's Campaign.

CHAPTER

17

"Currency"

THE BIT SYSTEM

The Bit System is the universal currency generation mechanism from which all in-game currencies are derived within Glyphs-based realities. Bits are used during the Character Creation process to establish wealth and beginning currency levels. They are also used to assign a specific monetary value to all goods and services existing in the Architect's Campaign. Bits are the common nexus behind Wealth, Value and financial Exchange.

FINANCIAL INSTRUMENTS

Financial instruments are the physical conduits that monetize an exchange. Different means of exchange are reflections of the types of societies they circulate in. Instruments can be categorized into 3 main forms: Notes, Commodities, and Credits. In most cases, currency instruments will have to be exchanged for relevant ones pertaining to a particular society. Some societies may not recognize certain instruments at all, and instead implement a Barter system.

NOTES: A note is a form of IOU commonly circulating as Cash. The Architect is responsible for assigning Bit Value to the Currency Notes being used. The Bit system is used to consolidate the ranged value of each currency. By default, the highest possible equivalent Bit value for Notes is 4, and the lowest is 0.5.

CURRENCY EXCHANGE: If the Architect does not wish to research real-time contemporary Currency or Commodity values, it is recommended to use the Bit system to approximate in-game Exchange Rates for the sake of simplicity. The Architect has the liberty to define Bit values for each form of currency.

Example Token Defaults

1Dollar = 2 Bits
1Pound = 3 Bits
1Yen = 4 Bits
1Peso = 1 Bits
1Dinar = 0.5 Bits

Example Exchange Defaults

1Dollar = 2 Pesos / 2 Dinars / .75 Pounds / .5 Yen
1Pound = 1.5 Dollars / 3 Dinars / 3 Pesos / .75 Yen
1Yen = 2 Dollars / 4 Dinars / 4 Pesos / 1.35 Pounds
1Peso = .5 Dollars / 1 Dinars / .35 Pounds / .25 Yen
1Dinar = .25 Dollars / 0.5 Pesos / .17 Pounds / .13 Yen

COMMODITIES: Commodities are materials that have intrinsic value, such as precious metals, elements and gems. Many civilizations rely on the exchange of commodities instead of an established Fiat (Artificial) currency system. Commodities hold their value universally, but storage and transportation present the burden of weight and potential theft.

1 Copper Piece (CP)	= 5 Bits (Oz)	1 Bits (Gm)
1 Silver Piece (SP)	= 100 Bits (Oz)	3 Bits (Gm)
1 Palladium Piece (PD)	= 1500 Bits (Oz)	55 Bits (Gm)
1 Gold Piece (GP)	= 3000 Bits (Oz)	105 Bits (Gm)
1 Platinum Piece (PP)	= 5,000 Bits (Oz)	175 Bits (Gm)
1 Ruby	= 70,000 Bits (145 Ct)	485 Bits (1 Ct)
1 Emerald	= 150,000 Bits (145 Ct)	1,035 Bits (1 Ct)
1 Sapphire	= 300,000 Bits (145 Ct)	2,050 Bits (1 Ct)
1 Diamond	= 500,000 Bits (145 Ct)	3,500 Bits (1 Ct)

Default Commodity Exchange Rates

1 CP= OZ: 1 CP , 0.05 SP , 0.003 PD , 0.002 GP , 0.001 PP

GM: 1 CP , 0.33 SP , 0.02 PD , 0.01 GP , 0.006 PP

1 SP= OZ: 20 CP , 1 SP , 0.05 PD , 0.03 GP , 0.02 PP

GM: 3 CP , 1 SP , 0.05 PD , 0.03 GP , 0.02 PP

1 PD= OZ: 300 CP , 15 SP , 1 PD , 0.5 GP , 0.3 PP

GM: 55 CP , 18 SP , 1 PD , 0.5 GP , 0.3 PP

1 GP= OZ: 600 CP , 30 SP , 2 PD , 1 GP , 0.6 PP

GM: 105 CP , 35 SP , 2 PD , 1 GP , 0.6 PP

1 PP= OZ: 1,000 CP , 50 SP , 3.33 PD , 1.6 GP , 1 PP

GM: 175 GP , 58 SP , 3.20 PD , 1.6 GP , 1 PP

1 Ruby= 145 CT: 23 GP , 14 PP , 1 RUBY , 0.50 EMERALD

1 CT: 4.5 GP , 3.0 PP , 1 RUBY , 0.50 EMERALD

1 Emerald= 145 CT: 50 GP , 30 PP , 2 RUBIES , 1 EMERALD , 0.5 SAPPHIRES

1 CT: 10 GP , 6 PP , 2 RUBIES , 1 EMERALD , 0.5 SAPPHIRES

1 Sapphire= 145 CT: 100 GP , 60 PP , 4.25 RUBIES , 2 EMERALDS , 1 SAPPHIRE , 0.5 DIAMONDS

1 CT: 19.5 GP , 12 PP , 4.25 RUBIES , 2 EMERALDS , 1 SAPPHIRE , 0.5 DIAMONDS

1 Diamond= 145 CT: 167 GP , 100 PP , 7 RUBIES , 3.25 EMERALDS , 2 SAPPHIRES , 1 DIAMOND

1 CT: 33 GP , 20 PP , 7 RUBIES , 3.25 EMERALDS , 2 SAPPHIRES , 1 DIAMOND

CREDITS: A digital or hypothetical figure assigned to a Character's monetary account. This most often takes the form of a bank account or other virtual holding system, which is accessed through a chip, card, check or debit.



WEALTH

A Character's Wealth is a reflection of social status and purchasing power. The level of Wealth a Character begins with is regulated by the Architect, depending on the type of Campaign being run and if the Characters are expected to be developed long term.

In Neophyte level Campaigns, Player Characters should begin as 'Poor.' Veteran Campaigns should allow Characters to begin in the 'Middle' Wealth tier. Adept level Campaigns should opt for Characters to be in the 'Upper' Wealth bracket.

Once the initial Wealth bracket is agreed on, the Traveler must determine their Character's precise Bit Worth.

Flip the Token the amount of times dictated by the Wealth bracket. Then, add up the results using a cross-sum. If a 0 is the result of the first flip, then a re-flip is granted. Otherwise it numerically translates as 0.

Poor:..... Flip the Token 3 times.

Ex: 6, 10, 3 = **\$603** (Bits)

Middle:..... Flip the Token 5 times.

Ex: 5, 1, 2, 4, 9 = **\$51,249** (Bits)

Upper:..... Flip the Token 7 times.

Ex: 3, 6, 2, 5, 4, 4, 7 = **\$3,625,447** (Bits)

Rich:..... Flip the Token 8 times.

Ex: 8, 8, 6, 5, 1, 2, 4, 3 = **\$88,651,243** (Bits)

Elite:..... Flip the Token 10 times.

Ex: 6, 2, 3, 1, 1, 9, 5, 8, 2, 4 = **\$6,231,195,824** (Bits)

VALUE

Everything has an inherent level of Value. Before a precise currency value can be assigned, its level of worth must be determined based on the context or the item's quality. Once the Bit Value is determined, divide the Bit Value by the default currency values to obtain the in-game value of the Good or Service. These are rounded to the nearest currency unit.

Spin the Token for the amount of digits necessary to fulfill a specific Value bracket. The same Cross-Sum method used for determining Wealth will be used.

Cheap:..... Bit Value = Spin the Token Once or Twice.

Example: 7, 5 = **\$75** (Bits) = Item is worth **\$37** (Dollars)

Moderate:.... Bit Value = Spin the Token 3 or 4 times.

Example: 3, 5, 10 = **\$350** (Bits) = Item is worth **\$175** (Dollars)

Expensive:... Bit Value = Spin the Token 5 or 6 times.

Example: 1, 4, 10, 5, 8 = **\$14,058** (Bits) = Item is worth **\$7,000** (Dollars)

Exclusive:..... Bit Value = Spin the Token 7 or 8 times.

Example: 6, 4, 1, 8, 4, 5, 9 = **\$6,418,459** (Bits) = Item is worth **\$3,201,000** (Dollars)

Exotic:..... Bit Value = Spin the Token 9 or 10 times.

Example: 2, 8, 4, 10, 6, 6, 7, 2, 2 = **\$284,066,722** (Bits) = Item is worth **\$142,000,000** (Dollars)

It is also possible to calculate Value while remaining within the desired bracket by using Multipliers. Simply take your final Bit Value and multiply the result by the chosen number, and then convert your result into the appropriate currency. It is not recommended to use a Value Multiplier higher than 3 for most situations.

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CURRENCY



Value

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COMMON ASSETS & EXPENSES


ASSETS

- * Land (Priced Per Acre).....Value based on features and resources. "Moderate" to "Expensive" per Acre.
- * Island (Priced Per Acre).....Value based on resources and remoteness. "Exclusive" to "Exotic" per 1/2 Mile.
- * Lake / Cave / Feature.....Value driven by location, size and potential. "Expensive" to "Exclusive."
- * Small House / Building.....Value influenced by condition, location and features. "Moderate" to "Expensive."
- * Medium House / Building....Value influenced by condition, location and features. "Expensive" to "Exclusive."
- * Large House / Building.....Value influenced by condition, location and features. "Exclusive" to "Exotic."
- * Mansion / Temple.....Value influenced by condition, features and history. "Exclusive" to "Exotic."
- * Castle / Outpost.....Value influenced by condition, features, purpose and history. "Exclusive" to "Exotic."
- * Office Building / Mall.....Value is driven by location, size or type of operation. "Expensive" to "Exotic."
- * Business.....An operation that generates income for the owner. Operational costs range from 25% to 50% of the businesses' profit to operate. Purchasing costs equal to 25% to 50% more than the yearly profits.

RENTALS, FARES & SERVICES

- * Worker / Driver / Guide.....Pricing based on 'Terrain Vehicle Skill Level'. "Cheap" X Level per Day.
- * Worker / Captain / Crew.....Pricing based on 'Water Vehicle Skill Level'. "Cheap" X Level per Day.
- * Worker / Pilot.....Pricing based on 'Sky Vehicle Skill Level'. "Moderate" X Level per Day.
- * Worker / Space Pilot.....Pricing based on 'Space Vehicle Skill Level'. "Moderate" X Level per Day.
- * Worker / Menial.....Includes clerical, hospitality, labor and menial occupations. "Cheap" per Day.
- * Worker / Archetype.....Pricing based on 'Combat Level' for 'Combat-related Jobs,' 'Power Level' for 'Power-related jobs', and 'Exclusive Skill Level' for 'Skill-related jobs.' "Cheap" X Level per Day.
- * Fare / Land Travel.....Pricing based on distance and quality of the vehicle. "Cheap."
- * Fare / Sea Travel.....Pricing based on distance and quality of the vessel. "Cheap" to "Moderate."
- * Fare / Air Travel.....Pricing based on distance and quality of the aircraft. "Cheap" to "Moderate."
- * Fare / Space Travel.....Pricing based on distance and quality of the spacecraft. "Moderate" to "Exclusive."
- * Rent / Accommodations.....Pricing based on space size and amenities. "Cheap" to "Expensive."
- * Dining / Recreation.....Pricing based on the quality of food, drinks and activities. "Cheap" to "Moderate."
- * Healing.....Includes restoration from wounds and illness. Pricing should be "Moderate."
- * Resurrection.....The Revival of a fallen Character should be priced as "Expensive."



A woman with blonde hair, wearing a white dress, is sitting in a chair in a futuristic laboratory. She is holding a silver handgun. The background is filled with various pieces of scientific equipment, including a large machine with a digital display and several test tubes in a rack. A large speech bubble is on the right side of the image.

Realities contain limitless collections of inanimate items that Characters will find useful, simply referred to as 'Objects.' These include everything from Tools, Consumables, Relics and Recovery items.

For the sake of efficiency, only items that affect the Character's experience within the Campaign are categorized. I will show you the most commonly used Objects, but Architects are also free to create their own to meet campaign requirements.

CHAPTER

18

“Objects”

1- TOOLS

A Tool is an Object designed for the sole purpose of repairing, manipulating, building or compromising other Objects and structures. Some Tools may double as Weapons.

EXAMPLES: Lock Picks, Screwdriver, Wrench, Chainsaw, Blowtorch

VALUE: [Based on function] CHEAP - EXPENSIVE

SIZES: SSS, SS, S

RECOVERY -2

Recovery Objects preserve life and recover the Character from pain levels, illness and status ailments. They take the form of medicines, mending items and medical equipment.

EXAMPLES: Painkillers, Vaccines, Bandages, First Aid Glue, Elixirs, Herbs

VALUE: [Based on Healing potential and Size] CHEAP - EXCLUSIVE

SIZES: SSS, SS, S

3- CONSUMABLES

Consumables are biological substances or power sources that replenish the Character's sustenance. Certain Racetypes vary on the type of consumable they intake. Consumables also affect the recovery of EP based on taste.

EXAMPLES: Drumstick, Steak, Noodles, Water, Soda, Blood, Electricity

VALUE: [Based on Ingredients and potential Effects] CHEAP - MODERATE

SIZES: SSS

GADGETS -4

Gadgets concern themselves with the retention of, processing or the manipulation of data and Objects. Purposes include but are not limited to communication, data processing, espionage and entertainment.

EXAMPLES: Cell Phone, Computer, Tablet, Flash drive

VALUE: [Based on Function, Efficiency] MODERATE - EXCLUSIVE

SIZES: SSS, SS, S

5- LUGGAGE

Luggage Objects allow the Character to efficiently carry other Objects such as equipment and Weapons. This may include isolated containers, but generally refers to that which the Character carries on their person.

EXAMPLES: Pouch, Canteen, Utility Belt, Backpack, Sack, Chest, Container

VALUE: [Based on Carrying Capacity] CHEAP - EXPENSIVE

SIZES: SSS, SS, S, M, L

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OBJECTS

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Default Objects - 1

ACTIVITY -6

Activity Objects supply the quintessential elements of existing and operating within a specific environment or active lifestyle. A vast range of outdoor survival and sports related items fall within this category.

EXAMPLES: Match, Flashlight, Tent, Sleeping bag, Raincoat, Compass, Skis, Rope, Skateboard

VALUE: [Based on Function, Quality or Size] CHEAP - MODERATE

SIZES: SSS, SS, S, M

7- CRAFT

Craft-related Objects are concerned with artistic or culinary expression and are usually limited to those skilled enough to use them properly, such as musicians, painters or chefs.

EXAMPLES: Flute, Guitar, Microphone, Brush, Quill, Paint, Cutlery, Cookware

VALUE: [Based on Function and Quality] CHEAP - EXPENSIVE

SIZES: SSS, SS, S

RELICS -8

A Relic is an Object endowed with a Power and a limited amount of EP. Relics are amongst the rarest and most expensive of items, taking the form of jewelry, artifacts, apparel, and enchanted Weapons or Armor.

EXAMPLES: Talisman, Magic Wand, Power Ring

VALUE: [Based on Power, Charges and Material] EXPENSIVE - EXOTIC

SIZES: SSS, SS, S, M, L, LL

9- COMPONENT

Components can be found in virtually every manufactured Object in existence. Possessing essential components allows for the repair or creation of compatible Objects.

EXAMPLES: Gear, Chip, Circuit, Panel, Bolt, Tube, Wire

VALUE: [Based on Function and Scarcity] FREE - EXCLUSIVE

SIZES: SSS, SS, S, M, L, LL, LLL

MISC -0

Miscellaneous Objects are those that do not belong to any one category but can be just as useful to the progress of the Campaign or for the further definition of a Character.

EXAMPLES: Key, Lighter, Glasses, Badge, Watch

VALUE: [Based on Function, Scarcity and Material] FREE - EXOTIC

SIZES: SSS, SS, S, M, L, LL, LLL

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OBJECTS

✓

Default Objects - 2

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CHARACTER OBJECT INVENTORY

The Glyphs RPG Blueprint assumes a simplified approach to managing a Character's inventory of Objects in their physical possession. Rather than notate every single possible Item that a Character might possess, the Architect may assume that a Character has any Object that is relevant to each Skill it knows.

In the 'Items & Equipment' section of the Character Booklet's 'Status Module', players simply notate the name of their Skills that rely on any sort of Object in order to be implemented. Any other Objects not specifically related to a Character's Skill should be listed independently. Examples include Consumables, Recovery Items, Components, Relics and Miscellaneous Objects.

Luggage & Inventory

Luggage Items regulate the amount of Objects a Character may carry. Architects have the discretion as to which types of Luggage the Character begins with, but Adventurers should generally be assumed to have an appropriate combination of each type. Items should be listed under the appropriate Luggage type on your Character Booklet's inventory section. EXAMPLE DEFAULTS:

- * **Belt Pouches:** Up to 5 Cumulative LBS
- * **Purses / Satchels / Messenger Bags:** Up to 25 Cumulative LBS
- * **Backpacks & Briefcases:** Up to 50 Cumulative LBS
- * **Rucksacks & Duffel bags:** Up to 100 Cumulative LBS

DEFAULT OBJECT SIZE WEIGHT

- SSS:** UP TO 1 LBS
- SS:** UP TO 10 LBS
- S:** UP TO 100 LBS
- M:** UP TO 500 LBS
- L:** UP TO 1,000 LBS
- LL:** UP TO 10,000 LBS
- LLL:** UP TO 100,000 LBS

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OBJECTS



**Object Inventory,
Size & Weight**

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A WORD ON RELICS

Relics are Objects whose creation, function or esthetics far surpass those of mundane items. Depending on the Campaign's Reality, Relics manifest as Magic Items or Superior Technology from Alien and other advanced civilizations. A Relic should act as a conduit of Supernatural Powers of the likes normally available to Uncanny Archetypes, or exhibit sublime engineering features that makes its use appear magical.

Exclusivity

Some Architects may decide that Relics should be able to be activated by anyone when found. However, due to their exotic properties, it is recommended that Relics be restricted to Uncanny Archetypes (and Scholars with the Relic Skill). When a Relic is created, Architects should clearly specify which Archetype a Relic is restricted to.

Value

Because of the innate abilities granted to their users, Relics should be considered to be rare commodities. Pricing should be in the Expensive to Exotic ranges.

Activation

When a Relic's Power is activated, EP is consumed. Relics can be activated through specified methods, including focused intent, vocal commands, gestures, or always remain active simply by being worn.



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OBJECTS



Relics

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WRENCH

A Wrench is a common Tool used by Mechanics and Carpenters alike that applies the torque needed to turn components such as bolts.

OBJECT: 'Tool'
VALUE: \$50 BITS
SIZES: SSS



CELLUGEL

Hot to the Touch, Cellugel forms a near instant bond between damaged Tissue cells. Repairs all damage to Tissue within #1 Instants.

OBJECT: 'Recovery'
VALUE: \$2750 BITS
SIZES: SSS



RAMEN

This small pack of dry flavored noodles makes for an instant meal when immersed in hot water. Ideal for those with a taste for 'Salty' foods.

OBJECT: 'Consumable'
VALUE: \$6 BITS
SIZES: SSS



DIGITAL CAMERA

A modern high resolution camera that takes electronic photographs and stores them as data files which can later be manipulated and shared.

OBJECT: 'Gadget'
VALUE: \$2415 BITS
SIZES: SSS



RUCKSACK

Lightweight backpacks used by various forces that mainly operate on foot, including soldiers and scouts. They can carry around 100 lbs of gear.

OBJECT: 'Luggage'
VALUE: \$95 BITS
SIZES: SS



SMALL TENT

Also known as the survivalist's quarters. This portable shelter sleeps 1 person and offers protection against light wind, moisture, sun rays and light rain.

OBJECT: 'Activity'
VALUE: \$270 BITS
SIZES: M



SILVER GEAR

This tiny cogwheel is cast in silver and belongs to a rare handmade watch. Its fine teeth fit neatly amongst its counterparts behind a crystal face.

OBJECT: 'Component'
VALUE: \$525 BITS
SIZES: SSS



GRAVITY WAND

Made from pewter, this short wand is fitted with a floating Tourmaline sphere. The Gravity Wand is charged with the Power of 'Gravity' at a LV3 of empowerment.

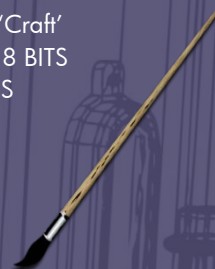
OBJECT: 'Relic'
ARCHETYPES: MAGUS
ACTIVATION: Focused Intent
VALUE: \$55,365 BITS
SIZES: SSS
EP: 30



ROUND BRUSH

A small item tipped with bristles made from hair, wire or other fine filaments used for painting artwork. The Round Brush's pointed tip paints fine details.

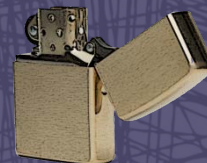
OBJECT: 'Craft'
VALUE: \$8 BITS
SIZES: SSS




LIGHTER

The lighter is as versatile as it is portable. Aside from casual use for smokers, the lighter is reliable for starting fires and generating 'Dim Light' in a D2 Radius.

OBJECT: 'Misc'
VALUE: \$55 BITS
SIZES: SSS



A woman with short white hair and visible tattoos on her arms is driving a sleek, black, open-top sports car at night. The car has large, multi-spoke wheels and a prominent rear spoiler. The background is a dark, industrial setting with a complex network of white metal scaffolding or a bridge structure. A large speech bubble originates from the driver's side of the car, containing two paragraphs of text.

The Mindscape is navigated on foot during most Adventures. However, there are many Environments that are best traveled with Vehicles built to swiftly cross vast distances, or terrains that are inhospitable to wanderers that carry an assortment of equipment.

Vehicles require a degree of skill to properly handle, and their pricing is rated on a combination of performance metrics.

CHAPTER

19

“Vehicles”



VEHICLE SPECS

SIZE

- SSS:** About the size of a scooter or surfboard. [INFLICT 1 MKS P/ MPH IN MOTION. EFF: 2]
SS: A full-sized motorcycle or a kayak. [INFLICT #1 MKS P/ MPH IN MOTION. EFF: 3]
S: The size of a small compact car or boat. [INFLICT T2 LHP P/ MPH IN MOTION. EFF: 4]
M: The size of a standard car, truck, or glider. [INFLICT T5 LHP P/ MPH IN MOTION. EFF: 4]
L: A large truck, bus, jet or average sailboat. [INFLICT T8 LHP P/ MPH IN MOTION. EFF: 5]
LL: The size of a yacht, jumbo jet or airship. [INFLICT T12 LHP P/ MPH IN MOTION. EFF: 5]
LLL: The size of a carrier or mothership. [INFLICT T20 LHP P/ MPH IN MOTION. EFF: 5]

CLASS

T (TERRAIN) — **S** (SKY) — **W** (WATER) — **C** (SPACE)

VELOCITY

The maximum rate of speed the Vehicle is able to travel, ranging from **least** to **most**.

- 1**= 5-15 MPH **2**= 20-50 MPH **3**= 55-100 MPH **4**= 150-250 MPH **5**= 300-500 MPH
6= 600-1000 MPH **7**= 1,500-4,000 MPH **8**= 5,000-7,500 MPH
9= 10,000-20,000 MPH **10**= 50,000-100,000 MPH **11**= 150,000-1,000,000 MPH
12= 1,500,000 - 10,000,000 MPH **13**= LIGHT SPEED

DESIGN

Body, Structure, Parts: Vehicular interpretations of Armor, Skeleton, Vitals.

PRICE TAG

The default pricing of a Vehicle is based on its Velocity, Mileage, Horsepower, Size and additional Features. Pricing is calculated by Multiplying its base value by the additional number of metrics that are higher ranking than the Vehicle's base metrics. Results are converted into BITS.

EX: 'Bike' – Base Metrics= Velocity: 1, Mileage: 20, Horsepower: 1 = Base Value 'Moderate'

Upgraded Metrics: Velocity: 3, Mileage: 50 = 2 additional upgrades = New Value='Moderate x2'

MILEAGE

The amount of miles or length of time a Vehicle can operate per tank of fuel. Some Vehicles can travel indefinitely with the right power source.

HORSEPOWER

The number of Instants it takes to reach maximum velocity, ranging from **least** to **most**.

- 1**= 1 HP (1 Horse / 8 Instants) **2**= 25-50 HP (Antique Engine / 7 Instants)
3= 51-200 HP (Standard Engine / 6 Instants)
4= 201-350 HP (High-Perf. Engine / 5 Instants) **5**= 351-600 HP (Racing Engine / 4 Instants)
6= 601-800 HP (Formula Engine / 3 Instants) **7**= (Jet Engine / 2 Instants)
8= (Antigravity Propulsion / 1 Instant)

FEATURES

Certain Vehicles are equipped with an array of weapon systems or performance enhancers.

FLIP

Determines how easily a Vehicle capsizes. Used during sharp turns, or in conditions such as Waves, Tremors, Wind and Extreme Terrains. **10%, 20%, 30%.**

MANEUVER

The ability to execute swift maneuvers. Also acts as the Vehicle's Evade value, from **1-5**.

MAINTENANCE

The difficulty in maintaining or repairing the Vehicle. Requires a Lifestyle 'Vehicle' Skill pertaining to the same Vehicle Class, or the Engineer's 'Mechanics' Skill Rank from **1-5**.

OWNER'S MANUAL

OPERATING A VEHICLE

A Character must know the Skill pertinent to specific Vehicle type in order to operate it. Depending on the Vehicle's complexity, the Architect may choose to require a higher Skill Rank to be eligible to operate the Vehicle. The Architect should subject the Character to a Skill Set Challenge to initially use the Vehicle, and also at random during a real-time situation to see if the Character loses control over the Vehicle, or perhaps incurs a moving violation.

VEHICULAR DAMAGE

Body: *[Vehicle Body, Lights, Accessories and Windows.]*

Should the Vehicle's Body sustain damage, it tarnishes the Vehicle's overall appearance with scathes, dents or cracks. More so, the Vehicle's Structure and Parts could be compromised, as well as the passenger's safety, as a Vehicle's Body material also acts as a form of Armor against external forces.

By default, each Body section can be interpreted as a separate piece of Armor with an individual set of AHP, Resilience Value (R) and Shock Value (SV). Windows have a default AHP of 3, an R Value of 1, and an SV of 1.

Structure: *[Vehicle Frame, Axles, Tires, Masts, or Wings. Structural components affect movement.]*

In the event a Vehicle's Structural Components are damaged, the Vehicle's speed and maneuverability become compromised. Each Structural Component may be interpreted to have an individual set of APH.

Depending on the intensity or structural component damaged, the Vehicle may be rendered immobile, albeit functional. Minor damage may simply make the Vehicle harder to handle until properly repaired, in which case the Architect may temporarily increase the Difficulty Level needed to use the Vehicle Skill during operation.

Parts: *[Vehicle engine or other major components necessary to function.]*

A Vehicle's internal Parts allow it to power on and function. In the event a Vehicle's internal parts are damaged, the Vehicle ceases to function until the individual part is repaired or replaced. Each internal Part may be interpreted to have an individual set of APH.

Passengers: *[Anyone traveling inside the vehicle.]*

All passengers who suffer a collision with another moving Vehicle, or with a stationary object suffer 1 MKS to Skeleton and Vitals per MPH from each Vehicle or object worth of Shock Damage inflicted by blunt force trauma. Furthermore, the damage to be inflicted is multiplied by the difference in Vehicle sizes.

SPECIAL MANEUVERS

[A Vehicle's Maneuver Value ranges from **0-5**, in ascending order.]

Each numerical value represents the degree of *Skill level in a particular Vehicle Sub-Class* required to be eligible to maneuver the Vehicle in challenging circumstances (From Unskilled to Master 0 to 5. See "Skills"). By default, difficult Maneuvers are considered to have a 'Worthy' Difficulty Level to overcome, but the Architect may choose to modify this in favor of the current challenge.

A Character's Vehicle Skill level is equally important when dodging attacks or making sharp turns while operating a Vehicle. 'Slide' Vs. 'Worthy' Difficulty Level. If 'Slides' fail, attacks land or control over Vehicle is lost, and there is an x% chance of a collision or other accident.

[(0) Unskilled (1) Novice (2) Intermediate (3) Skilled (4) Professional (5) Master]

MAINTENANCE & REPAIRS

[A Vehicle's Maintenance value ranges from **0-5**, in ascending order.]

Due to varying Vehicle complexities, each numerical Maintenance value represents the degree of 'Engineer' Skill level in "**MECHANICS**" required to be qualified to maintain or repair the Vehicle (From Unskilled to Master 0 to 5. See "Exclusive Engineer Skills").

Types of Maintenance and Repairs are categorized into 3 levels, each with default difficulty values:

Routine (1): Difficulty= 'SIMPLE'- Standard maintenance of basic components, fluids, consumables, etc.

Minor (2): Difficulty= 'MODERATE'- Repair to common body damage, including dents, scratches, broken glass.

Major (3): Difficulty= 'WORTHY'- Repair of major body and frame damage or vital components.

To calculate the time it takes to fix or maintain a particular vehicle (HOURS), Divide the Character's Skill Level Rank (0-5) by either Routine, Minor or Major Repair Values (1,2,3).

[(0) Unskilled (1) Novice (2) Intermediate (3) Skilled (4) Professional (5) Master]

EX: Character Vehicle Skill= LV4 (Professional) Repair is Minor (2). Estimated repair time = **2 Hours**



FLIP RATIO

A Flip Ratio determines if a Vehicle flips over or sinks in hostile terrain or weather conditions. Flip Ratios are percentages assigned to most Vehicles based on their wheel base, height, buoyancy or aero dynamic design. As a general rule, small or narrow Vehicles, or those not designed for off-road travel may be more prone to flip.

Flip Ratios range from: 10%, 20% and 30%

When terrain or weather conditions are met, 'Spin' Vs. Flip Ratio% to determine if the vehicle flips over.

HORSEPOWER & VELOCITY

A Vehicle's Horsepower ranking determines how fast a specific velocity range can be reached. Horsepower ratings range from 1-8, representing various engine strengths. More powerful propulsion systems reach faster speeds in the least amount of "Instants."

	MPH.....	15	50	100	250	500	1,000	4,000	7,500	20,000	100,000	1,000,000	10,000,000	L
	SPEED RANK.....	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]	[11]	[12]	[13]
HORSEPOWER 1	3	10	X	X	X	X	X	X	X	X	X	X	X	X
HORSEPOWER 2	2	7	X	X	X	X	X	X	X	X	X	X	X	X
HORSEPOWER 3	1	4	10	X	X	X	X	X	X	X	X	X	X	X
HORSEPOWER 4	0	3	7	10	X	X	X	X	X	X	X	X	X	X
HORSEPOWER 5	0	2	6	6	X	X	X	X	X	X	X	X	X	X
HORSEPOWER 6	0	1	5	5	10	X	X	X	X	X	X	X	X	X
HORSEPOWER 7	0	0	3	4	7	10	13	16	20	X	X	X	X	X
HORSEPOWER 8	0	1	0	3	4	5	6	7	8	9	10	11	12	

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VEHICLES

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Flip Ratio,
Horsepower & Velocity

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- Force field [Expensive]:** Invisible barrier that protects the Vehicle from ranged attacks. Measured as X AHP.
- Warp Drive [Exotic]:** Allows instant travel to any charted point in space via Teleportation or a Wormhole.
- Cloak [Exclusive]:** When activated, the Vehicle becomes invisible to sight and detection devices for X Counts.
- Off-Road Tires [Moderate]:** Gives Terrain Vehicles the ability to travel over harsh lands, such as mud and rock.
- Mending Tires [Expensive]:** Special tires that automatically mend and re-inflate in #1 Instants if punctured.
- Traction [Cheap]:** Chains or grooves applied to Tires. Terrain Vehicles travel on Snow and Ice without penalties.
- Lift [Moderate]:** Elevates a Terrain Vehicle, allowing it to cross large obstacles such as logs and boulders.
- Bumpers [Moderate]:** Protect the Vehicle from blunt damage, dampening equal or lesser size obstacle's SV to 1.
- Winch [Moderate]:** Tow other Vehicles of equal size range or grapple over steep angles or obstacles up to 45°.
- Snorkel [Moderate]:** Terrain Vehicle functions while submerged in water. Ideal for crossing rivers and flood zones.
- Booster [Expensive]:** When active, eligible Vehicles assume a +3 Horsepower rank for T1 Minute Counts.
- Rack [Moderate]:** Allows for the attachment of equipment and disproportionate objects to the Vehicle's exterior.
- Compartment [Cheap]:** Compartments, boxes or saddle bags are ideal for strategic placement of equipment.
- Navigation [Moderate]:** Compasses, maps, satellite and GPS systems. Reach your destination without getting lost.
- Display [Expensive]:** Advanced windshields or installed HUD's display information in real time.
- Hitch [Cheap]:** Allows compatible Vehicles to tow trailers and Vehicles of smaller or equal size range.
- Ejector [Expensive]:** An emergency ejection system that launches passengers away from certain destruction.
- Catapult [Expensive]:** A thrust and stabilizer system that propels land Vehicles into a graceful leap of #2 ft high.
- Weaponry [Expensive]:** Attached or concealed weapon systems, including mines, guns and caltrops.

VEHICLE CLASSES



Terrain Vehicles are amongst the most common and affordable. Categories include Mounts, Bikes, Cars and Siege Vehicles. Each class presents a potential set of limitations as well as personalized options for different uses, including speed, security, carrying capacity or the ability to travel through rugged terrains.

Mounts are technically Entities and should have individual metrics, but are also described from a vehicular point of view.

NOTE: Since Horses are likely to be the most common form of Mounts used in a campaign, the default metrics for a Horse from a vehicular standpoint are in the 'X1' Column.



Vehicles: 'Terrain'

'BIKES'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	1	3	5
MILEAGE	20	50	150
HORSEPOWER	1	2	4
SIZE	SSS	SS	X
ARMOR	X	LIGHT	X
ELEVATION / DEPTH	X	X	X
PRICE TAG	'Moderate' X # of Metric Upgrade Ranks		

'CARS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	2	3	4
MILEAGE	200	300	400
HORSEPOWER	2	4	6
SIZE	S	M	L
ARMOR [X 3 MATERIAL AHP]	LIGHT	MIDDLE	FULL
ELEVATION / DEPTH	X	X	X
PRICE TAG	'Moderate' X # of Metric Upgrade Ranks		

'MOUNTS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	1	2	X
MILEAGE	20	40	75
HORSEPOWER	1	2	X
SIZE	SS	S	M
ARMOR	X	X	X
ELEVATION / DEPTH	X	X	X
PRICE TAG	'Moderate' X # of Metric Upgrade Ranks		

'SIEGE'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	1	2	3
MILEAGE	100	200	300
HORSEPOWER	1	3	4
SIZE	M	L	LL
ARMOR [X 10 MATERIAL AHP]	FULL	REINF	FORT
ELEVATION / DEPTH	X	X	X
PRICE TAG	'Expensive' X # of Metric Upgrade Ranks		



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VEHICLES



Terrain Vehicle
Default Specs

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Water-based Vehicles grant the freedom of travel over vast liquid bodies. Categories include Runners, Boats, Submersibles and Destroyers.

Traveling over water poses risks not inherent in land travel, such as turbulent waters, submerged predators, currents, temperatures and the possibility of becoming stranded.

Vehicles: 'Water'

A large, multi-masted sailing ship with white sails is shown from a low angle, sailing on a dark blue sea. The ship is silhouetted against a bright yellow and orange sunset sky. The sun is low on the horizon, creating a strong glow. The ship's sails are fully deployed, and the rigging is visible. The water is dark blue with some whitecaps. The overall scene is dramatic and evocative of a long sea voyage.

'SUBMERSIBLES'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	1	2	3
MILEAGE	1 DAY	3 MONTHS	INFINITE
HORSEPOWER	3	4	5
SIZE	S-M	L	LLL
ARMOR [X 20 MATERIAL AHP]	REINF	FORT	X
ELEVATION / DEPTH	1,000 FEET	5,000 FEET	40,000 FEET
PRICE TAG	'Exclusive' X # of Metric Upgrade Ranks		

'RUNNERS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	1	2	3
MILEAGE	80	100	125
HORSEPOWER	2	3	4
SIZE	SSS	SS	X
ARMOR	LIGHT	MEDIUM	X
ELEVATION / DEPTH	X	X	X
PRICE TAG	'Moderate' X # of Metric Upgrade Ranks		

'BOATS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	1	3	4
MILEAGE	50	300	500
HORSEPOWER	1	3	4
SIZE	SSS-SS	S-M	L-LL
ARMOR [X 5 MATERIAL AHP]	LIGHT	MIDDLE	HEAVY
ELEVATION / DEPTH	X	X	X
PRICE TAG	'Expensive' X # of Metric Upgrade Ranks		

'DESTROYERS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	2	3	X
MILEAGE	1 YEAR	20 YEARS	INFINITE
HORSEPOWER	3	5	7
SIZE	LLL	X	X
ARMOR [X 50 MATERIAL AHP]	REINF	FORT	X
ELEVATION / DEPTH	X	X	X
PRICE TAG	'Exotic' X # of Metric Upgrade Ranks		

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VEHICLES



Water Vehicle
Default Specs

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This class of Vehicles grants the Traveler full access to the open skies. Categories include Gliders, Planes, Airships and Helicopters. Air travel is amongst the quickest of methods for reaching a destination, as terrain conditions are not a factor, and high velocities can be sustained.

However, inherent in air travel are hazards such as storms and turbulence, air traffic, and the possibility of sustaining incoming fire from a hostile territory.



Vehicles: 'Sky'

'HELICOPTERS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	3	4	X
MILEAGE	200	500	800
HORSEPOWER	5	6	7
SIZE	M	L	LL
ARMOR (X 5 MATERIAL AHP)	LIGHT	MEDIUM	FULL
ELEVATION / DEPTH	10,000 FEET	15,000 FEET	24,000 FEET
PRICE TAG	'Expensive' X # of Metric Upgrade Ranks		

'PLANES'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	3	5	8
MILEAGE	2 HRS	24 HRS	48 HRS
HORSEPOWER	4	5	7
SIZE	M	L	LL
ARMOR (X 10 MATERIAL AHP)	MEDIUM	FULL	REINF
ELEVATION / DEPTH	13,000 FEET	50,000 FEET	80,000 FEET
PRICE TAG	'Exclusive' X # of Metric Upgrade Ranks		

'GLIDERS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	2	3	X
MILEAGE	3 HRS	12 HRS	24 HRS
HORSEPOWER	1	X	X
SIZE	SS	S	M
ARMOR	X	X	X
ELEVATION / DEPTH	5,000 FEET	9,000 FEET	13,000 FEET
PRICE TAG	'Moderate' X # of Metric Upgrade Ranks		

'AIRSHIPS'

Default Upgrade Ranks

	X1	X2	X3
VELOCITY	1	2	3
MILEAGE	1 HR	1 DAY	10 DAYS
HORSEPOWER	4	5	7
SIZE	M	L	LL
ARMOR (X 3 MATERIAL AHP)	LIGHT	MEDIUM	X
ELEVATION / DEPTH	13,000 FEET	20,000 FEET	35,000 FEET
PRICE TAG	'Expensive' X # of Metric Upgrade Ranks		



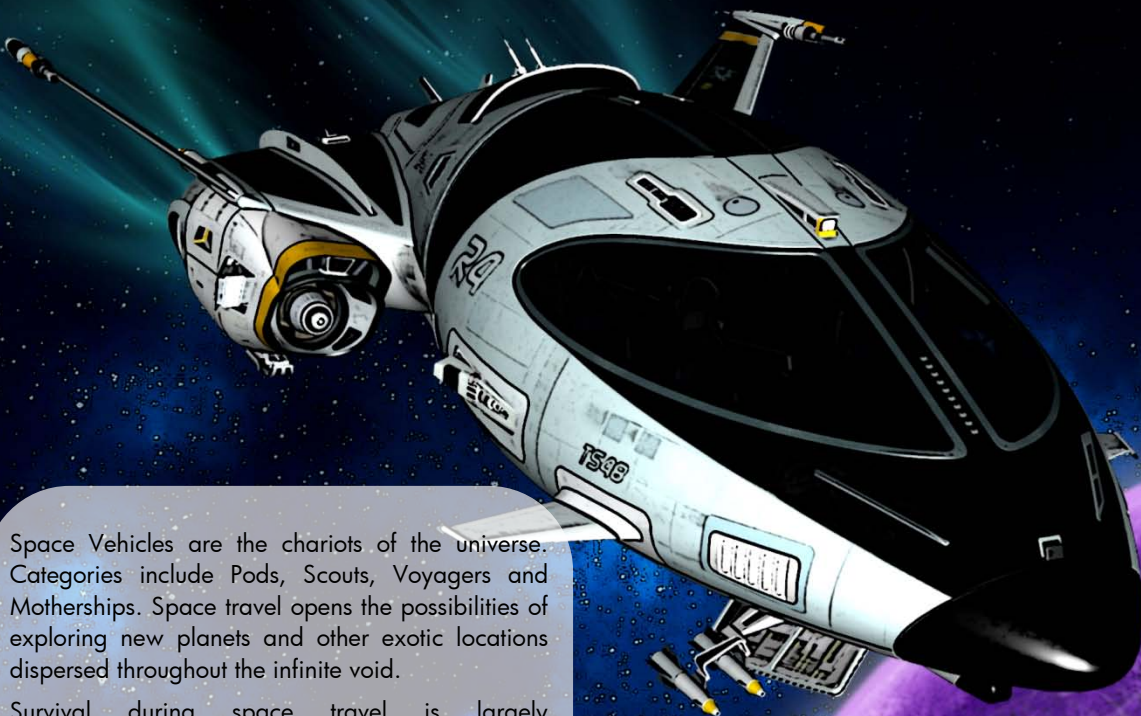
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VEHICLES



Sky Vehicle
Default Specs

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Space Vehicles are the chariots of the universe. Categories include Pods, Scouts, Voyagers and Motherships. Space travel opens the possibilities of exploring new planets and other exotic locations dispersed throughout the infinite void.

Survival during space travel is largely proportionate to the quality of Space Vehicle being piloted. Space debris, radiation, gravitational fields and enemy crafts are an ever present danger that can bring instant disaster to a lengthy space voyage or skirmish. Space Vehicles may double as Air Vehicles and require the skill of a pilot and a qualified technician to maintain.

Vehicles: 'Space'

'SCOUTS'

Default Upgrade Ranks

VELOCITY

MILEAGE

HORSEPOWER

SIZE

ARMOR (X 5 MATERIAL AHP)

ELEVATION / DEPTH

PRICE TAG

X1	X2	X3
SPACE: 8 AIR: 6	SPACE: 9 AIR: 7	SPACE: 10 AIR: 8
5,000,000	15,000,000	INFINITE
6	7	8
S	M	L
MEDIUM	HEAVY	REINF
X	X	X
'Exclusive' X # of Metric Upgrade Ranks		

'PODS'

Default Upgrade Ranks

VELOCITY

MILEAGE

HORSEPOWER

SIZE

ARMOR (X 5 MATERIAL AHP)

ELEVATION / DEPTH

PRICE TAG

X1	X2	X3
SPACE: 8 AIR: 5	SPACE: 9 AIR: 6	SPACE: 10 AIR: 7
300,000	500,000	INFINITE
6	7	8
S	M	X
LIGHT	MEDIUM	X
X	X	X
'Expensive' X # of Metric Upgrade Ranks		

'VOYAGERS'

Default Upgrade Ranks

VELOCITY

MILEAGE

HORSEPOWER

SIZE

ARMOR (X 20 MATERIAL AHP)

ELEVATION / DEPTH

PRICE TAG

X1	X2	X3
SPACE: 11 AIR: 7	SPACE: 12 AIR: 8	SPACE: 13 AIR: 9
1 BILLION	5 BILLION	INFINITE
6	7	8
L	LL	X
MEDIUM	HEAVY	REINF
X	X	X
'Exclusive' X # of Metric Upgrade Ranks		

'MOTHERSHIPS'

Default Upgrade Ranks

VELOCITY

MILEAGE

HORSEPOWER

SIZE

ARMOR (X 20 MATERIAL AHP)

ELEVATION / DEPTH

PRICE TAG

X1	X2	X3
SPACE: 11 AIR: 3	SPACE: 12 AIR: 4	SPACE: 13 AIR: X
10 BILLION	100 BILLION	INFINITE
6	7	8
LLL	X	X
REINF	FORT	X
X	X	X
'Exotic' X # of Metric Upgrade Ranks		



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VEHICLES

✓

Space Vehicle
Default Specs

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BUILDING A VEHICLE

The Vehicles that you create should contemplate the setting of your Campaign Reality. In some Realities, Sky or Space Vehicles do not exist, while others may have a hint of all Vehicle Classes. It is recommended that the Architect create at least 3 Vehicles from each compatible class, as the right kind of Vehicle may be essential for Characters to complete their adventures. Vehicles should be equally useful for Player Characters and NPC's.

* **Vehicle Class:** Select a Vehicle Type and Class suitable for your Campaign:

(T) Terrain: Mounts, Bikes, Cars, Siege

(W) Water: Runners, Boats, Submersibles, Destroyers

(S) Sky: Gliders, Planes, Airships, Helicopters

(C) Space: Pods, Scouts, Voyagers, Motherships

* **Size & Capacity:** Estimate the Vehicle's Size

Sizes: SSS - LLL

* **Vehicle Design:** Elaborate on the Vehicle's physical appearance and functionality. This should be based on the guidelines established in the Vehicle's Class and Size.

* **Velocity, Mileage & Horsepower:** Based on the Vehicle's Design and purpose, you need to establish how fast it moves (Velocity), how far, deep or high it can travel (Mileage), and how quickly it can reach its maximum velocity (Horsepower). These metrics are critical in detailing how a Vehicle performs, which are also the main factors behind its price tag.

Velocity: [1,2,3,4,5,6,7,8,9,10,11,12,13]

Mileage: The distance a Vehicle can travel before refueling.

Horsepower: [1,2,3,4,5,6,7,8]

Elevation / Depth: How high a Sky Vehicle can Fly, or how deep a Submersible can reach.

* **Flip, Maneuver & Maintenance Values:** Decide how easy the Vehicle is prone to Flipping, and how difficult it is to Maneuver and Maintain.

Flip: 10%, 20%, 30% **Maneuver:** [0,1,2,3,4,5] **Maintenance:** [0,1,2,3,4,5]

* **Features & Price tag:** Specify which enhancements the Vehicle has, if any. Afterwards, considering the above chosen metric values and Features, set the Vehicle's price in 'BITS'. Refer the Vehicle Class's Price tag range and add in the pricing for each feature. Convert the BIT Value into the Campaign's currency value.

The G1 - Sabaton

Class: (T) / Car

Velocity : [4]

Mileage: 300 Miles/Tank

Size: M

Horsepower: [4]

Armor: FULL: Titanium : AP= 200 (20xAP:10 PV:2)

Flip: 10%

Maneuver: [3]

Maintenance: [3]

Features: Force Field: [300AHP] , Cloak: [1 Hour Count],
Catapult Module, Nav System , Smart Glass Windshield Display.

Price tag: Moderate x 6 + Enhancements



SHOWCASE VEHICLE



RANDOM VEHICLES

1- VEHICLE SPECS

1- 'Flip' the Token to see which Class of Vehicle is to be generated. Interpret the Element Glyphs. Depending on the Campaign setting, certain Vehicle Classes may not exist. If this is the case, the Architect may substitute Vehicle Classes with Multiple Element Glyphs:



Terrain



Space



Water



Sky

2- Now determine the specific type of Vehicle. 'Flip' the Token and Interpret the States Glyphs:



**Mount
Runner
Glider
Pod**



**Bike
Boat
Plane
Scout**



**Car
Submersible
Helicopter
Voyager**



**Siege
Destroyer
Airship
Mothership**

3- Once the Vehicle type is discovered, now you must gain an idea on its approximate Size, Velocity, Mileage Horsepower and Armor. These metrics fluctuate significantly for every Vehicle, so to narrow down specifics for each vehicle metric, you may create your own numerical ranges that represent a specific metric value.

While referring to the Vehicle's default metrics, 'Flip' the Token and interpret the Digits broken down into a set of ranges for each Metric. Ranges fall anywhere between 0 and 9, so each random Vehicle metric may be a sub-range falling within 0-9.

EX: Car- Potential Velocities: [2,3,4] = Velocity **2**= 'Digits 0-4' , Velocity **3**= 'Digits 5-7' , Velocity **4**= 'Digits 8-9'

4- Now define the Vehicle's intended purpose. This will heavily influence how the physical details are interpreted. For this step, refer to the Function Glyphs. There is a degree of subjectivity involved, but the results will function as vital clues to randomly creating a Vehicle for the occasion.



Combat Vehicle



Work Vehicle



Transit Vehicle



Luxury Vehicle

EX: Car+ 'Skill Set Glyph' = 'Pickup Truck,' or Scout + 'Conflict Glyph' = 'Fighter Jet'

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VEHICLES

Random Vehicles - 1

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VEHICLE ACCENTS- 2

1- 'Flip' the Token to determine the Vehicle's condition. The Token's (+) side in this context means 'New / Mint Condition', while the (-) side means 'Used / Rugged Condition.'

2- Finally, you need to determine the Vehicle's Colors, Patterns or Textures. 'Spin' or 'Flip' the Token inside the Omni Grid. The Color Zone where the Token's sights land designates the Vehicle's Color. You can choose to do this once for the entire Vehicle, or on an individual basis per body section.

The States Glyphs should be interpreted as Color Patterns or Textures. You may ignore the States Glyphs if you do not want any specific Patterns or Textures on the Vehicle. If 'Symbol' is a result, then create a design that best suits the Vehicle. Regarding Patterns and Textures, you may also 'Spin' or 'Flip' the Token again to discover their own Color that contrasts against the Vehicles Body Color.



Stripes



Motif



Alphanumeric



Symbol

3- 'Flip' the Token to find out if the Vehicle has any Features. The Token's (+) side in this context means 'YES', while the (-) side means 'NO'. If the answer is 'YES', then 'Flip' the Token again and interpret the Element Glyphs to reveal a number from 1-4. The result is the amount of Features the Vehicle has.



1



2



3




4

4- Should the Vehicle have any Features, 'Flip' the Token into the Omni Grid 3 times per the number of Features. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Vehicle Feature's name. The result is the Vehicle Feature that contains the most of the 3 letters.

Default Vehicle Features

**Force Field - Warp Drive - Cloak - Off-Road Tires - Mending Tires - Traction - Lift - Bumpers
Winch - Snorkel - Booster - Rack - Compartment - Navigation - Display - Hitch - Ejector
Catapult - Ranged Arms - Radial Arms - Melee Arms - Luxury**



A Campaign is a work of art, intellect and adventure that is bound by a set of rules. Architects are tasked with building a reality that is challenging and allows the Traveler to explore the limits of Creative Consciousness at play.

Thus, knowing exactly who will be playing is equally important as the world they will be playing in. Will your world need to be defined by a deep story, mind-bending puzzles or be an endless path of hack and slash?

CHAPTER

20

“Campaigns”

THE TRAVELER

The person controlling a Player Character. The Glyphs RPG Blueprint gives you flexibility in crafting and becoming the Character(s) suitable for any Adventure. Its universally defined Archetype, Skills, Techniques, Powers and Equipment system lets you combine traits and create Character Classes that are less restrictive than other systems, while maintaining core features and attributes fit for certain Classes.

THE ARCHITECT

The Game Master (GM). You are the one telling the story and engaging Travelers in an Adventure that is equally challenging and esthetically appealing using the infinite potential of the Mindscape. The Architect bridges the narrative of experiences with the Glyphs RPG Blueprint's rule structure, and thus bears the responsibility for ensuring that all Travelers are involved in the Campaign. You are the omnipresent voice that describes the scenery, Entities, NPC's, thoughts, emotions and outcomes.

This is done though meticulous planning and designing, but can just as fun to drive a Campaign based on purely random factors. Some gamers may prefer to spend hundreds of hours of their spare time creating realities instead of interacting with said creations. They may be more interested in building rather than adventuring.

If you fall into this category, you can use the framework of the Glyphs RPG Blueprint to create any Campaign setting and all relevant content, and then share it with other Glyphs Players around the world. Or, you can also customize an Adventure that caters to the preferences of a particular player or group.

The Glyphs and the Blueprint help you navigate the Mindscape...the rest is up to you. Read through this book at least once, and take from it what you will.



1. - Decide on the type of experiences you want to convey to your Travelers. Different Paradigms are outlined in this chapter.
2. - What types of Characters might be best suited for your Campaign? Certain Archetypes may be recommended over others for the Traveler to create appropriate Classes and choice of Equipment.
3. - Is the storyline a critical part of the Campaign, and if so, is your Campaign more focused on storytelling or the overall player experience? How random are encounters?
4. - Determine how the Campaign itself will handle. Hack & Slash, Story-driven or laden with riddles and puzzles? Generally, you will have to include a mix of these aspects in order to please your players.
5. - Enemies...you need them!
6. - Other challenges...Puzzles, Traps, and Sub-Plots. These add great Campaign depth.
7. - Who are you building your game for...your own creative satisfaction or a particular audience? Know your players.
8. - Know the rules, including the Blueprint's rule structure and other variables relevant to your game. The less time spent on reference = more time playing.
9. - Don't be afraid to use your own discretion. The rules are in place to define parameters and outcomes, but many instances will simply require fair and common sense. The Glyphs RPG Blueprint was designed to work with Travelers and Architects, not the other way around.
10. - Take notes regarding key events and player actions. You cannot interfere with a Traveler's free will, so spontaneous actions will often occur, forcing you to work the plot around them.
11. - Be creative and descriptive of the reality and all variables affecting the Travelers. Don't rush it! More so, become acclimated to devising ways to engage all players.
12. - Architects should have a 'Meta-Objective.' For instance, when I run a Campaign, I always make a point to put players in a position that forces them to use all of their resources and wits. Pit them against each other, encourage them to come together as a team, or make them work hard to earn their next level or reward.
13. - Reward creative thinking, good actions and role playing. Punish stupid decisions but always ensure that there are opportunities for redemption. Even the most impossible of odds should have a chance of being overcome, even ever so slightly. Every Adventure session should be a chance to earn a new upgrade or more goodies. Likewise, if a Character is killed off, make sure that they deserve it. The Karma system should not be overused like a crutch for repeated reckless actions.



THE MINDSCAPE & THE WORD

The Mindscape residing in your imagination is the ultimate frontier, whose potential has barely been tapped in to. Role Playing stimulates the imagination which also encourages learning and art. Other benefits include an interactive approach to understanding the intricate mechanisms of a story, which could translate into a directing or writing career. Also, you can make reckless decisions without any physical consequences, or push your mind to discover different solutions to a problem in a mental laboratory setting. Most of all, Role Playing is a fun and addictive way to kill a lot of time in a social manner.

Creating an imaginary Reality in the Mindscape can be as easy as you want, but as an Architect, you are tasked with creating challenges, and most of all...memories. Here are 3 cardinal rules as an Architect that you should implement to maximize the vividness of the Traveler's experience.

1. - Remember, ordinary reality can often be mundane and very limited. Regardless of whichever type of setting you use in your Campaign, make sure to verbally render out the details of the Adventure and plot narrative. Entities should be described in every horrid detail and behavior. NPC's should function like tangible beings. Landscapes and cities deserve close attention to terrain, architectural features and culture. Weapons, relics and equipment should be rendered to include every fine detail and purpose. The objective is to create an alternate reality that superimposes the physical one, so details are critical. Use the articulation of the senses to your advantage, as it is via the senses that reality is experienced, and memories are created. Injecting a little humor, torment or internal conflict into the mix adds further flair.
2. - Make sure to accentuate a Traveler's features and actions that conveys them as the Character they are trying to play. Once again, know your players.
3. - The rules are guides that instill realism and balanced game play, but can be swayed in favor of the experience. Push yourself to explore different ideas and ways to shape your realities and content, whether they are pre-scripted or randomly generated.



CAMPAIGN BASICS

A Campaign encompasses the broader scope of the story you are telling. Campaigns are composed of one or more sequential Adventures that lead to an ultimate conclusion or the retirement of the Traveler's Characters, which may be likened to chapters in a novel. As the Architect, your task is to create a believable Reality that equally challenges and caters to the Traveler's expectations, while giving you the ultimate opportunity to tell a story whose circumstances manifest and change based on player input and random probabilities.

The rules explained in this book provide the framework for interaction and consequence, but cannot take every potential scenario into account, so there are times when the Architect should improvise or use rules that best match the circumstance. If there are any House Rules that trump the prescribed rules in the Glyphs RPG Blueprint, they should be clarified before the Adventure session begins.

Here are some items to consider as you craft a Campaign:

- 1)** Conceptualize the general setting within your chosen Paradigm. Be sure to understand how the Player Characters fit in. More so, be sure that you understand the Travelers themselves so that the Adventure can accommodate their play styles. What Racetypes, Weapons or Powers are allowed? When possible, it is a good practice to advise Travelers the type of world that the Campaign is taking place in so that they have time to conceptualize their Characters in advance. Will the Travelers be storming a castle beyond a hostile forest to overthrow the corrupt king, or crash-landing on a distant moon to recover an alien artifact?
- 2)** When the Adventure session begins, what type of location serves as the Traveler's starting and meeting point? Are they always predestined to begin the Adventure at the local tavern? Architects should have at least 2 or 3 starting points for each Paradigm to prevent each Adventure from starting as repetitive.
- 3)** For how long do you plan on running your Campaign? Depending how long your Travelers are committed to developing their Characters, and how excited you are working with a particular world, you should consider creating an ongoing Campaign that can last for several years, which is broken down into sequential Adventures that take place on a regular basis. Other cases call for Campaigns that last for 1 session, such as those ran at conventions. Some Architects may enjoy running 2 or 3 different Campaigns, each with shorter durations so that the Adventure experience is consistently rotating between realities.

ADVENTURE FUNDAMENTALS

1) What are the Traveler's primary objectives in the Adventure? Are they facing a threat from a demonic force or are they themselves the threat to social order? Is the objective to retrieve a lost treasure in the depths of a Dwarven tomb, or to merely survive overwhelming alien hordes with limited resources? Is the only objective to explore a fully randomly generated reality and allow Travelers determine their own goals? The objective should be established during the early part of the Adventure so that Travelers understand their role...which could change, and therefore alter the entire course of the Campaign.

2) Regardless whether the Travelers are heroes, antagonists or neutral wanderers, their actions should have an impact on the Campaign's world. Actions can have minor and immediate influences, or may pose long term consequences. Architects must ensure that every player at the table contributes to the Adventure's narrative and that their actions matter to the story as well as their party.

3) Understand the different types of Travelers that are participating in your Campaign. What is their mindset as far as the game is concerned? What experience are they looking for? Chances are that you already know your people if you game with them on a regular basis, but sometimes you may find yourself running a game for total strangers. If this is the case, don't be afraid to ask them what they are looking for upfront before the game begins (i.e. Story driven, Combat Driven, Puzzle Driven, etc). The average group will have at least 1 'Controlling One', 1 'Tough One', 1 'Smart One' and 1 'Dramatic One.' Creighton Broadhurst's "Challenge / Role-Play Matrix" does a great job in helping GM's (Architects) pinpoint player expectations.

4) Attention to real-time detail. The world conveyed by the Architect is supposed to be alive and tangible. Events are always happening in the background with or without the Traveler's action. These can be used to help stimulate the atmosphere, provide an opportunity for a side quest, or serve as effective plot hooks that usher in future Adventures. Is there a public execution taking place? Did an unlikely soldier receive a promotion? Was the Sherriff's house torched last night?

5) The element of surprise. Architects should use random encounters to spice up the Adventure's energy during travel or down time, or to throw the Traveler's expectations off guard if you get the sense that the Adventure is becoming predictable. Surprise is not necessarily limited to random encounters. Perhaps an NPC reacts in a completely different manner than the Traveler was anticipating.



ADVENTURE TIMELINE

Act-1

The Opening. The Architect describes the first setting and allows time for Travelers to discover and introduce themselves. At some point, the Adventure's original purpose is established. This is a good time for Travelers to stock up on any equipment and tie up any loose ends with NPC's.

Act-2

The Body. As with a Novel, the bulk of the Adventure takes place during this phase. The Adventure is in full swing, and the primary objective is undertaken (usually). Random encounters and side quests may enhance the Adventure's tempo.

Act-3

The Climax. This is when the Adventure's primary objectives come to a close. Was the nemesis destroyed? Did the magical relic do what the legends alluded to? Does the Adventure conclude with an unexpected twist, be it from the Player Character's or NPC's actions?

Side Quests and Inter-Party Drama

Players can often change the intended course of the best scripted Adventure by embarking on their own side quests, usually for notoriety or personal power. Architects can deliberately use side quests to fill in any gaps in the Adventure and to give Travelers a chance to boost their Character's development or to obtain rare items that grant an extra edge.

Some of the most memorable RPG memories stem from unexpected side-quests and sudden conflicts between party members, especially if they are from opposing Polarities. Do your best to keep the Adventure running while isolating the quarreling members into a pseudo-separate Adventure of their own.

Open Time

Open Time is generally available during the Opening or Body of the Adventure, or during in-between points. This is conducive for suggesting side quests, but should be used to allow Travelers to become more immersed in their Characters and vested in your world's features. Travelers should be given the opportunity to engage in activities favorable to their Character's lifestyle or mission objectives. Examples include meditation, sparring, shopping, dining, drinking, dancing, dating, or attending a performance.



NEOPHYTE – [Combat Levels 1-5] Characters will be developed long term from scratch.

Attributes: Distribute 33 points amongst the 15 Attributes. Afterwards, factor in Prime Attribute Multipliers.

Ether: Multiply the Character's Racetype EP Value by its Size Value. Multiply the result by 3.

Wealth: Neophyte-Level Characters begin in the 'Poor' Bracket.

Arms: 'Purchase' Weapons priced on their 'Point' Value, based on their EFF Rank. NEOPHYTE POINTS = 4

Weapon Proficiencies: 1 Weapon at a +1 Proficiency. All others at a 'Trained' level.

Armor: 'Purchase' Armor Sections priced on their 'Point' Value in the 'Armor' Chapter. NEOPHYTE POINTS = 35

Apparel: Distribute points amongst the 3 Apparel Indexes. NEOPHYTE POINTS = 5

Objects: Objects pertaining to 'Skills.' No Relics.

Skills: 'Purchase' Skills / Ranks based on the following Point Values: Exclusives = 5 Lifestyle = 10

Techniques: 'Purchase' Techniques with the following Point Allotment: NEOPHYTE = 2

Powers: 'Purchase' Powers / Levels with the following Point Allotment: NEOPHYTE = 2

VETERAN – [Combat Levels 6-15] For experienced players seeking an intermediate level Adventure.

Attributes: Distribute 36 points amongst the 15 Attributes. Afterwards, factor in Prime Attribute Multipliers.

Ether: Multiply the Neophyte result by 2 to get a Veteran EP total.

Wealth: Veteran-Level Characters begin in the 'Middle' Bracket.

Arms: 'Purchase' Weapons priced on their 'Point' Value, based on their EFF Rank. VETERAN POINTS = 6

Weapon Proficiencies: 1 Weapon at a +2 Proficiency. All others at a 'Trained' level.

Armor: 'Purchase' Armor Sections priced on their 'Point' Value in the 'Armor' Chapter. VETERAN POINTS = 60

Apparel: Distribute points amongst the 3 Apparel Indexes. VETERAN POINTS = 7

Objects: Objects pertaining to 'Skills.' 1 Relic. 1 Misc Object.

Skills: 'Purchase' Skills / Ranks based on the following Point Values: Exclusives = 10 Lifestyle = 15

Techniques: 'Purchase' Techniques with the following Point Allotment: VETERAN = 5

Powers: 'Purchase' Powers / Levels with the following Point Allotment: VETERAN = 10

ADEPT – [Combat Levels 16-30] Recommended for players seeking the most advanced challenges.

Attributes: Distribute 40 points amongst the 15 Attributes. Afterwards, factor in Prime Attribute Multipliers.

Ether: Multiply the Neophyte result by 5 to get an Adept EP total.

Wealth: Adept-Level Characters begin in the 'Upper' Bracket.

Arms: 'Purchase' Weapons priced on their 'Point' Value, based on their EFF Rank. ADEPT POINTS = 12

Weapon Proficiencies: 2 Weapons at a +3, 1 at +2 Proficiency. All others at a 'Trained' level.

Armor: 'Purchase' Armor Sections priced on their 'Point' Value in the 'Armor' Chapter. ADEPT POINTS = 90

Apparel: Distribute points amongst the 3 Apparel Indexes. ADEPT POINTS = 10

Objects: Objects pertaining to 'Skills.' 3 Relics. 3 Misc Objects.

Skills: 'Purchase' Skills / Ranks based on the following Point Values: Exclusives = 15 Lifestyle = 20

Techniques: 'Purchase' Techniques with the following Point Allotment: ADEPT = 10

Powers: 'Purchase' Powers / Levels with the following Point Allotment: ADEPT = 20



PLAYER IMAGE

In the RPG world, Travelers generally fit into one of the below categories when creating their Character, so you have to be able to tailor to what they seek out of the Adventure.

THE SPAWN – A completely original Player Character that is true to the Campaign.

THE AVATAR – Just like the Traveler's real world self, but better.

THE CLONE – Inspired by a celebrity, anime, videogame character or superhero.

PLAYER MINDSETS

THE CONTROLLING ONE – Also known as the "Power Gamer." Their Character always has to be better than everybody else's. They monopolize the Adventure and like to make it all about themselves, but can make good leaders, especially if you have a lot of quiet ones present.

THE TOUGH ONE – This Traveler is likely into weapons and badassery. Give them the opportunity to kick ass at some point. Tough Ones make good additions to any party as Warriors, Fighters and Butchers.

THE SMART ONE – They are more cautious Travelers and analyze everything before they make a decision. They fill the roles of tacticians by considering the consequences within each opportunity. Smart Ones are excellent in supportive roles, and aren't afraid to flee from conflict.

THE FLASHY ONE – The Flashy Traveler is likely to play the same type of sophisticated Character every time. Flashy Ones love gadgets, equipment, skills, armor or special roles. They are particularly concerned about self image and go into great detail when describing how cool their Character is.

THE DRAMATIC ONE – They really get into their Character by placing a lot of emphasis on the role-playing aspect of their Character from a psychological standpoint. Dramatic Ones are known for acting out their actions and altering speech patterns. They are likely involved in some form of LARP.

THE QUIET ONE – Don't let their lack of interaction fool you and let you downplay their Character's importance to the party. You may often see them reading, drawing, web browsing or playing videogames while the Adventure is taking place.

THE TOXIC ONE – Sometimes there's that one know-it-all who has already decided not to have a good time even before the Adventure begins. This behavior rapidly infects the Architect and other Travelers. Find a creative way to make an example out of their Character. It's one thing to have 'Rules Lawyer,' but quite another to tolerate a pest.



TIME

Like other Pen & Paper RPG's, Glyphs uses a turn-based system that approaches Time from an exploded point of view to efficiently manage real-time events.

The way in which Time is measured depends on the context. Conflicts and other high intensity experiences are measured in Instants and Loops, as these deal with mere seconds that must be accounted for. Otherwise, time is measured in Counts for standard chronological awareness.

INSTANT

Any measurable action unfolding over 0.5 - 1.5 seconds. Examples are Attacks, Defense maneuvers or Gestures. By default, there are 60 Instants for every 1 Minute Count. Once a Character has expended its Instant in Time, the next Character in sequence gains the next Instant.

LOOP

A Loop is defined as the completion of a one cycle of Instants between two or more opponents. There are often multiple Loops occurring in any conflict. Loops are considered to be "Open" until the exchange of Instants results in a final outcome. The Loops are then "Closed."

COUNT

A Count is simply Time that is tracked conventionally as Seconds, Minutes, Hours, Days, or Years. Counts are used to track very specific durations of an action or interaction that are not efficient to be tracked as a Loop or Instant.

TURN

In Glyphs RPG's, a Turn refers to the Traveler's opportunity to direct their Character's actions. Most Adventures unfold with multiple Players, so Time should be divided as evenly as possible. Unless House Rules or circumstances determine otherwise, each Traveler's Turn should last approximately 1-2 Minutes of real-world Time. Alternatively, unless the Character is engaged in Combat, a turn can last up to 30 Instants worth of in-game time.

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CAMPAIGNS



Time

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PARADIGMS

A “Paradigm” is the genre and dynamics that are emphasized in the Campaign. They define the prevalent types of Possibilities, Atmosphere and Entities that are encountered, the Traveler’s main objectives and how they develop within a reality.

Here is a list of popular Paradigms, but there are more that await to be discovered. While independent in their own right, some Campaigns may mix or shift between Paradigms.

FANTASY – This is arguably the most popular RPG Paradigm favored by escapists. Fantasy is deep-rooted in medievaesque or ancient settings, culture, magic and monsters galore. Emphasis is placed on Character development, hunting for treasure and relics, slaying monsters and the exploration of dungeons and exotic realms.

DEEP SPACE – This set of experiences embodies the pinnacle of Science Fiction action and exploration. While objectives may be similar to Epic Fantasy experiences, Deep Space embraces the most advanced forms of technology rather than antiquated settings. Travelers are challenged to explore the edges of the universe and engage in high tech conquests.

SCIENCE FANTASY – A perfect blend of Fantasy and Science Fiction, where both magic and technology work in harmony. In these Paradigms, landscapes, architecture, entities, vehicles and equipment may have technological advancements while still retaining the epic traits commonly found in Fantasy settings.

HEROIC – The realm of superheroes and villains. Heroic Paradigms are typically reserved for more contemporary settings, but are not necessarily restricted to such. Travelers have the freedom to protect or torment the meek and form factions of other likeminded super beings. Power development and usage is emphasized over conventional combat.



SURVIVAL – A Survival Campaign experience challenges the Traveler to use keen judgment and minimize conflict. While any setting may have survival as its key theme, the escape from horrific monsters or the search for sustenance can pivot the entire storyline. Travelers generally have a limited amount of resources and development opportunities.

Historical – This experience set is favored amongst history buffs. Historical Paradigms place the Traveler at critical stages in World history, allowing the alternate exploration of a particular culture or key event. While exotic powers and technology may not necessarily be forbidden, attention to realism and historical detail make this experience more genuine.

Supernatural – From the depths of the underworld to the castle on the highest summit, Supernatural Paradigms place spirits, vampires and other undead, lycanthropes and magic workers at the center stage. Travelers may elect to assume the role of a supernatural being, or be charged with eradicating them from existence using any means necessary.

MAYHEM – Favorable for those who would rather partake in mindless hack and slash campaigns rather than meddling with the complications of a storyline. Mayhem Campaigns vary in their objectives, ranging from the immersion in bloody waves of battle, to assuming the twisted alter ego of a rampant psychopath without suffering the consequences of the real world. Alternatively, Travelers can assume the roles of Commoners, whose lack of combat training or special abilities makes them easy targets, and hence makes for a challenging Adventure of luck, wits and teamwork.

Apocalyptic – Apocalyptic Paradigms are set in the wake of a cataclysmic event, or perhaps during the event itself. Most common settings occur in ruined cities or sprawling wastelands. Objectives vary from finding goods and survivors, rekindling civilization or fueling the anarchy through the amassing of resources and force.



CRAFTING REALITIES

Regardless of a Campaign's intended duration, Architects should strive to make the Reality that the Travelers experience be immersive and credible. A symbiotic relationship should exist between the Travelers and the world around them. The Reality should react to the Traveler's actions, and conversely, the Travelers should be vested in exploring every facet of the Architect's Reality while fulfilling their quest's objectives.

Effective worlds reflect continuity and encourage Character development. Achievements, wrongdoings and NPC interactions should maintain the momentum generated by Travelers. Current player actions should influence the elements of further Adventures. Realities should exhibit the following qualities to give them depth and tangibility, while Architects should always be tracking Traveler's real-time progress to determine how the world is affected, or how the Traveler is influenced by the world's external forces.

QUALITIES OF A REALITY

- * Geography and types of Civilizations. What are the most prominent traits of each region? What occupations or achievements define the various civilizations in your Reality, and how are each different?
- * Factions and History, including notable conflicts, accomplishments, governments, orders and territories.
- * Prevalence of Magic or Advanced Technology.
- * Entities. What types of monsters inhabit your reality? Are they common or is their existence almost mythical?
- * Notable Locations and Figures, including leaders, warriors, scholars, shrines and other significant sites.
- * Culture. This includes philosophical concepts, religion, art, customs, attire, cuisine and architecture.
- * Supreme Forces, including Gods, supernatural intelligences or technologically advanced beings. How do they operate and what is their role in the world? How do they interface with their underlings?



SETTINGS WITHIN A REALITY

LOCALIZED SETTINGS

Recommended for Campaigns with a more narrow geographical or societal scope.

- * Building / Vessel
- * City / Town
- * Nation / Province / Island
- * Continent

EXPANSIVE SETTINGS

Ideal for games derived from Deep Space or Science Fantasy Paradigms, since the core driver of advanced technology bridges vast distances that are generally restricted in other Paradigms.

- * Planet
- * System
- * Galaxy
- * Universe

THE SUBTLE PLANES

The Subtle Planes are dimensions that permeate the construct of any Reality. They are only visible and accessible through Astral Projection, advanced magic or trans-dimensional technology. Most Campaigns unfold on the Material Plane, while the Subtle Planes are generally temporarily experienced.

* **Etheric Plane:** A shadow zone between the Material World and Subtle Planes. The Etheric Plane is a reflection of the Material World, bearing the closest frequency range and is a transient zone for disembodied entities. The laws of physics do not apply here, and reality fluctuations are prevalent.

* **Elemental Planes:** Traditionally, the Elemental Planes correspond to Subtle Realities whose features are expressed by Earth, Fire, Water or Air, but can exhibit qualities from any other substance the Architect can conceive. These Planes are the source of Primordial Forces that affect the Material World.

* **Astral Planes:** There are 7 known Astral Planes that correspond to different levels of vibrational Polarities. Vivid and hyper-real, they are generally associated with divine and nefarious forces. Each of the 7 Astral Planes has an infinite amount of sub-realms and kingdoms.

* **The Mental Plane:** A collective of all thoughts pervading every Reality. Highly abstract and volatile in nature, Architects should have Travelers overcome frequent Sanity Challenges while adventuring here.

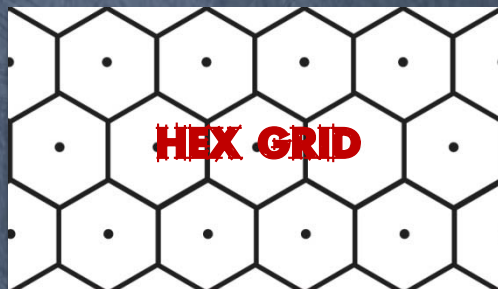
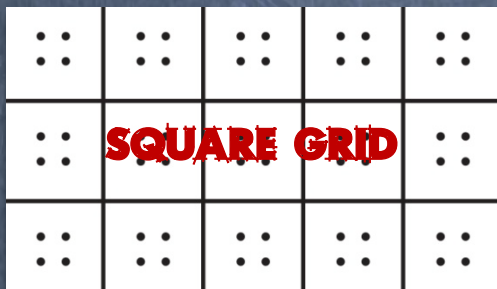


CAMPAIGN MANAGEMENT

MAPPING

The Architect should have plenty of Grid Paper readily available in addition to the standard Action and Omni Grids. This includes Square and Hex Grid Paper, which is widely used in most other Pen and Paper RPG systems. It is a good idea for Travelers to use Grid Paper to track their progress in a mission's location, or in the heat of a combat encounter.

Mapping is used for marking important landmarks, terrain features, factions, Entities, Traps and for tracking movement. Grid Paper should also include a compass rose and a legend that indicates the value of each Square / Hex. While not a written rule, Square Grid Paper is ideal for mapping interiors and civilized locations such as buildings and dungeons, while Hex Grid Paper maps the geographical layout of local terrain or entire continents. Alternatively, Architects may choose to invest in Cartography or Campaign Management software.



TOOLS OF THE GAME

- * Copy of the Glyphs RPG Blueprint for reference.
- * At least 1 Token. However, it is advised that each participant have their own Token.
- * Architect's Campaign narrative trestle board screen, a calculator and a timekeeping device.
- * Architect's notes for each Traveler, key NPC and Adventure progress.
- * Literature or handouts for the Travelers, including Grid Paper, Character Booklets and pencils.
- * Pre-selected music tracks, sound bites or props, such as illustrations, counters or figurines.

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CAMPAIGNS



**Campaign
Management**

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HOUSE RULES

TOKEN USAGE

Because Glyphs is a game of skill as well as chance, all instances when a Token is used, it should be visible to all participants. This includes occasions when the Architect is using the Token.

ABSENT TRAVELERS

If a Traveler is absent for the Adventure session, it is a best practice for the Architect to temporarily control their Character as an NPC as opposed to having other Travelers control it. However, this still poses the inherent risk of the Traveler's Character being killed off. As an alternative, justify a way to make the Traveler's Character absent from the Adventure. When the session begins, advise all present Travelers.

CHANNELING

Role Playing can also be called a real-time novel. In addition to describing the scenery and sensory details in the Character's surroundings, Architects should do their best to channel their NPC's and Entities as would an actor. This includes voices and accents, body language, gestures, mannerisms and facial expressions. Depiction of movements are especially important in the Combat System. If you find it difficult to portray a specific voice or movement, it is acceptable to describe it or refer to one that Travelers are familiar with. It never hurts to study Characters portrayed in movies and practice accents and behaviors in advance.

LAW OF THE LAND

Glyphs is intentionally designed to be hacked and tweaked as you see fit. Architects have the right to trump any rule in the book, but should lay out the expectations before the Adventure session starts.

ADVANTAGE VS. DISADVANTAGE

The way in which the Token is used and the amount of consecutive attempts it must succeed in are described throughout this book. Instances include Skill Set Challenges, Combat and the use of Powers and Techniques. This however does not account for every possible scenario, when Characters or Entities will have an Advantage over others, or when the environment or a Character's health will pose certain Disadvantages.

To account for this, Characters who are at a Disadvantage are compelled to make additional Token Spins to carry out their action, or Token Slides that originate from the Action Grid's 'G' Point. Likewise, Characters who have the Advantage over the other should only be required to make 1 Token Spin, or have their Token Slides originate from the Action Grid's 'MOLECULE' Point.



PLAYING THE GAME


PLANNING

1. - Design your Campaign using the framework provided in this book. This is the most tedious and rewarding process which can take as little or as long as you want, depending on the level of detail and amount of content you will be creating. You can design your Realities purely for your own satisfaction as a hobbyist, or you can also create a Campaign that best suits a particular group of people. Alternatively, you can also choose to make the Campaign a purely random experience using the power of the Token.
2. - Host the Campaign session. Contact your group of players and decide on a meeting time and place. Living rooms, comic book stores, campus courtyards and even some late night restaurants are some preferred gaming areas. The advent of videoconferencing has bridged otherwise impossible distances. We recommend gathering with people you know personally or indirectly as not having any negative reputations. Plan on having snacks, pizza or finger food and something to drink. Soda and chips go a long way. Glyphs is a social game.

THE ADVENTURE BEGINS

1. - The Travelers create their Characters. We recommend allotting the first 30 minutes to 1 hour of the session for this process, or for this to be the first session in itself. Travelers need to be able to create their Characters that balance the party and have a chance of surviving your campaign, while also carrying out the will of their imaginations. Do your best to accommodate different Character ideas. As the Architect, take into consideration the variety of Archetypes, Racetypes, and other details about each Character and how this can affect group and Campaign dynamics.
2. - Begin the Adventure. The Architect describes in detail the immediate setting, Entities and narratives pertinent to the situation. The Travelers take turns explaining their actions, and the Architect will interpret outcomes based on the rules. Have your Token and Grids ready!
3. - **Token usage tips:** Glyphs is as much a game of skill than it is an RPG that implements elements of randomization. Since the Token and Grids replace the need for polyhedral dice, we recommend that each Traveler acclimate to using the Token and Grid interface. It is a best practice to have each player spend the first minute or so of each play session practicing their Token Slides, Tosses and Spins. Travelers and Architects should be comfortable adjusting their Slide / Toss intensity into the 3 Action Grid Shapes, and Spinning the Token in a soft manner that does not force it out of bounds through centrifugal force.





The Environment influences the outcome of critical actions and even the Character's very livelihood.

All Realities existing within the Mindscape are composed of a vast spectrum of Environments, each with a complex set of Terrains and Conditions that can be an asset or threat.

CHAPTER

21

"Environment"

LOCATIONS

A Location is an environmental stage that consists of natural or artificial terrain characteristics. There are 4 primary types of Locations, each serving as a stage for a Reality Campaign. Each Location type presents a set of challenges to the Character.

If the Campaign is predominantly scripted, then the Architect will likely have a well thought out concept regarding the environmental settings the Characters will venture through. Is the Campaign designed to be a perilous trek across distant lands, a journey into an underworld labyrinth, a plunge into the blue depths of the sea, or a voyage out into the far reaches of space? Perhaps it will have a combination of Locations. When conceiving an environment for your Adventure, don't treat it as a mere stagnant background. Be creative in regards to how it affects the Character's journey. Fantasy Environments have different qualities than say, an Alien Planet. What are the Location's most pronounced features? What manner of Flora and Fauna inhabit it? Are there any notable weather or geographical concerns? Terrain characteristics and lingering conditions affect the Character's movement, health, tactics, traveling methods and may alter the Adventure entirely.

Random Environments

While Architects have limitless freedom to craft any Environment they choose for their Campaign, whether it is original or inspired from another source, Glyphs places an emphasis on Randomly Generated features. Using the 'Relative Manifestation' method for generating random content, the Architect can easily create a Location and general environmental features at the flip of the Token. As with everything in the Relative Manifestation method, the results from the Glyphs are interpreted as clues in accordance with the context that the Architect is creating, or the question about the Character's surroundings. Locations can be randomly created in advance, or spawned in real-time.

Pacing

Architects should consider the Adventure's tempo as it unfolds so that a key number of Campaign objectives can be met during a single session. On one hand, it can be very frustrating to have Travelers simply bypass a Location that you have spent hours in creating. On the other, spending an entire session on one section may likely not be productive to the Adventure, and Travelers may succumb to boredom from lack of progress. For the sake of keeping the Adventure moving, sometimes it may be better to simply summarize or imply that a Location has been traversed along the way to the main objective. Areas that have been bypassed can always be used for future Adventures. If this is the case, plant subtle clues that might compel Travelers to return to the area in question for further exploration.

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ENVIRONMENT



**Locations
Overview**

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LOCATION TYPES

'Flip' the Token to determine the type of Location to be created. Interpret the Element Glyphs:



Landscape



Subterranean



Aquatic



Celestial

LANDSCAPES

Landscapes compose the open, often unregulated or unexplored territories between Civilizations. Depending on the reality, Landscapes exhibit vast terrain features that pose inherent risks to Characters. Hostile Entities are generally inhabitants of specific terrains found within Landscapes due to favorable climates and geographical features. Transient NPC's and Entities are scattered throughout Landscapes for various reasons.

SUBTERRANEAN

Subterranean Locations boast layers of rock, exotic minerals and other rugged features. These locations are far removed from surface-based Civilizations and consist of networks of caves and tunnel systems that often interconnect. Subterranean Locations are amongst the most hostile, as they are riddled with natural hazards that include unstable rock, mud, gases, darkness and lava. However, the treasures they boast are worth the perils they present.

AQUATIC

An Aquatic Location is a body of water or other liquid that is traversed. Using magic or submersible suits and Vehicles, Aquatic Locations offer a depth of possibilities as they can harbor forgotten treasures and a means of concealment. They can be equally unforgiving. Currents, low temperatures, predators, high pressure, the lack of air or restricted movement can instantly turn the tide of any adventure.

CELESTIAL

Celestial Locations exist within the infinite vacuum of Outer Space. Only the most reliable of Vehicles, Powers and equipment protect the Character from the abyss. By definition, as long as there is a lack of a sustainable atmosphere, as in the case of deep space, asteroids, moons or space ruins, the Location is considered to be Celestial.

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ENVIRONMENT



**Locations
Overview**

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LANDSCAPE FEATURES

1- Ground Plane *(Surface Level)*

'Spin' the Token to define the Landscape's Ground Features. Interpret the States Glyphs 'Outer' Symbol:



Flat / Plains



Mountains



Hills



Cavern

2- Impressions *(Surface Level & Subterranean)*

'Spin' the Token to define the Landscape's Impressions. Interpret the States Glyphs 'Inner' Symbol:



Canyon



Valley



Depression



Formation

3- Growth Features *(Surface Level)*

'Spin' the Token to define general Growth Features. Interpret the States Glyphs 'Inner' Symbol:



Crops / Vegetation



Grass / Weeds



Bush / Trees



Flower / Fungus

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ENVIRONMENT



**Landscape
Features - 1**

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4- Terrain Layout *(Surface Level & Subterranean)*

'Spin' the Token to define the Terrain's Layout. Interpret the States Glyphs 'Inner' Symbol:



Surface Level

PLAINS	'Flat'	'Uneven'	'Loose'	'Maintained'
MOUNTAINS	'Wide'	'Jagged'	'Scattered'	'Grouped'
HILLS	'Low'	'Rippling'	'Scattered'	'Grouped'
CAVES	'Straight'	'Interconnecting'	'Demolished'	'Compact'

Surface Level & Subterranean

CANYON	'Straight'	'Staggered'	'Displaced'	'Narrow'
VALLEY	'Straight'	'Staggered'	'Displaced'	'Narrow'
DEPRESSION	'Deep'	'Uneven'	'Clustered'	'Bumpy'
ROCK / FORMATION	'Linear'	'Sharp'	'Scattered'	'Composite'

Surface Level

GRASS / WEEDS	'Long'	'Unkempt'	'Soft'	'Thick'
BUSH / TREES	'Tall'	'Cut'	'Spread'	'Dense'
FLOWER / FUNGUS	'Arranged'	'Picked'	'Scattered'	'Dense'



5- Terrain Textures *(Surface Level & Subterranean)*

'Spin' the Token to define the Terrain's overall Textures. Interpret the States Glyphs 'Inner' Symbol:



Surface Level

PLAINS	'Barren'	'Growth'	'Dust/Sand/Debris'	'Snow/Ice'
MOUNTAINS	'Trails'	'Growth'	'Clouds/Mist'	'Snow/Ice'
HILLS	'Trails'	'Growth'	'Dust/Sand/Debris'	'Snow/Ice'
CAVES	'Slick'	'Carved'	'Mist'	'Painted'

Surface Level & Subterranean

CANYON	'Barren'	'Carved'	'Mist'	'Snow/Ice'
VALLEY	'Trails'	'Growth'	'Dust/Sand/Debris'	'Snow/Ice'
DEPRESSION	'Barren'	'Growth'	'Wet'	'Snow/Ice'
ROCK / FORMATION	'Slick'	'Carved'	'Wet'	'Painted'

Surface Level

GRASS / WEEDS	'Dry'	'Brittle'	'Wet'	'Frozen'
BUSH / TREES	'Bare'	'Burned'	'Wet'	'Frozen'
FLOWER / FUNGUS	'Faded'	'Withered'	'Wet'	'Frozen'

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ENVIRONMENT



**Landscape
Features - 3**

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AQUATIC FEATURES

1- Aquatic Plane *(Surface Level & Subterranean)*

'Spin' the Token to determine the Waterscape type. Interpret the States Glyphs 'Inner' Symbol:



River



Waterfall / Rapids



Spring/Pond/Lake



Ocean / Sea

2- Underwater Terrain

'Spin' the Token to define the Underwater Terrain. Interpret the States Glyphs 'Outer' Symbol:



Flat / Plains



Mountains



Dunes



Cavern

3- Underwater Impressions

'Spin' the Token to define any Underwater Impressions. Interpret the States Glyphs 'Inner' Symbol:



Canyon



Valley



Depression



Rock / Formation

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ENVIRONMENT

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**Aquatic
Features - 1**

4- Underwater Growth

'Spin' the Token to define any Underwater Growth. Interpret the States Glyphs 'Inner' Symbol:



Sponge



Algae



Plant



Reef / Wreckage

5- Water Conditions *(Surface Level & Subterranean)*

'Spin' the Token to interpret Water Conditions. Interpret the States Glyphs 'Inner' Symbol:



Still



Flowing



Turbulent



Shallow

6- Water Status *(Surface Level & Subterranean)*

'Spin' the Token to interpret Water Status. Interpret the States Glyphs 'Inner' Symbol:



Clear



Charged



Murky



Polluted

7- Water Features *(Surface Level & Subterranean)*

'Spin' the Token to interpret Water Features. Interpret the States Glyphs 'Inner' Symbol:



Beach



Sand Bar



Island



Rock / Reef

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ENVIRONMENT



Aquatic
Features - 2

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GENERAL RANDOM SIZES & DISTANCES

1- 'Feet'

'Spin' the Token to determine the approximate size or distance measured in 'Feet'.

* Interpret the Element Glyphs to determine the number of 'Zeroes' in the result:



1-Zero



2-Zeroes



3-Zeroes



4-Zeroes

* Next, 'Spin' the Token again to generate the number that precedes the 'Zeroes.' Interpret the Digits from 0—9. The number 0 in this context represents '10.'

* Combine your results from the first two steps to obtain the estimated number of Feet.

EXAMPLE:



2-Zeroes

Digit: '5' = 500 FT

2- 'Miles'

* Terrestrial / Nautical Miles: Perform the same calculation for 'Feet', and then interpret the result as 'Miles'.

* Space Miles: 'Spin' the Token again to generate the number of Zeroes in the result. Interpret the Digits from 0—9. The number 0 in this context represents '10.'

* Next, 'Spin' the Token to generate the number that precedes the 'Zeroes.' Interpret the Digits from 0—9. The number 0 in this context represents '10.'

EXAMPLE: **Digit: '6' = 000,000 + Digit: '4' = 4... RESULT = 4,000,000 Miles**

3- 'Light-years (LY)'

Perform the same process for 'Miles', and then interpret the result as 'LY'.

EXAMPLE: **Digit: '2' = 00 + Digit: '9' = 9... RESULT = 900 LY**



CELESTIAL FEATURES

1- Celestial Body Class

'Spin' the Token to identify a random Celestial Body class. Interpret the Element Glyphs:



Asteroid
Planet
Moon
Meteoroid



Star
Comet
Pulsar
Quasar



Galaxy
Black Hole
Wormhole
Ice



Nebula
Debris
Dust
Artificial

2- Specific Celestial Body

'Spin' the Token to generate a specific Celestial Body. Using the initial results from Step 1, now interpret the Element Glyphs again for a random result.



Asteroid



Meteoroid



Planet



Moon



Pulsar

Star

Comet

Quasar



Black Hole

Galaxy

Ice

Worm Hole



Dust

Nebula

Debris

Radiation

3- Planetary Composition

'Spin' the Token to identify random Planet's overall composition. Interpret the Element Glyphs:



Carbon / Terrestrial



Fire / Hydrogen



Water / Nitrogen



Oxygen / Gas

4- Planetary Life Compatibility *(Terrestrial or Aquatic Planet)*

For a Planet to be able to support most forms of Biological life, the essential combination of Nitrogen and Oxygen must be present, as these 2 elements are responsible for Water and Air. 'Spin' the Token and Interpret the Element Glyphs: Only a consecutive configuration of the Water and Air Element Glyphs will determine if the random Planet can support most forms of biological life, unless the Architect deems otherwise:



- OR -



5- Terrestrial Surface General Composition

'Spin' the Token to identify a Terrestrial Planet's Surface composition. Interpret the Element Glyphs:



+

--

Dirt / Sand



+

--

Rock / Lava



+

--

Water / Ice



+

--

Growth/Development

6- Terrestrial Surface Composition Percentage

Based on the results from Step 5, now determine the percentage of the Planet's Surface that is covered with the specific Surface Type. 'Spin' the Token and interpret the Digits as a percentage in multiples of 10. The 0 Digit represents 100% in this context. Skip this step if the planet is composed of only one surface type, or if this level of detail is not relevant.

Afterwards, repeat Step 5 to determine what the remaining percentage is comprised of, if any.



7- Planetary Orbit Features

'Spin' the Token to identify random Features within the Planet's orbit or surface. Interpret the States Glyphs 'Inner' Symbol. These features may also pertain to other compatible celestial bodies:



Rings



Probes / Stations



Moons / Debris



Craters

8- Exotic Planetary Mineral Composition

The Architect may choose to create a random Planet that is entirely composed of or exceptionally rich in a particular set of Precious Metals or Minerals. 'Spin' the Token into the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Material's name. Repeat as many times as you like.

Default Exotic Materials & Resources

**Gold - Silver - Copper - Platinum - Palladium - Mercury - Osmium - Rhodium - Iridium
Aluminum - Indium - Beryllium - Tungsten - Uranium - Plutonium - Nickel - Iron
Quartz - Diamond - Sapphire - Emerald - Ruby - Obsidian - Hematite - Tanzanite
Spinel - Salt - Oil - Sulfur - Coal**

9- Planetary Civilization Class

Determine the Planet's overall level of Civilization, if any. 'Spin' the Token and interpret the Digits as a scale from 0-9. The Architect may repeat this step if multiple Civilization levels occupy the same Planet.

- 0- 'Stone Age.' Primitive agriculture and use of stone or bone tools. Denizens live in caves or makeshift shelters.
- 1- 'Ancient.' Metallurgy has been developed. Writing, Religion and Trade blossom. Cities and temples are erected.
- 2- 'Primeval.' The Society has refined the arts of Metallurgy, War, Music and Philosophy. Science is in its infancy.
- 3- 'Refined.' A vibrant perfection of Literature, Art, Architecture, and a shift towards scientific reasoning.
- 4- 'Industrial.' This Civilization experiences the advent of modern machinery, power sources and ranged weaponry.
- 5- 'Contemporary.' Technology is at the brink of a singularity. Orbital space travel is possible but primitive.
- 6- 'Type-1.' Relies on renewable resources. Space travel is limited to the immediate star cluster or solar system.
- 7- 'Type-2.' Colonization of different systems, interstellar space travel and genetic manipulation are benchmarks.
- 8- 'Type-3.' Intergalactic communication, travel through wormholes, and the creation of life forms and environments.
- 9- 'Type-4.' Likely to be perceived as Gods to other civilizations. Full manipulation of matter, energy and time-space.

DEFAULT CELESTIAL FEATURE SIZE

	PLANET	ASTEROID	MOON	METEOROID
--- = SSS:	1000 MILES	25 FT	5 MILES	1 MM
-- = SS:	2000 MILES	500 FT	25 MILES	1 INCH
- = S:	5000 MILES	1 MILE	100 MILES	1 FT
X = M:	8000 MILES	5 MILES	500 MILES	5 FT
+ = L:	20,000 MILES	100 MILES	1000 MILES	25 FT
++ = LL:	50,000 MILES	400 MILES	1500 MILES	50 FT
+++ = LLL:	100,000+ MILES	800 MILES	2000 MILES	100 FT
	STAR	COMET	PULSAR	QUASAR
--- = SSS:	NEUTRON	5 MILES	10 MILES	5,000,000 LY
-- = SS:	WHITE DWARF	15 MILES	15 MILES	20,000,000 LY
- = S:	MAIN SEQUENCE	25 MILES	20 MILES	50,000,000 LY
X = M:	SUB GIANT	50 MILES	25 MILES	100,000,000 LY
+ = L:	GIANT	65 MILES	30 MILES	1,500,000,000 LY
++ = LL:	SUPERGIANT	80 MILES	35 MILES	2,000,000,000 LY
+++ = LLL:	HYPERGIANT	100 MILES	40 MILES	4,000,000,000 LY
	GALAXY	BLACK HOLE	WORMHOLE	ICE
--- = SSS:	10,000 LY	MINIATURE	1,000 FT	50 FT
-- = SS:	25,000 LY	MINIATURE	2,500 FT	75 FT
- = S:	50,000 LY	MINIATURE	1 MILE	100 FT
X = M:	100,000 LY	STELLAR	5 MILES	300 FT
+ = L:	1,000,000 LY	STELLAR	100 MILES	500 FT
++ = LL:	3,000,000 LY	SUPERMASSIVE	500 MILES	1000 FT
+++ = LLL:	6,000,000 LY	SUPERMASSIVE	1,000 MILES	1500 FT
	NEBULA	DEBRIS	DUST	ARTIFICIAL
--- = SSS:	1 LY	1 MM	100,000 MILES	10 FT
-- = SS:	5 LY	1 INCH	1,000,000 MILES	50 FT
- = S:	10 LY	1 FT	1,000,000,000 MILES	100 FT
X = M:	20 LY	10 FT	1 LY	1,000 FT
+ = L:	30 LY	25 FT	1,000 LY	5,000 FT
++ = LL:	40 LY	250 FT	10,000 LY	10,000 FT
+++ = LLL:	50 LY	750 FT	100,000 LY	15,000 FT



CLOUDS, COLOR, OPACITY & SEASONS

Random Cloud States

'Spin' the Token to identify random Features in the Stratosphere, such as cloud composition. Interpret the States Glyphs 'Inner' Symbol:



Streaked



Wispy



Hazed



Dense

Random Colors & Finish

'Spin' the Token into the Omni Grid to identify a random color relevant to the context. The color zone where the Token's sights land within is the designated color or tone. Also, Interpret the States Glyphs 'Inner' Symbol for details as to how the color is finished:



Flat



Shiny



Glowing



Textured

Random Luminosity

'Spin' the Token to designate a random luminous quality to a subject relevant to the context. Interpret the States Glyphs 'Inner' Symbol:



Transparent



Reflective



Radiant



Opaque

Random Seasons

'Spin' the Token to designate a random Season governing the Location. Interpret the Element Glyphs:



Spring



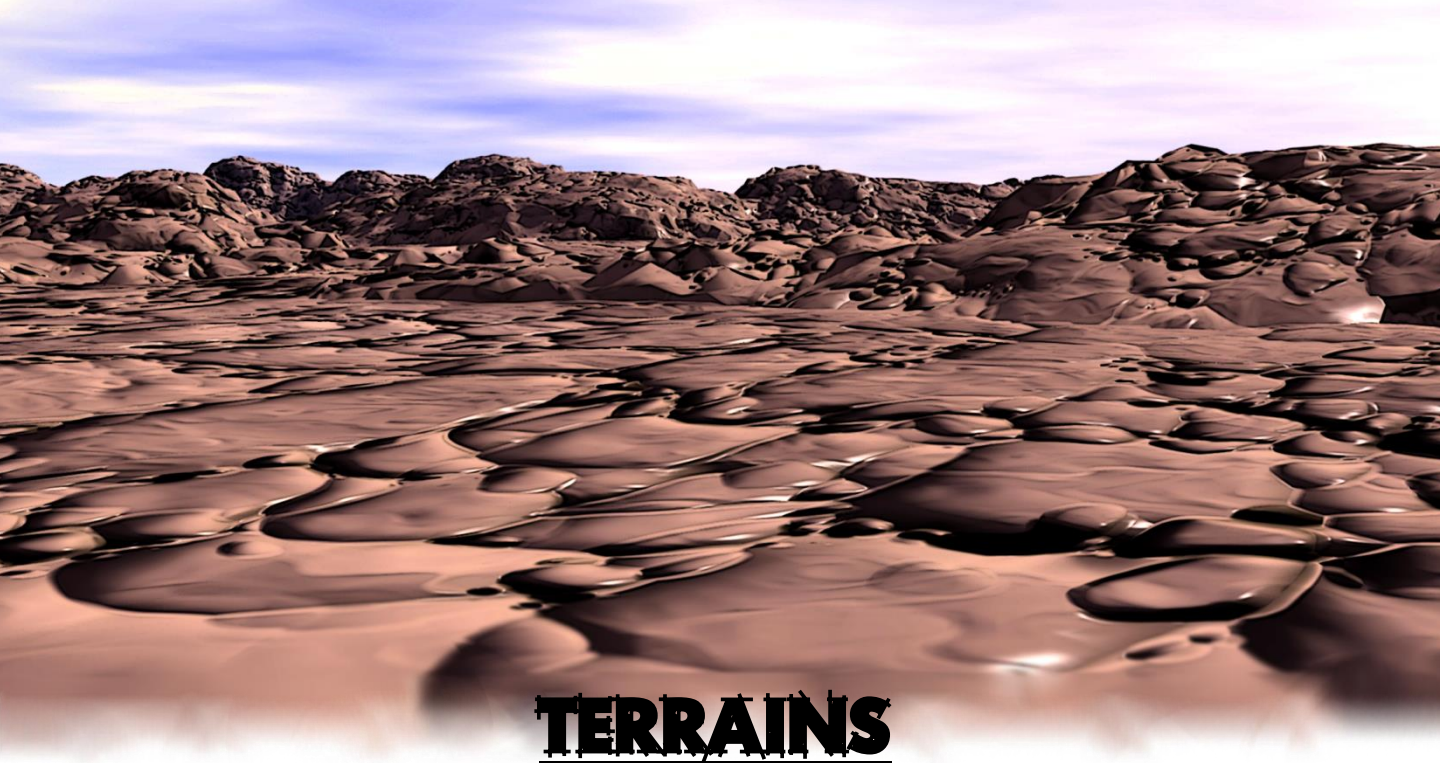
Summer



Fall



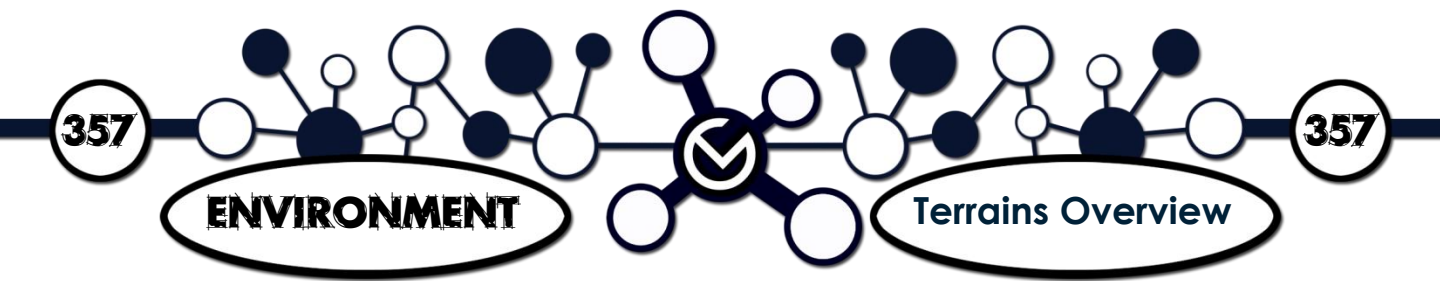
Winter



TERRAINS

Terrain is defined as a geographical feature present within a Location, organic or otherwise. These include natural, artificial and manipulated characteristics. The nature of a Location's Terrain can pose different inhibitors on the Character's movement, combat maneuvers and Vehicles. Certain Terrains may also offer strategic advantages, such as flanking and concealment.

Locations may have multiple Terrain features, potentially making them more hazardous. The enforcement of modifiers inherent in different Terrains is at the Architect's discretion and offers a richer challenge to any Adventure.





GRASS

Grass dampens the movement of terrestrial Vehicles, with the exception of those designed with off-road capabilities.

Vehicles that are not off-road capable have their Horsepower Rank reduced to 1.

If Grass is thick, the Character suffers a (-1) penalty to 'MOVEMENT'. Long grass grants 'SSS' and 'SS' hidden Entities the Initiative.



MUD

Mud exists in various consistencies. Thick mud prevents running, evading, some Techniques and traps most terrestrial vehicles unless they are specially equipped.

Slick Mud increases the chance of fumbling.

Characters attempting any overt action on slick mud, including attacks, face a 30% chance of slipping to the ground.



DIRT

Dirt is the foundation for most landscapes and is relied on for agriculture and the construction of roads. When soaked, it can quickly turn to mud.

Movements such as walking or crawling are muffled when traveling over soft Dirt and reduced to a LVO Sound Intensity, making sneak attacks easier to execute.



SAND

Sand is abundant in desert and beachfront locations. 'MOVEMENT' suffers a (-2) penalty while the Character is standing in Sand. Footsteps remain clearly visible.

Sensitive equipment may be damaged if exposed to sand. If the eyes are exposed due to a gust of wind or attack, temporary Blindness occurs for #1Instants.





LEAVES

Depending on seasonal factors, Leaves litter the ground in patches, making them ideal for motionless concealment. **Movement on top of Leaves emits LV2 'Ambient' sound levels, alerting nearby enemies.**

The NPC performs an awareness check each Instant the Character moves on top of leaves to verify if the Character is heard.



BRUSH

Brush exists as dense layers of branches, twigs and other forms of undergrowth. This makes certain destinations impassable until cleared with adequate cutting tools or fire.

As with Leaves, movement on top of or within Brush **emits LV2 'Ambient' sound levels.** Brush may be cleared at a default rate of 1 Ft per Instant.



GRAVEL

A mix of pebbles or shells found naturally, but commonly used for staging areas and construction. Barefoot walking on Gravel can be uncomfortable, and thus **reduces the 'Movement' Rank to 1.**

Because of Gravel's loose consistency, **Vehicles that are not off-road capable have their Horsepower Rank reduced by 1 Rank.**

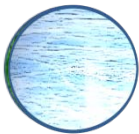


STONE

Stone is prevalent in mountains, caves, valleys and deserts. Stone may become hazardous depending on certain conditions. Often, it inhibits Travel with most Vehicles except for mounts.

Characters that fall on Stone surfaces suffer **+T1 or #1 levels of Fall Damage to the area of impact based on the fall or throw.**

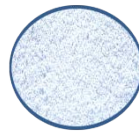




ICE

Without proper traction, **Driving Terrestrial Vehicles on Ice** assumes a default difficulty level of 'Daunting'.

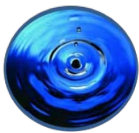
Characters must 'Spin' Vs. Finesse for every action or falls and suffers Fall Damage. Bare exposure to Ice may lead to 1 LV of Frostbite per 5 Minutes and 30% chance of succumbing to Hypothermia.



SNOW

Soothing at a glance, snow can quickly become a silent killer. Depending on its level of depth and consistency, **all Modifiers** suffer up to (-2) penalties.

Tracks are easily followed. Prolonged exposure without proper attire leads to 1 LV of Frostbite per 10 Minutes and 30% chance of Hypothermia.



WATER

Standing in water: Up to -3 to Modifiers.

Submerged: Melee limited to M1 Range. Vision='Blurred'

Currents: Constitution rank times T2 equals minutes able to swim against currents.

Extreme Depths: Subject to #1 Pressure Damage per minute.



DEBRIS

Terrestrial vehicles cannot pass over fields of debris unless properly equipped. Each action when standing on debris requires a 'Spin' Vs Finesse or the Character's ankle is trapped, requiring T1 Instants to break free.

Standing barefoot on Debris subjects the traveler to #1 Soft Damage to feet.

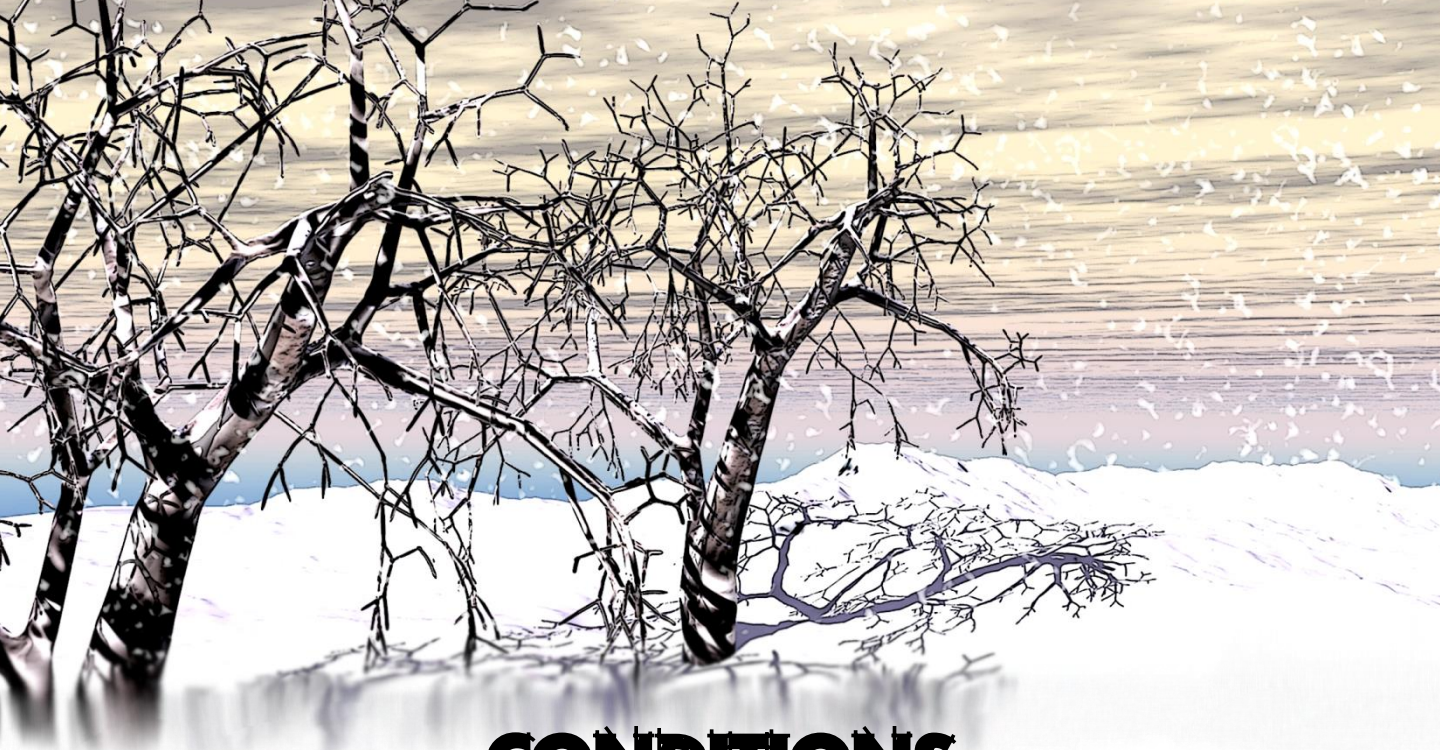
360

ENVIRONMENT



Ice, Snow, Water,
Debris

360



CONDITIONS

A Condition can have a diverse range of effects on Terrain as well as the Character's health, senses and movement. Conditions can greatly influence how a particular Location and its Terrains are experienced.

Factors that drive Conditions are weather patterns, time, geological composition, location, populations, architecture, energy and other influences. Some Conditions are restricted to a specific Terrain, while others can affect entire Locations. Most Conditions can be adapted to, but others must be avoided entirely.

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ENVIRONMENT



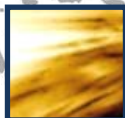
Conditions Overview

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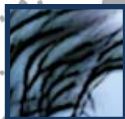
COLD

Low temperatures have adverse effects on Biological Characters. Prolonged exposure to cold or freezing temperatures has a 35% chance of inducing Hypothermia for every 5 minutes of exposure. 'Comfort' Level is reduced by 1 Rank.



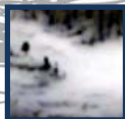
HEAT

The intensity of a Location's Heat level can temporarily reduce the Character's Constitution by 1 Rank while exposed. In addition, prolonged exposure to Heat may have a 35% chance of inducing Hyperthermia for every 5 minutes of exposure.



WIND

Interpret Polarity Glyphs: - - - = LIGHT AIR (1-3 MPH) - - = LIGHT BREEZE (4-7 MPH) - = STRONG BREEZE (25-30 MPH) X = STRONG GALE (47-54 MPH) + = STORM (55-63 MPH) ++ = VIOLENT STORM (64-73 MPH) +++ = HURRICANE (74-210 MPH)



FOG

Depending on the Character's location, this may also include clouded skies or blankets of mist. Visibility Rank is reduced to LV1 "Dim". However, the Difficulty Level for any 'Stealth' action may be decreased by 2 Difficulty Levels.



HUMIDITY

High levels of Humidity decrease the Character's 'Comfort' Level by 1 Rank, which dampens the recovery of Ether. Also, sensitive electronic equipment has a 35% chance of sustaining liquid damage for every minute of exposure.

RAINFALL



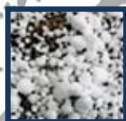
Rainfall decreases 'Movement' and 'Comfort' Levels by 1 Rank. Light may be reduced to LV1 'Dim' based on intensity. Terrestrial Vehicle Skill Difficulties are increased by up to 2 Levels. Interpret the 'Digits' from a scale of 1-10 to estimate intensity.

SNOWFALL



Heavy Snowfall may reduce Light to 'Dim.' 'Speed' and 'Comfort' Levels are reduced by 1 Rank. Exposure to Snowfall without proper attire has a 35% chance of inducing Hypothermia p/Hour. Interpret the 'Digits' from a scale of 1-10 to determine intensity.

HAIL



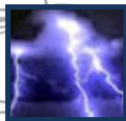
Hail combines the sting of cold with blunt force. Depending on the size of hail particles, #1 damage results for every minute of exposure. Hail decreases the Character's 'Comfort' Level by 2 Ranks when exposed.

SLEET



These fine ice pellets paint any surface with a layer of cold. Characters must 'Spin' Vs. Finesse for every action made on sleet covered surfaces, or suffer Fall Damage. Falling sleet decreases the Character's 'Comfort' Level by 2 Ranks.

LIGHTNING



Lightning blasts any target with T10 damage to Tissue, Skeleton and Vitals. When it is present, each Character has a 10% chance of being stricken per 1 Minute. Interpret the 'Digits' from 0-9 to determine how many hours the lightning will be present.

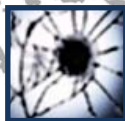


CURRENT



When swimming against a current, the Character's Constitution rank times T2 equals minutes able to swim against currents. 'Movement' Rank is decreased by up to-2. Water Vehicle Skills face a +2 Difficulty Level.

BRITTLE



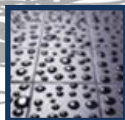
A Character or Entity's size dictates the threshold of time before the Brittle, Corroded or Rotted surface gives in: - - - = SSS (No Effect) - - = SS (5 Min) - = S (1 Min)
X = M (30 Secs) + = L (10 Secs) ++ = LL (5 Secs) +++ = LLL (2 Secs)

QUICKSAND



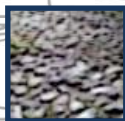
Quicksand and similar substances consumes Characters at a default rate of 1 Size (SSS-LLL) p / Minute Count. Escaping from quicksand requires a successful 'Strength' Attribute 'Spin' Vs. Chance.

SLICK



Any slippery surface, such as oil, mud, grease or wet marble. Characters must 'Spin' Vs. Finesse for every action made on slick surfaces, or slip and suffer Fall Damage. Climbing slick surfaces without special gear poses a Difficulty of 'Daunting.'

ROUGH



Any surface that is jagged or coarse is classified as rough. #1 damage is inflicted on the Character's Tissue when friction is made against rough surfaces. This can happen from falling, dragging or sprinting. Equipment suffers superficial damage.

RADIATION



Mild Radiation: Minor Illness. 10% chance of death per week for T3 weeks.

Medium Radiation: Major Illness. 25% chance of death per day for T3 days.

Heavy Radiation: Fatality in T5 Minute Counts.

BIO-HAZARD



Mild: If 'Health' Attribute 'Spin' fails vs. Chance = Minor Illness.

Medium: If 'Health' Attribute 'Spin' fails vs. Chance = Major Illness.

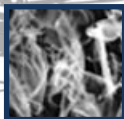
Heavy: If 'Health' Attribute 'Spin' fails vs. Chance = Terminal Illness.

CHEMICAL



The effects of chemicals can be diverse based on the encounter. This is subject to the Architect's interpretation. By default, if hazardous chemicals are ingested, the Character makes a 'Health' Attribute 'Spin' vs. Chance or perishes.

SMOKE



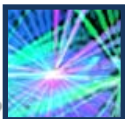
Smoke reduces the Character's Visibility Rank to LV1 "Dim". However, the Difficulty Level for any 'Stealth' action is decreased by 1. The Character's Constitution rank equals the number of minutes able to endure impending asphyxiation.

FIRE



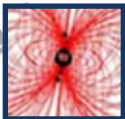
Fires can erupt and spread throughout most locations. For Biological Characters, Indirect exposure to flames inflicts #1 'Burn' Damage per minute. However, direct exposure to fire inflicts T1 'Burn' Damage per Second.

DAZZLE



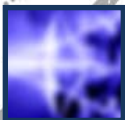
Flickering light beams or patterns confuse the eyes. The Character makes a 'Focus' Attribute 'Spin' vs. Chance or is dazzled by the light patterns. Should this happen, the Character's Focused Attack attempts require an additional Token slide.

MAGNETIC



Magnetic fields scramble navigation equipment. The more intense fields make metal weapons and armor heavier, reducing Strength, Constitution, Finesse and all combat modifiers by -2 until the Character discards all metallic equipment.

ELECTROMAGNETIC



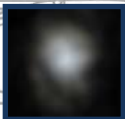
Electromagnetic currents supercharge a location with disastrous effects on modern technology and Synthetics. Electric-based equipment is destroyed, and Synthetic Characters have a 25% chance per minute of perishing while exposed to EMP fields.

STENCH



Foul stench can slow the most hardened of warriors. Biological Characters have a 25% chance per minute of succumbing to severe nausea. If this happens, the Character is unable to intake any consumables.

VACUUM



The lack of oxygen and gravity attributed to celestial locations. Biological Characters must wear pressurized suits that supply oxygen. If damaged, the Character perishes in T1 minutes. Movement is perpetual unless facilitated by propulsion systems.



TIGHT



Tight spaces include narrow corridors, shafts or compact rooms that can barely accommodate the Character and equipment. Combat Modifiers are nullified. Techniques, Melee and H2H Combat are limited to the M1 Range.

CROWDED



Crowds are Ideal for vanishing from threats but also hinder movement. Land Movement Rank is reduced to 1. Characters with LV2 Vision have a 25% chance of spotting hidden subjects, while those with LV3 Vision have a 35% chance.

TRAFFIC



Traffic can severely affect the rate of travel in most Terrestrial Vehicles. While in traffic, the Vehicle's Speed Rank may be reduced to 1. In addition, the default Difficulty for executing special maneuvers becomes 'Complex.'

CURSED



Some locations are cursed by traumatic pasts or by the hex of a Witch. Characters who set foot on cursed grounds must make a 'Luck' Attribute 'Spin' vs. Chance or become afflicted with one Negative Karmic Outcome.

SACRED



Consecrated areas may remove 1 Negative Karmic Outcome or other curse. While in sacred territory, Characters must make a 'Luck' Attribute 'Spin' vs. Chance in order to remove one Negative Karmic Outcome.



Environments are regulated by varying levels of external Stimuli, which are perceived by the Character's Senses. Stimuli have an effect on the success of 'Awareness Checks,' which determine if a Character perceives a subject under certain conditions. Awareness Checks are detailed in the 'Encounters' Chapter.

LIGHT [Awareness Checks : Vision Rank Vs. Lighting Rank.]

Lv0- Dark: It's pitch black, or pretty damn close.

Effects: No levels of Sight can see in the dark. Nullifies Focused Attacks, Defensive Maneuvers and Techniques. Any Skill or other Sight Reliant action assumes a default difficulty of 'Monumental.'

Lv1- Dim: You can make out silhouettes and subtle features of the immediate surroundings.

Effects: Only those with LV2 'Clear' vision can see in dim lighting. Those with LV3 'Pristine' vision can make out more details, such as writing. The Character must land an additional Token Slide when attempting Focused Attacks and Defensive Maneuvers.

Lv2- Lit: Evenly lit, allowing clear visibility.

Effects: Clear visibility does not pose any negative effects to overcome in most situations. Stealth attempts must overcome 1 additional Difficulty Level.

Lv3- Bright: High Luminosity fleshes out details.

Effects: Stealth attempts must overcome 2 additional Difficulty Levels.

SOUND [Awareness Checks : Hearing Rank Vs. Sound Rank.]

Lv0- Silent: The near total absence of audible vibrations.

Effect: Stealth attempts must overcome 1 additional Difficulty Level.

Lv1- Faint: A whisper, footstep or the drop of a small object.

Range: Faint sounds can be detected by those with LV2 'Good' Hearing within a 10 Ft Radius, and a 25 Ft Radius by those who have 'Acute' Hearing.

Lv2- Ambient: Common background, interactive noise and conversations.

Range: Ambient sounds can be detected by those with LV2 'Good' Hearing within a 65 Ft Radius, and a 100 Ft Radius by those who have 'Acute' Hearing.

Lv3- Loud: Jolting waves of noise, tones and shouts.

Range: Loud sounds can generally be detected well over 500 ft away. Those with LV1 'Muffled' Hearing can hear loud noises from a closer proximity, but audio details may be fuzzy.



SCENT [Awareness Checks: Smell Rank Vs. Scent Rank.]

Lv0- Neutral: No identifiable scent.

Effect: Overall aromas within the background with no real discernible qualities.

Lv1- Light: A faint trace of a specific aroma that's difficult to pinpoint.

Range: Scent can be detected and pinpointed by those with LV2 'Reliable' Smelling within a 10 Ft Radius, and a 25 Ft Radius by those who have 'Refined' Smelling.

Lv2- Aromatic: Unmistakable scent that can be tracked to a source.

Range: Scent can be detected and pinpointed by those with LV2 'Reliable' Smelling within a 25Ft Radius, and a 50 Ft Radius by those who have LV3 'Refined' Smelling.

Lv3- Engulfing: Intense smell that overloads the nose.

Range: Engulfing Scents can easily be detected over 500 ft away. Those with LV1 'Inhibited' Smelling can detect the scent but may have great difficulty pinpointing the source.

FLAVOR [Awareness Checks: Taste Rank Vs. Flavor Rank.]

Lv0- Flavorless: Devoid of any discernible flavor.

Effect: Food or Drink that is bland or devoid of flavor compatible with the Character's taste pallet grants a base 1 EP per meal or drink session.

Lv1- Seasoned: Enough taste to be considered edible.

Effect: Food or Drink that is compatible with the Character's LV2 'Balanced' Taste Pallet grants a base 4 EP per meal or drink session. A LV3 Taste Pallet grants a base 6 EP / meal or drink session.

Lv2- Robust: Loaded with just the right ingredients.

Effect: Food or Drink that is compatible with the Character's LV2 'Balanced' Taste Pallet grants a base 5 EP per meal or drink session. A LV3 Taste Pallet grants a base 7 EP per meal or drink session.

Lv3- Rich: Overflowing with succulence or foulness.

Effect: Food or Drink that is compatible with the Character's LV2 'Balanced' Taste Pallet grants a base 6 EP per meal or drink session. A LV3 Taste Pallet grants a base 8 EP per meal or drink session.



TEMPERATURE & CLIMATE INDEXES

The Temperature from the immediate Environment has a direct impact on the Character's overall well-being. Characters should dress appropriately to match the current climate. Failure to do so can result in negative consequences against the Character's Preservation Gage, which manifest as reduced Comfort Levels and the chance of contracting Hyperthermia or Hypothermia.

The Environment Index values assigned to Apparel Articles are cumulative, and represent ideal levels of coverage proportionate to the climate the Character is immersed in.

-136° TO -455° = INDEX OF 60

32° TO -135° = INDEX OF 36

33° TO 69° = INDEX OF 27

70° TO 80° = INDEX OF 18

81° TO 95° = INDEX OF 7

96° TO 100° = INDEX OF 3

101° TO 110° = INDEX OF 1

For every 3° that deviates from the recommended Temperature's Index Value based on how a Character is clothed, there is a 10% chance per 1 Minute Count that the Character will suffer an appropriate consequence against its Preservation Gage. In the most extreme of cases, death may result almost instantly. Certain Racetypes are better created to withstand different temperature ranges. The default Index Ranges are based on Humans and measured in Degrees Fahrenheit.

RANDOM TEMPERATURES

1- 'Spin' the Token to determine how many digits the current Temperature is measured in and interpret the Element Glyphs and the (+) or (-) side of the Token. If the result is 3 Digits, it is recommended that the Temperature not exceed the (+) or (-) 100° range, unless the results are from an exotic planet or other location. Results should only factor in 4 digits if they are being calculated for Locations in Space or extreme scenarios.



1 Digit



2 Digits



3 Digits



3 or 4 Digits

2- 'Spin' the Token the amount of times designated by the number of digits yielded in step 1. Interpret the Token's Digits from 0-9 to calculate the Temperature. If the results are measured in 3 digits, the total should default into the 100° range.



Campaigns often boast an array of Settlements that are encountered during an Adventure, from the most archaic to those at the pinnacle of social and technological marvels.

In Glyphs RPG's, Civilizations are regarded as artificial extensions of a Character's environment, including architectural features, interior design and layout.

For all intents and purposes, Civilizations manifest as towns, cities, ruins, space stations or dungeons.

CHAPTER

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"Civilization"

Certain considerations must be taken into account when creating a Settlement, whether it is a sprawling metropolis or remote dungeon nestled within otherwise barren icecaps. Physical and sensory details should include architectural themes, shapes, materials, background scents, ambiance and the settlement's layout. What is the settlement or district's primary function? How are roadways and access points such as doors, windows, walls, stairs, hallways or bridges configured? What is the interior decor and flooring like? Who or what resides there? What manner of history pervades?

Civilizations are measured by specific metrics. What system of Government is in place? How advanced are Science and Technology? What are the Settlement's primary occupation, language, cultural traits, strengths and demographics?

SETTLEMENT TYPES

'Spin' the Token to generate a random Social Structure. Interpret the States Glyphs 'Inner' Symbol:



Outpost



Village



Town



City

OUTPOST

Outposts are small farms, rural settlements, base camps or Hamlets. They generally lack government or infrastructure, instead relying on local resources. Outposts may exist as an extension of a nearby village and have an average population of up to 100 or so.

VILLAGE

Villages are self-contained rural or semi-rural communities that have an average between a few hundred or a few thousand denizens. Architecture in villages is clustered together. Commerce relies on trade and local services.

TOWN

A Town is essentially a small city of several thousand people that thrive on commerce and talents. Most towns have a centralized place of worship, and have simple government and administrative functions implemented.

CITY

A City is a metropolis of tightly packed monolithic structures. Depending on their size, layout and resources, Cities can accommodate millions of people. Cities are regarded as powerhouses of innovation, commerce, law, science and entertainment.

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CIVILIZATION



Settlement Types

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ARCHITECTURE

1- Random Architecture Theme

The Architect can use the Relative Manifestation method to quickly describe the visual characteristics and layout of an Outpost, Village, Town or City using Architectural Themes. These Themes can also be used to describe a single structure or interior.

The Architect can choose one theme to describe the settlement, or can combine it with a second theme to create a unique hybrid theme that shares traits from both. Themes may be interpreted as influences when describing a scene, rather than true historical or cultural styles.

Architectural Themes are tools to help the Architect describe the settlement's visual esthetics to Travelers. The reality does not have to be part of our continuum from which most of these themes existed at one point in time, and more Themes can be added to this list as they are imagined.

* 'Spin' the Token in the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Theme's name. The result is the Theme that contains the most of the 3 letters.

ABSTRACT – AFRICAN – ALIEN – ANGELIC – APOCALYPTIC – ARABIAN – ASIAN – BABYLONIAN – BYZANTINE
COLONIAL – COUNTRY – DEMONIC – EGYPTIAN – EUROPEAN – EXPRESSIONIST – GOTHIC – GREEK – INDIAN
INDUSTRIAL – MEDIEVAL – MESOAMERICAN – MINIMAL – MODERN – NATIVE – NEOLITHIC – NORDIC
PERSIAN – RENNAISSANCE – ROMAN – TROPICAL – VICTORIAN – WESTERN

2- Random Architecture or District Condition

'Spin' the Token to identify a Social Structure's condition. This may apply to entire civilizations, or individual buildings and districts. Interpret the States Glyphs 'Inner' Symbol:



**Mint
Maintained**



**Frequented
Worn**



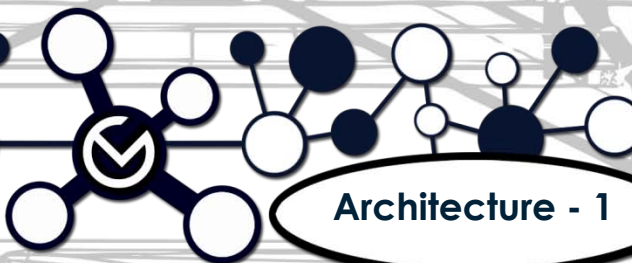
**Compromised
Slum**



**Ruined
Abandoned**

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CIVILIZATION



Architecture - 1

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3- Random Building Function

'Spin' the Token twice to identify a Random Structure's or District's Function in the settlement. Interpret the permutations of the Element Glyphs and the Function Glyphs:



Shopping

Entertainment

Restaurant / Bar

Park / Commons



Police / Prison

Milt. Base

Cemetery / Morgue

Training Center



Home / Lodging

Arena / Auditorium

Church / Temple

Museum



Office / Bank

Resources / Repair

Hospital / Healer

School / Research

4- Random Structure Shapes

* Structures such as buildings or perimeters may be generated using random geometry rather than by using Themes. 'Spin' the Token to determine the Structure's geometry. Interpret the States Glyphs 'Outer' Symbol:



Cube / Square

Pyramid / Triangle

Sphere / Circle

Polyhedron

* A Structure's geometry can be further narrowed down by distortion. Interpret the Manipulation Glyphs after determining the Structure's random geometry per the step above:



Rectangle

Diamond

Prism / Frame

Spiral / Interaction



Right / Isosceles

Trapezoid

Prism / Frame

Spiral / Interaction



Ellipse

Torus

Prism / Frame

Spiral / Interaction



Widened

Distorted

Prism / Frame

Spiral / Interaction

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CIVILIZATION

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Architecture - 2

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5- Random Structure Material

Determine the Material from which the Structure is made of. 'Spin' the Token into the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Structure Material's name. The result is the Material that contains the most of the 3 letters.

* Repeat this process to determine the material the doors and other fixtures are made of, if any.

FABRIC – HIDE – WOOD – SHELL – PLASTIC – SILVER – GOLD – COPPER – BRONZE – IRON – STONE – STEEL
GLASS – TITANIUM – CERAMIC – MARBLE – GRANITE – PLASTER – BRICK – CINDERBLOCK – CONCRETE
STRAW – ICE – PAPER – CLAY – ALUMINUM – CARDBOARD – TILE – LIMESTONE – STICKS – CANVAS

6- Random Window Properties

If the structure has any windows, 'Spin' the Token to determine the Glass's characteristics. Interpret the States Glyphs 'Inner' Symbol:



Mirror



Broken



Stained



Frosted / Tinted

7- Random Structure Size

'Spin' the Token to determine a structure's approximate size. For simplicity, random structures are measured in comparative approximations. Interpret the Polarity Glyphs:

- - - = **SSS**: 'SHED'

- - = **SS**: 'AVERAGE BARN'

- = **S**: 'AVERAGE HOME'

X = **M**: 'LARGE HOME'

+ = **L**: 'MANSION / CATHEDRAL'

++ = **LL**: 'AVERAGE CASTLE'

+++ = **LLL**: 'MASSIVE CASTLE'

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CIVILIZATION



Architecture - 3

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8- Random Perimeter Types

Certain structures may be surrounded by some form of gated perimeter. Interpret the States Glyphs 'Inner' Symbol:



Fence



Mote



Security



Wall

9- Random Roads, Perimeters & Paths

Paths and roadways of some kind abound in most civilizations. 'Spin' the Token and interpret the Path Glyphs to generate a random road or pathway in the section of interest.



**Straight
Path**



**4-way
Path**



**2-way
Path**



**Grid
Path**



**Left
Path**



**Right
Path**



**Circling
Path**



**Winding
Path**

10- Random Path Lanes

More advanced roadways will be divided into lanes to ease the flow of traffic. 'Spin' the Token and interpret the digits from 0-9 to designate the number of lanes the path will be divided into.

11- Random Path Condition

'Spin' the Token to identify a Road or Path's condition. This may apply to the entire path, or perhaps a designated segment. Interpret the States Glyphs 'Inner' Symbol:



Smooth



Cracked



Holes



Bumps

12- Random Access Points

'Spin' the Token to identify a Random Access point, such as an Elevator or Stairs. Interpret the States Glyphs 'Inner' Symbol. By default, the (+) side means 'UP', while the (-) side means 'DOWN', if applicable.



Stairs / Ladder / Rope



Ramp / Bridge



Opening / Knobs



Elevator / Net

INTERIORS

1- Random Room Functions

Determine the Room's purpose. 'Spin' the Token into the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Room Purpose's name. The result is the function that contains the most of the 3 letters.

AQUARIUM – ARTROOM – ARMORY – ATTIC – BASEMENT – BEDROOM – BALCONY – CELLAR – CHAPEL
CLOSET – CLASSROOM – CONFERENCE ROOM – CONTROL ROOM – DARKROOM – DEN – DRIVEWAY
DOJO – DORMITORY – DRESSING ROOM – DINING ROOM – DUNGEON – EMPTY – FOYER – GAME ROOM
GREEN ROOM – GARAGE – GYM – KITCHEN – LAUNDRY ROOM – LABORATORY – LIBRARY – LIVING ROOM
LOUNGE – LIBRARY – LOCKERS – MUSIC ROOM – NURSERY – OFFICE – OBSERVATORY – PANTRY
PANIC ROOM – PLAYROOM – POOL – RESTROOM – SOLARIUM – SICKBAY – STUDIO – STUDY – SPA
SPORTS AREA – THEATRE – UTILITY ROOM – WORKROOM – ZOO

2- Random Interior Décor Themes

The Architect can choose one theme to describe the interior of a building, hallway or single room. As with Architecture, themes can be combined to create a hybrid theme that shares traits from both.

Décor themes allow the Architect to paint a swift mental picture of the room's visual features. Themes are also a reflection of the inhabitants taste and potential personality traits.

* 'Spin' the Token into the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Theme's name. The result is the Theme that contains the most of the 3 letters.

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3- Random Number of Rooms or Partitions

* CONTINGENT UPON STRUCTURE SIZE ESTIMATES *

SSS: 'TOOL SHED' = 1 ROOM: No Token Spin necessary

SS: 'AVERAGE BARN' = 1-2 ROOMS: Spin Token. Interpret + or - side. (+=2, -= 1)

S: 'AVERAGE HOME' = 1-4 ROOMS: Spin Token. Interpret Elements: [Carbon=1, Fire=2, Water=3, Air=4]

M: 'LARGE HOME' = 1-10 ROOMS: Spin Token. Interpret Digits: [1-9. 0=10]

L: 'MANSION / CATHEDRAL' = 1-50 ROOMS: Spin Token. Interpret Digits: [1-9. 0=10] Multiply by 5.

LL: 'AVERAGE CASTLE' = 1-200 ROOMS: Spin Token. Interpret Digits: [1-9. 0=10] Multiply by 20.

LLL: 'MASSIVE CASTLE' = 1-500+ ROOMS: Spin Token. Interpret Digits: [1-9. 0=10] Multiply by 50.

4- Random Room and Ceiling Shapes

The Architect can use the alignment of walls or the ceiling configuration to give a room an overall shape. 'Spin' the Token and Interpret the States Glyphs 'Outer' Symbol:



**Square
Rectangular**



**Triangle
Pyramid**



**Round / Dome
Tube / Oval**



**Polyhedron
Abstract**

5- Random Room Arrangements

A room's current arrangement and condition can be randomly generated. 'Spin' the Token and Interpret the States Glyphs 'Inner' Symbol:



Neat



Ransacked



Messy



Cluttered

6- Random Paint

A section or entire room can take on a random color to substitute or complement a décor theme. 'Spin' the Token inside the Omni Grid. The Color Zone where the Token's Sights land designates the Wall, Floor or Ceiling's Color. Multiple random colors can be generated as often as the Architect wishes.

7- Random Walls or Flooring

Determine the Material from which the Flooring or Walls are made of. 'Spin' the Token into the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Material's name. The result is the Material that contains the most of the 3 letters:

LUMBER - HARDWOOD - CARPET - PLASTIC - SILVER - GOLD - COPPER - BRONZE - IRON - STONE
GLASS - STEEL - CERAMIC - MARBLE - GRANITE - BRICK - CONCRETE - CLAY - ALUMINUM - TILE
LINOLEUM - DIRT - GRAVEL - FUR - VINYL - CORK - BAMBOO - RUBBER - FOAM - ORGANIC - FABRIC

Floor Material effects and conditions:

WOODEN FLOORS

Stealth attempts are subject to +1 increased Difficulty Level.

CARPET, DIRT, FUR, ORGANIC, CORK, RUBBER, FABRIC

Sound Intensity from footsteps is reduced to LV0.

PLASTIC, LINOLEUM, VINYL, GRAVEL

Stealth attempts are subject to +1 increased Difficulty Level.

METAL FLOORS

May conduct heat or electricity. +1 levels of Fall Damage to the area of impact. Become 'Slick' when wet.

GLASS, CERAMIC

Fall Damage has an x% chance of breaking the floor.

MARBLE, GRANITE, CONCRETE, BRICK, CLAY, TILE, STONE

+1 levels of Fall Damage to the area of impact. Become 'Slick' when wet.

FOAM

Absorbs Minor Fall Damage. Reduces Land Movement by 1 Rank.

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CIVILIZATION



Interiors - 3

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CIVIL METRICS

1- Technology & Science - I

A Civilization's Scientific and Technological prowess are measured on a scale from 0-9 using the Token's 'Digits':

0- 'Stone Age'

Weapons & Armor: 'Melee' and 'Small Primitive Ranged' Arms. Armor has not been developed.

Medicine: Medicinal practices have not been developed.

Science: Formal Science is non-existent. Raw instincts reign over logic.

Tools: Tools are made from stone, wood or bone and can only perform basic tasks.

Vehicles: Mounts can be tamed and ridden.

1- 'Ancient'

Weapons & Armor: 'Melee' and 'Middle Primitive Ranged' Arms. 'Small Siege' Arms. 'Heavy' Armor.

Medicine: Natural remedies can only cure LV1 'Minor' Illnesses. Surgical skills can heal 'Tissue' and 'Skeletal' Injuries.

Science: Scientific principles are newly formulated and largely based on tactical advantage.

Tools: Early metallurgy allows the crafting of more rigorous Tools.

Vehicles: Mounts are the primary Vehicle. Boats have been developed to travel short distances.

2- 'Primeval'

Weapons & Armor: 'Melee' and 'Middle Primitive Ranged' Arms. 'Middle Siege' Arms. 'Reinforced' Armor.

Medicine: Natural remedies can only cure LV1 'Minor' Illnesses. Surgical skills can heal 'Tissue' and 'Skeletal' Injuries.

Science: Scientific principles are largely focused on architecture and military exploits.

Tools: Advanced metallurgy allows for the creation of primitive machinery and other contraptions.

Vehicles: Mounts are the primary Vehicle. Boats have been improved to carry more personnel and equipment.

3- 'Refined'

Weapons & Armor: 'Melee,' 'Heavy Primitive and Antique Ranged' Arms. 'Middle Siege' Arms. 'Reinforced' Armor.

Medicine: Natural remedies can only cure LV2 'Severe' Illnesses. Surgery can heal 'Tissue', 'Skeletal' and 'Vital' Injuries.

Science: Scientific principles are focused on refining architecture, medicine, communication and travel.

Tools: Primitive machinery is able to produce basic items and components on a localized scale.

Vehicles: Mounts are the primary Vehicle. Boats are now barely capable of global travel.

4- 'Industrial'

Weapons & Armor: 'Heavy Adv. Ranged' Arms. 'Heavy Siege' Arms, 'Middle Radial' Arms, 'Reinforced' Armor.

Medicine: Medicine can only cure LV2 'Severe' Illnesses. Surgery can heal 'Tissue', 'Skeletal' and 'Vital' Injuries.

Science: Scientific principles are focused on refining communication, industrialization and energy.

Tools: Automated machinery is able to manufacture components on a mass scale.

Vehicles: Mounts and Boats. Automobiles and Trains can reach Velocities and Horsepower Ranks of 2.



Technology & Science – II

5- 'Contemporary'

Weapons & Armor: 'Great' Arms from each category. 'Reinforced' Armor.

Medicine: Modern Medicine can cure some LV3 'Terminal' Illnesses. Surgical skills can heal most Injuries.

Science: Energy is extracted from crude sources. Information and Technology are on the brink of a singularity.

Tools: Machines mass produce items on a global scale. A new age of computers and electronics devices.

Vehicles: Automobiles are primary transportation means. Orbital and Lunar space flight are possible.

6- 'Type-1'

Weapons & Armor: 'Great' Arms from each category. Energy-Based Weapons are developed. 'Fortified' Armor.

Medicine: Modern Medicine can cure most LV3 'Terminal' Illnesses. Surgery can heal most Injuries and replace limbs.

Science: Energy is extracted from renewable sources. Advances in robotics have transformed the world.

Tools: Robots have replaced the majority of menial occupations.

Vehicles: Space travel and colonization are commonplace, but limited to the immediate system.

7- 'Type-2'

Weapons & Armor: Energy-Based 'Great' Advanced Ranged, Radial and Siege Arms. 'Fortified' Armor.

Medicine: Advanced Medicine can cure any Illness. Surgery can heal most Injuries and replace organs.

Science: Energy is extracted from multiple star systems. This civilization has mastered genetic engineering.

Tools: Most tools that exist are for biological inhabitants to conduct basic maintenance on robots or craft.

Vehicles: Space travel, communication and colonization extend to different galaxies.

8- 'Type-3'

Weapons & Armor: Energy-Based 'Great' Advanced Ranged, Radial and Siege Arms. 'Fortified' Armor.

Medicine: Advanced Medicine can cure any Illness. Surgery can heal any injury but cannot resurrect the dead.

Science: This civilization has harnessed gravitational forces, can create simple life, artificial worlds and intelligence.

Tools: Most tools that exist are for biological inhabitants to conduct basic maintenance on robots or craft.

Vehicles: Space travel to any chartable destination in the known universe through wormholes.

9- 'Type-4'

Weapons & Armor: Highly advanced 'Relics' take the place of conventional weaponry and armor.

Medicine: The most advanced level of technology has blurred the line between life and death.

Science: This civilization has mastery over physical matter, gravity and time. Their Science is mistaken for magic.

Tools: Conventional tools are non-existent, instead replaced by robot drones and energies such as telekinesis.

Vehicles: Instant teleportation to any point in the universe through wormholes and other means.

2- Government Ideology

A Civilization's Political System and Ideologies are measured using the Token's 'Polarity Glyphs':

- - - = **Autocracy**: A single figurehead such as a Monarch, Dictator or Priest wields absolute power.
- - = **Oligarchy**: The government's power rests in the hands of a small group of elites.
- = **Communist**: The government functions as an equalizer amongst social classes, thus owning everything.
- X** = **Anarchy**: A period of lawlessness that may ultimately transition into a systematic form of government.
- + = **Democracy**: A government or ideology that is based on the will of the majority.
- ++ = **Republic**: A body of citizens elects a leader and administration to govern the society.
- +++ = **Libertarian**: Sovereign citizens run their own life. Minimalist government oversees the application of law.

3- Economic Status

A Civilization's overall Wealth and Resources determine its economic status. Different levels of economic standing influence the conversion rate of Bits.

If a Character exchanges Currency in a new destination, the Architect calculates the Character's net worth in Bits, and the Origin Currency is either inflated or devalued based on the Bit Modifier of the destination's Economic Rank. 'Spin' the Token and Interpret the 'States' Glyphs 'Inner' Symbol.

Depending on the Character's Currency of Origin, the value may be Inflated or Devalued by increments of 25%.

Moving from Left to Right on the Economic Status scale 'Devalues' the Origin Currency, while moving Right to Left 'Inflates' the Character's Origin Currency.

EXAMPLES:

A) The Origin Currency from a 'Stable' Civilization is exchanged for the currency of a 'Developing' Nation. In this case, the Character receives 25% more Bits during the new exchange.

B) The Origin Currency from an 'Impoverished' Civilization is exchanged for the currency of a 'Wealthy' Nation. In this case, the Character receives 75% less Bits during the new exchange.



Impoverished
Bits Mod @1



Developing
Bits Mod @ 2



Stable
Bits Mod @ 3



Wealthy
Bits Mod @ 4

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CIVILIZATION

Civil Metrics - 3

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4- Defining Occupation

A society's perception by the outside world is largely defined by its contributions to foreign and domestic affairs. 'Spin' the Token and Interpret the 'Function' Glyphs. It is recommended to 'Spin' Twice for a combination that yields a more in-depth perception of the civilization.



The Civilization relies on Diplomacy. It is seen as an ideal place to socialize.



The Civilization thrives on War. Don't be listed on this society's enemies list.



The Civilization is ripe for Tourism or Agriculture. It hosts natural attractions or special events.



The Civilization serves as a hub for Manufacturing and skilled service providers. A great place to work.

5- Culture

A Civilization's cultural emphasis expresses its core values and pastimes. 'Spin' the Token and Interpret the 'Element' Glyphs. It is recommended to 'Spin' Twice for a more in-depth combination of cultural values.



Cultural values place emphasis on Work, Money and Material pursuits.



Cultural values place emphasis on Athletics, Entertainment, Competition or Conquest.



Cultural values place emphasis on Religion, Spirituality or on Artistic accomplishments.

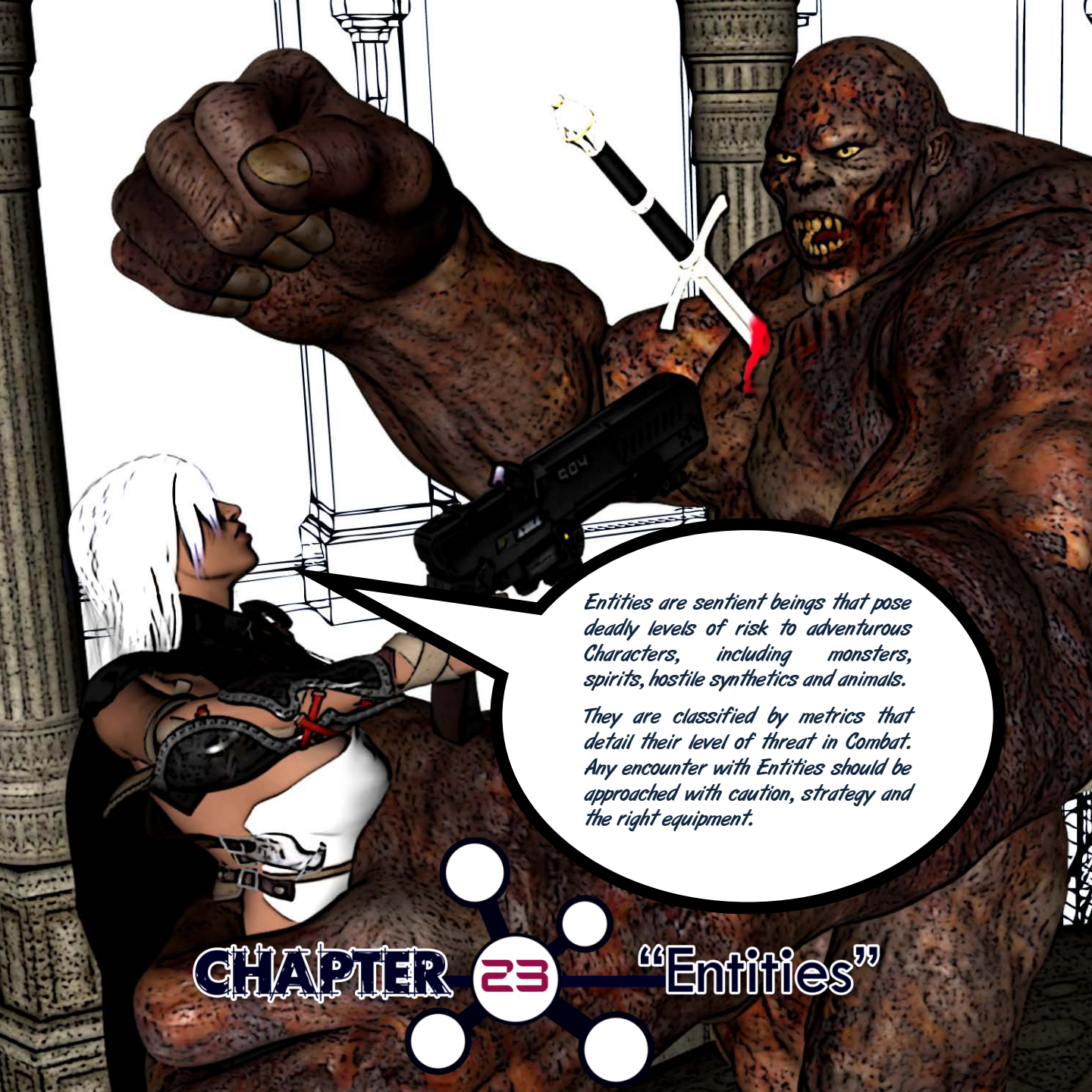


Cultural values place emphasis on Education, Science and the advancement of Technology.

6- Demographics

Demographics may influence the Character's welcome while visiting a settlement. The Architect's objective should be to establish the 2 dominant Racetypes that populate the civilization rather than to pinpoint an exact count. 'Spin' the Token into the Omni Grid 3 times. The 3 Letter Zones that the Token's sights fall within are the letters that are included in the Dominant Racetype's name. Repeat this step Twice. The First Result is the most dominant Racetype.

HUMAN – ELF – DWARF – FERAL – DAEMON – MERMAN – CYBORG – VAMPIRE – LYCAN – SERPENTIAN



Entities are sentient beings that pose deadly levels of risk to adventurous Characters, including monsters, spirits, hostile synthetics and animals.

They are classified by metrics that detail their level of threat in Combat. Any encounter with Entities should be approached with caution, strategy and the right equipment.

CHAPTER

23

“Entities”

SENSES

Sensory metrics represent an Entity's ability to perceive its surroundings through sensory organs or receivers. Many Entities will not have conventional senses, but most are still able to perceive targets via extra-sensory means. This should be noted in the Entity's description. Take each Entity's physiology and purpose into consideration when assigning sensory values.

ATTRIBUTES

An Entity's Attribute scores are representations of its physical presence and potential. Many Entities will have a combination of Prime Attribute Orders (*Even/Wild/Augmented/Epic*), each which has a different Attribute Multiplier. Attribute Scores should reflect the Entity's Individual strengths, weaknesses and behaviors, as some of them translate into Combat Modifiers.

MODIFIERS

Modifiers have a direct impact on how difficult an Entity can be as an opponent, including how fast it moves, how effectively it strikes, or how long it can perform in combat. Be sure to factor in the Prime Attribute Multipliers when calculating the Modifier scores. While from a numerical standpoint, Modifiers may exist for each category, but some Entities still lack the ability to implement them.

RANDOM ACTIONS

Entities usually have a range of Attacks to unleash on a Character, but tend to prioritize one over the other. This metric assigns a Digit range from 1-10 to place weighting on each attack or action. Many Attacks are contingent on the Entity's distance or strategic Advantage, so this should also be considered.

ATTACKS & ACTIONS

Each Attack or Action that the Entity uses should be described in detail. In addition, most of these will have numerical stats that can be measured. Attacks also have a level of Proficiency included.

ABILITIES

An Entity's potential Abilities include Powers, Skills, Techniques and Endowments. If the Entity has any one of these Ability types, they are listed and quantified by their level of development. Many Abilities may extend into non-combative applications, depending on the Entity's intelligence and means.

ARMOR

Conventional Armor is generally limited to Humanoid Entities and is measured and categorized the same as a Character's Armor. However, other Entities have 'Tissue' or 'Exoskeletons' that share the qualities of Armor. If so, then the Tissue / Exoskeleton will have the Properties of Armor for each area of Coverage.

If the Armor is made from a different material than the defaults, then the Architect can refer to the default materials table to estimate values for the new material based on where it is likely to rank within the table.

POLARITY

An Entity's Polarity dictates the chance of hostility towards a Character upon initial contact.

- 1- NEFARIOUS: 90% chance of attacking, regardless of Polarity.
- 2- WICKED: 80% chance of attacking Characters outside of the Disagreeable Polarity Spectrum.
- 3- DISAGREEABLE: 70% chance of attacking Characters if this would serve a purpose.
- 4- NEUTRALITY: 100% chance of attacking any Character for survival. Otherwise, avoids conflict.
- 5- AGREEABLE: 70% chance of attacking overtly Disagreeable Characters.
- 6- JUDICIOUS: 80% chance of attacking any Character that is out of alignment from the Entity's code.
- 7- VIRTUOUS: 90% chance of attacking Characters within the Disagreeable Polarity Spectrum.

SIZE & MOVEMENT

An Entity's Size affects the amount of distance it can cover in 'Feet per Instant'. Also, the result should clearly designate if movement occurs over Land, Water, in the Air or Space.

An Entity's default Movement Rank (LAND) is calculated by taking its 'Speed' Modifier Rank and multiplying it by one of the default size multipliers below. Furthermore, this value is affected in different conditions. Results are rounded DOWN to the nearest whole number.

X 1= SSS, SS, S, M X 2= L, X 3= LL, X 4= LLL

LAND= 'Speed' Modifier score x Size multiplier. **WATER**= 'Land' Movement Rank / or x 2

AIR= 'Land' Movement Rank x 2 **SPACE**= Size Movement Multiplier x 1

STRUCTURE & LHP

When creating an Entity, consider its function when assigning specific types of Tissue, Vitals and Skeletal Structure, as this may define its weakness. NOTE: The Amount of Blood Units an Entity has is based on its Size. LHP is located within a surface area of an Entity's body. There are 3 approaches to use when assigning LHP to an Entity; Static, Random or Material Based.

Static LHP: Assign the new Entity a Size based on its estimated dimensions. Next, simply assign an LHP Value for its Tissue, Skeleton and Vitals. This should reflect its perceived structural qualities and resilience. Refer to the Static LHP Matrix.

Random LHP: This approach carries the risk of generating disproportionate Tissue, Skeleton and Vitals Values. Random LHP generation is limited to certain Entity Sizes due to their minimum LHP Values. Random LHP generation is determined using the Token's 'Tx' and '#' methods. Refer to the Random LHP Matrix. Spin the Token and interpret the Element Glyphs (Tx) or Digits (#), and multiply your results by the number indicated in the LHP Matrix for the Entity's Size and resilience.

Material LHP: Applies to Entities with "Artificial Vitals," "Synthetic Tissue" and "Exoskeletons." Select a Material from the Armor Chapter, or create one. Use the one of Material's AHP values for 'Tissue'. Multiply this value by 2 and assign it to 'Skeleton.' Finally, divide the original Material Value by 1 and assign it to 'Vitals.'

		TISSUE			STATIC ENTITY LHP MATRIX				
					Values are based on Entity Sizes and Structural Resilience				
SOFT		SSS	SS	S	M	L	LL	LLL	
		1 MKS	1 MKS	1 LHP	1 LHP	5 LHP	25 LHP	125 LHP	
AVERAGE		SSS	SS	S	M	L	LL	LLL	
		1 MKS	1 LHP	1 LHP	2 LHP	10 LHP	50 LHP	250 LHP	
RESILIENT		SSS	SS	S	M	L	LL	LLL	
		1 LHP	3 LHP	5 LHP	10 LHP	50 LHP	250 LHP	1250 LHP	
		SKELETON							
FRAGILE		SSS	SS	S	M	L	LL	LLL	
		1 MKS	1 LHP	1 LHP	2 LHP	10 LHP	50 LHP	250 LHP	
AVERAGE		SSS	SS	S	M	L	LL	LLL	
		1 MKS	1 LHP	2 LHP	4 LHP	20 LHP	100 LHP	500 LHP	
RESILIENT		SSS	SS	S	M	L	LL	LLL	
		1 LHP	4 LHP	8 LHP	16 LHP	80 LHP	400 LHP	2000 LHP	
		VITALS							
FRAGILE		SSS	SS	S	M	L	LL	LLL	
		1 MKS	1 MKS	1 LHP	1 LHP	3 LHP	13 LHP	63 LHP	
AVERAGE		SSS	SS	S	M	L	LL	LLL	
		1 MKS	1 LHP	1 LHP	1 LHP	5 LHP	25 LHP	125 LHP	
RESILIENT		SSS	SS	S	M	L	LL	LLL	
		1 LHP	1 LHP	1 LHP	4 LHP	20 LHP	100 LHP	500 LHP	

		TISSUE			RANDOM ENTITY LHP MATRIX										
					Randomized Values may slightly fluctuate from their Static counterparts										
SOFT		SSS	SS	S	M	L	LL	LLL							
						T1 LHP	T8 LHP	#13 LHP							
AVERAGE		SSS	SS	S	M	L	LL	LLL							
						#1 LHP	#5 LHP	#25 LHP							
RESILIENT		SSS	SS	S	M	L	LL	LLL							
				T1 LHP	#1 LHP	#5 LHP	#25 LHP	#130 LHP							
		SKELETON													
FRAGILE		SSS	SS	S	M	L	LL	LLL							
						#1 LHP	#5 LHP	#25 LHP							
AVERAGE		SSS	SS	S	M	L	LL	LLL							
					T1 LHP	#2 LHP	#10 LHP	#50 LHP							
RESILIENT		SSS	SS	S	M	L	LL	LLL							
			T1 LHP	T2 LHP	T5 LHP	#8 LHP	#40 LHP	#200 LHP							
		VITALS													
FRAGILE		SSS	SS	S	M	L	LL	LLL							
						T1 LHP	T4 LHP	#6 LHP							
AVERAGE		SSS	SS	S	M	L	LL	LLL							
						T1 LHP	T8 LHP	#12 LHP							
RESILIENT		SSS	SS	S	M	L	LL	LLL							
					T1 LHP	#2 LHP	#10 LHP	#50 LHP							

BIT VALUE

An Entity's Bit Value is the amount of monetary reward to be obtained after defeating an Entity, and is calculated by multiplying or dividing the Entity's Threat Mod by its Bit Size Rank. The Bit Value manifests as treasure strewn about, or as a bounty reward. Bit Value is treated as a number of potential digits rather than a static figure.

Bit Size Ranks

SSS= Threat Mod / 4 SS= Threat Mod / 3 S= Threat Mod / 2 M= Threat Mod x 1
L= Threat Mod x 2 LL= Threat Mod x 3 LLL= Threat Mod x 4

Bit Rewards

After a battle, Bit rewards are calculated by 'Spinning' the Token the number of times represented by the level of 'VALUE' indicated the Entity's Threat Modifier.

The Token's Digits are interpreted in sequential order. Afterwards, the Bit total is multiplied by the specific Entity Bit Value to generate the final Bit reward: CHEAP: Bit Values 1-5
MODERATE: Bit Values 6-15 EXPENSIVE: Bit Values 16-25 EXCLUSIVE: Bit Values 26-40 EXOTIC: 41+

EP

An Entity's default EP Value is calculated by multiplying it's THREAT MOD score by its 'Base EP Being Size' [SSS: 11, SS: 10, S: 9, M: 8, L: 7, LL: 6, LLL: 5]. The result may be further multiplied by UP TO the numerical value indicated by the Entity's THREAT MOD.

THREAT MODIFIER

A Threat Modifier Rank functions as an indication of danger as well as an EXP Multiplier. The Threat Mod is a way of determining how much EXP should be awarded to a Character that defeats an Entity.

While not intended to be construed as a conventional 'Level' metric, the Threat Mod may be regarded as a way to rank an Entity based on the level of threat that it poses. In this way, Architects have a method of balancing Character encounters within proportion to an Entity's level of threat.

When applicable EXP Points are awarded after successfully defeating an Entity in combat, the awarded EXP Points are multiplied by the appropriate Threat Modifier to yield a total figure that is to be awarded.

NPC Threat Modifier: For the purposes of EXP calculation and balancing Combat Encounters, an NPC's Threat Mod is equivalent to its 'Combat Level.'

EXAMPLE ENTITY: "GRASSASSIN"

1) Modifiers: Add the following Modifier scores together and average. For Entities that don't exhibit a Modifier score (rather than a value of 0), then such 'non-score' is not factored into the calculation. Results below x.75 are rounded down to the nearest whole number.

INITIATIVE: 5 + SPEED: 5 + BLOCK: 6 + PARRY: 5 + EVADE: 5 + IMPACT: 5 + HIT: 3 + ENDUR: 4

TOTAL AVERAGED SCORE (DIVIDED BY 8)= $38/8= 4.75 = '5'$

2) Attacks: For each Weapon / Attack multiply the EFF Value by the Tier Damage value. Afterwards, take the result and multiply it by the Proficiency Rank (Unskilled=0, Trained=1, Prof+1=2, Prof+2=3, Prof+3=4.) By default, any Attacks that do not inflict Tiered Physical Damage or have an EFF Rank will have a base 'Damage' and EFF Multiplier of '1' for the sake of calculation. Weapons that deal '#' Damage have a default value of '1' for this purpose.

Attack 1= $3 \times T1=3$

Attack 2= $4 \times \#1=4$

Attack 3= $2 \times \#1=2$

Attack 1= $3 \times \text{Prof } 1=6$

Attack 2= $4 \times \text{Prof } 3=16$

Attack 3= $2 \times \text{Prof } 3=6$

Once each Attack / Weapon is given a value, add each together and average them.

$6+16+6 / 3 = '10'$

3) Techniques: Add total number of Techniques together, if there are any. Optional Rule: The Architect has the option to consider any Technique Proficiencies as Multipliers, similar to Power Levels.

Total Techniques: **'0'**

4) Powers: Add the total number of Powers. Power Ranks function as Multipliers

Power 1= @LV2 + Power 2= @LV2 + Power 3= @Lv3 = $2+2+3 = 7$

Total Powers Average: **'7'**

5) Endowments & Other Abilities: Add total number of Endowments together.

Total Endowments: **'0'**

6) LHP: (Tissue, Skeleton, Vitals): Add total LHP and divide by 3. Results above x.50 are rounded UP.

Tissue: 0 + Skeleton: 16 + Vitals: 0 = $16 / 3 = 5.33$ LHP = **ROUNDED TO '5'**

7) Armor: For Armor, add total Grade Values (Light=1, Medium=2, Full=3, Reinforced=4, Fortified=5) and divide by 4. Note: in many cases, Armor and AHP will be substituted for 'Tissue.'

Torso: 0 + Helmet: 0 + Guards: 0 + Shield: 0 = 0 . AHP: **'0'**

8) Add all Totals together, and then divide by '7'. The result represents the Entity's Threat Mod and Summoner's Entity Score. Results can be rounded up or down to the nearest whole number.

SUBTOTALS: $5+10+0+7+0+5+0 = 27 / 7 = 3.85$ (ROUND TO 4)





HUMANOIDS

This Entity spectrum is the template behind the majority of Racetypes, usually noted for having elevated intelligence and civil functionality.

Generally, Humanoids have 5 extremities that consist of 2 legs, 2 arms and 1 head, but these can vary slightly in diversity depending on the Campaign. Sizes that most Humanoids manifest as are (S), (M), and (L), which vary upon the Humanoid's age.

Intelligence and levels of awareness are usually higher than Beast and Fauna Entities, which is why Humanoids are encountered as NPC's. Humanoid Entities are encountered in most realities, and are at the core of most civilized locations. Behaviors, Polarities and technological advancements come from all ends of the

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ENTITIES



Humanoids

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ORCISH GRAZER

Orcish Grazers stalk the open countryside in small groups of T4. Unlike their warrior counterparts, they serve no cause other than to plunder unprepared travelers of their precious items.

They are not necessarily driven by the idea of monetary gain, but rather, their urge to steal and hoard material items. In social settings, they double as merchants to barter their stolen goods when their need for quick cash arises.

Orcish Grazer's equipment is often unkempt and rusted. They survive self sufficiently by living of the land and prefer the consumption of raw meats native to the region. Biological Characters stricken with an Orcish Weapon have a 50% chance of contracting Tetanus within T6 Days.





"Orcish Grazer"

RANDOM ACTIONS

1-5: Weapon Attacks in Range

6-8: Techniques

9-10: Retreat

MOVEMENT

5	2	-	1
LAND	WATER	AIR	SPACE

POLARITY

--	--	-	X	+	++	++
----	----	---	---	---	----	----

○	○	●	○	○	○	○
---	---	---	---	---	---	---

16

EP

M

SIZE

BIT VALUE #2

THREAT MOD #2

SENSES

VISION

HEARING

SMELL

TASTE

ATTRIBUTES

PRIME ATTRIBUTES

2^E

Strength

3^E

Constitution

PRIME
MULTIPLIER

X1

4^E

IQ

6^E

Reaction

PRIME
MULTIPLIER

X2

6^E

Wisdom

3^E

Force

PRIME
MULTIPLIER

X3

EXPRESSIVE ATTRIBUTES

2

Finesse

0

Appearance

2

Health

2

Memory

2

Focus

1

Sanity

2

Will

0

Charisma

2

Luck

MODIFIERS

<div>Finesse + Reaction</div> <div>4</div> <div>INIT</div>	<div>Constitution + Reaction</div> <div>5</div> <div>SPEED</div>	<div>Strength + Reaction</div> <div>4</div> <div>BLOCK</div>	<div>Focus + Reaction</div> <div>4</div> <div>PARRY</div>	<div>Finesse + Reaction</div> <div>4</div> <div>EVADE</div>	<div>Strength + Will</div> <div>2</div> <div>IMPACT</div>	<div>Focus + Will</div> <div>2</div> <div>HIT</div>	<div>Constitution + Health</div> <div>3</div> <div>ENDUR</div>	<div>Appearance + Charisma</div> <div>0</div> <div>IMPRES</div>	<div>Luck + Force</div> <div>3</div> <div>FATE</div>	<div>Force + Wisdom</div> <div>5</div> <div>POWER</div>
--	--	--	---	---	---	---	--	---	--	---

LHP

12	2	4	1
BLOOD	TISSUE Organic	SKELETON Endoskeleton	VITALS Biological

WEAKNESSES

Damage to Vital Organs
Blood Loss, Lack of Sustenance

RESISTANCES

No known Resistances

ARMOR

TORSO HELMET GUARDS SHIELD

MATERIAL	Hide	Hide	Iron	Bone	ADV
GRADE	Rein	Med	Light	Light	3
AHP	9	7	56	16	MODS
SV	3	1	0	0	Barbed
R	SM2	SM1	LG2	SM1	Barbed

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
ORC BITE.....	1	T1	M1	1								
ORC DAGGER....	1	T1	M1	1	1							
ORC SWORD.....	2	T4	M3	5	5							
ORC MACE.....	3	T2	M1	5	5							
CROSSBOW.....	2	T2	R1		1	1	1	1		6	12	

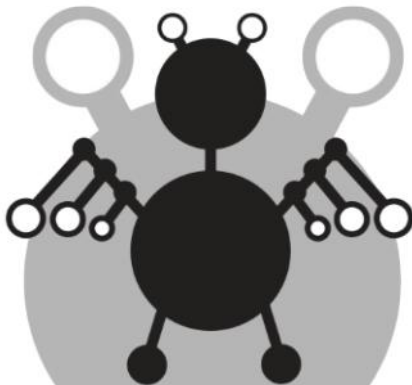
ORC BITE.....	[TRAINED]. 'Tearing'
ORC DAGGER....	[PROFICIENT +1]. 'Piercing' / 'Serrated' / 'Rusty'
ORC SWORD.....	[TRAINED]. 'Piercing' / 'Cleaving' / 'Serrated' / 'Rusty'
ORC MACE.....	[PROFICIENT +1]. 'Striking' / 'Unbreakable' / 'Breaker' / 'Rusty'
CROSSBOW.....	[PROFICIENT +1]. 'Piercing'

ABILITIES

TECHNIQUES: Reload
Boost (3 EP), Drive-By (5 EP).

KEY SKILLS: All Survival Skills
@ LV3. 'Mounts', 'Thief' @ LV4.

ENDOWMENTS: Night Vision.
Orcs have LV2 'Sight' in the dark.



BEASTS

Bestial Entities make up a vast percentage of wild monsters. They are encountered in all strengths and sizes in just about every known reality. The majority are known to have animalistic characteristics that are pronounced to such a degree that makes them hazardous to anyone that ventures near them.

A Beast Entity's intellect and level of awareness is normally slightly more than a common animal, with the exception of those who are highly evolved, such as many Dragons, in which case their intellect and abilities can be nearly omnipotent. Because of their intellectual limitations, Beasts rarely, if ever, possess any skills, wield manufactured weaponry or use objects. Their Powers are a natural manifestation of their animalistic nature as opposed to a set of learned abilities.

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ENTITIES



Beasts

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NIGHTSHADE DRAGON

This silent guardian of ruin wields stealth and darkness, dwelling in pitch-black caverns, corridors or deep within the confines of abandoned buildings. The Nightshade Dragon prefers to ambush targets as opposed to engaging in bold confrontation. Its black hide tightly overlays its slender structure and is infused with the essence of cold shadow, thus giving it the latent ability to absorb ambient light.

The Nightshade Dragon's movement emits a LV1 'Faint' Sound Level. Its claws, tail and wings are finished with hardened shadow that can slice through most forms of armor. It permeates the darkness with a lingering hiss and prefers to strike from concealment or elevated surfaces.





GLYPHS

RPG Blueprint

"Nightshade Dragon"

ATTRIBUTES

PRIME ATTRIBUTES

6^W Strength

4^W Constitution

PRIME MULTIPLIER

X2

6^E IQ

6^E Reaction

PRIME MULTIPLIER

X2

9^E Wisdom

9^E Force

PRIME MULTIPLIER

X3

EXPRESSIVE ATTRIBUTES

3 Finesse

0 Appearance

3 Health

2 Memory

3 Focus

2 Sanity

2 Will

2 Charisma

2 Luck

RANDOM ACTIONS

1-2: N.S.D Claws

9: Pounce

3-4: N.S.D Bite

10: Power

5-6: Tail Thrust

7-8: N.S.D Breath

MOVEMENT

15 LAND - 30 AIR 3 SPACE

POLARITY

-- -- - X + ++ ++

○ ● ○ ○ ○ ○ ○ ○

49 EP

L SIZE

BIT VALUE #14

THREAT MOD 7

SENSES

VISION ● ○ ○

HEARING ● ● ●

SMELL ● ● ●

TASTE ● ○ ○

MODIFIERS

Finesse + Reaction 5 INIT Constitution + Reaction 5 SPEED Strength + Reaction 6 BLOCK Focus + Reaction - PARRY Finesse + Reaction 5 EVADE Strength + Will 4 IMPACT Focus + Will 3 HIT Constitution + Health 4 ENDUR Appearance + Charisma 1 IMPRES Luck + Force 6 FATE Force + Wisdom 9 POWER

LHP

18 BLOOD

50 TISSUE Organic

20 SKELETON Endoskeleton

5 VITALS Biological

WEAKNESSES

Damage to Vital Organs
Blood Loss. Fire = double damage.

RESISTANCES

Freeze Attacks & Powers

ARMOR

TORSO HELMET GUARDS SHIELD

ADV MODS

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
N.S.D CLAWS....	2	T2	M2	3								
N.S.D BITE.....	3	T3	M1	7								
TAIL THRUST.....	3	T4	S1	8								
POUNCE.....	5	T5	M2									
N.S.D BREATH...	5	T2	S4			3	1				5	

N.S.D CLAWS.... [PROFICIENT +1]. 'Tearing' / 'Striking'

N.S.D BITE..... [PROFICIENT +1]. 'Piercing' / 'Tearing'

TAIL THRUST..... [PROFICIENT +1]. 'Piercing,' 'Cleaving'

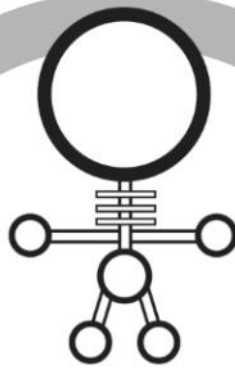
POUNCE..... [TRAINED]. 'Striking'

N.S.D BREATH... [PROFICIENT +3]. A spray of liquid shadow inflicts freezing damage, and also reduces the target's EP by the amount of damage dealt.

ABILITIES

ENDOWMENTS: Nightshade Breath. Darkness: The Nightshade Dragon's skin absorbs ambient Light, reducing visibility to LV0 within T3 Minutes.

POWERS: x5 random Sorcerer Powers @ LV2 Rank.



UNDEAD

Undead Entities are those that have been reanimated from previously existing incarnations through supernatural or biological means. Due to their very nature, these Entities can be encountered in the form of any other Biological Entity, except that their composition will be cold, necrotic or dry and decayed. Undead Entities are amongst the most lethal because their bodies automatically draw raw power from the subtle realms of the dead, which means they often regenerate unless they are structurally damaged beyond repair. Some of them can be extremely old, as in the case of Vampires, which means that their Powers, Endowments and Attributes can be very developed.

Depending on the particular Reality, Undead Entities may possess a weakness to a particular force, such as fire or divine energy, but this may not always be the case. Undead Entities most often need to feed on the essence of the living in order to sustain their decrepit bodies and thrive on sources such as blood, flesh or biophysical energy. Another trait inherent in many Undead Entities is that they can spread their necrotic condition on the living like a disease, making them even more hazardous.

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ENTITIES



Undead

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YARD ZOMBIE

The most common form of Zombie found in rural and civilized locations alike. The Yard Zombie is the result of a human being contaminated by a blood or saliva borne virus that swiftly turns its host into an undead drone. Only one of several known classifications of zombies, the Yard Zombie compensates immensely in strength where it otherwise lacks in speed and intelligence.

Lacking the reason or compassion of its host's former consciousness, it has no purpose other than to spread its contagion to other hosts and consume their vitals for replenishment. While it lacks the ability to dodge, block or use weaponry, the Yard Zombie can only be killed off by completely destroying its brain, which makes it incredibly dangerous in numbers.



RANDOM ACTIONS

1-5: Zombie Bite
6-7: Zombie Nails
8-9: Z. Squeeze
10: Z. Rip

MOVEMENT

4 LAND **2** WATER **-** AIR **1** SPACE

POLARITY

-- **--** **-** **X** **+** **++** **++**
○ ○ ○ ● ○ ○ ○

8 EP **M** SIZE

BIT VALUE #1

THREAT MOD 1

SENSES

VISION ● ● ● ○
HEARING ● ● ● ○
SMELL ● ● ● ●
TASTE ● ● ● ●

ATTRIBUTES

PRIME ATTRIBUTES

4^W Strength **8^W** Constitution

PRIME MULTIPLIER **X2**

0^E IQ **0^E** Reaction

PRIME MULTIPLIER **X2**

0^W Wisdom **0^W** Force

PRIME MULTIPLIER **X1**

EXPRESSIVE ATTRIBUTES

0 Finesse **0** Appearance **0** Health

0 Memory **0** Focus **0** Sanity

0 Will **0** Charisma **0** Luck

MODIFIERS

0 INIT **4** SPEED **0** BLOCK **0** PARRY **0** EVADE **2** IMPACT **2** HIT **4** ENDUR **0** IMPRES **0** FATE **0** POWER

LHP

12 BLOOD **2** TISSUE Organic **4** SKELETON Endoskeleton **1** VITALS Biological

WEAKNESSES

Only depleting the LHP from the Yard Zombie's brain can kill it.

RESISTANCES

Disease & Toxins.

ARMOR

TORSO HELMET GUARDS SHIELD

MATERIAL ADV MODS
GRADE SV AHP R

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
ZOMBIE BITE.....	3	T2	M1	3								
ZOMBIE NAILS...	1	T1	M1	2								
Z. SQUEEZE.....	2	T3	M1									
Z. RIP.....	2	T3	M1									

ZOMBIE BITE..... [PROFICIENT +3]. 'Tearing'. Target becomes infected with the Zombie Virus and will turn into a Yard Zombie within T1 Hours unless cured.

ZOMBIE NAILS... [PROFICIENT +1]. 'Tearing'

Z. SQUEEZE..... [TRAINED]. 'Binding.' Crushes bones and vitals to mush. An Attribute Challenge Vs. Strength must be overcome, or the victim is crushed to death.

Z. RIP..... [PROFICIENT +1]. 'Tearing.' Strips away flesh and vital organs in a single Instant. An Attribute Challenge Vs. Strength must be overcome, or the body part is lost.

ABILITIES

X



ABOMINABLES

Abominable Entities or "Abominations" are horribly disfigured, exaggerated or have no quantifiable form. They can be reminiscent of Humanoids, Beasts, Insectoids or tormented souls that have materialized, or can be as mundane as slimes.

They invoke caution, terror or psychological effects from their mere presence. Abominable Entities are encountered in compromised locations such as laboratories, or in the most disturbing reaches of reality.

Some Abominables thrive on misery and stalk alone or as a hive mind, while others are not self-aware enough to know deeper logic, reason or remorse.

400

ENTITIES



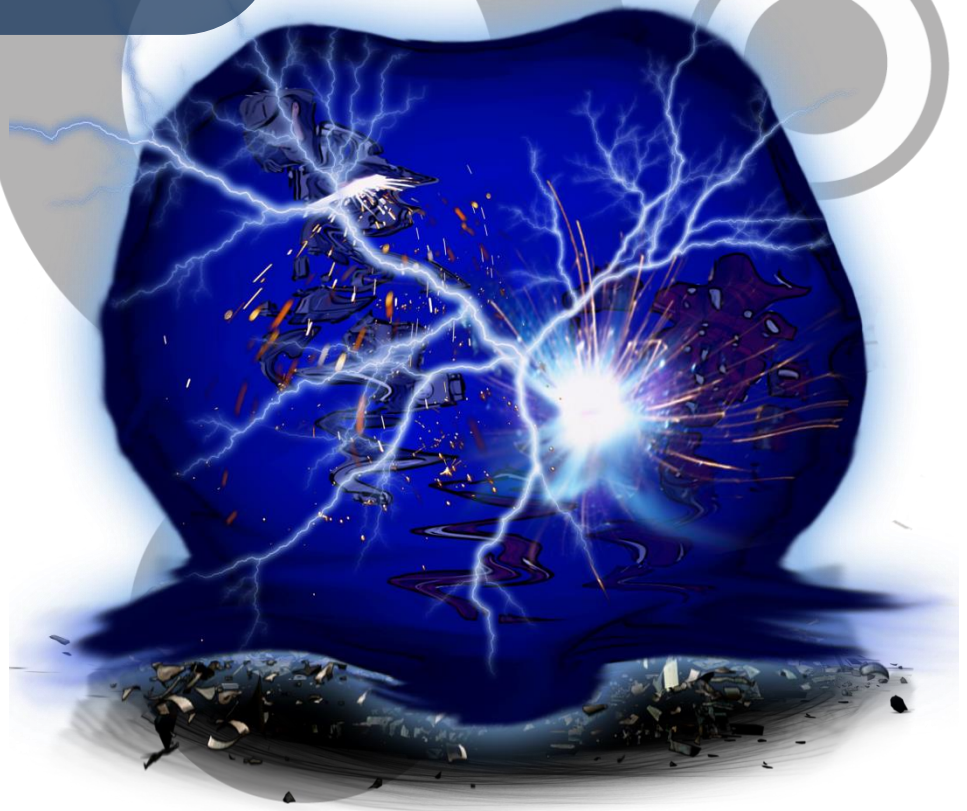
Abominables

400

EMP SLIME

At the cellular level, lethal doses of electromagnetic radiation flow through the EMP Slime's clear blue gelatinous substance. The EMP Slime produces a chemical enzyme that burns the flesh of biological targets as they receive paralyzing voltages of electricity. It lacks physical senses but perceives its surroundings through frequencies. Its motivations are unclear, except that it is attracted to Synthetic Entities and energy-based equipment.

Conventional weaponry cannot kill the EMP slime as it has no identifiable structure or vital organ. If pierced or separated into parts, its unifying current will piece it together in #2 Instants.



"EMP Slime"

RANDOM ACTIONS

1-8: EMP Slimer **9-10:** Retreat
The EMP Slime prefers to execute Surprise Attacks from concealment. The Slime's Movement emits a LV1 'Faint' Sound Level, making it difficult to detect its presence.

MOVEMENT

6 LAND 3 WATER - AIR 2 SPACE

POLARITY

-- -- - X + ++ ++
○ ○ ● ○ ○ ○ ○

14 EP L SIZE

BIT VALUE #4

THREAT MOD 2

SENSES

VISION ● ● ●
HEARING ● ● ●
SMELL ○ ○ ○
TASTE ○ ○ ○

ATTRIBUTES

PRIME ATTRIBUTES

3^A Strength 6^A Constitution

PRIME MULTIPLIER X3

6^E IQ 0^E Reaction

PRIME MULTIPLIER X2

4^A Wisdom 4^A Force

PRIME MULTIPLIER X2

EXPRESSIVE ATTRIBUTES

1 Finesse 1 Appearance 4 Health

2 Memory 1 Focus 2 Sanity

3 Will 0 Charisma 1 Luck

MODIFIERS

1^{Finesse + Reaction} INIT 3^{Constitution + Reaction} SPEED 2^{Strength + Reaction} BLOCK 1^{Focus + Reaction} PARRY 1^{Finesse + Reaction} EVADE 3^{Strength + Will} IMPACT 2^{Focus + Will} HIT 5^{Constitution + Health} ENDUR 1^{Appearance + Charisma} IMPRES 3^{Luck + Force} FATE 4^{Force + Wisdom} POWER

LHP

0 BLOOD 10 TISSUE Organic 0 SKELETON None 0 VITALS None

WEAKNESSES

Fire, Acid=Double Dam. Depletion of its slimy Tissue's LHP.

RESISTANCES

Non-Elemental physical attacks.

ARMOR

TORSO HELMET GUARDS SHIELD

GRADE MATERIAL ADV MODS
R SV AHP

ATTACKS & ACTIONS

EMP SLIMER..... EFF DAM RNG ADV FHP LOD STP REC DUR CAP AMO EP
5 #1 D2

EMP SLIMER.....

[PROFICIENT +3]. 'Binding'. The EMP Slime maneuvers it's entirety to engulf all targets within a D2 Radius. Damage results from electrochemical burns to the body per 3 Instants of exposure. In addition, any electronic weapons and equipment are disabled by EMP radiation until the EMP Slime is vanquished, or the Character maintains at least a 30 Ft distance from the EMP Slime. The Character suffers paralysis for T3 Instants per attack.

Escaping this attack requires the Character to overcome a 'Constitution' Attribute Challenge. If the EMP Slime has smothered the Character's ability to breathe, then the Character will suffocate in #10 Seconds.

ABILITIES

X



ELEMENTALS

Elementals are physical embodiments of any natural or artificial element, being fully or partially composed of said element, which can include an infinite range of possibilities, including Earth, Air, Fire, Water, Crystal, Shadow, Smoke, Sand, Ice, Gold, Oil, and more. While their internal structure and vitals are normally energetic and incorporeal by default, some Elemental Entities may have solid Endo or Exoskeletons that ground their elemental composure.

Elemental Entities, by virtue of their very composition are empowered by any attack based on the element of their own structure, which replenishes depleted EP. These Entities must also thrive on that element for sustenance.

Elementals have different degrees of command over the element they represent.

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ENTITIES

Elementals

403

GRASSASSIN

A class of Earth Elemental that silently protects the natural resources inherent within landscapes, such as open fields. The Grassassin can assume a humanoid form or lay completely flat and appear as an ordinary patch of grass native to the particular location. Those with LV3 Vision may spot this Entity in its flattened state at a 40% chance because it may appear subtly out of place.

The Grassassin will attack anyone it feels is trespassing. When in humanoid form, its feet match the texture of the land, making its movement silent. Its network of roots acts as a skeletal structure with major hubs between extremities, but it has no vital organs.



"Grassassin"

RANDOM ACTIONS

1-2: Grassy Strike
3-4: Root Tackle
5-6: Dispel
7-8: Shield
9: Naturalist
10: Sod Stalk

MOVEMENT

5 LAND **2** WATER **-** AIR **1** SPACE

POLARITY

-- **--** **-** **X** **+** **++** **++**
○ ○ ○ ○ ○ ○ ○

24 EP **M** SIZE

BIT VALUE (#4)

THREAT MOD (4)

SENSES

VISION ● ● ● ○
HEARING ● ● ● ●
SMELL ○ ○ ○ ○
TASTE ○ ○ ○ ○

ATTRIBUTES

PRIME ATTRIBUTES		EXPRESSIVE ATTRIBUTES		
6^W Strength	4^W Constitution	3 Finesse	1 Appearance	3 Health
PRIME MULTIPLIER	X2	2 Memory	3 Focus	2 Sanity
4^E IQ	6^E Reaction	3 Will	2 Charisma	2 Luck
PRIME MULTIPLIER	X2			
6^E Wisdom	9^E Force			
PRIME MULTIPLIER	X3			

MODIFIERS

5 INIT (Finesse + Reaction) **5** SPEED (Constitution + Reaction) **6** BLOCK (Strength + Reaction) **5** PARRY (Focus + Reaction) **5** EVADE (Finesse + Reaction) **5** IMPACT (Strength + Will) **3** HIT (Focus + Will) **4** ENDUR (Constitution + Health) **2** IMPRES (Appearance + Charisma) **6** FATE (Luck + Force) **8** POWER (Force + Wisdom)

LHP

0 BLOOD **0** TISSUE (None) **16** SKELETON (Network) **0** VITALS (None)

WEAKNESSES

The Grassassin's inner skeleton of roots must be hacked apart or burned.

RESISTANCES

Striking, Piercing attacks.

ARMOR

TORSO **HELMET** **GUARDS** **SHIELD**

MATERIAL **GRADE** **AHP** **SV** **R**

ADV **MODS**

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
GRASSY STRIKE	3	T1	M1	2								
ROOT TACKLE	4	#1	M1									
SOD STALK	2	#1	D2									

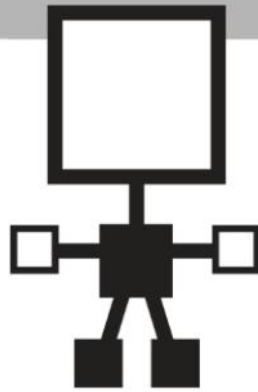
GRASSY STRIKE [PROFICIENT +1]. 'Tearing.' The Grassassin forms rigid blades of grass over its fists.

ROOT TACKLE [PROFICIENT +3]. The Grassassin spreads into a wall of open roots and grass, smothering a single (M) Sized victim to the ground. Each Instant, piercing roots work themselves into the victim. Within #2 instants, the victim is absorbed into the Grassassin's composition. Attempts to break free require overcoming an Attribute Challenge Vs. Strength.

SOD STALK [PROFICIENT +3]. 'Piercing.' The Grassassin stalks its targets as a patch of grass. Its grass blades harden to pierce through the footwear of all targets. Initiative is automatically granted to the Grassassin unless it is spotted by those with LV3 Vision.

ABILITIES

POWERS: x3 Priest Powers:
1) Dispel @ LV2
(EP Vs. LV1: 5 EP, Vs. LV2: 10 EP)
2) Shield @ LV2 (10 EP)
3) Naturalist @ LV3
(3 EP / Minute Count)



SYNTHETICS

A Synthetic Entity exists as an artificial creation by Entities of high intellect or magical capacity, or perhaps as an outcome of replication. They can appear as any other type of object or physical Entity except that their composition is non-biological in nature. Synthetic Entities are comprised of mechanical and other artificial components and different ranges of programmed intelligence. They are living machines that often have pre-determined purposes. Some Synthetic Entities may in fact be composed of partially biological matter, as in the case of cyborgs and hybrids, and even fewer may actually possess the mind and spirit of a natural Entity that is infused within a synthetic body.

As a norm, Synthetic Entities are known for their high IQ's and methodical calculations, with a lack of empathy and emotional qualities characterized by Entities with souls. Should they sustain attack damage, many can be re-constructed or fully revived from mere scraps if the right components are implemented.

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ENTITIES



Synthetics

406

QUAD FIRE

The Quad Fire is a miniature automated drone propelled by a single 4-bladed rotor designed for combat as opposed to reconnaissance. Deployed by police and government agencies, its function is to neutralize intruders or small groups of enemy combatants.

The Quad Fire can only carry out specifically programmed routines and target profiled characters using onboard biometric recognition software. The Quad Fire zips away from incoming attacks with precision, allowing it to gracefully return fire to single or multiple targets. Quad Fires also coordinate with perfect synchronicity when in groups of T2.



"Quad Fire"

RANDOM ACTIONS

1-3: Micro Gun 9: Trickster Shot
4-5: Remote Taze 10: Backup
6: Smoke Screen
7-8: Gun Runner

MOVEMENT

LAND: - WATER: - AIR: 18 SPACE: -

POLARITY

== -- - X + ++ ++
○ ○ ○ ● ○ ○ ○

27
EP

S
SIZE

BIT VALUE #2

THREAT MOD #3

SENSES

VISION ● ● ●
HEARING ● ● ●
SMELL ○ ○ ○
TASTE ○ ○ ○

ATTRIBUTES

PRIME ATTRIBUTES

3^A Strength 6^A Constitution

PRIME MULTIPLIER X3

3^A IQ 12^A Reaction

PRIME MULTIPLIER X3

--^A Wisdom --^A Force

PRIME MULTIPLIER X2

EXPRESSIVE ATTRIBUTES

4 Finesse 2 Appearance 3 Health

3 Memory 4 Focus -- Sanity

4 Will -- Charisma -- Luck

MODIFIERS

8^{INIT} (Finesse + Reaction) 9^{SPEED} (Constitution + Reaction) -^{BLOCK} (Strength + Reaction) -^{PARRY} (Focus + Reaction) 8^{EVASIVE} (Finesse + Reaction) 4^{IMPACT} (Strength + Will) 4^{HIT} (Focus + Will) 5^{ENDUR} (Constitution + Health) 2^{IMPRES} (Appearance + Charisma) -^{FATE} (Luck + Force) -^{POWER} (Force + Wisdom)

LHP

0 BLOOD 21 TISSUE (Synthetic) 1 SKELETON (Network) 1 VITALS (Artificial)

WEAKNESSES

LHP Depletion from Vitals. Electrical Attacks=Double Damage.

RESISTANCES

Biological agents. Most chemicals.

ARMOR

TORSO: [] [] [] [] []
HELMET: [] [] [] [] []
GUARDS: [] [] [] [] []
SHIELD: [] [] [] [] []
MATERIAL: [] [] [] [] []
GRADE: [] [] [] [] []
AHP: [] [] [] [] []
SV: [] [] [] [] []
R: [] [] [] [] []
ADV: [] [] [] [] []
MODS: [] [] [] [] []

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
MICRO GUN.....	1	T2	R1			2	1	1		300	300	
REMOTE TAZE....	3	#1	S2			1				9	9	
SMOKE SCREEN..			D3						10	3	3	

MICRO GUN..... [PROFICIENT +2]. 'Piercing' / 'Bursting'. The built in sub-machinegun fires 9mm ammunition in 3 round bursts /Instant. Up to 3 targets can be hit in a single burst.

REMOTE TAZE.... [PROFICIENT +2]. 'FX: Stunning'. The Tazer is released as a burst of electricity, stunning the target for #1 Minutes for later interrogation or further attacks.

SMOKE SCREEN.. [TRAINED]. Reduces visibility within a D3 Radius from the Quad Fire to LV0 'Dark.' Focused Attacks and techniques are neutralized. Any Free-Form attacks made against the Quad Fire must make 2 additional Token Slides unless proper equipment allows it to be seen while concealed within the smoke.

ABILITIES

TECHNIQUES:
1) Gun Runner (3 EP)
2) Trickster Shot (5 EP)
ENDOWMENTS:
The Quadfire can summon backup units in the amount of T2, and an arrival time of #1 Minutes.



PLANARS

Planar Entities are amongst the most evolved and dangerous to physical beings. By default, they originate from the Etheric and Astral planes of existence outside of the physical realms, but a great many can also manifest themselves into the physical in full form or through specific elements such as shadow, light, reflections, fire, water and bodily possession. Otherwise, they cannot be perceived by the ordinary senses.

This class of Entity is commonly encountered as a Spirit, God, Demon or other manifestation of raw spiritual power. The more developed of Planar Entities have the capability to affect physical matter and other Entities, sometimes to the extent of full possession, but they in turn cannot be affected other than by magic or technologies that can transcend the vibrational barriers of resonance. Characters that exist in planar realities as opposed to physical ones will be able to affect them just as any other physical Entity because of equal resonance.

CATMARE

A demonic entity that enters the physical realm by permanently possessing a cat of choice. It can coexist in the host cat's form just as an ordinary cat, but reveals its true nature while its owners are sound asleep. It shapeshifts into a horrid monster cat with a coat of molten flesh and fur, glowing red eyes and a wide jaw with mangled teeth.

When the Catmare is present, all sleeping Characters in a D3 Radius experience vivid nightmares. The Catmare purrs while feeding on the raw energy of terror experienced by the sleeping victims. Should the victim or any other Character awaken to see it in its true form, it will attack with absolute feline hell fury. It prefers its victims fully charred.



ATTRIBUTES

PRIME ATTRIBUTES

6^W Strength

6^W Constitution

PRIME MULTIPLIER

X2

6^E IQ

8^E Reaction

PRIME MULTIPLIER

X2

4^P Wisdom

8^P Force

PRIME MULTIPLIER

X4

EXPRESSIVE ATTRIBUTES

3 Finesse

0 Appearance

2 Health

2 Memory

3 Focus

1 Sanity

3 Will

0 Charisma

3 Luck

RANDOM ACTIONS

1-5: Scorching Hiss (unless cornered)
6-7: Cat's Claws
8-9: Maul
10: Retreat

MOVEMENT

7 LAND 3 WATER - AIR 1 SPACE

POLARITY

-- -- - X + ++ ++
● ○ ○ ○ ○ ○ ○ ○

20 EP

SS SIZE

BIT VALUE #1

THREAT MOD ②

SENSES

VISION ● ● ● ●
HEARING ● ● ● ●
SMELL ● ● ● ●
TASTE ● ● ● ●

MODIFIERS

6^{INIT} (Finesse + Reaction) 7^{SPEED} (Constitution + Reaction) -^{BLOCK} (Strength + Reaction) -^{PARRY} (Focus + Reaction) 6^{EVASIVE} (Finesse + Reaction) 5^{IMPACT} (Strength + Will) 3^{HIT} (Focus + Will) 4^{ENDUR} (Constitution + Health) 0^{IMPRES} (Appearance + Charisma) 6^{FATE} (Luck + Force) 6^{POWER} (Force + Wisdom)

LHP

0 BLOOD 3 TISSUE Organic 1 SKELETON Endoskeleton 1 VITALS Energy

WEAKNESSES

The Catmare can only be killed by destroying its etheric eyes (Vitals).

RESISTANCES

Non-magical attacks. Only a magic Wpn / Power can damage it's eyes.

ARMOR

TORSO HELMET GUARDS SHIELD

ADV MODS
GRADE MATERIAL
SV AHP
R

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
MAUL.....	3	T3	M1	5								
CAT'S CLAWS....	2	T1	M1	3								
SCORCH. HISS...	5	#1	S2			1	0	0	3			

MAUL..... [PROFICIENT +1]. 'Tearing' / 'Piercing'. The Catmare's bite chews clean through many forms of Armor, and is wide enough to remove an entire human head. This attack is preceded by the Catmare's attempt to scale its victims with its claws.

CAT'S CLAWS.... [PROFICIENT +1]. 'Tearing'. The Catmare prefers to use them to scale its victims in attempts to devour their head. Characters being scaled by the Catmare must overcome an Attribute Challenge Vs. 'Strength' to remove the Catmare.

SCORCH. HISS... [PROFICIENT +2]. 'Burning'. A sustained cone of flames erupts from the Catmare's mouth. Victims suffer 'Burning' Damage at #1 per Instant. Additionally, victims and anyone standing within a D2 proximity are depleted 1 EP per Instant.

ABILITIES

ENDOWMENTS:

Scorching Hiss: A fiery breath that inflicts burning damage and depletes EP.

Nightmare: A fiery breath that inflicts burning damage and depletes EP.



FLORA

The Flora Entity classification refers to all sentient species of natural growth, such as trees, brush and plants. The vast majority of Flora Entities fill natural landscapes as still objects of beauty and nature, or as deterrents.

Many forms of Flora Entities possess innate intelligence, awareness and the ability to move, which can make them lethal to travelers. Certain Flora Entities may be considered to be great sources of nutrition and all manner of natural remedies.

However, those that are self-aware and have control over their composition can be extremely hazardous, viciously attacking with all manner of natural toxins and ailments, limbs of strangulation, thorns, teeth and bladed leaves. What appears to be edible might eat you.

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ENTITIES



Flora

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RED BRIER

The Red Brier is a species of sentient plant life that feeds on blood through its fang thorns rather than absorbing nutrients through soil and photosynthesis. To the unwary Traveler, it appears as a normal sprawling brier patch to be avoided anyway, except for its red hue.

There is a 50% chance per daily encounter that the Red Brier will be hungry, and if so, it will lash out with whipping attacks, or may wait in stillness for careless prey to stumble within its confines. The Red Brier's chloroplasts transmit information regarding its surroundings within a D2 Radius, making it just as aware as any other predator.



RANDOM ACTIONS

The Red Brier prefers to wait for victims to fall in to its Red Sponge attack, as this makes for an easier meal. Otherwise, it will always attack using its Thorned Whips.

MOVEMENT

~	~	~	~
LAND	WATER	AIR	SPACE

POLARITY

--	--	-	X	+	++	+++
○	○	○	●	○	○	○

"Red Brier"

7	L
EP	SIZE

BIT VALUE #2

THREAT MOD 1

SENSES

VISION	○	○	○
HEARING	○	○	○
SMELL	●	●	●
TASTE	●	●	●

ATTRIBUTES

PRIME ATTRIBUTES

4 ^W	6 ^W
Strength	Constitution

PRIME MULTIPLIER	X2
------------------	----

2 ^W	3 ^W
IQ	Reaction

PRIME MULTIPLIER	X1
------------------	----

2 ^W	1 ^W
Wisdom	Force

PRIME MULTIPLIER	X1
------------------	----

EXPRESSIVE ATTRIBUTES

3	2	4
Finesse	Appearance	Health

2	3	2
Memory	Focus	Sanity

3	0	1
Will	Charisma	Luck

MODIFIERS

$\frac{\text{Finesse} + \text{Reaction}}{2}$ 3 INIT	$\frac{\text{Constitution} + \text{Reaction}}{2}$ 5 SPEED	$\frac{\text{Strength} + \text{Reaction}}{2}$ - BLOCK	$\frac{\text{Focus} + \text{Reaction}}{2}$ - PARRY	$\frac{\text{Finesse} + \text{Reaction}}{2}$ - EVADE	$\frac{\text{Strength} + \text{Will}}{2}$ 4 IMPACT	$\frac{\text{Focus} + \text{Will}}{2}$ 3 HIT	$\frac{\text{Constitution} + \text{Health}}{2}$ 5 ENDUR	$\frac{\text{Appearance} + \text{Charisma}}{2}$ 1 IMPRES	$\frac{\text{Luck} + \text{Force}}{2}$ 1 FATE	$\frac{\text{Force} + \text{Wisdom}}{2}$ 2 POWER
---	---	---	--	--	--	--	---	--	---	--

LHP

18	0	10	0
BLOOD	TISSUE Organic	SKELETON Network	VITALS Biological

WEAKNESSES

Blood loss by destroying one of its vines (Skeletal LHP). Burning Damage.

RESISTANCES

'Striking', 'Piercing and 'Binding' types of attacks.

ARMOR

TORSO HELMET GUARDS SHIELD

	TORSO	HELMET	GUARDS	SHIELD
ADV				
MODS				
R				
SV				
AHP				
GRADE				
MATERIAL				

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
THORNED WHIP	2	T1	S2	2								
RED SPONGE....	2	#1	M1									

THORNED WHIP

[PROFICIENT +1]. 'Tearing' / 'Binding'. The Red Brier unravels thorned vines proportionate to the number of targets. These vines act as barbed whips. The Red Brier may attack a single target or all targets simultaneously. This attack can strike in whipping motions, or entangle targets in a thorny grasp, which incapacitates movement attempts. Using the Thorned Whip attack, the Red Brier may also pull targets into its main substance for consumption.

RED SPONGE....

[PROFICIENT +3]. 'Binding'. The Red Brier quickly works its thorned vines around its targets and drains their blood at a rate of #1 Units / 5 Instants. Any blood drained replenishes the Red Brier's depleted Blood Units, and also regenerates damaged vines equal to 1 LHP per Blood Unit absorbed.

ABILITIES

X



FAUNA

The Fauna Entities classification refers to all species of Animals in any reality. Those with Beast-like traits can be just as dangerous as Beast Entities if they are hungry or feel threatened. Their instincts lean towards procreation and self-preservation as opposed to restless violence.

Many Fauna Entities are domesticated by other more advanced Entities. They may function as valuable sources of food, natural instruments of labor and transportation or worthy ritualistic opponents. Fauna Entities are restricted to their native habitats, with the exception of those migrating to other locations or those that have been domesticated.

Fauna Entities have no special powers or weapons with the exception to their own natural traits and Endowments.

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ENTITIES



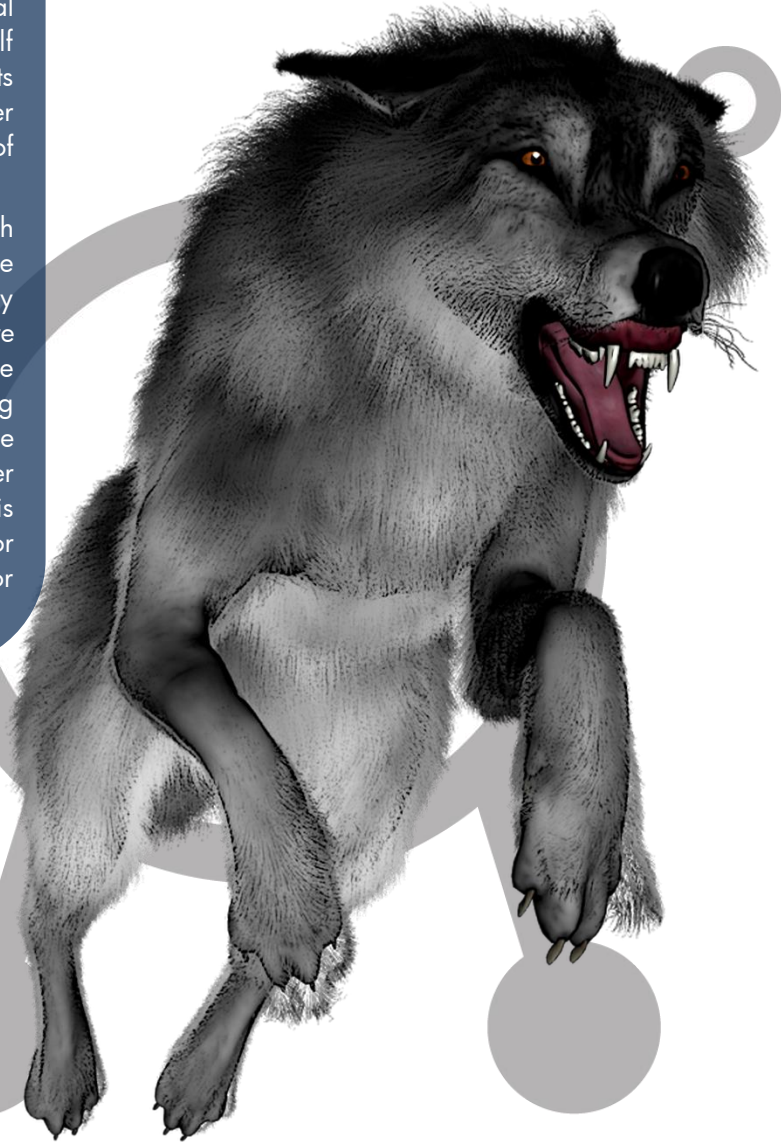
Fauna

415

FRAY WOLF

A skillful and savage hunter encountered in forests and open landscapes. Primarily a nocturnal animal that begins the hunt at dusk, the Fray Wolf usually travels in packs of T5 wolves, but scouts out a potential meal alone. They work together and go for days between meals because many of their natural prey are able to elude them.

They generally shy away from interaction with other Entities, but when encountered they are hungry 60% of the time. This makes them highly aggressive and fearless to enter a scuffle if there is a chance of a gaining meal. If possible however, the Fray Wolf chooses the target posing the least resistance. Based on this preference, the Fray Wolf will usually first pursue the Character with the **LOWEST** Combat Level. Once prey is detected through their fine sense of smell or evidence of its presence, they first observe for signs of weakness.





GLYPHS

RPG Blueprint

"Fray Wolf"

RANDOM ACTIONS

1-3: Woven Maul
4-5: Pounce
6-7: Crashing Bite
8-9: Wolf Call
10: Retreat

MOVEMENT

6 LAND 3 WATER - AIR 1 SPACE

POLARITY

-- -- - X + ++ ++
O O O O O O O

8
EP

M
SIZE

BIT VALUE #1

THREAT MOD 1

SENSES

VISION ● ● ●
HEARING ● ● ●
SMELL ● ● ●
TASTE ● ● ●

ATTRIBUTES

PRIME ATTRIBUTES

4^W Strength 8^W Constitution

PRIME MULTIPLIER X2

3^W IQ 4^W Reaction

PRIME MULTIPLIER X1

3^W Wisdom 2^W Force

PRIME MULTIPLIER X1

EXPRESSIVE ATTRIBUTES

3 Finesse 3 Appearance 2 Health

2 Memory 3 Focus 2 Sanity

3 Will 3 Charisma 1 Luck

MODIFIERS

4^{INIT} (Finesse + Reaction) 6^{SPEED} (Constitution + Reaction) -^{BLOCK} (Strength + Reaction) -^{PARRY} (Focus + Reaction) 4^{EVASIVE} (Finesse + Reaction) 4^{IMPACT} (Strength + Will) 3^{HIT} (Focus + Will) 5^{ENDUR} (Constitution + Health) 3^{IMPRES} (Appearance + Charisma) 2^{FATE} (Luck + Force) 3^{POWER} (Force + Wisdom)

LHP

12 BLOOD 2 TISSUE Organic 4 SKELETON Endoskeleton 1 VITALS Biological

WEAKNESSES

Damage to Vital Organs
Blood Loss, Lack of Sustenance

RESISTANCES

No known Resistances

ARMOR

TORSO HELMET GUARDS SHIELD

MATERIAL GRADE ADV MODS
R SV AHP

ATTACKS & ACTIONS

	EFF	DAM	RNG	ADV	FHP	LOD	STP	REC	DUR	CAP	AMO	EP
WOLVEN MAUL	1	T1	M1	2								
POUNCE	2	#1	M2									
CRASHING BITE	2	T2	S1	2								

WOLVEN MAUL. [PROFICIENT +3]. 'Tearing'. There is a 25% chance that victims will contract a 'Serious' Illness if bitten by the Fray Wolf.

POUNCE. [PROFICIENT +1]. The Fray Wolf leverages speed and body weight to pounce targets of 'M' or lesser sizes to the ground. If successful, the target suffers 'Minor Fall Damage.' The Character is incapacitated for 1 Instant.

CRASHING BITE. [PROFICIENT +1]. The Fray Wolf charges or leaps into targets with a pulverizing bite. This attack is designed to simultaneously inflict 'Tearing' damage while bringing the target to the ground.

ABILITIES

ENDOWMENTS:

The Fray Wolf can howl and summon the pack in the amount of T5 wolves, and an arrival time of T1 Minutes.

RANDOM ENTITY CREATION

It is wise to have a compendium of pre-created Entities which can then be aligned to the Traveler's Combat Level during a Combat Encounter since creating an Entity requires meticulous creativity and attention to numerical detail. Ideally, Entities should be created conventionally. However, Entities can be created from random variables generated on the fly, or pre-made at random before the Adventure begins. Have fun and experiment!

Entity Class

'Spin' the Token into the Omni Grid 3 times and interpret the Letters as clues pertaining to one of the nine classes of Entities. Alternatively, the Architect may simply choose to list each class from 1-9. The Digit that the Token exhibits is the chosen Entity from your list.

**(1) HUMANOIDS - (2) BEASTS - (3) UNDEAD - (4) ABOMINABLES - (5) ELEMENTALS - (6) SYNTHETICS
(7) PLANAR - (8) FLORA - (9) FAUNA**

Form Profile

Use the Token to generate clues pertaining to the Entity's general form profile, bearing in mind your Entity's class. This includes bodily structure and tissue texture. You may repeat this process for each bodily section, such as head, torso and limbs. 'Spin' the Token and interpret the States Glyphs 'Inner' Symbol.



+

--



+

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+

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+

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Slender / Elongated Flexible / Incorporeal Soft / Bushy Heavy / Muscular

Likeness

This optional step is ideal for quickly helping the Architect visualize the new Entity's form by comparing it to an Animal or an Object. 'Spin' the Token into the Omni Grid 3-5 times and interpret the result as the first Animal or Object that comes to mind. Use the likeness to help you shape the Entity's form.

Notable Features

What bodily features distinguish the new Entity from others? How are these features pronounced or configured? Use the Token to generate clues pertaining to the Entity's notable features. Consider the Entity's form profile and decide how the features should be best configured. 'Spin' the Token and interpret the States Glyphs 'Inner' Symbol.



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+

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Limbs / Tail or Tentacles Mouth / Claws or Horns Eyes / Senses Wings / Equipment

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ENTITIES

Random Entities - 1

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Entity Size & Polarity

'Spin' the Token twice to determine the Entity's Size and Polarity. Interpret the Polarity Glyphs.

SSS (- - -) , SS (- -) , S (-) , M (X) , L (+) , LL (+ +) , LLL (+ + +)

Texture & Color

Determine the Entity's physical texture. You may repeat this process for each bodily section, such as head, torso and limbs. 'Spin' the Token into the Omni Grid and interpret the States Glyphs 'Inner' Symbol. Also, the Color Zone where the Sights land designates the Color to be used.



Furry / Smooth



Prickly / Patterned



Fleshy / Slimy



Scaled / Clothed

Primary Function

Use the Token to assign the new Entity a Primary function. This clue alludes to details such as methods of attack, critical needs and abilities of emphasis. 'Spin' the Token and interpret the Function Glyphs.



Attacks / Techniques



Skills / Endowments



Reasoning / Powers



Lair / Sustenance

Attributes

Generate the Entity's Attributes. Only use this step if you are seeking full randomness, as the results may greatly skew the Entity's potential. First, 'Spin' the Token 3 times and interpret the States Glyphs 'Inner Symbol' as Prime Attribute Orders (for Physique, Intelligence and Essence, respectively).



Even



Wild



Augmented



Epic

Finish generating the Entity's Attributes. 'Spin' the Token for each Attribute and interpret the Element Glyphs as numerical results. Be sure to factor in Attribute Order Multipliers when you are done.



1



2



3



4

Finalize


Using all available clues and stats, finalize your Entity's details as you would in creating an Entity conventionally. Fill in the blanks with your imagination! Use Letter Clues to help give it a name.

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ENTITIES

Random Entities - 2

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A trap is an autonomous unit or networked weapons system placed in a strategic manner that inflicts instant Structural Damage or status effects.

Traps require precision of skill and a hint of luck to detect, assemble, defuse or evade.

CHAPTER

24

“Traps”

TRAP COMPONENTS

All Traps contain the following 10 elements:

- 1- TRIGGERS: A trigger is a component that activates a Trap when a specific condition is met.
- 2- IDENTIFIERS: An identifying trait that allows Traps to be spotted and recognized.
- 3- COMPLEXITY: The level of complexity and components involved in creating a Trap.
- 4- ARM: The knowledge of deploying and safely arming a Trap.
- 5- DEFUSE: The experience and attention to detail needed to safely deactivate a Trap.
- 6- EFFECTS: The end result to be inflicted on a target that activates a Trap.
- 7- RANGE: As with Weapons, a Trap is only effective within a certain distance or radius.
- 8- DEPLOYMENT: The intricacy of the processes involved of deploying or concealing the Trap.
- 9- SPEED: The rate of speed that the Trap executes its function. This is factored in during an evasion attempt.
- 10- LHP: The amount of LPH that must be depleted before the Trap can be destroyed, if applicable.

TRIGGERING TRAPS

All Traps have a triggering mechanism that prompts the Trap to activate. Triggers are usually integrated beside or within the Trap itself, or strategically located in close proximity.

Examples of Trap Triggers include, but are not solely limited to...

Pressure: The Trap is activated by making contact with the Trap, or a mechanism such as a pressure plate or wire.

Range: The Trap is activated when the target falls within its defined range of influence.

Sound: The Trap is activated by a certain sound frequency or intensity such as a footstep, voice, music or breath.

Sight: The Trap is activated when the target becomes present in its line of sight.

Motion: The Trap is activated by a target's movement within a defined radius.

Timed: The Trap is only activated during a specific time defined by a governing mechanism.

Temperature: The Trap is activated by a sudden temperature change, or by a defined temperature range.

Remote: The Trap is activated by a Character using a remote mechanism such as a detonator.

Magical: The Trap is activated by a particular Power or energy source.

CONSTRUCTING TRAPS

Generally, Traps can only be constructed by Warrior and Rogue Archetypes with the "Traps" Skill. The level of complexity a Trap may have ranges from 0 to 6:

Default Trap Construction Ranks & Difficulties

0= 'Assumed' - **1=** 'Simple' - **2=** 'Moderate' - **3=** 'Worthy' - **4=** 'Complex' - **5=** 'Daunting' - **6=** 'Monumental'

1- First determine the Trap's level of Complexity (0-6) and create or obtain all necessary components.

2- Determine if the Construction is successful. Slide the Token into the appropriate Shapes on the Action Grid as determined by the Difficulty Level. The Default Difficulty to overcome is based on the Trap's Complexity.

3- Calculate the Estimated Construction Time. To estimate the time it takes to build a Trap (HOURS), Divide the Trap's complexity value (0-6) by the Character's Skill Level Value (0-5).

The Architect may wish to treat separate Trap components as individual construction attempts, adding to the estimated time it takes to complete the Trap.

ARMING & DEFUSING TRAPS

Traps can either be Armed by Characters with the "Traps" or "Gadgets" Skills, or any other able Character who has been taught how to Arm a specific Trap by a qualified mentor figure at a default Skill Level of 'Novice.' Likewise, due to the level of risk involved, Traps can only be Defused by Characters with the "Traps" or "Gadgets" Skills.

Default Arming / Defusing Ranks & Difficulties

0= 'Assumed' - **1=** 'Simple' - **2=** 'Moderate' - **3=** 'Worthy' - **4=** 'Complex' - **5=** 'Daunting' - **6=** 'Monumental'

1- First determine the Trap's level of Complexity (0-6) and obtain all necessary tools. Each Complexity value represents the Difficulty Level required to be overcome to Arm or Defuse the Trap. In the case of other Characters having learned to Arm a Trap by a qualified mentor, then the Character gains an equivalent Skill Level for Arming the specific Trap.

2- Determine if the Activation/Deactivation succeeds. Slide the Token into the appropriate Shape on the Action Grid as determined by the Difficulty Level. The Difficulty to overcome is based on the Trap's Complexity.

3- Calculate the time it takes to Arm or Defuse the Trap: To estimate the time it takes to arm and /or defuse a Trap (MINUTES), Divide the Trap's complexity value (0-6) by the Character's Skill Level Value (0-5).

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TRAPS



Constructing, Arming
& Defusing Traps

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DEPLOYING TRAPS

While Traps can be very complex in their construction, activation or diffusion, they can also range in complexity when it comes to actually deploying them in strategic locations. Even though a Trap may be very intricate in its construction, this does not necessarily mean it has to be complex to deploy, or vice-versa. The environment is also a contributing factor to the deployment of Traps.

1- First decide on an appropriate Trap Deployment value (0-6). Each Deployment value represents the Difficulty Level required to be overcome to deploy the Trap in a specific location.

Default Deployment Ranks & Difficulties

0= 'Assumed' - 1= 'Simple' - 2= 'Moderate' - 3= 'Worthy' - 4= 'Complex' - 5= 'Daunting' - 6= 'Monumental'

2- Determine if the deployment is successful. Slide the Token into the appropriate Shape on the Action Grid as determined by the Difficulty Level. The Default Difficulty to overcome is based on the Trap's Complexity.

3- Calculate duration of Deployment. To estimate the time it takes to deploy a Trap (MINUTES), Divide the Trap's Deployment Value (0-6) by the Character's Skill level value (0-5).

EVADING TRAPS

In the event that a Trap is activated, the Character first must be aware that it has been activated, even for a split second. If the Character becomes aware, they are entitled to 1 Instant to react. Traps are typically avoided over 1 Instant, but many can run continually until deactivated, in which case the following process would be repeated.

*** If the Trap is activated...** 'Spin' the Token for an 'Awareness' check to become aware of the Trap by Sight, Hearing or Scent. The Base Awareness Target Percentage to overcome is contingent on the Stimuli Condition Levels. Please refer to the 'Encounters' Chapter for specific Percentage Targets.

*** If Awareness check is successful...** 'Spin' the Token again to Evade the Trap. In this scenario, the Character must rely on its 'Evade' Modifier Score vs. the Trap's 'Speed' Score. The Architect and the Character each 'Spin' the Token and interpret the Digits. The appropriate Modifier Scores are then factored into the results, and whoever has highest result succeeds.

*** If either of the 2 'Flips' are unsuccessful...** The Trap inflicts Structural or Special damage on the Character. In this scenario, the Architect should allow the Character to use their Fate Modifier or a Positive Karma Point as a last attempt to save them from certain doom.

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TRAPS

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Deploying & Evading
Traps

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DETECTING TRAPS

Traps can quickly turn a seemingly docile location into an instant death zone for any Character regardless of their level of development. Likewise, they add reliable layers of protection against intruders. Failure to detect a Trap can mean instant maiming or death. A Trap can be noticed based on its unique characteristics known as an "Identifier."

When Characters enter an area that has a Trap, the Architect instructs the participants to first make an 'Awareness Check' to determine if the Trap's identifying features are noticed, regardless whether or not they are actually recognized as a potential threat.

When it comes to Identifying Traps, any Trap with an Identifier Value of 0 can be identified by an 'Awareness' check regardless whether or not a Character possesses the "Traps" or "Gadgets" Skills.

Otherwise, unless the Trap is in plain sight, more intricate Traps have sophisticated methods of concealment only noticeable by those with "Traps" or "Gadgets" Skills. If this is the case and the Character is within the proximity of a Trap, the Character must attempt to use their 'Traps' or 'Gadgets' Skills in order to safely detect the Trap.

Each Identifier Value (0-6) represents the effectiveness of a Trap's ability to be unnoticed.

Default Trap Identifier Ranks & Difficulties

0= 'Assumed' - **1=** 'Simple' - **2=** 'Moderate' - **3=** 'Worthy' - **4=** 'Complex' - **5=** 'Daunting' - **6=** 'Monumental'

Token 'Slides' are made to determine if the Trap is actually recognized, or is disregarded as part of the immediate surroundings. Slide the Token into the appropriate Shape on the Action Grid as determined by the Difficulty Level. The Default Difficulty to overcome is based on the Trap's Identifier Value.

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TRAPS



Detecting Traps

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TRAP CATEGORIES

DE-STABILIZERS

A De-Stabilizer is a Trap designed to cause Characters to fall. These are some of the most basic and equally versatile forms of Traps because they are easy to conceal, deploy and transport. Elementary in design, they often take the form of trip wires or small caltrops. In most scenarios, damage inflicted is due to 'falling'.

EX: 'Tripwire': A thin and durable wire deployed between two anchor points. Causes target to fall, or can detonate other Traps by functioning as a trigger.

TRIGGER: Pressure

COMPLEXITY: 1

DEFUSE: 1

RANGE: M1

EFFECT: Minor Fall Damage

IDENTIFIER: 1

ARM: 1

DEPLOY: 1

SPEED: 0

LHP: 1

DE-SENSITIZERS

De-Sensitizers are not necessarily deployed to inflict physical damage, but rather, to attack the Character's senses. This family of Traps can lead to a rapid demise by tricking or overwhelming a victim's perceptions, leaving them vulnerable to other forms of attack or disabling them for a period of time.

EX: 'Stink Bomb': Target must overcome a 'Will' Attribute Challenge Vs. Chance or is incapacitated by the stench until the scent diffuses over a T5 Minute Count.

TRIGGER: Pressure

COMPLEXITY: 1

DEFUSE: 1

RANGE: D3

EFFECT: Incapacitating stench

IDENTIFIER: 2

ARM: 1

DEPLOY: 1

SPEED: 2

LHP: N/A

SNARES

A snare is designed to deter a victim for capture, hunting, to secure a perimeter or to inflict slow and agonizing damage. Snares are amongst the most primitive form of Trap, and yet, are universally effective in almost any setting. A Snare type Trap can be planted to remain hidden until activated, or displayed as a warning against intruders.

EX: 'Razor Wire': Targets suffer up to #1 Cleaving Damage per Instant an action is made while entangled within the razor wire.

TRIGGER: Pressure

COMPLEXITY: 2

DEFUSE: 2

RANGE: M1

EFFECT: Binding / #1 Cleaving Damage per Instant

IDENTIFIER: 1

ARM: 2

DEPLOY: 2

SPEED: 0

LHP: 3

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TRAPS



Snares, Destabilizers
& Desensitizers

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SURVEILLANCE

Surveillance based Traps are concerned with locating or recording an intruder's position and activities. Depending on the Adventure, their range of complexity can make them easy to deploy and conceal from ordinary detection. Traps belonging to the Surveillance class are effective at alerting enemies or triggering other Traps.

EX: 'Alarms': Emit a high pitched sound alerting all guards in range of the target's presence. Guards arrive in T1 Minute Counts.

TRIGGER: Motion
COMPLEXITY: 4
DEFUSE: 2
RANGE: Entire Area
EFFECT: Alert position

IDENTIFIER: 2
ARM: 2
DEPLOY: 4
SPEED: 0
LHP: 1

AMBUSH

An Ambush class Trap is amongst the most lethal category because they inflict severe Structural Damage. Designed to inflict instant death and maiming while maximizing resources and space, these Traps can be encountered in any setting. Ambush Traps are triggered via mechanisms such as pressure plates, tripwires, motion and temperature sensors.

EX: 'Pendulum': A large blade unhinges from an elevated position, swinging into simultaneous targets for T5 Cleaving / Striking / Piercing Damage.

TRIGGER: Temperature
COMPLEXITY: 3
DEFUSE: 2
RANGE: M3
EFFECT: T5 Cleaving / Striking / Piercing Damage

IDENTIFIER: 1
ARM: 2
DEPLOY: 3
SPEED: 4
LHP: 20

TURRETS

A Turret is classified as an automated Ranged Weapon positioned in a strategic location, often supplementing the need for physical troops, or serving as force multipliers. They are activated via pressure plates, cameras and other sensors.

EX: 'Nests': These autonomous machine guns fire a stream of T2 Rounds in 1 Instant. Nests inflict T3 Piercing / Striking Damage per round. Nests can only execute Free-Form attacks.

TRIGGER: Sound
COMPLEXITY: 3
DEFUSE: 3
RANGE: R1
EFFECT: T3 Pierce / Burst / Strike. STP: 1

IDENTIFIER: 1
ARM: 2
DEPLOY: 2
SPEED: 6
LHP: 10

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TRAPS



Turrets, Ambush
& Surveillance

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ENVIRONMENTAL

This class of Traps can exist naturally within a location, or be created by enhancing a setting. Applications include instant destruction of a target or simple entrapment and neutralization. Travelers should be wary of their setting, as Environmental Traps can be lurking under every stone or shadow.

EX: 'Lava Pit': A Trap door activates beneath the target's feet, sending the Character into a smoldering pit of lava. T5 Burning Damage per Instant exposed to the Lava.

TRIGGER: Pressure

COMPLEXITY: 2

DEFUSE: N/A

RANGE: D1

EFFECT: T5 Burning Damage / Instant

IDENTIFIER: 2

ARM: N/A

DEPLOY: N/A

SPEED: 1

LHP: N/A

BIOCHEMICAL

Biochemical hazards present a range of lethal or non lethal conditions on targets and can be deployed in a controlled manner much as Ambush Traps. Practical applications of Biochemical based Traps are to bypass armor and special equipment, to affect specific types of biological or synthetic Characters, or to inflict a particular status effect.

EX: 'Sleeping Gas': Purple sleeping gas simmers out from the floor grating. Biological Characters fall asleep for T1 Hours.

TRIGGER: Remote

COMPLEXITY: 2

DEFUSE: 2

RANGE: D3

EFFECT: Sleep Condition

IDENTIFIER: 2

ARM: 3

DEPLOY: 3

SPEED: 2

LHP: N/A

MAGICAL

Traps that evoke magical effects require the skill of an Uncanny Archetype to construct or neutralize. When triggered, the effects of a Power are unleashed on a single target or party. Their purpose and effects are as endless as the vision of their creators and can be triggered by conventional mechanisms or simply by being within their presence.

EX: 'Dampening Runes': Engraved symbols that nullify Enchantment and Sorcery Powers while the Character is within the affected radius.

TRIGGER: Magical

COMPLEXITY: 1

DEFUSE: N/A

RANGE: D2

EFFECT: Dampen Powers

IDENTIFIER: 3

ARM: N/A

DEPLOY: N/A

SPEED: 0

LHP: N/A



RANDOM TRAPS

1- Trap Variants

Determine the Variant of Trap that is to be Randomly Generated. 'Spin' the Token into the Omni Grid and interpret the Digits as a range of possibilities from 0-9. Alternatively, Architects may 'Spin' the Token into the Omni Grid up to 3 times and interpret Letter Clues as the potential Trap Variant.

- 0- 'Re-Spin'
- 1- 'De-Stabilizers'
- 2- 'De-Sensitizers'
- 3- 'Snares'
- 4- 'Surveillance'
- 5- 'Ambush'
- 6- 'Turret'
- 7- 'Environmental'
- 8- 'Biochemical'
- 9- 'Magical'

2- Trap Metrics

Determine the values for the Trap metrics. 'Spin' the Token into the Omni Grid and interpret the Digits from 0-9. For this step, metrics ranked from 0-6 are: COMPLEXITY, DEFUSE, IDENTIFIER, DEPLOY, ARM, SPEED, and LHP.

- Digit 0 Metric Rank = 0
- Digit 1 Metric Rank = 1
- Digits 2-3 Metric Rank = 2
- Digits 4-5 Metric Rank = 3
- Digits 6-7 Metric Rank = 4
- Digit 8 Metric Rank = 5
- Digit 9 Metric Rank = 6

3- Trap Definitions

The final step is more subjective and should complement the location where the Trap is placed. Describe the Trap's features and explain its functionality through the following variables: TRIGGER, EFFECT, and RANGE. Once the first two steps have been completed, use the Randomly Generated figures to help you describe your Trap.



All Encounters are classified as Combat, Skill Set, Social or Situational in nature.

More so, Encounters manifest as either Scripted or Random, depending on the desired experience the Architect wishes to simulate.

CHAPTER 25

“Encounters”



SCRIPTED ENCOUNTERS

The first type of Encounter is known as a Scripted Encounter, or a deliberate experience created by the Architect as an integral part of the Campaign. When determining the types of Scripted Encounters the Character will face, the Architect should consider the Character's Archetypes, Skills, Levels of Development and what the Traveler is hoping to experience.

Scripted Encounters can be subdivided into two categories: "Occasions", which serve to flesh out the Traveler's Character and are not necessarily vital to the development of the Campaign's plot, and "Milestones", which are events critical to the completion of the Campaign's story.

A Scripted Encounter is only limited by the Architect's wit and creativity, but will always manifest as one of four possible "Topics": Combat, Social, Skill Set, and Situational.

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ENCOUNTERS



Scripted Encounters

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RANDOM ENCOUNTERS

Random Encounters are at the root of Role-Playing because each situation presents a new experience that can take the Adventure in an unpredicted direction. An entire Campaign can be composed of a series of Random Encounters, challenging both the Architect and the Traveler to interact with loosely defined variables that yield a unique experience during each session.

More so, even Campaigns that are largely scripted in nature can contain a set of Random Encounters to ensure that the Adventure retains its organic properties.



Social



Combat



Skill Set



Situational

The Glyphs RPG Blueprint entrusts the Architect to stretch his or her imagination when interpreting a Random Encounter derived from the defined categories. To generate a Random Encounter...

- 1) 'Spin' the Token inside the Omni Grid to determine the "Topic": Combat, Social, Skill Set, or Situational.
- 2) Afterwards, 'Spin' the Token again and look at the Digits for a result from 0 to 9. This result further defines the nature of the Random Encounter's Topic. There are 40 default scenario types to choose from (10 per Topic). However, the Architect has the liberty to create custom scenarios relevant to each topic and map them to the Digits, or manifest them impromptu. Alternatively, the Architect may employ Letter Clues to generate the Encounter's Subject.
- 3) The Architect defines the variables of the Random Encounter. This step can be subjectively interpreted by the Architect's imagination, or contain meticulous generations of variables for each phase, depending on how much time the Architect wishes to spend on the aspects of a Random Encounter. The variables to consider are explained under each Topic.

Social Encounters take place with NPC's and engage the Traveler in various topics of conversation and interaction within different spheres of a society. A Social Encounter gives the Traveler a chance to define their Character through people skills and casual interaction.

A Social Encounter may quickly shift into another type of Encounter depending on how the Character interacts with NPC's in the scenario. Remember, NPC's will have inherent Behavior Profiles that define how they are likely to react to interactions with the Traveler's Character.

Random Social Encounters result in up to 10 different default situations (0-9).

Variables

1) 'Spin' the Token to define the circumstances of the Social Encounter. Interpret the Token's Digits (0-9).

2) 'Spin' the Token again to determine the number of NPC's participating in the Social Encounter if the Architect allows for the potential of having more than 1 NPC. Interpret the Token's Digits (0-9). In this context, '0' represents '10.' Multiply the result by T1 if necessary.

3) 'Spin' a third, fourth and fifth time to define the demeanor of the NPC's that compose the Social Encounter. What Polarity are they aligned with, and what are their personality traits? What are their occupations? This may apply to each individual NPC, or to a group of NPC's if the Architect wishes to save time. Interpret the Polarity, Element and Function Glyphs. *Refer to the 'Polarities' Chapter for detailed personality interpretations based on the Element Glyphs.*

--- = 'NEFARIOUS'

-- = 'WICKED'

- = 'DISAGREEABLE'

X = 'NEUTRAL'

+ = 'AGREEABLE'

++ = 'JUDICIOUS'

+++ = 'VIRTUOUS'



Fire



Carbon



Practical



Academic



Water



Air



Civil



Combative

A Combat Encounter involves the Traveler's Character engaging in warfare, infiltration, brawling or self defense against hostile threats. When this Encounter takes place, Entities and NPC's will attack based on their established action patterns.

Random Combat Encounters manifest up to 9 different classes of Entities (0-9). By default, NPC's are considered to be 'Humanoid Entities.'

Variables

- 1) 'Spin' the Token to determine the class of Entity the Character will encounter. (0-9)
- 2) 'Spin' the Token again to specify the Entity from the Architect's pre-numerated list. Note: It is highly recommended that the Architect creates a list of at least 10 Entities per class and maps them to the Digits on the Token (0-9). If not available, skip this step and use the default Entities in each class listed further.
- 3) Spin the Token to determine the number of such Entities faced in the Combat Encounter - OR- Spin the Digits first to determine the number of possible Entities, and then specify each individual Entity. Otherwise, the default Encounter is with 1 Entity. The results can be the sum total of the results, EX: (2+2=4) or a cross sum of the digits themselves (2+2=22). The way in which way the Architect interprets the results influences the potential battle scale.

Many Entities travel within a specifically numbered group, so the Architect should implement this instead of a Randomly Generated figure.

- 4) 'Spin' the Token a fourth time to determine the Entity's Directional Combat Approach, or their Group Formation. Interpret the States Glyphs 'Inner' Symbol relative to the context:



Front / Rear Assault
-AND / OR-
Linear Formation



Sideline Assault
-AND / OR-
Staggered Formation



Surrounded / Engulfed
-AND / OR-
Displaced Crowd



Stationary Resistance
-AND / OR-
Compact Formation

Encounters reliant on the Character's Skills present a challenge that must be overcome by the successful implementation of a Skill or Attribute. Skill Set Encounters can frequently place the fate or plans of an entire party in the hands of a single Character.

In addition to the relevant level of Skill needed to meet the challenge, often times a Skill Set Encounter may require components, tools or special arrangements to overcome it.

Random Skill Set Encounters present up to 10 different situational challenges (0-9).

Variables

- 1) 'Spin' the Token to present the Travelers with a Skill Set Encounter. (0-9)
- 2) Determine the Difficulty Level of the Skill Set Encounter by 'Spinning' the Token and interpreting the Digits as 6 possible ranges. If this step is skipped the Random Skill Set Encounter Difficulty defaults to 'Moderate.'

'SIMPLE': Digit #1

'MODERATE': Digits #2-3

'WORTHY': Digits #4-5

'COMPLEX': Digits #6-7

'DAUNTING': Digits #8-9

'MONUMENTAL': Digit #0

*3) In the event that a Skill Set Encounter manifests as **TRAPS** the proper Skills and Ranks are needed to **Construct, Arm, Diffuse or Detect the Trap**. Should the Trap actually be triggered, then the Character must successfully '**Evade**' the Trap as outlined in the 'Traps' Chapter.

To summarize, first the Character must become aware that the Trap has been activated. Afterwards, the Evasion attempt can be made, which is based upon the 'Evade' Modifier rather than a Skill Rank as other Skill Set Encounters are.

The Character participates in Situations happening in the general surroundings, or stumbles upon treasure in various forms. A Situation Encounter can alter the direction of the Campaign's Plot, or how an objective is approached by a Character. Architects should find ways to incorporate such Encounter that does not infringe on a Character's freedom of choice while not putting the Adventure in jeopardy.

Random Situation Encounters result in up to 10 different overall default possibilities (0-9).

Variables

- 1) 'Spin' the Token to define the circumstances of the Event encounter. (0-9)
- 2) If the Situation potentially affects a Character in the party, the Architect assigns each member a number range...The Token is spun again to determine which member is affected. Alternatively, each Character can be named on the Omni Grid, and the Token is then Spun. The name that the sights land closest to is the result.
- 3) 'Spin' a third time to determine the number of NPC's participating in the Situation Encounter, if applicable. Multiple spins may be used, and the result can be the sum total of the results. EX: (2+2=4) or a cross sum of the digits themselves (2+2=22).
- *4) In the event that a Situation Encounter manifests as a '**CONDITION**,' 'Spin' the Token into the Omni Grid 3-5 times. The 3-5 Letter Zones that the Token's sights fall within are the letters that are included in the Condition's name. The result is the Condition that contains the most of the letters. Some Conditions manifest in multiple Intensity levels, so refer to the 'Environment' Chapter for more details if applicable.

Weather Climate Conditions

COLD - HEAT - WIND - FOG - HUMIDITY - RAINFALL - SNOWFALL - HAIL - SLEET - LIGHTNING

Surface Conditions

CURRENT - BRITTLE - QUICKSAND - SLICK - ROUGH

Hazardous Conditions

RADIATION - BIOHAZARD - CHEMICAL - SMOKE - FIRE

Disabling Conditions

DAZZLE - MAGNETIC - ELECTROMAGNETIC - STENCH - VACUUM

Spatial Conditions

TIGHT - CROWDED - TRAFFIC - CURSED - SACRED

SOCIAL ENCOUNTER DEFAULTS

- Intellectual Discussion (0): A discussion pertaining to scientific, philosophical or other sophisticated topics.
- Culture (1): Exposure to the cultural aspect of a location, such as ceremonies and art.
- Legal (2): Encounter with authorities, including but not limited to inspections, accusations or trials.
- Recreation (3): A casual experience of entertainment with the local settings and activities.
- Romantic Encounter (4): An intimate encounter that may lead to an erotic or deep relationship.
- Nourishment (5): Taking a break to recover, drink, eat and replenish EP.
- Small Talk (6): A random conversation used to pass time or potentially spark further discussion.
- Assignment (7): The Character is approached to partake in a mission or errand.
- Information (8): By overhearing or being approached directly, the Character receives valuable information.
- Challenge (9): The Character is challenged to a contest of wits, skill, or luck.

COMBAT ENCOUNTER DEFAULTS

- N/A (0): Re-Spin the Token, or Architect has discretion.
- Humanoid (1): Combat scenario with Humanoid Entity or NPC.
- Beast (2): Combat scenario with Beast Entity.
- Undead (3): Combat scenario with Undead Entity.
- Abominable (4): Combat scenario with Abominable Entity.
- Elemental (5): Combat scenario with Elemental Entity.
- Synthetic (6): Combat scenario with Synthetic Entity.
- Planar (7): Combat scenario with Planar Entity.
- Flora (8): Combat scenario with Flora Entity.
- Fauna (9): Combat scenario with Fauna Entity.



SKILL SET ENCOUNTER DEFAULTS

Trap (0): A strategically placed Trap that must be diffused or evaded.

Puzzle (1): A riddle, puzzle or clue.

Research (2): A task that requires investigation.

Environment (3): Location based.

Engineering (4): A feat of construction.

Infiltration (5): Effective compromise of a secure location.

Expressive (6): Using creative talents to accommodate a certain group.

Negotiation (7): The words to get your way.

Flee & Pursuit (8): Chase or Run.

Navigation (9): Re-orient direction or locate destination, identify safe routes.

SITUATION ENCOUNTER DEFAULTS

Condition (0): The Character is faced with a sudden condition within the direct Environment.

Civil (1): The Characters are bystanders in a public event, such as a wedding, funeral, lottery or execution.

Skirmish (2): One or more Character in the party witness a brawl or full scale battle.

Lost (3): One or more Characters lose a significant item, or become disoriented and need directions.

Rescue (4): Characters are challenged to save a victim from a situation such as a fire, or kidnapping.

Disaster (5): A cataclysmic natural disaster strikes that affects the immediate location such as flood.

Accident (6): Characters experience an accident or breakdown in a Vehicle, or are hit while on foot.

Theft (7): A Character is pick-pocketed or robbed from their Currency or other significant item.

Illness (8): One of the Characters in the party is stricken with a minor illness such as flu or allergies.

Treasure (9): Spin the Token and interpret the Digits to quantify the nature of the random treasure discovered:

1 - TOOLS 2 - RECOVERY 3 - CONSUMABLES 4 - GADGETS 5 - LUGGAGE

6 - ACTIVITY 7 - CRAFT 8 - RELIC 9 - COMPONENT 0 - CURRENCY

NOTORIETY STATES

Notoriety States determine how a Character is perceived in terms of current social status. Each level of Notoriety directly impacts how a Character is approached by NPC's.

For instance, during Social Encounters, it's wiser to remain 'Incognito' or to be 'Famous.' Likewise, guards or authority figures will immediately investigate and likely attack a Character who is 'Suspicious' or 'Wanted.'

UNDETECTED: This Notoriety State is only in effect if the Character remains invisible to potential threats, whether by Stealth, Cloaking Equipment or the Power of Invisibility. Should the Character somehow become detected, then its Notoriety State will either Shift to 'Suspicious' or 'Wanted' depending on the context.

INCOGNITO: The Character is merely dismissed as 'one of the many,' or as someone who poses no direct threat to social norms. By default, all Characters are perceived as 'Incognito' by NPC's unless their actions, appearance or equipment shifts their Notoriety State to 'Suspicious.' Remaining Incognito may have inherent challenges depending on the Location's local laws and customs.

SUSPICIOUS: An NPC or Entity's suspicion is raised when a Character's actions, appearance or equipment breach the threshold of social norms. The Character may also raise suspicion if functioning in an 'Undetected' capacity, only to be suddenly discovered.

When a Character becomes 'Suspicious,' nearby Entities and NPC's will at an X% chance investigate the Character and observe, question, apprehend or potentially attack the Character, depending on the context and the NPC or Entity's function. Bystanders who do not have the ability or desire to confront the suspicious Character have an X% chance of alerting guards or other enforcer figures. It is important for Characters to be aware of their surroundings and blend in.

WANTED: Being 'Wanted' implies having a target painted on the Character's head. NPC's and Entities that perceive the Character as 'Wanted' will stop at nothing to either apprehend or attack the Character until it has either been subdued or slain. In most cases, a Character may be 'Wanted' by one particular NPC or Civilization, but sometimes this state can carry over to more hostile parties in different territories.

FAMOUS: A 'Famous' Character generally draws attention in civilized areas due to their high level of accomplishment in a certain feat or trade. With fame comes influence in social spheres, but often this very fame is limited to specific segments of the population that share likeminded views and interests. On the flipside, other civilizations may consider the 'Famous' character to be 'Infamous,' and therefore 'Wanted.'

ZONED ENCOUNTERS

A Zoned Encounter blends the potential inherent in both Scripted and Random Encounters. The Architect uses a map or blueprint of a location, and assigns an appropriate percentage that a Character will experience a specific Encounter if they travel within a certain zone. It is recommended that the Architect's map narrows the Location down to a single building, city or immediate geographical, aquatic or celestial region.

This is done to map out areas of influence by specific Entities, NPC factions or Features inherent in the setting itself. The Architect should clearly define the types of Entities, NPC's or Features that can possibly be encountered if the Character ventures into their Zone, and the types of Encounters that are likely to occur:

- 1) Section off the map into different Zones. Each Zone will be influenced by specific Entity, NPC group or Feature, which in turn will determine the type of encounters to be expected.
- 2) Define the types of Encounters that are the most likely to occur in each Zone. Here are some examples as to how the Architect may choose to interpret each type of Encounter:

Combat: Hostile or Enemy Territory. Characters should tread with caution, regardless of Polarity.

Social: Area where Characters and NPC's may share common interests, or merely encounter each other by chance. This could be a good opportunity to recruit more party members.

Skill Set: A spot or immediate area where a specific set of skills are needed. Some instances may require repeat visits to the same area until the requirements of the challenge are met. Traps and Puzzles are likely to be used as frequent Skill Set challenges.

Situational: A general area that is affected by a condition, or where a Character may experience a random event. Unless the area is considered Civilized, Situation Encounters should generally manifest as 'Conditions.'

- 3) Set the percentage for each Zone that the specific encounter is likely to occur. When a Character enters a certain Zone, the Architect Spins the Token and interprets the Digits as a percentage. It is recommended to set each percentage at or above 60% for 'Combat' Encounters, 30% for 'Social' Encounters, 40% for 'Skill Set' Encounters, and 30% for 'Situational' Encounters.

RANDOM TREASURE & REWARDS

Architects should take note of their Player's level of participation in the Adventure, including successes, failures and wishes. Ideally, Architects should run their Campaigns based on a system of reward and punishment. The punishment part generally comes about through unforgiving combat encounters, Traps and malicious mischief that manifests based on a Character's (foolish) decisions.

To help incentivize the experience, Architects should reward Travelers with something more than EXP points, most commonly in the form of Treasure, Weapons and Relics. Conventionally, an Architect may simply wish to have a Character coincidentally 'find' an Object that the Traveler had been bugging the Architect for. Alternatively, the Architect may randomize the accumulation of rewards. Architects should note that a fully randomized approach could quickly skew an Adventure out of proportion, as in the event that a Character comes across a vast sum of money, an overpowered Weapon or magic item.

Zoned Rewards Approach

Section off the Location's map into different Zones. For certain Zones, there should be an x% chance that Characters will find Treasure from one of (but not limited to) the below categories:

Currency: Determine the amount of value the Currency will be worth by spinning the Token 1-9 times. Cross-sum the result and convert BIT results into the desired currency, such as Gold, Silver, or Dollars.

Relics: Drawing from a list of pre-generated Relics, 'Spin' the Token x times and interpret the Digits. The Relic to be discovered should correspond to the number generated by the Token's Digits.

Recovery: 'Spin' the Token once and interpret the Element Glyphs to determine the level of damage intensity that the Recovery Item is capable of healing.



**Heals Status
Ailments**



**Heals Minor
Injuries**



**Heals Heavy
Injuries**



**Heals Critical
Injuries**

Consumables: 'Spin' the Token into the Omni Grid up to 3-5 times and interpret total number of Letters into the first tangible consumable item that comes to mind based on the letter clues. Spin the Token again and interpret the Element Glyphs to determine the Consumable Item's level of Flavor.



Flavor Rank '0'



Flavor Rank '1'



Flavor Rank '2'



Flavor Rank '3'

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ENCOUNTERS

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**Random Treasure &
Rewards**

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AWARENESS CHECKS

In some instances, an 'Awareness Check' is made to determine if the Character is able to perceive a specific subject based on levels of Stimuli and Sensory capability. The Character's Sense Rank comes into play against varying degrees of Light, Sound, Scent and Flavor, the effects of which are covered in the 'Environments' Chapter.

Travelers should only be compelled to conduct an Awareness Check when a subject of importance or danger is within a questionable perception range or condition. Failing an Awareness check should carry swift or far reaching consequences. Awareness Checks are treated as acts of chance based on the likelihood of being able to perceive a subject in different Stimuli conditions, rather than the Player's skill, so they are treated as Percentiles.

To conduct an Awareness Check, the Traveler Spins the Token and interprets the Digits as a Percentile range from 10% to 100%. Once the base Percentile is uncovered, the Traveler then factors in an additional Percentage of 10% per Sense Rank to the Total Score. For the Awareness Check to succeed, the final Percentile must EXCEED the Awareness Check Percentage Target.

The base Awareness Check Percentage to overcome is **50%**, based on the following Stimuli Ranks:

Light @ LV2 'Lit'

Sound @ LV2 'Ambient'

Scent @ LV2 'Aromatic'

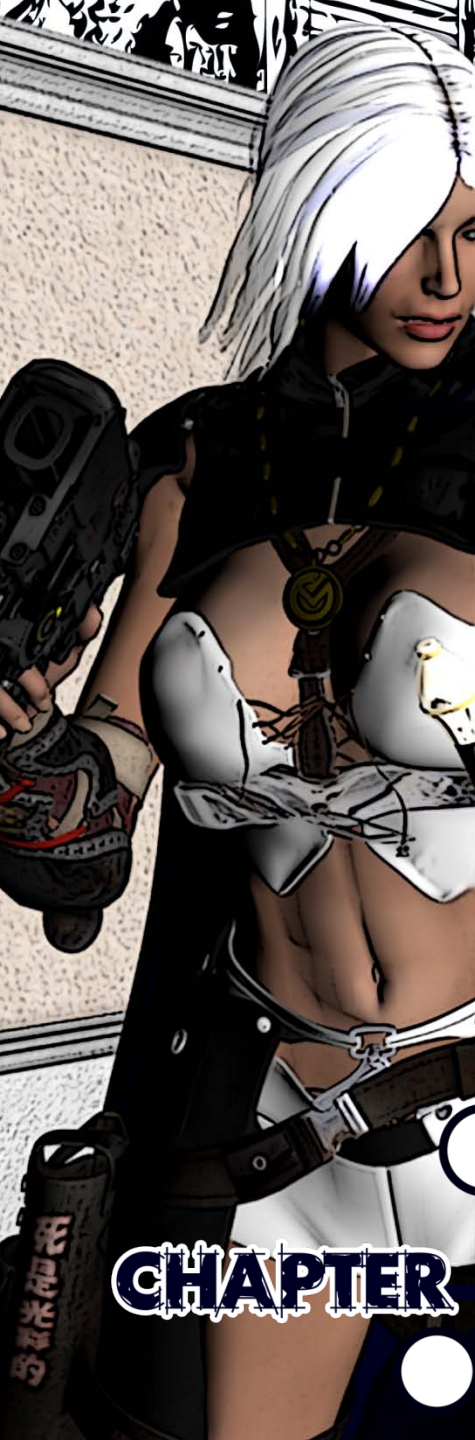
Flavor @ LV2 'Robust'

EXAMPLE: Random Digits= '4'= 40% + 'Vision' LV2=20% $40\% + 20\% = 60\%$

Lighting Conditions are LV2 'Lit', so the Awareness Check Succeeds.

Different levels of Stimuli have an effect on Awareness Checks:

Light @ LV0= 90%	@ LV1= 80%	@ LV2= 50%	@ LV3= 30%
Sound @ LV0= 90%	@ LV1= 80%	@ LV2= 50%	@ LV3= 30%
Scent @ LV0= 90%	@ LV1= 80%	@ LV2= 50%	@ LV3= 30%
Flavor @ LV0= 90%	@ LV1= 80%	@ LV2= 50%	@ LV3= 30%



Perhaps the weather is ruining your chance to travel to your much anticipated gaming session, or maybe your gaming group is unable to meet due to schedule conflicts...if you even belong to a conventional gaming group at all.

Maybe you envision yourself using the Glyphs RPG Blueprint as an invaluable tool to aide your creative writing projects, or as an introspective pursuit, much like a self-guided meditation into other worlds.

Regardless of your predicament, you may find yourself exploring the Mindscape alone, as both Architect and Traveler simultaneously.

CHAPTER

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“Traveling Alone”

The notion of a single person playing an RPG, simultaneously acting as Player and Game Master has barely been scratched upon. Leveraging the fluid nature of The Token System, The Glyphs RPG Blueprint aims to facilitate an otherwise choppy and complicated process. The benefits of Solo-Play or 'Traveling Alone' exceed those of playing a mere game and tread into the realms of self discovery and creativity which will be touched upon in detail in separate modules.

Traveling Alone uses the same rules and mechanics explained throughout the Blueprint. However, certain process modifications are required to make the experience possible since you will essentially be in a state of sustained 'daydreaming' during your session.

Recommendations

- * As a minimum, be sure to have a firm grasp over The Token System, Glyph interpretations and the rules and procedures in this book. You should have experience as a Traveler as well as an Architect since you will be fulfilling both roles.
- * Ideally, set aside at least 2-4 hours of time for gameplay. Your area should be comfortable and dimly lit (but bright enough to read in) and completely free from distractions. If possible, arrange with those around you in advance to not distract you during your session, as Traveling Alone requires a higher degree of focus.
- * You may wish to have a music track and / or special scents such as incense in the background to help you focus on the mood of your Adventure. If you do, then keep their intensities just high enough to create the atmosphere without stealing your focus away from the game. The natural white noise provided by continual rainfall is an ideal background presence.
- * In addition to the essential items needed to Adventure within Glyphs RPG's, it is recommended to have a small stack of sketch paper readily available. You will use this to rapidly sketch or notate any immediate details that appear in your mind's eye. The purpose is to help you provide a real-time point of reference during your encounters rather than focusing on the quality of your drawings, although for those that are artistically inclined they may serve as inspirational sources for future works of art.

Pre-Determined Travel

Until you are accustomed to traveling alone, it is recommended to travel within a premade Adventure. Understand the story's premise, and have readily available all necessary Adventure-specific literature, including maps, Entities, NPC's.

If possible, maps should be printed into individual sections which are stacked on top of each other in order, so that you only see the immediate surroundings as opposed to the entire layout of a city or dungeon. Encounters should be treated as 'Zoned' Encounters, aside from the occasional Random Encounter that can be used to season your Adventure.

Random Travel

The very idea of randomness leans towards the abstract. When full randomness is applied to an Adventure session, anything goes. This makes for a truly unique experience favorable for explorers of the inner realms of the Mindscape. The caveats inherent in randomness are the likelihood of disproportionate encounters, and the vast increase in time spent in rendering out the scene in your mind's eye, such as the immediate surroundings, NPC's and Entities.

A Fully randomized experience is only recommended for the most dedicated pioneers of the Mindscape, since it could potentially take hours to render out a completely randomized scene. Thus, it is recommended to have anything with a stat block or sophisticated features to be pre-generated. Otherwise, randomness will be mostly expressed in the immediate surroundings and the nature of encounters.

Unlike Pre-Determined Travels, you will be literally be creating the world around you as you travel through it, with the Token and Omni Grid's assistance. It is a good idea to have extra grid paper on hand for you to map out your Character's surroundings as a point of reference, or as a means to create 'Pre-Determined Travels' to be used by others in the future!

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**TRAVELING
ALONE**



**Pre-Determined
& Random Travel**

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PROTOCOLS FOR TRAVELING ALONE

* Make yourself comfortable in your gaming sanctuary. Be sure that you have all necessary materials, drinks and snacks readily available. Short breaks are recommended every hour or two, but you want to minimize any time spent away from your session. You won't have the luxury of a third party Architect to get you "back into the game."

* Your gaming materials should be organized in a way that is comfortable to you, but most importantly, gives you fast access to essential data and record keeping items. Ideally, your Character Booklet should be directly in front and closest to you, with the Action Grid visible. Placed just ahead of your Booklet should be the Omni Grid. Your Token should rest on either Grid. To one side of the Omni Grid should be the Glyphs RPG Blueprint (Physical or Digital). To the other side of the Omni Grid will be any reference material specific to the Adventure, if any. Then, on one side of your Character Booklet lies a stack of blank Grid Paper, and on the adjacent side will be your scratch paper. Don't forget to include your calculator, timing device, props and any writing or necessary measuring instruments. When Traveling Alone, it is highly advised to have a counter available, preferably one with some form of vision cones.

* Spend about a minute or so clearing your surface mind from any lingering thoughts. Slowly breathe in through your nose and out of your mouth, focusing only on the sound of your breath and the expansion and contraction of your chest and stomach areas. Afterwards, concentrate on the idea of nothingness, attempting to maintain the still blackness in your mind's eye.

* Once you have settled your mind for a brief moment, focus your awareness on your Adventure. What are the state and physical features of the world you are about to enter? Does your Character have a specific purpose, or is it meant to wander aimlessly? Do you have something to finish from a previous Adventure? Gradually allow more and more details to come into your awareness as you phase into your Adventure. As an alternate approach to phasing into your Adventure, focus on the nearest closed door in your sanctuary. On the other side of the door lies the Campaign. Imagine the ambient sounds and scents of another reality squeezing past the door just loud enough for you to notice them. Through your Character's point of view, approach door and open it. As you walk through, the doorway behind you fades away. You are now in your Adventure setting.

* After your game session is over, it is important to ground your awareness in your physical reality, the here and now. Conclude the Adventure. Eat a good meal and engage in physical activity, or get a good night's sleep. The Glyphs are at your beckon and call for your next Adventure, but an over-stimulated imagination can sometimes bleed into your day to day life.

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**TRAVELING
ALONE**

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**Protocols for
Traveling Alone**

Pre-Determined Travel Protocols

* Once you have completed the General Protocols for Traveling Alone, shift your physical and mental awareness into your Character / Avatar. Become aware of Character's body structure, fitness level, superficial looks and Racetype specific aspects. Your consciousness is wearing the Character's body much like a space suit, but your mind is a duality of your own and the Character's consciousness, including its memories and driving purpose. Use the Character's Attribute Ranks to help you synchronize your Character Awareness. Afterwards, shift your Awareness to the Character's Apparel, Armor, Weapons, Special Equipment and Abilities it may possess. During this moment, for all intents and purposes, you are now your Character. While Traveling Alone (or playing conventionally for that matter), this is the level of Awareness you want to try and maintain when your Character is in action.

* Generate your Character's immediate surroundings. As with conventional gameplay, you will likely spawn in a civilized location, such as a bar, mall, courtyard, palace, ship or town square. While referencing your Map, glance at the section where your Character is located and render it in full detail in your mind's eye. Essentially, you are creating an immersive 3D reality while glancing at a 2D surface for reference, which is why it is recommended that your Maps contain enough detail notes relevant to the setting:

.....First render the visual details in first person, including the environment, terrain features, clouds & sky, material textures, temperature and lighting conditions.

.....Next, render any supplemental sensory details, such as lingering sounds, smells and the feeling of the location itself, including the flooring and the overall mood.

.....Render any final real-time details, including local activity from NPC's or Entities, or any effects left from their presence. What is the nature of the scene unfolding? What condition is the room in? Render in detail the NPC's and Entities, including appearances and mannerisms.

* It is strongly advised to employ a counter to mark the spot on the Map where your Character is navigating. If possible, try to use a counter that has the geometry to allow you to simulate your Character's field of vision, so the counter can be rotated to focus on a single area within the location.

* During each Character action or important observation, give yourself verbal Awareness Notes to help reinforce your immersion: 'I am doing x,' 'I see or hear x,' 'The area looks like x,' etc. If necessary, resort to your sketch paper to make any quick sketches, scribbles or notes.

* Navigate and partake in Zoned or occasional Random Encounters, which will be discussed in detail. Slide your counter on your 2D Map as your Character moves. If possible, try to render the world in real time to mirror the Character's movements. Otherwise, render each section as much as you are comfortable with.



Random Travel Protocols

* The Protocols for Traveling in a Randomly Generated world are similar to those followed in a Pre-Determined setting, with two notable exceptions. 1) You will be heavily relying on the Token to Generate your Map, whose clues which will then be translated into an explorable world. 2) Encounters will all be Random.

* For the next step, be certain to reference (or have memorized) the Glyph interpretations encompassing the Environment and Civilization Chapters, and be able to come up with your own on the fly. Use the Token and the Omni Grid to randomly generate your immediate surroundings. Always begin using the Path Glyphs or the States Glyphs to determine the location's geometry, arrangement or condition. Afterwards use the Permutation Glyphs should the Token land on the (+) face to modify any design features. Let your mind fill the blanks for faster rendering. During this step, the focus is on the data clues portrayed by the Token and Omni Grid. Notate clues in a logical sequence that you can quickly reference and decipher.

* Once your surroundings are rendered based on the interpreted clues, everything now essentially becomes a series of Random Encounters, which will be classified as either "Active" or "Reactive." The process is repeated for each immediate location your Character is in.

Your Character will be Traveling in a Mindscape that is both Active and Reactive in nature. NPC's and Entities have the free will to act as they please in accordance to their Behavior Profile, and so does your Character. The location itself might be riddled with Challenges only possible to complete with the right Skills or Attribute Ranks. Maybe something important is happening in the background, awaiting your participation. Each possibility triggers a Social, Event, Skill Set or Combat Encounter.

Active Encounters

* The Encounter is initiated by an NPC /Entity, or a situation that suddenly challenges your Character. Active Encounters may be either Random or Zoned. The ideal frequency that an Active Encounter occurs should be no more than once per immediate location. To determine if an Active Encounter actually occurs, Spin the Token. The 🎲 Glyph signifies that an Active Encounter has occurred. If so, then re-spin the Token and interpret the Function Glyphs to determine the nature of the Encounter.

Reactive Encounters

* The Encounter occurs as a direct response to your Character's actions, which are triggered as a Percentile based on assessed likelihoods or Entity / NPC Behavior Profiles. Each time your Character executes a meaningful action, you should instantly pre-assign and then Spin a respective percentile.

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**TRAVELING
ALONE**



**Random
Travel Protocols**

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Solo Combat Encounters

During Solo-Play, Combat unfolds in the same manner as it would in a conventional game session, with a few modifications to help eliminate any inherent bias. Refer to the 'Combat Encounters' section in the 'Encounters' Chapter for specific steps on generating a Random Combat Encounter. Employ the default ones mapped to the Digits, or create your own from letter clues of a premade enumerated list.

- * **NPC / Entity Combat Action Attempts:** The Action Grid will generally not be used when attempting combat actions for NPC's or Entities, since this would essentially be self defeating. Focused Attacks, Techniques and Powers will be randomized as a Percentile using the Token's Digits. Any required consecutive Token Slides become additional Token Spins.

- * By default, Focused Attacks land at an 80% probability if they would otherwise originate from the 'MOLECULE' Logo, and at a 60% if they would otherwise begin from the 'G' Logo. Powers and Techniques land at a 70% probability, unless there is a disadvantage, which would then make it 50%.

- * The Action Grid is still used for Free-Form Attacks and to determine which bodily Target an NPC / Entity wishes to Target when using a Focused Attack, Technique or Power. NPC's or Entities should attack in a manner that is strategically logical based on their proximity and intelligence. Otherwise, refer to the Entity's 'Random Actions' from its stat block, Spin and interpret the Digits accordingly.

- * **Stealth & Surprise Attacks:** Many NPC's and Entities prefer to attack from a hidden position or by way of stealthy maneuvering. To convey this possibility while running the game for yourself, should the Zone / Combat Function Glyph indicate that a Combat Encounter is set to occur, a Percentile is first used to see if the Attack is a Surprise / Stealth Attack or a conventional face to face Attack. Ideally, you can determine your own Percentile based on the Location's layout and the NPC / Entity's Attack patterns. Otherwise, you should randomly create the Percentile for yourself. Spin the Token and interpret the Digits (from 1-10) as a the Percentile to be met. Once this is determined, Spin the Token again to see if the Attack is Stealth / Surprise based on the Percentile.

- * **Retreating, Covering and Recovering:** In certain cases, NPC's and some Entities may find it in their best interest to retreat from combat, take cover from ranged / radial attacks, or to heal their wounds using magic or other available resources. This should be randomized using the Entity's stat block. Based on the 'Random Actions' section, if the enemy would otherwise 'Retreat', it may also choose to take cover or to heal itself.

- * **Defenses & Counterattacks:** There are 2 approaches that can be made when an NPC /Entity is defending against your Attacks. The first would be to use the method most logical to the specific attack.... Blocking, Evading or Parrying. Otherwise, refer to the Combat Modifier with the HIGHEST Rank. This will be the first method of defense to be used. You can use the same method or move down to the Combat Modifier with the next highest Rank. An NPC /Entity's Counterattack options remain the same as usual. The delivery should be detailed based on the manner it defended against your attack.



Solo Skill Set Encounters

The Action Grid will be substituted for Percentiles when an NPC Attempts to use a Skill. Refer to the 'Skill Set Encounters' section in the 'Encounters' Chapter for specific steps on generating a Random Skill Set Encounter.

<u>Skill LV</u>	<u>Simple</u>	<u>Moderate</u>	<u>Worthy</u>	<u>Complex</u>	<u>Daunting</u>	<u>Monumental</u>
LV 0	25%	20%	15%	10%	5%	1%
LV 1	30%	25%	20%	15%	10%	5%
LV 2	35%	30%	25%	20%	15%	10%
LV 3	50%	45%	40%	35%	30%	25%
LV 4	60%	55%	50%	45%	40%	35%
LV 5	70%	65%	60%	55%	50%	45%

Solo Situational Encounters

Refer to the 'Situational Encounters' section in the 'Encounters' Chapter for specific steps on generating a Random Event Encounter. Employ the default ones mapped to the Digits, or create your own from letter clues of a premade enumerated list.

* For Random Treasures, refer to the Encounters Chapter and the Combat Chapter, and employ whichever method you deem most appropriate. Be sure to determine the subject's Bit Value to help you manifest an adequate Item or sum of Money to help prevent you from over / under rewarding yourself. Uncovering the Bit Value also helps you render the subject more accurately.

Solo Social Encounters

Social Encounters can be highly volatile as they are reactive in nature, thus having the potential of becoming another Encounter entirely. For all intents and purposes, we will focus on the spectrum of Social Encounters and how your Character will interact with NPC's without the need of having a conventional Architect present. Refer to the 'Social Encounters' section in the 'Encounters' Chapter for specific steps on generating a Random Social Encounter. Employ the default ones mapped to the Digits, or create your own from letter clues of a premade enumerated list.

* The direction Social Encounters take are largely influenced by your Character's Actions, and the NPC's Behavior Profile. Your Character acts on its Behavior Profile, and NPC's act on theirs. Refer to the Polarities Chapter for Personalities and Behavior Profiles. Polarities establish a level of potential.

* You will be employing the Token and Omni Grid extensively to effectively communicate with NPC's by establishing Letter and Glyphs Clues. This process is described in detail.

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**TRAVELING
ALONE**



**Solo Skill Set, Social &
Situational Encounters**

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REAL-TIME COMMUNICATION WITH NPC'S

Who is speaking?

* List the names of all potential speakers in the Omni Grid. Spin the Token, and whichever name the Sights land nearest to is the speaker. Alternatively, you can arrange the speakers based on their 'Will' Attribute rank, from highest to lowest, which forms your conversation sequence. Take note of the face the Token lands on. If it lands on the (-) face, the NPC makes an Interrogative statement.

What is the general Subject matter?

* Interpret the Function Glyphs after the determining the Speaker. Take note of the face the Token lands on.



Entity / Conflict



Event / Date



Place / Thing



Person / Group

Narrow down the Subject using Letter Clues

* Spin or Toss the Token into the Omni Grid 1-5 times. Interpret the Letter Clues as the Subject. Alternatively, you can use any appropriate Glyph to generate your answer if it makes sense to do so.

Establish one of the following: Who? What? When? Where? Why? How?

* Interpret the Function Glyphs relative to the Subject if the NPC makes an interrogative statement. Letter Clues will be used if any of these aspects are part of the Predicate.



Who? / What?



When? / Where?



How?



Why?

Determine the NPC's Tone / Gestures

* Interpret the States Glyphs 'Inner' Symbol to determine the NPC's Tone and Gestures.



Energetic, Spontaneous Tone. Lively Gestures.



Straightforward, Neutral Tone. Casual Gestures.



Sporadic, Discombobulated Tone. Scatterbrained, Nervous Gestures.



Organized, Serious Tone. Disciplined, Composed Gestures.

Narrow down the Predicate using Letter Clues

* Spin or Toss the Token into the Omni Grid 1-5 times. Interpret the Letter Clues as the Predicate. You may have to repeat this step to get a more concise sentence, or establish Who / What / When / Where / Why or How. You can use any appropriate Glyph to generate your answer if it makes sense to do so.

Decode clues into a sentence or fragment

* Put together all obtained Glyph and Letter Clues into a tangible sentence. The Clues will likely lead to an abstract phrase, so let your imagination do the work for you. Use whatever instantly comes to mind.

Establishing Yes / No or potential reaction

* NPC's are driven to react or answer Yes / No to specific questions or statements based on their Behavior Profile and the nature of your Character's verbal interaction. Alternatively, you may simply Spin the Token and interpret the faces as Yes / No.

Continuing the Dialogue

* Once a tangible phrase is constructed on the NPC's behalf, your Character speaks with the NPC as if an Architect were controlling the NPC. The NPC's response is then generated by following any of the necessary steps above, or perhaps the conversation shifts into another type of Encounter. It is recommended to use the Protocols only when initiating or receiving a conversation, unless you want the Subject matter to change.


EXAMPLE FRAGMENT

General Subject Matter:  **Person**

Specific Subject: **Letter Clues: X , D , R , N = Interpreting as a name = 'Xander'**

NPC Tone / Gestures:  **Organized, Serious Tone. Disciplined, Composed Gestures.**

Predicate: **Letter Clues: M , C , A = Interpreting as 'Marches'**

Details:  **How? Letter Clues: B = Interpreting as a vehicle = 'Boat'**

Deciphered Clues: With focused, disciplined mannerisms, the NPC warns that Xander's forces are approaching by water.

- About the Author -

*C*harles W. Smith III is an Author, Game Designer, Graphic Artist and the Inventor of 2-D Dice. Currently, Smith is the President & Executive Designer at Scribeworx, an independent Publishing and Graphics firm.

He has been involved with various Table Top RPG's and other games since the early 90's. Aside from Gaming, Smith's key foundations began with Mythology and Hermetic research at a young age, and expanded into different Martial Arts such as Ninjitsu, and the Metaphysical disciplines of Tarot and Robert Bruce's New Energy Ways.

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Smith lives a private life in Orlando, FL, devoting his time towards his Games, Inventions and Books. He actively engages with the public during Gaming, Sci-fi and Comic Conventions.

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Other Works & Resources

Publisher: www.scribeworx.net

Personal website: www.cws3.com

Glyphs website: Tokens, Books & Game Resources... www.glyphsrpg.com

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