Tephra

Steampunk Roleplaying Game



International Kickstarter-Exclusive PDF Version

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Cracked Monocle



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Foreword



Welcome, Ladies and Gentlemen, to Tephra and the Clockwork Roleplaying System;

Do you ever wish you could walk down the street, tipping your hat to all of the good people you meet, enjoying the sights and sounds of good Victorian elegance, and relishing the hiss of steam coming from the nearby train station? If so, you've got a bit of a neo-victorian in you. So let me ask a follow-up question.

Do you ever wish that the street you were walking down included bizarre yet intellectual creatures, maybe a couple zombies for flavoring, a courier standing on the street yelling about a werewolf sighting in the forest outside of town, and, all the while, you're on your way to see a mad tinkerer about a fully sentient automaton he has pieced together? If so, you just may be a steampunk.

And my fellow steampunks, have I got a roleplaying game that is going to revolutionize your gaming experience.

The steampunk genre has been on the surge for the past years. Though some say it bred out of the cyberpunk movement of the 1980s, steampunk has seen an enormous push to the center of culture within just the past few years. Day after day people tell me, "I wish I had known about steampunk sooner! I've been into this stuff all of my life, and I only just found out there's an actual word for it." Oh yes, steampunk has had many dedicated and loyal fans for years, and only now are many of us becoming cognizant of that fact.

When asked what I consider to be the most important facet of steampunk, I can without a doubt answer the punk aspect. While the Victorian-flavored science fiction of the setting is important, the setting can only get you so far. It is the characters that make the story, and, for it to be truly steampunk, those characters must be daring, independent thinkers who are always willing to push forward despite the odds. Be you the lone tinkerer attempting to piece together your newest idea, an exiled flux manipulator feared for your talents, or a dashing swordsman always willing to defend your honor at the expense of others, you must be different. You must set trends. You must, if I dare use the word, be a punk.

That is what the clockwork system is all about. We have built, for your enjoyment, a system without borders. There are no classes - we wouldn't dare limit your imagination in such a way! You choose your own skills and build your character from the bottom up. If you can imagine it, you can play it.

The system is fast-paced, intuitive, and leaves as much as possible up to you, the steampunk roleplayer. When you sit down to play our game, in-between all of your tinkering, writing, and imagining, we want you to live and experience the thrill of being in a steampunk world. We want you to experience the gut-wrenching action of slipping onto a train and fighting your way to the dastardly train-jackers who have taken over the locomotive. We want you to feel the pain of losing your arm, only to get it replaced with a mechanical one later, albeit one with a hidden revolver in the wrist. We want you to concoct your most daring plans, build your craziest contraptions, and set everything in motion.

Welcome to Tephra. Welcome to the Clockwork Roleplaying System. And welcome to the wildest adventure of your life.

Daniel Alan Burrow

Daniel Alan Burrow
Executive Director of Cracked Monocle

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A Note to Thieves & Pirates

We understand if you felt the need to steal, pirate, or indefinitely borrow this game from your friend, because we are also broke, sometimes-starving kids who are just trying to produce roleplaying games.

I forgive you... but on one condition.

You must promise to tell at least 3 people about how awesome this game is, and you must do what you can to get them to play it with you or pick up the book for themselves.

If you don't, you're a bad person and we didn't want to play with you anyways.



Roleplaying

You as the Player

If you're joining us as a player, welcome to roleplaying. Roleplaying is a wonderful gaming experience unlike all other tabletop games. In many games you are given a character to represent, and you take that character around a board, attempting to win the game. Roleplaying games take that to an extreme, then twist it.

You create your own character, develop their personality and abilities, then try to act and portray them as closely as possible. You can build them however you want, customize them, give them the hair you've always wanted, a dashing vest, and that enormous firearm you drool over in your daydreams. You give that character a name, a back-story, and a personality. Once you've done that, you're pretty well ready to begin.

You join up with a couple other players, each with their own character. Together you become a party of adventurers.

Another person takes on the role of narrator. In many games, this is the game master (or **GM**, if you will). The narrator weaves together a story, a setting, and other characters for you to interact with, meet, and - when necessary - kill. The narrator is there to give you a scene and let you explore it. You may start in a pub, travel across the city, and take off in an airship to explore the rumors of a clockwork monstrosity in a nearby town. After you become the hero of that town, you've only just started your saga; soon, you'll have numerous stories under your belt, a scar or two, and a character to be proud of.

The Building of a Story

Through your roleplaying you will create a story. You will be one of the protagonists of this story, a story that you make with a handful of other protagonist and a narrator who has no control over the heroes.

The art of roleplaying is getting deep into the character and the saga. The entire game is about you being another person in this alternate reality. You will eventually learn what your character's goals are, what makes your character angry, and what gives your character joy. That is roleplaying at its finest.

But let's be real... there's another part to this roleplaying game. You want to be awesome, and you want to be the best. Perfect then! This system is designed to make every aspect of roleplaying fun, and that includes challenging every person or thing you meet to a fierce duel to the death!

You as the Narrator

Did you get the bug? Did you get the urge to make your own story, see how your friends make it through, overcome seemingly impossible odds, and fight off that villain that you've been secretly fleshing out for the past year? Don't worry, this is normal. It happens to all of us.

When you narrate, you're given a very special duty by the players. You are there to ensure that they are enjoying themselves, and that their characters are gaining all of the thrills and excitements you could possibly lend to them.

If this is your first time, be prepared to have fun. That's both advice and a fact - narrating is exciting in ways that players could never understand. It's engaging, challenging, and requires a very active imagination. More so than anyone else at the table, you are helping to build a story. When you take on the mantle of the narrator, you get the pleasure of challenging your friends, rewarding them for their victories, and creating a saga of great stories they'll all remember for years to come.

Sounds promising, doesn't it?

Creating the Party

Within Tephra, we often recommend that people play with three to five players and a narrator. If you're up to the challenge, more or less players might be a better fit for you. (And yes, less than three players can be quite challenging, as only having a couple adventurers can create a rather demanding game!)

If you're having a hard time getting players, just carry this book in a public space for a couple hours. Before long, you'll have a large horde of people wanting to play (begging probably). And, if that doesn't work, go to your local gaming shop and ask them if they have any suggestions. Most gaming stores will have places where you can post that you're looking for players. Our favorite gaming stores will also have dedicated Tephra nights ever week. I'll bet my sideburns they can help you get a game going or find a game for you to join.

Once you've got your group together, you'll need one person to be the narrator and everyone else will need to make characters. Go through our fast and easy character creation process (over in Chapter 2), and soon you'll be on board your airship, taking on zombies and sky pirates with a gun in one hand and a saber clenched between your teeth.

Steampunk

Steampunk is one of those genres that seems to entrance people as soon as they see it, something that sparks their inner creativity. It appeals to our love for the past and the marvels of the future, combining them into a world of our own making. However, despite being easily identifiable as you walk down the street or look through a store window, defining steampunk is a difficult task caused by the broad interpretation of what "steampunk" is. From steampunk proper to dieselpunk, biopunk to clockpunk and so many more, there are as many different flavors of the movement as there are of the music. That being said, there are unifying themes throughout them all, so no other title can truly encapsulate just what the word steampunk entails.

On the surface, steampunk is an aesthetic movement, one that hails back to the Victorian times and the industrial revolution, a time when the ins and outs of a machine could be understood and mastered by a single man. A time when you could look at the inner workings of our technology and follow the cranks, pistons and gears all the way from the boiler to the wheels. With a curious mind, time and patience, any man could master this new technology. Steampunk takes this mindset and runs with it. As many felt during the Victorian era, in Steampunk anything is possible!

It was also during the Victorian Era when both man and society began to change. Following on the heels of the Enlightment, thousands of slaves were freed and a middle class was established. The culture of Colonialism was in full swing around the world; revolutions were occurring that threw out old rulers, building new governments in their stead. Everyone had a hope for a better, brighter future.

Steampunk is more than just the aesthetics of a proper London gentleman with his tailored coat and top hat, and it's more than the social reforms and exploration of the Victorian era. In fact, it's more than the past ever was. Steampunk is looking at a world that could have been during a time where the Victorians thought anything was possible. Who cares that sky-pirates, intelligent clockwork automatons, machine-powered undead, time machines and ray guns never existed? The Victorians believed someday steampowered airships or cannons would allow us to reach the moon. In a future of our own creation, why can't these other things exist just as easily? A world influenced from the past, but purely created by those who live now. A world in which anyone can experience an adventure. Steampunk is what you make of it.

In Tephra, we give reasons for why these things are possible. We have forsaken following Earth's history and instead come to land on a new world, a world in which their industrial revolution took a drastically different path than that of our own. Here, steampunk thrives in a world full of steampowered machinery, clockwork creations of massive scale, entire continents of unexplored wilderness and lost civilizations just waiting to be re-discovered. You can hop on an airship capable of crossing the world, twisting science to your own end. It's a world where everywhere you look, an adventure is waiting to happen.

So sure, you could define Steampunk simply by the gears, leather outfits, top hats, and monocles, but it is so much more than that. Steampunk embodies hope, creativity and adventure. Whether you draw influences from the Wild West, Victorian England, the Colonies of Africa, the Far East, or anywhere else, it is these things that truly define what the genre is.

Chapter 1

The Clockwork System

Entering the Clockwork

There's a lot of text in this book. Don't be afraid... it won't take you long to start enjoying your stay.

This is a richly customizable mechanism with a variety of rules, ticking tidbits, and random springs. Inside of this mechanism is a single clockwork movement that makes the rest of the system function. Once you've seen how the basic movement works, everything else won't seem so daunting.

Dice & Modifiers

To begin, you'll need a single die: a unique one with 12 sides. This is the foundation for the Clockwork System, a die that can randomly give you any number from 1 to 12.

With this special die, occassionally called the D12, you'll be able to determine how successful you are on any given task. You'll have skills, attributes, and various other traits that all have numbers assigned to them. When you need to determine how well you succeed at something, you'll roll your die and add on the appropriate number.

Rolling your Dexterity? Roll your D12, add the number in your Dexterity attribute, and you've got your result.

Four Tiers of Success

The game revolves around tiers - four tiers, to be exact. Once you've received the result of your die roll, you'll be able to determine what tier it is.

T1 (*Tier 1*):	Result of 1 through 9	*Barely Passing*
T2 (*Tier 2*):	Result of 10 through 19	*A Solid Success*
T3 (*Tier 3*):	Result of 20 through 29	*Phenomenal!*
T4 (*Tier 4*):	Result of 30 or more	Beyond Human

As you can see, tier 1 is going to be the most minimal of a success. If you're trying to jump, all you can say is that you successfully jumped. Nobody takes notice up until you get to tier 2. A tier 3 is the utmost of human ability. If you're hitting a tier 3, that means you've just leapt a chasm.

A tier 4? There are no words to explain a tier 4 success.

Turns!

Let's discuss combat. If you're in a fight with somebody, you're going to take turns. You'll begin by rolling priority. The person with the highest priority goes first, the person with the next highest goes second, and so on. When it's your turn, you're going to have a number of action points (AP) that you can spend.

Let's say it's your turn, and you have 3 action points (the norm for starting characters). You could run (1 AP) and shoot your rifle (2 AP). Or, you could run (1 AP), open a door (1 AP), and then duck behind a barrel (1 AP). Or, you could swing your sword (2 AP) at somebody's head (another 1 AP for aiming).

The options are pretty open-ended.

Attributes & Skills

As we've said, your character is going to have a lot of numbers associated with him. When you build your character (found in *Chapter 2 - Character Creation*), you'll first distribute some points in your skills. Skills are those areas that you've trained in. Swashbuckling, Brawl, Gadgetry, Marksmanship - these are all skills.

Now, your skills are going to determine your attributes. Attributes are the core components of your character. If you have a total of 6 points in your Dexterity skills, your Dexterity will be a +6.

When do you use these numbers? For attributes: all the time. Lifting something? Brute. Picking somebody's wallet? Dexterity. Trying to figure out a puzzle? Cunning.

Specialties

The most exciting part of your character is their specialties. Specialties are the defining aspects of your character, things that make them awesome. At first level, you'll start with three, and you'll choose them from your skills. When you need to make a roll to determine how well you use your specialty, you'll roll your skill.

Hit Points, Damage, and all that stuff

A lot of your statistics will be determined by the specialties that you select, the stories that you gain, and the race that you choose. But, honestly, this is all clockwork. Once you start building a character, everything else will fall into place.

Breaking down the Mechanism

Did the last page not explain things enough for you?
Then keep on reading.

Action Points (AP)

During your turn, you have 3 action points you can spend to move, attack, or do virtually anything. Every action has an action point cost, though some are free (and, often, can be done at any time).



Refresh: Your action points refresh at the end of your turn. So as soon as your turn ends, you may start using reflexives that drain your next turn's action point pool.

Reflexives: You can use action points reflexively. When you've trained yourself so well that you can act in a split second, that's when you're using your AP reflexively.

Reflexives are action points you can use out-of-turn. You might have a specialty, for example, that allows you to jump in front of an incoming bullet for an ally (*Interposition*, found under the Resilience skill). That specialty costs 2 action points reflexively, which you may do any time an ally is being attacked. Your reflexive action points come out of your next turn's pool of action points. So if you used interposition, on your next turn you'd only have 1 action point left.

Level 1	3 AP
Level 4	4 AP
Level 8	5 AP
Level 12	6 AP

Your action point pool increases at certain levels. You'll find those in this chart:

Turn Order

When combat begins, every combatant rolls their priority, creating a "turn order." Everybody starts the combat with their action points full, so they can start making reflexive actions right away. The person with the highest priority roll goes first. That person could then use any of their action points they have, and, once they're done, their action points refresh.

A person can never save action points for their next turn. When your action points refresh, they are hitting a hard reset and going to their normal value. Any action points from your previous turn that you did not use are wasted - so go ahead, use them!

Attributes

Your attributes are the key building blocks of your character. Attributes reflect your training in your skills and are entirely based off of them. Every skill falls under one of our five key attributes: brute, cunning, dexterity, spirit, and sciences. Once you've selected your skills, add up the skills under those attributes to get your points in that attribute.

You'll find yourself using attributes both in and out of combat. Attributes are used to resist special attacks, called shots, poisons, and all other manner of contraptions. If you're being tricked, you would resist with your cunning attribute. If you've been hit in the head, you'd resist getting a concussion with your brute attribute.

Likewise, attributes determine how well you interact with people and the setting. How easily you can sneak around depends on your dexterity. Holding the door closed as enemies try to break in requires brute. Any time you're trying to convince somebody of something, you'll roll your cunning. Throughout the entire system, these five attributes will be keys to your character and help him grow.

Hit Points & Wounds

Hit points are a reflection of a character's toughness and willpower to keep on fighting. During combat, every time a character is successfully hit, their hit points will decrease. If all of a character's hit points are depleted, a character begins to take wounds. Wounds are substantial damage taken to the character's bodily form, such as deep gashes or wracking blows.

Your hit points are determined by your specialties, and the amount of wounds you have will start at 12.

Hit points are only in effect while you're ready for action. When your character is asleep, in a focused conversation, or for some reason not paying attention, your hit points don't come into play. Any time you are hit while not prepared, the damage goes straight into your wounds pool.

Wounds Damage: Every time you take wounds damage, your character suffers a greivous hit. When you take wounds damage, you roll on our called shot chart and take the wound effect from that location. If you rolled "Left Hand," for example, your hand would be smashed and you'd have a hard time grasping anything with it.

If you're hit by an attack and you run out of wounds, you immediately roll randomly on the called shot chart, this time for a fatal effect. If you rolled "Left Hand" again for the fatal effect, your hand would be severed and you could never use that

Regaining Health

Taking a Breather: Hit points don't take a long time to return to you. We assume that every blow to your stamina is a small scrape, bruise, or just a representation of you becoming more exhausted.

To replenish your hit points after a battle, just take a breather. If you have time to rest for fifteen to thirty minutes after a battle, all of your hit points will be returned.

Naturally Healing Wounds: Your wounds will return to you at the rate of one wound per day. Your pool of wounds is likely to be much smaller than your hit points, and it takes longer to regenerate them. Be careful when you're in wounds.

hand again (unless somebody could create you a prosthetic hand). Though that might sound bad, if you're unlucky enough for the attack to land across your head, you're fatal effect is instantaneous death.

Once you're out of wounds, every time you take damage, you roll for a fatal effect.

Priority

Priority determines your turn order. Priority represents a character's awareness of their current environment and their alertness of the situation. To determine priority, each player involved in combat will roll and add any bonuses to priority that they have.

A player may request to be given a circumstancial bonus by consulting the narrator. With proper justification, the narrator has the right to grant the player a bonus to their priority (normally a +6). This is typically done when a character is ready for combat, has their revolver drawn, and is aching to go. This character is likely to go before the guy sitting in the corner, drinking a glass of wine.

Multiple players may request this benefit, but the narrator is never obligated to anybody. If too many people can justify gaining a priority bonus, then everyone's starting on the same footing and should probably just go without any bonuses.

If the characters are ready for the combat before the combat truly begins, they can be in their stances and have their weapons already drawn.

Damage Classes

Weapons and most attacks have damage classes. The damage class of a weapon varies based on the size of the weapon. Light melee weapons, for example, have a damage class of 4, while heavy melee weapons have a damage class of 8.

The damage class determines how much damage it will do for any given tier. If you get a tier 1 result, your damage dealt will be equal to the damage class. If you get a tier 2 result, the damage dealt will be twice the damage class. Tier 3 triples the damage class.

Most easily put, the damage you deal for an attack is equal to your damage class times the tier.

Stories

Stories are memories of adventures past, things you take with you throughout your lifelong journeys. Stories are not active abilities for you to use, they are simply past experiences that make obstacles you face now either easier to face or harder.

You have some stories before you even start your days as an adventurer, such as past job experiences in the form of Background Stories, or affiliations with different organizations through Membership Stories. All other Stories attached to your character are awarded by your Narrator. For instance, should you continually act crude and vulgar, your Narrator may choose to give you the Yobbish Personality Story, and you gain all of the bonuses and penalties that go along with it. However, should your personality change and you cease your vulgarity, your Narrator is fully within their rights to take that Story away.

Some Stories are, on the other hand, permanent modifiers of your character, and earning such a Story means you would have to do something extremely drastic to be rid of it. This of course would come in the form of a different Story taking the former's place. Perfect examples of this are Alteration Stories, which are Stories that affect your character's physical make-up.

Note to the Narrator:

Awarding Stories

Stories are entirely given out and taken away at your discretion. If you don't feel like giving a player a Story they seem to meet the requirements of, you are fully able to simply ignore them and not give it to them. At the same time, Stories make adventures that much more exciting. A player can go up to another and show them the Stories their character has collected as a symbol of pride. On the other end of the spectrum, Stories can also be in your arsenal of weapons against the player. If a player keeps trying to melee fight with clockwork abominations that use giant torches, have the abomination attack their face and give them the Burn Victim Alteration Story. Feel free to let players take one or two Personality and Background Stories when they first build their character, but make sure you know have an idea about the roleplay requirements for them.



Rule #1 of the Infantry Survival Guide: In the event of actual battle, do not rely on this book to act as your shield

Attacking

Attacking is a simple process. Both combatants roll, the attacker to hit and the defender to evade. If the accuracy meets or exceeds the evade, the attack lands. Then the attacker rolls for strike and the defender rolls for defense. The damage dealt is based on the weapon used and is put against a tiered result. The defense works the same way, soaking an amount of damage based on the armor worn.

Accuracy

When delivering an attack, you must first land it. You make an attack against the target's evade. If the accuracy meets or exceeds the evade, the attack hits.

VS

Evade

When receiving an attack, you want to evade it. The attacker makes an accuracy roll against the defender's evade. If the evade exceeds the accuracy, the attack misses.

Strike

Once you are sure that an attack has landed, how hard the strike hit is decided. Use your roll, add your strike, and then tier the results. The tier will then deal the indicated amount of damage to the defender.

VS

Defense

In preparation for an incoming blow, the target readies his defenses. Roll again, add your defense, and then tier the results. The tier will then soak damage from the opponent's attack.

Specialty Attacks

Normally, melee attacks require 2 action points (unarmed attacks require 1 AP and ranged attacks vary). Characters can make unique attacks using specialties for extra action points. Many specialties will be labeled as "attack + x AP." Therefore, when you decide to make a specialty attack, you announce the attack and spend the total action point cost in order to attempt it.

You may stack special attacks if you have enough action points to do so. For example, if you have two specialties that both say "melee attack +1 AP," you may make your melee attack (for 2 action points) and add both specialties onto it (at 1 action point apiece), which would be a single attack that costs 4 AP to make. Be careful, though: if your opponent manages to evade, you've just used 4 action points on a single attack! You cannot add a single attack-modifying specialty twice, however.



How We Roll

Explaining how to roll a single die may seem asinine, but I'm going to do it anyway (but only because we have two special rules about die rolling)

Rule #1

1 is 1

This rule is simple. A roll of a 1 results in a 1. Whenever you roll a 1 on your twelve-sided die, your are not allowed to add anything to it. We don't care if you have a +48 in brute; when you roll that 1, you receive a 1.

The only exception to this rule regards negatives. If you have some penalty on your roll (such as being blind, which incurs a -4 on accuracy rolls), a 1 is not a 1. Negatives still apply. So your blind accuracy roll was not a 1, it was a -3.

Rule #2

Pure 12s Roll Again

It's true. If you roll a pure 12 (as in, a 12 on the twelve-sided die is showing), you roll again. You then add your new roll to 12 in order to determine the result.

If you roll 12 again, you keep on going.

Just so it's clear, if you roll a 1 after rolling a 12, the result is a 13. Rule #1 no longer applies.

If you are rolling a 12 randomly to determine what called shot location you hit, this rule need not apply.

Actions

Now let's see what you can do.

Attack

Cost: 2 AP for Most Weapons, 1 AP for Unarmed

Attacking somebody can be anything from stabbing with your rapier to swinging your whip to firing your pistol. You choose a target and you attack.

Your choice of weapon determines how many action points it cost, though most will use 2 action points. Your damage is also determined by your choice of weapon.

Non-Lethal Attacks: You hold your blows just a little bit, aiming for areas that won't kill the person. You can make a non-lethal attack just like a regular attack; however, if the opponent takes any wounds damage, he does not have to roll on the wounds effect chart. Instead of dying, the opponent falls unconscious upon reaching 0 wounds.

Called Shot

Cost: Attack +1 AP

Sometimes you don't just want to hurt them. Sometimes you want to stab them in the eyes, smash their fingers, or kick them in the balls. These options are Called Shots.

To make a called shot, choose one of the 12 key parts of the body (found on the Called Shot pages, a couple pages over) and make an attack. The attack is just like any other attack, except that it requires one extra action point to do. Thus, a normal melee attack made as a called shot would be three action points, whereas a called shot that was unarmed would be two action points. Called shots can also be made with ranged weapons.



Every called shot is resistable. The resist is based on your strike, for which the target must roll the appropriate attribute and exceed your strike in order to resist.

Stacking Called Shot Effects: The effects from called shots do not stack. If somebody is disoriented from a called shot to the brain, another called shot to the brain will only renew the effect, not double it. A called shot to the torso (to knock them back) or stunning them via a called shot to the neck are the only exceptions.

Called Shot in Wounds & Fatals: A called shot while the target is in wounds or fatal effects will automatically hit that location. There's no need to roll randomly. (For this reason, many people will do a called shot to a lethal location once a person has reached wounds and fatals, like to the head or chest.)

Deflect

Cost: 1 AP interruption

Shields are used for deflecting incoming attacks. To make a shield deflection, you must be wielding a shield (or some other item you can make a deflection with) and be in the process of being attacked. Then, you can make a deflect attempt. When you deflect with a shield, it costs you 1 action point and you gain a +4 on your evade roll.

Draw or Swap an Item

Cost: 1 AP

You may swap weapons or pull out an item (such as a vial or explosive) for one action point.

Enter a Stance

Cost: 1 AP

You may enter a stance for 1 action point. You can only be in one stance at a time. Often times when combat begins you can simultaneously enter a stance, costing no action points. Any time you take on a specialized stance, the effects of the stance remain active until you are knocked back, knocked prone, or are otherwise knocked out of your stance. You must then re-enter the stance to regain the benefits. At first the only stance your character knows how to enter is the "Footing" stance used to wield Super-Heavy items. You can learn more stances through certain specialties.

Grab

Cost: as an Unarmed Attack (1 AP) or Whip Attack (2 AP)

Grabs are similar to called shots, but rather than hitting them there, you grab them. Your goal is not to deal damage but to take hold of your opponent and limit their movement.

First choose a called shot location, then roll your accuracy versus their evade just as though you were doing a normal attack. However, you do not deal damage. If you land the attack, the target is grabbed. Once you grab the opponent, a few rules apply:

- Neither you nor the target can move without breaking the grab.
- The target can attempt to break free for 1 AP by making either a brute or dexterity resist against your brute or dexterity. You can let go for 0 action points.
- If you grab the target's hand, the target cannot use the weapon, item, or shield in that hand (beyond dropping it).

Throw

Resist: Brute (tier down)

Cost: 2 AP

After successfully grabbing a person, you may then throw them. Roll your Brute to determine how well you throw them. For every tier over tier 1 that the opponent rolls their Brute, it lowers the effect by 1 tier. *Note*: small creatures, such as gnomes and most animals, are thrown an additional 5 feet.

1	Opponent is thrown 5 feet.
2	Opponent is thrown 10 feet.
3	Opponent is thrown 10 feet and is now prone.
4	Opponent is thrown 15 feet and is now prone.

Move

Cost: 1 AP

You are able to move 25 feet for a single action point. Certain races (elves, gnomes, and satyrs) have different movement speeds.

Ready a Firearm

Cost: Varies

Many firearms require you to ready them between each firing. This can be as simple as cocking back the hammer or as complex as muzzle-loading the musket. It all depends on the firearm. You can find out more about readying a firearm in the Gear chapter.

Stand Up

Cost: 1 AP

Sometimes, after you've been knocked prone, you just need to stand back up. Do so for 1 action point.

Note, kneeling does not cost any action points as you are doing that as a combat action. Thus, you could kneel behind a low wall for no action points. If the wall's only 1 foot tall, though, your narrator might rule that you need that 1 action point to get down into a flat position and stand up from it.

Sunder

Cost: as an Attack

Resist: Dexterity (tiers down)

Rather than attacking the person, the attack is against the wielded item, be it a weapon, shield, or vial of poison. Most items are instantly destroyed when attacked (such as poisons, complex machines, et cetera). Weapons last a little bit longer.

A melee weapon's damage class decreases every time it is struck by a sunder. The tier of the attack will indicate how much the weapon's damage class decreases by. For example, a tier 2 attack would decrease the target's weapon by 2 damage class. A sunder made against a firearm, crossbow, or bow is twice as effective, lowering the damage class by 2 for every tier of the attack.

The dexterity resist will tier the effect down against a weapon (so if you get a tier 2 dexterity resist, it lowers the effect by 1). If used against another item that is instantly destroyed by a sunder, the dexterity resist can only negate by being a tier over the attack.

A damaged weapon can be repaired during a breather.

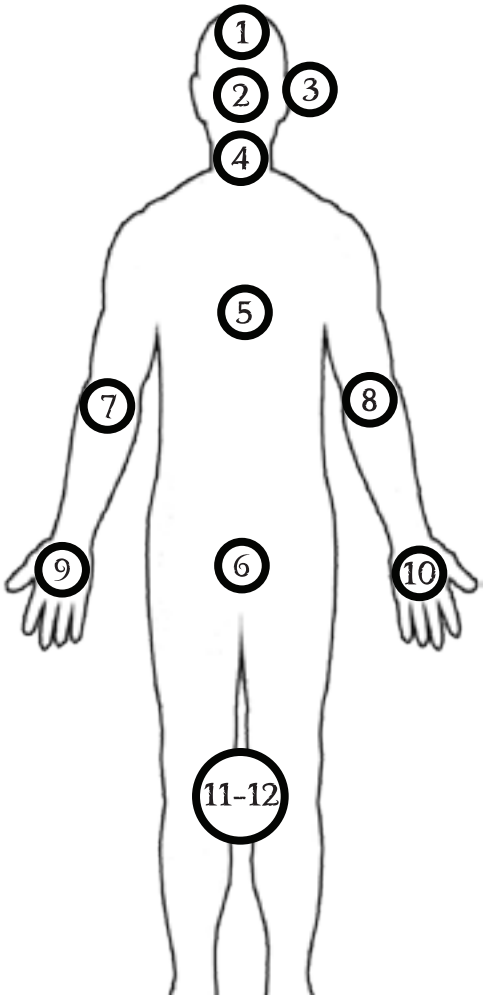
Miscellaneous Actions

Cost: Varies

There are a wide variety of other actions you may want to make while in combat. Here is a list of just some of those actions:

Actions	AP Cost
Breaking a Window	1 AP
Opening a Door	1 AP
Pulling a Lever	1 AP

Called Shot Locations



Reflexive Attacks

Actions you can do in an instant.

Reflexive attacks are attacks that you can make when an opponent leaves themselves open. They are just like normal attacks - that is, they cost the same amount of action points and you can upgrade them with your specialties - but they can happen outside of your turn. And remember, your action points reset at the *end* of your turn, so after your turn, you're back up to full.

For most people, there are two actions that leave a person open to reflexive attacks: leaving cover and using, consuming, or drawing an item.

Leaving Cover

Can only be made with ranged attacks

If a gunman is hiding behind a crate and leaves cover to take a shot, everyone can take a shot at him, because he is now open.

If somebody is standing behind a tree and walks out from behind the tree, anybody with a gun ready can take a shot.

Using an Item

Can only be made with melee attacks

If somebody pulls out an accelerator rifle, tries to drink a push potion, or flips on their unusual gadget within melee distance, anybody within melee range can make a reflexive attack.

Fighting out of Combat

Fighting out of Combat may sound like an oxymoron, but it occurs any time where the defender is not fighting back. If you are stabbing somebody in their sleep, knocking somebody upside the head while they have their back turned, or otherwise dealing damage to a person who doesn't think they're in combat, you are fighting out of combat.

No Hit Points

Whenever a person is not at least partially ready for a fight themselves, they take direct wounds damage. Hit points are a reflection of combat stamina, and a person who is not in combat has no hit points. Therefore, if you are stabbed in the back, you take wounds damage.

Coup de Grace

Cost: 3 AP

A coup de grace is a melee attack specifically meant to kill somebody. They can't be fighting back, moving, or otherwise defending themselves. The attack deals direct damage to their wounds and they must roll on the wounds random effects chart. In a coup de grace, the attacker takes a pure 12 on their strike roll with the defender takes a natural 1 on their defense.

Knock Out: A character can make a non-lethal coup de grace that works exactly like a coup de grace, except that the target falls unconscious upon reaching 0 wounds and does receive wounds random effects.

Called Shots



Head

Resist: Brute

A shot to the head will disorient you (causing you to lose 1 action point per turn) until the end of your next turn.



Eyes

Resist: Dexterity

When a successful attack is made against your ocular region, your sight becomes blurry (giving you a -2 on accuracy and evade) until the end of your next turn.



Ears

Resist: Cunning

When a successful attack is made against your aural region, your hearing becomes fuzzy (giving you a -2 on evade) until the end of your next turn.



Neck

Resist: Brute

An attack against your neck can leave you gasping for air, unable to take actions. A successful called shot against your neck stuns you for 1 action point.

Wounded

Effect taken whenever you take wounds damage.

Disoriented

A wound to the head causes long-term disorientation. While disoriented, you lose 1 action point per turn, and will be disoriented for 1 turn per 3 points of damage the attack dealt to you. You cannot re-orient yourself from this wound.

Blinded

A wound to the eyes leaves you blinded until you can take a breather. You suffer a -4 on accuracy and evade rolls, and you cannot target opponents you can't locate.

Deafened

A wound to the ears leaves you deafened until you can take a breather. You suffer a -2 on evade rolls and any roll that requires listening, speaking, or performing a sound-based action.

Bleeding

A wound to the neck causes bleeding. Bleeding will cause you 1 point of wounds damage every turn after the one where you take the wound, and will last for 1 turn per 3 points of damage the attack dealt to you.

Any sort of bloodclotting, medical healing, or artificial flesh imbuing will stop the bleeding.

Fatal

Effect taken whenever you take damage and have no more wounds or hit points.

Beheaded

If your head is dealt a fatal blow, you instantly die.

Blind

A fatal to the eyes leaves you permanently blinded. You suffer a -4 on accuracy and evade rolls, and you cannot target opponents you can't locate. Losing your eyes permanently drops your wounds by 1 point.

Deaf

A fatal to the ears leaves you permanently deafened. You suffer a -2 on evade rolls and any roll that requires listening, speaking, or performing a sound-based action. Losing your ears permanently drops your wounds by 1 point.

Slit Throat

If your neck is dealt a fatal blow, you will die at the end of your next turn.

Called shots are all resistable. The defender must roll their resist attribute. If it exceeds the attacker's strike roll (or accuracy roll for firearms and crossbows), the called shot is resisted.

Wounded and Fatal effects can not be resisted.



Torso

Resist: Brute

A good blow to the torso can knock a person backwards. A successful torso called shot sends you backwards 5 feet.

If the person dealing the attack is in melee with you, they may choose to follow you back the 5 feet for 0 action points.



Groin

Resist: Spirit

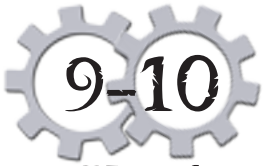
A blow to the groin makes you nauseous. You receive a -2 to all rolls until 3 action points have been spent emptying your stomache.



Arm

Resist: Brute

An attack against your arm makes it difficult for you to use that hand. You take a -2 on any roll that would use that arm and hand, such as accuracy and strike, or evade if you are trying to use a shield with that hand, until the end of your next turn.



Hand

Resist: Dexterity

An attack to the hand causes you to drop whatever you're holding. Picking up a dropped item costs 1 action point.



Leg

Resist: Dexterity

A called shot to the leg can either trip you or slow you down (attacker's choice). If you are slowed, it will cost you 1 extra AP to move until the end of your next turn. If you're tripped, you're brought prone and lose your stance. While prone, you suffer a -1 on all combat rolls (accuracy, evade, strike, and defense), but can stand up for 1 action point.

Wounded

Effect taken whenever you take wounds damage.

Broken Ribs

Suffering broken ribs can make it difficult to breath. Any time you want to make any action, you must roll your brute attribute. If you do not receive a tier 2 result, you fail and lose 1 action point. This wound will stay with you until your next breather.

Purge

You're body begins to purge itself. You can take no actions beyond moving, and you only can go at half your normal speed (rounded down). While purging, if anybody attacks you, you suffer a -4 on your evade roll. The purging lasts for 3 turns.

Sprained Arm

Your arm is sprained, making it near impossible for you to wield things with that arm. Anything that you do with the arm suffers a -6 on the roll. The wound will recover during your next breather.

Bruised Hand

Your hand is smashed, making it impossible for you to wield anything with that hand. The wound will recover during your next breather.

Sprained Leg

Your leg is sprained. You suffer a -10 on your movement speed (though you cannot be dropped below a minimum of 5 feet) and you're tripped (bringing you prone). The wound will recover during your next breather.

Fatal

Effect taken whenever you take damage and have no more wounds or hit points.

Slain

You are instantly killed.

Gutted

Your vital organs are exposed to the world, and you are bleeding out. Unless you can recover 10 points of damage (wounds or hit points) before the end of your next turn, you will die.

Severed Arm

Your arm is severed. You now have one less arm, and anything that requires you to use two arms cannot be accomplished. Ambiguous actions that would normally use two arms (such as lifting something over head or climbing) take a -6 on the roll. Having a severed arm permanently drops your wounds by 2 points (1 point for the arm and 1 point for the hand).

The bleeding from a severed arm will cause you to die in 3 turns if you do not spend at least 3 AP bandaging it up.

Severed Hand

Your hand is severed. You now have one less hand, and anything that requires you to use two hands cannot be accomplished. Ambiguous actions that would normally use two hands (such as lifting something over head or climbing) take a -6 on the roll. Having a severed hand permanently drops your wounds by 1 point.

The bleeding from a severed hand will cause you to die in 6 turns if you do not spend at least 3 AP bandaging it up.

Severed Leg

Part of your leg is severed. You suffer a -20 on your movement speed (though you cannot be dropped below a minimum of 5 feet). Anything that requires two legs, such as swimming, climbing, or kicking, suffers a -6 on the roll. Having a severed leg permanently drops your wounds by 1 point.

The bleeding from a severed leg will cause you to die in 3 turns if you do not spend at least 3 AP bandaging it up.

Attributes

Attributes are the baseline pieces of your character. Your attributes determine how fast you react, how well you push back, how long you survive poisons, how quickly you process information, and a whole plethora of actions that anybody can do.

There are five attributes: brute, cunning, dexterity, spirit, and sciences. You will start with a zero in each of these attributes, but as you gain experience in your skills, your attributes will increase as well.

Each attribute has a set of skills that fall underneath it. As you gain points in your skills, add up all of the skills under the attribute to figure out what your attribute score is.

Using Attributes

Each attribute will include a variety of different options you can use that attribute for. Dexterity, for example, is used when tripping people, disarming them, trying to be stealthy, attempting to squeeze into a tight spot, or anytime that your hand-eye coordination is going to prove valuable.

Anybody can do anything listed under attributes. Using attributes requires no training or skill. Most people will simply be average in the attributes (which means they have a zero). Others will excel in them.

Note to the Narrator:

When to Ask for Attribute Rolls

Be sparing when asking for attribute rolls. On one hand, it is completely within your power to ask the players to roll their dexterity to see if they fall down the stairs, but is it really necessary? Every attribute roll should have a deep impact on the story, otherwise it begins to lose its excitement and meaning.

In Tephra, we utilize a system built on "Four Tiers of Success." Whenever you ask for an attribute roll, don't think of it as win or lose. Think, instead, that your player is going to succeed, but the roll will tell you how well. If a failure is going to cause the story to stall, make tier 1 a poor success. It'll keep the story moving while giving the players some fun consequences.

Resists

Almost all abilities that affect somebody can also be resisted. The most common resist is, of course, your evade and defense - when attacked, your goal is to jump out of the way and take less damage. But other special attacks will often call for attribute-based resists. When you need to resist a tiered effect with an attribute resist, you simply lower the amount that the ability affects you by 1 tier for every tier you receive over tier 1.

So, if you were using your brute to resist against a marque 3 poison, and you made a tier 2 brute roll, you would lower the poison's marque by 1, being affected as though it were a marque 2 poison.

Tier 1	Unaffected
Tier 2	-1 Tier
Tier 3	-2 Tiers
Tier 4	-3 Tiers

Dodging Blasts *(1 AP Dexterity resist)*

Any time you are affected by a blast (something that affects a large area), you may attempt to jump out of the blast area. It costs 1 action point reflexively, and you may only move up to your total speed in order to get out of the blast range. Thus, if the edge of the blast area is 40 feet away, and you only have a 30 foot movement speed, there is no way you can jump out of the blast area.

In order to successfully jump out of the blast area, you must roll your dexterity and receive a tier result equal to the tier or marque of the blast. Thus, a tier 3 blast would require a tier 3 dexterity result in order to jump out of it. (This is different from normal resists, which require you to receive a tier result one higher than the tier or mark of the ability in order to fully resist it.)

If you fail to get out of the blast area, you move to the edge of the blast area (while still remaining within it) and take the normal damage, which you can still soak, if possible.

Social Tells

When interacting with other characters, it's nearly impossible to quantify how likely they are to believe your lie or how stubborn they are toward your wild claims. Instead, you can search for their social tells. These are their non-verbal cues, often made unconsciously, that betray a character's inner thoughts. You might be trying to decide if a man is lying. Successfully reading his social tells might let you notice his sweaty palms, his shifting eyes, and his constant checking of his watch. By this point, you'll have a pretty good idea that he's lying.

Social tells are anything but absolute. He may look like he's lying, but in reality he might just be late for a very important business meeting. The goal of social tells is to guide you toward the answer without outright saying, "The fellow is clearly lying." The decision on how to act once you've observed somebody's social tells is still up to you.

A character will use social tells by rolling their cunning and tiering the results.

Tells

When a character rolls to determine somebody's tells, the narrator will describe key aspects of the target depending on the success of the roll. For example, you might be attempting to decide if he's lying. Depending on how well you roll, you might get the following results:

1. He seems rather sweaty, despite the chill in the room. Pretty much anybody would notice this.
2. He is very stiff when he talks. He's not making many gestures, he's not looking you in the eyes, and his posture seems guarded.
3. His humor seems forced. He's scratching behind the ears and looking toward the door, as though he's about to be rescued or make a quick get-away. He keeps looking at your pistol.
4. His breathing has changed, and you detect a change in his heart beat due to the cadence in his voice. He has shifted just slightly, so that the table is positioned more between you.

As the result for social tells gets higher, the narrator might give you either more information or more useful information.

Resisting Social Tells

When a person begins looking for social tells, they are testing the air for information. Other characters might be aware of their social tells and attempt to hide them. As such, they can roll a cunning resist, which will tier down the player's result.

Alternatively, some characters just won't have social tells. A man who is known for his stoic demeanor may have few noticable social tells, and he might need a tier 3 or tier 4 to figure out his motives.

Control Remains with the Character

The social tell system is designed to help a character convince others or manipulate a social situation. However, the ultimate choice of how to act remains with the adventurers and NPCs. The players are not told directly, "This man is lying," just like the NPC who is being intimidated is not forced to back down because of a good roll. Their decisions should be made in-line with their character and how they would react to the information received.

Using Social Tells

Lie Detecting

Resist: Cunning (*tiers down*)

When somebody has made a statement that you think isn't true, you can attempt to detect the lie. You can look for their level of confidence and conviction, how strongly they make the statement, whether they seem nervous, are looking away, or are excessively sweating. When you roll to detect a lie, the target can resist with their own cunning.

Pacifying & Intimidating

Resist: Spirit (*tiers down*)

Attempting to pacify or intimidate a target can cause them to back down, calm down, or suddenly fear you. It's a great way to get information or to get past a potential obstacle. When you are attempting to pacify a target, you're trying to find just the right things to say in order to make the target less agressive. Intimidation is similar, but it typically revolves around making the target afraid of you.

Unlike most social tells, the target will typically be resisting with their spirit attribute, as they are trying to bolster their own resolve to keep on fighting.

Provoking

Resist: Cunning (*tiers down*)

When you go to provoke somebody, you are trying to elicit a certain type of response. Perhaps you're attempting to make them angry, to say something they don't want to say, or even just to laugh. Sometimes you will provoke somebody so that, in the midst of combat, the target will only attack you.

When you roll for social tells to provoke a person, you're looking for a way to get your response. If your target is a proper gentleman, you might look for a wedding ring to determine that he's in a committed marriage and some snide comments about his wife could make him angry. If a guard seems to take great pride in the emblem on his armor, you might make a joke about his organization.

Cover

When an opponent is behind a wall, a thick sheet of rain, or another person, they have cover.

Cover gives you a bonus on your evade rolls, but can also cover called shot locations and provide hiding places. There are four degrees of cover - poor, light, medium, and heavy. Each degree of cover grants greater protection.

Called Shot Locations: When you are behind cover, you can choose certain called shot locations to be covered. For example, if you're hiding behind a table on its side, the table might count as medium cover and cover all of your called shot locations except your head (which you're peeking over the table with in order to see your targets), your gun hand, and your arm.

If you need a called shot location to perform an action, then you can't hide it behind cover (like if you are using a heavy rifle that requires both hands and arms and your head to see, then you'd have to reveal all 5 of those requisite called shot locations). When you take cover, describe what part of you is hiding and allow you and your narrator to make judgment calls as to if the location is hidden or not (but the ultimate decision is left to the narrator). For example, you might have thought only your head and eyes were exposed, but the enemy saw your foot sticking out and took a shot at it. That's the narrator's call, which should be making the game that much more fun.

Soft Cover

Soft cover is anything that obscures an opponent's vision but can still be attacked through. For instance, if you're hiding behind dense shrubbery, a canvas screen, or behind a sheet, the opponent can still attack you through that soft cover.

Soft cover causes the opponent to attack you blindly (taking a -4 on the accuracy roll). If the opponent can barely see you (like a shadow of you through the screen), they only take a -2 on the accuracy roll.

This is a double-edged sword: if you can't accurately tell how they're attacking you, you suffer the same penalty on your evade roll.

(tier 1) **Poor**	*A post, side-table, or person* Covers up to 3 called shot locations Evade: +2 on evade rolls
(tier 2) **Light**	*A bush, couch, or tree* Covers up to 6 called shot locations Evade: +4 on evade rolls
(tier 3) **Medium**	*A large tree, barrel, trench, or around the corner* Covers up to 9 called shot locations Evade: +6 on evade rolls
(tier 4) **Heavy**	*Around a full wall, ducked behind furniture* Covers up to 11 called shot locations Evade: +8 on evade rolls
Total	*No portion of the person visible* Covers all called shot locations Evade: Cannot be targeted



Poor Cover



Light Cover

Taking Total Cover

Cost: 1 AP (or at the end of a movement)

For 1 action point or at the end of a move, you can take full cover behind an object that would normally only grant medium or heavy cover. This is typically the act of ducking down behind the cover or pressing yourself against it.

Once you've taken total cover, you can peek out from behind that cover and return for 0 action points (such as poking your head out from around a corner). Doing so, however, does count as "leaving cover" and allows enemies with ranged weapons to take reflexive attacks against you.

Melee Attacks versus Cover

Though cover is a constant concern for ranged attackers, it can be less so for people carrying melee weapons. While a wall can be great for peeking one's head around, once that person closes in with a saber, that wall isn't going to be doing much.

Small objects (such as furniture and vegetation) can provide cover as per normal, but characters will often just move around larger objects (such as larger trees, walls, et cetera).

Firing Blindly

While taking total cover, you can always choose to fire blindly at your opponents. When you fire blindly, you are only revealing your hand (the one firing the gun, crossbow, or throwing the weapon) or hands (if you're using two-handed ranged weapons or a bow). This prevents enemies from targeting your vital locations, as they can now only target your hand(s).

However, you have difficulty aiming at the target while firing blindly. You take a -4 on your accuracy roll against anybody that you shoot (exactly as though you were blind). If you do not know where the enemy is but shoot in the correct direction (at your narrator's discretion), you'll suffer a -8 on the accuracy roll.



Medium Cover

Hiding Spots

Hiding spots are locations where you can keep yourself hidden from on-lookers. You can use medium, heavy, or total cover as hiding spots (the action of hiding in a hiding spot counts as *taking total cover*). Once you've taken your hiding spot, people can roll to notice you or they must search for you.

Noticing: Attempting to "notice" somebody is a passive action. When a character notices something, they did so without any real effort, without actively searching for what they noticed. When a person passes near another person's hiding spot, they both roll cunning (with the hiding person gaining a bonus based on their degree of cover). If the person walking by meets or exceeds the person hiding, they "notice" that there is somebody hiding there.

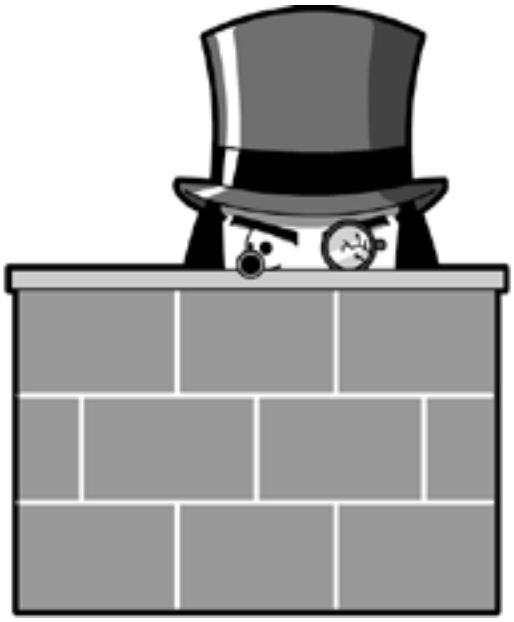
Medium Cover	-4 on the cunning roll to hide, as this degree of cover is difficult to hide behind
Heavy Cover	No bonus on the cunning roll to hide, as this degree of cover is a typical hiding spot
Total Cover	+4 on the cunning roll to hide, as this degree of cover is ideal for hiding

Searching: Searching is a much more involved process. If someone says "I search behind the rock" and there somebody is hiding behind the rock, they will automatically find that person. The area must be specific (saying that one "searches the room" is not specific enough: they must say that they search behind the curtains and inside the closet).

If somebody is found hiding, both parties may roll priority. The winner will get to act first, often times taking the chance to immediately run or get off a surprise attack.

Precipitation & Wind

Precipitation and wind can provide cover, as both make it more difficult to aim at your target. Your narrator will use his discretion when determining a cover bonus provided from precipitation and wind. They can also increase cover; for example, if you're taking cover behind a barrel (say, medium cover), but it's also hailing outside, that medium cover can suddenly become heavy cover.



Heavy Cover

Status Effects

Bleeding

Any time you're bleeding, you're taking hit point damage until your hit points are exhausted, at which point you start taking wounds damage. Normally, bleeding will occur when the victim's action points refresh and last until stopped. This damage cannot be soaked through normal defenses. Bleeding effects stack with other bleeding effects.

For every 1 action point spent to stop bleeding, 5 bleed damage is negated. These action points must be spent by either the victim or a character adjacent to the victim.

Blinded & Poor Vision

When you're blinded, in total darkness, or just plain can't see your opponent, you take a -4 on all accuracy and evade rolls against him. If you're in low levels of light, fog, or just have something in your eye, you take a -2 on accuracy and evade rolls.

Burning

When you are on fire, you will suffer unsoakable damage every turn, and the fire will damage or destroy your equipment. The fire can be put out for a couple action points, depending on the size of the fire.

Tier 1	This is a light flame such as as stepping in a campfire or a explosion's aftermath. You take 2 unsoakable damage per turn and items in your possession are singed but still functional. 2 action points will put the fire out.
Tier 2	This is a large fire, like from standing in a campfire or being lit by an outside source such as a torch. You take 4 unsoakable damage per turn and all wooden, organic, and cloth items in your possession are destroyed or unuseable. 4 action points will put the fire out.
Tier 3	This is a fire fueled by outside means, such as oil or an alchemical source. You take 8 unsoakable damage per turn and all leather, cloth, and wooden items in your possession are destroyed or unusable. 8 action points will put out the fire.
Tier 4	This a highly intensive fire caused by lava or a full inferno. You take 16 unsoakable damage per turn. All items in your possession, including metal ones, are damaged to a point of being unusable until repaired. 16 action points will put out the fire.

Burnt

Burns can be painful, debilitating wounds that heal very slowly. General burns make armor uncomfortable to wear and hits harder to soak. For specific call shot burns, consider giving equal penalties to abilities when using the burned body located.

As an example, burned hands might make climbing or crafting intricate trinkets very difficult, where as burned feet could cause a player trouble when attempting fancy footwork or long treks across the country.

Tier 1	You have minor burns on his body that make all incoming attack sting just a little bit more. You suffer a -1 to all defense rolls.
Tier 2	You have several 1st degree burns that make defending difficult. You suffer a -3 to all defense rolls.
Tier 3	You have major 2nd degree burns that hurt when you even move. You suffer a -5 to all defense rolls.
Tier 4	You've been burned incredibly badly. Several are 3rd degree burns, making it almost impossible to take a hit. You suffur a -7 to all defense rolls.

Deafened

While deafened, you suffer a -2 on evade rolls. You also take that -2 on any roll that requires listening, speaking, or performing a sound-based action.

Disoriented

When you're disoriented, you have a hard time getting about. You lose one action point per turn that you are disoriented. You can re-orientate yourself by spending 3 action points.

Drowning

When you run out of air, make a brute roll for each turn until you once again have air. The target tier for this roll begins at tier 2 and increases each turn until you fail, at which case you're knocked out. You die within three turns of falling unconscious if you're not rescued.

Enraged

Rage drives a person to act with one goal in mind: to destroy whatever is making them angry. As such, when you are enraged you suffer a -2 to all rolls when doing anything other then attacking whatever enraged you. You gain a +2 accuracy and strike when attacking the object of your rage. You may spend 2 action points at any time to clear your head and calm down, removing your rage.

Fatigued

When you're fatigued, your maximum hit points are reduced by one half, rounded down. Thus, if you normally have 17 hit points but start a battle fatigued, you'll start the fight with 8 hit points.

Fear

Fear comes in many forms and is caused by many things. It is an emotion of power that causes nations and heroes to both rise and fall. Fear is one of the most basic and powerful emotion in the universe, as there are few who truly ever overcome it and even fewer who are without it. At any point you may spend 1 reflexive action point to attempt to overcome fear. A strong willpower always overcomes fear and as such you may always use a spirit to resist or overcome fear. Lastly, fear only lasts until your next downtime.

Tier 1	Being scared by someone or of something is the most basic form of fear. This is the form of fear that comes from being intimidated by the object of fear. When you are scared you receive a -2 to all resist rolls. This penalty increases to a -4 when rolling against the source of your fear.
Tier 2	Fright has the ability to cause doubt in even the strongest and most skilled people. It consumes them and makes them act irrationally which opens them for mistakes. When Frightened you suffer a -2 to all rolls. This penalty increases to a -4 when rolling against the source of your fear.
Tier 3	When you are terrified you body has only one response: put as much distance between you and the object of your fear as possible. When you are terrified, you suffer a -2 to all rolls (-4 against your fear's source) and must spend at least 1 action point per turn moving away from the object of your fear. In addition, you may not move toward the object of your fear until you are no longer terrified.
Tier 4	True dread is sometimes referred to as crippling fear. It gets this reputation because those unfortunate enough to have experienced true dread had their basic rights as a sentient creature stripped from them: the ability to act. When you are experiencing true dread, you suffer a -4 to all rolls (-6 against your fear's source) and may not do anything except when attempting to overcome fear (and you can spend one action point at a time to re-roll your resist against this effect).

Nausea

You've become sick to your stomach and cannot focus until it's been dealt with. You receive a -2 to all rolls until 3 action points have been spent emptying your stomache.

Paralyzed

A paralyzed person is helpless for several turns, minutes, hours, or days. If paralyzed, a person cannot fight back. Any damage dealt to them goes straight into wounds. They cannot move, talk, or take any other actions (unless specified otherwise).

Prone

If you're prone, you're low to the ground. It requires 1 action point to stand from prone, which causes you to flinch (and thus draw reflexes). While prone, your move speed is cut down to 5 feet. You take a -1 on all combat rolls (accuracy, evade, strike, and defense) while prone. If you're grabbed while prone, you cannot stand up until you break the grab.

Stunned

When somebody is stunned, they lose an indicated amount of action points from their immediate pool. If somebody is stunned for 1 action point, they lose the first available action point they have. If somebody is stunned for more action points than they have per turn, they cannot act until they have action points again.

A stunned character is still aware of their environment and can evade and resist attacks, and is therefore not helpless.

Battlefield Modifiers

Falling

You take 1 wounds damage per 20 feet that you fall. For every tier result over tier 1 you receive on a dexterity roll, you may ignore 2 wounds damage. (Thus, a tier 2 dexterity roll would result in ignoring the first 40 feet of falling damage, and a tier 3 result would ignore the first 80 feet.) For every 2 wounds damage that you take from falling, you roll once on the wounds random effects chart.

Rough Terrain

Rough terrain can be found anywhere, Sometimes it is a mere inconvenience, slowing you down a notch or giving you uneven footing. Other times it can be virtually impassable, making you nearly crawl to get anywhere.

Minor	You take a -5 to your speed. *Examples*: A rocking boat, a light forest
Unsteady	You take a -10 to your speed. *Examples*: A forest, rocky terrain, snow
Difficult	You take a -15 to your speed. *Examples*: A swamp, a snowy mountain
Impossible	You take a -20 to your speed. *Examples*: A dense jungle, ancient rubble

Note: No matter how dense or how many penalties you have to speed, you can always crawl at a 5 feet movement.

Chapter 2

Character Creation

Making a Character

Many consider making the character to be almost more fun that actually playing the game. The Clockwork System uses a fast and easy way of character creation with the hardest part left entirely up to you: figuring out exactly what you want your character to be.

You'll need a character sheet, a twelve-sided die, and a pencil. You can find character sheets in the back of this book or at our website, CrackedMonocle.com. If you don't have a character sheet handy, no worries - you should be able to get this done without one. (The character sheet just organizes the character and makes it easier.) Now that we're ready, let's get started.

In Brief

Though we'll explain everything in full in just one moment, we'll start with a brief overview for returning players or new players who want to get the gist of what they're doing.

1 - Race & Nationality

Choose your race and nationality. You receive the racial traits for it, and then roll on the random racial traits chart.

2 - Skills

You may place 3 points in one skill, 2 points in two skills, and 1 point in 3 skills. These cannot stack (as in, be placed in the same skills).

3 - Attributes

Add up the skills under the attribute in order to determine the attribute bonus.

4 - Specialties

Choose three specialties. They must come from skills that you have placed points in, unless they are general specialties. Remember to write down your combat statistics derived from those specialties.

5 - Augments

If you received any augments from your specialties, choose your augments.

6 - Weapons & Armor

Choose your weapons and armor.

7 - Gear

Choose your gear. You may have any gear you want from the Starting Gear selection, within reason. You also receive 10 princes.

8 - Derived Statistics

Now that everything is chosen, fill in the rest of your character sheet, including priority, speed (based on your race), and action points (3 at first level).

9 - Background Stories

If your narrator is allowing you to, choose stories according to their guidelines. For most characters, you may choose 1 background story.

10 - Finishings

If you haven't yet done so, choose a name, flavor your character, give them a personality, and call it a day.

1 Race & Nationality

The absolute foundation of your character is the race. As a character in Tephra, you may choose from the following races: human, ayodin, elf, farishtaa, gnome, or satyr. You can look up the races in Chapter 3 - Races. Once you select a race, your character will gain their racial traits.

You will roll your twelve-sided die to determine which random racial trait you receive. Racial traits are background traits that you obtained growing up as that race. It might be a natural-born talent or have been caused because of something that happened to you, and that's something nobody has control over. Thus, it's random.

You may also choose your nationality. Nationalities can be found in Chapter 4 - Context. You can choose from Evanglessian (the most common), Dalvozzean, Izedan, Paldoran, or Zel Haud. After choosing your nationality, you can select a couple nationality stories that work for your character.

Note to the Narrator:

Choosing Traits

If you'd like, you can allow your players to choose their no-longer-random traits. You could also allow players to re-roll their random trait if it really does not work with their character concept.

Just be careful of allowing this. Don't be too surprised when suddenly everyone in your party has their favorite traits. You, of course, have the final say on any of their selections, so use that control as necessary.

2 Skills

Skills represent your training and talents. Each skill is grouped under an attribute. Choose one skill: that is your primary skill at first level, and it gets 3 points (which means that you'll get a +3 when rolling that skill). Then, choose two more skills. These are your secondary skills, and each of them gets 2 points. Finally, select three more skills, giving each 1 point.

So the rule is simple: 3 points in one skill, 2 point in two skills, and 1 point in three skills. You cannot place these points in the same skill - therefore, at first level, you'll be placing points in a total of six skills.

You can choose skills from one attribute or multiple attributes. The more points you have in one attribute, the greater that attribute is going to be. On the other hand, if you're more spread out, you'll be better at doing multiple things.

Skill	Attribute
Brawl Frenzy Overpower Resilience	Brute
Espionage Expertise Showmanship Tactical	Cunning
Ace Agility Marksmanship Swashbuckling	Dexterity
Faith Grace Luck Shamanism	Spirit
Alchemy Armsmith Automata Bio-Flux Engineer Gadgetry	Sciences

3 Attributes

Where skills are the sprinkles on your sundae, attributes are the ice cream. You can determine your attributes very easily - simply add up all of the skills under an attribute, and that's your attribute score. Done!

Specialty Bonuses	
Acc:	Accuracy
Eva:	Evade
Stk:	Strike
Def:	Defense
Pri:	Priority
Spd:	Speed
Aug:	Augment
DIY:	Do-it-Yourself
Wnd:	Wound
HP:	Hit Points

4 Specialties

Now that you've placed your skills and attributes, you can choose your specialties. You choose three specialties at first level, and you will gain one specialty every level thereafter.

Specialties are character defining abilities, allowing you to do amazing things. Specialties are found under skills. If you want an agility specialty, for example, you flip to the Agility page and peruse those specialties.

You can only choose a specialty if you have at least one point in the skill that the specialty falls under, so your best bet to find fitting specialties is to look under the skills that you have points in - the more points you have in a skill, the better you're going to be at using your specialties that come from that skill.

Specialty Bonuses: Each specialty has a couple bonuses, or "combat statistics," that it rewards the player with. When you take a specialty, mark down on the back of your character sheet any bonuses that the specialty grants you.

5 Augments

If you have any augments from your specialties, go ahead and select them now.

Everytime a specialty grants you an augment, you get to choose an augment under a sciences skill (such as Alchemy, Armsmith, Engineer, and Gadgetry) that you have points in and learn it. Once you've learned the augment, you can craft it into an item at any time. You may choose an augment regardless of the amount of slots it takes up. To learn more about crafting and augments, turn to Chapter 10 - Sciences.

6 Weapons & Armors

You now get to choose your weapons. Weapons are largely chosen based on their size and damage class. If you'd like a one-handed sword, go for a medium melee weapon. If you'd like an elephant gun, go for a heavy rifle. Each size deals a set amount of damage. Weapons, found in Chapter 5 - Gear, fully explains your options.

Your accuracy and strike are determined by bonuses from your specialties. If the weapon has anything special about it, feel free to put that in the Notes section. You can name your weapon whatever you want, from "sword" to "meat cleaver" to "Lord Hazard's Razor-Edged Lance of Destruction," if that's what you get kicks out of.

Now select your armor. Just like with weapons, armor comes in light, medium, and heavy categories. Your evade and defense are determined by bonuses from your specialties. There's a page for armor and shields right after where you chose your weapons.

7 Gear

You're almost finished, so now you get a reward: you get to go shopping! For a beginning character, you may select anything from the Starting Gear list in Chapter 5 - Gear. There is no stiff limit on how much gear you can have when you begin. Instead, just select what you feel your character would be carrying on them. Of course, we assume that you'll be logical and not try to carry ten tents on your person.

Once you've selected your equipment, go ahead and give yourself 10 princes (as pocket cash).

Note to the Narrator:

Altering Starting Cash

You are more than welcome to give the players more or less to start off with. Many narrators will start characters with no pocket cash and little more than a revolver with the six rounds in the chamber. Or, if you'd like, you can give them mansions full of equipment and call them rich nobles. It's your saga - feel free to re-write it.

8 Derived Statistics

Finish filling in the statistics for your character sheet.

- You have 3 action points (AP) at first level.
- Your speed is based on your race's normal speed (generally 25 feet) plus any bonuses from your specialties.
- Your priority is based on bonuses granted from specialties.
- Unless you race says otherwise, you'll start off with 12 wounds.
- Your hit points are entirely determined from your specialty-granted combat statistics.

9 Stories

Later in Chapter 4 - Context, you'll find a number of background stories. These "stories" are bits and pieces of your character's background that have left an effect on your character. We encourage you to choose a background story when you first create your character.

10 The Tasty Stuff

Now it's up to you to figure out all of the important roleplaying aspects of your character. Choose your character's name, how your character looks and acts, how they carry themselves, and what matters in their life. Give your character a personality and let your new character really come to life!

Leveling Up

There are twelve levels a character can progress through, and it takes twelve experience points to level. Once a person has that twelfth experience point, the character goes to the next level. It's just like a clock.

At every level after first, your skills go up and you gain a specialty. Leveling up is pretty easy - just use this list:

- Place 2 points in any 1 skill
- Place 1 point in any 2 other skills
- Add the skills grouped under an attribute to determine your new attribute score
- Learn 1 new specialty
- Apply that specialty's granted bonuses
- Action Point Increase: If you're reaching 4th, 8th, or 12th level, your action points per turn increase by 1

Level 1	3 AP
Level 4	4 AP
Level 8	5 AP
Level 12	6 AP

Starting at a Higher Level

At the discretion of your narrator, you and your fellow adventurers can create your characters at higher experience levels. Perhaps you're all playing highly experienced government agents or even heroes of legend. When building a character at a level higher than 1st level, build your character at 1st level as per normal and then level them up once at a time. (This same system is used when you rise multiple levels at a time.) As a higher level character, you'll start out with a little more pocket money, as per the chart to the right.

Starting Princes by Level	
1	10 princes
2	18 princes
3	32 princes
4	58 princes
5	105 princes
6	190 princes
7	340 princes
8	615 princes
9	1,100 princes
10	2,000 princes
11	3,570 princes
12	6,425 princes

Retrofitting

Sometimes you'll build a character but later decide that a specialty you chose just isn't something you use. You may also run into that problem with augments or other aspects of your character. When this happens, you feel the need to retrofit your character.

Retrofitting Specialties: You may retrofit one specialty every time you gain an action point (thus, at levels 4, 8, and 12). You may delete one specialty and gain a new one. However, that new specialty must fall in the same attribute as the previous specialty.

Retrofitting Augments: You may retrofit one augment every time you learn a new augment. However, the replacement must come from the same skill as the one being replaced.

Note to the Narrator:

Further Retrofitting

While we generally don't encourage it, players may sometimes ask to retrofit a character outside of our listed rules. To what extent that they do so is up to you, and you have full control over any retrofitting they do. If they can make a valid case for the retrofitting, let them - let's face it, nobody wants to play a character they don't like.

Just try not to let them completely destroy or rearrange their character concept.

Chapter 3

Races

Though humans have prospered and their metropolises dot the landscape across Tephra, there are five other known races (though one has been bio-engineered and another is a forced evolution). With the tiny yet spiritually powerful gnomes, the bio-engineered and rambunctious satyrs, the aquatic demons known as the ayodin, the powerful and noble elves, or the elves with rebuilt souls known as farishtaas, humans have a long ways to go before they're truly the dominant species.

Racial Traits

Every race has a handful of racial traits. When you choose your race, you gain those racial traits. You also get to randomly determine a unique racial trait. Roll your die. The number is applied to the Random Racial Traits chart.



Gnome *Satyr* *Ayodin* *Human* *Elf* *Farishtaa*

Humans

Humans have spread quickly across the continent, originally as the powerful Haudi Empire, now as Evangless and the many other human nations. Humans have set the standard on development and industry, and their touch can be found in every corner of Tephra.

Long ago, the Haudi Empire rose quickly, conquering all known lands and enslaving the other races. The Haudi Empire remained stable for several centuries and made much progress during its time. They enslaved the gentle and mysterious gnomes, and, with their help, bio-engineered numerous creatures, the most successful of which being the satyrs - a goat-legged people who would soon become a race in their own right.

But the Haudi Empire did not last. Now the Hauds are segmented across the continent, most still claiming loyalty to their Empress. But the sun has faded on their once overwhelming might.

In the past century, Evangless has risen to prominence. With the help of their legendary founder, Velkya, Evangless pioneered the steam engine and raised the first modern metropolises. Though it's doubted that they'll ever reach the breadth of the Haudi Empire, Evangless spans the width of the continent, reaching from the west coast to the east.

While humans are transitioning, they are also quickly learning. Following the recent Hurricane Wars with the underwater ayodins, the humans have learned the trick to true flight and taken to the skies.

While human society is thriving, it is doing so at a price. The metropolises of humanity are surrounded by the pollution of the so-called "cities of ash" where industry has taken over. Abundance is the name of the age, and technology is growing every day. And humans will do everything they can to stay at the forefront of it all.

Traits of a Human

- Speed: You have the average 25 foot movement speed. You have a swim speed of 15 feet and a climbing speed of 15 feet.

Choose any two of the following

- Favored Attribute: Choose one attribute. Whenever you roll a 1 with that attribute, you may add your bonuses to the attribute. (This does not apply to the skills under that attribute.)
- Innovative: You gain +1 DIY and +2 augments. (You should only choose this option if you are starting off with a craft.)
- Peerless: Normally, the aggressor or instigator wins on all ties. You, however, always win on tied rolls.
- Relentless: You start with three more hit points. With every specialty you take, you gain 1 more hit point.

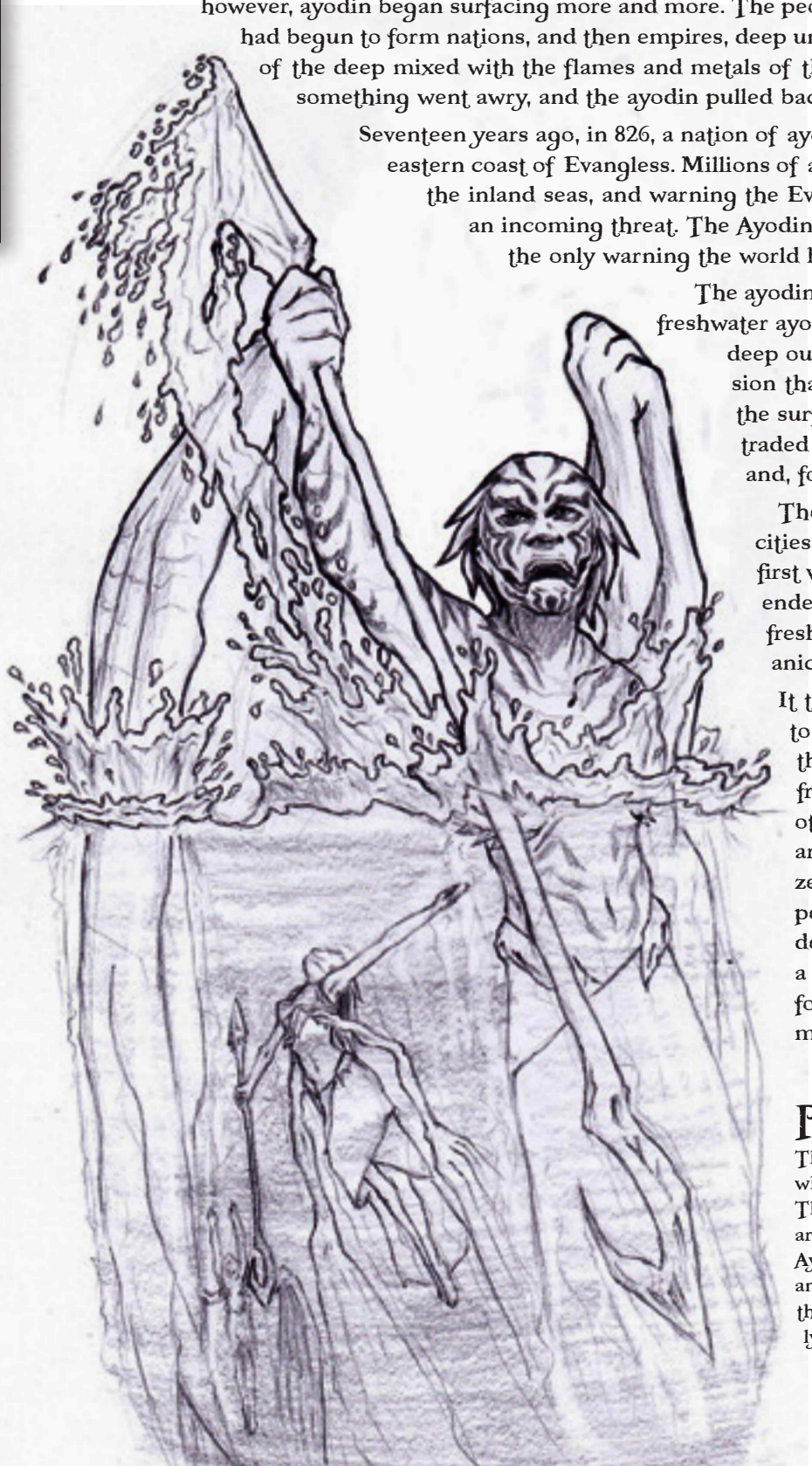
Random Racial Traits

1. Accustomed to the Dark: Fighting in dark conditions doesn't frustrate you as much as others. You take no penalties for fighting in poor lighting conditions. Blindness and other environmental circumstances affect you normally.
2. Adaptable: Extreme environments barely bother you. You take no penalties for extreme heat, cold, humidity, or other such environmental effects due to your surrounding area. (But if you're hit by a glob of lava, it still hurts you normally.)
3. Easily Reoriented: Always keeping a level head, you can easily regain your bearings when disoriented. If you are disoriented, you may spend 1 AP to reorient yourself rather than the normal 3 AP.
4. Emotionally Driven: Your loyalty, your rage, your passion: these emotions will pull you through your worst moments. When a friend is endangered, you cannot begin a battle fatigued.
5. Great Height: You are taller than other humans, giving you more power behind your attacks. You gain a +2 to strike.
6. Hardy & Stout: People know that it's going to take a lot to take you down. You have 6 extra hit points.
7. Momentum: Even in the seemingly calm moments, your blood never stops boiling. When you know you are about to take part in a battle, you gain a +5 on your priority. (You do not gain this bonus when ambushed.)
8. Monkey's Uncle: Evolutionists claim that humankind descended from apes, and you do nothing to prove them wrong. Your climb speed increases by 10 feet.
9. Perceptive: You are quick to notice your environment. Whenever rolling cunning to notice something, add a +4 on to your result.
10. Quick Feet: You're fast... really fast. Your movement speed across land is 35 feet instead of 25 feet.
11. Reactionary: You can quickly assess and react to a situation. You gain a +3 on all priority rolls, even when taken off-guard.
12. Ruckus Rowser: You raise people up, exciting them. Sometimes that's good, sometimes that's bad. You gain a +4 bonus on cunning rolls when attempting to intimidate or provoke a person.

Ayodin

[ey-YO-den]

Seafarers have long been aware of the ocean-dwelling ayodin, with ancient myths and superstitious rituals surrounding them. On occassion, merchant ships would barter and trade with a rare ayodin tribe, but it was an unusual occassion when many ayodin would make themselves known to the surface dwellers. Around a century ago, however, ayodin began surfacing more and more. The people of the surface learned how the tribes had begun to form nations, and then empires, deep under the waves. The unusual technologies of the deep mixed with the flames and metals of the land, and both peoples prospered. Yet something went awry, and the ayodin pulled back into the seas.



Seventeen years ago, in 826, a nation of ayodin rose from the Maselos Sea along the eastern coast of Evangless. Millions of ayodin left their oceanic homes, fleeing to the inland seas, and warning the Evanglessians and other surface nations of an incoming threat. The Ayodin Exodus, as it would become known, was the only warning the world had before the Hurricane Wars began.

The ayodin who left the ocean became known as the freshwater ayodin, a people who left the empires of the deep out of fear. They were opposed to the invasion that the other ayodin were plotting against the surface, and so they departed. On land, they traded technologies with the surface peoples, and, for that trade, were given territory.

The oceanic ayodin attacked, razing coastal cities and claiming thousands of lives in the first weeks of the Hurricane Wars. These wars ended maritime shipping, and it was all the freshwater ayodin could do to keep their oceanic brethren from attacking up-river.

It took eleven years for the Hurricane Wars to draw to a close, though some persist that they've never truly ended. Today, many freshwater ayodin call Evangless and the other surface nations home, though they are deeply separated from the other citizens. There is a deep divide in the ayodin people, as the ayodin are the most feared, demonized race in all of Tephra. They are a stalwart, calm, and powerful people - and for all of those reasons, often they are the most deadly.

Physiology

The ayodin often look tiny and frail to humans, who stand on average half a foot taller than them. They are long and sleek-bodied, with legs and arms that extend further than a human's would. Ayodin's nail-less fingers and toes are quite long, and some ayodin have toxins that run through their fingertips that are not unlike those of jellyfish.

The most immediately noticeable feature, their wings, extend from their mid-back and shoulderblades upward. On land, these look like folded-in batwings. Underwater, however, they extend outwards, behind them, and between each of their wing's filanges is a thin, colorful membrane often compared with that of a jellyfish. These wing-fins are very strong and deceptively light. Ayodin can support their bodies on their wings if they so choose. Fully extended, an ayodin can bring its height up to over ten feet tall.

Their faces are much like that of other races, and they can breath air as any other people. Small fins surround their faces, and these fins will stand up or lie back depending on their mood. Psychologists have noted how the ayodin keep their faces almost frighteningly passive, while their facial fins make them the most expressive race in the world (if you know how to read the signs).

Ayodin come in a miraculous spectrum of colors. The freshwater ayodin are typically more mellow toned, with lighter hues of blue and sea-green, colors that blend in well to the water. The deeper, oceanic ayodin are often more brightly colored, with orange stripes, black skin, green spots, or any other colors imaginable. Ayodin historians claim that color-evolution happens quickly among the ayodin people, with the skin color of grandparents looking nothing like that of their grandchildren.

Ayodin have gills on the underside of their ribcage. Due to discomfort, they rarely cover these gills, so their clothes tend to be shaped like harnesses or cover only their upper torso, leaving their abdomens exposed.

Lifespans: Ayodin live just slightly longer than humans, occassionally living as long as a full century. They reach maturity a little sooner as well, with most ayodin being considered adults by they time they're just past ten years old.

Psychology

Ayodin are renowned for their calm, their willingness to let things happen and then react. They let themselves get pushed, and then push back tenfold. These reactions cause people to reconsider their initial impressions of the "mild-mannered" ayodin.

Ayodin are very soft-spoken, having lived their lives underwater where the sound carries easier. Ayodin who have lived on land for quite some time adjust their voices to match those around them, but most ayodin will still speak quietly. Ayodin are rarely talkers, and instead are a people of action. To them, unnecessary communication is just that: unnecessary.

The vast majority of ayodin live underwater. Their habitats range greatly, from coral reefs to island-sides to the dark depths. Ayodin grow to prefer one style of water over others, be it saline or fresh, high pressure or low, lit or dark. Ayodin that live on land always live near the coast or on a river.

Ayodin have mixed relations with every race. Many ayodin nations have declared war against ships in their territories, and these underwater nations are nearly impossible for cartographers to map out. This causes some major problems for shippers, and every race has run into issues with territorial ayodins.

Ayodin can find kinship and differences with all of the races. They get along well with gnomes (who they left largely unscathed during the Hurricane Wars) and, surprisingly, Hauds. Since the Hurricane Wars, relations between the oceanic ayodin and Zelhost have openly blossomed, as each people find the other equally respectful. Ayodin will tolerate satyrs, but they have the most personality clashes.

Excerpt from the 842 Census

20 Most Common Male Names

Seath, Kova, Awuli, Holshin, Vasha, Zilya, Caradoq, Shiyal, Eiran, Gwydion, Iyoan, Myrddin, Meris, Kye, Frost, Roqui, Merkhan, Krovi, Quadan, Broj

20 Most Common Female Names

Tetra, Celebes, Gilkoroh, Angel, Molli, Ziema, Brina, Geadal, Coral, Kemara, Ira, Akacia, Calantha, Delphine, Krysanthe, Linnea, Xeni, Thalassa, Cliyona, Winter

Note: This pool of names was taken from freshwater ayodin. Though no official data has been collected, oceanic ayodin names tend to be more unusual and include syllables difficult for other tephrans to pronounce. There has been a trend among freshwater ayodin in combining their ancestral names with common human names they live near.

Roleplaying Tips

There are a couple key things to remember when roleplaying an ayodin. Foremost, ayodin are quieter than other races. This can be difficult in some groups, but try talking a lot and not caring if you're disregarded. Eventually, the rest of the group will clue in and start listening. People instinctively want to listen to a person who's not talking loudly. And don't be afraid to be a little creepy.

Yet, while you're soft-spoken, remember to return any abuse you take. Ayodin may seem calm (and they are), but they're calm in that "C'mon, keep on pushing, I dare you" sort-of-way. When nobody expects it, push back.

You are from the ocean, so your views on things may be a little alien. Feel free to play with this if you're fresh out of the sea - maybe you don't recognize some metals, or you're still largely unfamiliar with the concepts of open flame. Ayodin will also be territorial of bodies of water, so have some fun with that.

Sample Adventurers

Below are three ayodin adventurers that you can use as inspiration when creating your own.

Frost

Frost grew up in a small lake-side village in Evangless, where he spent most of his time trading with nearby Evanglessian establishments. He was quick to pick up the language, as well as a couple others from traveling merchants, and became his village's spokesperson. He became quite familiar with currency and enlisted to become his village's Trust representative. One summer, a chemical company up-river started dumping its wastes into the water supply, and many things went sour for Frost's village. He found little that he could do, and - upset - took matters into his own hands. After breaking into the company and sabotaging their operations, it was all Frost could do to escape with his life.

Ayodin Religions

Though the ayodin believe in many things, and to classify any small sampling as "ayodin religions" would be a disservice to the numerous beliefs found underwater, there are a couple religions that are well known to the surface dwellers. The two most prevalent are Harabe Mavi and the followers of Saint Gilkoroh.

Harabe Mavi

The traditional faith amongst many ayodin, those who believe in Harabe Mavi believe that in ancient times ayodin lived on the surface with other, now-extinct races. While the ayodin were a righteous people, the other races were sinful and murderous. Aeon, the moon goddess, saw how the other races preyed upon the proud ayodin. In retribution, Aeon crashed the moon into Tephra, wiping out all life on the surface. To protect the ayodin, she gave them fins and gills so they could swim to the ocean's deepest depths in order to avoid the blast. Modern members of Harabe Mavi believe the surface belongs to the ayodin, since it was theirs until the moon's impact forced them into the water.

In many ways, Harabe Mavi is considered ancient lore in ayodin culture more than it is a religion. So many take it for fact that it is rarely debated as a tenent of belief and is instead left to historians to understand it.

Harabe Mavi was one of the leading factors in declaring war upon the surface, which is why so many on the surface know of the religion.

Path of Gilkoroh

Saint Gilkoroh was a righteous ayodin woman who spent her life doing good works and reaching out to unite the warring ayodin clans with the the surface world. In her prime, she was known as a resolute warrior who safeguarded those she swam with. Among the speakers of Harabe Mavi, she was well respected. Leading up to the Hurricane Wars, Gilkoroh spoke out against the planned invasion of the surface. She was found, dead and battered, months before the Hurricane Wars would begin.

Her martyrdom led to a fracturing of Harabe Mavi, and those who followed her became known as the Path of Gilkoroh. Some touted that Gilkoroh was the avatar of Aeon, the traditional moon goddess of Harabe Mavi. It was the followers of the Path and their kin that exiled themselves and became the freshwater ayodin.

Followers of the Path believe that everyone should have a fair chance at protecting themselves in time of crisis. Though many in the Path are pacifists, others believe that the Path simply requires a warning against aggression. For example, assassins who believe in her teachings carry an extra weapon on them for their prey, so as to give them an oppurtunity to protect themselves for fear that Gilkoroh or her ethereal servants, called Korohs, will smite them for their misdeeds.

Now Frost makes his living doing side-work, scams, and using his knowledge of the Evanglessian monetary system to make his own living. His run in with the chemical company taught him a lot about the thrill and anxiety of breaking the law, and its an addiction he fears he might soon bend to.

Frost would probably have the following specialties: Distract (under Showmanship), Distracting Attack (under Espionage), and Weak Point (under Expertise).

Roiza Stormwings

Roiza was in one of the few ayodin clans to migrate north into Dalvozzea, the nation of elves and farishtaas. She grew up in the seedier side of Daion (Dalvozzea's capital) until she was hired as a mercenary for a farishtaa noble. She served him for years and eventually gained his personal interest. The farishtaa took Roiza flying with him in his collection of ironbirds, and Roiza fell in love with the sensation immediately.

Though Roiza would eventually leave the employ of the farishtaa, she hadn't yet had enough of flying. She's now an adventurer for hire, known for her skill in the air and on the ground. She's used to being surrounded by creatures much bigger and stronger than her (having grown up among elves), and has the personality to back it up.

Roiza Stormwings would probably have the following specialties: Free Movement (under Agility), Driving with Knees (under Ace), and Fight Anywhere (under Swashbuckling).

Vish'qua

Vish'qua is a tough oceanic ayodin who has only recently come to the surface. Though he's a bit young to have fought in the Hurricane Wars, he knew quite a few people who did, and he lost his father in the war with Tordryon to the north. While he doesn't respect most of the surface dwellers, his mother and sister fled to the surface near the end of the war. Now he follows, searching for them.

He came brashly, and he probably would not have survived without the care of some freshwater ayodin (aid which he begrudgingly took). After regaining his strength, he left them to start searching, but has few clues to lead him forward.

Vish'qua would probably have the following specialties: Merciless (under Frenzy), Parting Waves (under Grace), and Thick Skin (under Resilience).

Sample NPCs

Below are three ayodin non-player characters (NPCs) that a group of adventurers might run into on their travels.

Ambra No-Fins

After the Hurricane Wars, many oceanic ayodin came to Aldamiir, looking for a new home. They claim that they were cast out of their homeland and told to join their cowardly freshwater brethren on the shore. One of them, Ambra, had her fins torturously stripped of her before being exiled, and now works as fishmonger in the lower districts of Aldamiir. She's a strong woman, and many believe that she was a warrior during the wars. Today she makes little and is treated poorly, but what she does make she saves, hoping one day to have enough that she can find some way of regaining both her wing-fins and her pride.

Mikhail

A true mesh of cultures, Mikhail was raised along the riverbank in the Evanglessian capital of Razule. He grew up without much in his pocket or his stomach. So when he came of age, Mikhail combined his knowledge of being a big city criminal with his family's knowledge of the open seas, taking a profession that suited him wonderfully: piracy. Borrowing a skiff and taking his small-time gang of thugs out on the high seas, this amphibious buccaneer sees no fear in going down with his ship. Cold and merciless to those he raids, he isn't known for taking prisoners.

Quadan

Living in an oceanview apartment in the Evanglessian city of Qui, Quadan is a successful merchant who brings the sights of the ocean's floor to land-dwellers. His primary trade is selling beautiful seashells and other baubles of the sea to tourists. Known for his ayodin stoicism, attempting to barter with this avid poker player will get you nowhere. Amicable and talkative, nothing ever flusters this jovial entrepreneur.



Technology of the Deep

The Ayodin Exodus of 826 led to many technological advances on the surface. The ayodin had long ago learned of graviton spheres and were using them to control their vehicles' depths. A few years after the Hurricane Wars began, graviton spheres would be successfully used in airships, ushering in a new era of airborne travel.

Ayodin are masters of water manipulation and travel. The ayodin have re-routed entire underwater currents to create ocean highways. The Hurricane Wars were called such because of their ability to shift the tides, and, to a lesser extent, weather patterns.

Ayodin have found ways of creating flames underwater, building air-piping from the surface that leads down to enclosed workspaces. Solid-form alchemy was created a few decades ago, as liquid alchemy of the surface found little place underwater. Coral, stone, and fish-warping has continued to be the primary source of tools for the ayodin, though many new advances have been found.

The ayodin use a currency system remarkably similar to that on land (though the currency was never converted to paper money). As such, it's not difficult for ayodin settlements to trade and barter with surface dwellers.

Traits of an Ayodin

- Amphibious: You can breath both on land and in water.
- Speed: You have the average 25 foot movement speed. You have a swim speed of 35 feet, and a climbing speed of 15 feet.
- Versatile Wing-Fins: Your wing-fins grant you a limberness to movement that few other races can cope with. You gain a +1 on evade rolls.

Random Racial Traits

1. Blindsense: You have developed a limited sense of echolocation. You can see with your ears just as well as you see with your eyes. As long as you aren't deafened, you can see regardless of lighting conditions.
2. Born in the Seas: None are as comfortable as you are while swimming. Your swimming speed increases by 10 feet.
3. Built-in Bulwark: You've become accustomed to defending against attacks through superior use of your fins. Your fins can act as shields (allowing you to use them for deflections).
4. Expressive Flair: Your facial fins lend themselves to your expressions, giving you an exuberance and range of expressions that few can match. You gain a +3 on cunning rolls whenever attempting to convince or change people's emotions.
5. Inner Silence: The crashing of waves has no effect upon your inner calm. You are beyond fear. You gain a +2 on cunning rolls whenever under duress or being intimidated or provoked.
6. Master Diving: Ayodins pioneered graviton technology, and so in turn had to learn how to safely dive back into water when they fell off a high-flying graviton airship. You take no falling damage regardless of how far you fall as long as you land in water.
7. Natural Touch: Utilizing the poison your fingertips excrete, your unarmed strikes have a damage class of 3.
8. Passive: Your inner calm and carefree demeanor allow you to let most problems simply roll off your back. You gain a +4 on your spirit rolls when using it as a resist.
9. Powerful Paralysis: The poison in your touch slows its target's reaction time. Whenever you touch somebody, they suffer a -3 on their next evade roll (this penalty will go away at the end of their next turn if not expended).
10. Terror from the Deep: At the ocean's deepest depths it is too dark to attack enemies at a distance. You have learned to fight ferociously at close range. You gain a +3 on strike rolls when attacking a foe adjacent to you.
11. Vanguard: Ayodin culture breeds warriors who remain calm even in the most chaotic of battles. Your impassive attitude keeps your adjacent allies level-headed, granting them a +2 on evade rolls. This effect does not stack with multiple holders of this story.
12. Wings as Arms: Your wings are strong enough to hold one-handed items in them. You cannot use them to hold anything two-handed even if you try to use both.

Elves

Elves aren't your typical fallen angels.

Ancient murals depict the elves as upstanding, strong individuals that tower over all other races. Angelic, their skin shined like the sun, with great feathered wings and halos. The religion of Jinzium teaches that elves were once the rightful rulers of Tephra but lost favor with the gods. Though the exact details are lost, the effects are obvious: today, elves are warped, bruise-colored creatures that survive meagerly in the forests. Some elves say their souls are fractured as punishment for their ancestors' hubris. With the recent rise of the farishtaas, scientists are beginning to agree with the sentiment.

Elves are noble beings, haunted by a reputation that pins them as being inferior to the other races. Their reputation paints them as slow, uncivilized creatures of the forest, but the stereotypes have been proven false time and time again. Elves, roaming the vast plains and building their towns in deep jungles, are the oldest race of Tephra. Though their society is not as advanced as that of the other races, elves are content being among the best agriculturalists and hunters in the world. The comprehension of the natural world rivals that of even the gnomes, though - unlike the gnomes - elves are less prone to changing the world's course.

Physiology

Elves have enormous bodies more than capable of withstanding tough living in the wilderness. They build muscle rapidly, and even the most lethargic of elves will still be powerful beings. Elves have long arms, and many elves have an almost gorilla-like stoop. (A few elves develop the habit of knuckle-walking, though it's an old trait that most elves have stopped doing.) Elves will comfortably stand around six and a half feet tall. Sometimes elves who are surrounded by humans and farishtaas will force their posture more upright, making them both significantly taller and much more intimidating. Elves will weigh, on average, fifty to a hundred pounds more than humans of the same size.

Elves have long, narrow faces and great pointed ears which extend to be over a foot long. Their skin is dark, the color often compared to the full spectrum of human bruising. Elves have eyes that are bright and primal, composed of dozens of fiery hues. Their hair comes in many shades, from the pale colors of their angelic ancestors to pitch black. It is typically dry and rough hair, and it grows low onto their back. They otherwise grow relatively little body hair.

Lifespans: Elves live to be around 80 to 90 years old, though some grow significantly older. Elves grow fast and reach adulthood within twelve years.

Psychology

Elves have an innate understanding of the world and nature, but thanks to the discriminations of most major civilizations, almost all elves forego what would be considered "book-smarts." Exceptions do arise. If it weren't for the acclaimed elven scholar Girazza, the scientific marvel known as farishtaas would have never come to be, as Girazza pioneered the science of bio-flux especially in regards to essence manipulation.

Elves are noble and caring beings, loyal to a fault. They can be quick to anger when their loved ones are threatened; an angry elf (especially one carrying something heavy and bladed) can be a scary sight indeed! Elves enjoy beauty and colors. Farishtaas, who adorn themselves with blacks and whites, find the elves to be gaudy. Elves collect brightly colored stones and decorate themselves with them.

Many elves are acutely aware of what they were. The surviving murals and statues of their ancient angelic civilization act as constant reminders for elves. This is why it has been so easy for farishtaas to convince the elves that they are there to help, to rescue, and to re-enlighten the elves. It is propaganda that the elves embrace, hoping to return to their former glory. Elves who line themselves up to become farishtaa know the risks involved, but they see the end-result and how much happier their former elven comrades have become in their post-conversion life. They live in denial of the fact that the process replaces them with a different-yet-similar person.

It is a common misconception that all elves live in deep jungles. The largest elven cities taken over by the farishtaas were, indeed, in the jungles and forests of central Rilausia, yet elves can be found in most temperate environments, commonly on large plains and sometimes in more hilly or mountainous areas. Some elves, such as the Sunrage Elves in Izeda, live in the harshest parts of the desert.

Among the other races, farishtaas have ensured that other peoples see elves as nothing more than inferior brutes. However, gnomes and satyrs have stayed especially fond of elves and get along with them famously. Elves are often seen as dangerous and disruptive due to their size; however, elves are never mistrusted. Most people see elves as incapable of betrayal.

Excerpt from the 842 Census

20 Most Common Male Names
Phlox, Balam, Ahpel, Wej, Sugnil, Yanluk, Acat, Sorrell, Qahlom, Berilo, Kalani, Ciyopa, Cedar, Tamarack, Dalzik, Itzamna, Rycrafi, Suufild, Kawil, Hevel

20 Most Common Female Names
Kelan, Axani, Chloris, Nurit, Ruflina, Suri, Zahra, Audhel, Vanora, Aximelka, Korvili, Enfys, Amitola, Hadassah, Tirzah, Elysia, Elodie, Vallombrosa, Eilat, Brier



Anti-Elven Prejudices

Elves are the most common victims of undue prejudice in Tephra. Their grotesque appearance and massive size have led many people to fear or even hate them. This problem is only compounded upon by the fact that large populations of elves shy away from human civilization, opting instead to live as traditional hunters and gatherers in the High Rilausian Forest in Dalvozzea or among the Izedan caravans of the Quist. This causes many young Tephrans to see elves as a kind of boogeymen, existing just beyond their horizon but still out of sight. Elves who do choose to spend their days in the countries of younger races are treated as second-class citizens, not enjoying many of the same civil rights as the other races. Elves often must use worse facilities and are sometimes banned from certain events, high-class neighborhoods, and restaurants.

The exception to this is the Highborne Elf, the remaining elven nobility whose royal blood heralds back to the times of angelic elves. While far from being respected as equals to their non-elven counterparts, they are held in higher regard than the average person. Few dare disrespect an elf who can prove their Highborne lineage, most often through a signet ring or brooch the elf refuses to remove.

Many elves have begun to migrate to Evangless, the nation most known for its open-mindedness and accepting culture. At least there they can bond with ayodin, a race discriminated against because of their involvement with the Hurricane Wars.

Roleplaying Tips

There are a couple primary options for roleplaying an elf. Some will play an elf as a noble, intelligent creature fighting against the slander of his race. On the other end, some people will choose to play them like a strong but dumb brute. Many people will play intelligent elves just to contradict society's unfounded stereotypes, and some will play elves who have lost loved ones through farishtaa conversion, just for the unique roleplaying opportunities.

An important decision for any elf is their stance on farishtaa. Some elves see farishtaa as the next stage of life and evolution, while others see the sacrifice necessary to make the change as an abomination of nature. This varies from elf to elf.

Sample Adventurers

Below are three elven adventurers that you can use as inspiration when creating your own.

Acholata

Raised as a silent huntress, Acholata grew up eating only what she could catch or kill with one of her arrows. As she grew she became one of her tribes premiere huntresses and would often led the hunt. One winter, her brother Hikano left the tribe with enough spare coin to become a farishtaa. She received a letter a few months later from Zevhel, a newly converted farishtaa - her brother's new personality. The letter invited her to Cyronia, where he would pay for her to undergo the transformation.

Acholata joined her new brother, Zevhel, in Cyronia. Over the few days she spent with him, she grew disgusted. Zevhel was living a life of filth and nothing remained of Hikano, her beloved brother. She vowed never to become a farishtaa, and she

Why Elves stay Elves

In the last hundred years, wealthy elves have gone in droves to be converted into farishtaas. The core city of the conversion process, Cyronia in Dalvozzea, on any given day will have hundreds of newly converted farishtaas, and thousands of elves struggling to get by as they wait their turn. Yet not all elves want to become farishtaas. Why?

Lack of Resources

Of course, the number one reason elves stay elves is because they can't afford it. The farishtaa conversion process is becoming more and more costly, and the wealth is being eaten up across Dalvozzea, the elven homeland. Most elves simply cannot afford the process, since the majority of elves live off sustenance farming or hunting and gathering.

True to Themselves

It didn't take long for elves to make the realization that the farishtaa conversion process does not leave the original personality in tact. Sure, fragments of the original personality remain, but the original elf is difficult to find under the new farishtaa personality that emerges.

Some elves consider this to be akin to death and refuse to go through the conversion process. Those who believe that the conversion leads to death are sometimes chided as being stubborn or hard-headed. That doesn't change the truth, however. None can deny that when an elf becomes a farishtaa, the change is more than cosmetic - the entire person becomes something different.

Rebellious

Many elves will choose not to become a farishtaa because they don't support the hierarchy that has arisen around it. Following the recent Night of Feathers rebellion and the return of the original Girazza, many elves left the capital and surrounding towns and came to Adoipa, where they could live without farishtaas ruling over them.

These elves have partially returned to their tribal roots, but they've also embraced technology and many of the new advances found throughout Dalvozzea. They are opposed to the farishtaas, believing them to be an abomination of the angels they were supposed to be.

scorns all those who make the mistake.

Today, Acholata has experienced too much of Dalvozzea and the hold that the farishtaas have over the nation. She's ventured south, to Evangless, to put her skills to the test. Surely, she thought, a proven huntress and archer could find a way of living in the civilized world.

Acholata would probably have the following specialties: Efficient Ranger (under Marksmanship), Phase Step (under Agility), and Still as Stone (under Shamanism).

Dalzik

Dalzik has always been a freedom fighter. When he was younger his Highborne parents paid for him to undergo the farishtaa conversion process, but either something went wrong with the machine or his body rejected it and Dalzik remained an elf. He took that as a sign. Strong-willed and with some princes in his pocket, he took the best swordsmanship classes he could in the Daion universities, and, when Girazza rebelled during the Night of Feathers, joined in the fray (not that he had anything specifically against the farishtaa government). After getting a taste of fun, he went west, helping free satyr slaves in Siyesh, and thereafter went south to Evangless, where he mingled with the Tharmurians and gnomes who fell under the Evanglessian rule.

Part adventure seeker, part freedom fighter, Dalzik is a rebel without a cause. He's constantly looking for something to do, some trouble to create, and he's quite adept at getting people stirred up and getting fights going. And he'll do it all with a smile.

Dalzik would probably have the following specialties: Ace up my Sleeve (under Luck), Opening (under Swashbuckling), and Throw Off Balance (under Showmanship).

Wej

Some elves wonder how they got the reputation for being dumb brutes. Then they meet Wej. Wej was born in a small tribe in southern Dalvozzea and grew up as a hunter. Much of his tribe migrated to Daion, a city that Wej always felt completely out of place in. That is, until Wej got into a tussle with a couple outraged mercenaries. That's when Wej found his place in the world (and proved it to everyone else in the pub): Wej was destined to bring people together. Through violence and broken skulls.

Wej would probably have the following specialties: Adrenaline Surge (under Frenzy), Keep them Down (under Overpower), and Fluid (under Brawl).

Sample NPCs

Below are three elven non-player characters (NPCs) that a group of adventurers might run into on their travels.

Enfys

Enfys is a lady-in-waiting in the white towers of Daion. For several years, she was employed as a waitress at a well-to-do restaurant in the undercanopy of Daion. She became the favorite waitress of a farishtaa, and, a few months later, was offered a cushy job working above the canopy. Despite her improved position, Enfys has little love for her employer and receives a lot of information about his sometimes seedy dealings. If adventurers were to pull her aside and ask her to spill some private information about her farishtaa master, it wouldn't be a first for her.

Phlox

Emulating his ancestors' nomadic lifestyle and leaving civilization behind, Phlox and his small band of elven comrades live as hunters in the High Rilausian Forest. Hidden from view in the trees above and armed with little more than a sharpened stick, Phlox has shut out all memory of his life as an indentured servant in the service of a farishtaa merchant. While he misses the hustle and bustle of the city, the elf's wild spirit refuses to be tied down on cramped city streets any longer.

Professor Berilo

As Professor Berilo looks out into the crowd of new students at the onset of each semester, he reflects on the trials he underwent on the road to attaining his degree in alchemy. The Evanglessian university he attended had received few applications from elves, much less seen one attain his doctorate. Of course, as a Highborne and with his résumé, there was no way they could refuse him. Even now he sees students looking at him with disgust or confusion. No matter; just like everyone, they will be in awe of him after his lecture on acids.

Traits of an Elf

- Big Boned: You gain a +2 on all brute rolls.
- Speed: You have an improved speed of 30 feet. You have a swim speed of 20 feet, and an amazing climbing speed of 30 feet.
- Tough: You gain an additional 4 hit points.
- Tree-Ripping Strength: Unarmed attacks and melee weapons you wield are 1 damage class higher than normal.
- Weak Souls: You suffer a -3 on all rolls with the spirit attribute (this does not apply to skills under spirit).
- Depleted Essence: Elves have one less slot for essence manipulations.

Random Racial Traits

1. Gears of the World: You see how even the most insignificant life fits into the larger ecosystem. You gain a +6 to Cunning when trying to discern if an area has recently been disturbed by nonorganic forces.
2. Danger Sense: You can sense incoming danger. You gain a +3 on your priority.
3. Ears to the Heavens: Whenever attempting to hear something, you automatically score one tier higher than you roll.
4. Flight without Wings: You move at an amazing sprint, increasing your base land speed by 10 feet (to 40 feet).
5. Fruit of the Fallen: As a descendant of the angels of yore, you have an indomitable spirit. You negate your Weak Soul trait and gain a +3 on your spirit roll when using Heroics.
6. Improperly Typecast: You prove that the stereotype of the dumb elf couldn't be further from the truth. You gain a +2 on Cunning rolls when attempting to gather information.
7. Like the Grave: Elves are skilled and patient hunters who are accustomed to remaining hidden in the same spot for long periods of time. After being hidden for a full turn, you gain a +5 to remaining unseen.
8. Noble Creature: The blood of the predator courses through your veins, feeding you sweet adrenaline. For an extra action point when attacking, you can gain a bonus to Strike equal to your experience level.
9. Raging Loyalty: Whenever an adjacent ally is struck in combat, you can make a melee attack against the assailant as a reflexive attack if the assailant is within reach.
10. Tenacious Grip: If you get your hands onto something, nothing can pry it away from you. Whenever you attempt to remain holding onto something, you gain a +6 on the roll.
11. Unstoppable: Despite whatever anyone throws at you, your elven legs keep running. When you would normally suffer a speed penalty for movement caused from a wound or status effect, that penalty is reduced by 10 feet.
12. Vaulting Predator: Ancestors who leapt from tree to tree while stalking prey have infused your elven physiology with powerful legs capable of reaching incredible heights. You gain 10 feet of movement when leaping forward and 2 feet of height when jumping vertically.

Farishtaas

[fah-rish-tuhz]

Farishtaas are the reborn embodiment of a lost angelic race believed to have once ruled over Tephra. A tall, keen-thinking people, farishtaas are the end result of an elf having his soul restored to him. The elves have, for hundreds if not thousands of years, known that they were once the most beloved, beautiful race in the lands, but something caused their downfall. The elves became mutated, ugly, and - as they would later find out - possessing a fractured soul. Through the relatively new bio-flux procedure known as *synthetic essence insertion*, an elf is able to be reborn as a farishtaa, both graceful and cunning.

As their own species, farishtaas are only a little over a century old. The celebrated elven scientist, Girazza, noted the absence of a biological chemical in the elves that he called "essence." He developed a synthetic essence that would bring elves up to the same essence levels as the other races. His assistant took the first injection, and he went through the procedure soon thereafter. Girazza's success was extraordinary: he grew several feet taller and enormous white wings sprouted from his back. Girazza took on the new name Raviziel and heralded the rebirth of his race, the return of the sacred farishtaas.



Though Girazza had long stated that it was a chemical deficiency that turned the elves into abominations, the reborn Raviziel claimed that elves had broken souls, souls that could be repaired through science. Few elves remained skeptical upon seeing the stunning Raviziel flying overhead. Though the process was expensive, many elves were giving up everything to become farishtaas.

It soon became apparent that few elves have the remarkable results that Girazza had when he became Raviziel. While all farishtaas become upright and graceful, few farishtaas will ever grow wings or become the size of Raviziel. Nonetheless, few elves were discouraged.

While the farishtaas do change in mannerisms and appearance, the most notable change comes through in their personalities. After the process, very little of the original elf's personality remains in tact. Many farishtaas say that this is part of the rebirth, where the strongest and most important parts of the elves' original personality become the dominant features and the rest is forfeited. Many elves, however, claim that the process effectively kills the elf, leaving an entirely new being in its place.

Despite the sentiments, the rise of farishtaas continues on. Today, thousands of elves wait patiently for their chance to become farishtaas. Farishtaas have become the ruling society in the ancient elven homeland of Dalvozzea, and their arts and influences are spreading across Tephra. The farishtaas are the newest race, but they shall not long remain the weakest race.

Physiology

Farishtaas retain some of their elven host's characteristics, but not many. During the days following the synthetic essence insertion, farishtaas' spines straighten out, their blemishes disappear, and their skin and hair change tones. The entire spectrum of human tones of hair and skin appear within the farishtaa race, as well as many other softer or metallic tones. Their ears thicken and extend to straight points. Most farishtaas are taller than six feet, and many will tower over normal humans.

Although a newborn farishtaa's personality is a mangled amalgamation of the former elf, appearance and age don't always correlate with farishtaa. Sometimes a highly mature personality forms inside a young elf, or a childish being is created through an older elf. While most farishtaas seem to match the maturity of the elf used, this formula is not always an accurate predictor. A newborn farishtaa knows everything their elf knew without having any of their memories.

Lifespan: As the farishtaa race is still young, it is difficult to ascertain their normal lifespans. Many of the original farishtaas are still alive, though looking quite weathered. Scientists are claming that a farishtaa will have an average lifespan of around 150 years (especially if the elf is young when he undergoes the conversion procedure). The winged farishtaas have shown virtually no signs of aging, however, and many believe that they are almost immortal.

It has only been in the recent years that second generation farishtaas have begun to occur. For the farishtaas' first century, it was believed that farishtaas were infertile. Recently farishtaa parents have begun having children. Some of these children are born elves, but most are born as farishtaas. (The elven children will often go through the synthetic essence insertion soon after birth.) Their growth rates vary extraordinarily - some will mature within ten years, while others, especially among the first second-generation farishtaas, have taken up to thirty years to reach maturity.

Personality Blender

While the physical changes an elf goes through when becoming a farishtaa are obvious, the mental changes are often more subtle. The conversion process scrambles the personality traits of the elf, some minor traits becoming prominent ones and vice-versa, while eliminating nearly all the farishtaa's memories of their life in their previous body. While most farishtaas can pass off as a reimagined version of their elf, many are so different that their elven family members find themselves unable to recognize anything about their former loved-one. This is by far the most dangerous aspect of creating a farishtaa, as once latent violent tendencies can surface, unleashing a brutal force onto the streets that no scientist could have predicted.

The most common unexpected trait farishtaas exhibit is a personality tick: hardly noticable unconcious actions a farishtaa will only act out on occasion. Below are some of the most populous personality ticks, in no particular order.

- Confusing the names of close associates with those of complete strangers
- Nonviolent mood swings lasting just a few seconds
- Looking at a non-elf and seeing an elf instead
- Random bursts of laughter
- Delusions of hearing the voice of their old self
- Viciously scratching at their own skin
- Entering a trance-state after glancing at the sky
- Fixation on attaining something they cannot have

Psychology

Farishtaas are unique among the other tephran races, as their culture developed in round-about ways. They desire companionship, though their friendships tend to be less based on loyalty than friendships among other races. They form large rings of friends, and sometimes even marry if they find another farishtaa they have an immense connection with.

Farishtaas value life and freedom. They keep immaculate care of their bodies, as farishtaas truly see their bodies as their temples. When a farishtaa comes into being, except in very rare circumstances, they feel an intense connection with the sky. They love open-air architecture and hate to be constantly cramped into one small area. They are considered to be the best pilots in the world; their natural love of the air allows them to understand the way the wind flows. Most farishtaa dress themselves in all black and white and maybe one splash of color in order to distance themselves from the elves' colorful and gaudy wardrobes.

Most farishtaas look down upon the elves, seeing them either as vessels for future farishtaas or as expendable creatures that deserve a lowlier existence. Farishtaas have taken control over the upper strata of elven society, and even the lowliest of farishtaas are often given preferential treatment over the most respected of elves.

Things are changing, however, as not all elves are taking this treatment laying down anymore. Many fight the farishtaa regime through peaceful protest, violent riots, and everything in between. A growing number of younger farishtaas have begun to join the elven cry for freedom, and these farishtaas are showing elves more and more respect. Still most elves see the farishtaas as being worthy of praise bordering on worship. These social shackles have kept the elves from enjoying the same privileges as other races for many years.

A very rare elf will undergo the synthetic essence insertion and become a winged farishtaa. These winged farishtaas are known as the Day Society, and they guide the other farishtaas as though they are the sun. When a winged farishtaa is born, it is a day of celebration across Dalvozzea, and the winged farishtaas rule over farishtaas and elves with almost no question.

Farishtaa tend to mix well with the other races. They are sometimes viewed as evil by gnomes, who have always been close to the elves. Yet even this does not strain relations between them (especially since gnomes are known for their forgiveness). Farishtaas are also known to marry humans on occasion, though this is often less well-received in their respective societies.

Roleplaying Tips

While farishtaas do have similar traits, each farishtaa will have a different, almost defining trait to their personality. The dominant personality that surfaces with the creation of the farishtaa can be just about anything. Some farishtaas are so warped in the process that they become slightly insane, or their personality becomes highly obsessed with certain values and ideologies. In any case,

Gnomes

The sly gnomes are, by far, the shortest people in the world, rarely standing much over two feet tall. As some would say, their small stature keeps them closer to nature than the taller, loftier races. They have a knack for all things natural, a quickness to their wit, and, though their physical prowess doesn't touch that of the other races, gnomes make up for it with their mental faculties.

For as long as any can remember, the gnomes have flourished as a hidden race. Keeping to themselves and rarely wishing to interact with strangers, the gnomes built underground towns, nestled their homes within hills in the forests, and chose locations that few would find reason to venture to. Yet times changed, and the rise of the Haudi Empire saw the downfall of the gnomes' quiet lifestyles. The gnomes were enslaved, and their keen minds and understanding with nature was put to quick work for the Hauds. With the gnomish scientists serving them, the Hauds were able to develop numerous creatures and begin bio-engineering new races, the most successful of which being the satyrs.

Today, centuries after gnomes have gained their freedom from the falling Haudi Empire, gnomes have been unable to recapture their old, solitary lives. Though gnomes do, perhaps out of habit or old traditions, take many steps to disguise their cities, many gnomes are outright and open about themselves now-a-days. Numerous gnomish communities thrive on the outskirts of other cities, and these communities can often be hubs for unusual pieces of technology and wonders not found in any other race's homes.

Physiology

Gnomes are exceptionally short, but their small stature is made up for with a large presence. The proportions on gnomes are often very similar to that of a human - they are small, but not stubby. Their hair and skin color is the same pigment range as humans, though red hair is much more common. Their eyes come in many hues, but always have a glassy or crystalline look to them. Some gnome's eyes flash brightly in the sunlight, looking like blinking, red lights from a distance.

Their eyes are their strongest features, as gnomish eyes are the best eyes in the world. They have the ability to pick out details at a far distance, and some gnomes can even "bend" their sight around angles, a skill they find easy. However, this often stretches out their sight, and many gnomes are intensely far-sighted. For centuries gnomes have perfected spectacles, goggles, and monocles for reading up close, one of their greatest weaknesses.

Lifespans: Gnomes have the longest lifespans of any race, living to be almost 200 years old. Gnomes reach adulthood at around 30 years, as it takes a while for their bodies to mature. Surprisingly, however, it only takes a year or so from birth for gnomes to mentally mature to the point where they can talk, read, and interact with people at the same level as human teenagers.

Psychology

Gnomes are often kind, big-hearted people. They'll go out of their way for their neighbors and are always willing to treat their guests well. However, an angry gnome is one out for vengeance, and vengeance can be ugly. Gnomes are deceptive and fond of tricks, only letting people know what they need to know. Some gnomes are pathological liars and thieves yet seem entirely polite until caught.

Younger gnomes are more likely to be hot-headed, but the elders become very close with nature. Gnomes in their twilight years can spend weeks in a forest, just communing with nature. All gnomes are close with nature, understanding it better than any other race. This understanding can sometimes build resentment toward other races, as the gnomes refuse to allow for the destructive industrialization that other races push for. Gnomes deeply believe that industrialization can come with nature's good graces, and they push for their technology to prove it.

Rolling hills and sparse forests are gnomes' favorite places to live, though many also favor mountains and denser forests. When gnomes aren't living in pocket communities outside larger cities, gnomes will often choose villages that are easily secluded and difficult to find.

Gnomish communities are often very close. They will share farmland, dispense with currencies, and almost entirely ignore each other's privacy. Strangers to these small communities, however, are entirely unwelcome and ousted quickly. The occasional gnomish city, often created out of necessity more-so than want, will look nothing like a gnomish community. Gnomish cities are larger affairs (though small by nature), with intricate building complexes and roads that are terribly difficult to navigate. Gnomish cities will often look grown, with houses made out of woven wood trees everywhere.

Gnomes are a loving, carefree race of people that often want almost nothing to do with any other race. Gnomes that live in non-gnome nations, however, will treat most races equally. Gnomes will even treat the Hauds, who gnomes have had a long and violent relationship with, with respect until the Haud proves otherwise. Gnomes are especially close with satyrs and elves, who gnomes see as the most earthly and wise of the races. While most gnomes won't say anything, they are often at least slightly disgusted by farishtaas, as they fear the methods behind their creation.

as a farishtaa you have plenty of leeway to keep people guessing what you're going to do next.

Farishtaas are often proud and a bit lofty. You'll likely appreciate beauty and life more than anyone else and have no shame in showing it. Farishtaas hold their bodies to be their temples, valuing their own beauty, grace, and poise. Farishtaas will fit in well among nobility and take well to grazing about, lounging, and enjoying the fruits of the world. However, their obsessions can keep them motivated and working far longer than any other race.

Sample Adventurers

Below are three farishtaa adventurers that you can use as inspiration when creating your own.

Dio

When Dio emerged from the farishtaa conversion procedure, his doctors said that he was one of their easiest procedures to date. Dio was quiet, didn't struggle, and remained in complete control throughout the normally excrutiating conversion. When he left the laboratory, he even recognized and greeted, by name, his old elven friends - an action almost unheard of among new farishtaas. Yet he did not linger for long. The conversion had given him a new insight into his own soul, a soul that was broken, undisciplined, and in need of training.

Dio refused to settle down. He moved from city to city, seeking knowledge and training. He's well known for his silence and focus. His drive to master himself is an obsession that makes other people's life goals look like passing hobbies.

Dio would probably have the following specialties: Inner calm (under Grace), Iron Palm (under Grace), and Thick Skin (under Resilience).

Hephaeron

One of the rare and prized second generation farishtaas, Hephaeron was born a prince among the farishtaas. His father is the head of the Erathos Legacy, making Hephaeron heir to a vast fortune and much respect.

Hephaeron took to the Hunt like most young farishtaas. The Hunt, as they call it, is the farishtaa sport of mounting zephyrs (their personal-sized flyers, much like the Evanglessian ironbirds) and searching the skies for pirates and trespassing ships to shoot down or claim. Hephaeron was immediately talented aboard his zephyr but was shot down after trying to show off among his friends. They thought he was lost, but Hephaeron's crash left him barely alive. He pulled himself out of the wreckage and made his way to a nearby elven village, where they aided him. Feeling abandoned by his farishtaa friends, Hephaeron became close with the elves, learning that these elves were disgusted by their treatment from most farishtaas. His heart going out to them, Hephaeron vowed to ensure that elves would be treated better in the future and took to the world to make true on his vow.

Hephaeron would probably have the following specialties: Driving with Knees (under Ace), Knock-Off (under Marksmanship), and Level Flying (under Ace).

Lysandros

When Lysandros was reborn a farishtaa, he immediately fixated on the room he was in. All of the unique bio-flux equipment, the unusual serums and devices - it all just enamored him. He spent hours undergoing the usually painful physical transformation without noticing the pain, as he was enthralled by the technologies in the procedure room. He had to be physically escorted out of the laboratory in order for them to work with the next patient.

Lysandros's obsession with bio-flux continued. He quickly read (and grew bored with) everything he could find on the subject. He then began traveling around, talking with any scientists he could find. He worked for a time, helping administer the synthetic essence insertion. Yet even that could not keep him fully distracted.

So Lysandros left Dalvozzea, hoping he could learn more from the humans who scorned bio-flux as an evil science, or the gnomes who were basically born knowing bio-flux, or the satyrs who were genetically built using the same principles as bio-flux. He left home so he could study bio-flux, and he plans on doing so no matter what gets in his way.

Lysandros would probably have the following specialties: Bio-Invigoration, Bio-Zapper Developer, and Manipulate Essence (all of which are under Bio-Flux).

Sample NPCs

Below are three farishtaa non-player characters (NPCs) that a group of adventurers might run into on their travels.

Jesha

Jesha was a poor elf when she became a farishtaa, and she has since had to work hard to pay off her debts. She works helping farishtaas have a smooth transition from elf to farishtaa, working with patients after they've undergone the synthetic essence insertion procedure. Most notably, she helps farishtaas choose their new name. Many years ago, the newborn farishtaa Raviziel created the custom of choosing a new name to signify a farishtaa's rebirth. Jesha takes notes of those new names and helps farishtaas choose their new one (though ultimately her opinion is rarely used).

Osyra

Osyra is one of the most frightening farishtaas in Dalvozzea. When she walks the streets, her two enormous flails are always drawn and dragging the ground behind her. Osyra has an immensely important job: she is one of the top guards for the Nine Wings of Divinity, the ruling council in Dalvozzea. She is both talented and frightening. She has decried most of the sinful lifestyles that farishtaas partake in, instead devoting herself to ensuring that the revolution known as the Night of Feathers never occurs again and that no elf ever again thinks that it can rise above its farishtaa masters.

Pious the Knowledgeable

Pious is an ancient farishtaa; many believe he was among the first hundred elves to make the conversion. He spent years as a professor among the white tower universities in Daion, teaching students from all across the continent. Pious has long since retired and is now an information broker of sorts. He's constantly entertaining, having all sorts of people enjoying coffees and teas with him in his open-air abode. He sells off his knowledge and theories; many people value him for his opinions almost more so than they value his knowledge. Pious's thoughts can be bought off him, though he also appreciates a good trade. He has a special fancy for foreign newspapers, which he collects.

Traits of a Farishtaa

- Born to be Airborne: Farishtaas begin with 2 skill points in Ace (they may add their starting points there as per normal).
- Speed: You have the average 25 foot movement speed. You have a swim speed of 15 feet and a climbing speed of 15 feet.
- Piercing Scrutiny: Even in the heat of battle, farishtaas keep their calm and fixate on their target. This grants them a +1 on their accuracy rolls.
- Unpredictable: Farishtaas can be difficult to anticipate and manipulate. Whenever interacting with people, farishtaas gain a +2 on their cunning roll.

Random Racial Traits

1. Botched Surgery: Though most people might not pick up on it, your features are a bit more feral, a bit more elven, than most farishtaas. You gain the Tree-Ripping Strength and Weak Soul traits of an elf.
2. Dancer's Body: Your sleek farishtaa body is far more flexible than any of the other races could ever hope for. You gain a +2 on your dexterity rolls.
3. Emotional Unavailability: It's not that you are courageous or fearless - you simply don't notice fear most of the time. When you would be affected by fear, lower the fear effect by 1 tier. (As such, you are immune to tier 1 fear effects.)
4. Instant Motion: You're always moving, always in motion, and nothing catches you off-guard. You may spend 1 action point reflexively in order to gain a +8 on your priority roll when combat begins.
5. Halo: You have an aura of light that slightly illuminates 10 feet around you and also creates a small amount of heat. This effect is repressible at will and cannot overcome artificially created darkness (like that created by an item).
6. Prominent Host: Your body exhibits some subtle characteristics of the elf it once was. Roll on the elven random racial traits to determine your trait.
7. Skin-Deep Values: Farishtaa culture values beauty, so you've learned how to protect your appearance. You gain a +2 to evade and resist called shots to your head, eyes, and ears.
8. Spirit of the Angels: Your will is strong. If you roll a 1 with the spirit attribute, you may still add any bonuses to it as if it were a normal roll. (This does not apply to skills under the spirit attribute.)
9. Superiority Complex: You exude an aura of pure, unstoppable confidence regardless of how hesitant you really are. You cause foes adjacent to you to doubt themselves. Foes adjacent to you suffer a -2 on their defense rolls.
10. Tinge Of Insanity: Ever-so-often a farishtaa surgery has a few unexpected psychological side-effects. While it most likely doesn't affect you at all in your daily life, your mental quirks begin to come out after a harsh beating. Whenever you have lost all your hit points, you recieve a +4 to both accuracy and strike.
11. Unexplainable Memories: Your mind knows things that you (in this life or your previous) could never possibly have learned. You gain a +2 on all cunning rolls.
12. Undeveloped Wings: Though you're no member of the winged Day Society, your synthetic essence had a little more punch than the normal batch. You have small wings that make you lighter than air. Unless bound, unconscious, or in inclement weather, you take no falling damage as your wings will gently guide you to the ground.

Become a Farishtaa Today!

Brought to you by: the Farishtaas-for-Farishtaas Foundation

Good day, elves! Once you're ready to leave your incomplete body behind to become the angel you were born to be, run, don't walk, to your nearest farishtaa-conversion facility! A simple process, really. All we use is a table to strap you to, a vat of synthetic essence, a set of injection rods to ensure proper dispersal of solution, and a board-certified farishtaa technician.

After signing in and paying off any fines, you will be brought into the conversion room where you will be invited to lay on our state-of-the-art conversion table. Sensors will be attached to your body so your vital signs can be monitored, although we assure you this is simply a formality set forth by our insurance provider.* You'll be tightly fastened down by your arms and legs for your own safety. The technician then painlessly* inserts the foot-long injection rods into your body at various key points and attaches the hoses at the ends of the rods into the tank of synthetic essence.

After several hours of forced infusion that you'll hardly notice,* your body will go limp from the mental strain of your personality becoming shuffled. During this time your body will begin to shift and slim, your skin clearing up, with most of your body hair falling out. A 10,000 watt bolt of electricity is administered over time to your now-farishtaa body to complete the process and to jump-start your unconcious mind. A welcome guide meets your new persona at the door to help them through the paperwork accompanying birth, including the important steps of selecting a name and being reintegrated into society.

*Our insurance provider forces us to inform you the farishtaa-conversion process is believed to be incredibly painful, but honestly, your new farishtaa mind won't even remember it! Yes, on occasion an elf has died before the process was complete, but that's a better end then continuing to live as an elf, right?

Roleplaying Tips

Gnomes come in two varieties - those gnomes who have grown up in hidden pocket communities, and gnomes who have lived on the fringe of larger, more diverse societies. The reclusive gnomes will be more shy, less willing to deal with strangers, but also more likely to be nice and aim for non-violent means of solving disputes.

The most outward gnomes, on the other hand, are likely to be more hot-headed, more rambunctious, and more willing to say whatever is necessary to get what he wants. Gnomes can be magnificent liars, and these gnomes won't hide that fact.

Either way, your gnome is going to be very close with nature. The gnomish "methods," or the ways the gnomes communicate with the earth, are very close to the gnomes. Gnomes will build things differently, and they won't be a fan of fire- and steel-driven industry. If you're playing a gnome, don't be afraid to get into a fight, but do understand that there are consequences to that fight.

Sample Adventurers

Below are three gnomish adventurers that you can use as inspiration when creating your own.

Jari Hungoo

Jari might have been born in a home that many would describe as nothing more than a cave, but Jari's always been on the look out for ways to go up, up, up! He habitually hangs out with ruffians, true, but Jari Hungoo likes good people, tasty and sweet liquors, and making an honest prince. Jari's a bit of a fighter, scanty and quick, who makes good use of pushing his enemies' weight against them.

Jari will be quick to admit that he's a recovering gambler (but a good one!). He uses the phrase, "two sides of the same coin," with great frequency and little discretion. Jari is dedicated to improving his life and that of his future family, whenever he's lucky enough to meet that right gal. He's got a big personality, and he's not afraid to show it.

Jari Hungoo would probably have the following specialties: Bone-Breaker (under Brawl), Dirty Fighting (under Brawl), and Hex (under Luck).

Wegdo the Sufficient

From an early age, everybody knew that Wegdo was going to be metal-deranged. His family of traveling merchants went from town to town, selling their wares, and all Wegdo would ever do is look for the newest contraption or greatest doodad. Wegdo was so hyper-active that his family barely knew what to do with him, up until they came to a town where a local automaton forger was looking for an apprentice. Wegdo was quick to apply (and his family vibrantly consented).

Though many wanted to be the old automaton forger's apprentice, the man eventually made his decision, having sighed and looked at the gnome, "Fine, you'll be sufficient." Ever since then, Wegdo has gleefully (sometimes bitterly, depending on his mood) called himself Wegdo the Sufficient.

But two wars and several decades later, Wegdo's automatons are no longer merely sufficient. Wegdo loves to make the biggest, craziest, most maniacal automatons possible. He specializes in steamers, making enormous steam-powered automatons that he walks around in. Wegdo has long since surpassed his master, and is now going about, looking for his betters, hoping to find the newest whatchamacallit or gizmo, and always tinkering with his automatons.

Wegdo the Sufficient would probably have the following specialties: Learn Augments (under Sciences), Steam-Powered Crafter (under Automata), and Trinket Crafter (under Gadgetry).

Metal-Deranged

Gnomes love nature, the woods, and everything the world provides to them. The naturally occuring ores and metals help the gnomes construct greater machines and tools, but gnomes rarely use excessive amounts of worked metals in their creations. Many gnomes who have been embraced by human society, however, switch their allegiances away from the organic woods and vegetation and instead bond with metals. These gnomes are called metal-deranged.

Metal-deranged gnomes often speak with their metal creation, softly warping the metal with their brushing hands, and use almost exclusively large, metal tools. The most common metal-deranged gnomes will be machinists, working on oversized metal automatons or enormous metal artillery or monstrous metal-armored vehicles.

Metal-deranged gnomes forsake many of their gnomish traits, becoming loud, excessive, and often-times obsessed with material values, trinkets, and taking things apart. They rarely value staying hidden, as many gnomes do, and many metal-deranged gnomes can be rude, self-centered, and pay little mind to others. Whereas most gnomes are known for their hospitality and their inability to keep grudges, metal-deranged gnomes are the exact opposite.

Until recently, metal-deranged gnomes have been rare. A few were written about during the reign of the Haudi Empire when gnomes served under the Hauds. Today however, metal-deranged gnomes are everywhere. The mental disorder (as normal gnomes are prone to think of it as) has become widespread, and many humans, especially Evanglessians, have come to think that metal-deranged gnomes are the norm, not the exception.



Sandra N. Griffiths III

Sandra comes from a long line of gnomish rangers who served as the Siddeodru border guard. She was born after Siddeodru fell to Evangless, but she valued her family's lineage and her birthright. She grew up with an artificially overgrown wolfhound by her side named Whitethorn. Whitethorn grew large and became her mount while Sandra learned the old gnomish ways of the bow and the hunt.

Sandra joined the Evanglessian army as a ranger and scout during the civil war, siding with the militarists. She spent much of her time alone looking for enemy automaton movements. After the war, and with the militarist loss, she tried to leave her reclusive ways. Sandra spent some time as mercenary, though it was an uphill battle having to prove that she could be just as efficient with her bow and wolfhound mount as others could be with their firearms.

Sandra N. Griffith III would probably have the following specialties: Efficient Ranger (under Marksmanship), Flesh Biter (under Marksmanship), and Quick Mount (under Ace).



Sample NPCs

Below are three gnomish non-player characters (NPCs) that a group of adventurers might run into on their travels.

Bildra Hogglezards

Professor Hogglezards is an old, paranoid woman who has a habit of running to her wooden cottage (desperately far from civilization) and hiding. She's an old Siddeodruid who was young during the razing of her town. The shock left her jittery.

Regardless of her setbacks, Bildra Hogglezards is a well respected lecturer and one of the foremost craftswomen in wooden rifles and stocks. She knows quite a bit about the different ways to grow wood and carving it for firearms. In fact, she has quite a few examples stored in her hard-to-find cottage, just in case anybody spooks her.

Maddock

With a temper as short as he is, Maddock is a rambunctious gnome who has learned to surround himself with larger friends who will back him up when he inevitably ends up in a brawl. His elderly uncle berates him to learn to control his anger, trying to get the quarrelsome scamp to relax himself in nature's embrace. Far too impatient for sitting calmly in the middle of the woods, Maddock shows no intention of changing his ways.

Reiner

Reiner made his fortune mass-producing prosthetic limbs for soldiers on both sides of Evangless' recent civil war. Rich beyond his wildest dreams, the stout gnome built an impressive estate just outside Evangless' capital, Razule. Set on enjoying his newfound retirement, he spends his time hosting week-long banquets for friends and nobles alike. Always the life of the party, Reiner proves the size of your heart outweighs the size of your body.

Traits of a Gnome

- Small Stature: Gnomes gain a +1 on evade rolls.
- Greater Spirit: Gnomes gain a +3 on Spirit rolls.
- Light Build: Gnomes suffer a -2 on Brute rolls.
- Speed: You have the lower 15 foot movement speed. You have a swim speed of 10 feet and a climbing speed of 10 feet.
- Smaller Weapons: Because of their comparable size, gnomes are too small to conceal light weapons on their person. In addition, their smaller fists make their unarmed attacks deal a damage class of 1.
- Random Racial Traits: In addition to rolling for their random racial trait, gnomes may select one random racial trait without rolling. If they roll the same story that they chose, re-roll.

Random Racial Traits

1. Bend Sight: You can bend your sight - literally allowing you to see around a wall, or over a building. You can bend your sight up to 90 degrees.
2. Deep Pockets: No one knows quite how you do it, but you can make items significantly larger than yourself vanish into thin air. You can conceal both light and medium items.
3. Earthshape: You can speak with the earth and ask it to move for you. For 2 action points, you can cause the earth to either raise or lower by 5 feet in a 5 foot area. Once raised or lowered in such a way, it cannot be shaped by a gnome again until it naturally levels out (which will occur within a couple days).
4. Feel the Earth: You can feel the earth through your skin, knowing what it feels. While barefoot or in some way touching solid ground, you can feel footsteps and other things that cause the ground to vibrate within 15 feet. If somebody is attempting to keep their footsteps hidden, you and that person may attempt opposed cunning rolls. If you win, you sense their location. This ability does not negate any penalties you would take for being blind, but it does tell you where enemies could be standing.
5. Growth Intensity: You have learned one of the gnome's most complicated arts - that of natural growth. This growth allows you to, in almost an instant, grow to the size of an elf. You must be standing on solid ground to do this, and it requires one action point to switch between your two sizes. While large, you use the racial traits of elves and lose those of gnomes.
6. Noiseless: You walk as though you are on a pad of air, completely unheard. When you are sneaking, you are entirely silent and cannot be heard due to your footsteps alone. You still make noise from the equipment that you are carrying and wear. When you are trying to sneak, you automatically receive 1 tier higher.
7. Parts of Nature: You may speak with nature, and nature will lend you its aid. You may, for 3 action points, request a tree or the earth to lend you a piece of itself. Your draw a simple tool out of a tree or a patch of dirt, coming in the shape of a light (or smaller) weapon, a tool such as a hammer or wrench, a torch, or any other light-sized basic equipment. This does not warp or deplete the wood or earth that the item was drawn from, and that area of nature cannot lend a piece of itself again for quite some time.
8. Piercing Sight: You can see a fly 300 feet away simply by focusing in on it, and this ungodly sight has given you a great precision with ranged weapons. Whenever firing a ranged weapon, you can shoot it twice as far as normal, and you gain a +2 on accuracy rolls with that weapon.
9. Ripcord Muscles: Your powerful spirit flows through your arms and into the items you carry. You negate your Light Build trait and gain a +2 to strike. In addition, your unarmed attacks have a damage class of 2.
10. Waterwalk: You and water have reached a balance, allowing you to stand on calm waters. For 1 action point every turn, you may stand on top of a body of water. If you cease to spend that action point for even a turn, you fall into the water. You cannot waterwalk while underwater - you must first be above the water and then step onto it.
11. Windwalk: The wind is yours to control, and you may borrow its power to glide across the ground. For 1 action point, you may windwalk in one direction 40 feet. You cannot change direction during this windwalking. Windwalking does not allow you to fly - you are still walking on the ground, though the wind is carrying your strides
12. Wry: Your size and your limberness make you terribly difficult to hit. You gain an additional +1 on evade rolls.

Satyrs

Satyrs are counted among the greatest successes from the long list of experiments that the Haudi Empire conducted. The Haudi Empire, long obsessed with combining their own knowledge of science and alchemy with the knowledge of nature's inner workings that their gnomish slaves possessed, endeavored to create a race of slaves. Many of their experiments failed, leading to a number of warped and horrible creatures, creatures that the Haudi Empire - to this day - is still trying to entirely exterminate. Eventually the Haudi Empire would create the satyrs, a race of people that are known for their speed, their empathy, and their loyalties. This servant race has not stayed loyal to the Haudi Empire, though. Satyr rebellions added fuel to the fire, helped crack the unbreakable Haudi Empire, and today most satyrs are free to do as they will.

The most common satyrs combine what, at first glance, look like the features of a goat with a human. Though they're bipedal, their legs look like those of a goat. Many satyrs will also have horns, but the sizes and styles will vary from a small slight curve to large, spiraling horns.

Satyrs are found all over the continent now, having fully integrated with humans. Though there are still a number of satyrs bound to slavery in the remnants of the Haudi Empire, most have escaped to free pastures. Satyrs are common in Evangless, where they are largely seen as equals. Free satyrs, especially freeborn satyrs, tend to be loud, rabble-rousing, and fun-loving. They drink all day and frequently share with their friends. Unfortunately for their friends, satyrs are almost completely immune to the negative effects of alcohol, so it's only their friends of other races that are affected.

Well known for their fun spirit, their never-say-die attitudes, and their newfound love of freedom, satyrs who have broken free from slavery make the best of it. Unfortunately, individual experiences can quickly alter the satyr norm, as satyrs born into slavery can differ drastically from the easily excited freeborns.

Physiology

Satyrs are revised and altered humans, so many of their qualities are those of humans. From their hair to their eyes to their body types, they all run the gamut of human options. But satyrs are bio-engineered race, and their differences are pronounced. The two most common differences are in the satyrs' legs and horns.

Satyrs' have the legs and hindquarters of a goat's. They are typically covered in thin hair that matches that on the rest of their body. Like a human, their torso tends to be hairless or lightly haired.

Satyr horns come in a great many styles, and many times satyrs will use the style of their horns to denote what region they were born in or what "strain" they were born from. Some will have tight spiraling horns, while others will stand straight up. Others will have slightly sloping horns. They typically come out near or behind the satyr's temples. Female satyrs typically have smaller horns than the males, but this is certainly not always the case.

Satyrs will dress in many of the same styles that their fellow nationals have. Satyr pants typically come taller and in baggier styles because of satyrs' thicker thighs and hairier legs. Horn decorations and piercings are common, though satyrs can still feel through their horns and any significant alterations to their horns can be quite painful.

Because satyrs were created and come from numerous strains, satyr physiology can differ greatly. Some scientists will drastically alter a satyr strain before creation, giving them unusual hair or eye colors, odd horns, or even slightly altered legs. Though they are rare, some satyrs have tails. These tails might be small, fluffy tails, long whipping tails, or haired horse tails. These unusual strains can come off as strange among the other races, but satyrs have a habit of accepting all satyr variations.

Satyrs are renowned for their speed. No other race can match a satyr step-for-step. Unfortunately, climbing and swimming tend to be problems for satyrs - actions best left to other races. Satyrs get a wide variety of footwear and will often shave down or shape their hooves. Because satyrs tend to make a good deal of noise when they walk, many satyrs will wear padded or leather shoes over their hooves to make themselves a little quieter.

Satyrs are almost entirely immune to the effects of alcohol and resist other chemicals more easily. When originally designed, the Haudi scientists added this function to make satyrs more dependable workers. Because of their immunity, satyrs have made a culture around alcohol, enjoying the beverages for their flavor rather than the mental effects.

Lifespans: Satyr lifespans are almost identical to those of humans. Satyr children are commonly called satyrisci, and satyr children are typically much quieter than adults. Though it is less common, older satyrs are called sileni. Sileni is often used as a title of respect in satyr communities.

Psychology

Satyrs have a reputation for being fun, easily excited, and hard-working. The reputation isn't always fitting, but there's a good deal of truth in it. They are naturally social, as they are perceptive and empathetic to others.

Satyrs who are freeborn or have gained their freedom enjoy wide open spaces and a simple life. They are typically happy as daily factory workers, as they are likely to spend their evenings enjoying themselves thoroughly. They don't often give way to depression.

Yet satyrs are emotional beings. They switch emotions quickly, being both quick to anger and quick to forgiveness. Among satyrs, it is perfectly normal for one satyr to be badmouthing another, for them to have a heated argument, and to end the night drinking together. That's not to say that satyrs don't hold grudges, as many wonder if they'll ever forgive the Haudi Empire for their enslavement. But when somebody has apologized or learned their lesson, satyrs easily move forward.

Satyr children, the satyrisci, are a quiet lot. They are often overshadowed by the louder adults. It's given rise to the saying, "The devil's in the horns." In their teenage years, when a satyrisci starts to grow its horns, is the time that the wild and rambunctious side of the satyr will manifest. Satyrs tend to have rough (but exciting) teenage years.

Satyrs are exceptionally empathetic. Scientists debate whether satyrs are just very perceptive of others or if they share a mental connection with other creatures, but satyrs are always aware of people's emotions. Because of this, people will often hire satyrs at jury hearings or to keep around when interrogating somebody. They can easily and accurately discern most lies.

Satyrs are friends with humans and gnomes alike. They easily blend in with human culture, and, despite their height differences, gnomes and satyrs often see eye-to-eye. Satyrs have a great deal of difficulty relating to farishtaas. For some reason, farishtaas seem so alien to satyrs that satyrs can't accurately read them.

Culture of Alcohol

The Haud planned ahead. When they created the satyrs, they specifically examined the effects of alcohol on their system. They didn't want servants who would be impaired by drinking, so they altered the way alcohol effected the satyrs' bloodstream. Alcohol does not impair satyrs; rather, it works like a mild stimulant. For a satyr, drinking a pint of ale is no different from a human drinking a cup of coffee.

Due to water sanitation problems, drinking fermented beverages became a mainstay among Hauds and their servants. Satyrs almost exclusively drank ale and wine for hundreds of years, and, today, satyrs are known for carrying alcohol on them like other races carry canteens of water. Satyrs are known for creating the best beverages, and carrying satyr-made brews is a point of pride among taverns and pubs.

In Evangless, the most popular alcoholic beverages sold in the public houses are all brewed by satyrs.

- Elympia Dark, a dark lager first brewed over two centuries ago by a satyr woman named Elympia in order to please her Haud master. He was so impressed that he had her brew more and more of it and started selling it. Eventually the family gained their freedom and started selling it under the name of the original brewer.
- MacClairies, a fruity, orange wine brewed from the rare orange grapes in Arudika. The MacClairies family owned the first vinyards in Arudika, and so all orange wines from Arudika are now known as MacClairies, regardless of which vinyard they come from.
- Empathy, a dark, red wine brewed in vinyards in southeastern Evangless near the Zelhost border, known as being the wine that people first use to celebrate marriages and the wine used to mourn deceased lovers.
- High Caliber, a cheap spiced rum from Siyesh known for having the most violent alcohol content of any liquor. High Caliber has a reputation for causing numerous riots, barfights, and wars. Regardless of its reputation, High Caliber is a favorite drink among sky pirates, thugs, and ruffians of all types.



Roleplaying Tips

A satyr will be excited and fast-talking. You might come from a slave background, where you either more appreciate your current freedom or you are stalwart and reserved from your tough days as a slave. If you were born free, you're much more likely to be well adjusted, though perhaps a bit garrulous and rambunctious. Satyrs tend toward the braggart and the good-natured loud mouths and use a variety of skills and weapons. Satyrs are loving, but they're equally quick to action.

Sample Adventurers

Below are three satyr adventurers that you can use as inspiration when creating your own.

Cassair Douglas

Cassair spent several years working as a courier in Aldamiir, delivering messages by hoof as fast as he could. He was well recognized for his speed and reliability. His messages were always delivered within a few hours and always to the hand of the recipient. Everything changed when, one day, he delivered a message right in the midst of a Brimstone assassination. In the heat of the moment, his client hired him to get him out of there, and Cassair escaped with the client out of the city.

Cassair's face, however, was well remembered by the assassin, and soon many Brimstones were after him. With no way to return home, he took to the road, out-running his pursuers. And, when he ran out of funds, he began taking whatever work he could gather.

Cassair Douglas would probably have the following specialties: Feeling Lucky (under Luck), Wall Runner (under Agility), and Walk Over (under Agility).

Monica Moinnine

People always used to joke that if you harmed one of Monica's flock, she'd bring down the fury of the heavens. Monica, who worked at an orphanage in northern Evangless, was known both for the fervor of her faith in the Beloved Mother of Tailemy as well as the conviction with which she watched over the children in her care. And it wasn't a few times that Monica would have to leave the orphanage to get one of the boys out of trouble.

One day she heard a rumor about a satyr boy - a boy who had been adopted less than a year ago - who was being abused by his adopted human parents. Without a second thought, she made her way across the countryside, found the small family manor, and broke in. She found the boy, along with many others, tied up in cages in the barn. Her fury visited the adoptive parents, who were barely left alive.

Equally ashamed of her act of violence as she was moved to ensure that there were no other children being treated in such a way, she left the orphanage and made her way into the world, fighting for the freedom of children everywhere.

Monica Moinnine would probably have the following specialties: Greif & Hope (under Faith), Healing Halo (under Faith), and Heavy-Handed (under Brawl).

Silas Caughey

Silas is a well known entrepreneur, both a serious and seriously liked man. His grandfather was an escaped slave from Siyesh, inspiring Silas to make honest money and never be a servant to anybody. Silas has started a fair number of businesses, and, through some have been failures, he's turned a good coin in his day.

A few years ago, Silas gained an interest in finding ancient artifacts, especially elven and Izedan ones. He funded a number of expeditions, eventually putting a very significant amount of money behind a promising one. But the last expedition did not return, and Silas's invested fortune was lost to him.

When Silas heard of another expedition forming, he stepped in, both helping fund it but also requesting a place in it. He couldn't stand the idea of waiting at home; he wanted to be involved. And that, he says, was just the start of a number of adventures Silas Caughey would find himself embroiled in.

Silas Caughey would probably have the following specialties: Direct the Battle (under Tactical), Praise (under Showmanship), and Weapon Appropriations (under Expertise).

Sample NPCs

Below are a few satyr non-player characters (NPCs) that a group of adventurers might run into on their travels.

Brian Brennus

Sometimes people just need to talk to someone who can understand their feelings. For many people in Aldamiir, that someone is Brian Brennus: bartender of the Roaring Lion Pub. Brian's natural empathy and reputation as a great listener have made him the favorite of regulars and newcomers alike. Bouncers know that when Brian is on the clock they have little to worry about, as the persuasive satyr knows quite a few tricks on how to calm an angry patron.

Druston of the Industrial Strain

The fear of every young cadet in Evangless' army, Drustan is the fiercest drill sergeant the military dares remember. Never seen outside of his uniform, the grizzled veteran refuses to be found eating or sleeping in front of his men as it would make him appear mortal. Drustan's superiors love and fear him as none of his peers can produce the same quality killing machines as the infantrymen who survive a week with the ever-furious satyr.

Old Miss Macushla

Macushla has spent her many years accomplishing many tasks. She's worked as a waitress, a seamstress, and even put in a few years at the factory. She and her husband kept orphans for several years, but they've mostly moved on and her husband passed away several years ago. It's been in these last few years that Macushla feels like she's found her true calling, as her house sits on a road just a little ways north of Zelhost. In fact, it's perfectly situated to taking in escaped satyr slaves and refugees and, if necessary, hiding them for a few days. She's had a few close calls with bounty hunters who have dared cross into Evanglessian territory, but she's not so attached to life that she'll stop what she's doing. And few satyr escapees pass by Old Miss Macushla's cottage without forever owing her their gratitude.



Original Creation

Almost five hundred years ago the Haudi Empire was at its height. They covered much of Rilausia, and both gnomes and elves fell under the empire. The Haudi Empire had long been the innovative force in alchemy, and the gnomes, masters over nature and life, made a unique combination that the Haudi Empire planned on cashing in on.

For years, the Haudi Empire worked alongside the gnomes to create new races. They went through numerous abominations before their first success: a warlike race called the manticores. Yet the manticores were impossible to control, their bloodlust exceeding their ability to reason. The Hauds recognized their failures and began working toward a new race.

The experimentations that followed led to the creation of satyrs. The satyrs were a race bred by combining the essence of the Satarrans, a nationality that the Haudi Empire had almost wiped out during their subjugation, with other animals - the most prominent of which being goats and rams.

Over the years, various satyr strains were born, each with slightly different combinations of animal essence and in-born personalities. Yet the basic satyr formula remained largely the same, and satyrs became the most popular form of servant throughout the Haudi Empire.

Gaining Freedom

About three hundred years ago, the satyrs in Siyesh began a rebellion, led by one of history's most enigmatic and bloodthirsty tacticians, a satyr named Arakrith. By the end of the rebellion, a new free nation of satyrs had been carved out of northwest Rilausia, named after the rebellion's leader.

Over the years, even more satyrs have gained their freedom from the Hauds. Many satyrs now live freely in Evangless, where satyrs are the second most populace race. There are still a lot of satyrs living as servants in Zelhost and Siyesh, but many escape their bonds and become free in Evangless or other nations that do not accept slavery.

Traits of a Satyr

- Alcohol Immunity: Satyrs are not negatively affected by alcohol.
- Speed: You have an amazing 35 foot movement speed. You have a swim speed of 10 feet and a climbing speed of 10 feet.
- Empathetic: When attempting to determine if somebody is lying, you are allowed to roll twice and take the higher result.

Random Racial Traits

1. Born Hero: When using Heroics (found under the Spirit attribute), roll twice and take the higher result.
2. Brothers-in-Arms: The hardships the satyrs have undergone over the years has not broken them down but brought them together in brotherhood. When you are adjacent to a satyr ally, you both gain a +2 to accuracy. This effect does not stack if the other satyr also has this story.
3. Built to Last: The Haudi Empire designed the satyrs for harsh labor and thus made sure their creations wouldn't tire easily. You are no exception. You gain an additional 6 hit points.
4. Expecting the Worst: Your natural awareness of people's emotions gives you a good insight into when a situation's about to turn sour. You gain a +4 on priority rolls.
5. Fleet of Foot: You're one of the fastest creatures around. Your movement speed increases by 10 feet, bringing your 35 feet movement speed up to 45 feet.
6. Frightening Combatant: Your horns and hooves can be used as weapons. Your unarmed attacks have a damage class of 4.
7. Horned & Dangerous: You keep the ends of your horns clean and sharp, making unarmed attacks with them deal 1 point of unsoakable bleeding damage.
8. Natural High: Alcohol is a stimulant for satyrs, not a depressant. You can ignore the effects of fatigue if you've consumed alcohol in the past few hours. If you remain fatigued for more than a few days, even alcohol won't help.
9. Poison Immunity: Your model was engineered to work with hazardous chemicals. Whenever rolling to resist a poison through Brute, your roll is one tier higher than it otherwise would be.
10. Protector: The satyr culture has imprinted your mind with a compulsion to defend those close to you. All allies adjacent to you gain a +2 to defense.
11. Stable Hoofing: Your hooves are firm, catching the ground with ease. You ignore the speed penalties for crossing minor and unsteady rough terrains.
12. Unphased by War: Though you sympathize with people's fear of battle, the rush of the battlefield spurs you on. When you are attempting to resist being stunned, you gain a +4 on the roll.

Chapter 4

Context

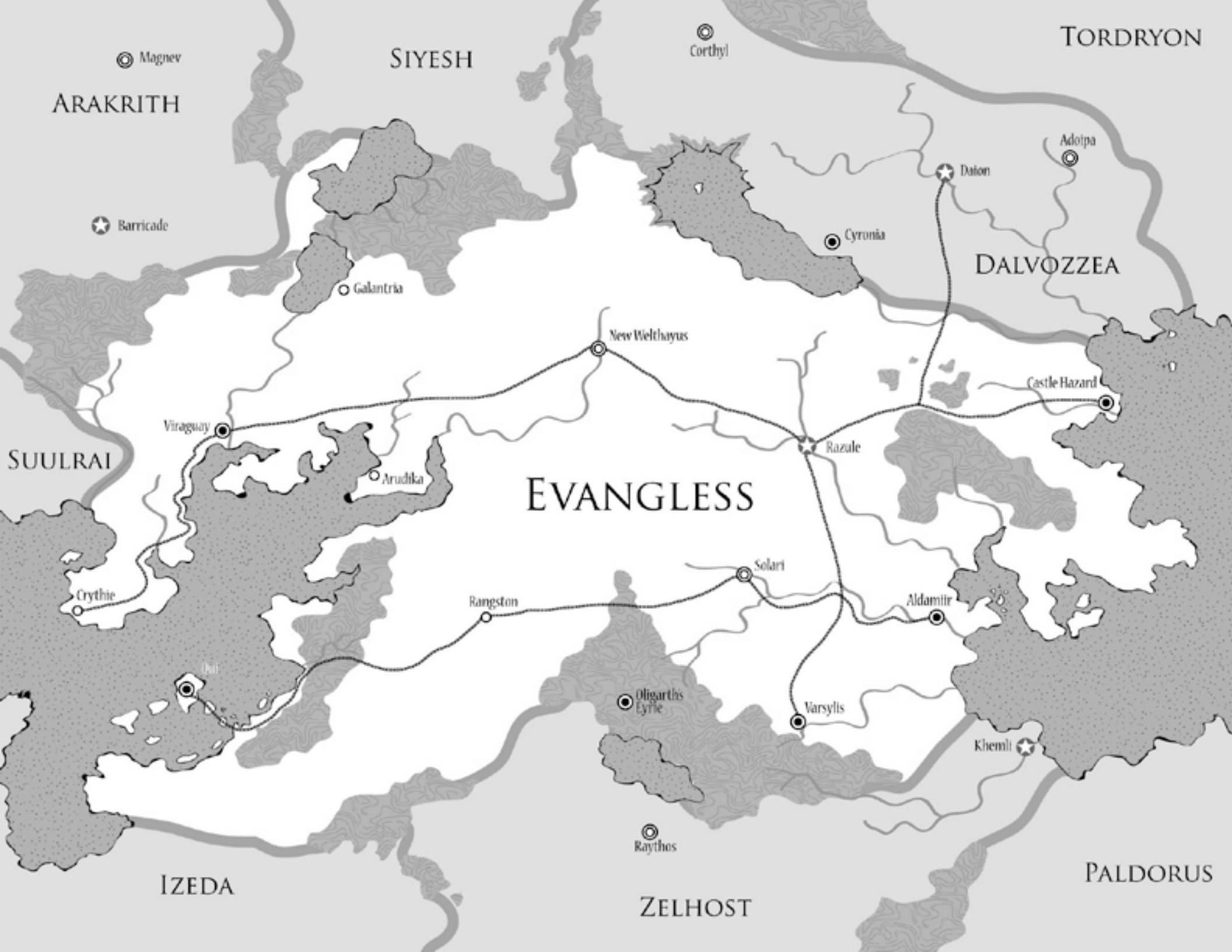
Everything needs some context.

You need to put your character into the context of the world. The context is the setting, your nationality, a religion, some organizations, it's the world around you, it's everything. This is the context of your adventure.

As you're developing your character, you can use this chapter as much or as little as you'd like. There are a ton of stories that you can choose from in here (take what you want!). If you just want to make a bland, background-free gun-toting maniac (and believe me, we all do), feel free to skip this chapter. For some depth to your character, you can stop here for some context.

If your narrator has decided not to use the Tephra setting, then you can use this chapter for some ideas or dismiss it entirely in favor of your narrator's setting, nationalities, religions, and other such fun pieces of context.




Magnev
Siyesh
Corthyl
Tordryon
Arakrith
Adolpa
Daion
Barricade
Cyronia
Dalvozzea
Galantria
New Welthayus
Castle Hazard
Viraguay
Razule
Suulrai
Arudika
Evangless
Solari
Crythie
Rangston
Aldamitr
Oligarthis
Eyrie
Varsylis
Khemli
Raythos
Izeda
Zelhost
Paldorus

Evanglessians

[ev-van-gles-ee-yuhnz]

The new capital of humanity, Evangless is growing quickly and thriving all the same. Less than a century old, Evangless was founded by a brilliant woman named Velkya, who pioneered the steam engine and numerous other technologies that are still being deciphered today. Her great cities set the foundation for an unshakable nation and her thoughts for a strong-willed, proud people. Evangless grew to its prime before the Hurricane Wars between the surface and the ocean-faring ayodin, and, despite numerous set-backs, the Evanglessians still hold the center of the continent.

Evanglessians are typically fair skinned, some with freckles. Their hair colors vary, but are often lighter shades of brown, blond, and occassionally red. Their eyes, too, vary between the lighter colors.

The nation of Evangless has immense pride, powerful industry, and a world-class railway system. The military of Evangless is, by far, the world's most elite, and Evangless's rather large population and control over the continent's most fertile lands helps cement their military dominance.

Evangless has long been insecure with its relations with the remnants of the Haudi Empire, who they consider a real threat. Yet even more so now, the airborne Paldorans have become Evangless's true menace, as the nation without a homeland has largely chosen Evangless as its primary raiding spot. And though Evangless's own airborne navy is powerful, it has yet to put any serious stop to Paldorus.

Meanwhile, the arts and culture of Evangless continue to strive on. The Evanglessians elite, almost all of which are immeasurably wealthy industrial barons, have spearheaded technological development and begun funding scientists whenever possible. Aether manipulation technology has most quickly grown in Evangless since the aether disaster befell Paldorus and crushed Paldorus's astounding research speed. Evangless is the center of the human world, with technology, industry, and agriculture all uniting to form a thriving and cohesive culture.

Ethnic Traits

The people of Evangless, regardless of their race, are known for their light-colored skin and their blonde to brunette hair, their eyes varying from dark browns to greens to blues. Evanglessians come in all shapes and sizes and as such have reputations for being vastly more open-minded about strange customs than their neighboring countries.

Evangless is a melting pot of the cultures of Rilausia, although the people of Evangless have noticable common mannerisms. Evanglessians are polite and proper without being weak-willed or prudish. They are a proud people forged in the fires of conquest, although they remain young and impressionable. A large majority of the Evanglessian workforce is war veterans, whether it be middle-aged retirees who expanded their national borders in the Hurricane Wars or newcomers to the workforce who took sides during the Evanglessian Civil War. While far from being bloodthirsty or savage, the people of Evangless often use their military experience as a way of connecting with one another, using old war stories as anecdotal banter during polite conversation. Evanglessians pride themselves on their skill in the art of mannerly dialogue and generally will have trouble responding positively to outlandish or violent behavior.

Foreign Relations & Stereotypes

Despite their gentlemanly demeanors and friendly attitudes, the people of Evangless have some long-standing grudges. Freshest on the list are the Paldoran exiles, especially those involved in piracy for their aerial empire. Some Evanglessians distinguish between Paldoran pirates and Paldoran refugees, but many discriminate against all those of Paldoran descent.

A great deal of Hurricane Wars veterans, along with their families, hate seawater ayodin for their declaration of war on the surface. That being said, the great number of freshwater ayodin who stood beside them on the battlefield have quelled the chances of widespread ayodin prejudice.

Velkya stole the land she used to build Evangless from the Haudi Empire, and over a century and a half later Hauds and Evanglessians still bicker. Many Evanglessians see Hauds as narrow-minded and stuck in the past, stating that the Haudi nations are far beyond their prime. However, Evanglessians and Hauds rarely act on their mutual distrust, other than the occasional alcohol-induced bar fight between zealous patriots.

Evanglessians and Izedans have cooperated with each other numerous times in the past. This coupled with the large number of Izedan immigrants now living in Evangless, the two cultures get along easily. The same is mostly true with Dalvozzeans as well. Evangless and Dalvozzea are the two newest superpowers on the continent of Rilausia, but luckily the two of them have so far avoided stepping on each others' toes. Many farishtaa have immigrated to Evangless to see if they cannot rise above the caste society they were born into, some even opening farishtaa-conversion labs on Evanglessian soil, opening up business for any willing elf.

Nationality Stories

Below are some nationality stories you can select. While most adventurers will only have one (if any) of these stories, you might find that several apply to you.

Royalist

Nationality Story

During the Civil War, you sided with the automaton armies of Emperor Deylus Luthricien, and thus get along better with other Royalists.

Militarist

Nationality Story

While the Civil War was raging, you fought against the rise of the current emperor, instead siding with the military coup and the majority of the populous.

Veteran

Nationality Story

You fought in the Civil War. Regardless of which side you were on, you have plenty of war stories that allow you to entertain fellow Evanglessians.

Settler of the West

Nationality Story

As a frontiersman out in the formerly gnome-occupied land of Western Evangless you've spent some time with ranch animals. You can easily calm and direct most forms of livestock.

Naturalized Tharmurian

Nationality Story

Whether you welcomed them with open arms or scorned the advances of their army, Tharmuris and its people now bow to the Evanglessian throne. Your white hair and pale complexion make other Evanglessians see you as a foreigner.

Evanglessian Nobility

Nationality Story

As a member of a noble house in Evangless you are given unrestricted access to government-run buildings, save those requiring high levels of clearance.

Adopted by Evangless

Nationality Story

You may not have been born here, but the open-minded culture of Evangless has thoroughly assimilated you. You may have one nationality story from a different nationality. If you previously had more than one, you may choose which story to keep.

Ayodin of the Exodus

Nationality Story

Requires: Ayodin

You left the armies behind during the Hurricane Wars, joining the "surfacers" in their fight against his genocide. You're held in high regard by Evanglessians old enough to remember yet young enough to care.

Dalvozzeans

[dal-vohz-zee-yuhnz]

Dalvozzea is the jewel of Rilausia, a nation which plays host to the High Rilausia Forest, the dense jungle which covers nearly the entire country, known for its scenic vistas. Dalvozzea is the only farishtaa-ruled nation in Rilausia, ruled by the Nine Wings of Divinity, the most elite members of the farishtaa Day Society. They insure the elves never rise above their second-class status, cementing their national power base. Dalvozzea is very inwardly focused, as almost every city and region is self-sustaining. They have very little contact with their continental neighbors and many farishtaa never leave their home cities.

The social structure of Dalvozzea focuses primarily on the farishtaa. Powerful members of the race known as Day Society, a caste of winged farishtaa, rule absolutely over the Night Society, the average farishtaa. All farishtaa hold sway over the elves, which dwell at the bottom of the caste system. Only a few places in Dalvozzea are elven friendly: Miadru and Adoipa, gnomish and elven settlements respectively. Adoipa holds the seat of Girazza, the elven scientist who invented the farishtaa, who regrets his discovery deeply.

Dalvozzea has little in the way of a standing military and relies primarily on mercenary components to support their endeavors. Their airpower, though limited, is a sight to behold, as farishtaas hold an innate talent for flight and aerial maneuvers and their vessels reflect those values.

These elite pilots and their vessels guard the nation's borders zealously with a sporting attitude, hunting airship pirates like noblemen on a foxhunt.

Ethnic Traits

Internationally known for their chestnut skin, preconcieved notions of Dalvozzeans changed with the creation of the commonly light-skinned farishtaa. Regardless of their race, the people of Dalvozzea are easily distinguishable by their hair. Thin and wiry without being weak, Dalvozzean hair comes in deep, dark shades of almost any imaginable color. Dalvozzeans are also taller and more slender than the norm for their respective races.

Used to their caste-based society, Dalvozzeans treat those in authority positions with respect. The obvious exception to this rule are the unknown number of Dalvozzeans living outside of civilization in the High Rilausian Forest. Many "citizens" still live off the land as nomadic hunters and gatherers. These brave men and women are far from primitive, many employing prototype technology to get what they need while still endeavoring to keep the forest intact.

Some Dalvozzeans fight against the rigid structure of their culture. Ashen Angels and other social movements (or terrorist cells as they're called by the government) believe the castes are outdated and oppressive, although these groups are relatively small.

Foreign Relations & Stereotypes

Dalvozzea is the newest of the Rilausian nations. This is a task they accomplished without enemies outside the Haudi Empire. Like Evangless, Dalvozzea stole their land from its Haudi rulers. Unlike their southern neighbor, Dalvozzea waged bloody war with the Hauds to gain their independence. With Haud-ruled Siyesh on their western border, tensions run deep between Dalvozzeans and Hauds from the motherland.

Dalvozzean patriots occasionally bicker with Izedans. Used to the lush flora of the High Rilausian Forest, the infamously well-educated Dalvozzeans see Izedan scavengers as ignorant people obsessed with useless ruins. Many Izedans are staunchly against the farishtaa-conversion process, another point of contension.

Some Dalvozzean youth are known to joke about the quality of Evanglessian education, since most Evanglessian aristocrats send their spoiled-rotten offspring to Dalvozzean universities. This stereotype fades with age, especially amongst Dalvozzeans who meet the numerous prim and proper Evanglessians visiting their cities for business, vacation, or school.

Dalvozzea isn't known for its waterways, and as such ayodin are a rare sight within its borders. Equally rare are Paldorans; Dalvozzea is simply too far north for the Paldorans, pirates or otherwise, to conveniently reach. Most Dalvozzeans have reacted to these facts by treating the ayodin and Paldorans they meet with upmost courtesy while thinking themselves ambassadors for their people.

Daion

Deep in the High Rilausian Forest, looming over the dense green canopies, rises the white marble towers of Daion. These towers form the homes for the farishtaas, the taller towers homing the wealthiest farishtaas. The tallest tower among them is Aeon's Summit. Atop the summit the Nine Wings of Divinity meet, the nine day-society farishtaas that collectively govern Daion and the larger affairs of Dalvozzea.

The Day Society spends their time in comfort and laziness. These farishtaas overlook the forest from their high terraces, living decadent and sometimes immoral lifestyles. The universities of Daion are housed in these towers, where nobility send their children from all over Rilausia to study. Daion is well known for having the best pilots, and the nobility will often pass their time hunting for airship pirates like the Evanglessian gentry hunt foxes.

While the farishtaas live in white towers and comfort, the city of Daion below the canopy is something entirely different. Packed to the breaking point, Daion is an

amalgamation of elves, mercenaries, and people who are there because they can't go anywhere else. The canopy and smog-blowing factories keep the under-canopy of Daion dark even on the brightest days.

Nationality Stories

Below are some nationality stories you can select. While most adventurers will only have one (if any) of these stories, you might find that several apply to you.

Member of the Night Society

Nationality Story

Requires: Farishtaa

Nearly all farishtaa of Dalvozzea belong to the Night Society. The middle caste of your culture, you are free to enjoy all facilities in Dalvozzea except those places reserved for the Day Society.

Second Generation Farishtaa

Nationality Story

Requires: Farishtaa

As a child of two farishtaa parents, you have no knowledge of what it's like to be an elf, causing most elves you encounter to look upon you with jealousy.

White-Tower Mercenary

Nationality Story

Selected by the Day Society to protect their ivory palaces from the disgusting rabble below, you are held in equal regard to members of the Night Society. If you're both a White-Tower Merc and a Member of the Night Society, you enjoy a significantly larger amount of prestige than either group individually.

Ashen Angel

Nationality Story

The tattoo on your body of black feathers reminds you of the wings you will never possess. A rebel against the Day Society, you instantly get along with kindred spirits throughout Dalvozzea. Better cover your feathers though, law enforcement will treat you as a terrorist if they see your markings.

Elf of Adoipa

Nationality Story

Requires: Elf

You come from the elven city-state of Adoipa, run by Girazza the Devourer. Elves from other places look up to you as a scion of a future of equality which many see as impossible.

Savage Elf

Nationality Story

The concept of civilization is lost on you. You're much more accustomed to the life of a hunter and gatherer, travelling through the High Rilausian Forest, living as your ancestors had for centuries. You can easily survive indefinite amounts of time in any forested area without provisions.

Highborne Elf

Nationality Story

Requires: Elf

Some elves can trace their lineage to the noble families who lorded over their fellow elves before the farishtaa were created and seized control of elven society. While still looked down upon, you are held in slightly higher regard than the average elf.

Miadruid

Nationality Story

Requires: Gnome

Primarily consisting of gnomes, the province of Miadru is free from the caste system of Dalvozzea... at least while no Day Society member is visiting. You get along royally with Dalvozzeans who do not ascribe themselves to the Day or Night Society.

Nine Wings of Divinity

Since Raviziel formed the Nine Wings of Divinity over a century ago, the Nine Wings have stood as the permanent and unyielding backbone of Dalvozzea. Composed of only the nine most elite winged farishtaas - the day society - the Nine Wings served as a symbol of Dalvozzea's new angelic grace, meeting atop the enormous Aeon's Summit that scrapes against the heavens.

Two years ago, the Nine Wings' pristine image was shattered. Its founder, Raviziel, lost control. Girazza gained primal control over his body, and the angelic Raviziel, the first farishtaa, reverted back to its original owner - Girazza, the elf that created the farishtaa conversion process. Enraged, Girazza tore off his own jaw and replaced it with an essence-devouring mechanism. In one night, he killed three members of the Nine Wings and drained their body of all synthetic essence. He left a fourth member half-drained and stark mad. Within the same night he started a revolt in the undercanopy that would become known as the Night of Feathers.

Girazza left the Nine Wings with only five surviving members, one of which with little sanity intact. They've since had to rebuild and work to recapture their decimated image. With four new members, the Nine Wings are doing everything they can to reclaim the order they once commanded.

Izedans

[ai-zee-dahnz]

Of the human nationalities, the izedans are perhaps the most peculiar. Hailing from the vast deserts of Izeda, few could imagine anybody calling that hellhole a home. Yet the izedans have done just that, and their culture reflects their harsh climate.

Sometimes known as the sunborne, the izedans have pale, almost yellow, skin. They're commonly bald (and women often shave their heads), and many of them develop miscolorations on their exposed skin.

Izedans live as scavengers. Though there are some Izedan cities, they are rare and far apart. Izedans often live as nomads, tending their herds and living off what little the land provides. They're quite accustomed to the heat, and survive well in poor climates.

The entire culture has an almost religious devotion to pain. Ritual scarification is well known through Izeda, and pain is a daily part of life. Adulthood is proven through tests of endurance, and, by proxy, the medicine men of the Izedans are some of the best in the world. Izedans rarely stagger under a blow, having spent their entire lives pushing themselves to the extreme.

Despite their unusual customs, the Izedans can be quite hospitable. Izedans cherish their friends and are highly protective of them. A friend of Izeda is a man with a long life ahead of him. Nonetheless, Izedans often have a hard time relating to and understanding most other cultures, and Izedans who leave the desert adapt poorly to the comforts of modern, industrial living.

Though Izedans are not as engineering as the other human nations, they do well with what they have. While others have created powerful rifles, the izedans still hold true to their crossbows; and their steam-powered, high caliber crossbows are some of the most vicious weapons ever seen. Izedans travel in large armored caravans, pulled by great beasts of burden that only the Izedans could tame. Izedan merchants will often work along the outskirts of Izeda, bartering off their unusual collections in exchange for food and other knick knacks they can trade elsewhere.



Ethnic Traits

Short and stocky, the bleach-white skinned Izedans are a hardy people, bred to last in the harsh desert wasteland of the Quist. Stereotyped as being jolly and flippant, Izedans are extremely hard workers who live off of whatever they can scavenge. Lovers of tall tales, many outsiders consider it an incomparable experience to sit and watch an Izedan campfire. Most Izedans have little hair on the tops of their head, although they have no difficulty growing thick mutton chops or full beards. Of the few Izedan satyrs, many cut or trim their legs to avoid heat stroke.

Elven Izedans, many of whom have family lines in the Quist predating the rise of Izeda, are completely intermixed with their non-elven compatriots. They are held as equals in Izedan caravans and have, over time, grown to appear distinctly different than the elves who inhabit the rest of the continent. Izedan elves have spines more bent than their forest-dwelling peers, with longer, thicker arms they sometimes use to run on all fours. Their skins' texture is rugged to the touch and light-brown in texture, making them camoflauge into the sand more easily. Their hair is also longer than the average elf, shielding their long backs from harmful sunlight and keeping them cool when they need to be. Because of their separation from the castes of Dalvozzea, most Izedan elves see the farishtaa-conversion process as a shameful equivalent to suicide and refuse to partake.

Foreign Relations & Stereotypes

Izedans are an amicable people who rarely have problems with anyone. In addition, since they are hardly a true nation, they rarely deal with foreign affairs or politics of any kind. The Quist may house the ruins of Izeda, but no nation cares particularly for claiming a stake in anything lost in its burning sands. Izedans and their neighboring gnomes of Valdru have always had good relations, the former often trading scrap parts for sustenence from the latter. Many Valdruid gnomes have joined Izedan caravans over the years, hoping for adventure and discovery. Izedans and Hauds have never gotten along. Fueling this fact is the knowledge that they are the longest surviving nationalities on the continent, both predating recorded history. Their mutual longevities have given the two groups centuries of chances to be at each other's throats. Satyrs and Izedans from all walks of life are inseparable allies as long as they stay outside of a bar.

Izedans were entirely separated from the brutal Hurricane Wars, though many left to assist their allies abroad. The vast majority of Izedans have never seen an ayodin before and are often known to act like curious schoolchildren upon first meeting one. Evangless was the main reason why many Izedans joined against the seawater ayodin. At the time, numerous Evanglessian anthropologists were studying Izedan culture when they recieved the radio transmissions of the coastal attacks. Young Izedans wanting to prove themselves as impassable warriors followed the anthropologists home and enlisted in the Evanglessian military.

Nationality Stories

Below are some nationality stories you can select. While most adventurers will only have one (if any) of these stories, you might find that several apply to you.

Disciple of Pain

Nationality Story

You follow the Severing. You have ritually scarred yourself in honor of your heritage, following in the path of the Scarred One who fought off the fearsome Hauds and survived when none could. You have no fear of pain and have made it part of your life. Though you may die from wounds, pain will not slow you down.

Raised to Scavenge

Nationality Story

The ancient deserts of the Quist hold many secrets, pieces and parts that must be cobbled together to make new treasures. You were raised to take the trash of the desert and sell it for a living. To you, even the most petty of objects can be scavenged and sold in the market.

Asagnu Caravaneer

Nationality Story

The caravan of the ancient Izedan kings, you are of the caravan that is most strong, most proud. No other caravan can match yours in terms of military might, tradition, or breadth. All other caravans are beneath yours, especially the Caravan of Sapience, the superstitious rebels that caused the Izeda Kingdom to collapse so many years ago. All other caravans should pay yours with the rightful respects.

Caravaneer of Sapience

Nationality Story

You are from one of the branches of the oldest, most sacred caravan: the caravan of Sapience. Sapience, the Queen of Vultures who rules over southern Izeda, will always look over you. You have a strong affinity with vultures and know many who have kept them as pets. The dead are a source of food, and flight is best fit for the birds.

Sunrage Elf

Nationality Story

Requires: Elf

You are an elf from the harsh deserts of the Quist, living and growing among the Izeda people. You are not used to the normal prejudices that elves from the north experience, but you are stalwart and proud, ready to bear any obstacle. Outsiders will often fear you for your unusual appearance, but you can weather even the worst of comments.

Paldoran Exiles

[pal-dohr-anz]

Flying the skies of Tephra, the Paldoran Exiles live in enormous Stormships, raiding and pillaging towns for food and supplies. Years ago, the lands of Paldorus were ravaged by radiation that destroyed the land and mutilated the populace. Today, many of the survivors live in these enormous raiding ships, dooming any town they mark as their prey.

The Paldorans are a proud, strong people. They're easily identified for their dark brown skin and eyes of icy, almost crystalline, blue. They've grown accustomed to the harsh living above the cloudlines, where the cutting winds and chill make life constantly difficult.

Lead by powerful airship captains and faithful to the Infernal Jinzium Church, the Paldoran Exiles have become a force to be reckoned with. They prowl the world with advanced weaponry developed during the Hurricane Wars and have lost their remorse for the other nations that they must now pillage in order to survive. For Paldorans, survival of the fittest is not just an empty phrase. It is a way of life.

Ethnic Traits

The darkest-skinned ethnicity on Rilausia, Paldorans are also known for their bright blue eyes which, up-close, look almost crystalline. While most Paldorans have dark hair which refuses to grey with age, many Paldorans have opted to dye streaks of their hair silver or gold tones to increase their individuality on Stormships where military uniforms are the unrelenting dress code.

Foreign Relations & Stereotypes

Paldorans are far from the most popular nationality on Rilausia. Ostracized for their refugee status, Paldorans inside and outside the fleet suffer from untrusting glances from most people they meet. Exiles have recieved the warmest welcome from the open-minded Evanglessians.

Many Paldorans have a minor phobia of Zel Hauds. Archduke Zimarati of Zelhost seems to enjoy shooting down Paldoran airships, although he hasn't shown issue letting landborne Paldorans into his borders to work in his innumerable foundries.

Paldorans have the most trouble dealing with saltwater ayodin. Still openly hostile with each other, the start of their sour relationship was the Hurricane Wars. The Paldoran air force used aether-based cannons to superheat patches of ocean, literally boiling ayodin legions alive. Paldorans now avoid flight over the oceans, for it would lead to bloodshed.

Becoming Exiles

For years the Paldorans led the world in numerous scientific advances. During the Hurricane Wars, the Paldorans were the undisputed leaders in wartime technological advances. Though they can't claim that they invented aether resonation, they pioneered many of the advances thereafter. When the freshwater ayodin came ashore, it was the Paldorans that took the graviton sphere engines of the ayodin and began building ironbirds and skyships. For years, the Paldorans defended their coastlines against ayodin attacks, using enormous engines of war, super-heating their water with aether, and flying over the oceans in enormous airships. But those advances would also be the Paldorans' undoing.

A decade ago, a rash of diseases spread across Paldorus. Physicians compared it to radiation, for the infected's skin would grow dry and cracked, almost like stone. Over 70% of the infected died while 20% survived with the unusual skin deformities. A rare few survived with few, if any, visual defects, as their bodies learned to cope and repress the radiation.

The infection did not stop with the populace. The fields of Paldorus were decimated by the radiation. In hindsight, the Paldorans could have seen the plague coming, for it hit the crops first. What crops it didn't kill, it mutated and changed, making the food virtually inedible.

In the midst of the plague, scientists discovered its source: the aether resonators that Paldorans relied on in their everyday life. The resonators that the Paldorans had manufactured for war were leaking radiation across the nation, and, over time, had begun to kill and mutate everyone who used them on a regular basis.

The people panicked. Many turned to the Paldoran church - Infernal Jinzium - for guidance. And the church responded, revealing a plan to escape the radiation that had claimed their homeland. The church unveiled enormous graviton spheres, none smaller than a house. These graviton spheres were beyond the scope of any known spheres currently in use today, and the church already knew how to use them. "We have begun work on new ships, ships that will carry an entire city's worth of people," said Lucius Yaroslav, the head of the Infernal Church. "Jinzi has given us these gifts to raise our people out of Paldorus! With them, we shall build the Infernal Colony Ships and live among the clouds, closest to our savior, Jinzi."

These Infernal Colony Ships were built, constructed of mismatched parts on a solid steel frame. At their heart, the enormous graviton spheres found by the Church. With the king's blessing, the church appropriated numerous airships, breaking them down to basic components and using them to build their colony ships. Millions moved to Erodin, the Paldoran capital, as these ships were built, expediting

the process, but also clogging the city with miscreants and refugees. And, after a year of work, the Infernal Colony Ships were prepared.

These ships would become known as Stormships across the rest of Rilausia. At their smallest, they carried tens of thousands of Paldorans escaping Paldorus. From a distance, it is said, a Stormship looks like an encroaching storm cloud.

When the Stormships lifted off from Paldorus, they did so leaving their king and families behind. Paldorus was splintered. The colony ships were built simply to wait out the radiation and return to Paldorus soon thereafter. But luck was not on their side.

Deal with the Devil

King Agyros Caeliph was an ancient king. His two sons left in the Stormships - one as a captain, the other as a ranking member of the Infernal Church. The king knew that his land would take many years to recover. He knew that the Valdruid gnomes to the west and the Zel Hauds of the north were being overrun by Paldoran refugees (and, in the case of Zelhost, the treatment of the refugees could, at best, be described as poor). The king needed a way to improve the quality of Paldorus's land, and quickly.

He contacted Jayro Tiin, a gnomish merchant lord who governed the city-state of Ristvale. Ristvale had been accepting of the Paldoran refugees, and Jayro Tiin had a reputation for his understanding of bio-engineering and the gnomish growth sciences. Jayro Tiin made a deal with the Paldoran King to restore the land of Paldorus - and, he'd do so for free.

Though the king accepted the deal, he would only later realize that Jayro's definition of free was well out of his price range. Jayro Tiin unveiled his most wicked machine and ran death and mutations across Paldorus. He caused the nation's vegetation to grow and run wild, Jayro using Paldorus as his own enormous scientific experiment. By the time the Stormships could return to Paldorus, there was no homeland left to return to. The nation was overrun by wild, mutated creatures. The people that survived were more monster than human, and the Paldoran exiles had no where to turn to.

Nationality Stories

Below are some nationality stories you can select. While most adventurers will only have one (if any) of these stories, you might find that several apply to you.

Signs of Radiation

Nationality Story

You thought you had escaped the radiation, but your skin has since started peeling, graying, turning to ash. Though it's minor and purely on the surface, the signs are obvious: you were irradiated.

Stowaway

Nationality Story

When the stormships left Erodin, many people could not fit. But, where your name was not on the list, you made room for yourself. You stowed on board, hiding in the underbelly of the ship. Perhaps you were discovered and sent to the surface. Perhaps you were discovered and made yourself useful. Yet the facts remain unchanged: you were not invited to the stormships, and cannot be a citizen of the colony.

Chosen by Jinzi

Nationality Story

Many were invited to join the Infernal Colony Ships of Paldorus, but you were personally asked by a member of the Infernal Church of Jinzium. You were chosen by the sun god to lead the Paldoran people away from the mutated land and into the skies. Let none doubt your worth.

Paldoran Militant

Nationality Story

Where the church built the ships, it is the Paldoran military that runs them. You are or were a member of the Paldoran military, commanding the ship and leading the raids that supply it. If you are noted as a Paldoran militant in most other nations, you will be, at best, shunned. At worst, hung for crimes of piracy. But a militant must do what is necessary to ensure that his people survive, and you did nothing less than that.

Grounded Exile

Nationality Story

You were a citizen aboard an Infernal Colony Ship, but you committed an act or were not found worthy enough to stay aboard. Perhaps you were not keeping pace with your peers. Perhaps the ship could not support its population. Perhaps you committed a crime and were sent to the surface. Either way, you were grounded and may not return to your original stormship. You are no longer a citizen of the Air Empire.

Stormship Engineer

Nationality Story

When the stormships were being built by the Church, you were hired to work on them. When they lifted off, you lived in the engine rooms, working as an engineer, ensuring that the ships stayed aloft. Your position, perhaps more so than even the ship's captain, was the most important. Among other Paldorans, you are shown great respect for your work. You have extensive skill with Engineering and automatically start off with a point in that skill.

Zel Hauds

[hawdz]

The Haudi Empire once stood dominant across the continent, the complete rulers of their domain. The Hauds consider themselves the blessed race, and the slow collapse of the Empire has done little to dissuade them of that notion. The seat of their fallen Empire lies in the rugged northern lands of Siyesh among tall mountains and rough terrain. A people forged in harsh conditions, the strength of the Hauds reflects their motherland.

The Zel Hauds themselves live far from their ancestral northern home. Separated from Siyesh by the massive Evangless, the Hauds of Zelhost, often shortened to Zel Hauds, are an industrial people whose countryside is carpeted with manufactories, warehouses, and chemical plants from border to border. Under their peerless leader Archduke Zimarati, the Zel Hauds have been growing increasingly independent from the northern throne. In the matriarchal land of Zelhost, you must prove yourself worthy of power and respect. To Zimarati's people, the failures of the Haudi Empress in Siyesh have cost her their respect, although she still clings to their loyalty.

Ethnic Traits

For most Hauds, six feet is considered short. Easily the tallest of all the ethnicities, Hauds have bred themselves to be lofty in height, physically strong, and built to beat people to a pulp when it is called for. Haudi women are actually taller than the men, and women hold significantly more positions of power than their male counterparts. Hauds are known for their thick, course hair of light colors, but their varied skin tones are all colored in dark shades that many people say resembles stone. Their features are all very pronounced, their jawlines rigid, and their teeth, always frighteningly white, are long and sharp looking, making them look as feral as a civilized people can.

While Siyeshi Hauds dress in traditional flowing leathers and cloths depending on the heat, Zel Hauds augment these outfits with more modern Evanglessian eccentricities such as derby hats and ties.

Foreign Relations & Stereotypes

The Haudi Empire has a proud history of advancing the sciences and never taking no for an answer. The means to this end, the Hauds built their empire on the backs of enslaved humans, gnomes, and satyrs. There are scant few ethnicities in Rilausia today that can't find ancestors who were enslaved by the Haudi Empire. The Empire pioneered the fields of alchemy and bio-engineering (though the gnomes played a vital role in bio-engineering). After all, it was the Hauds who bio-engineered the satyrs, a species created to be the ultimate servants of the Empire.

In the years since the Empire's decline, the capital cities in Siyesh have crumbled while the industries in Zelhost have prospered. While their Siyeshi sisters still see the satyrs as their property, Zel Hauds, much more kindly, see satyrs as a simple-minded inferior creatures whose only use is serving their mother species. Some Zel Hauds still keep satyr slaves, although this is a dying trend. Most satyrs of Zelhost are employed as low-level factory workers and servants.

Despite being so greatly separated from its motherland, Zelhost has inherited much of the long held racism and elitism toward its surrounding nations. Izedans and Evanglessians care not that Zelhost has rejected Siyesh as its sovereign; a Haud is a Haud. In return, after witnessing the rise of Evangless in his country's backyard, Archduke Zimarati stays ready to invade his fledgling neighbor at the first signs of aggression. Zimarati also has an invasion of the largely abandoned Paldorus on his military agenda, unbeknownst to the Paldoran migrants now working in his foundries.

The invasion of Khemli, Zelhost's capital city, was one of the first major battles of the Hurricane Wars. Ayodin bombers levelled the city using graviton technology that far surpassed the Haudi Aero-Navy at the time. In response the Zel Hauds did two things. The first was filling their nation with advanced anti-air guns and far reaching train tracks to move them. The second was throwing the few ayodin found within their borders into wartime prisons. In the years since the war Zel Hauds have moved past this paranoid racism; the families of the ayodin victims have not.



Nationality Stories

Below are some nationality stories you can select. While most adventurers will only have one (if any) of these stories, you might find that several apply to you.

Imperial Traditionalist

Nationality Story

While you are a citizen of Zelhost, you pledge allegiance to the true rulers of the Haudi Empire: the empress in Siyesh. You get along with Hauds from Siyesh far better than your countrymen, who feel a foul taste in their mouth whenever you fondly talk about "the old country."

Matriarch

Nationality Story

Requires: Female

Haudi culture is run by powerful women and you happen to be one of them. Haudi men feel compelled to bow to you on sight.

Satyr Servant

Nationality Story

Requires: Satyr

You formerly were, or unfortunately still are, the vassal of a Haudi lord. Muscle memory makes you flinch or cower when a Haud raises his hand to strike you outside of combat.

Honor without Etiquette

Nationality Story

While outsiders may see you as uncouth or low-class, other Hauds see right to your core. Your countrymen can tell how respectable you are with a single glance.

National Passtime

Nationality Story

Hauds are known for their mastery of the alchemical sciences. You know a little more about alchemical theory than the average person, giving you a +4 to Sciences when attempting to determine what augments an alchemical solution contains.



Organizations

The Brimstones

Sovereigns of dust and dirt for as far as the eye can see, the Brimstone Gang rules the western wilds in the name of the cattle barons who fund and support them. They enforce the laws of the land, although these laws are more often than not of their own creation. The Brimstones also keep a keen eye over the ranches and homesteads of their territory.

Begun by the cattle barons of western Evangless, the Brimstones are a loose coalition of former gangs and ex-convicts brought together to keep the barons in power. With numbers and monetary backing, the Brimstone Gang has become the new aristocracy of the western wilds through service to the barons, and they mean to keep it that way.

With a reputation for political assassinations and similar dirty deeds, the Brimstones operate solely for the sake of money. No job is beneath them as long as the pay is high enough. With the numbers they possess, the completion of a job is often a matter of quantity, not quality, but results are results in the Brimstones' eyes. The versatility of their members, covering everything from simple thugs to stellar marksmen, ensures well paying jobs as the norm.

The Brimstones believe in small government, preferably with their own members sitting in seats of comfort and power. They discourage the other powers from eastern Evangless from interfering in their business and will use force to discourage interventions if inspectors and legislators get too nosy.

Brimstone Thug

Membership Story

You've worked as a member of the Brimstones to ensure the proliferation of the cattle barons' rule of frontier Evangless. In return, you can get non-market worthy beef for free from any cattle baron you've worked for.

Small Government, Big Gun

Membership Story

You won't stand for city folk nosing in on the Brimstones. While on the land of a western Evanglessian cattle baron, you have a +2 to resisting intimidations by non-military government officials.

The Carnival

Synonomous with insanity and anarchy, the Carnival is a nation-wide underground organization filled with the allegedly mentally infirm. Though they seem insane (and claim to be nothing but), stories and rumors abound about the Carnival's efforts against unjust rulers and useless royalty. Under the guidance of Varas Dyrashi, their charismatic front-man, the Carnival is the greatest fear of corrupt government officials regardless of their sphere of influence. Around them stand the public faces no one suspects - the butcher, the haberdasher, the midwife. Members of the Carnival can be found every where and from every walk of life, if one knows where to look.

Always appearing disorganized in the general public, they made a scene during the Evanglessian Civil War when they captured a near complete fleet of airships and routed a Crimson Marshal's forces. Rather than siding with the royalists, the Carnival took their new-found fleet and put it to use terrorizing the local aristocracy who suffered from rumors of overtaxation and a lack of upkeep for their citizenry. Many leader still cave at the sound of the Carnival's bombastic anthem before a single hostile action is taken. Often the fleet will disappear just as rapidly as it arrived, returning to hangars unknown.

Insane or just unpredictable? The average Evanglessian remains still uncertain, the Carnival intent on keeping the status quo. Regardless of spontaneity, the Carnival can always be counted on to show where there is social unrest, either as instigators or arbiters.

Carnie

Membership Story

You've joined up with the Carnival to fight against corrupt leaders to build a better Evangless. If you can get into contact with a Carnival airship, you can hitch a ride without issue, although the ship's captain still determines the ship's path.

Carnival Performer

Membership Story

You are a member of a Carnival sleeper cell. Whether working alone or with others, you act indistinguishably from the average citizen on matters of politics until it comes time to stop active tyranny. Constantly searching for abuses of power, you can instantly spot other Carnival members just by speaking with them for a few brief seconds.

Coaldust Unions

Colloquially known as the Coaldusters, the Coaldust Unions were conceived to protect the rights of laborers employed in the mines and refineries of Evangless. Stationed originally in the heavy strip-mining areas of the mountains around Varsylis, the Unions have spread across Evangless to encompass all industries, from coal to railways to textiles and everything in between.

The Unions at one time used strikes, minor sabotage and blackmail to draw attention to their cause, working against big businesses who ran the mines. The corporations they rallied against made use of the LaVrey National Detective Agency to put a stop to the labor disputes whenever they grew out of hand. This forced the Coaldusters to find another method of working towards their goal.

Another nonprofit, the Sons of Strife helped ensure the Coaldust Unions' success by contributing funds and time. As a result of these cooperations many Sons are also Union members, helping find the youth in the Sons to find employment through the Coaldust Unions' many labor networks.

Today the Union has improved workers lives significantly, in many cases cutting work-related casualties and incidents by as much as fifty percent. Like all large bodies, though, corruption has taken hold. It is not unheard of for some local union leaders to withhold wages or not pass them out correctly, sometimes forcing laborers to work unpaid. These events are few and far between, and no one can doubt the good the Union has wrought in the large part.

Coaldust Laborer

Membership Story

A unionized member of the workforce, you've joined one of the Coaldust Unions. Never shall you or your friends work in hazardous conditions. You have a +4 to Notice when trying to tell if a place of work is unfit for workers, although you may not be able to tell why.

Coaldust Protestor

Membership Story

You've picketed against big business taking advantage of the powerless wage-slave. When you fight against mistreatment of workers, you'll always find any employees that share your views.

Fulbourne Society

Old wood chairs, tobacco-stained tables laden with finger-foods, and a snifter of cognac are the trappings that surround the Fulbourne Society. Founded long ago as a simple aristocratic fraternity, these gentlemen have since become the premier experts in social maneuvering. Using their resources, they can find out anything about anyone, provided they care enough to try.

Steeped in ritual and procedure, the Fulbourne reserve their membership for only the most exclusive of old families. They view the new money, the entrepreneurs, as interlopers beneath their proven nobility. They show their attitudes in holding members-only events where all arrive in opulent horse-drawn carriages heralding back to a time before their old money was all that old. The maxim, "You can't join the Fulbourne society unless you're born to it," blankets everything they do despite being less than true. Ever-so-often, new blood does manage to enter the ranks, but they are often "recently rediscovered old family material."

The Fulbourne Society is very resistant to change. They act as though the civil war never happened and stand staunchly behind the traditional role of the Emperor. Upstart movements such as the Brimstones and the Sons of Strife (and before them, the Militarists) infuriate them, leading the Society to act against them as often as possible.

While stagnant and elitist, the Fulbourne Society has remained a part of the backdoor political scene in Evangless for many generations. And though their aid may be difficult to enlist, the information they provide is never wrong.

Fulbourne Initiate

Membership Story

Invited for and forged through a series of unknown initiation rituals, you are a member of the Fulbourne Society. You have brothers and sisters in high places, granting you access to hidden Fulbourne lodges, most commonly found in the mansions of the long-lived rich.

Fulbourne Scout

Membership Story

You were trained to find new potential members for the Fulbourne Society. When reading tells on a target, a tier 2 result or higher will also tell you whether or not they're old money.

New Blood Fulbourne

Membership Story

You somehow managed to worm your way into the Fulbourne Society despite having no lineage to speak of. No doubt you faked having noble lineage or tricked a Fulbourne scout with your silver tongue. The elite of the Society will keep extensive records on your dealings with them, which they courteously grant you unrestricted access to.

Highflyers

The founders of the Highflyers were once the elite aces of Evangless. Several still are, though as time progresses they spend less and less time in the cockpit. Still, many of these older men can outmanuever the best of the standing Evanglessian Air Fleet.

During the civil war, these pilots were drawn together at a four-star bar in Aldamiir called the Silver Lining. These men eventually became known as the Highflyers, garnering members from the both armies, to the point where pilots for each side would paint the organization's emblem on their fuselage and engage each other in honor duels if they spotted a rival in the opposing forces. Unfortunately this led to bad blood between members from opposing fleets. Most of it consists of swaggering talk of professional rivals, but the club still suffers sometimes lethal scrapes between members. Sanctioned duels held in secret are commonplace among the younger members, though death is thankfully rare during such events.

The Highflyers welcome all pilots, from those who fly weighty airships to sleek ironbirds and everything in between. The nature of the club's founding, though, inevitably leads the ironbird majority to look down on other pilots, given the recent prevalence of ironbird use within the military. Regardless, there's no better place to go in Evangless for piloting tips from the best.

Highflyer

Membership Story

You've earned enough commendations as a pilot to be invited into the luxury world of the Highflyers. You have the ability to requisition Highflyer badges and plates to prove your membership. Displaying them on your person or your vehicle will allow you to fly unrestricted through Evanglessian aerospace.

Civil War Ace

Membership Story

You were a Highflyer during the Evanglessian Civil War. Since former foes are now fellow Highflyers, you're practiced in the art of nonlethal midair dueling. You can arrange Highflyer-sanctioned duels without the need of other Highflyers.

Legendary Highflyer

Membership Story

Not even the Highflyers question your legendary piloting skills and your sheer power of presence. You have a VIP pass to the Silver Lining in Aldamiir, allowing you to skip any lines on the way in.

LaVrey National Detective Agency

Founded by Jordana LaVrey, the LaVrey National Detective Agency has become known as the foremost security force for hire in Evangless, as well as the largest. Primarily employed and stationed in western Evangless by the cattle barons and the railway companies, the LaVreys are composed of security personnel from all walks of life, incorporating mustered-out specialists from the Evanglessian army to mercenaries on contract work and more.

From riding shotgun across an unfinished stretch of rail to guarding cargo through the worst of the lawless wilds, the LaVreys have earned a name for themselves as the best (and most) bang for your buck outside of the big city. Many bandits will outright abandon a job if signs of the LaVreys are about. Their reputation has earned as many enemies as it has potential business, however, and many times bandits will attack a LaVrey warded target simply to test their mettle against the LaVrey reputation.

Jordana LaVrey herself is a woman in her early thirties who built her agency with her force of presence and self-established network of contacts stretching as far as the cities of eastern Evangless. She is a tall, strong-bodied woman striding through the tumult of battle wielding an enormous handheld gatling gun. Her continuous campaigning within the eastern part of the country has won the LaVreys several exclusive contracts with the government, including staffing guard positions for government cargo trains.

Be it a private investigation, a rumor of corporate sabotage, or even an average citizen in need of a bodyguard, the LaVrey National Detective Agency meets all challenges with indomitable enthusiasm.

LaVrey Agent

Membership Story

You've been hired by the LaVrey National Detective Agency. You will periodically receive notice of available jobs for you to take through the mail or via radio transciever.

LaVrey Detective

Membership Story

You've established yourself as a member of the LaVreys. You can flash your shiny membership badge to prove your combat prowess and reputation, although most people outside of eastern Evangless will have no idea who the LaVreys are.

LaVrey Train Guard

Membership Story

You're commonly hired to protect cargo trains as they cross Evangless. You can generally stop any Evanglessian cargo train you're riding by showing your credentials to the train engineer.

Renovators

Founded by an inventor named Jed K. Sampson in the wake of the civil war's destruction, the Renovators have become a respected institution across Evangless. With posts in every major city and smaller travel stations scattered about, they are everywhere one needs them to be.

Jed believes that the many recent wars endured by Evangless have shattered Evangless' precious landmarks and robbed the nation of key parts of its past. While many of those structures were old and outdated, it was better to have them refurbished than to have lost them completely. The Renovators were conceived in order to rebuild the lost landmarks and adapt them to the current Evangless.

The Renovators have a significant amount of resources. Some say their coffers fill from Jed's own pockets, others from investers with personal stakes in the Renovator's success. In truth, their wealth comes primarily from commissions from wealthy patrons with worn and torn edifices, as well as its members own pockets and other philanthropists. The Renovators consist of scientists, architects and inventors who contribute to the design process. They also contain untold numbers of laborers and security. They excel at finding out historical information and figuring out how things work, thanks to a network of analytical engines.

The Evanglessian government recognizes their architectural prowess, and as such most of the new cities built following the civil war were commissioned work of the Renovators. Despite this, they see Evangless as it once was and seek to restore her to her former beauty, aided by every willing and able set of hands who cares to join.

Renovator

Membership Story

You've volunteered to join the reconstruction effort. Whatever your talent, you've taken it upon yourself to restore Evangless to her historic majesty. You have free access to pictographs of Evanglessian landmarks and buildings, when and where they exist.

Renovator Foreman

Membership Story

You've led groups of Renovators to build or rebuild works of art, whether a simple building or an intricate sculpture or anything in between. When you have access to a Renovator analytical engine in-person or via radio it takes you no time at all to gather all historical records on available subjects.

Renovator Designer

Membership Story

You've proven yourself as a planner, organizing Renovator efforts on various projects. You have easy access to Renovator laborers provided they are used for Renovator-sanctioned projects.

Sons of Strife

Founded by middle- and lower-class survivors of the Hurricane Wars and the Evanglessian Civil War, the Sons of Strife are the people who were forced to rebuild after decades at war. While many are actual sons and daughters of war veterans, the organization has branched out and enveloped all people coping and adjusting to the wartorn Evangless. Just as their parents, siblings, and friends fought for their lives, now the Sons of Strife fight for change.

The leaders of the Sons believe the dysfunctional interplay of the military and aristocracy of Evangless caused its civil war. Their goal is a complete restructuring of society, where people make decisions for the sake of people, as opposed to the Emperor or his Crimson Marshals deciding on their behalf. This view, while radical, is shared by most Sons, although the more conservative members are fine with the Emperor's power, as long as a parliament can be founded as a regulatory agency.

The Sons began moving politically, calling for a reconstruction and evaluation of the monarchy and the legislative process. Their cries for a regulatory parliament soon began to echo among the less wealthy and rural citizenry, and the movement overtook numerous regions, especially those once occupied by Evanglessian Militarists. During this time, the Sons of Strife cooperated extensively with similar social movements, most notably the Coaldust Union.

Believers in the notion of fair rule, the Sons of Strife aim for nothing less than a social revolution. Their movement is rapidly building steam, though against the implacable weight of Evangless's long standing military heritage their goals are far from achieved.

Son of Strife

Membership Story

You've joined the Sons of Strife in their push for regulation in government. Your political affiliation will find you friends amongst Militarists, Coaldust Union members, and fellow Sons.

Born a Son

Membership Story

You were a member of one of the many widowed families who helped build the Sons of Strife. Whether you agree with them or not, your thoughts on Evangless' government interest many political journalists looking for a good quote for a filler article.

Charitable Daughter

Membership Story

You are one of the beloved Daughters of Strife, who work to bring prosperity back to the lower class throughout Tephra. The charitable daughters of strife are well respected and loved and will find allies in the lowest of areas.

Background Stories

Background stories can normally only be chosen at character creation. On occassion, a background story might appear later, if, by chance, the game takes a long break and the character goes off and spends several years bartending. When he returned to active adventuring again, he might have gained a new background story. Otherwise, characters will choose or be given background stories at character creation.

We normally recommend that you select one background story, but you or your narrator might allow you to take more if you'd like. If you don't find any background stories to your liking, feel free to skip them, or - if you're feeling quite adventurous - make your own!

Background Stories - Listed

For your easy reading, here are the background stories, in a simple, skimmable list format.

- Airborne
- Bartender
- Burglar
- Cattle Wrangler
- Chef
- Clergy
- Conductor
- Cowboy
- Cutpurse
- Forgery Artist
- Forest Gatherer
- Gambler
- Gentry
- Handy Craftsman
- Kinematician
- Lawman
- Librarian
- Lumberjack
- Mariner
- Moneylender
- Mysterious Twin
- Nobility
- Physician
- Railway Worker
- Repairman
- Rodeo Rider

Airborne

Background Story

Whether it be standing on the wing of a flyer, using levitating gadgets, or wearing armor augmented with the ability to fly, you've trained yourself to fight unhindered in the air.

Bartender

Background Story

With bartending on your resume and the right ingredients at your disposal, you know how to mix any beverage a bar patron orders.

Burglar

Background Story

Life as a thief has taught you how to spot valuables on a target. When using your cunning, you automatically score one tier higher to determine what a target has in their inventory.

Cattle Wrangler

Background Story

Thanks to your experience with a lasso, when attempting to grab an animal with a whip you gain a +1 on your accuracy roll.

Chef

Background Story

From a simple baker to the king's personal soup cook, you've had some experience as a chef. Whenever you roll your sciences to determine the quality of your cooking, roll twice and take the higher result.

Clergy

Background Story

Requires: Faith Membership Story

Thanks to your experience giving sermons from behind a pul-

pit, people of your faith trust you. When attempting to persuade someone of your faith to do something, you automatically score a tier higher.

Conductor

Background Story

As a former train conductor, you're used to the layout of different train models. You instantly know the functions and layouts of any civilian train car.

Cowboy

Background Story

Long stretches of time spent on cattle drives has taught you how to keep watch over the herd while still resting at camp. When using Cunning to scout for enemies during any breather, roll twice and take the higher result.

Cutpurse

Background Story

Your work as a pickpocket has taught you sleight of hand. You can hand items or take items from a target stealthily and without leaving yourself open to reflexes.

Forgery Artist

Background Story

Due to previous illicit experiences, you can create or duplicate legal and commercial documents such as proof of identification, train tickets, or the necessary paperwork to enter or exit a country.

Forest Gatherer

Background Story

Thanks to experience in surviving in the wild, when you're out in the wilderness, you never worry about finding food. You've learned where to find all the nourishment you need!

Gambler

Background Story

Your habit of gambling has made your money a bit of a swaying game. You can gamble away up to 10 princes, double-or-nothing, during every period of downtime. Call odds or evens and then roll your die - if you called it, you get double what you wagered. If you failed, you lose it all and you can't try again until your next downtime.

Gentry

Background Story

Your leisurely life out in the country has taught you how to effectively run a farm-based estate. All employees of your estate recieve a +1 on brute rolls.

Handy Craftsman

Background Story

You have worked as a crafter who made common items sold in general stores around the world. You can make all of the equipment listed under "Adventuring Basics" during any period of downtime.

Kinematician

Background Story

Your knowledge of the laws of physics and magnetism give you insight on ranged weaponry. You can determine the range of a weapon via a cunning roll.

Lawman

Background Story

Your time protecting the peace has given you a sixth sense for lawbreaking. You gain a +2 on all cunning rolls to catch lawbreakers in the act.

Librarian

Background Story

Your an old hat with books, their organization, and finding just the right piece of information when you need it. When attempting to research a piece of information, it takes you half the amount of time it would take anybody else. Your narrator will still set that amount of time.

Lumberjack

Background Story

You were once or still are a lumberjack of great skill who felled many trees. Because of this you can predict where a falling tree will land with great accuracy.

Mariner

Background Story

Your many years at sea have taught you the necessary skills to be able to tell what aquatic life is usually nearby.

MoneyLender

Background Story

At one point in your life you found that the lending of money in varying amounts to people with interest can be profitable but requires an extremely keen memory. Because of this you can nearly always remember the names and locations of people you have met and have the credibility to lend money with predetermined interest.

Mysterious Twin

Background Story

By some cosmic coincidence, you have the exact same skills and specialties as a member of the party who just died. Taking this story gives you all their experience and any rewarded stories they had earned.

Nobility

Background Story

You were born and raised in a house of both prestige and wealth that is known throughout the land. You wear a signet ring that makes you recognizable by most other social elites and their guards and thus welcome in their homes.

Physician

Background Story

Because of your time working as a physician, you have skill at diagnosing a variety of ailments. When rolling Cunning to determine what ails a target, roll twice and take the higher result.

Railway Worker

Background Story

Your work as a union railway worker allows you to ride on any passenger train for free.

Repairman

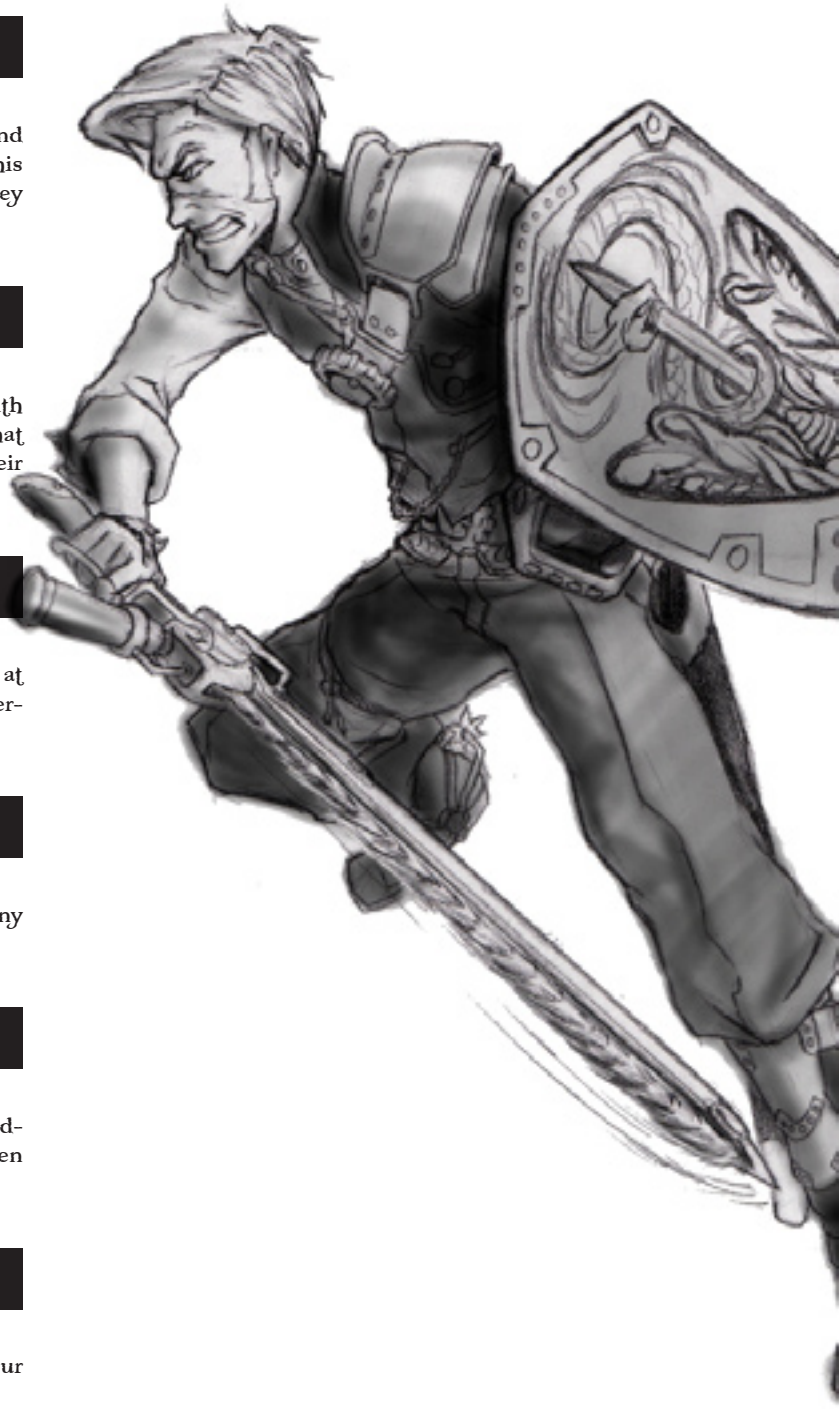
Background Story

You have experience repairing weapons, armor, and assorted gadgetry. You can repair broken items anytime outside of battle, even if you don't know how to make them yourself.

Rodeo Rider

Background Story

You get a +4 to dexterity when attempting to hold onto your mount whenever something attempts to knock you off of it.



Tailemy

In the holy city of Galantria stands the original Church of Tailemy, where Saint Nerimsal carved the holy doctrine and cosmogony of Tailemy on every free wall in the building. Saint Nerimsal wrote of the death of the Beloved Mother, who sacrificed herself to Aeon - goddess of the moon and the underworld - to birth the world. Scribes collected Saint Nerimsal's carvings into a single book, known as the Aktailem, which serves as the religious text for all of Tailemy.

The tale of the Beloved Mother's sacrifice spread across central Rilausia and became the dominant religion in parts of the Haudi Empire and Tharmuris for many years. When Velkya established Evangless (which translates to "Gates of Heaven" in old Haud), she did so with Tailemy as the recognized church of the state. Since the Loveless Wars, Tailemy has become the dominant religion in not only Evangless, but in almost every location that Jinzium hasn't claimed.

The Triune heads the church in Galantria. The church is composed of three maidens, each of whom take on a different title: the Paladin, the Crusader, and the Martyr. The Paladin (and her followers) protect the church from heretics and those proposing evil. The paladins tout that Aeon will again destroy the world and all members of Tailemy must be ready for it. The crusaders take that to the next level, pushing against heretics and converting any they can. Finally, the martyrs are the clergy who stay within the church, sacrificing their lives to helping those in need. The vast majority of the Tailemite clergy fall within the martyr sect, following the Beloved Mother's footsteps.

The clergy are recognizable for their whites gowns and red accents (the blood of their Beloved Mother). The doctrine of the church calls for all people to rally together, for only can the combined power of all tephrans fight against the world's coming apocalypse. It is believed that Aeon hopes to find a foothold in the world among the wicked and sinful. The more people that can be brought under the purview of Tailemy the better a chance humanity has to be saved.

Tailemy embraces change unlike any other known religion. It often sees Jinzium as a tribal, pagan religion. Meanwhile, Tailemy is known for embracing new technologies and new ways of thinking. Animals that undergo metomorphoses are exalted by the religion, and the moth has become Tailemy's symbol (often accompanied by a snake, who represents Aeon).

Crusader of Tailemy

Faith Membership Story

You are fighting to unite the world against its future perils. You are a crusader of Tailemy, never wanting the Beloved Mother's death to be in vain. You strive forward into the world, spreading the good word of Tailemy, the Aktailem, and striking down sin at its heart. You will always find companionship with your fellow crusaders, and you gain a +1 on strike rolls against any who have announced their heresy against the Beloved Mother.

Devout of Tailemy

Personality Story

You are truly embroiled with the doctrine and beliefs of Tailemy. Your belief in yourself is greatened through your belief in the Beloved Mother. Any week in which you've attended a sermon given by a clergyman of Tailemy, you gain a +1 on all spirit rolls.

Martyr of Tailemy

Faith Membership Story

You have joined the clergy of Tailemy, sacrificing your well-being and livelihood to ensure that everyone else may live their lives. Any fellow believer in Tailemy will likely treat you well if they recognize you for who you are.

Ordained by Tailemy

Faith Membership Story

Requires: Any other Tailemite membership story

You have gained a good standing in the Tailemite church, and you are given the privelage of speaking publically about Tailemy and performing religious rites. You are ordained within the church, and may represent the Church of Tailemy in any of its religious rites.

Paladin of Tailemy

Faith Membership Story

You have become a paladin of Tailemy, swearing your service to the protection of the church. Wherever you go, you will protect the faithful and help buffer the world against its forthcoming doom. You have a strong belief in humanity and Tephra, the final bastion against Aeon. You gain a +1 on your soak class when defending another member of the Tailemite faith.

Raised by the Church

Background Story

You were raised by the Tailemite church, either as an orphan or because your parents were residents of their church. Regardless of whether you still believe in the religious doctrine, you are intimately familiar with the layout of the church and will probably know the right names to drop to get your way in any church. You gain a +2 on cunning rolls when attempting to get something from a Tailemite church.

Free Will

The concept of free will is an idea embraced by many tephrans, though to the faithful of Free Will, the concept is much more all-encompassing and significant. Established by the Haudi Empress Zoleesha IV, Free Will has become the leading religion of the Haudi people, since their estrangement from Jinzium, though it has spread far and wide beyond the Empire to all corners of Rilausia.

Free Will is tended to locally by Teachers, who are often professors or academics in a recognized field. Savants govern the activities of the religion regionally and act as the leaders of churches and temples. These sanctuaries are most often similar to libraries and lounges, where faithful and non-faithful alike can use the research resources offered or simply take a meal and discuss the day with fellow thinkers. They convene annually in month-long assemblies where they amend the works collected and dedicated to Free Will and discuss how Free Will has expanded in the last year. All faithful answer to the Hierophant, the popularly-elected leader of the faith chosen by Savants. The Hierophant is typically a member of the royal family and though their bloodline carries great weight, their academic prowess still comes first.

Teachers and Savants have no standing uniform or recognizable state of attire save a tome they carry that holds the greatest works in the religion's archives, which are used for the basis of discussions and debates. New interpretations of these works are regularly presented to the Savants by the Teachers. The tomes are often bound in red kid and have pages trimmed in gilt.

Free Will has no holy tome or sacred days or even any special rites. It is a faith based upon scientific reasoning and learning in all its forms, exalting reasoning and knowledge. Its faithful are encouraged to question and test and to pursue the truth of the world in any manner they see fit. They take to life with the certainty of scientists, pursuing clarity and understanding of the world that surrounds them. In place of sermons, they attend lectures and round-table discussions about the community and the world at large, where they are encouraged to debate freely without fear of reprisal or censorship.

With their open acceptance of science, the average member of Free Will views life as a series of academic challenges that test one's own statistical rigor. If an acolyte is too weak to overcome their problems, they need more teaching and instruction, which has led to a somewhat universal view of the world as a great challenge that must be risen up to or surpassed. While not cruel, many faithful are extremely clinical, and this has been mistaken by some as ruthless or cold.

Free Will Acolyte

Faith Membership Story

You stand in the light of reason and science. The world holds no secrets from you that you will not discover in time. People who are mysterious or seek to hoard knowledge deserve only the worst kind of loathing. When interacting with the hidebound and dogmatic, you gain a +1 to Spirit rolls.

Teacher of the Faith

Faith Membership Story

Your contributions to the works of Free Will have gained you a reputation in the religion. You are treated courteously and with deference. You may lead services of the Free Will faith and receive a +2 to Cunning rolls for the days you do so.

Free Will Savant

Faith Membership Story

Requires "Teacher of the Faith" story and the publication of an intellectual work

You are renowned within the faith as a person of standing and intellectual insight. You gain the benefits of the "Teacher of the Faith" story, and may represent Free Will in matters that pertain to your community and region.

Jinzium

Jinzium is by far the oldest religion in Rilausia, with its roots lying in the foundation of the Haudi Empire. It venerates the sun god Jinzi and his domain, the entirety of the skies. Its faithful believe that their souls become stars upon death, and that at some point, all will be reunited with the sun in harmony. As such, the faithful are often kind and caring and can't stand to see others in pain. It suffered a decline after the Haud Empress Zoleesha IV changed the Empire's national religion to Free Will, but has seen a resurgence in the last century since the Jinzium Revival of 735.

Jinzium has spread like wildfire since its revival. The Eternal Church is watched over by the Elf Who Writes in Fire, Igi, who holds Jinzium's highest office, the Guiding Paradigm. Igi is an older elf who leads the faith (though not without occassional problems), and is considered to be the hand of Jinzi.

Jinzium's long life has seen many separations from the church proper and has resulted in many separate views of Jinzi and his nature. The eldest branch of the church, the Eternal Church, adheres to the original tenets prior to the faith's eviction from the Haudi Empire. Sometimes referred to as Orthodox Jinzium, it is quartered within the High Rilausian Forest and is watched over by Igi himself, who is still revered by most of the factions of Jinzium and provides guidance to all of them, regardless of stance.

The Revivalists, a faction centered in Dalvozzea and led by the Nine Wings of Divinity, often clashes with the Eternal Church. The Revivalists are spiteful toward Igi, claiming that an elf is not a fit ruler for Jinzium. It has long been believed that Jinzi orchestrates events through a choir of angels, and the winged farishtaas believe that they are those angels. The Revivalists are adapting the dogma and the scriptures to fit in with the new world, a world where farishtaas rule, and the Eternal Church has been resistant to that.

Infernal Jinzium is the faction closest related to the Eternal Church, but their failure to update to modern views is the most pronounced. They view the winged farishtaas as abominations, perversions that Jinzi long ago removed and that science should not bring back. They are ruled by the Six Infernals, a council of bishop-like offices. Centuries ago, they were sent by the Guiding Paradigm to spread the word of Jinzium to the barbaric lands of Paldorus, but the Infernals, separated by distance, found their own path and strayed from the Eternal Church.

Regardless of their allegience, all factions of Jinzi revere the sacred kingdom of the sky. From the walls and gates of the clouds where angels and fey stride across the battlements to the blue sky where the faithful join Jinzi in his court, to the night sky where Jinzi's daughter Aeon dwells and holds the souls of the impure in captivity until they have proven themselves and may be released to the blue.

Though it has seen many separations, Jinzium still holds a strong place in the hearts of Rilausia. Jinzium is commonly found in almost every nation except Evangless, where Tailemy holds sway. Though Tailemy is the state religion in Evangless, many people still follow and practice Jinzium, as the nations Evangless conquered were Scions of the Sun. Though few Jinzium churches stand openly in Evanglessian cities, followers are still easily found.

Scion of the Sun

Faith Membership Story

You follow the path of Jinzium and delight in the presence of the sun. On days where it is particularly bright and blue outside you feel happy and ready to get things done, granting you a +2 to Spirit rolls to stay focused.

Archon

Faith Membership Story

You have great standing within the church of Jinzium. You may lead services and speak for the local church community. If in need, churches and congregations will grant you aid and shelter.

Soul of Sol

Faith Membership Story

Requires: Archon story

You have embraced Jinzium with every fiber of your being. You spread the word wherever you travel, regardless of how darkly it is received, and through this your work has been noticed by the church. You are recognized as a person of great worth and may speak for the church in pressing times.

Orthodox Jinzist

Faith Membership Story

You ascribe to the purest form of Jinzium, the Eternal Church. Listening to the words of Igi, The Elf Who Writes In Fire, fills you with pride in your faith. No matter how much doubt about your faith you have, listening to a sermon by Igi, even if its over the radio, will completely reassure you of your beliefs.

Starborn Tradionalist

Faith Membership Story

You've placed your faith in the immemorial rituals of the Six Infernals. While some other followers of Jinzium may call you old fashioned, your timeless prayers and holy symbols never fail to intrigue agnostic folks.

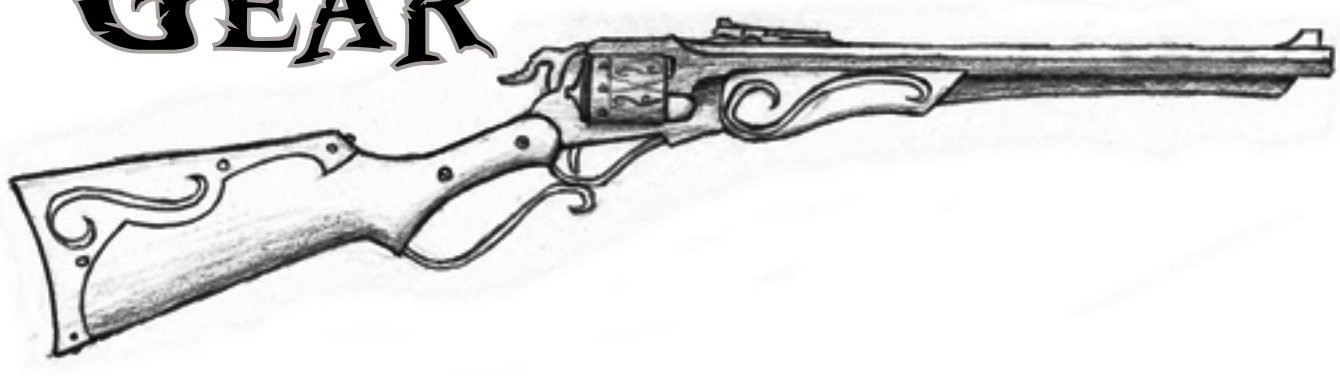
Angel Fever

Faith Membership Story

You are a member of the Revivalist sect of Jinzium, ignoring the Guiding Paradigm to place your attention on the angelic winged farishtaa. Whenever you're in the presence of such a divine creature, you'll never feel fatigue.

Chapter 5

Gear



Materials

Every item you have will be composed of something, often times metal, wood, or fabric. Materials will be most important for your weapons and armor, and you will need to decide what an item is made of when you select that item.

Metal

Weapons and armor made of metal are the modus operandi. Metal items are magnetic and they can get hot, but they're not likely to catch on fire. Metal weapons also have the most variety in things that they can do, so you'll be able to upgrade them a lot with augments.

Organic

Organic items will often be made up of bone, though sometimes they'll also consist of animal hides or scales. Organic items are very difficult to work with, and will always have 2 less slots for augments than their metal counterparts.

Textile

Textiles include basic fabrics and, more commonly, leathers. Generally, the only thing you can make using textiles are light armor, cloaks, and whips. Textile items have 1 less slot than metal items to hold augments and will burn away easily, if lit on fire.

Wood

Wood weapons and items are pretty common, and often your polearms and shields will include wood, though it may not be the primary material. Wood will give you 1 less slot on items to use for augments. Wood is also more likely to burn than other items.

Materials Available for Weapons

Melee & Throwing Weapons	Any
Firearms	Metal, Wood
Bows	Metal, Organic, Wood
Crossbows	Metal, Organic, Wood

The Trust

The wealth of the nations is centered around a super-national bank known as the Trust. Hundreds of years old and charged with the creation of money, the regulating of internation trade and tariffs, and supervising inflation rates inside of each nation, the Trust has long been one of the most powerful, most prestigious organizations in the world.

Your Local Trust Branch

A town is not a town until it has two things: a Trust branch and a post office. The Trust has several services that are widely used and widely believed in. Foremost, the Trust acts as any bank, safeguarding people's money. It can also be used as storage, for a person who has an account with the Trust will have their information kept on file within the Trust. A person can go to any Trust branch and access their account. Trusts will also have safeboxes, but the contents are (for obvious reasons) only accessible at the branch that holds them.

Services	Costs
Opening an Account	5 princes
Buying a Safebox	3 princes
Buying a Safebox in the Vault	15 princes
Depositing or withdrawing from your Trust branch	no charge
Depositing or withdrawing from a Trust branch other than your own	1 duke
Converting currencies into princes	1 duke per 5 princes converted

Trusts rarely have accounts that gain interest and they rarely give out credit to individuals. On occassion, a Trust branch will offer a special account that will change based on inflation, but, more often than not, this is a faulty deal.

The people who work at a Trust branch are members of the Trust, but they can also act independently. As such, many people who work at Trust branches are also moneylenders. Though the Trust does not give loans, the people who work within the Trust likely will.

Currency

The Trust produces and regulates the amount of currency in circulation. The Trust uses an old measurement of currency known as the "Royalty System." The currency uses three coins: the duke, prince, and king. Most of the lower class deals almost exclusively with dukes, while the mercantile class deals with princes. The rather valuable king is rarely seen and only the quite wealthy will use them on a regular basis.

Coin	Equals
10 dukes	1 prince
100 dukes	1 king
1 prince	10 dukes
10 princes	1 king
1 king	100 dukes
1 king	10 princes

The Duke: The duke is a unique coin, an oblong-shaped coin with a hollow square center. The coin is mostly black with white veins through it, like dark marble or obsidian. The most unique feature of the duke is its ability to be split into 8 pieces and then reconnected. The duke is actually 8 small magnetic pieces that fit together to make one coin. They're difficult to split apart by accident, but the duke can be turned into a half duke, quarter duke, or eighth duke, as needed.

The Prince: The prince was once a white and silver coin with a shape similar to the duke but a little bit larger. However, the prince has been converted almost entirely into bills. A prince is a rectangular bill, mostly white with some silver and green strands running through it.

The King: The king remains in its oldest form as a gold, thick, circular coin with black veins running through it. When kings are made into bills, they are made of a thick parchment and have the same coloration as the coins.

Almost all one-serving goods will be a quarter-duke - a mug of ale, a couple vegetables, some meat, etc. A good sword will be around 5 princes (equal to 50 dukes, or 200 mugs of ale). In a day's work, the average person will make between a duke and three dukes.

History & Culture

The Trust is watched over by Caxan (kay-zen). Named after its founder, the title of Caxan has been held by many people over the history of the Trust. Chosen by an elite council, Caxan is the embodiment of the Trust's core tenets of balance and fair trade and serves as the arbiter of equilibrium. Whenever a Caxan passes away, the time comes to select a new Caxan. Many apply but only one is judged to truly incarnate the values set forth by the founder. Though this is certainly not the case, Caxan is often depicted as a muscular, six-armed man.

The Trust is akin to an enormous governing body, and it has membership worldwide. There are two types of membership - trustees and those who follow Caxan. Anybody can be a trustee. Being a trustee simply means that you follow the economic standards put forward by the Trust, something that often helps businesses thrive in the capitalist societies around the globe. Being a follower of Caxan is almost like a cult: you are a balancer, traveling worldwide to ensure that the economic balance is maintained and that trade remains fair. Caxan, his employees, and his followers are regulators, ensuring every economic exchange is fair and just. While your average Tephran may never see a member of the Trust doing their job, you can be assured they are working behind the scenes to keep the Rilausian economy running smoothly. As such, members of the Trust are held in high regard wherever they go. The Trust is not tied to any country or land, and therefore takes no part in the collection of taxes. In addition, should a government try to manipulate or cheat them, the Trust will drop all financial support and ban them from Trust services. While this may seem harsh, the Trust views this as a just reward for actions taken against them.

Melee Weaponry

Melee attacks are those that target adjacent foes. When making a melee attack, you can either be using a close melee weapon, be fighting unarmed, or using a polearm or flexible weapon (like a chain or whip). There is a wide variety of melee weapons available to you, and they have the highest damage potential.

Unarmed

Cost: 1 AP

Damage Class: 2

Target: Adjacent Foe

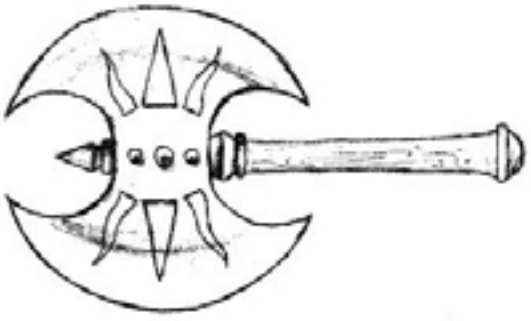
An unarmed attack is any attack that does not use a weapon. Instead, unarmed attacks can be anything from your fists to your elbows to your legs and knees. Unarmed attacks are the fastest possible attacks at 1 action point apiece, but they do significantly less damage than attacks with weapons.

Unarmed attacks utilize no equipment and thus cannot be upgraded by an armsmith.

Weapons Sizes

There are four sizes of weapons: light, medium, heavy, and (the more rare) super-heavy. This is how to define each one.

Weapon Size	How to Define
Light	small enough to fit in your pocket
Medium	too large to fit in your pocket, but you'll only need one hand to use it
Heavy	so large that you'll need two hands to swing it (and there's no chance of fitting it in your pocket)
Super-Heavy	you need two hands to carry it, swing it, and you'll need to get your footing right in order to use it



Light Weapons



Cost: 2 AP

Damage Class: 4

Wielded With: One Hand

Target: Adjacent Foe

Light weapons are defined as any small, one-handed weapon that is easily concealable. All small items can count as light weapons. If you're thinking about getting really good with light weapons, you might want to check out the Espionage skill, one of the Cunning skills.

Medium Weapons



Cost: 2 AP

Damage Class: 6

Wielded With: One Hand

Target: Adjacent Foe

Medium weapons are one-handed weapons that are not easily concealable. Medium weapons are the bulk of one-handed weapons - pretty much anything that looks large enough to deal some real damage. If you want to get great with medium weapons, you should look at the Swashbuckling skill under Dexterity.

Heavy Weapons



Cost: 2 AP

Damage Class: 8

Wielded With: Two Hands

Target: Adjacent Foe

A heavy weapon is loosely defined as any weapon that is used in two hands. A heavy weapon is virtually impossible to conceal on your person. If you want to master heavy weapons, you should look into the Overpower skill, located under the Brute attribute.

Super-Heavy Weapons

Cost: 2 AP

Damage Class: 10

Wielded With: Two Hands

Target: Adjacent Foe

Super-heavy weapons are immense, building-destroying tools of destruction. Super-heavy weapons require two hands to wield and two hands to carry. These do a lot of damage but require the wielder to take up footing in order to swing them. Entering into footing stance requires 1 action point, and you cannot normally enter into another stance while you're in footing.

You may use a super-heavy weapon without taking footing, but doing so gives you a -3 on your accuracy and strike rolls, as if it were an impromptu weapon.

Variant Weaponry

You can also take any of your normal melee weapons and apply some variants onto them. Want to make a whip? Make it flexible. Want to make a pike? Turn it into a polearm. Want to make a long stick with chains dangling from it, make it into a flexible polearm!

Flexible *ability to grab, -1 damage class*

You can make any weapon into a non-rigid one, a weapon that has flexible parts like a whip, chain, or flail. Flexible weapons can be used to make a grab, just like a hand can. Because the weapon loses some of its impact power, its damage class is 1 lower.

Polearm *+5 feet of reach, -1 damage class*

Medium and heavier weapons can be polearms. The longer handle allows polearms to attack any foe within 10 feet, but also makes the weapon more difficult to swing, decreasing its damage class by 1.

Throwing *can be thrown, -1 damage class*

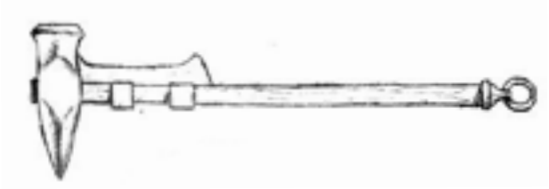
Throwing weapons can be anything from throwing knives to javelins to gigantic hurling spheres. Weapons designed to be thrown have 1 less damage class, but can hit people at a distance. Each thrown weapon has a different distance, depending on its size. For every 10 feet you throw a weapon beyond its distance, it takes a -1 on the accuracy roll. Weapons not designed to be thrown can go no further than 25 feet.

Light: 25 feet

Medium: 75 feet

Heavy: 50 feet

Note: A thrown weapon is no longer a melee weapon for the purposes of determing how specialties work.



Combination Weapons

While you can make any melee weapon into a flexible weapon, a polearm, or a throwing weapon, you can also combine those aspects. Want to make a flexible polearm? Go for it! You'll just have to apply the damage class penalty both times, but now you have a weapon that'll hit people 10 feet away and you can make grabs.

If you want to create a bolas, you can combine a throwing weapon with a flexible weapon. Now you can throw a weapon that can make grabs. Want to tie up an opponent? Throw a light bolas at their legs, making a grab, and you'll nab them.



Impromptu Weapons

(-3 on Accuracy and Strike)

Anything that is not designed to be used as a weapon is impromptu weaponry. Impromptu weaponry is assigned a weapon class by the narrator and has a -3 to accuracy and strike rolls. Once a weapon is assigned a weapon class, it cannot change weapon classes (unless it breaks in two!).

For example, if some characters pick up their chairs, they are heavy melee weapons (because they're using them two-handed), so they have a damage class of 8 and they take a -3 to their accuracy and strike rolls. If they later break off the chair legs, they can use them as impromptu light weapons, so they'd have a damage class of 4.

Firearms

Blasting people with double-barreled shotguns, unholstering your revolver in an instant and loading your target with lead, or scoping down your rifle's sights and shooting a man at two hundreds yards away - it doesn't matter who you're trying to kill, firearms will do you right.

Firearms come in several varieties, but they'll be largely covered under four different categories: light, medium, heavy, and super-heavy. Each of those categories will have a basic damage class and range. Once you've chosen the size of your firearm, you will also choose your ammunition type. Most will choose the standard cartridge, the normal damaging round. Some might choose "shot" to turn their weapon into a shotgun and deal more damage up close. Others will use the sniper cartridge, a long range round with slightly lower damage, or the high damage jacketed rounds. Once you've chosen your choice of ammunition, you may change it for 1 action point, assuming you are carrying another ammunition type.

Unlike other weapons, firearms use accuracy to determine your damage instead of your strike. You only roll once for firearms - your accuracy will determine if you hit, and then you will tier the result to get damage. As you can imagine, accuracy is twice as important for a gunslinger as most others.

Firearms have to be readied between every shot. This can represent rechambering, reloading, or cocking the hammer of the firearm. When combat begins, you can often assume that the firearm is readied, but after firing, you must ready it again.

Light Firearms

Cost to Fire: 2 AP

Damage Class: 2

Wielded With: One Hand

Readying: 0 AP

Target: Any foe within 50 feet. For every 10 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Light firearms are peashooters, normally the type that could fit in your palm or in your pocket, and a gun that somebody searching you would often entirely overlook. On the flipside, though, they deal very minimal damage and are more likely to be an irritant than a killer.

Medium Firearms

Cost to Fire: 2 AP

Damage Class: 4

Wielded With: One Hand

Readying: 1 AP if you're using one hand, or 0 AP if you're using two hands

Target: Any foe within 100 feet. For every 25 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Medium firearms are all of your revolvers, sawed-off shotguns, and small rifles. These guns are handguns - they can be held in one hand, though many will use two hands to help cock the hammer, rechamber the bullet, and lend support to absorb the recoil of the firearm. Note that reloading them normally requires 1 action point, but if you dedicate a second hand to the gun, it costs 0 action points to reload.

Heavy Firearms

Cost: 2 AP

Damage Class: 6

Wielded With: Two Hands

Readying: 1 AP

Target: Any foe within 200 feet. For every 50 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Heavy firearms are your rifles and shotguns - your two-handed long rifles. They have a pretty good range, but require 2 hands to use and rechambering costs 1 action point.

Super-Heavy Firearms

Cost: 2 AP

Damage Class: 8

Wielded With: Two Hands

Readying: 2 AP

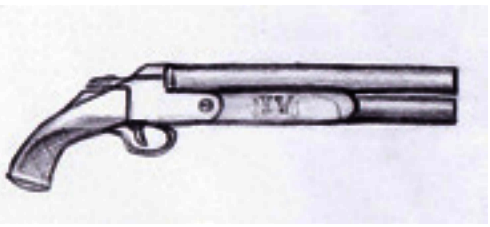
Target: Any foe within 300 feet. For every 100 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

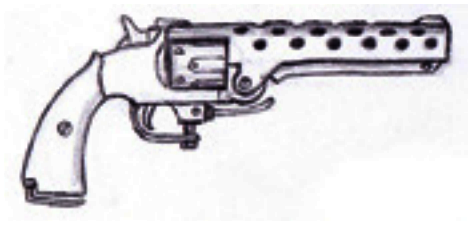
Super-heavy firearms are very large guns, meant to take down everything from elephants to raging, steam-powered automatons. These do a lot of damage, but require the wielder to take up footing in order to fire them. Entering into footing stance requires 1 action point, and you cannot normally enter into another stance while you're in footing.

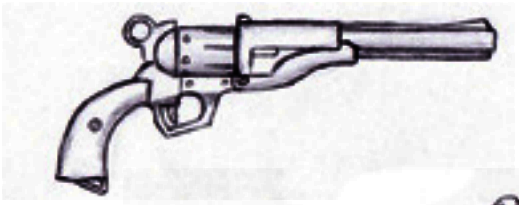
You may use a super-heavy firearm without taking footing, but doing so gives you a -3 on your accuracy roll, as if it were an impromptu weapon.

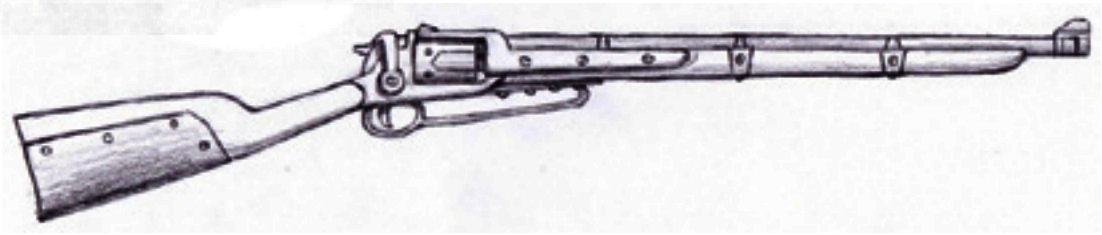
Double-Barreled

Firearms can be made double-barreled for no additional cost. By making a weapon into a double-barreled firearm, you can fire it twice before having to ready it. However, reloading the double-barreled firearm takes 1 more action point per round loaded.









Firearm Ammunitions

Firearms can use a wide range of ammunitions, and each type of ammunition is going to give you some different bonuses and penalties. You may change your firearms ammunition for 1 action point.

Cartridge

The cartridge is the most common type of ammunition used. Normally a cartridge is a bullet packaged with the gunpowder and primer to most easily blast holes in nearby villains. The cartridge uses the basic statistics for the firearm.

Blank

Blanks are cartridges that do not fire anything - they produce all of the effects of having fired the firearm, but do not blast forward any projectile. Somebody using blanks is going to have an easier time clubbing somebody to death with their firearm than they will shooting them with it.

High Damage Cartridge

High damage cartridges, often jacketed or armor-piercing rounds or solid shot, increase the damage class by 2 but also increase the readying time by 1 action point. High damage cartridges are very powerful and deadly, but much more difficult to use.

Shot

Shot, commonly known as lead shot or buckshot, is composed of numerous small projectiles that are all shot out of the firearm at the same time. At a distance, shot has a higher likelihood of hitting. However, the further the shot is from the firearm, the less penetrating power it has. Rather than losing accuracy at a range, shot decreases its damage class by 1 for every range increment past the basic distance.

Sniper Cartridge

Sniper cartridges are specifically designed to go far and go fast. A sniper cartridge only loses 1 accuracy for every 2 range increments it travels. However, sniper shots have 1 less damage class than normal.

Bows

Bows are difficult weapons to use, requiring great amounts of training and skill. For those who master them, however, they can easily rival firearms and deal a great amount of damage. As per normal, bows use accuracy to determine if they hit and strike to determine how much damage they deal. Though you can get a bow of any size, they always require two hands to use.

Light Bows

Cost: 2 AP

Damage Class: 3

Wielded With: Two Hands

Target: Any foe within 25 feet. For every 10 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Light bows are most commonly slightshots, though very small bows do exist. They don't deal much damage, but are faster than their larger counterparts.

Medium Bows

Cost: 2 AP

Damage Class: 5

Wielded With: Two Hands

Target: Any foe within 50 feet. For every 10 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Medium bows are between 2 and 4 feet tall, have decent pull, and can deal fair amounts of damage.

Heavy Bows

Cost: 3 AP

Damage Class: 7

Wielded With: Two Hands

Target: Any foe within 75 feet. For every 25 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Heavy bows are typically about 4-5 feet tall. They have a decent range, and deal some pretty solid damage when they strike.

Super-Heavy Bows

Cost: 3 AP

Damage Class: 9 (*wielded as a heavy weapon*)

Wielded With: Two Hands

Target: Any foe within 200 feet. For every 75 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Super-heavy bows are designed to hit opponents at a great distance and their long arrows can deal excrutiating amounts of damage. Super-heavy bows require the wielder to take up footing in order to fire them. Entering into footing stance requires 1 action point, and you cannot normally enter into another stance while you're in footing.

You may use a super-heavy bow without taking footing, but doing so gives you a -3 on your accuracy roll, as if it were an impromptu weapon.

Arrows & Bolts

Bows and crossbows shoot arrows and bolts, respectively. There are numerous ways to craft arrows and bolts, though they are often made of wood with a stone or metal tip. You may change your choice of crossbow bolt for 1 action point, but changing your choice of arrow costs nothing.

Standard

Most crossbows and bows will use the standard arrows and bolts. These can refer to broadhead arrows or some other normal version.

Bladed

Bladed bolts and arrows have barbs near the tip that cause bleeding from the target, though they fly less true. Using a bladed bolt or arrow gives a -2 on the accuracy roll, but causes 1 point of bleeding per tier of damage dealt.

Crossbows

Crossbows are weapons that in many ways are similar to firearms, but they are more difficult to load and can deal more damage. Bows and crossbows use the same types of ammunitions, listed below under "Arrows & Bolts."

Crossbows use accuracy to determine your damage instead of your strike. You only roll once for crossbows - your accuracy will determine if you hit, and then you will tier the result to get damage.

Light Crossbows

Cost to Fire: 2 AP

Damage Class: 3

Wielded With: One Hand

Readying: 1 AP

Target: Any foe within 25 feet. For every 10 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Light crossbows are often small, concealable crossbows that shoot a small metal spike or dart. Many people will attach them to their wrists.

Medium Crossbows

Cost to Fire: 2 AP

Damage Class: 5

Wielded With: One Hand

Readying: 1 AP

Target: Any foe within 50 feet. For every 10 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Medium crossbows are often called pistol crossbows, as they can be held with one hand and fired like a pistol.

Heavy Crossbows

Cost: 2 AP

Damage Class: 7

Wielded With: Two Hands

Readying: 2 AP

Target: Any foe within 100 feet. For every 25 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Heavy crossbows require two hands to use and are difficult to conceal. They're good at a range, but have a hefty reload time.

Super-Heavy Crossbows

Cost: 2 AP

Damage Class: 9

Wielded With: Two Hands

Readying: 3 AP

Target: Any foe within 150 feet. For every 50 feet beyond that the target stands, the shot takes a -1 on the accuracy roll.

Super-heavy crossbows are almost ballistas - they do a great deal of damage but are very difficult to use in the heat of battle. These do a lot of damage, but require the wielder to take up footing in order to fire them. Entering into footing stance requires 1 action point, and you cannot normally enter into another stance while you're in footing.

You may use a super-heavy bow without taking footing, but doing so gives you a -3 on your accuracy roll, as if it were an impromptu weapon.

Hooked

These arrows and bolts are designed to stick in a target and not come out. Though they do no less damage, removing them requires 2 action points (whereas most arrows and bolts can be removed for one action point, if it is even necessary to do so).

Hooked arrows and bolts are often used for latching onto a wall. You can attach rope to a hooked arrow or bolt for 1 action point and, when it strikes a wall, you'll be able to climb up or zip-line down the rope to where the arrow or bolt struck.

Signal

Signal arrows and bolts are known for their whistling qualities. They are extremely loud and will let everyone in a large area know that they were shot. Signal bolts and arrows, however, have a damage class 1 lower than normal.

Armor

Armor comes in many shapes and sizes, types and qualities. Armor can be made out of leather, bone, iron, steel, bronze, or numerous other materials. Armor was for many years a requirement for warriors, but recently has gone down in popularity with the rise in magnetech weaponry. Nonetheless, it remains a common sight on the battlefield.

Using Armor: There are five degrees of armor - minimal, light, medium, heavy, and super-heavy. Armor negatively affects a person's evade roll and speed, but gives them a great amount of damage soak. The "soak class" works the exact same way as damage class - for every tier you receive on your defense roll, you soak that damage. For example, if you received a tier 2 soak in heavy armor (soak class of 4), you would soak 8 damage from the attack.

Penalties: Armor negatively affects your evade, speed, and ability to move about. You'll suffer a penalty to evade, a penalty to your land-based movement, and a penalty to your climbing and swimming speeds while wearing armor.

Describing your Armor: How your armor looks is up to you and your narrator. Thick robes could be defined as light armor, but so could a breastplate. Chainmail covered in fish bones and a suit of field plate could both be heavy armor. How you describe your armor is your choice.

Type	Soak Class	Evade Penalty	Speed Penalty	Climbing & Swimming Penalty	Material Options
Unarmored	0	-	-0 ft.	-0 ft.	None, Organic, *or* Textile
Minimal	1	-	-0 ft.	-0 ft.	Metal, Organic, *or* Textile
Light	2	-1	-5 ft.	-5 ft.	Metal, Organic, *or* Textile
Medium	3	-2	-5 ft.	-10 ft.	Metal *or* Organic
Heavy	4	-3	-10 ft.	-15 ft.	Metal *or* Organic
Super-Heavy	5	-4	-10 ft.	-20 ft.	Metal

Donning your Armor

For thick suits, putting on your armor can be quite an ordeal, and when you're awoken in the middle of the night in nothing but your skivvies, you might need to put some armor on pronto.

Type	Time to Don	With Help
Unarmored	-	
Minimal	3 AP	
Light	6 AP	
Medium	24 AP	12 AP
Heavy	3 minutes	1 minute
Super-Heavy	10 minutes	3 minutes



Deflection Items

A shield is used for deflecting incoming attacks. While the term "shield" indeed provokes in the mind a large, bulwark strapped on one arm and used to protect the body, this is not the only defensive item used. Companion weapons, such as the parrying dagger and cloak are also common, and each has its own merits.

You use shields and companion weapons to make deflections. A deflection costs 1 action point, and may be used whenever you are attacked.

Cloak *+3 to evade against melee attacks*

A cloak is often wrapped around one arm or, at the very least, guided by one arm, to blind opponents, throw off their weapons, and mislead them. A cloak can only be used against melee attacks, granting a +3 to evade for the deflection. The cloak, however, allows you to use your hand freely and make grabs.

Material Options: Organic *or* Textile

Parrying Dagger *+3 to evade against melee attacks*

The parrying dagger is used to deflect attacks while the primary weapon makes them. A dagger can only be used against melee attacks, granting a +3 to evade for the deflection roll. Furthermore, a dagger counts as a light weapon.

Material Options: Metal, Organic, *or* Wood

Shield *+4 to evade against melee and ranged attacks*

A shield is strapped onto the forearm and held with the hand. You can hold things with your shield hand, but - while doing so - you cannot make deflections. The shield grants you a +4 to evade for deflections, and can be used both against melee and ranged attacks.

Material Options: Metal, Organic, *or* Wood

Animals

Movement

You only have to spend 1 action point a turn to guide your animal. It will spend as much of its own action points as it takes to get to the destination you designate. Your animal shares your turn, so this will happen instantly.

Attacking & Other Options

To make your animal perform an action outside of moving, both you and it have to spend the number of action points it would take any normal character without specialties to perform the action.

Upkeep

Now, most high-class establishments won't allow animals inside, so remember to bring something to secure your animal outside of the building before going in. Also be prepared for paying for animal upkeep, which generally amounts to a duke a day for feed. Veterinarians aren't commonplace, so be sure to keep your animal in good health.

Horses

The quintessential mount, fast horses and durable warhorses will transport any gentleman adventurer across the battlefield with ease. Simple enough to control, these noble beasts may not be strong in combat, but they will get you into or out of the fray.

AP: 3 Cost: 100 ~~princes~~
HP: 16 Wounds: 9
Priority: +0 Speed: 50 feet
Note: If the horse spends all of its action points moving in a turn, it moves at twice its speed. A horse can be mounted.

Guard

Hide *(natural organic armor)*
Eva: -1 Def: +1
Soak: 3 | 6 | 9 | 12
Note: Horses have two additional called shot locations for their legs, but have no arms or hands.

Attacks

Hoof (2 AP)
Natural Medium Weapon
Acc: +0 Stk: +1
Damage: 6 | 12 | 18 | 24

Skills

Agility: +2
Brawl: +1
Overpower: +1
Resilience: +2
Shamanism: +1

Attributes

Brute: +3
Cunning: +0
Dexterity: +2
Spirit: +1
Sciences: +0

Reference

Specialties: Gallop, Large

Stories: Four-Legged, Natural Armor

Canines

From wolves to coyotes to domesticated dogs, canines can be a gentleman adventurer's best friend. Stronger while in large groups, canines are always a worthy ally.

AP: 3 Cost: 35 princes
HP: 12 Wounds: 8
Priority: +0 Speed: 40 feet
Note: A canine can be mounted by a gnome (and other similarly small people). A canine can track by scent alone.

Guard

Hide *(natural organic armor)*
Eva: +0 Def: +0
Soak: 2 | 4 | 6 | 8
Note: Canines have two additional called shot locations for their legs, but have no arms or hands.

Attacks

Bite *(2 AP)*
Natural Medium Weapon
Acc: +1 Stk: +3
Damage: 6 | 12 | 18 | 24
Note: The canine gains a +1 to strike for each ally within 25 feet that also has the Pack Instincts story. The canine can begin a move, attack, and then complete the move.

Skills

Espionage: +1
Frenzy: +1
Resilience: +1
Showmanship: +2
Tactical: +2

Attributes

Brute: +2
Cunning: +4 *(+2 when tracking by scent and another +2 when on guard)*
Dexterity: +1
Spirit: +0
Sciences: +0

Special Actions

Howl *(2 AP)*
The canine gives a (Showmanship +2: +1 | +2 | +3 | +4) bonus to strike to the next attack roll made by any allies within 25 feet.

Reference

Specialties: Bounding Lunge, Howl

Stories: Four-Legged, Guard, Natural Armor, Pack Instincts, Scent

Birds of Prey

Trained birds are not only worthy companions, they're also amazing messengers, guides, and scouts. With perfect spatial memory, they'll always know how to return to previous locations.

AP: 3 Cost: 45 princes
HP: 11 Wounds: 8
Priority: +0 Speed: 25 feet, 45 feet flight

Guard

Unarmored
Eva: +1 Def: +0
Soak: 0 | 0 | 0 | 0
Note: Birds of prey have two additional called shot locations for their wings (which are treated as legs), but have no arms or hands.

Attacks

Talon (2 AP)
Natural Light Weapon
Acc: +3 Stk: +1
Damage: 4 | 8 | 12 | 16
Note: When the bird of prey has dived 10 or more feet before making an attack, the target must make a brute resist against the bird's agility (+2) or fall prone.

Skills

Ace: +1
Agility: +2
Espionage: +2
Resilience: +1
Tactical: +1

Attributes

Brute: +1
Cunning: +3 *(+10 when noticing)*
Dexterity: +3
Spirit: +0
Sciences: +0

Stances

Thermal Gliding
While in this stance, the bird of prey moves at double its flight speed.

Reference

Specialties: Death from Above, Thermal Gliding

Stories: Eagle Eye, Innate Sense of Direction (can find its way back to any location it's previously been), Small, Wings

Equipment

Adventuring Basics

A beginning character has full reign to choose what they'd like from the following list. The selections must be reasonable (that is, only what you could logically carry), but we'll let you be the judge of that. After character creation, you'll need to purchase your supplies normally.

If there's something not on this list that you think you could have, go ahead and take it. If it's something big, ask your narrator before hand. We obviously haven't included every piece of equipment that a character might start off with, so feel free to fill your character in as you'd like.

Backpack	*2 dukes*
A standard leather pack that can be used to carry supplies, provisions and tools.	
Bedroll	*1 duke*
A set of cotton bedding that makes sleeping in the outdoors much more comfortable, especially in cold climates.	
Cable (25 ft)	*5 princes*
Strings of metal wire woven together to form a sturdy metal rope.	
Case	*1 duke*
A leather or wood case to keep scrolls from being warped by the elements. Holds up to two scrolls or maps.	
Chain (10 ft)	*1 prince*
Large metal links connected end to end to form a long chain.	
Chalk	*1 duke*
A white stick of gritty material that can be used to draw on stone or paper.	
Charcoal	*1 duke*
Black nuggets of charcol which, when set on fire, burn for an extended period of time. Can also be used to draw on stone or paper.	
Chest	*1 prince*
A holding box of sorts, normally made of wood or a stronger material, and often accompanied by a lock.	
Clothing (working)	*3 dukes*
Simple utilitarian clothing that would commonly be owned by the working class.	
Clothing (middle-class)	*1 prince*
More formal clothing that could proudly be worn on the streets in a city.	
Clothing (gentry)	*5+ princes*
Very elegant and formal dresswear that can be worn to any number of occassions. The cost of this good can range from 5 princes (a meager suit) to hundreds of princes.	
Crowbar	*1 prince*
An Iron bar that uses leverage to pry open things such as doors and chests.	
Flare	*10 princes*
A tube, filled with explosive chemicals which launchs into the air and glows red.	
Glass Bottle	*1 duke*
A glass container which can hold liquids without contaminating its contents.	
Grappling Hook	*3 princes*
A three pronged iron hook which can be tied to a rope and used to reach high up places.	
Hose (10 ft)	*10 princes*
A hollow rubber tube that can be used to funnel and direct liquids	
Inkpen	*1 duke*
A small fountain pen with ink held inside and funneled to the tip.	
Journal	*3 dukes*
A small, easily storable, notebook which can be used to store important information or personal memoirs	
Ladder	*2 dukes*
A ten foot ladder which can be propped up against walls to grant access to elevated areas.	
Lantern	*2 dukes*
A gas-filled lantern that pushes darkness away 25 feet.	
Lockpicks	*3 dukes*
Metal picks which are essential to openning locks.	
Magnifying Glass	*1 prince*
A round glass lens which provides a clearer view of smaller objects and aids with delicate and detailed tasks.	
Metal Canister	*4 dukes*
A metal cylinder designed to be resealable	
Musical Instrument	*2 princes*
A musical instrument, usually made of wood, leather, hair, or bone depending on the type of instrument.	

Pole (5 ft, steel)	*5 dukes* A five foot long steel pole.
Pole (5 ft, wood)	*1 duke* A five foot long wooden pole.
Rope (25 ft)	*4 dukes* A 25 foot length of woven fibers which can be used to climb, carry, bind, or tie just about anything together.
Rations (1 day)	*2 dukes* Enough food stuffs to provide an average adult with enough energy to get through the day.
Spyglass	*10 princes* Two magnifying glasses fitted to opposite ends of a cylinder which allows the user to see far into the distance.
Tent	*2 princes* A large piece of canvas with supports which, when inside, provides some protection from inclimate weather such as rain and snow.
Torch	*1 duke* A wooden handle wrapped with a slow burning substance at one end that will provide light at night or in poorly lit areas.
Vials	*3 dukes* A set of five glass vials and cork stoppers which can carry liquids without contaminating them.



Armor & Shields

Minimal	1 prince
Light Armor	5 princes
Medium Armor	15 princes
Heavy Armor	40 princes
Super-Heavy Armor	75 princes
Shield	4 princes
Cloak	1 prince
Parrying Dagger	1 princes

Weapons

Light Melee Weapon	1 prince
Medium Melee Weapon	7 princes
Heavy Melee Weapon	15 princes
Light Firearm	2 princes
Medium Firearm	5 princes
Heavy Firearm	12 princes
Super-Heavy Firearm	20 princes
Light Bow	5 dukes
Medium Bow	1 prince
Heavy Bow	5 princes
Super-Heavy Bow	17 princes
Light Crossbow	2 princes
Medium Crossbow	4 princes
Heavy Crossbow	7 princes
Super-Heavy Crossbow	14 princes

Can you have an animal?

Animals (found a couple pages back) are obviously well outside your 10 prince starting budget, but for many characters, such as hunters and mounted knights, a horse or a dog might be necessary to your character concept. If it's necessary, ask your narrator if you can have one. It's probably okay.

That said, if your concept is "I have a hundred hunting hounds that travel with me," that might be a concept you need to work toward.

For Sale

Elympia Dark — 4 princes per glass, 40 princes per bottle

One of the most popular drinks in Evangless, this satyr-brewed dark lager never fails to pick one's spirits up. It's rich flavor restores 4 hit points per glass. A bottle contains 10 glasses worth. It costs 1 AP per glass to drink. Please drink responsibly.

CRIMSON — 30 princes

by Crimson Marshal Lucinda Mirasol

This controversial fashion line by the infamous Evanglessian militarist didn't get its name simply for its creator's rank; each piece cannot be caught on tier 1 fire! This clothing counts as minimal armor and is guaranteed to look downright dashing in every season.

Mindcuffs — 3 princes

Developed by the Dolby Home for the Scientifically Unstable, these handcuffs can be used for one action point grabs. Attachable to a maximum of two body parts, any hands or legs grabbed become unusable. Perfect for keeping any doomsday-machine obsessed evil genius unable to build, the target can only free a body part by making a tier 2 brute resist or by the cuffs' owner releasing them.

Water Filter — 15 princes

An essential gadget for safari hunters and desert scavengers alike, this handy tool attaches to any flask or bottle. Simply by tipping it over you will pour out any impurities leaving only the cleanest of water behind. It can be used 15 times before breaking and is concealable.

Spendo-Brand Trinkets

Any-Altitude Parachute — 4 princes

This state-of-the-art parachute by Spendo deploys quickly for one reflexive action point whenever you're falling. Never take falling damage again! While not concealable, its multi-stage deployment process ensures it will protect whether you fall 5 feet or 500 feet!

SPENDO-BRAND: 91.6% GUARANTEED!

Gas-Fabulous — 4 princes

Based on a design by the Coaldust Unions of Evangless, this handy gasmask gives its wearer a +4 to resists against alchemical gases. But you shouldn't buy from them, oh no! Buy your gasmask from Spendo and his hard-working artisans will customize the mask's appearance for free!

SPENDO-BRAND: 91.6% GUARANTEED!

Spendo-Grenade — 3 princes

Sometimes you just have to blow something up. Spendo understands. That's why he created the Spendo-Grenade. This concealable bomb is a statuette of Spendo the gnome himself (if Spendo smelled like gunpowder, had dark green skin and clothes, and made ticking sounds like a bomb). It costs 1 action point to activate the bomb and 2 action points to throw it. It will explode at the beginning of your next turn. It deals 10 damage to everyone in your target square and all squares adjacent to it. People in those squares can spend 1 action point to attempt a resist the impending explosion with their Dexterity. If they recieve a tier 2 result or higher, they take no damage and move out of the blast range.

SPENDO-BRAND: 91.6% GUARANTEED!

Spendo-Brand Illumitorch — 2 princes

Whether you're afraid of the dark or simply can't see in it, Spendo the gnome has the perfect fix! Torches are hot and can burn you; that's dangerous! Use Spendo's illumitorches instead! Easily wielded in one hand and concealable, Spendo illumitorches consist of small hand-cranked bulbs which project light 25 feet around themselves.

SPENDO-BRAND: 91.6% GUARANTEED!

The Lawn-Deformer — 32 princes

Spendo brings you his newest product in his line of landscaping tools. Designed with vigilante gardeners in mind, this nifty chainsaw acts as a medium weapon. Whenever you successfully hit an opponent, you can spend an action point to deal 1 unsoakable damage to them by spinning the chainsaw blades. This can be done as many times as you have remaining action points during your current turn.

SPENDO-BRAND: 91.6% GUARANTEED!

Protective Goggles — 10 princes

Spendo doesn't like dirt in his eyes. Neither should you! These handy industrial goggles protect you from dirt and other things too! They grant you +1 to your soak class against called shots to your eyes and a +3 to Brute resists against anything that would affect your eyes.

SPENDO-BRAND: 91.6% GUARANTEED!

MaskedMen Inc.*

Grapple Gun — 6 princes

Perfect for the gentleman thief on the run, this grapple-gun can propel up to 50 feet of chain, rope, or cable and will attach to rocky, magnetic, rough, or slick surfaces. It will increase your climb speed by 20 feet while you retract the cord towards its latch. It costs 1 action point to shoot your grapple-gun, 1 action point to unlatch it, and 1 action point to retract it to climb. Just be wary, this trinket isn't concealable.

MaskedMen Inc.
Unleash Your Inner Rogue!

Heat-Sight Monocle — 10 princes

You're in the middle of a barfight. Your chosen foe pushes a table on its side and ducks behind it. Your curiousity piques. What is he doing back there? With a Heat-Sight monocle from MaskedMen Incorporated, you could see his heat signature clear as day! This handy monocle allows you to see heat through anything deemed poor cover.

MaskedMen Inc.
Unleash Your Inner Rogue!

Hidden Intentions — 8 princes per dose

At MaskedMen Incorporated, we believe subtlety is the greatest weapon in any gentleman's arsenal. Simply add a dose of Hidden Intentions to your target's food or drink. Requiring a Tier 3 Cunning resist to detect the added ingredient in their meal, your target will take 6 unsoakable damage roughly 6 seconds or three action points after they ingest it.

MaskedMen Inc.
Unleash Your Inner Rogue!

Reasonable Doubt — 8 princes

The premier product of MaskedMen Incorporated, this automated lockpicking device keeps the lock fingerprint-free. It spends 1 action point lockpicking any lock it's attached to whenever your action points refresh. One-handed and concealable, you can place it on a lock for 1 action point or throw it at a lock for 2 action points.

MaskedMen Inc.
Unleash Your Inner Rogue!

*Though there are some rumors concerning the legitimacy and morality of MaskedMen Incorporated, all of their agents have been very forthright with us and leave us no reason to question the validity of their company.

Red-Gate Securities

Chains of Security — 10 princes

Back by popular demand, Red-Gate Security is proud to present the Chains of Security! Attachable to any item, a single chain can secure an item to its owner's hands, granting the wielder a +2 on resists against the item being disarmed.

RED-GATE: Keeping Evangless Safe

Tinted Glasses — 10 princes

Standard-issue for the Evanglessian military police, these stylish pieces of eyewear art by Red-Gate Security protect your eyes from the harmful rays of the sun, as well as any flashes of light. Wearing them grants you a +3 to resist being blinded by flashes of light.

RED-GATE: Keeping Evangless Safe

Burgenhind Industries

Graviton Board — 85 princes

A small hoverboard perfect for anyone wanting to travel in style, this premium clanker by Burgenhind Industries may not fly through the air, but it quickly skims across land and the surface of water! With a speed of 40 feet per action point and 12 wounds (losing 5 feet of speed whenever it takes damage), you'll be the envy of all pedestrians in your path!

Burgenhind Industries: *Need a Lift?*

The Fashionable Arrival — 3,200 princes

The latest in personal transportation clankers by Burgenhind Industries, this graviton-sphere powered pack features a stylish brass finish and fits comfortably on the back of any tailcoat or corset. For every action point you spend moving it, the Fashionable Arrival will fly up to 40 feet. It has 12 wounds and loses 5 feet of movement whenever damaged. If you aren't arriving fashionably, why show up at all?

Burgenhind Industries: *Need a Lift?*

Chapter 6

Brute

The Brute Attribute includes these skills:

- Brawl
- Frenzy
- Overpower
- Resilience



Brute is a measurement of your beefiness, your ability to stand and take punishment, and the strength you put behind your actions. The brute is strong, difficult to take down, will fight the longest and push the hardest. If you're the brute amongst your fellow adventurers, odds are you'll be meleeing opponents while your friends stand back. You'll be the one taking hits and dealing them in kind.

What can you do with your brute attribute?

Breath Holding

Whether it be diving into a lake to grab treasure from the bottom, or attempting to not breathe in a poisonous gas, you're doing your best to keep clean air inside your lungs for as long as possible.

Last Breath: When you decide that you're going to hold your breath, you immediately take a gulp of air and hold it. From that point on, you can hold your breath based on your brute roll:

1. 15 turns (about a minute and a half)
2. 30 turns (about three minutes)
3. 75 turns (about seven and a half minutes)
4. 200 turns (about twenty minutes)

No Last Breath: However, if you were caught by surprise by the sudden lack of air and didn't have enough time to take a breath, that's going to drastically lower the amount of time you can hold your breath. Instead, your brute roll will use this chart:

1. 5 turns (about half a minute)
2. 10 turns (about a minute)
3. 20 turns (about two minutes)
4. 40 turns (about four minutes)

Difficult Lifting

You can use your bodily strength to attempt to pick heavy things up to move them. Lifting can also be applied when using your strength to move something attempting to crush your party, such as a boulder falling on the party or a lowering ceiling trap.

1. You can barely lift it. After 3 turns, you'll drop it, and you cannot move while holding it.
2. You can lift it and move, but it costs 2 extra action points to do so. After 10 turns, you'll drop it.
3. You can lift it and move around fairly easily. It costs 1 extra action point to move, and you can hold it for 30 turns.
4. The object is proving to be no problem. You can move normally and put it down at your leisure.

Forceful Intimidation

Resist: Brute or Spirit (*at their discretion, tiers down*)

Attempt Cost: 1 AP

You're big, strong, and scary, and they should avoid you at all costs! You can intimidate anyone, regardless of whether or not they can actually understand you. You can intimidate anyone who can see you.

1. They are noticeably aware of your physical prowess.
2. They feel inclined to avoid you, making them unable to spend their next action point against you.
3. They know they should avoid you, making them unable to spend their next two action points against you.
4. They want nothing less than to avoid you, making them unable to spend their next three action points against you!

Note: A single target can only be affected by one intimidation at a time.

Hold

Brute can be used for holding an item in place, a door shut, and keeping a firm grip on a priceless artifact. If you are holding something, and another person is trying to get it, you would simply make opposed brute rolls. Since you're acting defensively, if there is a tie, they win.

Pulling

Instead of attempting to lift an object, you choose to pull it on the ground. While easier, pulling an object requires extra effort to move.

1. Move +3 AP (not possible if you only have 3 AP per turn)
2. Move +2 AP
3. Move +1 AP
4. As a Move

Narrator: Determining Weight

Obviously certain objects are going to be heavier than others. The bigger the object, the higher the penalty (or bonus) to brute when attempting to lift or pull. A giant statue should be coupled with a high penalty to brute. However, lifting should only be used when a large amount of strength would be required. For example, players shouldn't have to roll on lifting a small box of feathers. Another thing to note is the object's surface. A wide, completely flat-surfaced stone block may be lifted, but has no hand-holes to be pulled by.

Weight Penalties	
Large Rock	-3
Tree	-6
Automobile	-9
House Ceiling	-12

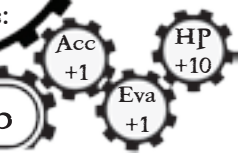
Brawl

A Brute Skill

Brawlers have no respect for such things as personal space, codes of honor, or traditional weaponry. They fight hard, they fight dirty, and they fight to win. Brawlers are often experts with unarmed blows and using their fearsome strength to cripple, grab, and kill their enemies. Yet sometimes too will an enormous man with an even more enormous axe get right in and brawl as well.

Brawl includes the following specialties:

Block with a Grab

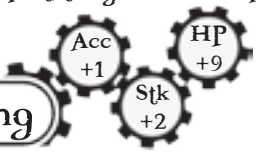


Brawl Specialty

Cost: 0 AP reflexively

When your opponent throws their punch at you, you don't just block their fist: you grab hold of it. Whenever you successfully evade an attack by an opponent who is within your reach and you are able to grab them, you may automatically (and for 0 action points) attempt a grab upon their hand (or, if they attacked you with a different body part, the grab will be upon that location).

Dirty Fighting

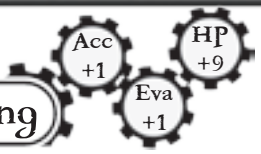


Brawl Specialty

Stance (*costs 1 AP to enter*)

You're an expert at hitting where it hurts and causing the opponent to flinch. While you are in this stance, every time your opponent fails to resist one of your called shots, they open themselves to reflexive attacks from those adjacent to them. The reflexive attacks cost the normal amount of action points from those who decide to take the opportunity. Since you caused it, you cannot make a reflexive attack from this.

Drunken Boxing

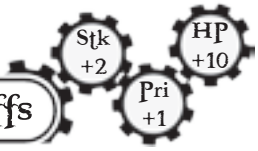


Brawl Specialty

Cost: Called Shot +1 AP

When you make a called shot, it's so wild and unpredictable that it's difficult to evade. When you make a drunken called shot (whether you're sober or not), you roll your die to determine the called shot location randomly. By doing this, you give yourself a bonus to your accuracy equal to your skill in Brawl.

Fisticuffs



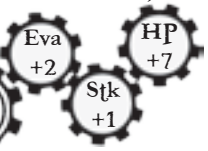
Brawl Specialty

Stance (*costs 1 AP to enter*)

Bare-knuckle boxing is your forté. When you enter this stance, you are ready to do some serious damage using just your fists. You can only be in this stance if you have at least one hand not holding anything. While in this stance, your unarmed attacks are one damage class higher, plus an additional damage class per 6 skill points you have in Brawl.

So, if you have 12 points in Brawl, while you're in this stance, your unarmed attack would have a damage class of 5 (2 normally, plus 1 for the stance, plus an additional 2 for the 12 points you have in Brawl).

Fluid

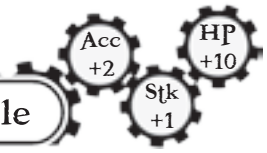


Brawl Specialty

Cost: 1 AP reflexively

You control all those who attack you. Any time an adjacent opponent attacks you but you successfully evade, you may spend 1 action point reflexively to move your attacker into any adjacent, unoccupied space that has solid, non-lethal ground for them to stand upon.

Grapple



Brawl Specialty

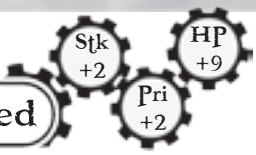
Stance (*costs 1 AP to enter*)

Once you grab somebody, you can turn it into a full on grapple, shutting down their ability to move and making it difficult for them to take any actions. You must be grabbing somebody to enter a grapple stance, and you can only stay in this stance while grabbing that person (thus, if they resist, you are knocked out of stance). Anything that would let them break free of the grab will automatically knock you out of this stance. When you switch your grab to a grapple, you are no longer grabbing a single location - instead, you are now grappling their entire body. (For the purposes of other specialties, however, it still counts as a grab.)

A person who is grappled by you cannot move, just like being grabbed. If they try to take any action, they suffer penalties on every roll they make. Any time a grappled opponent rolls their die (except for random rolls), roll your Brawl, tier the results, and give them the corresponding penalty to their roll.

1. -3 on the roll
2. -6 on the roll
3. -9 on the roll
4. -12 on the roll

Heavy-Handed



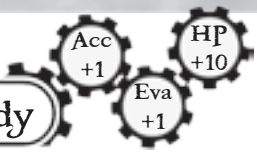
Brawl Specialty

Cost: Unarmed Attack +1 AP

The blows from your unarmed attacks are so powerful that they feel like they're coming from giant hammers. When you make a heavy-handed attack, roll your brawl before you deal damage but after you've succeeded in your accuracy roll in order to increase the damage class that you deal.

1. +3 damage class
2. +4 damage class
3. +5 damage class
4. +6 damage class

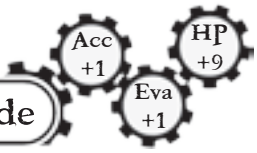
Hold Steady



Brawl Specialty

You'll grab the bloke while your friends beat the tar out of him. When you're grabbing somebody, anybody who attacks that person gains a hefty accuracy bonus. They get +3 on their accuracy roll, +1 for every 4 skill points you have in Brawl (being a +4 at 4 points, a +5 at 8 points, and so forth).

Knock Aside

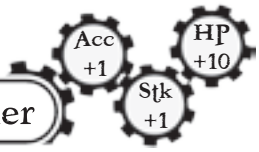


Brawl Specialty

Cost: Deflect (*1 AP reflexively*)

With a swift knock, you can push aside an attack with the sheer force of your body. You may reflexively deflect attacks from melee weapons, bows, or thrown weapons with your bare hands. When you use such a deflection, you gain a bonus to your accuracy of +3, plus an additional +1 per 8 skill points you have in Brawl (for +4 at 8 skill points, +5 at 16 skill points, and +6 at 24 skill points).

Monkey Wrestler

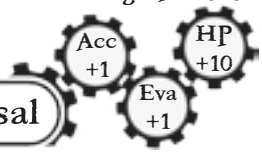


Brawl Specialty

Requires: 5 skill points in Brawl

You wrap your legs around their torso, sink your teeth into their arm, grab their face, wrap your elbow around their eyes, and you still have a spare hand to use your dagger. For every 5 points you have in Brawl, you may grab an additional location on a person. Normally you can only grab two locations (assuming you have two hands). You may choose not to use your hands to initiate a grab if you have enough points to do so.

Reversal

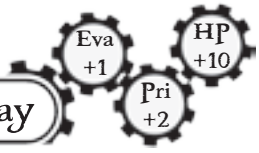


Brawl Specialty

Cost: 2 AP reflexively

The only person who'll be doing the grabbing in this fight is you. If someone successfully grabs you, you can attempt to reverse the grab and capture your captor. Re-roll your resist for your opponent's grab, but add your skill in Brawl to the roll. If you succeed, they must roll a resist against your Brawl to avoid getting grabbed on a called-shot location of your choice.

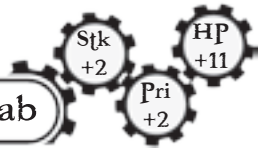
Shrug Away



Brawl Specialty

Let's just say that you don't like being touched. If you are successfully grabbed, you may immediately make another resist (at no action point cost) with your Brawl skill added to the attribute you're using to resist.

Throat Jab



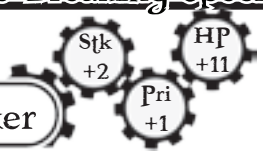
Brawl Specialty

Resist: Brute (*negates*)

Cost: Called Shot to the Neck reflexively

If anybody adjacent to you begins to speak, you can make a called shot to their neck reflexively in order to shut them up. If they fail on their resist, they cannot talk or use their voice (including using specialties that rely on speaking, like *Encouragement*) until they either spend 1 action point to clear their throat or they wait until the end of their next turn.

Bone-Breaking Specialties



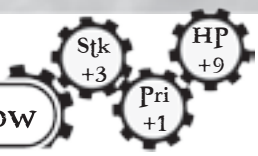
Bone-Breaker

Brawl Specialty

Cost: Unarmed Called Shot +1 AP

You smash a precision blow into the opponent, causing a called shot that's nearly impossible to resist. Do your called shot normally. If they succeed in resisting, you are able to roll your strike again to make them re-resist. The bone-breaker only does damage based on the original strike.

1. 1 re-roll
2. 2 re-rolls
3. 3 re-rolls
4. 4 re-rolls



Crippling Blow

Brawl Specialty

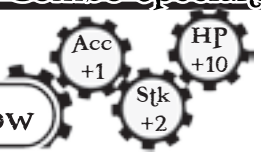
Requires: Bone-Breaker specialty, 8 skill points in Brawl

Cost: Bone-Breaking Attack, +1 AP per location

Your bone-breaking attack reverberates through the victim, crippling much of their body. When you make your bone-breaking attack, you may spend an extra action point in order to have the same bone-breaker effect against another called shot location. You may affect as many called shot locations as you'd like - each one costs 1 additional action point.

So, say you make a bone-breaker attack against a person's neck. You get a tier 3 on your bone-breaker, so they have to make (a ridiculous) 4 resists in order to not be effected. In addition, you spend 2 extra action points to activate the called shot effects for the torso and the hand, which now also require 4 resists to avoid.

Combo Specialties



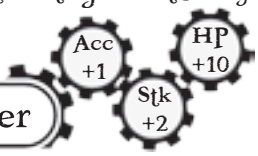
Combo Flow

Brawl Specialty

Requires: 4 skill points in Brawl

You rage like rapids, following the path of least resistance. Every melee attack that you land during a turn grants you a +2 on accuracy and strike rolls for the rest of your turn, and this bonus accumulates with every successful melee attack until the end of your turn.

So, if you landed one melee attack, your next attack would have a +2 on accuracy and strike. After your second successful attack, the third one would have a +4 on accuracy and strike. This would continue to grow with every successful attack.



Combo Opener

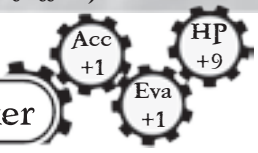
Brawl Specialty

Requires: Combo Flow specialty

Cost: Unarmed Attack +1 AP

You may perform a combo opener in order to improve the potency of your combo flow. If you successfully land your combo opener (which for most purposes just looks like a normal unarmed attack), it might count as having successfully landed multiple attacks.

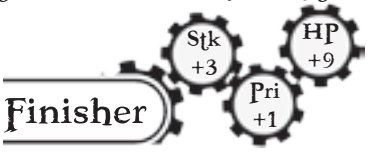
1. Counts as two attacks (granting a +4 on accuracy and strike for the next attack).
2. Counts as three attacks (granting a +6 on accuracy and strike for the next attack).
3. Counts as four attacks (granting a +8 on accuracy and strike for the next attack).
4. Counts as five attacks (granting a +10 on accuracy and strike for the next attack).



Combo Breaker

Brawl Specialty

Any time an adjacent opponent successfully damages you with two separate attacks in one turn, you may perform a combo breaker - a free unarmed attack against your assailant that uses your skill in brawl in place of your accuracy.



Finisher

Brawl Specialty

Requires: Heavy-Handed specialty

If you successfully make two attacks in one turn and still have an additional action point, you can make a finisher. A finisher is just like a heavy-handed attack, except that it does not cost the extra action point to perform.

Grip Specialties

Crushing Grip

Stk +3 | HP +10 | Pri +1

Brawl Specialty

Requires: +4 Strike

Your grabs are vicious, crushing the opponent. When you make a grab, you also deal damage as if you were attacking with the attack normally.

Twist

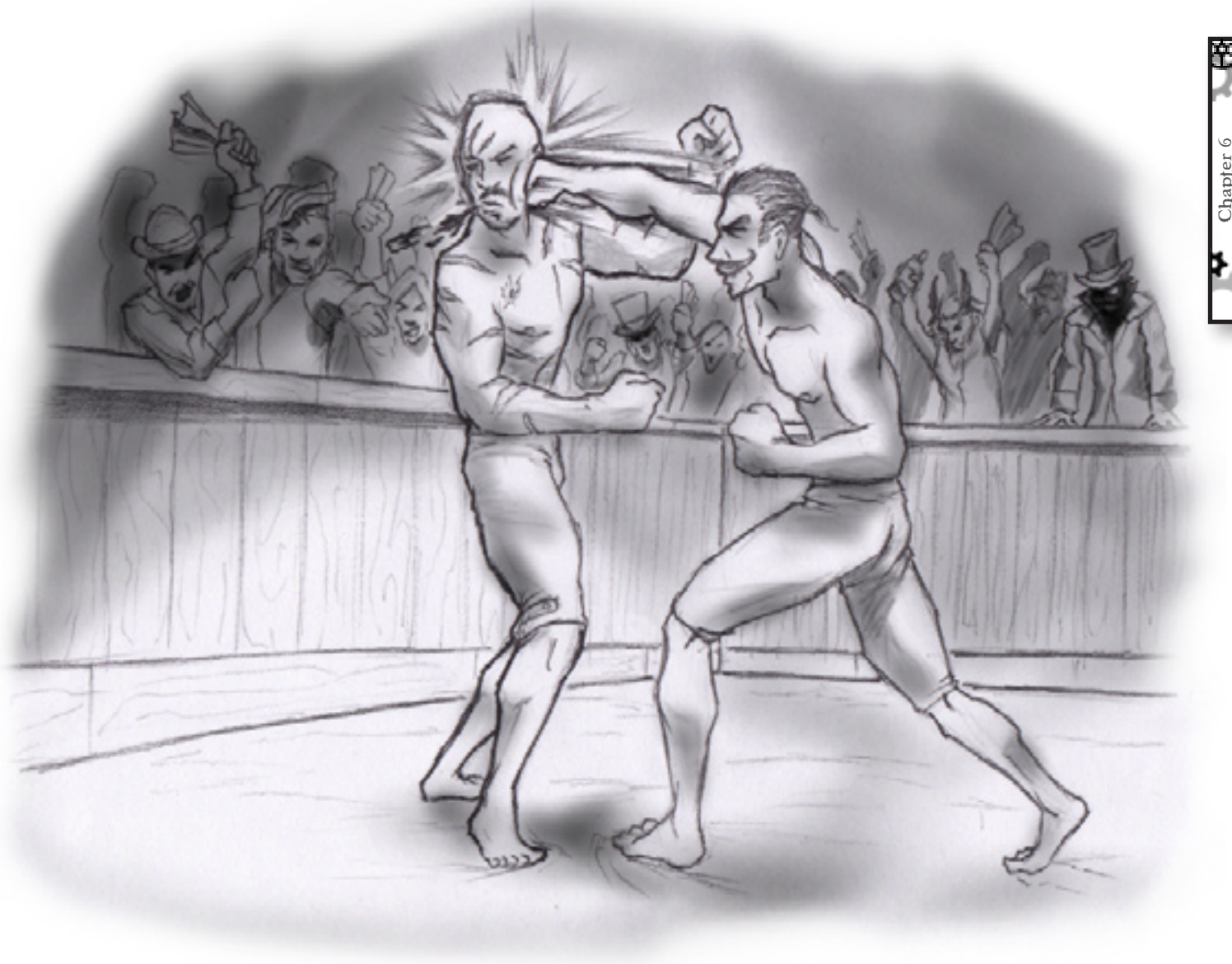
Acc +1 | HP +10 | Stk +2

Brawl Specialty

Requires: Crushing Grip specialty

Cost: 1 AP

Once you have a person grabbed with a hand, you may twist that location to inflict pain. For 1 action point, you may automatically deal damage as per an unarmed attack (without the need to roll accuracy and evade). You may also, for 1 action point, activate the called shot that you have grabbed, rolling strike solely to determine the necessary resist but otherwise doing no damage. Though this does deal damage, it does not act as an attack.



Frenzy

A Brute Skill

Frenzy is an emotionally-charged rage, throwing yourself out there and giving people everything they don't want. Frenzy's not for the weak - you lose control easily and take haphazard movements all over the battlefield. When you've broken your limits, you are literally uncontrollable. Yet your opponents will never know this weakness. They'll be dead long before that.

Frenzy includes the following specialties:

Adrenaline Surge

Eva +1 · HP +14 · Stk +1

Frenzy Specialty

The deaths of your opponents sends a reinvigorating rush through your body that pushes you to continue fighting. Whenever you deal a fatal effect or kill an opponent, you regain some of your hit points.

1. Immediately regain 3 hit points
2. Immediately regain 6 hit points
3. Immediately regain 9 hit points
4. Immediately regain 12 hit points

Backlash

Acc +1 · HP +11 · Stk +2

Frenzy Specialty

Requires: 7 skill points in Frenzy

Cost: 1 AP reflexively

Large amounts of damage don't stop you - rather, they enrage you! Any time you take 10 or more damage (after damage soak), you can make a reflexive attack against your assailant using your skill in frenzy in place of your accuracy. This reflexive attack only costs you 1 action point to make.

Burning Revenge

Stk +3 · HP +11 · Pri +1

Frenzy Specialty

Cost: 1 AP reflexively

Your foe drives you to greater strength. If an opponent damages you, you may "collect" that damage in order to add it as a bonus on your next strike roll against that opponent. When you are hit, you may spend 1 action point reflexively to savor the damage (after damage soak). The next time you attack that opponent, you gain the damage as a bonus on the strike roll.

Carry Through

Acc +1 · HP +10 · Stk +2

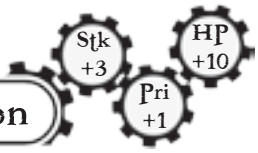
Frenzy Specialty

Cost: Melee Attack +1 AP per adjacent opponent

You carry your blow through one opponent and into another. Once you've successfully attacked one opponent within your melee reach, you may continue the attack, cleaving through more opponents within your reach. For every additional opponent you choose, you must spend 1 more action point. You may not select the same opponent twice. You must still roll accuracy to determine if you hit, but you deal the same amount of damage that you dealt with the first attack.

If you were using any other modifying specialties (that would make it an "Attack +1 AP"), they only apply to the first target.

Crimson Weapon



Frenzy Specialty

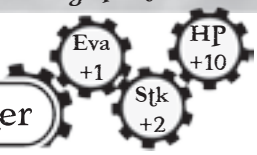
Resist: Brute (*tiers down*)

Cost: Melee Attack +1 AP

You learn to make your weapon strike slice deep into the flesh of your foes. If an opponent takes damage from your crimson weapon, they will begin bleeding at the start of their next turn (and ever turn thereafter). Bleeding damage is unsoakable, but the opponent can roll their Brute to lower the tier result. A person can stop 10 points worth of bleeding by spending 1 action point patching the wound.

1. Bleed for 2 damage per turn
2. Bleed for 4 damage per turn
3. Bleed for 6 damage per turn
4. Bleed for 8 damage per turn

Fray Fighter



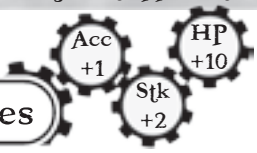
Frenzy Specialty

Cost: 3 AP

An angry mob of slobbering beasts stare you down, looking to rip you apart piece by piece. For you, this is just another day at work. Using a heavy or smaller melee weapon, you can engage the fray. Roll your tier to determine how many opponents adjacent to you that you hit. They are allowed to roll defense against the attacks.

1. Tier 1 damage to 2 adjacent opponents
2. Tier 1 damage to 3 adjacent opponents
3. Tier 1 damage to 4 adjacent opponents
4. Tier 1 damage to all adjacent opponents

Hundred Strikes

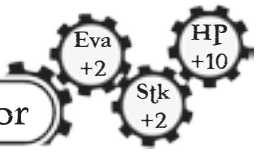


Frenzy Specialty

Cost: All of the AP you can spend in a single turn

When you choose to use your hundred strikes ability, you must still have your maximum amount of action points for the turn and be wielding a heavy or smaller melee weapon. You designate a single adjacent opponent as the target of your hundred strikes. For one action point apiece, you can make a melee attack against that opponent. After every attack, you and the target move a single space. The target chooses which space he will move into, and you must either follow or forego the rest of your turn.

Liberator

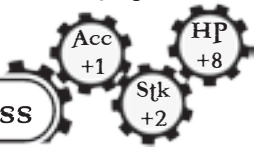


Frenzy Specialty

Cost: 1 AP reflexively

You don't like being touched, held, grabbed, or grappled. Whenever you are grabbed, you can make a melee attack called shot against the person grabbing you in whatever way is going to get them off (often by making a called shot against their hand, but you can also make a called shot against their torso to push them away, or a called shot against whatever else they're using to grab you). You can do this reflexively when they first grab you, and, if you fail, you can continue to make these melee called shots against your assailant for just 1 action point until they let go.

Merciless



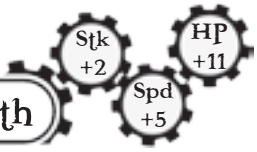
Frenzy Specialty

Stance (*costs 1 AP to enter*)

Once you go down this path, there's no going back. Once you enter your merciless stance, you cannot voluntarily exit it. Upon entering, you choose a target of the stance. As long as you are aware of the target or believe the target to be within a couple hundred feet, you cannot exit your stance. While in this stance, you can only attack your target and people who are directly preventing you from getting to your target. If you are not engaged with your target, you must spend at least 1 action point every turn moving toward your target.

While this stance is active, once per turn you may use your skill in frenzy as a bonus to any one of your combat rolls, or divide it among several. For example, you may add your skill in frenzy to one strike roll, or you may give half of your skill in frenzy to one accuracy roll and the other half to one evade roll. These combat rolls must be made in opposition of the target of your merciless stance.

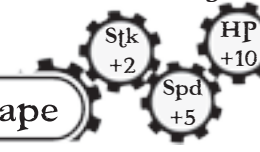
Neverending Bloodbath



Frenzy Specialty

For every enemy you kill during your turn, you gain 1 action point that can only be used for running toward another enemy.

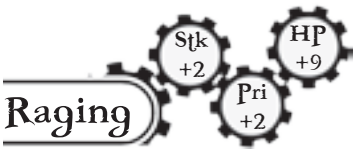
No Escape



Frenzy Specialty

Cost: As Moving, reflexively

Though your enemies may attempt to retreat, you're prepared to give chase. Any time a foe that you're engaged with attempts to move away from you using their land speed, you reflexively follow them. If an opponent's speed is greater than yours (but within 20 feet), you rise to the challenge and match their speed.

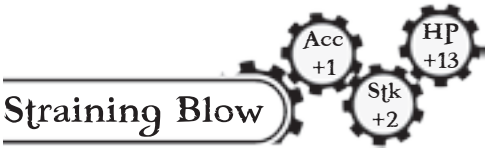


Raging

Frenzy Specialty

Stance (*costs 1 AP to enter*)

Nothing can stop you. You will destroy everything in your path. When you make an attack while raging, you pull your bonuses from your accuracy, evade, and defense in order to add them to your strike roll. Add your accuracy, evade, and defense bonuses together and apply that number as a bonus to your strike. While in this stance, however, you do not gain any bonuses on your accuracy, evade, or defense rolls. If you leave this stance (either voluntarily or by being forced out of it), you do not gain your bonuses to evade and defense back until the end of your next turn.

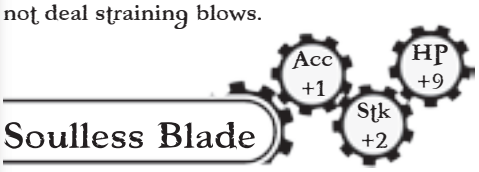


Straining Blow

Frenzy Specialty

Cost: as a Melee Attack

You push yourself to your maximum, destroying yourself in order to lay waste to your opponents. When you make a straining blow, you may deal 5 unsoakable hit point damage to yourself in order to add a +1 damage class to your attack. You may deal as much damage to yourself as you'd like in order to gain additional damage classes, but you cannot deal more damage to yourself than you have hit points. Once you are out of hit points, you cannot deal straining blows.



Soulless Blade

Frenzy Specialty

Cost: 2 AP reflexively

When you mean to finish an opponent, you do so mercilessly. After you've made a melee attack that deals wounds damage to the target, you may spend 2 action points reflexively in order to convert it into a soulless blade. Now, instead of rolling on the wounds chart, they roll for a fatal effect.



Walking Destruction

Frenzy Specialty

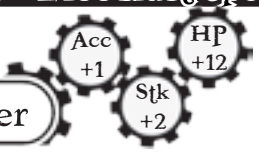
Requires: 15 skill points in Frenzy

Cost: Move + Melee Attack + 2 AP

You make a single move. During this move, you may attack anybody that you become adjacent to. You may not target the same person more than once.

Other specialties cannot be applied to this attack.

Bloodlust Specialties

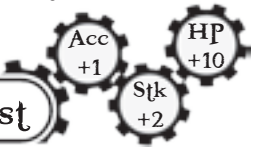


Berserker

Frenzy Specialty

Stance (*costs 1 AP to enter*)

The sight of blood excites you. After successfully dealing damage to an opponent, you a gain +1 damage class against that opponent with all melee weapons. This bonus increases by +1 for every 6 skill points you have in frenzy. This bonus can be used against multiple opponents.



Bloodlust

Frenzy Specialty

Requires: Berserker specialty & 6 skill points in Frenzy

Cost: 1 AP

In the whirling chaos of battle you are a singular force of destruction - relentless and unstoppable. When you enter into berserker stance, you may spend an additional action point to upgrade your stance and start bloodlusting. While bloodlusting, your damage class with melee weapons increases by 1 for every enemy within 25 feet of you.

This bonus replaces the normal bonus you would get from your berzerker stance. It is automatically added to all melee weapon attacks, regardless of whether you have attacked the foe before or not.

If you are knocked out of berserker stance, you must re-enter the stance and spend the extra action point to begin bloodlusting again.



Unquenchable Thirst

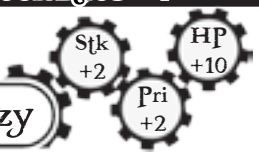
Frenzy Specialty

Requires: Berserker & Bloodlust specialties & 12 skill points in Frenzy

Cost: 1 AP

Your unquenchable thirst for blood has become a full-fledged obsession. After you have entered your berserker stance and started bloodlusting, you may spend another action point to upgrade to unquenchable thirst. Now, everybody within 25 feet of you acts as an enemy (including allies) for the purpose of determining your bloodlust bonus. You may now make normal melee attacks (with a heavy weapon or smaller) for just 1 action point, but if anybody comes near you, enemy or ally, you are forced to make a reflexive melee attack against them, if at all possible.

If you are knocked out of berserker stance, you must re-enter the stance and spend the extra actions point to begin bloodlusting and enter unquenchable thirst again.

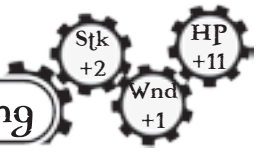


Laugh Like You're Crazy

Frenzy Specialty

Resist: Spirit (*negates*)

Your a manic, psychotic, laughing vision of evil on the battlefield. For every 10 points of hit point damage you've taken, choose one opponent within 25 feet. That opponent is now suffering the effects of tier 1 fear. They may resist using their spirit against your frenzy. If they resist, they cannot be affected again until after their next breather.

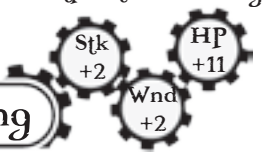


Marriage to Suffering

Frenzy Specialty

Requires: Laugh Like Your Crazy specialty

When fighting on the edge, you fight even harder. When out of hit points, you gain a +1 damage class per point of wounds lost. This damage bonus is lost if your hitpoints are no long zero.



Seize Your Suffering

Frenzy Specialty

Requires: 8 skill points in Frenzy, Laugh Like Your Crazy & Marriage to Suffering specialties

Taking punishment has become your nourishment on the battlefield. For every point of wounds damage you take, you gain an immediate action point. The action point only lasts for the turn the damage was taken. You may gain no more than 1 action point from this in a single turn than 1 per 8 skill points you have in Frenzy.

For example, if you take 3 wounds damage this turn, you gain 3 action points in addition to your normal allotment of action points for this turn.

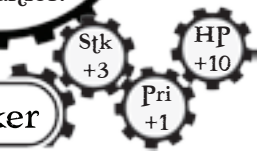
Overpower

A Brute Skill

The ability to overpower an opponent is not one to be overlooked. Nothing can be scarier than a man whose blows can fell giants, strikes are so powerful that they can send a man high into the air, or swings so atrocious that they can sever the fabric that holds our reality together. Overpower is all about hitting your opponent hard and making sure that they never forget who it was that gave them that scar - the one on their shoulder, where their arm used to be.

Overpower includes the following specialties:

Brickbreaker



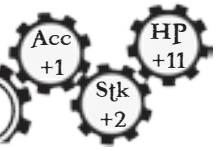
Overpower Specialty

Cost: as a Melee Attack

Through sheer force you are able to break through cover and bypass walls. Whenever an opponent is on the other side of cover, you may attempt to bypass it with your melee attack (they must still be within range of your melee weapon, however). You can only break through cover that is as strong as brick. A reinforced wall of iron could not be broken with brickbreaker, for instance. The cover is not destroyed from the brickbreaker attack, but it is damaged.

1. Bypasses poor cover
2. Bypasses light cover
3. Bypasses medium cover
4. Bypasses heavy cover

Dragging

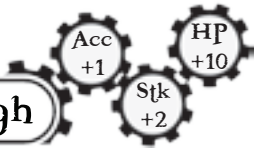


Overpower Specialty

Stance (*costs 1 AP to enter*)

You pull your weapon behind you, letting your weapon take your entire body weight upwards when you swing. Anytime that you deal 10 or more damage (after damage soak), the enemy loses their stance.

Follow-Through

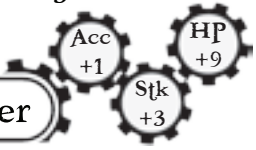


Overpower Specialty

Requires: 4 skill points in Overpower

While your first attack can leave an opponent realing, your second attack is a true display of your power. If you make two consectutive and successful medium (or larger) melee attacks on your turn against the same opponent, your second attack's damage is automatically one tier higher.

Heavy Hitter



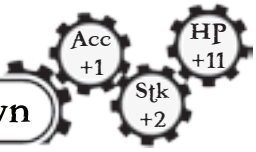
Overpower Specialty

Stance (*costs 1 AP to enter*)

Requires: 4 skill points in Overpower

Whenever in this stance and using a heavy (or larger) melee weapon, add an extra point to your damage class for every 4 skill points you have in overpower.

Keep Them Down

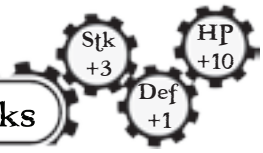


Overpower Specialty

Cost: Heavy (or larger) Melee Attack

When an opponent is next to you and prone, you have no problem finishing them off. Whenever attacking a prone opponent with a heavy weapon, your damage automatically tiers up one.

Monstrous Attacks

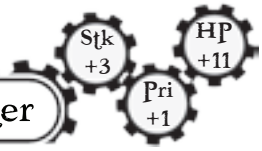


Overpower Specialty

Cost: Super-Heavy Melee Attack +1 AP

Other people think that super-heavy melee weapons have a damage class of 10. You're not sure what that means, but you know you can kill those people in one hit! By spending an extra action point when you make an attack with a super-heavy melee weapon, you deal considerably more damage. Your damage class increases by 2, plus an additional +1 per 6 skill points you have in overpower.

No Quarter



Overpower Specialty

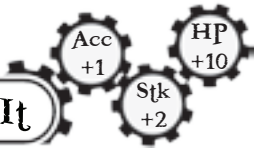
Resist: Dexterity (*negates, see below*)

Cost: Heavy (or *larger*) Melee Attack +1 AP

You smash down, not targeting a single person, but their entire area. The only escape is for the target to move. When you make a no quarter attack, you are not attacking the person: you are attacking a single space. Anybody in this space is either automatically hit or must spend 1 action point reflexively in order to try to jump out of the space. If they choose to dodge, they roll their dexterity. If their dexterity exceeds your accuracy, they can move to 1 adjacent square. If it fails, you hit them.

Note: If you are using any abilities that depend on the opponent's evade, treat their dexterity as evade. If the opponent chooses not to dodge the attack, assume their evade matches your accuracy.

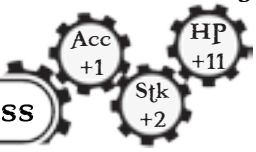
One-Handing It



Overpower Specialty

You may wield two-handed weapons in one hand. Reloading a marksmanship weapon and using bows of any size still requires an additional free hand. For all purposes beyond how many hands the weapon requires, this specialty changes nothing.

Robust Toss



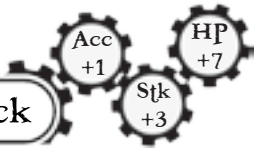
Overpower Specialty

Cost: Medium (or *larger*) Thrown Attack

Just because your opponent is out of reach doesn't mean you can't smash their face in. Whenever you use a medium or larger thrown weapon, you may deal extra damage with the attack. If it lands, roll your overpower to determine its extra damage.

1	2 additional damage
2	4 additional damage
3	6 additional damage
4	8 additional damage

Shield Whack

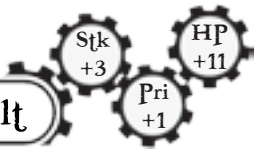


Overpower Specialty

Cost: Melee Attack conversion

Most people use their shields for protection, keeping their shield in-between your weapon and their flesh. That's an advantage that you'll use. Whenever an opponent attempts to use a shield to deflect one of your attacks, you may instantly convert the attack into a shield whack. Though you'll deal no damage with the attack, you hit the victim's shield so hard that it staggers them, causing them to lose their stance, and they are disoriented for their next turn.

Solid Assault

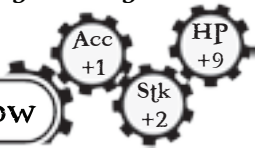


Overpower Specialty

Cost: Melee Attack +1 AP

You ready your strike and bring it in smoothly to deal just the right amount of damage. If you successfully hit with your solid assault, you deal damage as though it were one tier higher.

Stunning Blow



Overpower Specialty

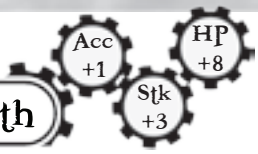
Resist: Brute (*tiers down*)

Cost: Melee Attack +1 AP

With a well aimed strike, you stun your opponent. If the opponent fails to resist against your overpower and your receive a tier 2 result or higher, the target is stunned. The target may roll their brute in order to resist. For every tier over Tier 1 that they receive, they lower the effect of Stunning Blow by one tier.

1	No effect
2	Stunned for 1 AP
3	Stunned for 2 AP
4	Stunned for 3 AP

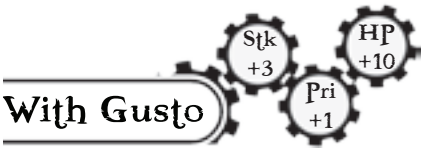
Titanic Strength



Overpower Specialty

Requires: 3 skill points in Overpower

You lift the heaviest of weapons and swing them around as though they were tiny fencing blades. You do not need to enter into a footing stance when you use super-heavy melee weapons.



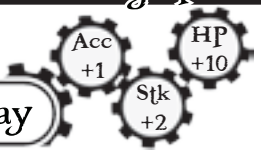
With Gusto

Overpower Specialty

Requires: +13 to Strike

Resist: Brute (*negates*)

When you attack with gusto, your attack is so powerful that no armor can stand against it. If your melee attack deals tier 4 damage (or greater), you negate all of your opponent's damage soak from their armor unless they can make their resist against your overpower.



Chipping Away

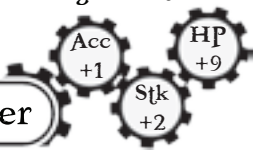
Overpower Specialty

Resist: Dexterity (*tiers down*)

Cost: Heavy (or larger) Melee Attack +1 AP

Your attacks wear on the opponent's armor, slowly chipping it away until it falls apart. When you make a chipping away attack, you lower the soak class on the target's armor by 1. The penalty can never send their soak class below zero, but chipping away does stack over time. If the armor's soak class reaches 0, the armor is effectively destroyed (and any augments on it or bonuses that the target receives for wearing armor are negated). The opponent can negate the chipping away by making a dexterity roll opposed by your overpower roll.

Note: Somebody with broken or damaged armor can patch it back together during a breather.



Armor Sunder

Overpower Specialty

Requires: Chipping Away specialty

Resist: Dexterity (*tiers down*)

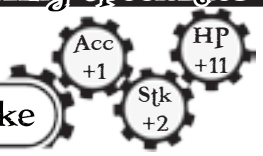
Cost: Heavy (or larger) Melee Attack +1 AP

The biggest obstacle between your sword and their heart is their armor, and you're not beyond destroying that too. An armor sundering attack lowers the soak class on their armor. The penalty can never send their soak class below zero, but multiple armor sundering attacks can stack. If the armor's soak class reaches 0, the armor is effectively destroyed (and any augments on it or bonuses that the target receives for wearing armor are negated).

1	-2 soak class
2	-3 soak class
3	-4 soak class
4	-5 soak class

Note: Somebody with broken or damaged armor can patch it back together during a breather.

Earth-Shattering Specialties



Earthquaking Strike

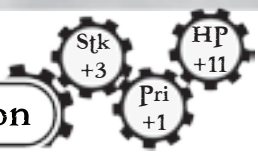
Overpower Specialty

Resist: Cunning (*negates*)

Cost: As a Heavy (or larger) Melee Attack

Rather than attacking the target, you attack the ground in front of the target, destroying the ground and destabilizing everyone around unless they can make the a cunning resist against your overpower skill.

1. The person standing in the area attacked is disoriented for one turn
2. Everyone within 5 feet of the area attacked is disoriented for one turn
3. Everyone within 5 feet of the area attacked is disoriented for two turns
4. Everyone within 10 feet of the area attacked is disoriented for three turns



Rampant Destruction

Overpower Specialty

Requires: Earthquaking Strike specialty

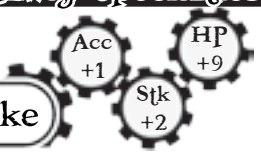
Cost: Earthquaking Strike +1 AP

With just a bit more effort, you can turn your earthquaking strike into rampant destruction. The effect of your rampant destruction is exactly the same, except this doesn't just cause the ground around you to vibrate, it causes the ground to explode outward. Roll only once for the earthquaking strike as for the rampant destruction.

1. In the area struck, the ground is destroyed one foot down.
2. In the area effected, the ground is destroyed three feet down.
3. In the area effected, the ground is destroyed ten feet down.
4. In the area effected, the ground is destroyed twenty feet down.

Note on Collapsing Structures: This is especially effective while standing on a bridge, on the second floor of a building, or while out on the streets with a sewer underneath. Remember, however, that if you are in the area of the rampant destruction's effect, you too will fall down.

Push Away Specialties



Staggering Strike

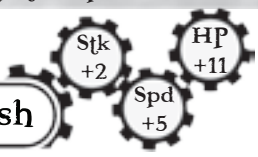
Overpower Specialty

Resist: Brute (*tiers down*)

Cost: Melee Attack +1 AP

Throwing yourself completely into the attack, you toss your opponent into the air like a rag doll. You knock them back several feet and potentially prone. The target may roll their brute in order to resist.

1. 5 feet
2. 10 feet
3. 10 feet and prone
4. 15 feet and prone



Bullrush

Overpower Specialty

Requires: Staggering Strike specialty

Cost: Move + Melee Attack

When you charge at an opponent, you can throw them backwards. If you run toward an opponent in a straight line (for a minimum of 15 feet) and then make a melee attack, your melee attack is automatically a staggering strike.

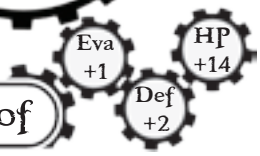
If you so choose, you may also move with the target (staying adjacent to them) for the distance that you send them from the staggering strike. This extra movement has no cost.

Resilience

A Brute Skill

Resilience is your ability to weather attacks, continue on, and protect your allies. A character with resilience can use their great strength to keep the good fight going and never stand down. Resilience makes a character almost impossible to take down, and so builds the perfect front-line fighter and person that you want between the enemy and the group's travelling scientist.

Resilience includes the following specialties:



Blast Proof

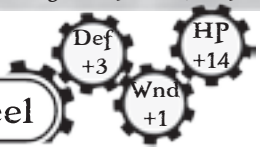
Resilience Specialty

Resist: Cunning (*tiers down*)

Cost: Shield Deflection +1 AP reflexively

In the face of explosives, blasts, and storms, you raise your shield and carry on, shielding yourself and your allies from the blast. Whenever you are in the midst of an explosion or similar effect that has a blast area, you can negate the effect upon yourself and potentially adjacent spaces unless the originator of the effect resists against your skill in resilience.

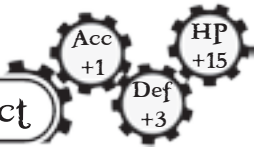
1	Negates effect in your space
2	Negates effect in your space & 1 space behind you
3	Negates effect in your space & 2 spaces behind you
4	Negates effect in your space & 4 spaces behind you



Body of Steel

Resilience Specialty

You're armored training allows you to push past called shots. When an opponent attempts a called shot on you, you may add your defense to the resist against the called shot.

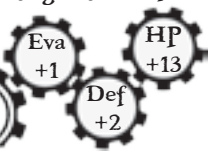


Brace for Impact

Resilience Specialty

Cost: as a Shield Deflection

Instead of attempting to evade the attack, you brace for impact. You may brace for impact at any time that you would normally be able to deflect a blow. Bracing for impact converts your evade bonus for deflecting into a defense bonus instead.

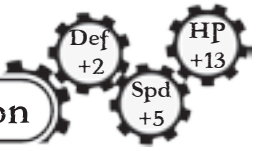


Bulwark

Resilience Specialty

Stance (*costs 1 AP to enter*)

You ready yourself for any attack, becoming an untouchable bulwark. While in this stance, roll twice for your defense rolls and take the higher result. You still add your defense bonus to the roll of your choice.



Interposition

Resilience Specialty

Resist: Dexterity (*negates*)

Cost: Move +1 AP reflexively

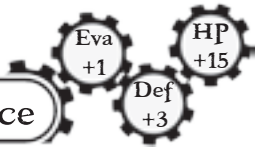
You are able to gauge an opponent's intent to strike a friend, allowing you to interpose yourself between them and one of your allies. You must decide to interpose yourself before your ally rolls their evade. For the cost of a move +1 action point, you may make a single move to place yourself in front of the attack.

If the attack is a melee one, you must end your move adjacent to both the ally being attacked and to the person making the attack.

If the attack is a ranged one, you must end your move in-between your ally and the person making the attack.

Furthermore, the person making the attack is allowed to resist against your resilience. If they successfully resist, the attack hits the intended target instead of you. If the resist fails, the attack automatically hits you.

Metal Embrace



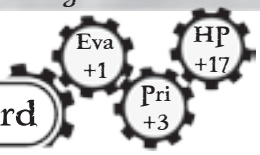
Resilience Specialty

Cost: 1 AP reflexively

Any time you are struck in combat, you may, for 1 action point, make a resilience roll, soaking an amount of additional damage as determined below.

1. Soak 3 additional damage
2. Soak 6 additional damage
3. Soak 9 additional damage
4. Soak 12 additional damage

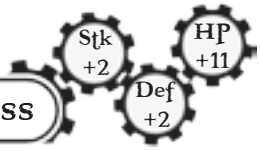
Never Off-Guard



Resilience Specialty

You are always ready for an attack. Normally, your hit points go down after combat while you're resting or socializing. Your hit points are always, at least partially, ready to go. When not in combat, you always have a number of hit points up equal to twice your skill in Resilience, even when you're not conscious. Of course, you can't have more hit points up than your maximum.

Press



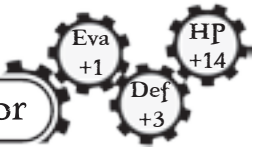
Resilience Specialty

Stance (*costs 1 AP to enter*)

Resist: Dexterity (*negates*)

You choose a target, and as long as you're adjacent to that target, you can completely block him from attacking anybody but you. When you enter this stance, choose a target of the stance. To choose a different target, you must re-enter the stance. As long as you are adjacent to the target, if the target tries to attack anybody, they must succeed at the resist. If they fail, they do not attack and, instead, lose 1 action point.

Protector

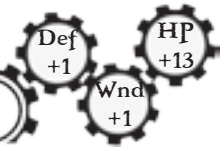


Resilience Specialty

Cost: as a Shield Deflection

You may protect those around you using your shield. Anytime an adjacent ally would be the target of an attack, you may use your shield to deflect the blow for them. The ally gains any bonuses that you would gain for your deflection.

Resolute

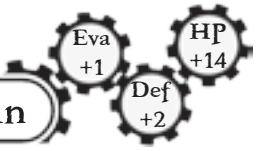


Resilience Specialty

Requires: 2 or more stances known from the Resilience skill

You are the ultimate sentinel, transforming yourself into an impregnable barrier. When you enter into one of your stances from the resilience skill, you may simultaneously enter all of your known resilience stances and keep all of them active (as long as they don't negate each other for any reason). They all act as one stance, so if you get knocked out of your stance, you get knocked out of all of your stances.

Second Skin



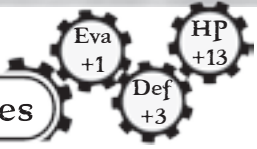
Resilience Specialty

Cost: 1 AP reflexively

Attacks which ignore damage soak still have trouble with you. Whenever you are subject to an attack that is going to ignore your damage soak, you may spend 1 action point to convert it into soakable damage.

1. Up to 3 points of unsoakable damage made soakable.
2. Up to 6 points of unsoakable damage made soakable.
3. Up to 9 points of unsoakable damage made soakable.
4. Up to 12 points of unsoakable damage made soakable.

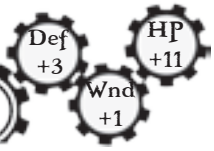
Solid Stances



Resilience Specialty

You have great balance and you understand how to keep your posture. As long as you're conscious, you cannot be voluntarily knocked out of your stance(s) from being pushed back or knocked prone.

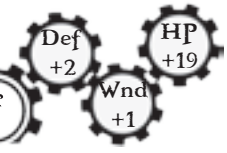
Thick Skin



Resilience Specialty

Your body naturally soaks some damage. Your body has a natural soak class of 1. Furthermore, for every 5 skill points you have in Resilience, you have an additional soak class of 1. So, if you have a 20 in Resilience, you have would a soak class (without armor) of 5. This soak class stacks with armor.

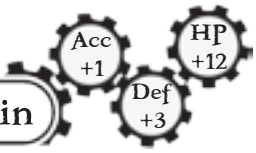
Tough Stuff



Resilience Specialty

You gain bonus hit points depending on your skill in Resilience and how many specialties you have. For every specialty you have (including this one), you gain 1 extra hit point. For every 8 skill points you have in Resilience, that number increases by 1. Thus, if you have 8 skill points in Resilience and 6 specialties, you would have 12 extra hit points.

Unassailable Mountain



Resilience Specialty

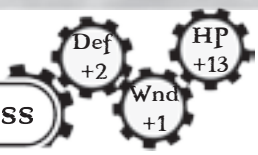
Requires: you to be wearing heavy (or heavier) armor

Cost: 3 AP reflexively

For 3 action points, you may greatly increase your damage soak. This can be decided after the damage has been announced. If the attack was a special attack, any other effects from the attack still apply. This ability only works while in heavy (or heavier) armor. To determine how much your soak class increases, roll below:

1	+4 soak class
2	+5 soak class
3	+6 soak class
4	+7 soak class

Walking Fortress



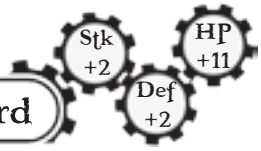
Resilience Specialty

Stance (*costs 1 AP to enter*)

Requires: 3 skill points in Resilience

While in the Walking Fortress stance, your defense sky-rockets. You gain a +1 to your defense for every 3 skill points you have in resilience.

Ward



Resilience Specialty

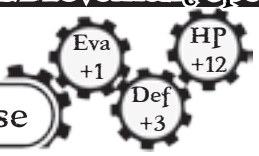
Stance (*costs 1 AP to enter*)

Cost: 1 AP reflexively

You won't allow your foes to pass by you unscathed. When an opponent moves into your melee range, you can make a reflexive attack against them for 1 action point. If an opponent moves from one space within melee range to another space within melee range, this also leaves them open to your reflexive attacks. A single opponent can only be the target of this specialty once per turn.

Armored Movement Specialties

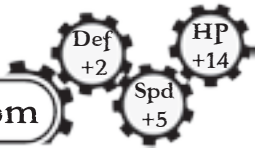
Armored Ease



Resilience Specialty

When you are wearing armor, you may consider it one degree lighter at your discretion. Therefore, you can treat your medium armor as light armor for determining penalties but still gain all of the benefits of wearing medium armor.

Armored Freedom



Resilience Specialty

Requires: Armored Ease specialty & 7 skill points in Resilience

Now, while wearing armor, you may consider it two degrees lighter for determining penalties (in addition to the one degree gained from Armored Ease). Thus, you could be wearing super-heavy armor, but only have the penalties of light armor.



Living Barrier

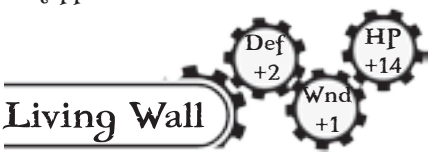
Resilience Specialty

Stance (*costs 1 AP to enter*)

Resist: Dexterity (*negates*)

Nothing bypasses you. When you enter your living barrier stance, you strategically place yourself so that you take up three adjacent spaces (as in, your normal space plus two more) and you may attack anything adjacent to your new size.

Opponents attempting to move through your new space must make a dexterity resist against your resilience. If the opponent fails, they may not enter your new space and their movement is stopped.



Living Wall

Resilience Specialty

Requires: Living Barrier specialty

Resist: Dexterity (*negates*)

Cost: 1 AP reflexively

While in living barrier stance, if an opponent attempts to attack someone through you or inside your newly expanded space, you may spend 1 reflexive action point to intercept this attack. In doing so, you recieve no evade roll (acting as if the evade roll was a 1) and are hit with the attack. The opponent may roll a dexterity resist against your resilience still in order to attempt to attack his original target.



Living Stronghold

Resilience Specialty

Resist: Dexterity

Requires: Living Barrier & Living Wall specialties

Nothing bypasses you. While in living barrier stance, if an opponent attempts to target somebody through you or inside your expanded space and fails their dexterity resist against you, the attack is negated. They lose all of the action points spent to make the attack.

Chapter 7

Cunning

The Cunning Attribute includes these skills:

- Espionage
- Expertise
- Showmanship
- Tactical

Knowledge is power, and using it to your advantage can move worlds. At its most basic level, cunning is the ability to process and retain information. As you grow, you can train yourself to be more keen, see into things that other people would quickly disregard, and learn the skills to survive no matter where you go. The attribute of cunning also increases you ability to see the whole picture and interact with others.

What can you do with your cunning attribute?

Gather Intel

Memory and research can be very valuable tools for finding information. Intelligence can be found through talking to the right people, reading, or simply having heard about it in the past. To determine if you know the information, roll your cunning and tier the result. The narrator will then tell you the appropriate amount of information you know.

1. You know nothing more than common knowledge, such as the name of a road or the king's name.
2. You've heard some tidbits, a smidge of esoteric knowledge, like the year an old temple was built or the nickname for the local baron's favorite hunting dog.
3. You know rather obscure information, such as where the merchant lord of a large shipping company buys his illegal firearms from or how a famous doctor prevents people from bleeding during his surgeries.
4. You know the rarest of information, from the coordinates of the tree a bartender in the next town over shared his first kiss under, to the secret meaning behind the king's royal title.

Research and intelligence gathering can allow you to roll again, and potentially with bonuses. If you've spent quite a bit of time in a library, looking up the reasons behind the current plague, you may roll again. In addition, the advanced medical section in the library may grant you a +3 on the roll. Likewise, if the local librarian who you've been talking to also has some knowledge of the plague, that +3 might jump up to a +6 on the roll.

Lockpicking

Attempt Cost: 3 AP

The gunfire makes it hard to concentrate. Your friends have your back, picking off the ravenous arachnid automatons while you have your toolset in your hand, trying desperately to get through this lock. There's too many of them to fight off. If you can't get this done before the full swarm arrives, you're all dead.

Trying to pick a lock costs 3 action points, just to get into position and starts the process. After that, you're going to roll cunning. For any given lock, you may only roll once. The tier that you receive will tell you how well you pick the lock.

1. Requires several minutes and is not something that can be done during combat
2. Requires 9 more action points
3. Requires 3 more action points
4. You got it on the first try.

Difficulty of Locks: The basic door lock will rarely hamper a person truly trying to open the lock. However, advanced locks will decrease your tier result. For example, a solid, well-built lock might lower the lockpicker's result by 1 tier. The duke's custom-made and advanced locking mechanism might lower the lockpicker's tier by 3. If the lockpicking roll is brought below tier 1, it simply cannot be accomplished (unless mitigating factors might allow it - and the narrator might even say, "It seems possible, but will require several hours of focus).

A lock that lowers the result by 4 tiers should probably not even exist, as the lock is virtually unpickable.

Notice

Notice is an immensely useful little trait, from noticing that the building is on fire to noticing that the king is wearing the wrong ring. Notice comes in two categories: noticing people and noticing objects. If you are looking for a person, you would roll your cunning against their cunning (if they're hiding) or their agility (if they're sneaking). If you are attempting to notice an object, you would roll your cunning and tier the result to see if you can notice it.

1. You can only notice readily visible items.
2. You notice items that are partially hidden.
3. You notice items that are almost entirely hidden, or something else is betraying their whereabouts.
4. You notice items that nobody else would, like a faint outline under a curtain or that the airflow in the room is slightly off.

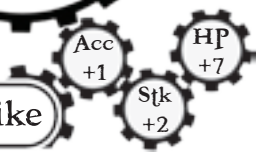
Espionage

A Cunning Skill

Let's face it: you just want to stab people when nobody's looking. It may be due to personal, unresolved social problems. It could be an emotional dependency on other people's pain. Or maybe you just like delivering surprises. Regardless, you take people off-guard, play with them in a fight, and then trash them them like a rotting corpse in a trench. In fact, that's exactly what they are.

Espionage includes the following specialties:

Destabilizing Strike

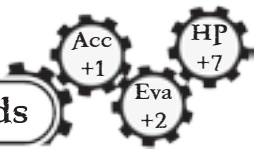


Espionage Specialty

Cost: Attack +1 AP

When your opponent is disoriented, you take advantage of their weakened mind and can make a destabilizing strike. A destabilizing strike, if it deals damage, causes the opponent to become open to a reflexive attack from every character within melee range of the target. These reflexive attacks can be made either as unarmed attacks or by using super-heavy or smaller melee weapons, which will only cost 1 action point to perform instead of the normal 2. As the person who made the destabilizing strike, you cannot make a reflexive attack.

Feign Fatal Wounds



Espionage Specialty

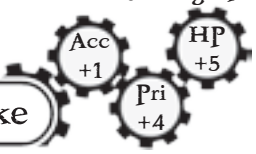
Resist: Cunning (*negates*)

Cost: 1 AP reflexively

When you're struck in combat, you can overplay the success of the attack, making your enemy think you've been taken out of the battle or seriously injured. When damage is dealt to you, you may spend 1 action point reflexively in order to trick the opponent into thinking that they have wounded, dealt you a fatal attack, or outright killed you. They may resist with a successful cunning roll (opposed by your espionage roll). If they fail, you may choose to what degree you appear to have been injured (or falling down and feigning death entirely).

Do note that if you fall down as a result of feigning death or a serious wound, standing up costs an action point.

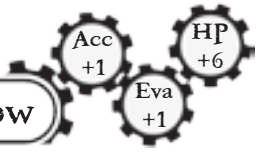
First Strike



Espionage Specialty

You make it your business knowing that you're in a fight before your enemies do. If you make the first strike of a combat - either before priority is rolled or by being the first person to act in the combat - your attack gains a bonus on your accuracy roll equal to your skill in espionage.

Flowing Shadow



Espionage Specialty

Requires: 4 skill points in Espionage

You flow within the shadows, keeping your opponents guessing as you weave and dart through the darkness. Any time the person attacking you is blinded or in poor lighting, you can roll your evade two times and take the higher result. In addition, you gain a +1 on your evade rolls per 4 skill points you have in Espionage while in darkness. If the opponent attacking you in unaffected by darkness or relies on a way of finding you that is not based on sight, you do not gain the evade bonus or the ability to roll twice and take the higher result.

Heartseeker

Acc +1 | HP +6 | Stk +2

Espionage Specialty

Cost: Melee Attack with a Light Weapon +1 AP

When wielding a light weapon, you know the best way to get through your enemy's pesky armor. When you make a heartseeking attack, your opponent has more difficulty soaking it. For the purposes of this attack, lower your opponent's soak class by 1 for every tier that you receive with your espionage roll. This does not permanently affect the armor.

1. -1 soak class
2. -2 soak class
3. -3 soak class
4. -4 soak class



Invisible Blade

Acc +1 | HP +7 | Stk +1

Espionage Specialty

Stance (*costs 1 AP to enter*)

You fight with your weapons palmed, keeping your attacks so tight that your blades are little more than an extension of your fists. When using a weapon that is both light and concealable, you fight as if unarmed: you cannot be disarmed or have your weapon sundered, and your attacks only cost 1 action point to make. For all other purposes, your weapon still counts as a light weapon.

Master Lockpick

Eva +1 | HP +7 | Pri +3

Espionage Specialty

Doors are of little bother to you; your skill in lockpicking turns solid barriers into tiny inconveniences. This specialty improves your ability to understand a lock and pick it. When you begin picking a lock, roll for your Master Lockpick to further reduce the action points that you'll need in order to pick the lock. The AP cost of the lock can never drop below marque I.

1. No luck. Your normal cunning will have to deal with the lock.
2. You can kind of see it. The marque of the lock is reduced by 1 for the purpose of this lockpicking.
3. It's an average challenge. The marque of the lock is reduced by 2 for the purpose of this lockpicking.
4. Aha! The marque of the lock is reduced by 3 for the purpose of this lockpicking.

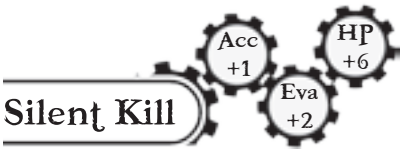
Pierce the Darkness

Acc +2 | HP +7 | Pri +1

Espionage Specialty

Requires: 4 skill points in Espionage

You launch your attack from the victim's blindspot, ensuring your success. When you are attacking from perfect darkness, poor lighting, fog, or anything else that hampers vision, you gain a +1 on your accuracy roll for every 4 skill points you have in espionage. If the opponent has some way of seeing through the poor visibility you're hiding in, you do not gain the bonus.



Silent Kill

Espionage Specialty

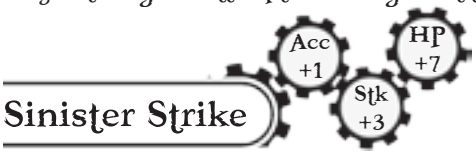
Resist: Cunning (*see below*)

Cost: Melee Attack +1 AP

When you attack somebody, you may attempt to make the attack absolutely silent. This is normally done when going for a killing blow that the target is unaware of, in order to not get caught in the act.

You may be stiffling their scream or trying to make your blade not chink against their armor. If the target does not try to make a noise, you simply roll your skill in espionage against anybody listening.

If, however, the target screams, yells out, or calls for help, you must attempt to cover their mouth or stab them in the throat: anything to keep the sound from carrying. If this happens, anybody listening can attempt a cunning resist to hear the cry.



Sinister Strike

Espionage Specialty

Requires: 18 skill points in Espionage

Cost: Reflexive Melee Strike +3 AP

Your ally has created an opening, and it's time to go in for the kill. After an ally hits an adjacent opponent, you can reflexively make a sinister strike. This attack deals damage directly to wounds. If it exhausts the target's wounds, they suffer a fatal effect.

Nightwalker Specialties

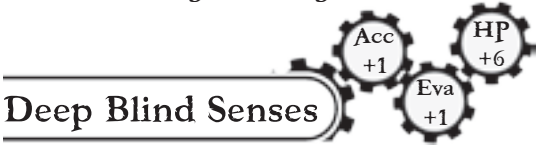


Fighting Blind

Espionage Specialty

You take no penalty for melee fighting while in poor lighting or in absolute darkness.

If you do not know where your opponent is, this specialty does not give you a way of locating them, and this Fighting Blind does not negate the ranged penalty for blindess.



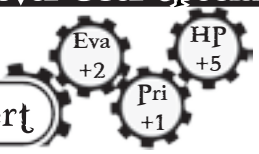
Deep Blind Senses

Espionage Specialty

Requires: Fighting Blind specialty & 5 skill points in Espionage

Your hearing, sense of the air vibration, or ability to locate your opponents in the deepest of darknesses allows you to fire accurately upon distant targets even when blind. You may use ranged attacked against opponents at no penalty when blind or in poor lighting up to 5 feet away per skill point you have in espionage.

Cover User Specialties

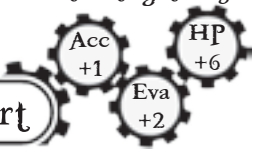


Cover Expert

Espionage Specialty

Stance (*costs 1 AP to enter*)

You're well practiced at taking advantage of whatever cover is available. While you are in this stance, any cover that you take is treated as though it were one level greater. If you exceed heavy cover, you cannot be targeted by a ranged attack.



Contort

Espionage Specialty

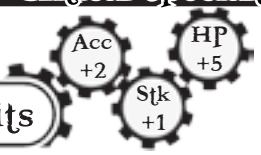
Requires: Cover Expert specialty

Cost: 1 AP

Small barriers can fully eclipse your body as you contort yourself to fit behind them. While in your Cover Expert stance and behind cover, you may contort yourself so that the cover becomes complete cover, and you cannot be targeted by ranged attacks while behind it. You may leave your cover for no action point cost.

Additionally, when you are in a hiding spot but somebody is actively searching that spot, they do not automatically find you. Instead, they must still roll their cunning to notice you. If they fail the roll, they do not notice you, even though they were searching your exact area.

Critical Specialties

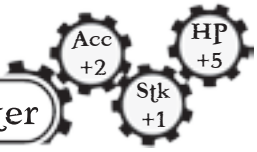


Critical Hits

Espionage Specialty

Light weapons, while normally less damaging than other weapons, do seem to have a knack for finding soft spots in a target's defense. When you attack with a light weapon in melee, for every 5 points that your accuracy roll exceeds your target's evade roll, your attack's damage class increases by 1. This extra damage class cannot exceed your skill in espionage.

Thus, if your opponent rolled a 2 on their evade and you rolled a 12, your attack's damage class would be 2 higher than normal.

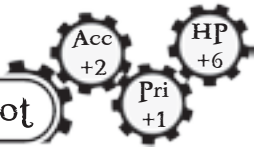


Hairsplitter

Espionage Specialty

Requires: Critical Hits specialty & +6 Accuracy (*from specialties*)

Your precision and accuracy is not to be out done. When you are making a melee attack with a light weapon, you gain an additional damage class for every 3 points that your accuracy roll exceeds your target's evade roll. This bonus replaces your bonus from your Critical Hits specialty. This extra damage class cannot exceed your skill in espionage.



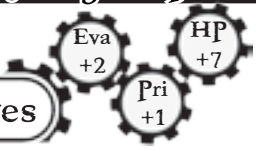
Pinpoint Shot

Espionage Specialty

Requires: Either the Critical Hits or Heartseeker specialty

You're just as accurate from a range as you are when you're standing right next to your victim. You may use any specialty that calls for a melee attack with a light weapon when using a light ranged weapon.

Dirt in the Eyes Specialties



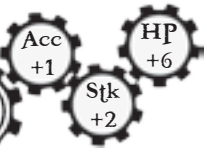
Dirt in the Eyes

Espionage Specialty

Cost: 2 AP

Throwing dirt, blood, water, and other foul substances is an art that has been perfected by dirty fighters for centuries. It's perfect for catching people off-guard and momentarily blinding them. If you'd like to throw dirt in somebody's eyes, they must be adjacent to you, and you must succeed at making an accuracy roll against their evade roll. (For all intensive purposes, this is similar to a called shot against the head.) If they have anything protecting their eyes, such as goggles, the target gains a +3 on their evade roll. If you're successful, the opponent suffers a penalty to their next evade roll equal to your skill in espionage.

The target may, if he so chooses, spend 1 action point to rub the subtance out before taking the penalty on his next evade.



Blind & Swing

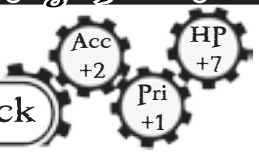
Espionage Specialty

Requires: Dirt in the Eyes specialty

Cost: Melee Attack +1 AP

You may combine your Dirt in the Eyes attack with a melee attack, more efficiently catching your foes in their crucial moment of weakness. For the cost of a melee attack +1 action point, you may throw dirt in your opponent's eye and make a melee attack. You resolve your Dirt in the Eyes attack first (which, if successful, gives them a large penalty on their evade roll) and then your attack second.

Disorienting Specialties



Distracting Attack

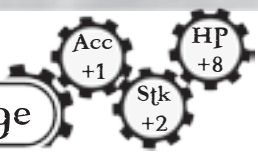
Espionage Specialty

Resist: Cunning (tiers down)

Cost: Melee Attack +1 AP

Your attacks bewilder and confuse your opponent. You can make a melee attack that, if successful, disorients the target (causing them to lose 1 action point per turn) for a handful of turns.

1. 1 turn
2. 2 turns
3. 3 turns
4. 4 turns

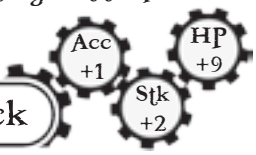


Taking Advantage

Espionage Specialty

Requires: Distracting Attack specialty

When your opponent is disoriented, you know all the tricks for taking advantage of their momentary weakness. When fighting somebody who is disoriented, it does not cost you the extra action point in order to make called shots against the person.



Brain-Blowing Attack

Espionage Specialty

Requires: 12 skill points in Espionage & Distracting Attack specialty

Your distracting attacks land beautifully, leaving the target fully disoriented for a considerably longer period of time. Whenever you make a distracting attack, you disorient them for twice as long as usual.

Expertise

A Cunning Skill

Your intelligence stems beyond book smarts into the realm of practical use. Your keen observations coupled with raw brainpower and experience have given you the skills you use on a daily basis. You are a thinker, combining thought with action. Whether it be determining the exact distance of an enemy force or doctoring the wounded, expertise gives you the know-how to do what needs to be done.

Expertise includes the following specialties:

Appraisal

Acc +1, Eva +1, HP +9

Expertise specialty

You've got a keen eye for exactly how much something is worth. Though you can figure out the price of most items by looking to the Trust, you're skill lies in figuring out the price for ancient prized relics, valuable gemstones, and precious works of art. You may only appraise an item once per downtime.

1. You are able to determine the going market value of an item within 10%.
2. You are able to determine the market value of an item, almost to the duke.
3. Not only can you pinpoint the market value for an item, you can decipher any history or lore about it.
4. You have a knack for knowing the exact price for an item, obscure information about it, and whether it contains any ancient secrets or certain people are searching for it.

Concentrated Focus

Eva +1, HP +10, Def +3

Expertise Specialty

Requires: 3 skill points in Expertise

Your concentration is so intense that it is difficult to stun you. When making a resist against being stunned, you may add your expertise onto the resist. (If the resist is a cunning roll, add your expertise in addition to the cunning total.)

Deep Breath

Eva +1, HP +8, Pri +3

Expertise Specialty

Cost: 1 AP

Requires: 5 skill points in Expertise

Taking one deep breath, you look around the battlefield, analyzing your environment. As you exhale, time itself grinds to a halt. You receive 1 extra action point when your action points refresh. You may only perform this once per turn. (Simply put, this specialty lets you spend 1 action point in order to gain an extra action point on your next turn, exceeding your normal maximum pool.)

Demoman

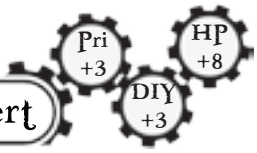
Acc +1, HP +8, Stk +3

Expertise Specialty

Requires: 3 skill points in Expertise

You don't know how they work, but you sure know how to blow them up! For every 3 skill points you have in expertise, you gain a +1 damage class when attacking automatons and vehicles. This applies to anything you use that has a damage class, including explosives.

Efficiency Expert



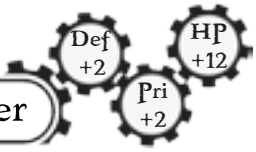
Expertise Specialty

Requires: 3 skill points in Expertise

When you or your friends are crafting items, you're key to ensuring that no funds are wasted, that no screw is left behind. Not only does your DIY (do-it-yourself) score increase (based on the bonuses granted by this specialty), you improve your allies' DIY score. When you spend your downtime with your fellow adventurers working on equipment, their DIY score becomes 3 points higher. This bonus cannot increase their effective DIY score beyond 12.

If you have multiple efficiency experts, the bonus do not stack. Instead, for every additional efficiency expert you have in your party, you gain an additional +1 DIY.

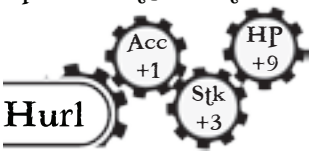
Fire Fighter



Expertise specialty

You must've had a pyromaniac as a friend growing up - you're able to make battling back blazing infernos seem like child's play. If you are putting out fires, you gain 2 extra action points per turn for putting out fires. You cannot catch on fire when extinguishing a fire on another creature.

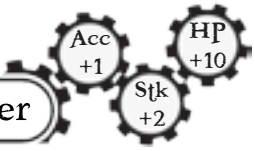
Hurl



Expertise Specialty

You can throw just about anything. Even if an item or weapon is not classified as a throwing weapon, you may throw it as if it were. You do not take penalties for impromptu weapons, and it can go the distance it would go for its size categories (light: 25 feet; medium: 75 feet; and, heavy: 50 feet).

Improv Fighter

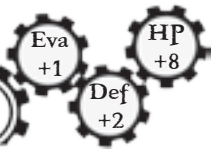


Expertise Specialty

Requires: 3 skill points in Expertise

You're a master of picking up whatever is nearby and using it to its most destructive potential. Barstool, glass, painting, or ladder, you've killed with them all. When using an impromptu weapon, your penalties are eliminated. When fighting with such unconventional melee objects, you gain a +1 to accuracy for every 3 points in expertise you have because opponents never expect you to be so talented with them.

Mechanic



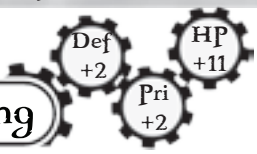
Expertise Specialty

Cost: 3 AP

Though you may not be the original inventor, you have a knack for seeing problems and figuring out how to fix them. You may repair an adjacent automaton, vehicle, or any mechanical contraption with wounds or hit points.

1. repairs 6 wounds or hit points
2. repairs 12 wounds or hit points
3. repairs 18 wounds or hit points
4. repairs 24 wounds or hit points

Patch the Bleeding

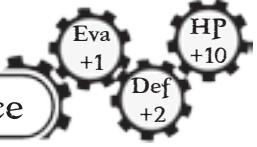


Expertise Specialty

Cost: 1 AP

You've dealt with enough wounds to know how to make them stop bleeding very quickly. You can spend 1 action point to stop 10 bleeding damage (as opposed to the normal 5). In addition, if somebody is bleeding out (such as from losing a limb), for every 1 action point you spend it counts as 3 action points for the purposes of preventing bleeding out.

Observance



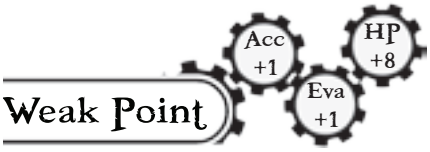
Expertise Specialty

Resist: Cunning (*negates*)

Cost: 2 AP

You watch the enemy closely, learning his movements and predicting his actions. Once you have "observed" somebody (an act that takes 2 action points), the next attack they make on you is converted into a normal attack unless they can make the resist against your Expertise. If they had applied any specialties to the attack or were making a called shot, all of these additions are negated. They still expend however many action points they would have, however.

For example, an opponent is about to deliver an attack with a heavy weapon (2 AP), but they upgrade it to a solid strike (+1 AP) and called shot to the head (+1 AP). If they've been observed, their solid attack to the head becomes a regular attack with their heavy weapon, but still costs the 4 action points they would have used. If the observed opponent made a normal attack with their heavy weapon as their next attack, the observation would be wasted.



Weak Point

Expertise Specialty

Cost: 2 AP

After carefully studying your enemy, you are able to locate its weak point and exploit it. You may spend 2 action points studying a single foe, attempting to locate a weakness.

1. You are able to detect any specific weaknesses to called shots the enemy has.
2. You are able to determine what called shots the opponent would have the most trouble resisting or called shot weaknesses it has.
3. You are able to determine any called shot weaknesses it has, which called shots it would have the most trouble resisting, and, when striking a called shot weakness, the effect of the called shot is doubled.
4. You are able to determine any called shot weaknesses it has, which called shots it would have the most trouble resisting, and when striking a called shot weakness, the effect of the called shot is doubled. Furthermore, you are able to determine an immortal creature's death trigger.



Trick Counter

Expertise Specialty

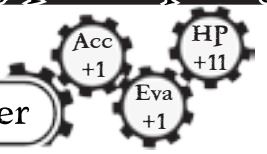
Resist: Cunning (negates)

Cost: 1 (or more) AP reflexively

Your enemies think they are upgrading their attacks and coming at you with unique tricks. You see through them. Whenever you are being attacked with a specialized attack or called shot (one that would have a cost of attack +1 AP, or attack +2 AP, et cetera), you may spend an equal amount of action points to the upgrade in order to attempt to negate it. The opponent could then resist with a cunning roll against your expertise. If they fail, their attack is converted to normal, though the opponent still spends the same amount of action points.

For example, if you are being attacked by a solid strike (attack +1 AP), you can spend 1 action point in order to attempt to make it a normal attack. If they have added multiple specialties on to the attack, you can choose to negate just a portion of it, or negate all specialties, and the opponent resists against losing each specialty separately.

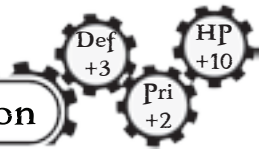
Anti-Poison Specialties



Poison Finder

Expertise Specialty

Any time a poison comes within 10 feet of you, you may automatically roll your cunning to perceive it (unless you are not conscious or otherwise have your senses dulled), and you add your skill in expertise to the roll.



Remove Poison

Expertise Specialty

Cost: 2 AP

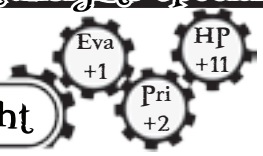
You have a knack for drawing poison out of a victim. Any time that you or an adjacent ally has been poisoned, you may attempt to remove it. If the poison has not activated yet, you can attempt to remove all effects. If it has activated, however, you can only remove lingering effects. Thus, if the poison dealt damage upon activation, you would have to remove the poison prior to activation in order to prevent the damage from being dealt.

When you remove poison, you are able to negate effects. Once you attempt to remove the poison, you're able to see what effects the poison is going to have.

1. remove 1 effect
2. remove 2 effects
3. remove 3 effects
4. remove 4 effects

Note: Poisons that have the same augment multiple times in order to increase the potency of that augment only count as one effect.

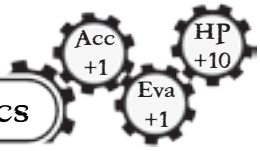
Combat Insights Specialties



Combat Insight

Expertise Specialty

While others are forced to rely on their brute strength or reflexes to avoid called shots, you see them all coming and react accordingly. You may use your cunning for all called shot resists instead of the normal attribute.



Combat Analytics

Expertise Specialty

Requires: 11 skill points in Expertise & Combat Insight specialty

Cost: 1 AP reflexively

You've been in combat enough times that nothing surprises you any more. Gone are the days of relying on brute, dexterity, or spirit. Whenever a resist is required of you during combat, you may always use your cunning by spending 1 action point.

Weapon Appropriations

Acc +1 | HP +9 | Eva +1

Expertise Specialty

Though you might not have an armsmith handy, your knack for bargaining and making contacts allows you to get some higher quality weapons than normal. You may add a single weapon augment on to your weapon of choice (be it firearm, crossbow, melee weapon, throwing weapon, or bow). The augment must take up a single slot. The augment begins at marque 1, but increases by marque as though your expertise was determining its marque. (Thus, at 5 skill points in Expertise, you'll have a marque II augment, 15 skill points will give you a marque III, and 25 skill points a marque IV.)

You may only have one such augment on a weapon that you carry, though you may select a different augment during every downtime that you have. (The downtime must occur in a location that has commerce and trade, otherwise you wouldn't be able to procure the augment.) If the augment does not have a marque, you cannot appropriate it until you reach the equivalent cost for the augment.

Quality Weapon

Acc +1 | HP +7 | Stk +3

Expertise Specialty

Requires: Weapon Appropriations specialty

You're quite good at getting hand-outs. Your appropriated weapon gains an additional augment (of the same marque). Once you reach 10 skill points in Expertise, you gain a third augment on the weapon. All augments must be on the same weapon.



Field Surgeon

Pri +2 | HP +10 | Def +2

Expertise Specialty

Requires: 4 skill points in Expertise

Cost: 3 AP

The field surgeon patches up major wounds to decrease their allied mortality rate throughout the battlefield. You are that surgeon. You can restore wounds damage, but once you make your attempt, you cannot restore any more wounds damage on a person unless they take more damage to their wounds. Furthermore, you cannot restore more wounds damage than they've taken from their most recent attack. Thus, if somebody cut your ally for 3 wounds damage, you could not heal 4 of their wounds.

The patient must spend 3 action points reflexively in order to be treated. The patient can do this over multiple turns, pulling action points from their next turn if need be. If you are engaged with a melee attacker, this leaves both you and the patient open to reflexive attacks (which they can make for the normal cost of their attack).

1. restores 1 wound
2. restores 2 wounds
3. restores 3 wounds
4. restores 4 wounds

First Aid

Def +2 | HP +9 | Spd +5

Expertise Specialty

Requires: Field Surgeon specialty

Cost: Move + Field Surgeon reflexively

When somebody near you takes damage, you're able to leap to the rescue and help them out. When somebody has taken wounds damage that is within one move's distance of you, you may reflexively move to them and heal them using your Field Surgeon specialties.

Self-Surgery

Pri +3 | HP +9 | Wnd +1

Expertise Specialty

Requires: Field Surgeon specialty

Though its difficulty is beyond most people, you're able to grit through self-surgery. You may now use Field Surgeon on yourself.

Showmanship

A Cunning Skill

You are a performer, the master of showmanship, the troubadour of the world, the man who was born on a stage. You control people's emotions through your performances, stopping people dead in their tracks with your bravado and encouraging them to do impossible feats through your inspiration. The person with a knack in showmanship is going to be useful no matter where they go, and their allies will never regret having a performer around.

Showmanship includes the following specialties:

Blindside

Eva +1 · HP +8 · Pri +3

Showmanship Specialty

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

Large hand gestures and loud noises keep your opponent focused in a direction of your choosing, allowing you to make them blind to everything in the opposite direction. The target must be within 25 feet of you. The opponent acts blind and deaf toward anything from that direction until something attacks them from that direction, at which time your Blindside is cancelled and must be restarted. You may have blindside activated on multiple people at once, but a single opponent can only be the target of one blindside.

Captive Audience

Acc +1 · HP +9 · Eva +1

Showmanship Specialty

Stance (*costs 1 AP to enter*)

Resist: Cunning (*negates*)

Once you've got someone close to you, you never let them go. When entering this stance, choose a single adjacent target. You cannot move away from the target, but you also prevent the target from moving away from you unless they resist. They can attempt to resist immediately when you enter the stance, and then at the end of their turn, when tier action points refresh. If they successfully resist, you exit your stance.

Catchphrase

Acc +1 · HP +8 · Eva +1

Showmanship Specialty

Cost: 1 AP

You reveal your hidden catchphrase and jump into your next action. Saying your catchphrase requires 1 action point, but the next time you roll a tier result for a specialty, you use your showmanship skill in place of the skill the specialty normally requires.

Chime In

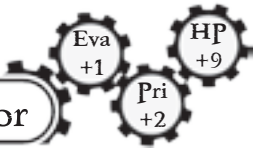
Eva +1 · HP +8 · Pri +3

Showmanship Specialty

Requires: 2 skill points in Showmanship

By adding in little snippets of information to help an argument, you add a bonus to another player's cunning roll whenever they are attempting diplomacy, bluff, or any social interaction. The bonus is a +1 for every 2 skill points you have in showmanship.

Conveyor

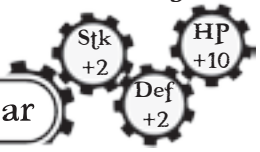


Showmanship Specialty

Cost: 1 AP reflexively

You can duplicate effects that you see, extending an ally's buffing range. When an ally creates an effect that affects all allies within a certain range, you can spend 1 action point reflexively in order to also affect all allies within the same range of you.

Deafening Roar



Showmanship Specialty

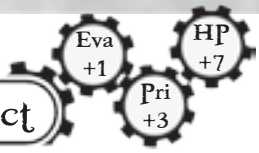
Resist: Brute (tiers down)

Cost: 1 AP

You choose one adjacent opponent and roar so loudly in his ear that his eardrum bursts. The opponent is deafened (suffering a -2 to evade) for a number of turns.

1	1 turns
2	2 turns
3	3 turns
4	4 turns

Distract



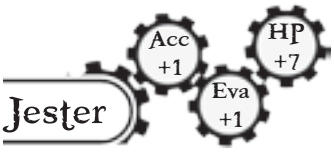
Showmanship Specialty

Resist: Cunning (negates)

Cost: 2 AP reflexively

Sometimes you're right in front of them. Other times, they're not so sure. You can distract an opponent during their turn, momentarily thinking that you're somewhere else. Whenever an opponent takes an action against you, you may attempt to distract them. Choose another location within 10 feet to create your distraction. If the opponent fails their cunning resist against your showmanship, they - for the purpose of this one action - believe that you are in the location where you caused the distraction. If there is something else there (like a wall or a person), they gain a +10 on the resist.

Jester



Showmanship Specialty

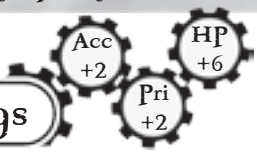
Resist: Cunning (tiers down)

Cost: 2 AP

You can throw your voice, yell, or dance to bewilder opponents. On-looking opponents within 25 feet may become disoriented simply from laughing at you. Jester can affect multiple people, and all effected may attempt to resist. For every tier that they receive above tier 1, they decrease the amount of turns they are disoriented by 1.

1	1 target is disoriented for 1 turn
2	2 targets are disoriented for 2 turns
3	3 targets are disoriented for 3 turns
4	4 targets are disoriented for 4 turns

Marionette Strings



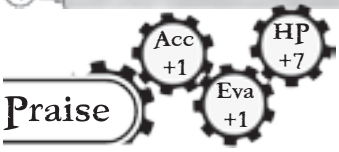
Showmanship Specialty

Cost: 1 AP reflexively

You guide the attack of a nearby ally, ensuring their success. Any time an ally makes an attack within 25 feet, you may use your marionette strings to give them a bonus on their accuracy. This can be decided even after the roll has been made.

1	+2 on their accuracy roll
2	+4 on their accuracy roll
3	+6 on their accuracy roll
4	+8 on their accuracy roll

Praise

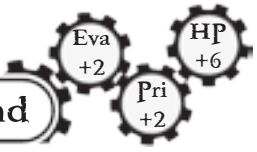


Showmanship Specialty

Cost: 1 AP reflexively

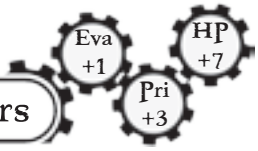
You sing the praises of your fellow adventurers. You may spend 1 action point reflexively to allow a party member to re-roll any resist, as long as they can hear you. You can only do this once per resist.

Sleight of Hand



Showmanship Specialty

When you use an item, one second it's there, the next it's gone. Your opponents won't be able to take advantage of you while you use items. Activating and using items does not leave you open to reflexive attacks.



Smoke & Mirrors

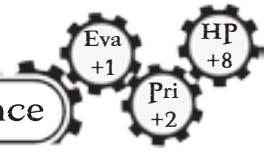
Showmanship Specialty

Requires: 3 skill points in Showmanship

Resist: Dexterity (*negates*)

Cost: 3 AP reflexively

With the flick of your wrist, you can make an ally within 25 feet appear in one location when they thought they were elsewhere. When an ally has failed an evade roll, you may reflexively move your ally to an adjacent space. The assailant may resist against your showmanship with their dexterity. If you succeed, your ally may immediately move to an adjacent space, and the assailant's attack automatically misses.



Throw Off Balance

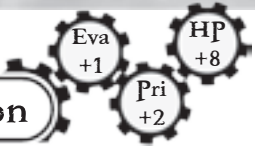
Showmanship Specialty

Resist: Cunning (*tiers down*)

Cost: 1 AP reflexively

Just as a melee attack hits one of your allies within 25 feet, you distract the opponent and cause them to do minimal damage. The attacker must roll their strike multiple times and take the lowest roll, but they can use their cunning resist in order to lower the result.

1. The attacker rolls two times and takes the lowest
2. The attacker rolls three times and takes the lowest
3. The attacker rolls four times and takes the lowest
4. The attacker rolls five times and takes the lowest



Unmarred Perfection

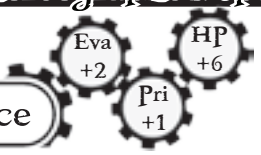
Showmanship Specialty

Stance (*costs 1 AP to enter*)

Resist: Cunning *or* Spirit (*negates*)

Opponents regret attacking you, for fear of harming your perfect image. While in this stance, anybody that attempts to attack you in melee must resist or suffer a penalty to their accuracy equal to your skill in showmanship. However, while in this stance, you can make only graceful and non-alarming moves, and thus must roll all strike rolls twice and take the lower result.

Choreographed Specialties



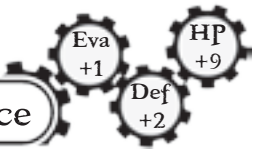
Epic Dance

Showmanship Specialty

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

You bust out your best dance moves, chaining them together in a beautifully unpredictable fashion. While dancing your epic dance, you gain a +3 to evade. You gain an additional point of evade for every 5 skill points you have in Showmanship. You can only have one epic dance going at any given time.

If tripped, your Epic Dance is cancelled and must be restarted.



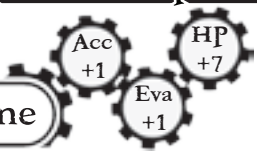
Never Stop the Dance

Showmanship Specialty

Requires: Epic Dance specialty

While performing your epic dance, you use your choreography to block and brace your body against incoming blows. You gain an identical bonus to your defense in addition to the evade bonus you recieve from your epic dance.

Epic Music Specialties



Battle Theme

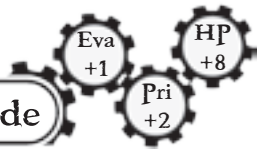
Showmanship Specialty

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

Don't worry, you've got this. The epic music in the air says that you can't fail. While performing your battle theme, you gain a +3 to accuracy rolls. You gain an additional point of accuracy for every 5 skill points you have in showmanship. You can only be singing one battle theme at any given time.

If you are singing, a successful called shot to your neck will cancel your battle theme. Alternatively, if you are using a musical instrument, a successful sunder or disarm will also cancel your battle theme.

Heavenly Serenade



Showmanship Specialty

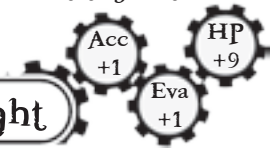
Requires: Battle Theme specialty

Resist: Spirit (*negates*)

Cost: 2 AP reflexively

Your battle theme is so beautiful that it digs deep into people's souls and prevents them from acting. While performing your battle theme, any time anybody within 25 feet wants to make an action, you can reflexively spend 2 action points to make them roll a resist against your showmanship in order to take that action. If they fail the resist, they instead lose 1 action point.

Spotlight



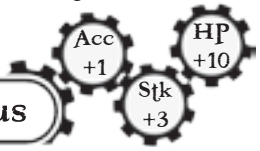
Showmanship Specialty

Requires: Battle Theme specialty

Cost: 1 AP reflexively

You point to an ally within 25 feet, signaling to them that it's their time to shine. While performing your Battle Theme, you may spend 1 action point reflexively to grant your Battle Theme accuracy bonus to an ally's accuracy, evade, strike, or defense roll.

Unified Chorus

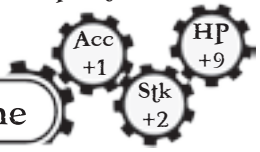


Showmanship Specialty

Requires: Battle Theme specialty & 16 skill points in Showmanship

Your beautiful song causes your allies to lend you their voices! Any bonuses to accuracy or strike you gain from your Battle Theme now apply to all allies within 25 feet of you. If multiple allies have this specialty, everyone only recieves bonuses from the one with the highest amount of skill points in showmanship.

Victory Theme



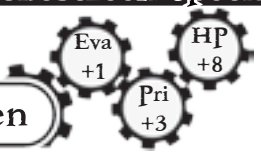
Showmanship Specialty

Requires: Battle Theme specialty

You begin to weave a power ballad which drives you forward; your music crying for the utter destruction of your foes. Any bonus to accuracy you recieve from your battle theme also acts as a bonus to your strike.

Smokescreen Specialties

Smokescreen

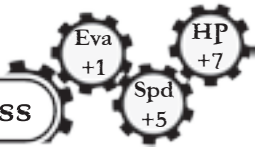


Showmanship Specialty

Cost: 1 AP

When you need to, you've always got a way to throw enemies off for just a second or two. You may toss down a smokescreen during your turn that lasts until the end of your turn (when your action points refresh). This smokescreen only envelopes you, but it hides all of your actions while in the smokescreen. If you move, the smokescreen does not move with you and instead disperses.

Walking Darkness



Showmanship Specialty

Stance (*costs 1 AP to enter*)

Requires: Smokescreen specialty

More than a simple disappearing act, you walk across the battlefield shrouded by a magician's smoke cloud. While in this stance, you gain a +4 to evade and all of your actions are considered hidden. If an opponent has some way of knowing where you are that does not rely on sight or can see through perfect darkness, you do not gain the bonus to evade against them.

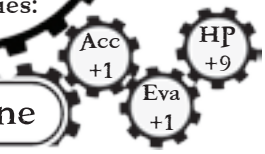
Tactical

A Cunning Skill

Tactical is the skill of battlefield commanders, great generals, and military leaders. As your party's tactician, you're going to keep people safe by making timely decisions to affect the overall flow of the battlefield. The enemies are your pawns, and you move everyone with equal ease. Tactical is about knowing your enemy, focusing your best attacks, and using all of your best advantages to drive your pike into their disadvantages.

Tactical includes the following specialties:

Ally of the Machine

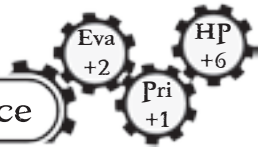


Tactical Specialty

Requires: 6 skill points in Automata

Using your keen sense of machinery and the way automatons function, you can now treat automatons as your allies. When using a specialty that allows you to affect your allies, automatons may now act as allies.

Armistice



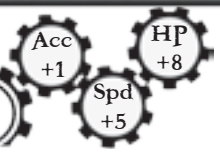
Tactical Specialty

Stance (*costs 1 AP to enter*)

Resist: Cunning (*negates*)

Sometimes the best part of a battle is when you're not fighting in it. When you enter your armistice stance, opponents who attack you are stunned for 1 action point unless they resist against your tactical. However, you must exit your armistice stance (for 0 action points) before attacking, else you will be stunned for 2 action points.

Blitzkreig

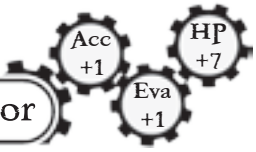


Tactical Specialty

Stance (*costs 1 AP to enter*)

You select the next foe and your allies attack. When you enter into this stance, you select a single target within 50 feet. All of your allies gain a speed bonus when moving toward that target. The bonus is 10 feet, plus 5 feet for every 5 skill points you have in tactical (thus being +15 feet at 5 skill points, +20 feet at 10 skill points, et cetera).

Call in a Favor

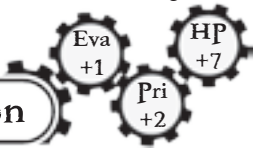


Tactical Specialty

Requires: 4 skill points in Tactical

When you're cornered, you call in the guy with the sword to get you out of your dangerous situation. You can give an ally 3 of your action points in order for the ally to run over and attack an opponent adjacent to you. The ally must be willing to make the move and the attack. They may only use these action points for moving toward the designated opponent and attacking, though they may use the action points to upgrade the attack as they see fit. In addition, if the ally has any action points of their own, they may choose to use them reflexively to continue attacking or bolster their attack on the opponent adjacent to you.

Change Formation



Tactical Specialty

Cost: 2 AP

You call for an immediate change of formation. All of your allies within 50 feet are automatically allowed to change their stance, free of cost, at their discretion.



Change Places

Eva +1 · HP +6 · Spd +5

Tactical Specialty

Cost: 1 AP

You know where the forces that threaten your team members lie. You can move your ally (as long as your ally is willing).

1. Your ally moves 5 feet
2. Your ally moves 10 feet
3. Your ally moves 15 feet
4. Your ally moves 20 feet

Crippling Formation

Acc +1 · HP +7 · Stk +2

Tactical Specialty

Requires: 3 skill points in Tactical

When an ally makes a called shot within 25 feet of you, you make the shot more difficult to resist. The called shot's strike roll is effectively 1 point higher for every 3 skill points you have in tactical. This only changes the resist and does not increase the damage or the effect.

Crossfire

Acc +1 · HP +8 · Stk +2

Tactical Specialty

Stance (*costs 1 AP to enter*)

When you enter this stance, choose a single location (a 5 foot square). If anybody enters into that space, you and all of your allies can make reflexive attacks against that person for only 1 action point.

Forewarned

Acc +1 · HP +6 · Pri +4

Tactical Specialty

Cost: 1 AP reflexively

When priority is called for at the beginning of a battle, you may give a +3 to an ally's priority roll within 25 feet, plus an additional +1 per 3 skill points you have in tactical. Doing so costs 1 action point reflexively (which comes from your first turn's pool of action points).

Focused Support

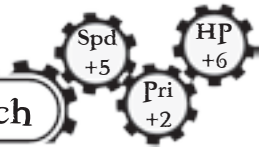
Acc +1 · HP +6 · Stk +2

Tactical Specialty

Requires: 7 skill points in Tactical

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

You can build a bond with another that pushes them to greatness. When you begin your focused support, you choose an ally within 25 feet. That ally gains 1 additional action point per turn for as long as you are within 25 feet and continue focusing your support. If you want to change the beneficiary of your focused support, you must begin anew. You can only have one focused support active at any given time.



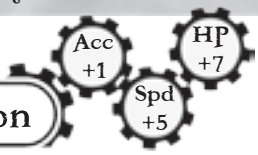
Lead the March

Tactical Specialty

Cost: 1 AP

When you lead the march, you give your allies within 25 feet a bonus to their speed. This bonus lasts until the end of your next turn (when your action points refresh). This bonus is granted to you as well. Multiple bonuses from Lead the March do not stack.

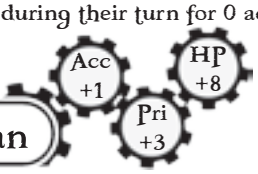
1. Speed increases by 10 feet
2. Speed increases by 20 feet
3. Speed increases by 30 feet
4. Speed increases by 40 feet



Malleable Formation

Tactical Specialty

Your allies can shift and move around the battlefield with ease, keeping your enemies guessing. All allies within 25 feet of you can make a 5 foot movement during their turn for 0 action points.

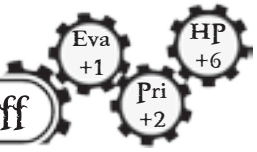


Master Tactician

Tactical Specialty

Requires: 15 skill points in Tactical

You're at your best when thinking on your feet. You receive 1 extra action point per turn which may be used only for reflexes.



Stand-Off

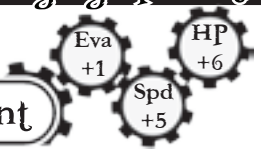
Tactical Specialty

Cost: 1 AP reflexively

Before anybody takes their first turn in a combat, right as priority is about to be determined, you may call for a stand-off. This costs 1 action point, but puts the entire combat in a stand-off. Anybody may voluntarily take the first action, but - if they do so - every roll they make during their first turn suffers a penalty equal to your skill in tactical.

If multiple people attempt to act first in a stand-off, they roll priority between themselves. After the first person in a stand-off acts, everyone determines priority normally and moves after the stand-off breaker.

Encouraging Specialties



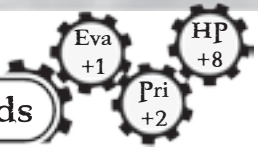
Encouragement

Tactical Specialty

Cost: 1 AP reflexively

You call out encouragement, urging your allies to a more assured victory. For 1 action point reflexively, you may give an ally within 50 feet a bonus on any one of the following rolls: accuracy, evade, strike, or defense. This bonus must be determined before the roll is made.

1. +2
2. +4
3. +6
4. +8



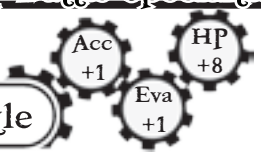
Inspiring Words

Tactical Specialty

Requires: 5 skill points in Tactical & Encouragement specialty

Your words of encouragement invoke a deep drive within your allies that brings about confidence, allowing them to continue battling. When using encouragement, all of your within 50 feet recover 1 hit point plus 1 for every 10 skill points you have in tactical.

Flow of Battle Specialties

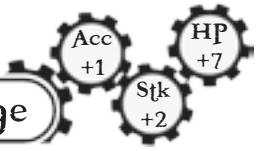


Direct the Battle

Tactical Specialty

Stance (*costs 1 AP to enter*)

You set the course of battle, proclaiming the next victim of the tide. When you enter this stance, you choose one enemy within 50 feet to be the victim. While you are in this stance, you can allow a single ally per turn to make a special attack or called shot that costs "Attack +1 AP," without spending the extra action point, so long as it is directed at the target of the stance.

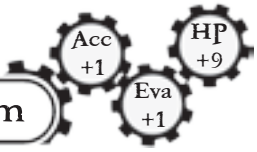


Concentrated Barrage

Tactical Specialty

Requires: Direct the Battle specialty

When you enter into your direct the battle stance, you point at a single target and exclaim, "Get that fool!" Every ally within 25 feet can make a special attack or called shot that costs "Attack +1 AP" against the target of your direct the battle stance without spending that extra action point, though each ally only gets this benefit once per turn.



Overwhelm

Tactical Specialty

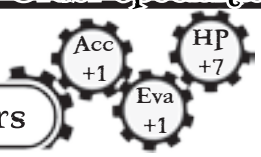
Requires: Direct the Battle specialty

Cost: 1 AP reflexively

Any time the target of your direct the battle stance takes damage from an ally, you may use 1 action point to encourage your ally's attack along.

1. Ally's attack does an additional 3 damage
2. Ally's attack does an additional 6 damage
3. Ally's attack does an additional 9 damage
4. Ally's attack does an additional 12 damage

Order Specialties



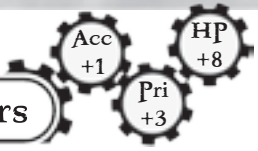
Issue Orders

Tactical Specialty

Cost: 3 AP

You yell an order across the battlefield, and one of your allies answers the call. The ally must be within 50 feet and be able to hear you. Your order allows an ally to make a called shot using their bonuses but without spending any of their action points.

1. Ally attempts the called shot
2. Ally attempts the called shot with a +2 on the strike
3. Ally attempts the called shot with a +4 on the strike
4. Ally attempts the called shot with a +6 on the strike



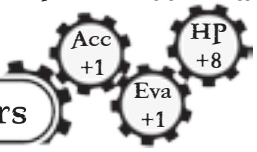
Complex Orders

Tactical Specialty

Requires: Issue Orders specialty & 5 skill points in Tactical

When giving an ally a called shot order, you may spend the cost of one of your ally's attack-modifying specialties to allow that ally to use that attack modifier for free.

For instance, if your ally knows Solid Assault (under Overpower) you may spend an extra action point in addition to the Issue Orders cost in order to allow your ally to use their attack modifier for free. This additional action point expenditure can utilize the action point bonus fromDirect the Battle.



Improved Orders

Tactical Specialty

Requires: Issue Orders specialty, Complex Orders specialty, & 8 skill points in Tactical

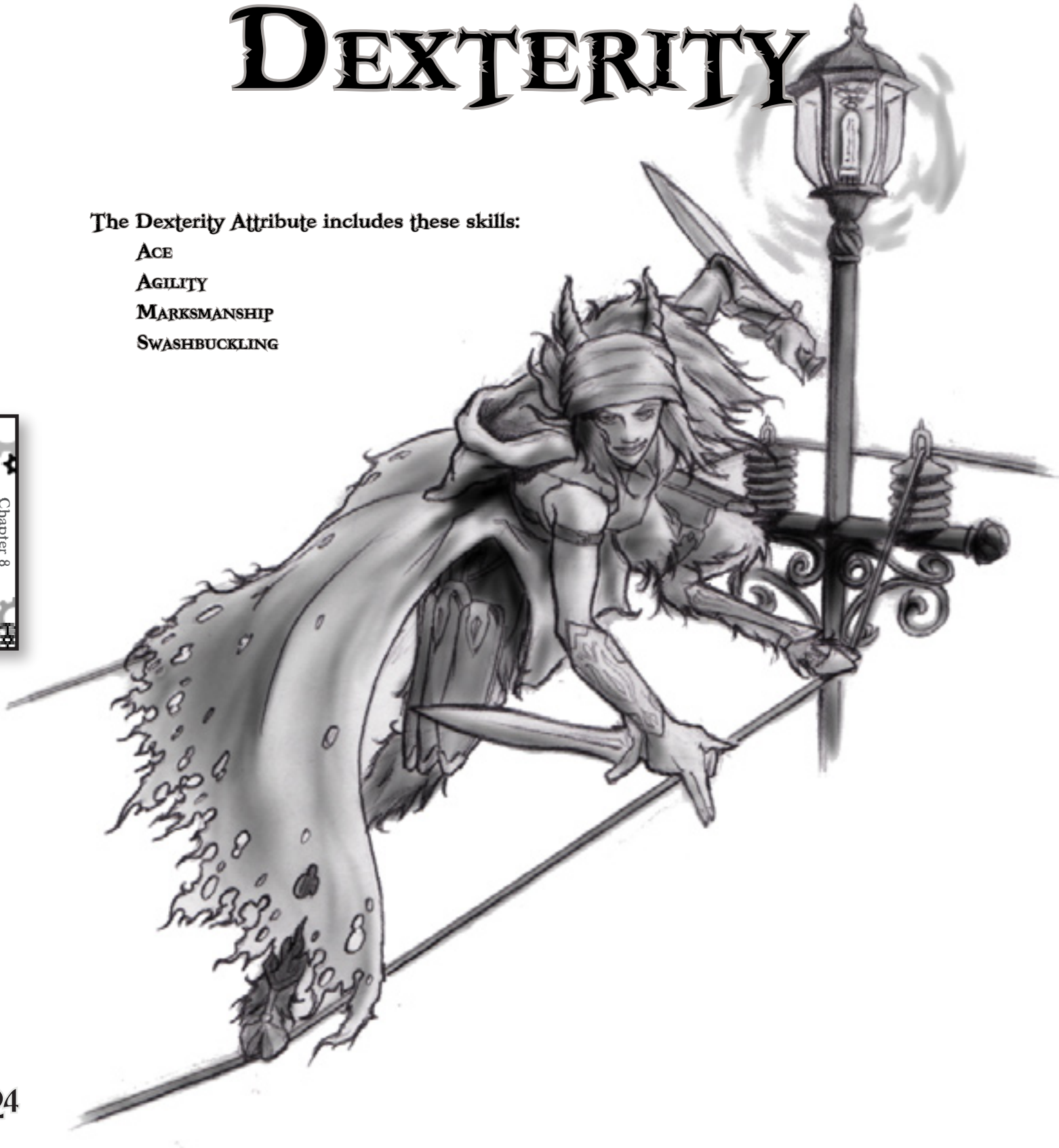
You are becoming more adept at giving orders to your allies, allowing you 1 free action point per turn for use with the effects of Complex Orders.

Chapter 8

Dexterity

The Dexterity Attribute includes these skills:

- Ace
- Agility
- Marksmanship
- Swashbuckling



Dexterity is a representation of your speed, coordination, and reflexes. With dexterity, you can wiggle into tight areas and turn just the right screws without being entirely sure where your hands are. A person high in dexterity is always going to catch the ball thrown at them, will have no problem walking across a tight rope, and might even known how to pick a lock.

What can you do with your dexterity attribute?

Balance

Attempt Cost: Movement +1 AP

Want to walk that tight rope or simply just cross that rickety catwalk over the lake of acid? You need to balance. Balancing comes in four flavors, and your tier roll depends on what obstacle you are able to cross. Your narrator will identify for you the difficulty of the balancing check before you make your attempt.

1. You can barely keep your balance. Taking an action other than moving or getting hit by something will cause you to fall.
2. You may wobble from time to time, but you hold your balance. However, if the battlefield conditions change or you perform any action other than moving, roll again.
3. You can confidently balance yourself. You won't fall unless the condition of what you are balancing on changes, in which case roll again.
4. You move as if you were on solid ground. Nothing can shake you from your position, save someone using an attack on you that moves you any distance.

Jumping

Attempt Cost: as a move (*normally 1 AP*)

Long Jump: Jumping is tiered, based on the difficulty of the jump. You must get a moving start to jump your optimum distance. If you do not move at least 20 feet before the jump (as a separate action), you will jump half the distance. Any movement penalties apply to the jump distance.

1. 10 feet forward
2. 20 feet forward
3. 30 feet forward
4. 40 feet forward

Vertical Jump: You may attempt to jump vertically for 1 action point as well. When you jump vertically, you can jump 1 foot up for every 5 feet you'd be able to move forward.

Catching a Ledge: If you just barely fail, your narrator might allow you to roll your dexterity to catch a ledge and pull yourself up. Normally, catching a ledge while jumping will require a tier 2 or higher dexterity result.

Sneaking

Attempt Cost: Move +1 AP

Moving silently will almost always be little more than an opposed roll against a listener's cunning. If you succeed in beating their cunning, you may determine how well you move silently.

1. The listener is still paranoid and thinks somebody is in your general vicinity.
2. The listener believes that something rustled where you are, but it was probably a mouse or some other innocent thing..
3. The listener failed to hear anything at all.
4. The listener has no inkling that anybody is there, and will probably not bother listening for anybody anytime soon.

Note to the Narrator:

Noisiness

Characters in heavy armor, carrying lots of coin, or walking on broken twigs will have a much more difficult time not being heard. In such a case, the narrator may give them a penalty on their opposed roll, such as a -6 if they are in armor, or a -3 if they are walking on noisy terrain.

Pickpocket

Resist: Cunning (*tiers down*)

Attempt Cost: 2 AP

Someone in your party won't share the map of the dungeon, or you just saw a really flashy purse on someone's belt. Roll your dexterity to determine how stealthily you pickpocket the target. The target resists with their cunning, tiering down your result. If your result is less than tier 1, you fail to pickpocket the item and they are aware of your failure. You don't have to know what items they have concealed in order to attempt to steal something, but in such a case the item you would receive is the Narrator's choice. You can only pickpocket items not currently equipped to your target. In other words, you can't steal the sword they are wielding or the jetpack they're wearing, but you can steal the sword out of their sheath and the keys to their clanker from their pocket. You can only steal one item at a time.

1. Your victim feels paranoid and may begin to check their belongings for anything missing.
2. Your victim thinks someone must have bumped into them.
3. Your victim failed to realize anything had happened.
4. Your victim has no idea anything of theirs is missing and won't bother to check anytime soon.

Ace

A Dexterity Skill

You are the ace. Whether you're seated in a world-class flying machine or mounted on an overgrown weasel, you know how to guide your ride and use it to its very best. You can do crazy flyer tricks, a barrel roll with a tank, and you'll never be kicked off your horse prematurely.

Ace includes the following specialties:

Acc +1, HP +9, Eva +1

Backseat Driver

Tactical Specialty

Stance (*costs 1 AP to enter*)

While in the Backseat Driver stance, you utilize your ability as a pilot or rider to provide the person who is driving with useful information, allowing them to react more quickly to situations. While you are in this stance, the pilot of a vehicle that you are riding (or the rider of the animal you are on) gets a bonus action point per turn that can be used for maneuvering the vehicle or mount or using Ace specialties.

Acc +1, HP +8, Eva +3

Co-Pilot

Ace Specialty

You make a remarkably handy co-pilot when the need arises. If adjacent to a ship's pilot, you may give them any number of your action points, reflexively, for the pilot to use while maneuvering, accelerating, or slowing the vehicle.

Acc +1, HP +9, Def +3

Crash Maneuver

Ace Specialty

Cost: 3 AP reflexively

When you are driving an airborne vehicle that is crashing to the ground, you can maintain your cool and attempt to prevent yourself from getting hurt in the crash. When the vehicle hits the ground, you can wrest enough control of the vehicle to keep it on a steady path. If you do so, everyone in the vehicle takes less falling damage. The amount depends on the tier of your roll.

1	-3 wounds damage
2	-6 wounds damage
3	-9 wounds damage
4	-12 wounds damage

Eva +2, HP +7, Pri +1

Denial Maneuver

Ace Specialty

Cost: 2 AP reflexively

You twist the vehicle's controls at the last minute, making it difficult to target specific sections of your vehicle. When someone makes your vehicle the target of their attack, you can spend 2 action points in order to add your Ace skill to the ship's evade roll.

Acc +1, HP +8, Eva +1

Driving with Knees

Ace Specialty

Stance (*costs 1 AP to enter*)

You are able to control your vehicle or animal mount using your knees. If you are on an animal mount or driving a clanker, you get one free movement per turn. It also requires no hands to pilot your vehicle or animal mount.

Flying Fortress

Acc +1 | HP +7 | Def +3

Ace Specialty

Requires: 2 skill points in Ace

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

When piloting a vehicle, you are able to maneuver it so that incoming attacks won't hit anything vital to its continued functioning, ensuring the ultimate defense. Your vehicle gains +1 defense for every 2 points you have in Ace.

Hold Together

Eva +1 | HP +8 | Def +3

Ace Specialty

Requires: 7 skill points in Ace

During its final moments, even if everything is falling apart around you, you push your vehicle forward one last time. If a vehicle you're piloting loses all of its wounds, you can still move it normally for one more turn. Autos are forced to remain on their previous speed setting during this final turn.



Horseman's Cut

Acc +1 | HP +7 | Stk +3

Ace Specialty

Cost: Mounted Melee Attack +1 AP

When attacking a non-mounted opponent atop your mount or vehicle, you are able to make a horsemen's cut that deals extra damage.

1. +1 damage class
2. +2 damage class
3. +3 damage class
4. +4 damage class

Hostile Maneuvers

Acc +1 | HP +9 | Stk +2

Ace Specialty

Requires: 5 skill points in Ace

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

You move wrecklessly close to an opponent's vehicle in an all out siege. While using Hostile Maneuvers, your vehicle suffers -4 defense; however, all attacks made by allies on your vehicle hit for 1 damage class higher for every 5 points you have in Ace.

Level Flying

Acc +1 | HP +8 | Pri +3

Ace Specialty

While you're at the helm, nobody on board takes accuracy penalties for shooting from a fast moving vehicle.

Quick-Mount

Acc +2 | HP +6 | Pri +1

Ace Specialty

You can now mount or dismount any auto, clanker, or animal mount for no action point cost during your turn, whether you intend to pilot the vehicle or not. You can only make one such quick mounting or dismounting per turn.

Vehicular Teamwork

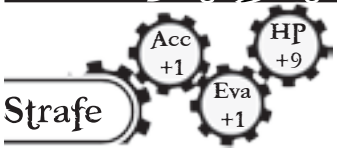
Acc +1 | HP +10 | Eva +1

Ace Specialty

Cost: 2 AP reflexively

When anything flies toward your vehicle, your gut instinct is to move out of the way. When anyone on your piloted vehicle is the target of an attack, you can attempt to move your entire vehicle out of the way first. Before they roll evade, you may roll your vehicle's evade against the attack. The attacker only rolls accuracy once. If either your vehicle or your passenger roll higher than the accuracy of the attack, the attack misses.

Auto Piloting Specialties



Strafe

Ace Specialty

You know how to quickly move your auto side-to-side. Once per turn, you can strafe for no action point cost. This does not change the direction your auto is travelling in.

1	5 feet
2	10 feet
3	15 feet
4	25 feet



Evasive Strafe

Ace Specialty

Requires: Strafe specialty

The quick movements of your auto allow you to shake off incoming attacks. When you strafe, your vehicle gains a bonus to evade until the beginning of your next turn. This bonus is taken away if you stop piloting the vehicle.

1	+1 evade
2	+2 evade
3	+3 evade
4	+4 evade

Clanker Piloting Specialties



Extension of Self

Ace Specialty

The movements of your clanker are as smooth as the movements of your body. When piloting a clanker you can move it using any specialty you have related to moving yourself. When doing so, use your skill in Ace for the specialty instead of your skill in the skill the specialty comes from. This does not allow you to move your clanker in ways it can't on its own, such as jumping or flying.



Piston-Spring

Ace Specialty

Cost: Jump

Whenever piloting a clanker, you have the ability to use its momentum to propel it into the air. This allows you to jump your clanker just like a normal person jumps.

Focused Flying Specialties



Focused Flying

Ace Specialty

Stance (*costs 1 AP to enter*)

With both hands on the wheel and every ounce of your being put into your piloting, your control of your vehicle greatly increases. While in this stance, you cannot take any action other than controlling your vehicle. You also must use two of your hands to hold onto the controls of your vehicle. Clankers gain 5 feet of speed for every point you have in Ace. Autos gain 10 feet of maximum speed for every point you have in Ace.



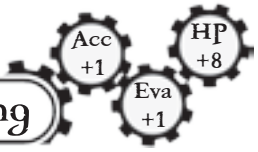
Fine-Tuned Flying

Ace Specialty

Requires: Focused Flying specialty & 2 skill points in Ace

You put your all into ensuring any attacks made on your vehicle will not penetrate its armor. While in your Focused Flying stance, your vehicle gains a +1 to defense for every 2 skill points you have in Ace.

Fully Focused Flying



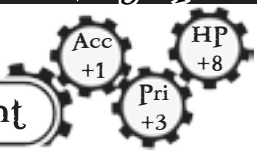
Ace Specialty

Requires: Focused Flying specialty & 3 skill points in Ace

By making the continued survival of your vehicle and its crew your main priority, you make yourself more aware of incoming attacks. While in your Focused Flying stance, your vehicle gains a +1 to evade for every 3 skill points you have in Ace.

Mounted Cavalry Specialties

Fearless Mount

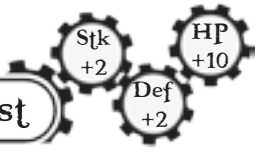


Ace Specialty

Requires: 3 skill points in Ace

You let your mountable animal know you're the one in charge. When riding an animal mount, the animal is immune to fear effects. In addition, the animal will be willing to do anything you ask of it (as long as it is capable).

One with the Beast



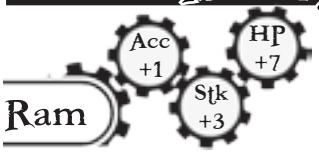
Ace Specialty

Stance (*costs 1 AP to enter*)

When mounted, you and your animal mount are perfectly in-sync. You may add its strike and defense bonuses to yours. In addition, your mount may not be directly attacked; you take all incoming attacks, be they aimed at you or your mount.

Ramming Specialties

Ram

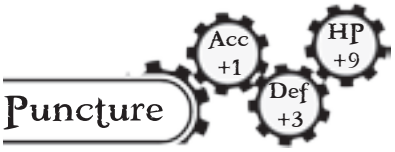


Ace Specialty

Cost: Move + 1 AP

You know how to ram your vehicle into things without damaging yourself. For an extra action point during a move, you can slam the vehicle you're piloting into a target. This has a damage class of 10. For autos, use your accuracy to tier damage. Clankers will use your strike to tier damage. Ramming anything immediately ends your move, even if you miss.

Puncture



Ace Specialty

Cost: Ram +1 AP (*typically the same as Move +2 AP*)

When you ram a target providing cover, you break it apart. Whether attacking a solid wall or an armored vehicle, you can lower the degree of cover your target provides while still dealing damage. The cover is lowered in degree until someone repairs it during a period of downtime.

1	-1 degree of cover
2	-2 degrees of cover
3	-3 degrees of cover
4	-4 degrees of cover

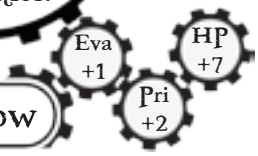
Agility

A Dexterity Skill

Speed, movement, lightning-fast reflexes, and the quick wits to get out of dodge: these are the focuses of a character with agility. Specialties from agility will get you an insane movement speed, free actions during combat, and numerous ways of clearing a battlefield - either to get to your target, or to get far, far away from him.

Agility includes the following specialties:

Battlefield Flow

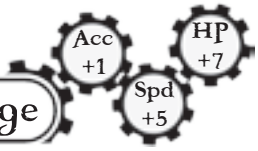


Agility Specialty

Cost: 0 AP

You're constantly ready to move to a more strategic (or just plain safer) location. You can move 5 feet for free at any point during your turn, or you can do so at the end of any other person's turn (when their action points refresh). You can only make one such 5-foot movement per your turn (that is, between the refreshing periods of your action points).

Bounding Lunge

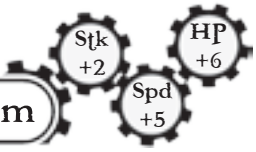


Agility Specialty

Cost: Move + Attack

You move and make a swipe at an opponent. By using your bounding lunge, you can begin a normal move, attack an opponent during the move, and then finish the same move.

Charging Ram

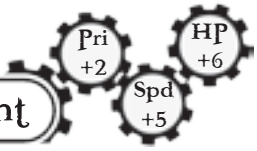


Agility Specialty

Cost: Move + Melee Attack

When you rush toward an opponent, you mean to take them down with one swing. When you move toward an opponent, you gain a bonus on your strike roll equal to +1 for every 5 feet you spend moving toward them. This movement must all be in a straight line, can only come from a single move action, and must be your movement (it cannot be from a vehicle or mount).

Free Movement

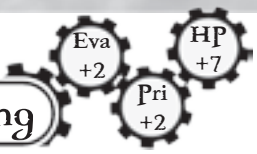


Agility Specialty

Movement is becoming a way of life. Once per turn (and only during your turn), you can make a single free movement. You must be in medium or lighter armor to do this.

1	10 feet
2	20 feet
3	30 feet
4	40 feet

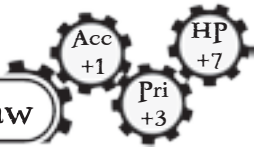
Groundfighting



Agility Specialty

You're an old hand at hugging the ground and attacking like an erupting geyser. You may switch from standing to prone and back again for no action point cost. You take no penalties for fighting while prone. You take no penalties for fighting in tight areas.

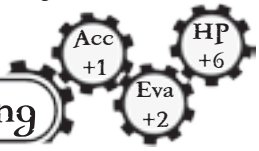
Instant Draw



Agility Specialty

In your hand or not, it doesn't matter. You can draw your weapon and other items without using any action points and at any point (even during another person's turn). You draw items and weapons so fast that you do not leave yourself open to reflexives. (Activating items still leaves you open to reflexives.)

Slow Falling



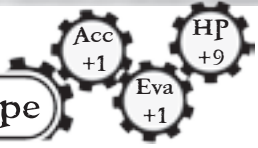
Agility Specialty

Cost: 2 AP reflexively

When you fall, you are adept at finding ways to slow your decent. You may ignore however much falling distance as your tier result allows. You must be adjacent to something when you're falling (such as a wall, or through a canopy of trees). You cannot slow your fall in open air. In addition, you can make attacks against enemies along the line of decent or upon landing for no penalty.

1	30 feet
2	60 feet
3	120 feet
4	200 feet

Side-Swipe

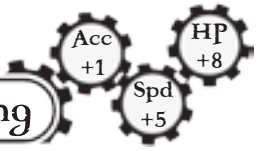


Agility Specialty

Cost: As a melee attack reflexively

When an opponent over-extends their attack, your dodge allows you to take advantage of their failure. When you successfully evade a melee attack, you can make a side-swipe with any one-handed melee weapon against your attacker. You can optionally move 5 feet around your opponent (staying adjacent to the attacking opponent) at no additional action point cost. You gain a bonus on your accuracy roll for every point that the attacker's original accuracy roll missed you by.

Slipstreaming



Agility Specialty

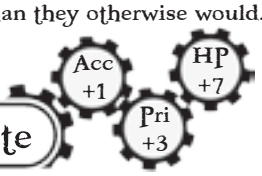
Cost: Move + 1 AP

Requires: 4 skill points in Agility

Your incredible speed sets the pace for your allies. For an additional action point while moving, you can designate your exact path as a slipstream line. If any of your allies follow the path of your slipstream for at least 15 feet within the next turn (before the next time your action points refresh), they can make that move at no cost.

Note: If the ally would normally require multiple action points to move, they may use your slipstream to move for 1 less action point than they otherwise would.

Snake Bite

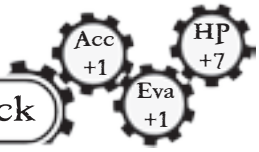


Agility Specialty

Cost: 1 AP

You lash out at an opponent like a coiled snake before following through with the rest of your attack. You may use your first action point of your turn to make a normal, unaltered melee attack with a medium or smaller weapon. No specialties may alter this attack.

Step Back



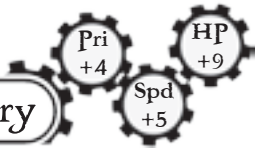
Agility Specialty

Cost: 1 AP reflexively

Just before you're about to take a pounding, you skip back a couple feet and barely dodge the attack. After failing to evade, you may attempt to step back. Roll your agility. If your agility result is a tier higher than the opponent's damage tier, then you can ignore the blow and move to any adjacent square that is not adjacent to the attacking opponent.

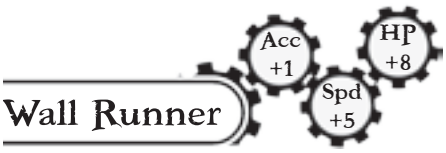
If the opponent rolls tier 4 damage, there is no way to step back from it.

Terrain Mastery



Agility Specialty

You excel at crossing a wide variety of landscapes. You ignore penalties for moving through rough terrain.



Wall Runner

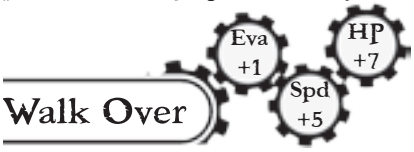
Agility Specialty

Requires: 6 skill points in Agility

Cost: Move +1 AP

Your feet move so quickly that you can bound up walls. When wall running, if you end your turn (though not necessarily your move) on a vertical surface, you will slip and fall off of it.

Note: You may also use this specialty in conjuction with Free Movement for just 1 action point.

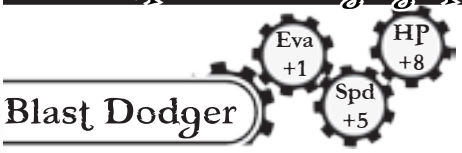


Walk Over

Agility Specialty

A row of enemies form little blockade against you. You can pass through a space occupied by an enemy as though the enemy wasn't even there. If for some reason this would allow the enemy to attack you, they are denied that privelage. You cannot end your movement in their space - you must pass through.

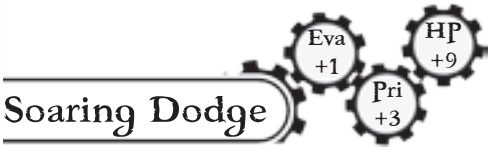
Explosion Dodging Specialties



Blast Dodger

Agility Specialty

Perhaps it's your nerves, perhaps you've been caught up in explosions too many times. Regardless, you're always ready to get out of dodge. You may jump out of the way of a blast, once per turn, for 0 action points.



Soaring Dodge

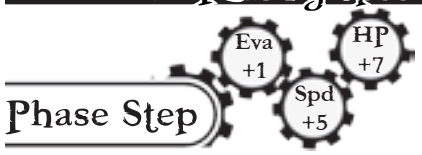
Agility Specialty

Requires: 5 skill points in Agility

Cost: 1 AP reflexively

Large blast radiuses? It's not anything you can't get out of. While you are dodging a blast, you may spend an additional action point reflexively per 5 skill points you have in agility in order to make extra moves and escape the blast radius.

Phasing Specialties



Phase Step

Agility Specialty

Resist: Cunning (negates)

Cost: Move (normally 1 AP)

When you move, you may instead phase step. When you phase step, you move quickly and in a way hard to notice. In order to hit you while you move, an opponent must make a Cunning resist against your agility to even notice your movement.



Fleeting Shade

Agility Specialty

Requires: Phase Step specialty

Cost: Move

Face it, it's a whole lot harder to hide yourself in broad daylight. When phase-stepping from the open to a hiding place, you may roll below to give yourself a bonus to your dexterity against opponents attempting to notice you so you can get hidden fast.

1. +3 against enemies' resists in attempt to see you.
2. +6 against enemies' resists in attempt to see you.
3. +9 against enemies' resists in attempt to see you.
4. +12 against enemies' resists in attempt to see you.



Leave No Trace

Agility Specialty

Requires: Phase Step specialty

Cost: Move (reflexively)

You constantly move through the shadows so that enemies will never be able to keep track of you or where you've been. You may Phase Step reflexively when enemies attempt to find you in your hiding place.

Shifting

Acc +1 | HP +7 | Eva +1

Agility Specialty

Requires: 2 stances known

Cost: 1 AP reflexively

You have learned how to switch between your stances using only slight movements, keeping your enemy in the dark about your next strike. When you are in one of your stances, you can shift to another stance at any time, during anybody's turn.

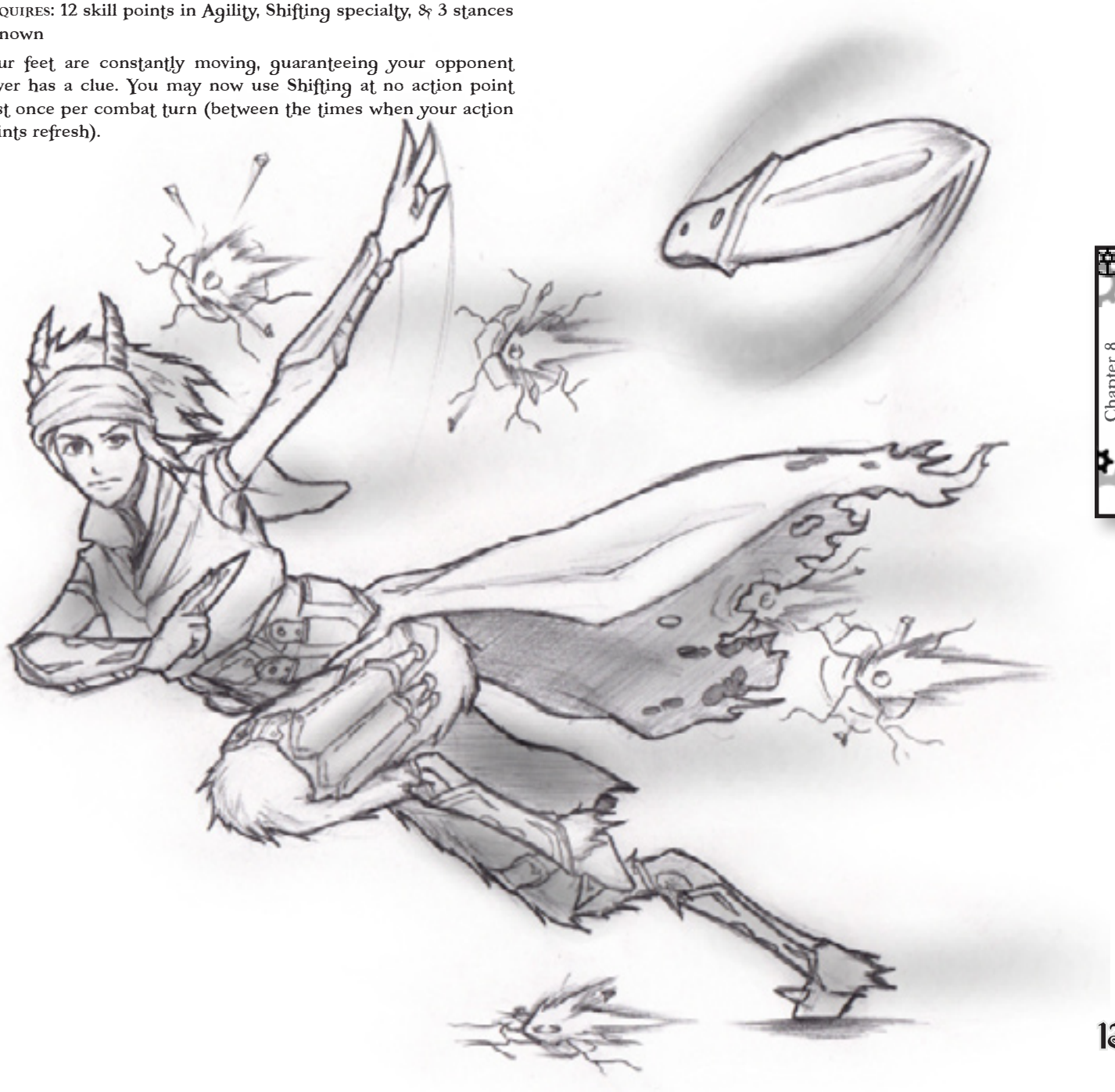
Freeform Shifting

Acc +1 | HP +8 | Eva +1

Agility Specialty

Requires: 12 skill points in Agility, Shifting specialty, & 3 stances known

Your feet are constantly moving, guaranteeing your opponent never has a clue. You may now use Shifting at no action point cost once per combat turn (between the times when your action points refresh).



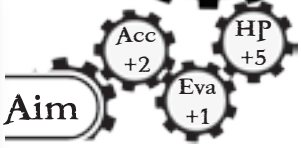
Marksmanship

A Dexterity Skill

Whether you're one for pulling out your pistol and getting off a warning shot at the start of combat, or you like to stand behind a pillar with your bow and pick off enemies as your warrior-friend distracts them, marksmanship is the right skill for you. Encompassing all aspects of ranged weaponry, your skill at a distance will make you a frightening foe.

Marksmanship includes the following specialties:

Aim



Marksmanship Specialty

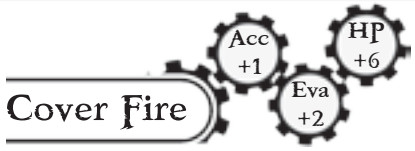
Requires: 4 skill points in Marksmanship

Cost: 1 AP

Before you take your shot, you can spend some time lining up your sights and aiming. You can spend any number of action points preparing yourself, and, for every action point you spend aiming, you may roll on the chart in order to gain a bonus to your accuracy. You can start aiming one turn and then fire in a subsequent turn, but if you are attacked after you start aiming (but before you fire), you lose any bonus you would've gained from aiming. You cannot gain any more accuracy to an attack than you have skill in marksmanship.

1	+1 to the accuracy roll
2	+2 to the accuracy roll
3	+3 to the accuracy roll
4	+4 to the accuracy roll

Cover Fire

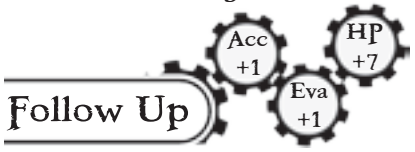


Marksmanship Specialty

Cost: as a Ranged Attack

While you don't mind hitting the target, the real goal is to prevent the target from firing at your friend. When you provide cover fire, you take a -6 on your accuracy rolls but also provoke the target into attacking you (see Social Tells in the Chapter 1). You gain a bonus on the cunning roll equal to your skill in marksmanship.

Follow Up

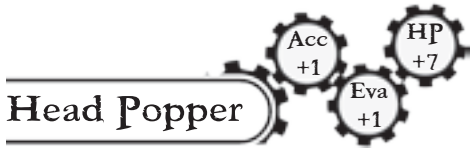


Marksmanship Specialty

When you figure out how to nail that bastard, it's not hard to do it again. If you land a ranged attack on a target and they do not move from their space before you attack again, you gain a bonus to accuracy and strike for you second attack. As long as the opponent does not move, the bonus continues with every subsequent attack. You do not gain the bonus multiple times; however, you may re-roll with every subsequent attack to gain a higher bonus, at your discretion.

1	+2 to accuracy and strike
2	+4 to accuracy and strike
3	+6 to accuracy and strike
4	+8 to accuracy and strike

Head Popper

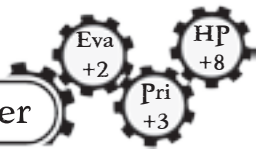


Marksmanship Specialty

Cost: 1 AP reflexively

When they stick their head out of cover, you pop them right quick. When a foe leaves cover (to any degree), you can instantly make a reflexive ranged attack against them for 1 action point. If there is any dispute as to who gets to make the first attack, you win (unless there are two people with Head Popper, in which case it'll be decided by a priority roll).

Itchy Trigger Finger

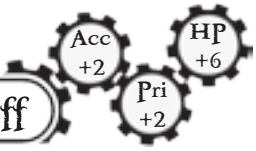


Marksmanship Specialty

Your friends might think you just randomly shot a bush, but you know better. If you have even the inkling that there's somebody sneaking around within your gun's range and you're not aware of them, you can try to shoot them. You take the normal penalties for firing blindly, but they are still targeted. If there are multiple people sneaking around, your shot will target the closest one.

If you miss, there is no reason the sneaking person will be identified, and you'll probably just assume that there is nobody there.

Knock-Off



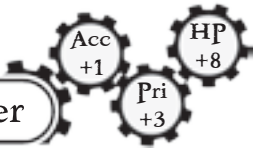
Marksmanship Specialty

Resist: Dexterity (*negates*)

Cost: Ranged Attack +1 AP

You take aim at a mounted opponent and attempt to shoot them off their mount or personal vehicle. Use your skill in marksmanship in a roll-off against their dexterity. If you succeed, they are thrown off of their mount or personal vehicle.

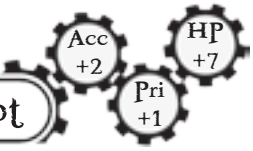
Lockdown Gunner



Marksmanship Specialty

When the villain pulls out his doomsday device or the assassin draws a vial of poison, you'll snipe it right out of their hands. You can reflexively attack from a range whenever anybody draws or activates an item. (And, as per normal, you can always make this a called shot to their hand in order to disarm them of the item.)

Long Shot

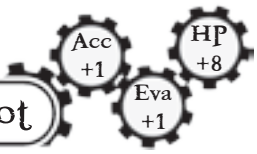


Marksmanship Specialty

Cost: Ranged Attack +1 AP

You test the air and adjust accordingly, doubling the range that your weapon is accurate to. (Shooting beyond that range takes accuracy penalties as is normal for your weapon.)

Penetrating Shot



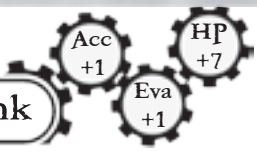
Marksmanship Specialty

Cost: Ranged Attack +1 AP

You use your ranged weapon in such a way that their armor offers little protection. For the purposes of this attack, lower your opponent's soak class by 1 for every tier that you receive with your marksmanship roll. This does not permanently affect the armor.

1. Ignores 1 soak class
2. Ignores 2 soak class
3. Ignores 3 soak class
4. Ignores 4 soak class

Point Blank



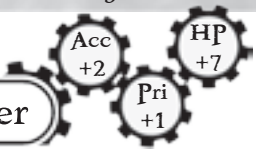
Marksmanship Specialty

Cost: Ranged Attack +1 AP

When your opponent's up close, you don't lose your calm. You just shoot them. You can make a point blank attack when using a ranged weapon against an adjacent opponent. You gain an immediate accuracy bonus for making the point blank attack.

1. +3 accuracy
2. +6 accuracy
3. +9 accuracy
4. +12 accuracy

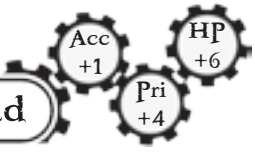
Seeker



Marksmanship Specialty

By focusing in on the opponent, you can ignore their cover bonuses. Any time an opponent is being granted evade bonuses from cover, you may ignore it up to your skill in marksmanship. Thus, if they have light cover (granting them a +4 to evade) and you have 3 points in marksmanship, they only receive a +1 to evade.

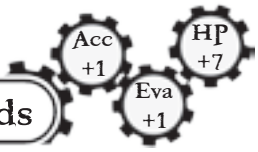
Snap Reload



Marksmanship Specialty

You've been in enough gunfights that you're quite proficient at readying your firearms and crossbows. You can ready any firearm or crossbow that you're wielding for one less action point (to a minimum of 0). If you are wielding two or more crossbows or firearms, each one gains the reduction from snap reload.

Sneaky Seconds



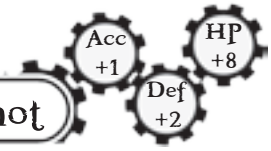
Marksmanship Specialty

Requires: 4 action points per turn

You let off two shots so fast that, though they might evade the first one, they're going to run straight into the second. Sneaky seconds activates immediately upon two consecutive ranged attacks being made in the same turn. Regardless of whether the first attack hits or not, the second ranged attack gains a bonus to its accuracy equal to your skill in marksmanship for determining if it hits (damage remains the same).

Note: If you can make a third attack in the turn, it does not gain the sneaky seconds bonus. That said, a fourth attack would!

Stable Shot

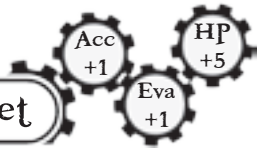


Marksmanship Specialty

Requires: 3 points in Brute

You no longer need to be in footing stance to fire a super-heavy bow, crossbow, or firearm. You may do it from a standing, normal position.

Turret



Marksmanship Specialty

Stance (*costs 1 AP to enter*)

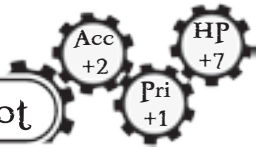
You find the perfect spot on the battlefield. You sweep around the field, raise your rifle, and fire. Nothing's going to get to you.

While in this stance, you cannot move. You must be stationary and on your feet (you cannot be mounted). If you move, you fall out of your turret stance. For 2 action points reflexively, you can make a ranged attack at anything that moves so much as five feet toward you.

If anybody comes into a space adjacent to you, you can make ranged attacks against them for 1 action point during your turn and with a bonus to your damage class, if you hit.

1	+1 damage class
2	+2 damage class
3	+3 damage class
4	+4 damage class

Warning Shot

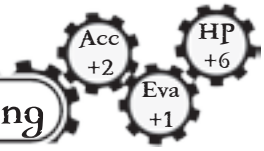


Marksmanship Specialty

Cost: as a Ranged Attack

You can take a shot designed to miss, but also designed to scare the gods out of the target. When you take a warning shot, no attack rolls are necessary - instead, you may roll your cunning to intimidate the person from afar (see Social Tells in Chapter 1). You gain a bonus on the intimidation roll equal to your skill in marksmanship.

Wing Clipping



Marksmanship Specialty

Resist: Brute (*if the method of flight is physical*) or Sciences (*if the method of flight is mechanical*)

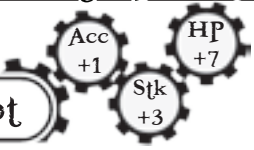
Cost: Ranged Attack +1 AP

You take aim at a foe flying under their own power and shoot them out of the sky. Use your skill in marksmanship in a roll-off against their resist. If you meet or exceed their resist, you successfully disable their ability to fly. They will be able to fly again once they either successfully resist or they hit ground. They can attempt to resist for free at the end of their turn (when their action points refresh) or by spending 1 action point at any time.

Note: If the target has multiple ways of flying, wing clipping will only disable one at a time.

Archery Specialties

Arching Shot



Marksmanship Specialty

Cost: Bow Attack +1 AP

You can now make an arching shot. An arching shot is one in which you launch your arrow higher into the air, planning for it to come down at just the right spot to strike your opponent. When using an arching shot, your bow can shoot accurately another 25 feet per point you have in your marksmanship skill. To make this attack, you cannot have a ceiling within 100 feet,

Efficient Ranger

Acc +1 | Stk +2 | HP +7

Marksmanship Specialty

Requires: 3 skill points in Marksmanship

You nock your arrow, pull the string back, and release as though you've been doing it since you were a wee babe. You may now make attacks with heavy and super-heavy bows for 2 action points instead of the normal 3.

Flight of Arrows

Acc +1 | Stk +3 | HP +8

Marksmanship Specialty

Cost: Bow Attack +1 AP

You release a flight of arrows, having nocked multiple arrows all at once. Make your normal attack. If you hit, instead of doing damage with your strike, you act as if you hit them multiple times with tier 1 damage. Each arrow may be soaked by the opponent's defense.

1. 2 arrows that deal tier 1 damage
2. 3 arrows that deal tier 1 damage
3. 4 arrows that deal tier 1 damage
4. 5 arrows that deal tier 1 damage

Note: A flight of arrows acts as multiple attacks for the purposes of determining damage, but other abilities (such as other attack-modifying specialties or bow augments) only affect the target once if they're applied to the flight of arrows.

Bleeding Arrow Specialties

Flesh Biter

Acc +1 | Stk +2 | HP +7

Marksmanship Specialty

Cost: Bow Attack +1 AP

You've got a knack for using arrows to make the target bleed out. When making a flesh biter attack, the arrow causes the target to start bleeding out. They'll continue to bleed until they spend 1 action point to stop the bleeding (which will stop up to 5 points of bleeding). The damage will incur at the end of their turn (when their action points refresh).

1. 2 point of bleeding
2. 4 points of bleeding
3. 6 points of bleeding
4. 8 points of bleeding

Flesh Piercing

Acc +1 | Stk +3 | HP +6

Marksmanship Specialty

Requires: Flesh Biter specialty

Your flesh biting arrows sink in, dealing excrutiating damage every turn until removed. Bleeding done from a flesh biter is difficult to stop, and acts as though it is twice as much when attempting to stop. (Thus, if the target has 4 points of bleeding on them from a flesh biter, it counts as 8 points for the purposes of stopping the bleeding.)

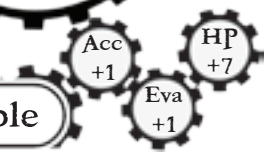


Swashbuckling

A Dexterity Skill

The swashbuckler specializes in fancy flourishes, graceful attacks, and absolutely dominating their opponent. Excelling in one-on-one opponents, a swashbuckler chooses their target and shuts them down. The swashbuckling skill is designed for fast attacks that weave through an opponent's defenses and sink in right through the ribcage.

Swashbuckling includes the following specialties:



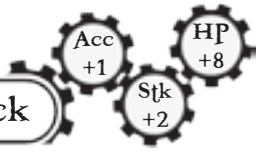
Adaptable

Swashbuckling Specialty

Requires: 2 stances known

Your footwork is solid, your training and familiarity perfect, and your stances have become second nature. You can always keep one stance active and you cannot be forcibly removed from that stance. When you enter a stance, you can designate it as your background stance. By designating one as your background stance, you can have two stances going at the same time, one as your background stance and one as your normal stance.

If you have two stances active, they cannot be mutually exclusive in any way.



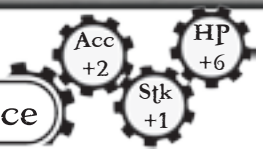
Circle Attack

Swashbuckling Specialty

Cost: 1 AP reflexively (*when melee attacking*)

When the opponent attempts to deflect your attack, you bring your blade around their protections and into their gut. When an opponent attempts to deflect one of your melee attacks, you can spend 1 action point in order to circle around their deflection. This negates their deflection bonus.

If the opponent can make multiple deflections against your attack, you may spend 1 action point per deflection to circle around each one.



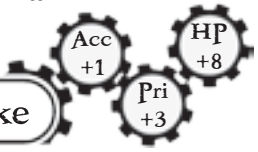
Counter-Stance

Swashbuckling Specialty

Stance (*costs 1 AP to enter*)

Cost: 1 AP reflexively

You may declare a counter-stance against one opponent. If at any point you are attacked by the marked opponent, you can make a reflexive attack for 1 action point against that opponent, even before they finish their attack.

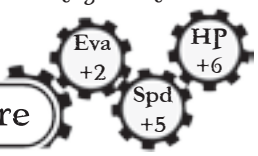


Efficient Strike

Swashbuckling Specialty

Cost: Melee Attack +1 AP

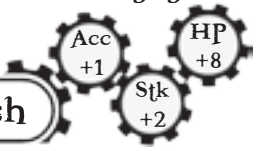
Focusing on the weakest points of your opponent, you are able to home in on their vitals. When you use an efficient strike, you may add the number by which your accuracy roll exceeded your target's evade roll as a bonus to your strike.



Fight Anywhere

Swashbuckling Specialty

Hanging off railing and fighting with your sword in your teeth? No problem! You no longer take penalties for fighting on uneven surfaces, awkward terrain, in an unusual position, with your sword in your teeth, or while hanging from a wall.



Hilt Bash

Swashbuckling Specialty

Cost: 0 AP reflexively

When somebody attempts to keep you down, you bash them in the face. Any time an adjacent opponent attempts to negate an attack you're in the process of making, you may instantly make a melee attack against them with the weapon you're attacking with at no cost. (And no, the hilt bash can't be negated.)



Opening

Acc +1 · HP +6 · Pri +2

Swashbuckling Specialty

Cost: 1 AP reflexively

Your keen senses notice when somebody stumbles and leaves themself open. If anybody within melee range of you gets a 1 or lower on their evade (when being attacked by another person), you can immediately attack them for 1 action point, using the evade that they rolled to determine if you hit them.

Precise Attack

Acc +1 · HP +8 · Stk +2

Swashbuckling Specialty

Cost: Melee Attack +1 AP

A precise attack is one that has an improved chance of hitting. You roll your accuracy multiple times and take the highest result to determine if you hit. (If you roll a pure 12, continue rolling to figure out what the final result is. The pure 12 and attached rolls will only count as one roll.)

1. You roll two dice
2. You roll three dice
3. You roll four dice
4. You roll five dice

Saluted Opponent

Acc +1 · HP +6 · Eva +1

Swashbuckling Specialty

Stance (*costs 1 AP to enter*)

When you enter into this stance, you select one opponent and you salute him. You gain a bonus on your melee accuracy rolls against that opponent equal to your skill in swashbuckling. When you are in this stance, you take a -2 on evade rolls against all attacks from people other than your saluted opponent.

To select a new opponent, you must renew your stance for 1 action point

Sword and Board

Acc +1 · HP +8 · Eva +1

Swashbuckling Specialty

Stance (*costs 1 AP to enter*)

You're a wiz at fending off incoming attacks. While in this stance, you can make one free deflection per turn.

Wild Slash

Stk +2 · HP +8 · Pri +3

Swashbuckling Specialty

Cost: as a Melee Attack

Instead of a normal melee attack, you can make a wild slash. This is effectively the same as a melee attack, but you determine your accuracy differently. Instead, roll two dice and don't add your accuracy. Add the results from the two dice, and that is your accuracy roll.

If either die shows a 1, the entire roll is a 1. When using a wild slash, 12s do not explode (that is, you do not re-roll 12s and add the next number) unless both dice show 12s, in which case you may roll both again and add the result to 24.

En-Garde Specialties

En-Garde

Acc +1 | HP +8 | Eva +1

Swashbuckling Specialty

Stance (*costs 1 AP to enter*)

You may only enter this stance when you are wielding a melee weapon in one hand and have the other hand empty, perhaps for balance or perhaps for grabbing things coming your way. While in the en-garde stance, you can take no penalties on your accuracy rolls with melee attacks, and you gain a +4 on all accuracy rolls for reflexive attacks. If you switch weapons or are disarmed, you exit this stance.

Find the Gap

Acc +1 | HP +8 | Stk +2

Swashbuckling Specialty

Requires: En-Garde specialty & 8 skill points in Swashbuckling

Armor? Pah! That stuff stands no chance against your fine blade. While in your En-Garde stance, any time you hit an opponent, their soak class is lowered by 1 point for every 8 skill points you have in Swashbuckling for the purposes of the attack.

Lightning Slash

Acc +2 | HP +8 | Pri +2

Swashbuckling Specialty

Requires: En-Garde specialty & 16 skill points in Swashbuckling

Cost: 1 AP

While in your en-garde stance, you can make lightning slashes for 1 action point apiece. A lightning slash is similar to a normal melee attack, except that it costs 1 action point and you add your skill in swashbuckling in place of your strike in order to determine your damage. A lightning slash must be using a one-handed melee weapon and does not count as an attack. A lightning slash cannot be used in conjunction with any other modifying specialty that allows for "attack +1 AP," as you are no longer making an attack but a lightning slash.

Flickering Specialties

Flickering

Acc +1 | HP +7 | Eva +1

Swashbuckling Specialty

Cost: One-Handed Melee Attack +1 AP

Sometimes the last thing the opponent ever sees is your hand going for your weapon. Your attacks are like a flicker, getting in multiple strikes all at once. Make your normal accuracy roll. If you hit, instead of doing damage with your strike, you act as if you hit them multiple times with tier 1 damage. Unfortunately, each "attack" may be soaked by the opponent's defense.

1	2 attacks that deal tier 1 damage
2	3 attacks that deal tier 1 damage
3	5 attacks that deal tier 1 damage
4	7 attacks that deal tier 1 damage

Note: A flickering attack acts as multiple attacks for the purposes of determining damage, but other abilities (such as other attack-modifying specialties or weapon augments) only affect the target once if they're applied to the flickering attack.

Torrent of Steel

Acc +1 | HP +7 | Pri +2

Swashbuckling Specialty

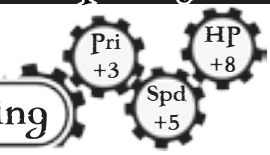
Requires: Flickering specialty & 25 skill points in Swashbuckling

Cost: Flickering +2 AP

Small scrapes and scratches? No longer: your flickering attacks blend the opponent into bloodied pieces. Your flickering attacks each deal tier 2 damage.



Footwork Specialties

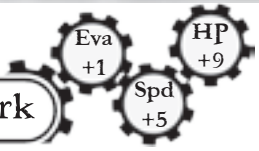


Footwork Training

Swashbuckling Specialty

At the end of any turn during which you move, you receive a bonus to your accuracy and evade. Roll your swashbuckling at the end of any turn in which you move, and you gain a bonus to your accuracy and evade until the end of your next turn (when your action points refresh).

1	+1
2	+2
3	+3
4	+4



Fancy Footwork

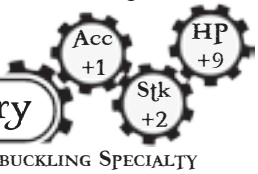
Swashbuckling Specialty

Requires: Footwork Training specialty

You are no longer a trainee: your footwork is that of a master. From now on, when determing your footwork training bonus, use the fancy footwork chart.

1	+3
2	+4
3	+5
4	+6

Parry & Riposte Specialties

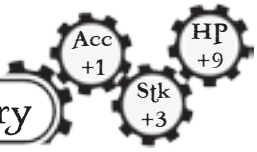


Parry

Swashbuckling Specialty

Cost: 1 AP reflexively

When you are hit in melee with an attack that deals tier 1 damage, you have the option of parrying as a reflex. Roll accuracy and add your skill in swashbuckling, and, if you score higher than the accuracy roll that hit you, you negate the blow.



Beat Parry

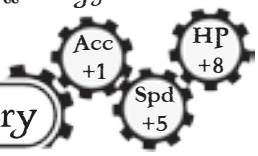
Swashbuckling Specialty

Requires: Parry specialty

Resist: Dexterity (*negates*)

Cost: Parry +1 AP

When you parry, you smash the opponent's weapon so hard they have a difficult time keeping grasp of it. When you do a beat parry, your parry also acts like a called shot to the hand primarily holding the weapon attacking you.



Distance Parry

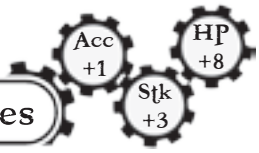
Swashbuckling Specialty

Requires: Parry specialty

Cost: 1 AP reflexively

You don't parry with your blade. Oh no, you parry by simply not being in the place they're attacking. You can parry by moving. It works exactly as a parry, except that you may also immediately move.

Because you're moving, you cannot distance parry and then riposte.



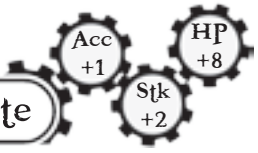
Experienced Parries

Swashbuckling Specialty

Requires: Parry specialty & 9 skill points in Swashbuckling

Cost: 1 (or more) AP

You're no longer restricted to parrying the tier 1 attacks - you can push off the best of blows. You can attempt to parry any attack, but you must spend 1 action point per tier of the attack's damage. (Thus, if an attack is dealing tier 3 damage, you'll need to use 3 action points in order to attempt the parry.)



Riposte

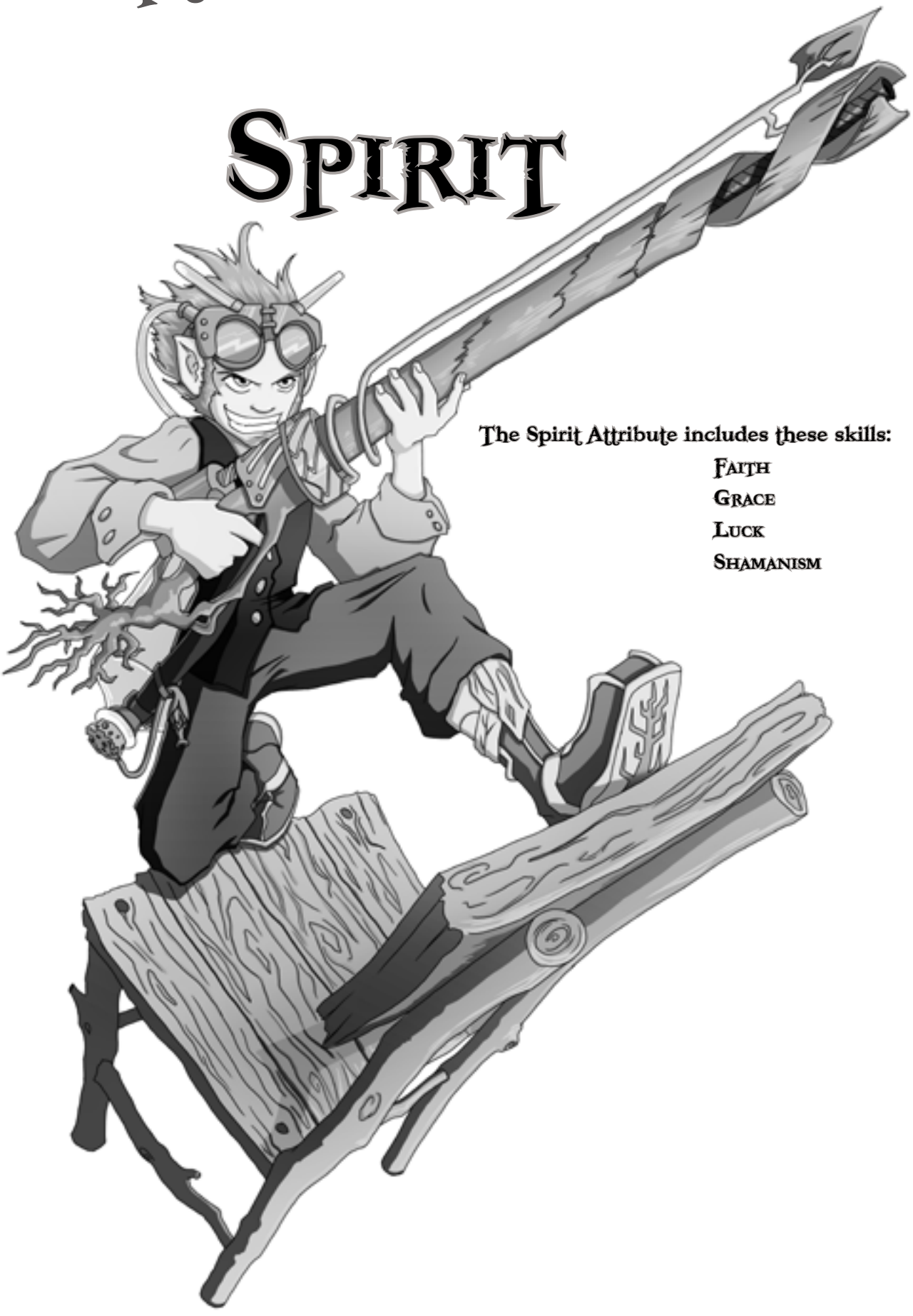
Swashbuckling Specialty

Requires: Parry specialty

When you successfully parry an attack, you can then immediately make a reflexive attack against the person you parried for no additional action points cost. You may upgrade the riposte as per a normal attack, but the upgrades cost action points as per normal.

Chapter 9

Spirit



The Spirit Attribute includes these skills:

- Faith
- Grace
- Luck
- Shamanism

Spirit breaks the limits within oneself. You use spirit when attempting to focus yourself, resisting ethereal forces, or when praying for aid from deities. With spirit, you can push for the stars, keep on going no matter what, and always believe in your path.

What can you do with your spirit attribute?

Concentration

You stay focused on your task. Whether it be staying conscious after being drugged, refusing to let a silver-tongued charmer manipulate you, or focusing on an elusive target in a loud and crowded space, Concentration allows you to weed out what you don't need to be paying attention to and puts all your mind towards achieving your goal.

1. You lose track of what you were doing.
2. You are able to shut out some of the extraneous noise. You can see your objective, but you're not fully able to keep your eyes on them.
3. You have your target locked in your sights but your focus could still be broken by external stimuli.
4. Everything else in the world fades away. All you see is your objective and how to grasp it.

Narrator: Determining Distractions

If the player is in a grey room with no decorations and only one other person, concentrating on them should be rather easy. However, if the player finds themself in the middle of a crowded, noisy market and the target is wearing the uniform of a town guard, keeping track of them will be a lot harder. Keep this in mind when determining bonuses and penalties.

Heroics

Attempt Cost: Any resist +1 AP (*reflexively*)

Those who use spirit have little that they can do with it alone, but a strong spirit can save a person in times of duress. Any time you make a resist roll (or are making an attribute roll at a critical time, as per your narrator's discretion), you can attempt to do so heroically. This requires an extra action point, but will give you either a bonus or a penalty, depending on how well your spirit is rolled. Once you've rolled your spirit, you can roll the other attribute normally - but now you get the following modifier on that roll:

1. -4
2. +2
3. +6
4. +12

Faith

A Spirit Skill

Faith is a powerful tool, and it's one you can utilize to make your foes wish they had half as much faith as you. Regardless of where your faith comes from or toward what goals you put it, your devotion to a cause manifests itself in your actions. A person of faith can reinvigorate allies, move through obstacles as though they don't exist, and survive far longer than what the faithless think possible.

Faith includes the following specialties:

Blind Faith

Eva +1 · HP +8 · Pri +2

Faith Specialty

Requires: 6 skill points in Faith

Cost: same as an Attack

You lash out without hesitation, believing that your next attack is going to land true. When making an unaltered attack (as in, no other specialties are applied to it, including those that do not use action points, such as Critical Hits in Espionage), you may use your skill in Faith in place of your accuracy bonus for the accuracy roll.

Conviction

Acc +1 · HP +8 · Stk +3

Faith Specialty

Resist: Spirit (*negates*)

Cost: Attack +1 AP

Any time you are attacking a corrupted creatures, such as those who have risen from the dead, automatons, or horrible abominations, you can attack with conviction. If the target fails to resist, all of their damage soak is negated.

Divine Guidance

Stk +2 · HP +9 · Def +2

Faith Specialty

Cost: 2 AP reflexively

You close your eyes and guide your injured ally through faith alone. You can eliminate all status penalties on a person for one turn by giving them divine guidance at the beginning of their turn. Divine guidance negates penalties from wounds, status effects, stuns, et cetera. (It does not negate fatal effects.) Any penalties incurred during their turn begin when their action points refresh, and all of their normal penalties return to them.

Flowing Vigor

Eva +1 · HP +9 · Def +2

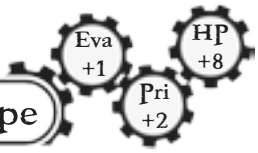
Faith Specialty

Cost: 2 AP to begin and 1 AP to channel

You channel life back into an ally within 25 feet, replenishing their hit points. When you begin Flowing Vigor, you spend 2 action points and roll on the tier chart. Thereafter, you may heal that amount of hit points again for only 1 action point. You may continue the channel through your turn and into consecutive turns, but if you take any action other than channeling and moving, Flowing Vigor is broken and must be begun anew.

1	2 hit points
2	4 hit points
3	6 hit points
4	8 hit points

Grief & Hope



Faith Specialty

Cost: 3 AP (1 AP sacrifices)

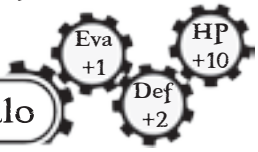
The healing power of grief and hope can be an awesome sight to behold. You can channel that energy to reinvigorate ailing allies. For three action points, you can call upon your allies within 25 feet to give you their grief and hope in order to save another. When you do this, you can roll your faith to heal 3 hit points per tier you reach. The target of the healing can be any ally within 25 feet.

1. Restores 3 hit points
2. Restores 6 hit points
3. Restores 9 hit points
4. Restores 12 hit points

For each action point an ally gives you, the amount of hit points the target heals increases by 2 per tier. Thus, if two people sacrifice an action point each for your channeled healing, the target will heal 7 hit points per tier your faith roll receives.

Each ally may only sacrifice 1 action point for any given usage of Grief & Hope.

Healing Halo

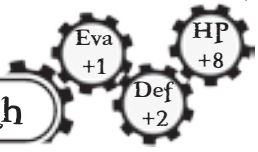


Faith Specialty

Stance (*costs 1 AP to enter*)

Everyone around you draws upon your divine energies. At the end of every turn that you are in your healing halo stance, you and your living allies within 25 feet regain a small amount of hit points. You and your allies gain 1 hit point, plus 1 for every 5 skill points you have in faith, at the end of every turn that you spent in healing halo (when your action points refresh).

Infallible Faith

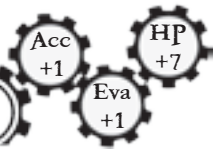


Faith Specialty

Cost: 1 AP reflexively (1 AP sacrifices)

Your allies' belief in you is infallible, their faith ensuring that you never fail. You may use infallible faith whenever you must roll a resist. You immediately gain a +2 bonus on the resist. Every ally within 25 feet may also sacrifice a single action point to you, increasing the bonus by another +3 per sacrificing ally.

Moral Support



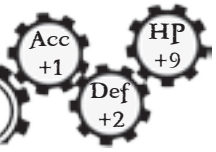
Faith Specialty

Requires: a Spirit of 8

Cost: 2 AP reflexively

When a friend is in need, you can push them forward to greater feats of heroism. Any time you know of an ally within 25 feet being forced to use an attribute as a resist or in some momentary peril (such as having to jump a chasm or wrestle free a powerful device from a crazed maniac), you may roll your heroics (found under the Spirit attribute) and give them the bonus. If you roll poorly and receive a penalty as per your heroics result, that penalty is applied on your ally's attribute roll, regardless of whether they want it there or not.

Prayer



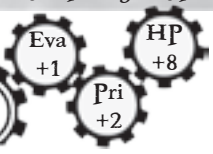
Faith Specialty

Cost: 1 AP (1 AP sacrifices)

With your allies on each side of you, you know you're able to push onward with only their prayers. When you begin the prayer, you roll on the chart, granting yourself temporary hit points. For each action point an ally gives you, roll again on the chart. Each ally may only sacrifice 1 action point for your prayer and must be within 25 feet to do so. Prayer may not be used again until these temporary hit points are gone. If you were damaged at the time the prayer begin, these hit points instead act as healing.

1. Gain 2 temporary hit point
2. Gain 3 temporary hit points
3. Gain 4 temporary hit points
4. Gain 5 temporary hit points

Purify



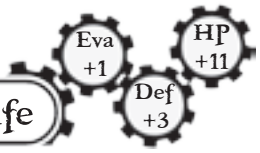
Faith Specialty

Cost: 2 AP

By laying your hands on yourself or an ally, your devotion allows your target to ignore the penalties from an ongoing poison, disease, parasite, called shot, wound, or other effect for a number of turns equal to your skill in faith. The target can not be purified again until the effects of the first purification wear off. If the effect of the penalty would have naturally worn off during the time the purification was occuring, it does not resume once the purification ends.

1. Ignore 1 effect
2. Ignore up to 2 effects
3. Ignore up to 3 effects
4. Ignore all effects

Shock of Life



Faith Specialty

Requires: 10 skill points in Faith

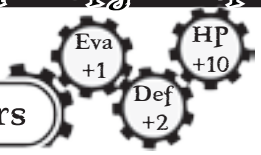
Cost: 2 AP

When times seem dire, you know how to shock somebody back into existence. You instantly heal, through touch, a number of hit points equal to twice your skill in faith. This burst of energy, however, has some negative effects on the target. You roll your faith to determine how minor the negative effects are. A target may, at their discretion, ignore the Shock of Life altogether, though this must be decided prior to the faith roll.

1	Target is stunned for 3 AP
2	Target is stunned for 2 AP
3	Target is stunned for 1 AP
4	Target suffers no ill effect

AP Sacrifice Upgrade Specialties

Devoted Peers

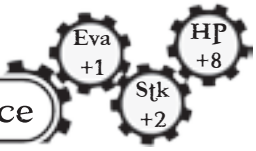


Faith Specialty

Requires: any specialty that calls upon sacrificial action points

Your friends are loyal and devoted like few others. When you call upon them to sacrifice their action points for your specialties, they may sacrifice up to two action points each.

Self-Sacrifice

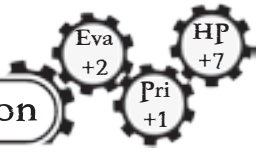


Faith Specialty

Requires: 4 action points per turn & any specialty that calls upon sacrificial action points

Your faith is so strong that it alone can guide your attacks. When you call upon others to sacrifice action points to your specialties, you may sacrifice your own action points as well. You, however, are not limited, and may sacrifice as many action points as you have available to you.

Silent Devotion



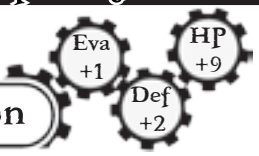
Faith Specialty

Requires: any specialty that calls upon sacrificial action points

Your beliefs do not need to be yelled, exclaimed, or shouted. When you call upon others to sacrifice action points to you, you do so by your willpower alone. You may now ask for your allies' sacrifices with complete silence and no outward visual or audible cues to your foes.

Champion Specialties

Appointed Champion

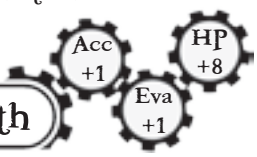


Faith Specialty

Stance (*costs 1 AP to enter*)

You mark a nearby ally as your champion and channel your faith into him. While in this stance, any time said champion would need to make a spirit roll, he may choose to let you roll for him and apply your spirit attribute's bonus.

Conduit of Faith



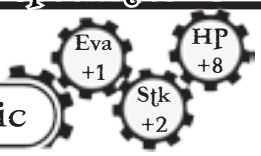
Faith Specialty

Requires: Appointed Champion specialty

You draw the breath from nearby allies and empower your champion. Anyone within 25 feet may sacrifice their last action point they have for the turn (at the end of their turn, when their action points refresh) to your appointed champion. It must be their last action point, and the action point is immediately added to the appointed champion's pool of action points.

Inquisition Specialties

Proclaim the Heretic



Faith Specialty

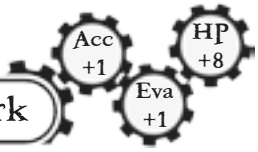
Stance (*costs 1 AP to enter*)

Cost: 1 AP reflexively

You proclaim an enemy to be a heretic, an unfaithless vagabond, and now no one will lose their courage against him. Choose a single opponent when you enter this stance. When that heretic attacks you or one of your allies, you or the ally can spend 1 action point in order to roll the spirit attribute instead of defense in order to determine damage soaked.

To proclaim a different heretic, you will need to change stance (costing 1 action point).

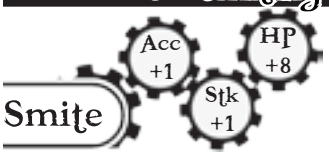
Light in the Dark



Faith Specialty

Requires: Proclaim the Heretic specialty

Your allies are protected by your faith when confronting the heretic. You and all of your allies may choose to use your spirit in place of their defense bonus when soaking damage dealt by the proclaimed heretic. Making this choice does not cost anybody any action points.



Smite

Faith Specialty

Cost: Melee Attack +1 AP (1 AP sacrifices)

Your allies' belief in your attack guides your hand against the unfaithful. You call for your allies' faith, and their prayers give your attack strength. When you begin to make a smite, you call for your allies within 25 feet to sacrifice 1 action point in order to empower your attack. Any ally who can hear you (or knows that you called for their belief) and is within range can, reflexively, sacrifice the action point. If your attack lands, your attack deals damage as if it were one damage class higher for every action point an ally sacrificed to you. If nobody sacrificed an action point for the smite, it is treated like a normal attack.

An ally can only sacrifice one action point per smite, and if the smite misses, the sacrificed action points are simply lost.



Assured Success

Faith Specialty

Requires: Smite specialty

When you smite your foes, your blade is guided by faith into the enemy. For every action point sacrificed for your smite, the attack gains a +1 on the accuracy roll.

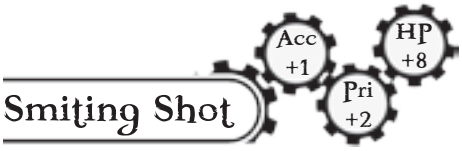


Impassioned Victory

Faith Specialty

Requires: 17 skill points in Faith & Smite specialty

When your smite fells an evil foe, the attack is inspiring and leads your allies on to greater deeds. When your smite kills or incapacitates the person being attacked, all of those who sacrificed action points to empower your smite instantly regain those sacrificed action points.

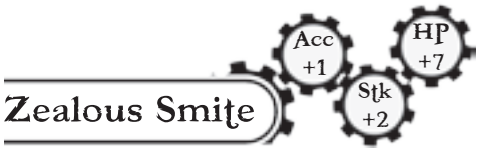


Smiting Shot

Faith Specialty

Requires: Smite specialty

Your allies' faith steadies your shot and flies with the bullet. You may now make ranged smites, be it with a bow, firearm, or other ranged weapon.



Zealous Smite

Faith Specialty

Requires: Smite specialty & 7 skill points in Faith

Your smite does not merely deal great destruction but is also a weapon of finesse and a tool of your faith. Any action point sacrificed to your smite can, instead of increasing your attack's damage class, be used like a normal action point for modifying the attack with another specialty that you know.

For example, if you have the Conviction specialty (normally made as an attack +1 AP) and you make a Smite, you can convert one of the action points sacrificed to you in order to make your Smite into a Smite with Conviction.

Grace

A Spirit Skill

Grace is understanding yourself and bypassing your inner limits. Those fully serene are often known for their seemingly super-human abilities, their ability to ignore pain, ignore barriers, and do things that simply aren't considered possible for other people. Is grace magic? No, at least that's what the practitioners of grace will say. Grace is simply the wisdom of knowing your limits and how to bypass them.

Grace includes the following specialties:

Bloodsoak

Eva +1 · HP +9 · Def +2

Grace Specialty

Requires: 4 skill points in Grace

Your blood does not flow freely at another person's convenience. Through unearthly bodily training, you can keep yourself from bleeding from deep gashes. When you would suffer bleeding damage, you may ignore 1 point per 4 skill points you have in Grace.

Connection

Acc +2 · HP +7 · Pri +1

Grace Specialty

Stance (*costs 1 AP to enter*)

Resist: Spirit (*negates*)

When you lock eyes with an opponent, they cannot easily break the gaze. To make this connection, an opponent within 100 feet makes a spirit roll opposed by your grace. If you succeed, their gaze is locked with yours. They cannot move behind any cover that would break the gaze or attack anybody else. If somebody or something walks between the two of you, that will give the opponent an automatic and free resist to break the gaze. The opponent can back away (moving with a -10 feet move penalty), and the connection is automatically broken at 100 feet.

If the opponent is actively avoiding your gaze (potentially because they know you have this ability), you might need to be creative in order to force them to look toward you. If a connection is made through a mirror, the connected people must stay at that angle or the connection is lost.

Danger Sense

Eva +1 · HP +9 · Pri +5

Grace Specialty

Requires: 5 skill points in Grace

Resist: Cunning (*negates*)

Cost: 1 AP reflexively (*to warn others*)

When a sniper locks onto you from a thousand feet away, you can feel it in your bones and through the chill on your neck. When you or an adjacent ally are about to be attacked, roll your grace against the first attacker's cunning. If your grace meets or exceeds their cunning, you may have your hit points up and make a full evade roll against the attack.

If you spend 1 action point reflexively, you may warn others in your vicinity so that they have the same bonus. This warning is done as the attack is launched, so an opponent cannot stop his first attack from going off after the warning is given.

Destabilize

Acc +1 · HP +8 · Stk +2

Grace Specialty

Resist: Dexterity or Spirit (*target's discretion, tiers down*)

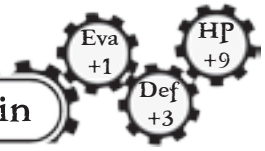
Cost: Attack +1 AP

Your attack disrupts their center of gravity, ensuring that they won't be able to enter a stance for several moments. If the opponent is in a stance, they are knocked out of it unless they can resist against your skill in grace.

If the target is not in a stance, however, the target cannot enter a stance until they spend some action points to stabilize again.

1. Destabilized until 1 action point is spent to stabilize
2. Destabilized until 2 action points are spent to stabilize
3. Destabilized until 3 action points are spent to stabilize
4. Destabilized until 4 action points are spent to stabilize

Dispel Pain

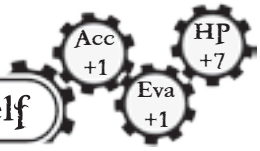


Grace Specialty

Cost: 1 AP reflexively

When an opponent successful lands a called shot on you, you can dispel the pain. Doing so allows you to re-roll the resist, and you add your grace to the roll.

Force of Self



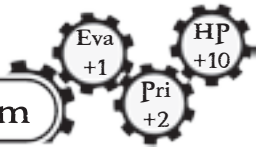
Grace Specialty

Stance (*costs 1 AP to enter*)

Resist: Spirit (*negates*)

Your aura is so powerful that nobody can even come close to you. When you enter this stance, anybody attempting to step into an adjacent space to you must make a successful resist. If they cannot make the resist, they can spend another action point in order to try again. If somebody is already standing next to you, they are unaffected. However, if you and anybody adjacent to you is separated, and they try to move next to you again, they must again succeed in rolling the resist. You can allow allies to stand next to you.

Inner Calm

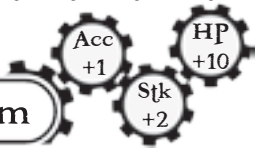


Grace Specialty

Stance (*costs 1 AP to enter*)

You center yourself, calming your emotions and focusing your mind. While you are in your inner calm stance, you cannot be disoriented. If you become disoriented while outside of this stance, you may enter this stance to end the disorientation.

Iron Palm



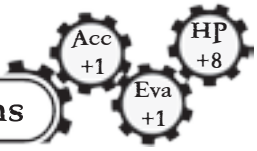
Grace Specialty

Cost: Unarmed Called Shot +1 AP

When you hit the opponent, your attack sends ripples through their body, activating multiple called shot effects as if you had hit each one separately. When you make a called shot with your iron palm, your called shot affects multiple locations.

1	Affects called shot and an adjacent location of your choice
2	Affects called shot and two adjacent locations
3	Affects called shot and any two called shot locations
4	Affects called shot and any three called shot locations

Master of Forms

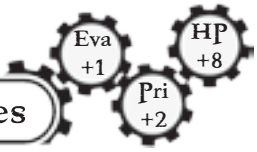


Grace Specialty

Requires: 6 skill points in Grace & 2 stances known

You can enter multiple stances, gaining all of their effects. You can have one stance active per 3 skill points you have in grace. You must enter each one separately (spending 1 action point for each stance). Of course, you cannot enter two mutually-exclusive stances. For instance, if a stance says that you cannot move while in that stance, you cannot be in another stance that requires you to move every turn.

Parting Waves



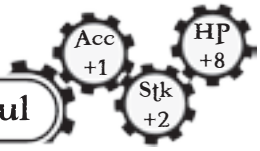
Grace Specialty

Resist: Dexterity (*negates*)

Cost: 1 AP reflexively

Any time you successfully evade an attack from a melee weapon, you can reflexively spend 1 action points in order to disarm the opponent of the weapon they attacked you with. They must make a dexterity resist against your skill in grace in order to keep their weapon. If they fail, the weapon clatters to their feet.

Shocking Soul



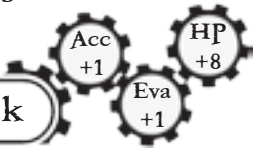
Grace Specialty

Requires: 9 skill points in Grace

Cost: 2 AP reflexively

If you are successfully struck by a melee attack, you can immediately channel the power of your soul through their weapon and into your assailant. The enemy takes 1 unsoakable damage per point you have in grace.

Spirit Break

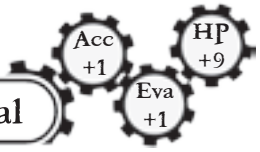


Grace Specialty

Cost: 1 AP reflexively

You focus your mind and your thoughts, reaching out to the people around you. Every time someone rolls their Spirit attribute within 25 feet of you, you may lower the result of the roll by your grace.

Spiritual Seal



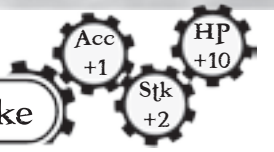
Grace Specialty

Cost: Attack +1 AP

Your attack can seal the spirit on another person, causing them to be unable to tap into their strength of will. The target of your attack takes a penalty on all of their spirit skills (faith, grace, luck, and shamanism) and the spirit attribute until the end of your next turn.

1. -3
2. -6
3. -9
4. -12

Void Strike



Grace Specialty

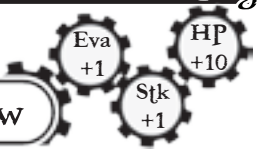
Resist: Spirit *(as evade; see below)*

Cost: Melee Attack +1 AP

You can guide your ki along the path of your strike, creating a sharp wave that rends through the target. Your melee attack can target those an additional 5 feet away from you per point you have in Grace. Because of the nature of this attack, the target may choose to use his Spirit in place of his evade in order to avoid the attack. If they have a poor spirit, they may use their evade as per normal.

Ki-Unleashing Specialties

Ki Flow



Grace Specialty

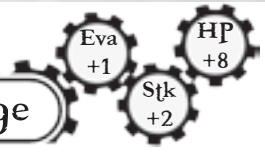
Resist: Brute or Spirit *(negates, target's discretion)*

Cost: 2 AP

Through meditation and will, you have refined the control of your internal energy. Your spirit strains against your flesh, manifesting itself in moments of duress. Enemy's near you are pushed away from you when you manifest your ki flow.

1. Enemies within 5 feet of you must resist being pushed away 5 feet.
2. Enemies within 10 feet of you must resist being pushed away 5 feet.
3. Enemies within 15 feet of you must make resist being pushed away 5 feet.
4. Enemies within 20 feet of you must resist being pushed away 5 feet.

Ki Rage



Grace Specialty

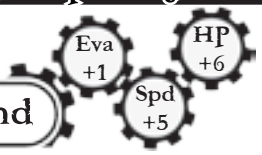
Requires: Ki Flow specialty

Cost: Ki Flow +1 AP (3 AP total)

The ki pressure that surrounds you has taken on a life of its own. When you release your ki flow on the battlefield, it damages all enemies that are affected by it. In addition to being pushed back, they also take a few points of unsoakable damage.

1. 3 damage
2. 6 damage
3. 9 damage
4. 12 damage

Light-as-Air Specialties



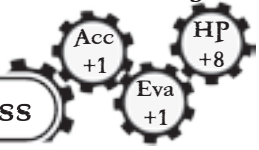
Feather in the Wind

Grace Specialty

Cost: 1 AP (as a normal move)

You may move across the air, over water, and skip across lava as though you were completely weightless. When you move like this, you can only move your normal speed weightlessly, and it must be a horizontal direction (you cannot move upwards). You may spend your next action point to continue moving weightlessly, but during that brief second between moving weightlessly, your weight returns. If you are falling when you activate weightlessness, you remain falling, but can move your speed horizontally.

Any penalties you have to speed (such as from armor or crippling attacks) affect your weightless speed.



Weightless

Grace Specialty

Stance (*costs 1 AP to enter*)

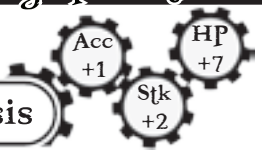
Requires: Feather in the Wind specialty

When you are standing in a single spot, you can control your body's weight so that it is at equilibrium with its surroundings. If you are on water in your weightless stance, you will not sink. If you are in the air, in your weightless stance, you will not fall. If you stop moving weightlessly while in this stance (with your Feather in the Wind specialty), your weight does not return.

If you are trying to enter this stance under duressed conditions (such as while falling), you may do so for 2 action points, and may do so reflexively.

You cannot jump from a point that would not normally support your weight, such as from the surface of a pond or on the edge of a palm leaf.

Paralyzing Specialties



Touch of Paralysis

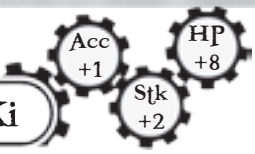
Grace Specialty

Resist: Brute (*negates*)

Cost: Unarmed Attack +2 AP

You strike out at major nerve clusters and pressure points, twisting the target into a statue of agony. When you hit the target with touch of paralysis, you also roll to determine the tier. The target is allowed to resist against a roll of your grace every time they would take damage from the paralysis, and, once successfully resisted, the effect ends. A person can be effected by only one touch of paralysis at any given time, with the greater result overtaking the previous.

1. The target takes 1 point of damage every time they try to move.
2. The target takes 3 points of damage every time they try to move.
3. The target takes 5 points of damage every time they try to move.
4. The target takes 7 points of damage every time they try to move.



Blocked Ki

Grace Specialty

Requires: Touch of Paralysis specialty

Resist: Brute or Spirit (*target's discretion, tiers down*)

Cost: Unarmed Attack +1 AP

You strike one of your opponent's chakra points, disrupting their natural energy flow. This causes a massive blockage that explodes in pain when the opponent makes even the slightest of movements. The opponent receives 1 point of unsoakable damage with each action point they spend. The opponent may spend the indicated amount of action point meditating, trying to unblock their blocked ki.

1. 1 AP to unblock the ki channel
2. 2 AP to unblock the ki channel
3. 3 AP to unblock the ki channel
4. 4 AP to unblock the ki channel

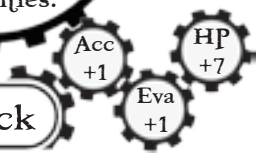
Luck

A Spirit Skill

Luck is everywhere. Everyone has it. Some people have phenomenal luck, others are commonly out on their luck. You, however, know how to make your own luck. Now, it's often a gamble, but when you win, you win big. Lucky people manipulate their own fate, sticking their necks on the line and hoping to persevere. The winners become the best, and the losers, well, they often die.

Luck includes the following specialties:

Confident in your Luck

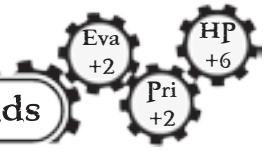


Luck Specialty

Cost: 1 AP reflexively

You know the odds. You know that you're oozing out good luck. When you so choose, you may use your skill in luck in place of any other resist. Is somebody trying to push you around and you need a Brute resist to get out of it? Just spend 1 action point to use your skill in luck in place of your Brute attribute.

Don't Tell Me the Odds

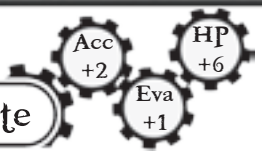


Luck Specialty

Cost: 1 AP reflexively

You refuse to accept a bad hand dealt by fate and push on to succeed. You can spend 1 action point reflexively to get a +1 on any roll, but you can only use it if the bonus will raise your roll high enough that it will reach a higher tier result. This bonus increases by +1 for every 10 points you have in luck.

Cheat Fate

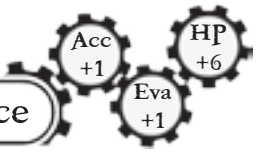


Luck Specialty

Stance (*costs 1 AP to enter*)

Using your natural luck, you are able to prevent certain outcomes from being rolled. When you enter this stance, choose a single number from 2 to 11. If anybody near you rolls the number you chose, they must re-roll it. If the same number is rolled on the re-roll, it is kept.

Equalizing Force



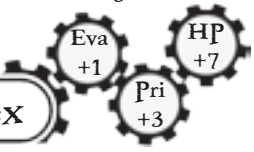
Luck Specialty

Cost: 2 AP reflexively

Luck is the great balancer, bringing good luck to the misfortunate and bad luck to the fortunate. You can use equalizing force whenever you see somebody roll a die. For 2 action points, you change the die rolled to a 6.

If the target had rolled a 12, the 12 is now a 6 but they roll again and add the results. If they had rolled a 1, it is now a 6, but they can't add any of their bonuses to the 6. Now, a 6 is a 6 is a 6. This specialty cannot be used to alter wound effect or fatal effect rolls or any roll that requires a random die roll.

Hex

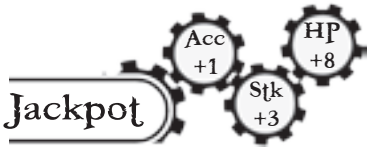


Luck Specialty

Resist: Dexterity or Spirit (*target's discretion, negates*)

Cost: 2 AP reflexively

When your enemies are moving toward you, there's always some loose piece of rubble or a stray twig that trips them up. For 2 action points, when anybody is moving directly toward you and is within 25 feet, you can cause them to trip. They make an opposed resist against your luck roll. If you meet or exceed their resist, they fall to the ground and are prone (normally costing an action point to stand up).

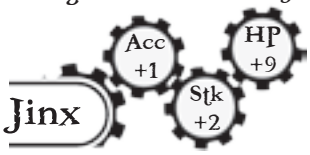


Jackpot

Luck Specialty

Requires: 4 skill points in Luck

Lucky hits are rare to find, so you squeeze them for all their worth. When rolling strike or accuracy to determine damage, increase your damage class by 2 every time you roll a pure 12. This damage class increase only affects the one attack.



Jinx

Luck Specialty

Any time you are attacked, you can jinx that opponent. To do so, you willingly take a 1 on the evade and defense rolls of the incoming attack, letting them land a full blow against you. You can only choose to do this if you would have gained the full bonuses to your evade and defense in the first place. Your attacker is now jinxed. The next time they are attacked (be it from you or an ally), you may add your skill in luck to either the accuracy *or* strike roll.

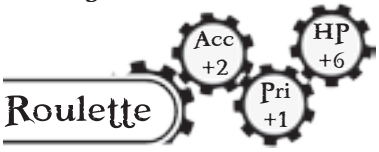


Roll of the Dice

Luck Specialty

Requires: Any 1 other specialty from the Luck skill

The fates of fortune seem drawn to you, giving you every opportunity to take a gamble. At the begining of your turn you can make one free roll for the sole purpose of activating one of your other luck specialties. Dice rolled this way can be stored without spending action points.



Roulette

Luck Specialty

Cost: Attack +1 AP

The more you're willing to risk, the greater the rewards. When you announce your attack choose a number ranging from 1 through 12. Now roll your die without adding anything to it. If you get that number or higher, you get the number you chose as a bonus on your accuracy roll. If you get under that number, you resolve the attack as per normal.



Spot of Misfortune

Luck Specialty

Requires: 3 skill points in Luck

Resist: Spirit (*negates*)

Cost: 2 AP to create, 1 AP reflexively to enact

You know when an area is filled with bad luck. Choose a 5 foot spot within 25 feet of you. Any time somebody makes a combat roll (accuracy, evade, strike, or defense) while in that spot, you may spend 1 action point to cause them to take a 1 on that roll. They can resist with their spirit opposed by your skill in luck.

When you use spot of misfortune on an opponent, they get a feeling that they're standing in an unlucky location. You can make one such location for every 3 points you have in luck.

You can create a spot of misfortune inside a vehicle only if the vehicle has a cockpit larger than 10 feet by 10 feet. Otherwise, the vehicle is simply inside the spot of misfortune and can move out of it.

Failure Avoidance Specialties



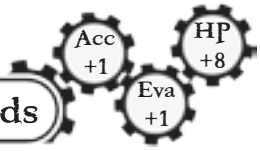
Free from Failure

Luck Specialty

Stance (*costs 1 AP to enter*)

Requires: 6 skill points in Luck

While you might still do poorly, you have confidence that you'll never fail completely. While in this stance, your natural 1s are not 1s. You may still add appropriate bonuses to rolls of 1. You may only do this if you rolled the 1 - having a specialty or effect that causes you to take an effective 1 can't be affected by Free from Failure.



Steady Friends

Luck Specialty

Requires: 10 skill points in Luck & Free from Failure specialty

Cost: 1 AP reflexively

Your confidence extends to your friends and allies. When an ally within 25 feet rolls a natural 1 and you are in your Free from Failure stance, you may allow your ally to add their normal bonuses to the natural 1.

Foul Luck Specialties

Curse

Eva +1 | HP +9 | Def +2

Luck Specialty

Resist: Spirit (*negates*)

Cost: 1 AP to store, 1 AP reflexively to use

Your streaks of bad luck cause people to avoid you for fear of your bad vibes rubbing off on to them. When you roll a 1 in combat, you may spend 1 action point to save that roll. Your roll remains a natural 1.

You may spend one action point to give another person within 50 feet the same result. They roll their spirit against your skill in luck to resist this effect. You may store a number of 1s equal to 1 plus 1 per 3 skill points you have in luck. These 1s are stored until your next breather and may only be used on any dice rolled during combat.

Fumble

Acc +1 | HP +8 | Eva +1

Luck Specialty

Requires: Curse specialty

Resist: Spirit (*negates*)

Cost: 1 AP

Your foe gets overly excited and drops their weapon before they're even able to deliver an attack. When you've stored natural 1s with curse, you can spend an action point and one of your stored natural 1s to roll your luck against a target within 25 feet. If they fail to resist, they drop their weapon as if they had been disarmed.

Luck Holder Specialties

Ace Up My Sleeve

Eva +1 | HP +6 | Pri +2

Luck Specialty

Cost: 1 AP reflexively to grab the die, 1 AP to use

You've become strategic in your use of luck. You're able to store your successes and use them at more opportune times. Any time you roll a pure 12 on a combat roll, you can store it. To do this you must leave the die where it landed with the 12 showing and announce to the table that you are storing that pure 12. You then re-roll for the roll that you saved the die on.

You can use a saved pure 12 on any combat roll.

You must use the saved pure 12 before your next breather. You can save one pure 12, plus an additional pure 12 per 4 skill points you have in luck.

Leading the Lucky Life

Acc +1 | HP +9 | Eva +1

Luck Specialty

Requires: Ace Up My Sleeve specialty

Cost: 1 AP

You cash in on your saved fortune for a rush of revitalizing energy. When using Ace Up My Sleeve to store pure 12s, you can instead use 1 action point to remove one of your saved 12s and roll your luck to restore your hit points.

1	You restore 7 hit points
2	You restore 14 hit points
3	You restore 21 hit points
4	You restore 28 hit points

Second Chance

Eva +1 | HP +10 | Wnd +1

Luck Specialty

Requires: Ace Up My Sleeve specialty

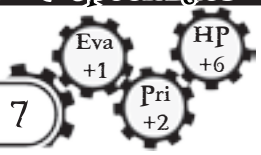
Resist: Spirit (*negates*)

Cost: 1 AP reflexively

When things look their darkest you always seem to luck out of the deadly blows. When hit by an attack which would normally give you a fatal effect and you've stored a pure 12 with Ace Up My Sleeve, you can spend 1 reflexive action point and a stored 12 to recieve a wound effect instead of recieving the fatal effect. The attacker may roll a spirit resist to negate this effect.



Lucky #7 Specialties

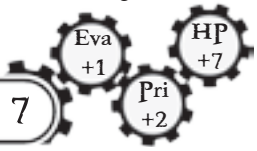


Lucky Number 7

Luck Specialty

Stance (*costs 1 AP to enter*)

You have a habit of getting twice as many pure rolls as anyone else. Any time your die rolls a 7, it becomes a "pure 7," and you may roll again and add the results. Fancy that!



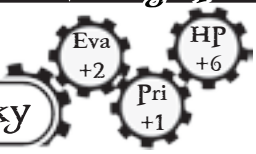
Luckier Number 7

Luck Specialty

Requires: Lucky Number 7 specialty & 16 skill points in Luck

Not only are natural 7s lucky for you, they are overwhelmingly lucky. Now, when you are in your Lucky Number 7 stance and roll a 7, you can pick up the 7 and put it down as a 12. 7s equal 12s. And then you can re-roll them.

Ranged Evading Specialties



Feeling Lucky

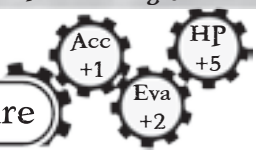
Luck Specialty

Resist: Spirit (*tiers down*)

Cost: 1 AP reflexively

Ranged marksmanship and archery weapons have a habit of not working when they're used to kill you. Hopefully that luck continues. When being fired upon by a ranged weapon, the opponent is allowed to resist. If they fail, roll your tier to determine the ill effect that happens to them.

1	You roll twice on your evade and take the highest result.
2	The weapon fails to fire.
3	The weapon fails to fire and the ammo is destroyed. The weapon must be readied again, if applicable.
4	The weapon backfires, dealing tier 1 damage to the user.



Unfriendly Fire

Luck Specialty

Requires: Feeling Lucky specialty

Resist: Dexterity (*negates*)

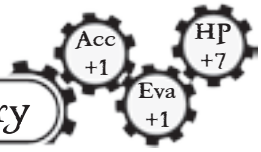
Cost: 2 AP reflexively

Sometimes your enemies miss you. Sometimes their guns misfire. Sometimes they explode in their hands. And sometimes your enemies accidently shoot each other. This specialty makes the latter happen more often.

When you are shot at with a firearm, crossbow, or bow, you can attempt to make the attack unfriendly fire for 2 action points. Choose a target within 10 feet of you. They are the new target of the shot.

The original attacker still determines if they hit against the new target's evade, but you roll your luck in order to determine what tier of damage is done. For every tier that the original attacker rolls their resist above tier 1, they lower the damage by 1 tier. The new target can attempt to soak damage, as per normal.

If the attack was special (that is, had specialties modifying it), all of the specialty modifiers are lost and the attack becomes a normal attack. The original attacker keeps the extra action points required to make the attack special.



Unfriendly Artillery

Luck Specialty

Requires: Feeling Lucky specialty & Unfriendly Fire specialty

When your divert an attack into a new target through sheer luck alone, it has the potential to be very powerful. Your unfriendly fire no longer loses the specialty modifiers from the original attack, and the original attacker does not regain their action points from adding those specialty modifiers.

Shamanism

A Spirit Skill

Shamanism is related to nature, the earth, and everything organic. The shaman stands out among the modern, industrial world as a return to archaic times. Shamanism sometimes represents a manipulation of the elements. Other times it is a use of animals to help further their causes. Regardless, those with skill in shamanism will make a powerful and distinctive mark on any game.

Shamanism includes the following specialties:

Control Beast

Acc +1 | HP +8 | Eva +1

Shamanism Specialty

Cost: 3 AP

You are able to calm an animal and gain its loyalty. You may even be able to redirect its anger.

If you attempt to use this ability on an animal under another shaman's control, the owner and you must make opposed shamanism rolls. If you succeed, you can attempt to control it. If you fail, nothing occurs.

1. The animal becomes cautious, only attacking if forced
2. The animal becomes passive and will not attack
3. The animal becomes passive and willing to help you
4. The animal becomes your ally, and will not attack you. You may direct it to attack another, at your discretion.

Druidic

Acc +1 | HP +8 | Stk +2

Shamanism Specialty

Stance (*costs 1 AP to enter*)

Warped metal feels unnatural in your hand, and you've always felt more at home wielding your ancestral, tribal weaponry. When in this stance, wood and organic weapons (not including unarmed attacks) deal 2 damage classes higher.

Fire Resistance

Eva +1 | HP +10 | Def +3

Shamanism Specialty

Your natural body heat increases. Your love of the flame has begun to manifest as you become more and more resistant to fire. Any time you take damage from fire or a fire-based attack, you soak a fair deal of the damage.

1. 3 damage from heat or fire soaked
2. 6 damage from heat or fire soaked
3. 9 damage from heat or fire soaked
4. 12 damage from heat or fire soaked

Geomancer

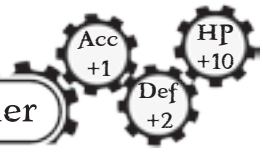
Acc +1 | HP +7 | Eva +1

Shamanism Specialty

Requires: Topographer specialty

Choose an extreme terrain: jungle, desert, swamp, tundra, high atmosphere, or the abyss (deep underwater); or an extreme weather condition: raging thunderstorm, hurricane, tornado, blizzard, meteor shower, sand-storm, or heat wave. When fighting in these chosen conditions, you may use your skill in shamanism in place of any tiered skill roll.

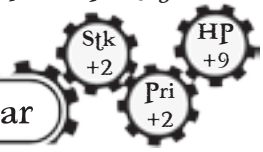
Hardened Trainer



Shamanism Specialty

Through years of dealing with animals, you are keen at fighting against them. When you are fending off an animal, you gain a bonus to your defense equal to your skill in shamanism.

Lion's Roar



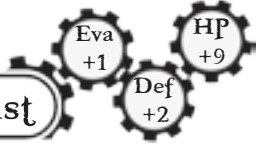
Shamanism Specialty

Resist: Spirit (*negates*)

Cost: 2 AP

You breathe deeply and let out a mighty roar that strikes fear into the heart of all nearby enemies. When making such a warcry, all opponents within 50 feet who can hear you must roll a spirit resist against your Shamanism. If they do not resist, they become frightened, suffering the effects of Tier 2 fear.

Naturalist

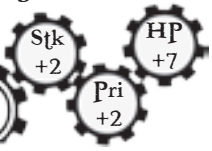


Shamanism Specialty

Requires: 5 skill points in Shamanism

Coating yourself in metal makes you uneasy. You gain an additional soak class for every 5 skill points you have in Shamanism while wearing organic or wooden armor.

Parasite



Shamanism Specialty

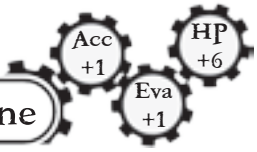
Resist: Brute (*tiers down*)

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

By stomping in constant rythm, you draw out nearby insect colonies to assault an opponent within 25 feet. On the turn the swarm attacks, and every turn thereafter, roll on the called shot chart. The victim must roll to resist against your shamanism or suffer the effects of this called shot.

Anything that would effect an area disrupts the swarm and it must be reformed (for 2 action points). If at any point you lose the ability to move your legs or are knocked prone, the swarm is disrupted.

Still as Stone

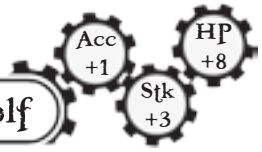


Shamanism Specialty

Stance (*costs 1 AP to enter*)

Stalking your prey like a crouched cougar, you wait for the exact correct moment to pounce, still as the world around you and blending in as if you were a part of the scene itself. Whether you're in the quiet meadows and copses of the forest or a back-alley in the night, you can blend in with your surroundings perfectly while standing still. When you enter this stance, you gain a bonus equal to your skill in Shamanism to hide when you have cover.

Tactics of the Wolf



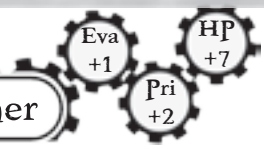
Shamanism Specialty

Cost: Melee Attack reflexively

You've learned to approach combat like a pack of wolves attacking their prey: all at once. When somebody attacks an adjacent opponent, you can make a reflexive attack against that opponent. If you hit, you gain a bonus on your strike.

1. You gain +3 on the strike roll
2. You gain +6 on the strike roll
3. You gain +9 on the strike roll
4. You gain +12 on the strike roll

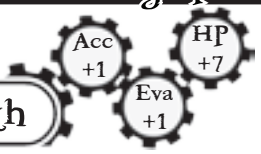
Topographer



Shamanism Specialty

Be it huricane, heatwave, blizzard, or sleet, you are able to function in all weather conditions without penalty. In addition, you take no penalties for moving through rough or unsafe terrain.

Bird Calling Specialties



Avian Wrath

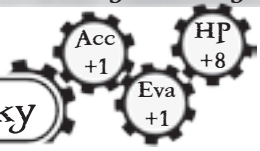
Shamanism Specialty

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

Raising your hands above you and whistling, you call down death from above. Native animals dive down and attack your victim, a victim who can be up to 50 feet away. Depending on your surroundings, these creatures might be fish, bats, birds, or even insects, though they're never larger than a human's fist. When you first call the animals, you must make an accuracy roll against the target's evade (just like a normal attack). If you hit them with your summoned avians, they deal damage as per the tiers below. This damage can be soaked.

Anything that would affect an area (such as an explosion or gas) disrupts the swarm (forcing you to start over, if you so desire). If at any point you lose the ability to speak, the swarm is disrupted. You may not talk while continuing an avian wrath or use any specialties requiring the use of your voice.

1. Animals deal 6 inital damage, 3 damage when continued
2. Animals deal 12 inital damage, 6 damage when continued
3. Animals deal 18 inital damage, 9 damage when continued
4. Animals deal 24 inital damage, 12 damage when continued



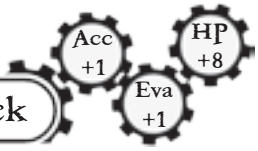
Blacken the Sky

Shamanism Specialty

Requires: Avian Wrath specialty

Resist: Cunning (*negates*)

When using avian wrath, the swarm of squaking animals becomes so dense that it distracts your foe. Every turn an opponent is hit by your avian wrath, they must resist against your Shamanism or be disoriented (losing 1 action point). Once your avian wrath stops, they become re-oriented.



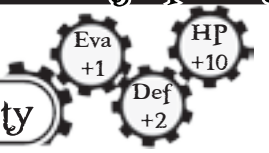
Pitch Black

Shamanism Specialty

Requires: Avian Wrath & Blacken the Sky specialties

When using Avian Wrath, your swarm becomes so thick and fast that it blocks out all light around your victim. The victim is now blinded while they remain the target of the avian wrath.

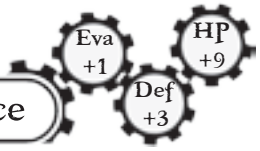
Chemical Immunity Specialties



Venom Immunity

Shamanism Specialty

Being stung, being bitten, having venom injected into your body: these things used to be a big deal, but they're less worrisome now-a-days. When you are attempting to resist a poison, add your skill in shamanism to the resist roll.



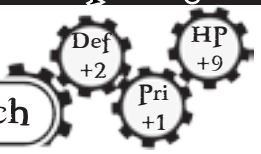
Alchemical Resistance

Shamanism Specialty

Requires: Venom Immunity specialty

You've trained your body to ward off venoms, both natural and unnatural. When resisting any alchemical substances (gases, acids, poisons, et cetera), add your skill in Shamanism to the roll.

Protective Swarm Specialties



Protect the Monarch

Shamanism Specialty

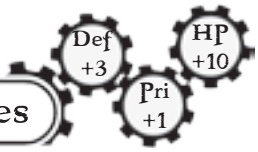
Cost: 2 AP to begin, 1 AP to continue during subsequent turns

By vibrating your vocal cords, you trgger a defense mechanism in nearby creatures that swarm you, protecting you from harm. As with all swarms, these are creatures native to the terrain ranging from fishes to small woodland creatures and even insects, though they are never larger than a fist.

Anything that would affect an area disrupts the swarm and it must be reformed again (costing 2 action points). If at any point you lose the ability to speak, the swarm is disrupted. You may not talk while continuing a protect the monarch or use any specialties requiring you to use your voice. You may only be covered in one swarm at a time.

1. +1 soak class
2. +2 soak class
3. +3 soak class
4. +4 soak class

Devoted Drones

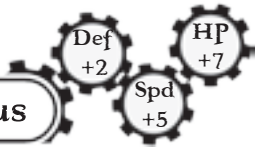


Shamanism Specialty

Requires: Protect the Monarch specialty

The swarm covering your body is willing to die in order to protect you. When using protect the monarch, the swarm is only disrupted when dismissed (such as when you stop spending action points on it) or until your next breather.

Hive Exodus



Shamanism Specialty

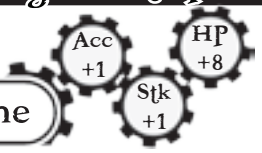
Requires: Protect the Monarch specialty

Be it from lifting you up into the air or dragging you across the battlefield, each turn you spend with Protect the Monarch active, your swarm may move you in any direction. If moved into the air the swarm maintains you there each turn until disturbed.

1. You are moved 5 feet
2. You are moved 10 feet
3. You are moved 15 feet
4. You are moved 20 feet

Swarming Insect Specialties

Colony of One



Shamanism Specialty

Resist: Brute or Dexterity (*negates, as per a grab*)

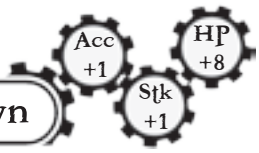
Cost: 2 AP to begin, 1 AP to continue during subsequent turns

By humming at a very low frequency, you are able to call a swarm of native insects or animals to overwhelm your victim and hold them in place. These creatures can be anything smaller than your fist and native to the area. The swarm uses your accuracy when making a grab against its target no farther then 50 feet away. In order for the victim to break free they must roll resist against your skill in shamanism (using their brute or dexterity).

Anything that would affect an area (such as an explosion or gas) disrupts the swarm (forcing you to start over, if you so desire). If at any point you lose the ability to speak, the swarm is disrupted. You may not talk while continuing a colony of one or use any specialties requiring the use of your voice.

1. The swarm grabs one called shot location
2. The swarm grabs one called shot location
3. The swarm grabs two called shot locations
4. The swarm grabs two called shot locations

Drag Down



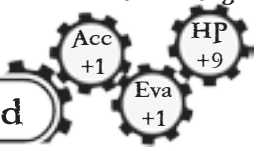
Shamanism Specialty

Requires: Colony of One specialty

Resist: Brute (*negates*)

The vermin swarm pulls its opponents to the ground. Any foe successfully grabbed by your Colony of One is also brought prone unless they can make a brute resist against your Shamanism.

Hive Mind

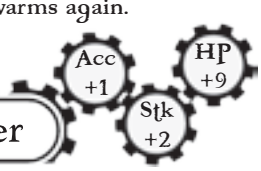


Shamanism Specialty

Requires: Colony of One specialty

When continuing a swarm, it is no longer disrupted when you are knocked prone or rendered unable to speak. This means you may now freely speak and use specialties requiring speech without having to call out your swarms again.

Pressure Cooker



Shamanism Specialty

Requires: Colony of One specialty

The swarm of creatures holding down the victim begins to move rapidly, cooking them with sheer friction. Each turn after grabbing a target with colony of one, a point or more of unsoakable damage is dealt to the target.

1. Takes 1 unsoakable damage
2. Takes 2 unsoakable damage
3. Takes 3 unsoakable damage
4. Takes 4 unsoakable damage

Chapter 10

Science

The Sciences Attribute includes these skills:

Alchemy
Armsmith
Automata
Bio-Flux
Engineer
Gadgetry

The Sciences attribute represents a character's proficiency to make items, invent new items, and utilize their creations in ways better than anyone else can. Knowledge in the sciences will give you information of the world, allowing you to deduct what are the elements in a serum, take apart and reassemble an advanced firearm, and use general book knowledge to solve a number of riddles.

What can you do with your sciences attribute?

Dissemble

Through your experience crafting, it's also taught you how to break things down. Dissembling will often be used for traps and mines, to prevent their activation.

1. You can dissemble small, practical things, such as a clock or door.
2. You can dissemble a simple trap or item (Marque I or II).
3. You can dissemble a complicated trap or item (Marque III).
4. You can dissemble a clever trap or item (Marque IV).

Understand

Because of your knowledge of science, you have a knack for comprehending what an item does and the purpose it serves. If you see an item, you can attempt to ascertain what it does.

1. You can understand what its basic function is, but none of its augments.
2. You can determine its basic functions and Marque I augments.
3. You can determine its basic functions and up to Marque II augments.
4. You can determine its basic functions and all augments up to Marque III.

Crafting

Though each of the six crafting science skills are certainly different, they each utilize a similar system. This crafting system works on a few key principles: downtime, augments, and marques. All crafting occurs during downtime, when the game is otherwise not running and the character is left to his own devices. If the game goes a couple days without any major plot unfolding, that's downtime.

Let's say that your party's armsmith, Isabella, wants to craft herself a nice sword. She has 8 points in her Armsmith skill and the Weapon Smith specialty, so she can craft a sword with three slots. She applies the augments accurate and reach to the weapon (each of which being one slot). Because she has 8 points in the skill, they are all Marque II. That means her accurate augment gives the sword a +2 on accuracy rolls, and her reach augment extends the reach of the sword out by five feet (making it one long sword!).

Learning Augments

You gain augments by taking craft-oriented specialties. When you learn a specialty in crafting, sometimes you will gain a number of augments from the specialty. For each augment you gain in this way, choose one augment from any list that you have access to from a specialty. (Weaponsmith, for instance, gives you access to all of the Weaponsmith augments that you are eligible to learn.) Once you have learned an augment, you may place it on any item of its type that you craft. So, if you create a weapon, and you know the "Silversteel" augment, any weapon you craft that has enough open slots may contain the "Silversteel" augment. You never have to learn frames.

The fastest way to gain augments is to take the Learn Augments specialty on the next page.

Do-It-Yourself

Once you start taking crafting specialties, you'll gain a DIY score. This "Do-It-Yourself" score tells you how many of your hand-crafted items you can keep on yourself at any given time without having to pay for the base materials.

The items that you craft from your DIY score are shoddy, somewhat rugged items that you have pieced together over time. They're not composed of the finest rifle-stock, the best wood, or the clockmaker's finest gears. These are the items that you've simply figured out how to work and they're the ones you keep with you.

You can lend out items that you've crafted from your DIY score to your fellow adventurers and friends. However, because of the rickshaw nature of DIY-made items, they require constant upkeep. If one of your items is away from you for longer than a single period of downtime (that is, a couple days), it'll stop working properly and become little more than useless scrap materials.

You may craft items of a higher quality by purchasing them at the total cost of the item if it were one marque less than your current marque. The resulting item requires little maintenance and is of high quality. It has your marque, even though it cost less for you to craft. Items bought in this way are of selling quality. This kind of purchase can only be made in a place that can provide materials - consult your narrator.

Augments & Marques

Almost every item you can craft has a number of slots on it that you can place augments into. Most augments will only take up one slot, but some augments, called complex augments, are very powerful and take up multiple slots. Each augment will tell you how many slots it is worth just beneath its name.

Skill of...	Augment at...
0-4	Mq. I
5-14	Mq. II
15-24	Mq. III
25	Mq. IV

Augments often have four marques available to them - upgrades that make the augment more powerful as you gain skill in your craft. Marques are similar to tiers, except, instead of rolling, you simply look at your skill. If your skill falls within a certain range, that'll be your marque. Consult the chart below.

Crafting in your Downtime

Crafting is something that takes time - you can't just write it down on your character sheet and suddenly have a dozen poisonous chemicals. Unfortunately, real life (and that's what we're going for here, obviously) doesn't work that way. Instead, crafting is done in your downtime.

Downtime is loosely defined as all of the time you aren't actively roleplaying your character or forced to do something. If your character has a couple days off, that's downtime. If your character is on a voyage at sea for a couple months, that's downtime. Setting up camp in a dangerous dungeon complex is not downtime - your character has no time to work on things and replenish his supplies.

During downtime you can make new items, repair old ones, and refill your supplies. If you're an alchemist that can have five potions at any given time, downtime will allow you to replenish those five potions.

Downtime is subject to the narrator's discretion and is a way for narrator's to control the flow of time and the game. If you're out of supplies and the warrior's equipment is all broken, it might be time for some downtime to recuperate. Yet maybe you have a very brief amount of downtime and your narrator decides that you have enough time to replenish two of your potions, but not all of them. That's at your narrator's discretion.

Learn Augments

Aug +4 | HP +4 | DIY +1

General Crafting Specialty

You learn the granted augments. You can take this specialty multiple times.

Nothing up my Sleeve

Acc +1 | HP +4 | Aug +2

General Crafting Specialty

You are known for always having the right item for the right job. At any given moment, you can craft an item on the fly, acting as though you already had it. It must be concealable (thus, you can't just pull a tank or heavy rifle out of your pocket). You can only do this once between downtimes, and the item must be something you know how to craft (as in, you have taken the basic crafting specialty for the item and any augments you are going to put on it).

The Cost of Prototyping

Many inventors can produce beta objects: creations that exceed the normal augment limit of 3. These beta designs, however, are so difficult to use that only the original inventor can typically control them. But while many crafters can build betas, very few can build prototypes. Prototypes are objects that exceed the typical augment limit of 3 but that anybody can use.

The materials cost for creating the extra augments for prototypes is the same as it always is. However, because prototypes are so rare, those who create them will typically inflate the price for the extra effort and skill required to craft the items. When buying off the market, the extra 2 augments that prototypes allow will often be double the price of the normal 3 augment item.



Augments with the Same Name

Sometimes, you'll find an "Accurate" augment under bow augments and an "Accurate" augment under weapon augments. They might have slightly different flavor text, but they do the exact same thing. Well, if you learn one, you've learned the other.

Anytime you learn an augment, you know that augment regardless of which section of the book it falls under. If you learn how to craft firearms, crossbows, bows, and melee weapons, there is no need to learn the "Damaging" augment 4 different times. Just learn it once, and you're good to go!

Alchemy

Alchemy allows a person to create everything from basic acid to chemical weaponry. Alchemy uses chemicals to create a variety of potent solutions. Chemical weapons have gone into rapid development over the past fifty years, yet the usage of poisons, medicinal potions, and numerous other alchemic substances has been around for centuries. An alchemist can bring great diversity to any group, being most noteworthy for his healing abilities. Beyond medicinal, alchemist have a wide reportoir of explosives, corrosives, gases, and poisons.

This is not a person you want to see on a bad day.

Using Potions

Potions find themselves being thrown around combat in all sorts of ways: a friendly toss to an ally, a deadly throw at an opponent, jabbed down someone's throat, smashed into the ground at your feet, or poured over a wound. Here are some basic rules for using potions.

Drawing & Drinking

Cost: 1 AP

Drawing and drinking a potion can be one smooth action that costs one action point. It does leave you open to melee reflexes: reflexive attack, reflexive called shot to the lower arm (disarm), or a reflexive called shot to the wielded item (sunder, this time to the potion). Be careful of drinking in combat!

Throwing

Cost: 2 AP

You may throw a potion at an enemy. You must have already drawn the weapon in order to do so. Attacking somebody with it requires 2 AP, and it deals damage as an unarmed weapon. Potions have a range of 25 feet.

If you miss with a potion, it lands nearby and breaks. The narrator will determine if it lands on the space the enemy was in or near them.

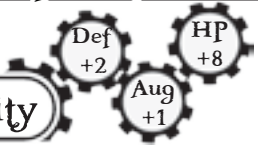
You can also toss a potion to an ally. This works in much the same way, except you need not roll accuracy and evade - unless, of course, the ally doesn't want it! (For the ally to catch the toss, they must have one hand free, but it doesn't cost any action points. They can drink it for 1 action point, as per normal, but may do so reflexively when they catch it.)

Applying Poison to a Weapon

Cost: 3 AP

You can apply a poison to a weapon for 3 action points. Doing so coats the weapon. The first time that the weapon deals damage (after damage soak), the poison is used. You can't coat a bullet with a poison, and a weapon can only be coated in one poison at a time.

Immunity Specialties

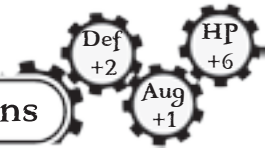


Self-Made Immunity

Alchemy Specialty

Requires: Either Acid Brewer, Gas Brewer, or Poison Brewer specialty

Due to prolonged exposures with your chemicals, your body has become immune to all of your harmful conconctions. Any harmful potions that you create, including contact poisons, can no longer harm you.



Immunizations

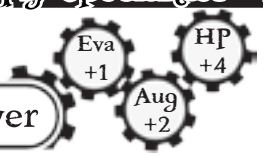
Alchemy Specialty

Requires: Self-Made Immunity specialty

You can brew your potions based on your friend's chemical make-up, ensuring that they are also immune to your harmful concoctions. During any breather (a period of 15 minutes or more), you can immunize an ally against your harmful potions. From that point on, they are immune to any potions that you create until you specify that they are not. You can also designate potions against which they are not immune.

On-the-Fly Specialties

On-the-Fly Brewer

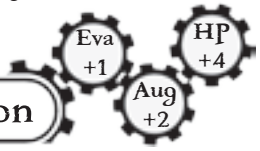


Alchemy Specialty

Cost: 3 AP per augment slot

You carry many of your basic chemicals on you and can mix them during the heat of battle to create that all-so-necessary potion. You can create any potion on-the-fly as long as you have some basic chemicals on you. You can never have any more of your own potions brewed than your DIY score would allow. You may divide the action points spent brewing your potions over as many turns as you would like. Augments that do not have a slot cost require only 1 action point to be put in the potion.

Expiration



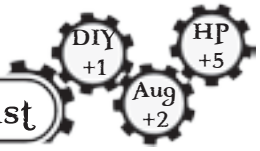
Alchemy Specialty

Requires: On-the-Fly Brewer specialty

Any of the chemicals that you brew on-the-fly can be brewed with an expiration time. The potion may either activate upon expiring or become a dud. If you set the potion to activate, acids will eat through the vial, and gases will be automatically released. Once the dud potion expires, it's little more useful than water (and fails to even provide the hydrating benefits of water).

You may set the potion to expire within up to 5 turns. The potion will expire at the end of your turn, based on the number of turns set.

Herbalist

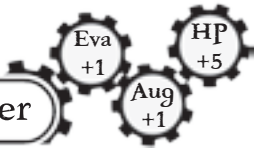


Alchemy Specialty

Requires: On-the-Fly Brewer specialty

The world is your chemistry set. You have no need for urban chemicals, and can create your potions with only those things found in the wild. Lost in the forest? The herbs will provide everything you need. Stuck in a dank dungeon? Look for an underground stream and some moss. You can use On-the-Fly Brewer without any need for basic chemicals, and can do so almost anywhere.

Rapid Mixer



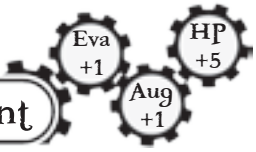
Alchemy Specialty

Requires: On-the-Fly Brewer specialty

Cost: 1 AP per augment slot

You have little need for pre-prepared potions. You can now brew potions on-the-fly for only 1 action point per augment slot used in the potion. Augments that cost 0 slots on the potion may be placed on the potion for no action point cost.

Walking Chemical Plant



Alchemy Specialty

Requires: On-the-Fly Brewer & Expiration specialty

You can brew potions well past your normal DIY score. You may brew as many potions as you'd like; however, all potions you brew past your DIY limit expire and become duds within a number of turns after you brew them. (At your discretion, you can cause them to expire earlier.)

1. Expires at the end of your next turn
2. Expires up to 2 turns later
3. Expires up to 3 turns later
4. Expires up to 4 turns later

General Alchemy Augments

These are augments that, once learned, can be placed on almost any acid, gas, medicine, or poison.

Contact

General Alchemical Augment

The potion seeps through skin and armor, going straight into the blood stream. You can now simply throw the vial at an ally in order for the potion to affect them. They do not need to catch it and drink it themselves.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Solid

General Alchemical Augment

You develop your alchemical substances as a pill or small glob with a protective coating. The substance takes on a solid state, so that it can exist underwater or in other liquids. It will stay that way until broken.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Crafting Acids

Acid Brewer

Aug +2 | HP +5 | DIY +1

Alchemy Specialty

When we say acids, we're not talking about citrus-based cleaning supplies. We're talking about acids that eat through metals within seconds, acids that burn skin, and acids that reduce the iron of a sword to its original form. You can now brew acids.

Acids are often used to attack a single person.

Without spending any money, you can brew and maintain several acids based on your current Do-It-Yourself (DIY) score. These acids can then be upgraded with augments. You'll learn 2 augments from this specialty which can be selected under "acid augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Alchemy improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each acid can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "flesh burner" augment is worth 2 slots, so an acid only has 1 more available slot for an augment after "flesh burner" has been applied.

Resisting Acids

All acids can be resisted with a brute roll. For every tier of brute rolled above Tier 1, the marque of the acid is reduced by 1.

Number of Acids you can Maintain

Without needing to buy chemicals, you can brew some acids entirely out of scraps. These acids must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of acids based on your DIY score. You can brew new acids or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	3	4	4	4	5	5
Your DIY:	7	8	9	10	11	12
You can build:	5	6	6	6	7	7

The Cost of Acids

If you need to brew an acid that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes

If you are brewing the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 6 dukes.

Beta Acids

Aug +2 | HP +5 | DIY +1

Alchemy Specialty

Requires: 4 skill points in Alchemy & Acid Brewer specialty

Your acids go far beyond what most other chemists dream of, yet they are difficult for most people to use. Such acids have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta acids, they must succeed in rolling a science result one tier higher than the highest level marque you have on your acid. If your acid has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Acids

Aug +1 | HP +6 | DIY +1

Alchemy Specialty

Requires: 16 skill points in Alchemy, Acid Brewer, & Beta Acids specialties

You've perfected your beta acids and made them user-friendly. Now anybody can use an acid that you designate as being a prototype.

Acid Augments

Burns

Acid Augment

This acid burns the skin of the person it is thrown on. This is resistable and goes away after taking a breather.

- MQ I Tier 1 burns (giving you a -1 on defense rolls)
- MQ II Tier 2 burns (giving you a -3 on defense rolls)
- MQ III Tier 3 burns (giving you a -5 on defense rolls)
- MQ IV Tier 4 burns (giving you a -7 on defense rolls)

Flesh Burner

Acid Augment

Takes up 2 Augment Slots on the Acid

Flesh burning acid damages living people and organic tissue. If used on a person, it deals damage to them. If simply thrown on somebody, it will lower the soak class of the person's armor (and

cannot be resisted). (If thrown on a person wearing organic armor, it will affect the armor first.) If a called shot is made to the person's organic weapon (or another wielded item), it will lower the damage class of the weapon. If used on an organic trinket or gizmo of any sorts, it will render the item unusable until the item can be hammered out. Normally a weapon or armor can be banged back to its original form during a breather (15 minutes or more).

- Mq I: 6 damage or a -1 to damage or soak class
- Mq II: 12 damage or a -2 to damage or soak class
- Mq III: 18 damage or a -3 to damage or soak class
- Mq IV: 24 damage or a -4 to damage or soak class

Metal Melter

Acid Augment

Takes up 2 Augment Slots on the Acid

This melts away metals, causing them to lose their form and substance. If used on an automaton, metal vehicle, or somebody inexplicably made of metal, it deals damage to them. If simply thrown on somebody wearing armor, it will lower the soak class of the person's armor (and cannot be resisted). (If thrown on a metal creation wearing armor, it will affect the armor first until the armor is gone.) If a called shot is made to the person's weapon (or another wielded item), it will lower the damage class of the weapon. If used on a trinket or gizmo of any sorts, it will render the item unusable until the item can be hammered out. Normally a weapon or armor can be banged back to its original form during a breather (15 minutes or more).

- Mq I: 6 damage or a -1 to damage or soak class
- Mq II: 12 damage or a -2 to damage or soak class
- Mq III: 18 damage or a -3 to damage or soak class
- Mq IV: 24 damage or a -4 to damage or soak class

Rusting

Acid Augment

Takes up 2 Augment Slots on the Acid

The acid rapidly begins to rust armor and washes out important lubrication, causing the armor to lock up. When an opponent is in medium or heavier metal armor, and is splashed with the acid, it begins to grind on itself, decreasing movement speed.

- Mq I: -5 speed, -10 swim and climb speeds
- Mq II: -10 speed, -10 swim and climb speeds
- Mq III: -10 speed, -15 swim and climb speeds
- Mq IV: -15 speed, -15 swim and climb speeds

Automatons and vehicles effected by the rusting augment take the penalty to regular speed only.

Splash

Acid Augment

Your acids splash against multiple spots. The marque of this augment determines how many adjacent spaces the acid will splash into an effect.

- Mq I: Affects 1 adjacent space
- Mq II: Affects 2 adjacent spaces
- Mq III: Affects 3 adjacent spaces
- Mq IV: Affects 4 adjacent spaces

Thick Rust

Acid Augment

Requires: Rusting Augment

The acid gets into the finer pieces of the armor, beginning to rust in even the smallest movements. The opponent takes a penalty to dexterity and also must spend twice as many action points to get out of their armor. The armor can be cleaned out during the next breather.

- Mq I: -3 dexterity
- Mq II: -6 dexterity
- Mq III: -9 dexterity
- Mq IV: -12 dexterity

Wood Wrecker

Acid Augment

Takes up 2 Augment Slots on the Acid

This melts away wood, causing it to lose its form and substance. If used on a wooden automaton, vehicle, or somebody inexplicably made of wood, it deals damage to them. If simply thrown on somebody wearing wooden armor, it will lower the soak class of the person's armor (and cannot be resisted). (If thrown on a wooden creation wearing wooden armor, it will affect the armor first, until the armor is gone.) If a called shot is made to the person's wooden weapon (or another wielded item), it will lower the damage class of the weapon. If used on a wooden trinket or gizmo of any sorts, it will render the item unusable until the item can be hammered out. Normally a weapon or armor can be banged back to its original form during a breather (15 minutes or more).

- Mq I: 6 damage or a -1 to damage or soak class
- Mq II: 12 damage or a -2 to damage or soak class
- Mq III: 18 damage or a -3 to damage or soak class
- Mq IV: 24 damage or a -4 to damage or soak class

Crafting Gases

Gas Brewer

Aug +2 | HP +4 | DIY +1

Alchemy Specialty

You can whip up the most eye-bleeding, mouth-gagging, toxic gases around. You can now brew gases.

Gases affect the space that the gas was released, and every adjacent space. Every turn, the gas has a chance of leaving, which the narrator will roll for at the end of the every turn after they throw it. The likelihood of the gas dissipating is based on how windy it is, with Tier 1 being absolutely no wind (such as a small, airtight room) and Tier 4 being a very windy area (such as during a storm or aboard a fast-flying ironbird). See the sidebar: Dispersing Gases.

Without spending any money, you can brew and maintain several gases based on your current Do-It-Yourself (DIY) score. These gases can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "gas augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Alchemy improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each gas can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "blinding" augment is worth 2 slots, so a gas only has 1 more available slot for an augment after "blinding" has been applied.

Resisting Gases

All gases can be resisted with a brute roll. For every tier of brute rolled above Tier 1, the marque of the gas is reduced by 1.

Number of Gases you can Maintain

Without needing to buy chemicals, you can brew some gases entirely out of scraps. These gases must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of gases based on your DIY score. You can brew new gases or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	3	3	4	4	4	5
Your DIY:	7	8	9	10	11	12
You can build:	5	5	6	6	6	7

The Cost of Gases

If you need to brew a gas that you can't create for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Dispersing Gases

The conditions of the battlefield often determine the amount of time a gas can remain on the field without dispersing naturally. When determining if a gas is dispersed, the narrator rolls to determine whether or not the gas is dispersed, giving no special bonuses to the roll unless otherwise stated.

Gases cannot be deployed underwater, and the conditions of wind have the greatest effect on the dispersing of gases. Each turn, the narrator rolls and must surpass the required roll based on the tier of the wind to determine if the gas remains.

Tier 1	The gas will stay on a roll of 2 or higher. Tier 1 wind is stagnant air.
Tier 2	The gas will stay on a roll of 5 or higher. Tier 2 wind is a breeze.
Tier 3	The gas will stay on a roll of 9 or higher. Tier 3 wind is a gust.
Tier 4	The gas will stay on a roll of 12 or higher. Tier 4 wind is a strong gust.

Gases can also be dispersed by certain other forces. When something moves through the area, it will disperse the gas unless the narrator rolls a 5 or more. If a bomb goes off in the gas, it will disperse the gas unless the narrator rolls a 9 or more. Gases with expirations disperse naturally or cannot be deployed when they expire.

If you are brewing the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 8 dukes.

Beta Gases

Aug +2 | HP +4 | DIY +1

Alchemy Specialty

Requires: 4 skill points in Alchemy & Gas Brewer specialty

Your gases are much more lethal than most, yet they are difficult for most people to use. Such gases have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta gases, they must succeed in rolling a science result one tier higher than the highest level marque you have on your gas. If your gas has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Gases

Aug +1 | HP +4 | DIY +1

Alchemy Specialty

Requires: 16 skill points in Alchemy, Gas Brewer, & Beta Gases specialties

You've perfected your beta gases and made them user-friendly. Now anybody can use a gas that you designate as being a prototype.

Gas Augments

Area of Effect

Gas Augment

Takes up 2 Augment Slots on the Gas

Your gas affects more areas. You can, at your discretion, make the area of effect smaller than your normal marque allows.

- Mq I: within 10 feet of the original space
- Mq II: within 15 feet of the original space
- Mq III: within 20 feet of the original space
- Mq IV: within 25 feet of the original space

Arm Mutation

Gas Augment

Your gas causes the nerves in their arm to become unwound, for their flesh to warp, and for their arms to become largely unusable. If effected with an arm mutation, the target may resist with a resilience result one tier higher than the mark of this augment. Any time the target makes a roll that uses the arm, including accuracy and strike (and evade if they attempt to deflect), the target suffers a penalty on the roll. The mutation lasts for a number of turns based on the mark.

- Mq I: -1 for 3 turns
- Mq II: -2 for 4 turns
- Mq III: -3 for 5 turns
- Mq IV: -4 for 6 turns

Blinding

Gas Augment

Takes up 2 Augment Slots on the Gas

A blinding chemical burns the eyes of everyone within the area of the gas, to the point where opening their eyes is painful. Those within the blinding area suffer a -4 on accuracy and evade rolls. People may leave the area of the gas, but they remain blinded for a number of turns afterwards based on the marque of this gas (though this is resistable).

- Mq I: 1 turn
- Mq II: 2 turns
- Mq III: 3 turns
- Mq IV: 4 turns

Corrosive

Gas Augment

A corrosive chemical weapon deals damage to everything it hits. They can melt skin, destroy lungs, or worse. The corrosive does hit point damage to every person inside, every time they end their turn inside the corrosive gas (though this is resistable).

- Mq I: 3 damage
- Mq II: 6 damage
- Mq III: 9 damage
- Mq IV: 12 damage

Confusing

Gas Augment

Confusing gas disorients the target, making them unable to make cunning rolls. If the target fails to resist, they will automatically take a 1 on any cunning rolls they make. Furthermore, the confused victim will be unaware of their own confusion, and will naturally default to cunning if that is their highest attribute. Any person affected by the gas will remain in a confused state for a number of turns after leaving the gas (though this is resistable).

- Mq I: 1 turn
- Mq II: 2 turns
- Mq III: 3 turns
- Mq IV: 4 turns

Fogging

Gas Augment

A fogging gas blurs the vision of everyone within the area the weapon effects. Those within the fogging are effectively in poor lighting, suffering a -2 on accuracy and evade rolls. If somebody leaves the area they are no longer effected, or if somebody enters the area, they enter into the poor lighting. If somebody is trying to shoot through the fogging gas, they take the penalty as well.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Internal Burning

Gas Augment

This gas burns mucles of the target with every action they take. They take damage with every action point they spend until the internal burning exhausts (though this is resistable).

They may choose, however, to forgo action points - that is, if they have 3 action points for the turn, the target can wait for those 3 action points, and no damage will be done.

- Mq I: 1 damage for 3 action points
- Mq II: 2 damage for 4 action points
- Mq III: 3 damage for 5 action points
- Mq IV: 4 damage for 6 action points

Lingering

Gas Augment

Whatever you used, it stays where it was and continues to work its magic. If the narrator does not roll high enough for the gas to stay in the area, the narrator will re-roll. The narrator will do this a number of times based on the marque of the lingering.

- Mq I re-roll one time
- Mq II re-roll two times
- Mq III re-roll three times
- Mq IV re-roll four times

Luminescent Gas

Gas Augment

The gas coats the skin and clothes of those within its range and glows, causing them to have extreme difficulty hiding. Instead of the normal brute resist, luminescent is resisted by dexterity. Opponents who are already hidden are automatically forced to re-roll if they fail to entirely resist the luminescence, this time with the penalty.

Luminescence will naturally wash off with water, after being in rain for 1 turn, or if the target can spend 12 action points brushing it off.

- Mq I -3 on sneaking and hiding rolls
- Mq II -6 on sneaking and hiding rolls
- Mq III -9 on sneaking and hiding rolls
- Mq IV -12 on sneaking and hiding rolls

Paranoia

Gas Augment

Takes up 3 Augment Slots on the Gas

This chemical distresses the target and causes them to see things that aren't there. Any affected by the paranoia must spend their next available action point (or two, if their only attack requires two action points) to attack the person closest to them, regardless of whether they are friend or foe. The paranoia makes the attack wild, however, and the targets suffer a penalty on their accuracy and strike rolls during this attack.

Instead of the normal brute resist, cunning or spirit can be used for the resist (at the target's discretion).

- Mq I -3 on accuracy and strike rolls for the paranoia attack
- Mq II -2 on accuracy and strike rolls for the paranoia attack
- Mq III -1 on accuracy and strike rolls for the paranoia attack
- Mq IV no penalty on the accuracy or strike rolls for the paranoia attack

Replicating

Gas Augment

Takes up 2 Augment Slots on the Gas

Replicating gases feed on death, spreading further out with each victim it claims. Any time somebody dies in replicating gas, it feeds on the body to create more of itself, spreading out to affect everything within several adjacent areas of the original victim. It will continue to spread indefinitely.

- Mq I spreads to adjacent areas
- Mq II spreads to adjacent areas within 10 feet
- Mq III spreads to adjacent areas within 15 feet
- Mq IV spreads to adjacent areas within 20 feet

Slowing

Gas Augment

Those affected by your gas get stiff joints, feel frozen, instantly gain arthritis, or for some other reason can't seem to move as fast as they once did. Their speed is reduced by the specified footage for three turns (though this reduction is resistable). They can never go below 5 feet.

- Mq I 5 feet speed reduction
- Mq II 10 feet speed reduction
- Mq III 15 feet speed reduction
- Mq IV 20 feet speed reduction

Sticky

Gas Augment

This chemical weapon causes the victims to become sticky, slowing down their reflexes. The target suffers a penalty on evade rolls for three turns (though this penalty is resistable).

- Mq I -1 on evade rolls
- Mq II -2 on evade rolls
- Mq III -3 on evade rolls
- Mq IV -4 on evade rolls

Stunning

Gas Augment

Your targets are stunned when they get hit by this gas. They are stunned for the specified action points (though this is resistable).

- Mq I stunned for 1 action point
- Mq II stunned for 1 action point
- Mq III stunned for 2 action points
- Mq IV stunned for 2 action points

Thick

Gas Augment

This gas hugs the ground it's released at. Winds in the area act as if they're one tier lower when determining how long the gas lasts. In addition, if used on board a moving vehicle, the gas will sink onto the vehicle's deck and move with the vehicle.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Crafting Medicines

Medicine Brewer

Aug +2 | HP +5 | DIY +1

Alchemy Specialty

Medicinal potions are used to restore hit points, heal wounds, fight off poisons, and a variety of other beneficiary effects. All medicinal potions must be injected or ingested.

Without spending any money, you can brew and maintain several medicines based on your current Do-It-Yourself (DIY) score. These medicines can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "medicine augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Alchemy improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each medicine can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "heavy push" augment is worth 3 slots, so a medicine has 0 available slot for an augment after "heavy push" has been applied.

Number of Medicines you can Maintain

Without needing to buy chemicals, you can brew some medicines entirely out of scraps. These medicines must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of medicines based on your DIY score. You may brew new medicines or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	5	5	5	6	6	6
Your DIY:	7	8	9	10	11	12
You can build:	7	7	7	8	8	9

The Cost of Medicines

If you need to brew a medicines that you can't create for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

If you are brewing the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 8 dukes.

Beta Medicines

Aug +2 | HP +6 | DIY +1

Alchemy Specialty

Requires: 4 skill points in Alchemy & Medicine Brewer specialty

While it is impossible for others to administer your medicines, they're well worth the hassle. Your beta medicines have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta medicines, they must succeed in rolling a science result one tier higher than the highest level marque you have on your medicine. If your medicine has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Medicine

Aug +1 | HP +7 | DIY +1

Alchemy Specialty

Requires: 16 skill points in Alchemy, Medicine Brewer, & Beta Medicine specialties

You've perfected your beta medicines and made them user-friendly. Now anybody can use a medicine that you designate as being a prototype.

Medicine Augments

Antitoxin

Medicine Augment

When you take an antitoxin, you gain a specified bonus against all poisons for the next hour. In addition, if you are currently poisoned, you may instantly reroll your resist against the poison with the bonus against it.

Mq I +3
Mq II +6
Mq III +9
Mq IV +12

Heavy Push

Medicine Augment

Takes up 3 Augment Slots on the Medicine

While push stimulates the body to help it get over the beating it's taken, heavy push takes it to a dangerous level. The muscles rip and the body cannot deal with the stress it's being put under. This causes the heavy push to deal damage to the adminstrator, but gains action points instead. You can only use 1 extra action point per turn, and the damage is unsoakable. Any unused extra action

points will go away during your next breather.

- Mq I: 10 backlash damage for each additional action point used, up to 2 extra action points
- Mq II: 9 backlash damage for each additional action point used, up to 3 extra action points
- Mq III: 7 backlash damage for each additional action point used, up to 4 extra action points
- Mq IV: 6 backlash damage for each additional action point used, up to 5 extra action points

Improved Push

Medicine Augment

Takes up 2 Augment Slots on the Medicine

Requires: Push augment known

Improved push takes your grandpappy's old style push potions and gives them a jolt of electricity, making them push that much harder. Improved push potions return your hit points to you, though you cannot go over your maximum.

- Mq I: restores 10 hit points
- Mq II: restores 20 hit points
- Mq III: restores 30 hit points
- Mq IV: restores 40 hit points

Liquid Skin - *Wound Healing*

Medicine Augment

Takes up 2 Augment Slots on the Medicine

Liquid skin instantly heals wounds damage. Healing this quickly, however, does so by infuriating the body's natural regenerative system, and, made slightly wrong, can be very dangerous. When this is administered, the target rolls their die. If they receive a 1 on the twelve-sided die, they take the healing as damage.

- Mq I: 1 wound healed
- Mq II: 2 wounds healed
- Mq III: 3 wounds healed
- Mq IV: 4 wounds healed

Pain Reliever

Medicine Augment

Pain relieving medicines are designed to allow you to keep pushing on despite huge amounts of physical pain. When under the effects of pain killers you can ignore the wound effects 6-12 until your next breather.

- Mq I: Can ignore 1 such wound effect
- Mq II: Can ignore 2 such wound effects
- Mq III: Can ignore 3 such wound effects
- Mq IV: Can ignore 4 such wound effects

Push - *Hit Point Regain*

Medicine Augment

Push is a body stimulant that allows a person a boost in stamina, to ignore their wounds and to take a lot more punishment before falling. Push refills a person's hit points, though it will not go over their maximum.

- Mq I: Restores 4 hit points
- Mq II: Restores 8 hit points
- Mq III: Restores 12 hit points
- Mq IV: Restores 16 hit points

SlowHeart

Medicine Augment

This potion slows the target's heart, releases stress, and allows the person to relax and breath easily. If the target chooses, they may ignore the calming effects of slowheart, but if they go with the flow and slow down a little bit, their accuracy will improve. The bonus lasts until their next breather.

- Mq I: +1
- Mq II: +2
- Mq III: +3
- Mq IV: +4

Stimulant

Medicine Augment

This stimulant is used to forego fatigue. If you are exhausted, taking a stimulant will push off the fatigue for a number of hours as specified by the potion's marque. Once a stimulant has been used, the fatigue returns after the designated amount of time and another stimulant will have no effect until you rest.

- Mq I: 2 hours
- Mq II: 4 hours
- Mq III: 8 hours
- Mq IV: 24 hours

Styptic

Medicine Augment

A styptic is a useful substance that, when poured on a wound, dries the blood and keeps it from bleeding. Any person that this is administered to stops bleeding and will not bleed from any wounds or attacks they have suffered up to this point.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Crafting Poisons

Poison Brewer

Aug +2 · HP +4 · DIY +1

Alchemy Specialty

Poisons are rarely seen as the most savory tools of war; nonetheless, they remain ever popular. Poisons kill, disable, and bring great discomfort to those injected with them.

Poisons are always a little difficult to find, requiring a tier 2 cunning result to notice. A person can always volunteer to look at something to see if it is poisoned, such as trying to notice poison on a sword or in a drink.

Poisons must either be consumed by the target or injected (as can happen on the battlefield, when a blade is coated in poison). The basic poison will activate within the target after the target has used 3 action points.

Without spending any money, you can brew and maintain several poisons based on your current Do-It-Yourself (DIY) score. These poisons can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "poison augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Alchemy improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each poison can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "hallucinogenic" augment is worth 2 slots, so a poison only has 1 available slot for an augment after "hallucinogenic" has been applied.

Resisting Poisons

All poisons can be resisted with a brute roll. For every tier of brute rolled above Tier 1, the marque of the poison is reduced by 1.

Number of Poisons you can Maintain

Without needing to buy chemicals, you can brew some poisons entirely out of scraps. These poisons must be constantly maintained by you and stop working soon after leaving your care. You can brew and maintain a number of poisons based on your DIY score. You can brew new poisons or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	3	3	3	4	4	4
Your DIY:	7	8	9	10	11	12
You can build:	4	5	5	5	5	6

The Cost of Poisons

If you need to brew a poison that you can't create for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

If you are brewing the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 8 dukes.

Beta Poisons

Aug +2 · HP +4 · DIY +1

Alchemy Specialty

Requires: 4 skill points in Alchemy & Poison Brewer specialty

Your poisons are difficult to use but oh-so-effective. Your beta poisons have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta poisons, they must succeed in rolling a science result one tier higher than the highest level marque you have on your poisons. If your poison has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Poisons

Aug +1 · HP +5 · DIY +1

Alchemy Specialty

Requires: 16 skill points in Alchemy, Poison Brewer, & Beta Poisons specialties

You've perfected your beta poisons and made them user-friendly. Now anybody can use a poison that you designate as being a prototype.

Poison Augments

Anti-Toxin Suppressor

Poison Augment

Anti-toxin suppressors are built into poisons specifically to target anti-toxins. If an anti-toxin is used against a poison that has a suppressor brewed into it, the suppressor will entirely negate the effects of the anti-toxin unless the anti-toxin is one marque higher than the suppressor.

- Mq I: Negates Marque I anti-toxins
- Mq II: Negates Marque II anti-toxins
- Mq III: Negates Marque III anti-toxins
- Mq IV: Negates Marque IV anti-toxins

Blinding

Poison Augment

Takes up 2 Augment Slots on the Poison

This poison blinds the person, causing them to temporarily lose their eyesight. Being blind causes the target to take a -4 on accuracy and evade rolls. It lasts for an amount of time based on the marque.

- Mq I: 2 turns
- Mq II: 4 turns
- Mq III: 6 turns
- Mq IV: 8 turns

Contortion

Poison Augment

Takes up 3 Augment Slots on the Poison

The target's body siezes up and they fall to the ground, prone. While prone, you suffer a -1 on all combat rolls (accuracy, evade, strike, and defense) and cannot move more than 5 feet per turn. The target cannot willingly stand from prone until the target has used or forgone a specified number of action points, and if somebody lifts them, they immediately fall back down.

- Mq I: 2 action points
- Mq II: 4 action points
- Mq III: 6 action points
- Mq IV: 8 action points

Disorienting

Poison Augment

A disorienting poison causes the person's nerves to be shot, for them to swoon and be unable to focus. A disorienting poison disorients the target (causing them to lose 1 action point per turn) until the end of a specified number of turns.

- Mq I: 2 turn
- Mq II: 4 turns
- Mq III: 6 turns
- Mq IV: 8 turns

Dizzying

Poison Augment

This poison dizzies the target, causing them to waver and fail to walk in a straight line. While dizzied, the target's speed is cut in half (rounded down). The dizzying effect lasts until the end of a specified number of turns.

- Mq I: 2 turns
- Mq II: 4 turns
- Mq III: 6 turns
- Mq IV: 8 turns

Hallucinogenic

Poison Augment

Takes up 2 Augment Slots on the Poison

A hallucinogenic poison causes the brain to spaz out and see things that are definitely not there (or so we *think*). A hallucinogenic poison forces the target to make a cunning roll every time he wants to take an action. A failure causes the target to spend one action point moving aimlessly (at the narrator's discretion).

- Mq I: Tier 2 Cunning results required to move for 1 turn
- Mq II: Tier 2 Cunning results required to make any actions for 2 turns
- Mq III: Tier 3 Cunning results required to make any actions for 3 turns
- Mq IV: Tier 3 Cunning results required to make any actions for 4 turns

Instant

Poison Augment

This poison now blossoms very quickly. Upon delivery being made, it occurs instantaneously. The poison acts as soon as it is delivered.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Irresistable

Poison Augment

When a poison is made irresistable, the brute result required to resist the poison increases. Characters must act as if their brute roll to resist the blast was one tier lower.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Painful

Poison Augment

Your poison does what poisons do best - it deals damage to their hit points. The painful augment does straight hit point damage (though it is resistable as per normal).

- Mq I: 6 damage
- Mq II: 12 damage
- Mq III: 18 damage
- Mq IV: 24 damage

Push-Back

Poison Augment

Takes up 2 Augment Slots on the Poison

Push back is a rather devious poison used specifically to counter enemies who rely on push potions (that is, potions that restore their hit points). For the hour after somebody fails to resist a poison with push-back, any push potion they take will deal damage to them instead of restoring their hit points. The damage dealt is equal to the amount of hit points that would have been restored, but this is now resistable with your Brute.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in alchemy.

Slow-Acting

Poison Augment

A slow-acting poison takes longer to occur and is therefore harder to trace back to the person who administered it. Within the scope of your marque, you determine when the effect kicks in. You make this decision when you create the poison, and cannot alter it thereafter.

- Mq I: 4 hours - 1 day
- Mq II: 3 hours - 3 days
- Mq III: 2 hours - 1 week
- Mq IV: 1 hour - 1 month

Stunning

Poison Augment

The poison stuns the opponent, causing the opponent to respond slowly and lose action points. The target is stunned for the specified amount of action points.

- Mq I: 1 action point stunned
- Mq II: 2 action points stunned
- Mq III: 3 action points stunned
- Mq IV: 4 action points stunned

Thirst

Poison Augment

The poison interacts with the water in the person's body, making it almost impossible for the water to function normally. This quickly dehydrates the person, causing them to lose focus. Due to this, they take a penalty on accuracy and evade rolls until the end of three turns.

- Mq I: -1 on accuracy and evade rolls
- Mq II: -2 on accuracy and evade rolls
- Mq III: -3 on accuracy and evade rolls
- Mq IV: -4 on accuracy and evade rolls

Undetectable

Poison Augment

When a poison is made undetectable, the cunning tier required to find it is increased.

- Mq I: Tier 3 Cunning result
- Mq II: Tier 3 Cunning result
- Mq III: Tier 4 Cunning result
- Mq IV: Tier 4 Cunning result

Armsmith

So you want to craft arms, do you? Do you have what it takes to create weapons, armor, firearms and everything else that you and your fellows will need to slay villains and save the land? Is it in you to sweat away your days creating items of war, giving birth to items of destruction. The armsmith skill will allow you to do just that, creating all sorts of weapons, firearms, armors, and worse. Much, much worse.



Belt Feeder

Eva +2 | HP +7 | Aug +1

Armsmith Specialty

Cost: 2 AP to begin, 1 AP to continue during subsequent turns

You can feed in ammunition, allowing an adjacent gunman to keep firing without interuption. When you begin belt feeding, you select an adjacent ally. For that turn and every subsequent turn that you continue belt feeding (at the cost of 1 action point per turn), the targeted ally does not have to spend action points to ready their firearm. This only works on firearms that have a readying cost of 4 or less. If either you or your adjacent ally become separated, you must re-begin the belt feeding.

Interchangeable Parts

Pri +2 | HP +5 | Aug +2

Armsmith Specialty

Cost: 3 AP

Your weapons are designed so that their parts can be replaced and altered in the middle of battle. This gives the weapons additional slots for augments, but these augments are not always active. At any time, a person can switch out the augments for 3 action points, activating one augment but deactivating another augment. You may replace multiple augments at the same time all for the cost of 3 action points.

This specialty works within the marque system. The amount of interchangeable slots the weapon has depends on the marque of its creator.

- Mq I: 1 interchangeable slot for an augment
- Mq II: 2 interchangeable slots for augments
- Mq III: 3 interchangeable slots for augments
- Mq IV: 4 interchangeable slots for augments

Rapid Replacements

Eva +1 | HP +6 | DIY +1

Armsmith Specialty

Cost: 2 AP (to replace) or 1 AP (to fix)

Your sniper's rifle just got snapped in two, and your brawler just got his chain cut in half. No worries - you're there to help. For two action points, you can replace any broken weapon that you created (with the same weapon) as long as the current wielder is adjacent to you. Furthermore, if a weapon's damage class has been lowered for any reason, you can return it to optimum efficiency for one action point.

Temporary Attachments

Aug +2 | HP +5 | DIY +1

Armsmith Specialty

Cost: 1+ AP

Suddenly, in the heat of battle, your friend wants his sword to be sheathed in fire. Normally that would be insane. For you, though, that requires surprisingly little effort. You can apply an augment you know to a weapon you or an adjacent ally are wielding for just 1 action point. If the augment takes up multiple augment slots, it costs that many action points to attach (so an augment that would take up 2 augment slots would cost 2 action points to attach). The temporary attachment doesn't last long: it will stop functioning at the beginning of end of your next turn (when your action points refresh).

The weapon you are attaching the temporary augment to does not need to have free augment slots: this is a bonus augment that does not fit into a weapon's normal maximum number of augments.

Weapon Support

Acc +1 | HP +6 | Aug +1

Armsmith Specialty

Stance (*costs 1 AP to enter*)

You provide support repairs and guidance to adjacent allies on the battlefield, tweaking their weapons as they mow down opponents. Any ally using a weapon that you either created or augmented gains a bonus to their accuracy as long as they are adjacent to you while in your Weapon Support stance. The bonus is +1 plus an additional +1 per 4 skill points you have in Armsmith (so +2 at 4 skill points, +3 at 8 skill points, and so forth).

If you have the Rapid Replacement specialty, an adjacent ally's weapon cannot be broken so long as you remain adjacent to them and in the Weapon Support stance.

Crafting Firearms & Crossbows



Gunsmith

Aug +2 | HP +4 | DIY +1

Armsmith Specialty

You can now create new firearms and upgrade them. These firearms can be of any size, type, or material. You can craft any firearm from the light peashooters to the super-heavy rifles.

Without spending any money, you can build and maintain several firearms based on your current Do-It-Yourself (DIY) score. These firearms can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "firearm & crossbow augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Armsmith improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each firearm can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "damaging" augment is worth 2 slots, so a firearm only has 1 more available slot for an augment after "damaging" has been applied.

Number of Firearms you can Maintain

Without needing to buy pieces or parts, you can build some firearms entirely out of scraps. These firearms must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of firearms based on your DIY score. You can build new firearms or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	2	2	3	3	3	4
Your DIY:	7	8	9	10	11	12
You can build:	4	4	5	5	5	6

The Cost of Firearms

If you need to build a firearm that you can't build for free from your DIY score, you will need to buy the materials for it.

A firearm will have a base materials cost. It is 1/5th the market price.

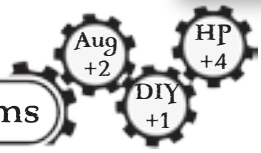
Every augment will increase the price. The higher the

marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	25 princes	125 princes	625 princes	3,125 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 5 princes.

Firearms	
Light Firearm	2 princes
Medium Firearm	5 princes
Heavy Firearm	12 princes
Super-Heavy Firearm	20 princes



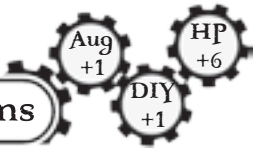
Beta Firearms

Armsmith Specialty

Requires: 4 skill points in Armsmith & Gunsmith specialty

Your firearms are overly complex, but they can accomplish quite a bit. Such firearms have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta firearms, they must succeed in rolling a science result one tier higher than the highest level marque you have on your firearm. If your firearm has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

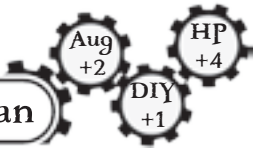


Prototype Firearms

Armsmith Specialty

Requires: 16 skill points in Armsmith, Gunsmith, & Beta Firearms specialties

You've perfected your beta firearms and made them user-friendly. Now anybody can use a firearm that you designate as being a prototype.



Crossbow Craftsman

Armsmith Specialty

You can now create new crossbows and upgrade them. These crossbows can be of any size, type, or material. You can craft any crossbow from the light hand-crossbow to the super-heavy ballistas.

Without spending any money, you can build and maintain several crossbows based on your current Do-It-Yourself (DIY) score. These crossbows can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "firearm & crossbow augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Armsmith improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each crossbow can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "damaging" augment is worth 2 slots, so a crossbow only has 1 more available slot for an augment after "damaging" has been applied.

Number of Crossbows you can Maintain

Without needing to buy pieces or parts, you can build some crossbows entirely out of scraps. These crossbows must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of crossbows based on your DIY score. You can build new crossbows or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	3	3	4	4	4	5
Your DIY:	7	8	9	10	11	12
You can build:	5	5	6	6	6	7

The Cost of Crossbows

If you need to build a crossbows that you can't build for free from your DIY score, you will need to buy the materials for it.

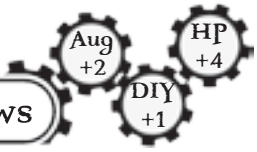
Crossbows	
Light Crossbow	2 princes
Medium Crossbow	4 princes
Heavy Crossbow	7 princes
Super-Heavy Crossbow	14 princes

A crossbow will have a base materials cost. It is 1/5th the market price.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	25 princes	125 princes	625 princes	3,125 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 5 princes.



Beta Crossbows

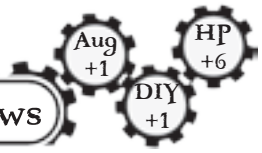
Armsmith Specialty

Requires: 4 skill points in Armsmith & Crossbow Crafter specialty

Your crossbows are overly complex, but they can accomplish quite a bit. Such crossbows have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta crossbows, they must succeed in rolling a science result one tier higher than the highest level marque you have on your crossbow. If your crossbow has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Crossbows



Armsmith Specialty

Requires: 16 skill points in Armsmith, Crossbow Crafter, & Beta Crossbows specialties

You've perfected your beta crossbows and made them user-friendly. Now anybody can use a crossbow that you designate as being a prototype.

Firearm & Crossbow Augments

Accurate

Firearm & Crossbow Augment

Fine attention has been placed on the quality of your weapon. The user gains a bonus to accuracy with the weapon.

- Mq I +1
- Mq II +2
- Mq III +3
- Mq IV +4

Automatic Reload

Firearm & Crossbow Augment

The crossbow or firearm has a fast reloading mechanism, allowing it to be reloaded much more quickly than normal.

- Mq I 1 less AP to reload
- Mq II 1 less AP to reload
- Mq III 2 less AP to reload
- Mq IV 2 less AP to reload

Bipop

Firearm & Crossbow Augment

You can set up a bipod to level your weapon on. Setting up the bipod requires 2 action points, and then pulling it back up so that you can move again requires 1 action point. While the bipod is set up, however, you gain a bonus on your accuracy.

- Mq I +1
- Mq II +2
- Mq III +3
- Mq IV +4

Collapsible

Firearm & Crossbow Augment

Sometimes discretion is the better part of not having your weaponry confiscated, so you create a clever collapsing mechanism for your weapons which makes them easier to conceal. Any weapon this is applied to can be broken down for 3 acion points and re-assembled for 3 action points. It is treated, for purposes of concealment, as being smaller than it is, but only when broken down.

- Mq I 1 category smaller
- Mq II 2 categories smaller
- Mq III 3 categories smaller
- Mq IV 4 categories smaller

Crank-Free

Firearm Augment

Requires: Augmented with Rotating Barrels

Converting your firearm to be truly automatic, the crank-free firearm no longer increases the need of hands - a one-handed firearm is still one-handed, and a two-handed firearm is still just two-handed.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Custom

Firearm & Crossbow Augment

This weapon was designed to be used by one person and one person only. That person must be designated at the time of the weapon's crafting. If anybody else attempts to use the custom weapon, they suffer a penalty on all accuracy and strike rolls with it.

- Mq I -3
- Mq II -6
- Mq III -9
- Mq IV -12

Damaging

Firearm & Crossbow Augment

Takes up 2 Augment Slots on a Firearm or Crossbow

Your weapon is larger but lighter, dealing extra damage with each shot.

- Mq I +1 damage class
- Mq II +2 damage class
- Mq III +3 damage class
- Mq IV +4 damage class

Deflecting

Firearm & Crossbow Augment

You can use this weapon like a shield, allowing you to deflect incoming attacks (gaining a +4 to evade in exchange for 1 reflexive action point).

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Delivery

Crossbow Augment

You can launch an alchemic potion, explosives, or other items through your firearm. If the item shot is friendly (as in, you're not trying to hit the target), you may shoot the item next to them, and they may pick it up for 1 action point. Regardless, a delivery weapon's range is cut be a small portion whenever it is being used to deliver an item.

- Mq I: -75 feet
- Mq II: -50 feet
- Mq III: -25 feet
- Mq IV: no penalty

Easily Altered

Firearm & Crossbow Augment

Requires: Weapon to be made with Interchangeable Parts

The weapon is easily altered, allowing its interchangeable parts to be used and switched around much more quickly than normal. The easily altered augment is a permanent affixture of the weapon, however, and cannot be activated or deactivated with interchangeable parts.

- Mq I: 2 AP to interchange parts
- Mq II: 2 AP to interchange parts
- Mq III: 1 AP to interchange parts
- Mq IV: 1 AP to interchange parts

Gnome-Sized

Firearm & Crossbow Augment

Requires: placed on light weapon

You've been able to shrink the weapon down so that a gnome will be able to conceal it.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Horrifying

Firearm & Crossbow Augment

Takes up 2 Augment Slots on a Firearm or Crossbow

The weapon is so twisted and wicked looking that it could strike fear into the heart of even the bravest of warriors. When first seeing the weapon, all enemies must make a spirit resist or suffer from tier 1 fear. At any time a character can spend an action point to attempt another resist roll. A single person can only evoke the effect of one horrifying weapon per combat.

- Mq I: Tier 2 spirit result to resist
- Mq II: Tier 3 spirit result to resist
- Mq III: Tier 4 spirit result to resist
- Mq IV: Irresistable (unless they can get a Tier 5 spirit resist)

Location Seeking

Firearm & Crossbow Augment

When crafting this weapon designate a called shot. The weapon seems to guide itself toward that specific called on your victim's body with the greatest of ease. Called shots to the designated location do not require an additional action point when made with this weapon. However, attacking any other called shot location with this weapon can be problematic, as it was built with one cause in mind. (This penalty does not apply to normal, unspecified attacks.)

- Mq I: -8 on accuracy rolls when attacking a different called shot location
- Mq II: -6 on accuracy rolls when attacking a different called shot location
- Mq III: -4 on accuracy rolls when attacking a different called shot location
- Mq IV: -2 on accuracy rolls when attacking a different called shot location

Note: When crafting the augment, the word "location" should be replaced with the specified called shot, such as "eye seeking" or "torso seeking."

Luminous

Firearm & Crossbow Augment

Your weapon glows. Perhaps you strung lights along its barrel, gave it a glow-in-the-dark coating, or made your weapon transparent with a light set inside. The light extends outwards from your weapon a number of feet determined by the marque of this augment. For 1 action point, you may turn it on, off, or dim it.

- Mq I: 25 feet
- Mq II: 50 feet
- Mq III: 100 feet
- Mq IV: 200 feet

Reinforced

Firearm & Crossbow Augment

You build your weapon solidly, giving it little room to break on the battlefield. When somebody attempts to sunder the reinforced weapon, it acts as if it is several size categories larger than it is. Once these "reinforced" size categories are gone, then its actual damage begins to decrease.

This augment can be applied multiple times, its effect stacking.

- Mq I: 1 reinforced size category
- Mq II: 2 reinforced size categories
- Mq III: 3 reinforced size categories
- Mq IV: 4 reinforced size categories

Rotating Barrels

Firearm Augment

Creating what comes close to being a fully automatic weapon, a firearm with multiple rotating barrels uses a crank to fire. Using rotating barrels increases the need of hands - a one-handed firearm now requires two hands, and a two-handed firearm now requires you to be in a "firing position." A rotating multi-barrel firearm eliminates the reload time of the firearm, but at a price to accuracy.

This augment can only be placed on firearms that use ammunition and have a reload time of 2 action points or less.

MQ I -5 accuracy
MQ II -3 accuracy
MQ III -1 accuracy
MQ IV No accuracy penalty

Scope

Firearm & Crossbow Augment

The range on your firearm increases greatly. This augment can be applied multiple times, with its increases stacking.

MQ I +50 feet
MQ II +100 feet
MQ III +200 feet
MQ IV +300 feet

Signature Weapon

Firearm & Crossbow Augment

Takes up 2 Augment Slots on a Firearm or Crossbow

Requires: placed on weapon with Custom augment

Be it a family heirloom or just your perfectly customized weapon, the very sight of it invigorate you. As long as your weapon is in hand there is still hope. You recover a small amount of hit points when your action points refresh. This augment only affects the person this weapon was customized for.

MQ I recover 1 hit point
MQ II recover 2 hit points
MQ III recover 3 hit points
MQ IV recover 4 hit points

Silent

Firearm & Crossbow Augment

This weapon is whispering death. It makes almost no sound when shot or reloaded, making it almost impossible for people to figure out where it is by sound alone. Any time anybody is attempting to figure out where the weapon was shot from based on sound must make a tier result with their cunning.

MQ I Tier 2
MQ II Tier 3
MQ III Tier 4
MQ IV Impossible (or Tier 5)

Small Choke

Firearm & Crossbow Augment

Introducing a small choke to a shotgun increases the effective distance of its shot. A small choke doubles the range of the shot fired from it. However, it also doubles the distance required to make a spread shot attack (with the Spread Shot specialty). Other choices of ammunition fired from a small choke suffer a -3 accuracy.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Firearm & Crossbow Accessories

You can learn weapon accessories just like augments. However, firearm & crossbow accessories do not take up any augment slots and can only be applied to a weapon once. Each accessory has its own cost associated with it.

Chained-Grip

Firearm & Crossbow Accessory

The user keeps a chain attached to both their wrist and the weapon, making it difficult - if not impossible - to be disarmed. Whenever the target of a disarm (called shot to the hand), the user gains a bonus to the resist roll.

MQ I +2 to resist being disarmed
MQ II +4 to resist being disarmed
MQ III +6 to resist being disarmed
MQ IV +8 to resist being disarmed

Marque	I	II	III	IV
Market Price	10 princes	50 princes	250 princes	1,250 princes

Crafting Melee Weapons & Throwing Weapons

Weapon Smith

Aug +2 · HP +4 · DIY +1

Armsmith Specialty

You can create new melee weapons and throwing weapons and upgrade them. These weapons can be of any size, type, or material. You can craft anything from a metal stiletto to a wooden pike to a sword made from bone.

Without spending any money, you can build and maintain several weapons based on your current Do-It-Yourself (DIY) score. These weapons can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "weapon augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Armsmith improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each weapon can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden weapons) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, the "damaging" augment is worth 2 slots, so a weapon only has 1 more available slot for an augment after "damaging" has been applied.

Weapons	
Light Melee Weapon	1 princes
Medium Melee Weapon	7 princes
Heavy Melee Weapon	15 princes
One-Handed Polearm	5 princes
Two-Handed Polearm	12 princes
Basic Non-Rigid Weapon	1 princes
Larger Non-Rigid Weapon	4 princes

Number of Weapons you can Maintain

Without needing to buy pieces or parts, you can build some weapons entirely out of scraps. These weapons must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of weapons based on your DIY score. You may build new weapons or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	2	2	3	3	3	4
Your DIY:	7	8	9	10	11	12
You can build:	4	4	5	5	5	6

The Cost of Weapons

If you need to build a weapon that you can't build for free from your DIY score, you will need to buy the materials for it.

A weapon will have a base materials cost. It is 1/5th the market price.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	25 princes	125 princes	625 princes	3,125 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 5 princes.

Beta Weapons

Aug +2 · HP +4 · DIY +1

Armsmith Specialty

Requires: 4 skill points in Armsmith & Weaponsmith specialty

Your weapons are overly complex, but they can accomplish quite a bit. Such weapons can be upgraded with 2 more augments (bringing the total for metal melee weapons up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta weapons, they must succeed in rolling a sciences result one tier higher than the highest marque you have on your weapon. If your weapon has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their sciences attribute).

Prototype Weapons

Aug +1 · HP +5 · DIY +1

Armsmith Specialty

Requires: 16 skill points in Armsmith, Weapon Smith, & Beta Weapons specialties

You've perfected your beta weapons and made them user-friendly. Now anybody can use a weapon that you designate as being a prototype.

Interchangeable Parts

Pri +2 · HP +5 · Aug +1

Armsmith Specialty

Requires: Weapon Smith specialty

Cost: 3 AP

Your weapons are designed so that their parts can be replaced and altered in the middle of battle. This gives the weapons ad-

ditional slots for augments, but these augments are not always active. At any time, a person may switch out the augments for 3 action points, activating one augment but deactivating another augment. You may replace multiple augments at the same time all for the cost of 3 action points.

This specialty works within the marque system. The amount of interchangeable slots the weapon has depends on the marque of its creator.

MQ I 1 interchangeable slot for an augment
MQ II 2 interchangeable slots for augments
MQ III 3 interchangeable slots for augments
MQ IV 4 interchangeable slots for augments

Weapon Augments

Accurate

Weapon Augment

Fine attention has been placed on the quality of your weapon. The user gains a bonus to accuracy with the weapon.

MQ I +1
MQ II +2
MQ III +3
MQ IV +4

Aerodynamic

Weapon Augment

You can make your melee weapons into perfectly good throwing weapons. If you apply this augment onto one of your melee weapons, you may throw it like a weapon designed for throwing.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Bone-Shattering

Weapon Augment

By increasing the weapon's density, the weapon allows its wielder to make more effective called shots against his victims.

MQ I +1 strike against all called shot locations
MQ II +3 strike against all called shot locations
MQ III +5 strike against all called shot locations
MQ IV +7 strike against all called shot locations

Chainsaw

Weapon Augment

Requires: placed on a melee weapon

Cost: 1 AP (*after a successful attack*)

Your weapon has a deadly, barbed spinning edge. If you make a successful attack with a chainsaw weapon that deals damage, you may spend 1 action point (as many times as you have AP left in your turn) to deal additional unsoakable damage as the chainsaw continues to rip into the person.

MQ I 1 extra damage
MQ II 2 extra damage
MQ III 3 extra damage
MQ IV 4 extra damage

Collapsible

Weapon Augment

Sometimes discretion is the better part of not having your weaponry confiscated, so you create a clever collapsing mechanism for your weapons which makes them easier to conceal. Any weapon this is applied to can be broken down for 3 acion points and re-assembled for 3 action points. It is treated, for purposes of concealment, as being smaller than it is, but only when broken down.

MQ I 1 category smaller
MQ II 2 categories smaller
MQ III 3 categories smaller
MQ IV 4 categories smaller

Cryothermal

Weapon Augment

Resist: Brute (marques down)

Cost: 1 AP reflexively during an attack

Your weapon leaks a subzero liquid that freezes the opponent upon contact. When you make an attack with a cryothermal weapon, you may spend 1 action point to make the target frosty. Unless your victim can resist the entire effect, they become chilled, making them shiver when they attack.

MQ I Victim suffers a -2 on strike rolls until your next turn
MQ II Victim suffers a -4 on strike rolls until your next turn
MQ III Victim suffers a -6 on strike rolls until your next turn
MQ IV Victim suffers a -8 on strike rolls until your next turn

Custom

Weapon Augment

This weapon was designed to be used by one person and one person only. That person must be designated at the time of the weapon's crafting. If anybody else attempts to use the custom weapon, they suffer a penalty on all accuracy and strike rolls with it.

MQ I -3
MQ II -6
MQ III -9
MQ IV -12

Pyrothermal

Weapon Augment

Resist: Brute (marques down)

Cost to Activate: 1 AP reflexively during an attack

Your weapon heats up, burning the target. When you attack, you may spend 1 action point to make it pyrothermal. If it hits, the attack burns its target should they fail to resist against your melee attack. These burns last until the victim's next breather, when they can be treated.

- Mq I: Victim suffers Tier 1 burns (-1 on defense rolls)
- Mq II: Victim suffers Tier 2 burns (-3 on defense rolls)
- Mq III: Victim suffers Tier 3 burns (-5 on defense rolls)
- Mq IV: Victim suffers Tier 4 burns (-7 on defense rolls)

Combustion

Weapon Augment

Takes up 3 Augment Slots on a Weapon

Resist: Dexterity (marques down)

Cost to Activate: 1 AP reflexively during an attack

Fire lashes out around your weapon, catching those struck with it on fire. When you hit an opponent, you can spend 1 action point in order to attempt to catch them on fire. The target may resist with their dexterity (lowering the marques of the combustion).

- Mq I: The victim catches on Tier 1 fire
- Mq II: The victim catches on Tier 2 fire
- Mq III: The victim catches on Tier 2 fire
- Mq IV: The victim catches on Tier 3 fire

Burn Trail

Weapon Augment

Requires: placed on weapon with the Combustion augment

Any person attempting to physically aid a victim of your combustion must first make a dexterity resist that equals the marque of your Combusion augment or be set on fire themselves.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Everburning

Weapon Augment

Requires: placed on weapon with the Combustion augment

Despite your victim's best efforts to put themselves out, they seem to continue burning. When catching things on fire through the use of a combustion attack, extra action points are required to put out the fire.

- Mq I: 1 extra AP
- Mq II: 2 extra AP
- Mq III: 3 extra AP
- Mq IV: 4 extra AP

Damaging

Weapon Augment

Takes up 2 Augment Slots on a Weapon

Your weapon is larger but lighter, dealing extra damage with each blow.

- Mq I: +1 damage class
- Mq II: +2 damage class
- Mq III: +3 damage class
- Mq IV: +4 damage class

Deflecting

Weapon Augment

You may use this weapon like a shield, allowing you to deflect incoming attacks (gaining a +4 to evade in exchange for 1 reflexive action point).

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Easily Altered

Weapon Augment

Requires: weapon to be made with Interchangeable Parts

The weapon is easily altered, allowing its interchangeable parts to be used and switched around much more quickly than normal. The easily altered augment is a permanent affixture of the weapon, however, and cannot be activated or deactivated with interchangeable parts.

- Mq I: 2 AP to interchange parts
- Mq II: 2 AP to interchange parts
- Mq III: 1 AP to interchange parts
- Mq IV: 1 AP to interchange parts

Electrical

Weapon Augment

A small metal coil runs down the length of your weapon, leading to a power source that electrifies it. After landing a hit, your victim is shocked for a small amount of unsoakable damage. If the opponent is in metal armor or submersed in water, they take twice the damage. (If they are both in water and metal armor, they take four times the damage.)

- Mq I: 1 unsoakable electrical damage
- Mq II: 2 unsoakable electrical damage
- Mq III: 3 unsoakable electrical damage
- Mq IV: 4 unsoakable electrical damage

Electrical Arcs

Weapon Augment

Requires: placed on weapon with the Electrical augment

The electricity that runs down your blade now jumps about, hitting multiple victims. Once you've hit an opponent, the electricity will arch to another opponent within 10 feet. Roll your accuracy versus their evade. If you meet or exceed it, the second opponent will be hit by the arch (dealing the normal damage for your electricity). The electricity will arch a number of times based on the marque of the augment. If, at any point, you miss a target, the electricity will not continue to jump.

- Mq I: Electricity jumps once
- Mq II: Electricity jumps twice
- Mq III: Electricity jumps thrice
- Mq IV: Electricity jumps quatrice

Gas Leaks

Weapon Augment

Cost to Activate: 1 AP reflexively during an attack

Your weapon is hollow and covered in pores. You can fill your weapon with deadly gases that you release when you hit your opponent. You may choose to release multiple gases at the same time, but each one costs 1 action point. The augment's marque determines how many gases it can hold. It costs 3 action points to add refill a single canister of gas.

- Mq I: Holds up to 1 dose
- Mq II: Holds up to 2 doses
- Mq III: Holds up to 3 doses
- Mq IV: Holds up to 4 doses

Note: Unless you have doses of alchemical gas loaded into the weapon, this augment grants no bonuses. See Alchemy for the crafting of gases.

Gnome-Sized

Weapon Augment

Requires: placed on light weapon

You've been able to shrink the weapon down so that a gnome will be able to conceal it.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Horrifying

Weapon Augment

Takes up 2 Augment Slots on a Weapon

The weapon is so twisted and wicked looking that it could strike fear into the heart of even the bravest of warriors. When first seeing the weapon, all enemies must make a spirit resist or suffer from tier 1 fear. At anytime, a character may spend an action point to attempt another resist roll. A single person can only evoke the effect of one horrifying weapon per combat.

- Mq I: Tier 2 spirit result to resist
- Mq II: Tier 3 spirit result to resist
- Mq III: Tier 4 spirit result to resist
- Mq IV: Irresistable (unless they can get a Tier 5 spirit resist)

Inspiring

Weapon Augment

Takes up 2 Augment Slots on a Weapon

This weapon is symbolic to your allies, inspiring them to fight onwards when it's in your hand. All allies that can see your weapon recover a small amount of hit points when you're wielding it and your action points refresh. This does not stack with other inspiring weapons.

- Mq I: allies recover 1 hit point
- Mq II: allies recover 2 hit points
- Mq III: allies recover 2 hit points
- Mq IV: allies recover 3 hit points

Jackhammer

Weapon Augment

Takes up 2 Augment Slots on a Weapon

A small, unbalanced sphere spins in the hilt of the weapon, causing it to vibrate wildly. This allows the weapon to deal tremendous damage to machines, vehicles with moving parts, and stationary structures.

- Mq I: +2 damage class against automatons, vehicles, clockworks, and structures
- Mq II: +4 damage class against automatons, vehicles, clockworks, and structures
- Mq III: +6 damage class against automatons, vehicles, clockworks, and structures
- Mq IV: +8 damage class against automatons, vehicles, clockworks, and structures

Lightning Pulsing

Weapon Augment

Takes up 2 Augment Slots on a Weapon

Cost to Activate and Deactivate: 1 AP

Your weapon pulses with lightning, just looking for a target to vaporize. Lightning is a powerful force that is hard to control. It causes the user to take a penalty on their accuracy roll, but the attack is unsoakable if the opponent is wet or in metal armor. The lightning pulse can be turned on or turned off for 1 action point. While it is on, the penalty is always in effect.

- Mq I: -8 on the accuracy roll
- Mq II: -6 on the accuracy roll
- Mq III: -4 on the accuracy roll
- Mq IV: -2 on the accuracy roll

Location Seeking

Weapon Augment

When crafting this weapon designate a called shot. The weapon seems to guide itself toward that specific called shot on your victim's body with the greatest of ease. Called shots to the designated location do not require an additional action point when made with this weapon. However, attacking any other called shot location with this weapon can be problematic, as it was built with one cause in mind. (This penalty does not apply to normal, unspecified attacks.)

- MQ I: -8 on accuracy rolls when attacking a different called shot location
- MQ II: -6 on accuracy rolls when attacking a different called shot location
- MQ III: -4 on accuracy rolls when attacking a different called shot location
- MQ IV: -2 on accuracy rolls when attacking a different called shot location

Note: When crafting the augment, the word "location" should be replaced with the specified called shot, such as "eye seeking" or "torso seeking."

Long Archs

Weapon Augment

Requires: placed on a weapon with Electrical Archs augment

Generally, electrical archs will jump from one target to another at a very small distance. The electricity will simply fizzle out if it goes too far. But with longer archs, your weapon's electricity will take great leaps across the battlefield.

- MQ I: Can arch up to 25 feet
- MQ II: Can arch up to 50 feet
- MQ III: Can arch up to 75 feet
- MQ IV: Can arch up to 100 feet

Luminous

Weapon Augment

Your weapon glows. Perhaps you strung lights along its blade, gave it a glow-in-the-dark coating, or made your weapon transparent with a light set inside. The light extends outwards from your weapon a number of feet determined by the marque of this augment. For 1 action point, you may turn it on, off, or dim it.

- MQ I: 25 feet
- MQ II: 50 feet
- MQ III: 100 feet
- MQ IV: 200 feet

Powerful

Weapon Augment

Your weapon is stronger than others, be it due to a sharper blade, large striking side, or a heftier head. Regardless, it gives the user a bonus on their strike rolls.

- MQ I: +2 on strike
- MQ II: +4 on strike
- MQ III: +6 on strike
- MQ IV: +8 on strike

Propelled

Weapon Augment

Requires: placed on throwing weapons

The weapon sails through the air, being easy to throw and going much further than its mundane counterparts. An easily thrown weapon has a farther range.

- MQ I: +20 feet
- MQ II: +30 feet
- MQ III: +40 feet
- MQ IV: +60 feet

Reach

Weapon Augment

You extend the weapon so that it can reach further.

- MQ I: 5 feet further
- MQ II: 5 feet further
- MQ III: 10 feet further
- MQ IV: 10 feet further

Reinforced

Weapon Augment

You build your weapon solidly, giving it little room to break on the battlefield. When somebody attempts to sunder the reinforced weapon, it acts as if it is several size categories larger than it is. Once these "reinforced" size categories are gone, then its actual damage begins to decrease.

- MQ I: 1 reinforced size category
- MQ II: 2 reinforced size categories
- MQ III: 3 reinforced size categories
- MQ IV: 4 reinforced size categories

Returning

Weapon Augment

Requires: placed on throwing weapon

You can throw your weapon, and it will return to you. Due to this, the range you can throw it is decreased, but you will always have the weapon on hand.

- MQ I: -30 feet
- MQ II: -20 feet
- MQ III: -10 feet
- MQ IV: no ranged penalty

Signature Weapon

Weapon Augment

Takes up 2 Augment Slots on a Weapon

Requires: placed on weapon with Custom augment

Be it a family heirloom or just your perfectly customized weapon, the very sight of it invigorate you. As long as your weapon is in hand there is still hope. You recover a small amount of hit points when your action points refresh. This augment only affects the person this blade was customized for.

- MQ I: recover 1 hit point
- MQ II: recover 2 hit points
- MQ III: recover 3 hit points
- MQ IV: recover 4 hit points

Skullsmasher

Weapon Augment

This weapon has a specially weighted spike designed to cause severe brain trauma when striking against an opponent's head or eyes.

- MQ I: +2 strike when making a called shot to the head or eyes
- MQ II: +4 strike when making a called shot to the head or eyes
- MQ III: +6 strike when making a called shot to the head or eyes
- MQ IV: +8 strike when making a called shot to the head or eyes

Specialized

Weapon Augment

Requires: placed on weapon with Custom augment

Be it from pressurized spikes in its grip or an unearthly balance, when a person attempts to wield the weapon, it causes them harm. The person the weapon was customized for is immune to this effect.

- MQ I: The weapon causes its user 2 unsoakable damage with each use
- MQ II: The weapon causes its user 4 unsoakable damage with each use
- MQ III: The weapon causes its user 6 unsoakable damage with each use
- MQ IV: The weapon causes its user 8 unsoakable damage with each use

Static

Weapon Augment

Resist: Brute (marques down)

Cost to Activate: 1 AP reflexively

You can make sparks fly off your weapon as you bring it in to decimate your foe. For 1 action point, you can make your attack full of static, causing the target to lose their ability to react as quickly. Meanwhile, their hair also stands on end.

- MQ I: Victim suffers a -1 on evade rolls until your next turn
- MQ II: Victim suffers a -2 on evade rolls until your next turn
- MQ III: Victim suffers a -3 on evade rolls until your next turn
- MQ IV: Victim suffers a -4 on evade rolls until your next turn

Streamlined

Weapon Augment

Takes up 3 Augment Slots on a Weapon

Requires: placed on light or medium weapon

Made of only the lightest and highest quality parts, this weapon has feels lighter then air. All attacks made with this weapon cost 1 action point.

- MQ I: -3 damage class
- MQ II: -2 damage class
- MQ III: -1 damage class
- MQ IV: no damage class penalty

Tangling

Weapon Augment

Requires: placed on flexible weapon

The whip is specially designed to make grabs against the opponent. Whenever used, the whip gains a bonus on all rolls to prevent the target from resisting the grab.

Mq I +2
Mq II +4
Mq III +6
Mq IV +8

Weapon Accessories

You can learn weapon accessories just like augments. However, weapon accessories do not take up any augment slots and can only be applied to a weapon once. Each weapon accessory has its own cost associated with it.

Alchemic Tube

Weapon Accessory

The weapon has a container attached to it and a rivet or channel that allows the weapon to strike with poison or another alchemical substance. The container can hold one usage of the substance. After its use, it takes some action points to snap a new alchemical substance into.

Mq I 3 AP
Mq II 2 AP
Mq III 1 AP
Mq IV 1 AP reflexively

Marque	I	II	III	IV
Market Price	15 princes	75 princes	375 princes	1,875 princes

Chained-Grip

Weapon Accessory

The user keeps a chain attached to both their wrist and the weapon, making it difficult - if not impossible - to be disarmed. Whenever the target of a disarm (called shot to the hand), the user gains a bonus to the resist roll.

Mq I +2 to resist being disarmed
Mq II +4 to resist being disarmed
Mq III +6 to resist being disarmed
Mq IV +8 to resist being disarmed

Marque	I	II	III	IV
Market Price	10 princes	50 princes	250 princes	1,250 princes

Crafting Bows

Bowyer

Aug +2 · HP +4 · DIY +1

Armsmith Specialty

You can now create new bows of any size and upgrade them.

Without spending any money, you can build and maintain several bows based on your current Do-It-Yourself (DIY) score. These bows can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "bow augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Armsmith improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each bow can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden bows) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, the "damaging" augment is worth 2 slots, so a metal bow only has 1 more available slot for an augment after "damaging" has been applied.

Number of Bows you can Maintain

Without needing to buy pieces or parts, you can carve some bows entirely out of scraps. These bows must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of bows based on your DIY score. You may build new bows or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	2	2	3	3	3	4
Your DIY:	7	8	9	10	11	12
You can build:	4	4	5	5	5	6

The Cost of Bows

If you need to build a bow that you can't build for free from your DIY score, you will need to buy the materials for it.

A bow will have a base materials cost. It is 1/5th the market price.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Bows	
Light Bows	5 dukes
Medium Bows	1 prince
Heavy Bows	5 princes
Super-Heavy Bows	17 princes

Marque	I	II	III	IV
Market Price	25 princes	125 princes	625 princes	3,125 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 5 princes.

Beta Bows

Aug +2 · HP +4 · DIY +1

Armsmith Specialty

Requires: 4 skill points in Armsmith & Bowyer specialty

Your bows are surprisingly complex, but they can do a lot more than standard bows. Such bows can be upgraded with 2 more augments (bringing the total for metal bow up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta bows, they must succeed in rolling a sciences result one tier higher than the highest marque you have on your bow. If your bow has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their sciences attribute).

Prototype Bows

Aug +1 · HP +4 · DIY +1

Armsmith Specialty

Requires: 16 skill points in Armsmith, Bowyer, & Beta Bows specialties

You've perfected your beta bows and made them user-friendly. Now anybody can use a bow that you designate as being a prototype.

Bow Augments

Accurate

Bow Augment

Fine attention has been placed on the quality of your bow. The user gains a bonus to accuracy with the bow.

Mq I +1
Mq II +2
Mq III +3
Mq IV +4

Collapsible

Bow Augment

Sometimes discretion is the better part of not having your weaponry confiscated, so you create a clever collapsing mechanism for your bows which makes them easier to conceal. Any bow this is applied to can be broken down for 3 acion points and re-assembled for 3 action points. It is treated, for purposes of concealment, as being smaller than it is, but only when broken down.

 1 category smaller

 2 categories smaller

 3 categories smaller

 4 categories smaller

Custom

Bow Augment

This bow was designed to be used by one person and one person only. That person must be designated at the time of the bow's crafting. If anybody else attempts to use the custom bow, they suffer a penalty on all accuracy and strike rolls with it.

 -3

 -6

 -9

 -12

Damaging

Bow Augment

Takes up 2 Augment Slots on a Bow

Your bow is larger but lighter, dealing extra damage with each blow.

 +1 damage class

 +2 damage class

 +3 damage class

 +4 damage class

Ground-Mount

Bow Augment

You can set up your bow on the ground, using the earth to steady your shot. Setting up the bow requires 2 action points, and then pulling it back up so that you can move again requires 1 action point. While the bow is set in place, however, you gain a bonus on your accuracy.

 +1

 +2

 +3

 +4

Deflecting

Bow Augment

You can use this bow like a shield, allowing you to deflect incoming attacks (gaining a +4 to evade in exchange for 1 reflexive action point).

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Easily Altered

Bow Augment

Requires: Weapon to be made with Interchangeable Parts

The weapon is easily altered, allowing its interchangeable parts to be used and switched around much more quickly than normal. The easily altered augment is a permanent affixture of the weapon, however, and cannot be activated or deactivated with interchangeable parts.

 2 AP to interchange parts

 2 AP to interchange parts

 1 AP to interchange parts

 1 AP to interchange parts

Powerful

Bow Augment

Your weapon has a greater pull than others, giving the user a bonus on their strike rolls.

 +2 on strike

 +4 on strike

 +6 on strike

 +8 on strike

Quickened Arrows

Bow Augment

Your bow fires arrows faster and more forcefully than most, making them have a more powerful knockback effect. Whenever your bow is used to make a called shot against a target's torso, it gets a bonus to strike just for the called shot effect. The bonus does not affect the damage tier of the attack

 +2 to Strike for Torso called shots

 +4 to Strike for Torso called shots

 +6 to Strike for Torso called shots

 +10 to Strike for Torso called shots

Reinforced

Bow Augment

You build your bow solidly, giving it little room to break on the battlefield. Whenever somebody attempts to sunder the reinforced bow, it acts as if it is several size categories larger than it is. Once these "reinforced" size categories are gone, then its actual damage begins to decrease.

 1 reinforced size category

 2 reinforced size categories

 3 reinforced size categories

 4 reinforced size categories

Scope

Bow Augment

The range on your bow increases greatly, improving the range that the bow can accurate hit a target within.

MQ I +50 feet
MQ II +100 feet
MQ III +200 feet
MQ IV +300 feet

Silent

Bow Augment

This bow is whispering death. It makes almost no sound when an arrow is notched or fired from it, making it almost impossible for people to figure out where it is by sound alone. Any time anybody is attempting to figure out where the bow was shot from based on sound must make a tier result with their cunning.

MQ I Tier 2
MQ II Tier 3
MQ III Tier 4
MQ IV Impossible (or Tier 5)

Versatile

Bow Augment

Your bow is also an effective melee weapon. You can make attacks against adjacent opponents for 2 action points, although your damage class is at a -1 when doing so.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Combustion

Bow Augment

Takes up 3 Augment Slots on a Bow

Resist: Dexterity (marques down)

Cost to Activate: Attack +1 AP

Fire lashes out from your bow, allowing you to set your arrows on fire. You can use this to attempt to set your enemy aflame. The target may resist with their dexterity (lowering the marques of the combustion).

MQ I The victim catches on Tier 1 fire
MQ II The victim catches on Tier 2 fire
MQ III The victim catches on Tier 2 fire
MQ IV The victim catches on Tier 3 fire

Burn Trail

Bow Augment

Requires: placed on bow with the Combustion augment

Any person attempting to physically aid a victim of your combustion must first make a dexterity resist that equals the marque of your Combusion augment or be set on fire themselves.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Everburning

Bow Augment

Requires: placed on bow with the Combustion augment

Despite your victim's best efforts to put themselves out, they seem to continue burning. When catching things on fire through the use of a combustion attack, extra action points are required to put out the fire.

MQ I 1 extra AP
MQ II 2 extra AP
MQ III 3 extra AP
MQ IV 4 extra AP

Crafting Armor

Armor Smith

Aug +2 · HP +5 · DIY +1

Armsmith Specialty

You can now create armor and upgrade it. You can upgrade any type of armor.

Without spending any money, you can build and maintain several suits of armor based on your current Do-It-Yourself (DIY) score. These armors can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "armor augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Armsmith improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each armor can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden armors) or just once (like organic armors). Sometimes an augment will take up multiple augment slots. For example, the "damage soaking" augment is worth 2 slots, so a metal suit of armor only has 1 more available slot for an augment after "damage soaking" has been applied.

Armor	
Minimal	1 princes
Light	5 princes
Medium	15 princes
Heavy	40 princes
Super-Heavy	75 princes

Number of Armors you can Maintain

Without needing to buy pieces or parts, you can build some armor entirely out of scraps. These armors must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of armors based on your DIY score. You may build new armors or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	1	1	1	2	2	2
Your DIY:	7	8	9	10	11	12
You can build:	2	3	3	3	3	4

The Cost of Armors

If you need to build a suit of armor that you can't build for free from your DIY score, you will need to buy the materials for it.

Armor will have a base materials cost. It is 1/5th the market price.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	20 princes	100 princes	500 princes	2500 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 4 princes.

Beta Armor

Aug +2 · HP +5 · DIY +1

Armsmith Specialty

Requires: 4 skill points in Armsmith & Armor Smith specialty

Your armor comes with a lot of weird straps and oddly placed component, but their efficiency is unbreakable. Such armors have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta armors, they must succeed in rolling a science result one tier higher than the highest level marque you have on your armor. If your armor has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Armor

Aug +1 · HP +6 · DIY +1

Armsmith Specialty

Requires: 16 skill points in Armsmith, Armor Smith, & Beta Armor specialty

You've perfected your beta armor and made them user-friendly. Now, any of your beta armors that you designate as being prototypes, anybody can use.

Armor & Shield Augments

Airmelting

Armor Augment

Activation Cost: 1 AP

The armor has numerous exhausts, heat valves, and pipes on it that, when released, super-heat the air around the wearer. If you're wearing this armor and spend 1 action point to release the exhausts, it heats the air around you. Everyone within 5 feet of you takes heat damage, and you take half that amount (unless you have fireproofing).

- MQ I: 2 damage
- MQ II: 4 damage
- MQ III: 6 damage
- MQ IV: 8 damage

Bracings

Armor Augment

The armor is braced to prevent you from ever falling prone. Unless you choose to undo the bracings (an action that costs 1 action point), there is no way the wearer of this armor can go prone.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Bulletproofing

Armor Augment

The armor is designed to take bullets. Whenever being shot by a firearm, the wearer gains a bonus on their defense roll.

Mq I +2 defense
Mq II +4 defense
Mq III +6 defense
Mq IV +8 defense

Camouflage

Armor Augment

The armor has been painted, ruffled, and tarnishes added to allow it to blend in more efficiently in natural terrains. When in the uncivilized outdoors, this armor grants a bonus to cunning rolls when attempting to hide.

Mq I +2
Mq II +4
Mq III +6
Mq IV +8

Crashbreaking

Armor Augment

This armor is designed to help cushion the wearer's fall by absorbing the shock and keeping the person inside from rattling around. It's not going to keep you alive in a crashing airship from a high altitude, but it might help out when somebody pushes you over the side of the building. While wearing crashbreaking armor, you can fall further before taking wounds damage.

Mq I 1 wounds damage per 30 feet fallen
Mq II 1 wounds damage per 40 feet fallen
Mq III 1 wounds damage per 50 feet fallen
Mq IV 1 wounds damage per 60 feet fallen

Damage Soaking

Armor Augment

Takes up 2 Augment Slots on Armor

Your armor is so thick that it soaks more damage than normal.

Mq I +1 damage soak class
Mq II +2 damage soak class
Mq III +3 damage soak class
Mq IV +4 damage soak class

Defensive

Armor Augment

This armor is heavier, with more shock-absorbant plating and less spots for enemy blade's to find cleavage. This armor provides a bonus to the wearer's defense.

Mq I +2 defense
Mq II +4 defense
Mq III +6 defense
Mq IV +8 defense

Electro-Absorption

Armor Augment

The armor re-routes electricity through it and into specially created devices that absorb the shock. Anything that deals electricity damage is not entirely soakable, and attacks that deal electricity damage (even if they are only partially electrical, such as attacks with a pulsing weapon) increase the soak class of the armor.

Mq I +2 soak class against electrical attacks
Mq II +4 soak class against electrical attacks
Mq III +6 soak class against electrical attacks
Mq IV +8 soak class against electrical attacks

Fireproofing

Armor Augment

While wearing armor that has fireproofing, all fire attacks are soakable. Furthermore, the soak class for the armor is improved against fire. (If the wearer would take burns or be set on fire from a fire attack that is entirely soaked, the extra effects are negated.)

Mq I +1 soak class against fire
Mq II +2 soak class against fire
Mq III +3 soak class against fire
Mq IV +4 soak class against fire

Flame Retardant

Armor Augment

The armor generally cannot be caught on fire, depending on how intense the fire is.

- MQ I: Cannot be caught on tier 1 fire
- MQ II: Cannot be caught on tier 2 fire
- MQ III: Cannot be caught on tier 3 fire
- MQ IV: Cannot be caught on tier 4 fire

Handcrushing

Armor Augment

Activation Cost: 1 AP

When people add gears to their armor, it's not merely steampunk-themed decor. Those gears are designed to tear apart anybody who lays a hand on that armor. If a person is grabbing you while wearing this armor, you may spend 1 action point to activate the spinning gears, the hydraulic spikes, or the built-in flamethrower and deal unsoakable damage to the person touching you.

- MQ I: 4 damage
- MQ II: 8 damage
- MQ III: 12 damage
- MQ IV: 16 damage

Note: As a courtesy, feel free to remind the person grabbing you that they can reflexively let go of you for 0 action points whenever they'd like.

Injector

Armor Augment

Through the use of a magnetic trigger system connected to a liquid injector, this augment creates a quick injection system that allows the wearer to, through the push of a button, inject himself with a dose of a chemical. It requires 5 action points to reload a dose of the chemical after it's been used, but no action points to inject it. At any given time, the armor can only hold so many chemicals.

- MQ I: 1 alchemical potion
- MQ II: 2 alchemical potions
- MQ III: 3 alchemical potions
- MQ IV: 4 alchemical potions

Mobile

Armor Augment

Light, easy to move in, and with enhanced piston-joints to really get you moving, this armor provides a bonus to your speed.

- MQ I: +5 feet
- MQ II: +10 feet
- MQ III: +10 feet
- MQ IV: +15 feet

Quick Equip

Armor Augment

Most armor takes a while to equip - not this stuff! It takes only a turn or two.

- MQ I: 10 AP to equip
- MQ II: 6 AP to equip
- MQ III: 3 AP to equip
- MQ IV: 1 AP to equip

Razor-Ridged

Armor Augment

Your armor has sharp edges, pointy bits, and moving pieces that keep enemies from grabbing you. Any time an opponent grabs onto you, they automatically take a number of unsoakable damage based on the razor-ridged marque. Every turn that they keep holding on to you, they take that damage again (this damage is dealt at the end of their turn, when their action points refresh).

- MQ I: 3 damage
- MQ II: 6 damage
- MQ III: 9 damage
- MQ IV: 12 damage

Reinforced Plating

Armor Augment

Through additional plating being added to various body parts, you are able to decrease the chances of called shots effecting you. When you choose this augment, choose one limb or area on the body (either arm, either leg, the torso, or the head). Thereafter, you gain a bonus whenever attempting to resist a called shot there.

- MQ I: +2
- MQ II: +4
- MQ III: +6
- MQ IV: +8

Stabilizing Rods

Armor Augment

Activation Cost: 0 AP (*see below*)

Your armor is built with stabilizing rods in the arms that allow you to automatically enter firing stance for 0 action points. This allows you to fire super-heavy firearms and crossbows immediately. However, you are rooted to the spot you're in until you spend 1 action point to reset the stabilizing rods back into their original location.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in armsmith.

Slippery

Armor Augment

While wearing this armor, you are very difficult to grab on to. Any time you are attempting to evade a grab or resist a grab, you gain a bonus on your roll.

Mk I +2
Mk II +4
Mk III +6
Mk IV +8

Steaming

Armor Augment

Your armor lets off steam, enveloping you and everyone around you in a foggy, hard-to-see-through steam. You may turn it off for 1 action point, but otherwise it makes an area around you difficult to see through. Anybody in the area is affected by poor vision, and takes a -2 to accuracy and evade rolls.

Mk I 5 feet
Mk II 10 feet
Mk III 15 feet
Mk IV 20 feet

Welded Weapon

Armor Augment

You weld a weapon to your armor. The weapon cannot be disarmed, dropped, or concealed, but it also does not need to be drawn in order to be used. The maximum size of the weapon depends on the mark.

Mk I Medium
Mk II Medium
Mk III Heavy
Mk IV Heavy

Automata

Automata is the complex skill of piecing together machines that act on their own or do things that people cannot do by themselves. If you're interested in creating a massive, mechanical juggernaut, an intelligent and self-serving automaton, or creating prosthetics that can be attached to your friends in place of their fleshy limbs, automata is your place.

The 3 Types of Automatons

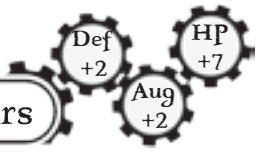
There are three types of automatons that an automaton crafter can choose to develop.

- Steamers: Steam-powered automatons that are remotely controlled by their owner. Steamers are typically the largest and strongest of the three automatons.
- Fuse Boxes: Electric-powered automatons with brainworks that allow them to think on their own. Fuse boxes are rarely very strong, but they move entirely on their own accord.
- Clockworks: Automatons comprised of clockwork and springs that have pre-programmed analytical engines, causing them to only react to their surroundings.

Once you've chosen which type of automaton you want to craft, you'll take the specialty for that automaton. You may learn different types of automatons, and even apply different control styles to the same automaton.

Skill Organization

This skill begins with specialties allowing you to build and customize automatons up front, followed by specialties for building prosthetic body parts, which can be added to those automatons (or used as replacement limbs for other people). You'll find Steamers first (and their boiler augments), then Fuse Boxes (along with their brainwork augments), and finally Clockworks (accompanied by their analytical engine augments).



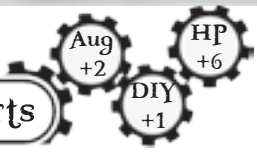
Automaton Repairs

Automata Specialty

Cost: 3 AP

You're able to quickly repair an automaton in battle. To do so, you must be adjacent to it. By making the repairs, you restore a number of wounds to the automaton.

1	10 wounds
2	15 wounds
3	20 wounds
4	30 wounds



Interchangeable Parts

Automata Specialty

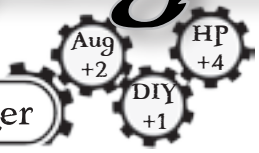
Cost: 3 AP

Your automatons are designed so that their parts can be replaced and altered in the middle of battle. This gives the automatons additional slots for augments, but these augments are not always active. At any time, a person may switch out the augments for 3 action points, activating one augment but deactivating another augment. You may replace multiple augments at the same time all for the cost of 3 action points.

This specialty works within the marque system. The amount of interchangeable slots the automaton has depends on the marque of its creator.

- Mq I: 1 interchangeable slot for an augment
- Mq II: 2 interchangeable slots for augments
- Mq III: 3 interchangeable slots for augments
- Mq IV: 4 interchangeable slots for augments

Crafting Steamers



Steam-Powered Crafter

Automata Specialty

The first step in crafting your steamer, boilers are the machinery that powers your automaton and gives it motion and strength. Your boiler is automatically housed within the automaton's torso, onto which you can attach any body parts you wish.

Without spending any money, you can build and maintain several steamers based on your current Do-It-Yourself (DIY) score. The boilers in these steamers can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "boiler augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Automata improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each boiler can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "Flight" augment is worth 2 slots, so a boiler only has 1 more available slot for an augment after "Flight" has been applied.

Number of Steamers you can Maintain

Without needing to buy pieces or parts, you can build some steamers entirely out of scraps. These automatons must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of steamers for free based on your DIY score. You may build new steamers or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	1	1	1	1	1	2
Your DIY:	7	8	9	10	11	12
You can build:	2	2	2	2	2	3

The Cost of Steamers

If you need to build a steamer that you can't build for free from your DIY score, you will need to buy the materials for it.

A steamer without augments will cost 50 princes. If you are building a steamer, the steamer will have a base materials cost. It is 1/5th the market price (10 princes).

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	50 princes	250 princes	1250 princes	6250 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 10 princes.

Using your Steamer

Back in the day, steam-powered automatons used coal, so they were often large, hulking affairs that moved slowly and ate up a lot of fuel. Emperor Deylus Luthricien and the royalists changed that during the civil war when they integrated aether technology into their boilers for easier steam generation. Now, steam-powered automatons are fast, lighter-weight, and can be controlled via remote controls and radio waves.

Control Method

Steamers require the use of a two-handed remote control, emitting radio waves to the aether resonators inside the automatons. These remote controls allow the user to be up to 100 feet away and still control the automaton. The automaton can generally do anything a normal person could do (such as walking, jumping, fighting, and deflecting), and it takes the controller the same amount of action points to control the automaton as it would for a normal person to make the action (such as 1 action point to make the automaton move, or 2 action points to make the automaton attack). A single remote control can be used to control all of your automatons. Steamers have no action points of their own; therefore, if your steamer is hit with an attack that lowers its number of action points, your steamer is unaffected.

Body of the Machine

Steamers will have a Boiler, which will be augmentable with 3 slots. One may later take Beta Boiler to improve on that. Body parts may then be added to the boiler.

Your steamer (by default) is built with a head to house its radio receptors and a torso and groin to house its boiler. The two are connected via a neck support. To its torso you may attach either two arms or one unit of movement. Its groin may have a unit of movement attached to it. A unit of movement is either a set of legs, wheels, or a propulsion device. (See the *Units of Movement sidebar* for more information.)

Your steamer has 0 hit points and 30 wounds. Any "bleeding" damage your steamer takes causes steam to eractically leak out of its boiler, making it take bleeding damage in the same fashion as any regular organism. In addition, the rigid structuring of your steamer's boiler grants it an extra 3 soak class. As your automaton has no mind of its own, it cannot be affected by anything that requires Spirit or Cunning as a resist.

Units of Movement

Automatons will normally have a unit of movement attached to them. This could be a set of legs, wheels, or a propulsion device.

Legs

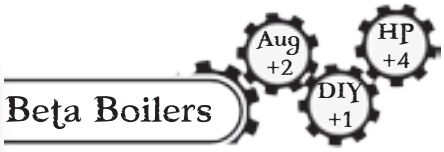
Legs provide movement. Legs can easily traverse almost any terrain. By having a set of legs (typically two), an automaton will have a speed of 20 feet, can walk up stairs, move over all degrees rough terrain, and generally have little problem getting about as do most tephrans. The legs do not allow the automaton to climb or swim. By having legs, the automaton can be affected by called shots to the legs.

Wheels

Wheels allow for faster movement, though their are some clear disadvantages compared to legs. Wheels will give the automaton a speed of 30 feet, but the automaton will only be able to go up stairs at a speed of 10 feet, and the penalties for moving through rough terrain are doubled. The wheels do not allow the automaton to climb or swim. Wheels can be targeted as called shot locations - they have the same effects as legs.

Propulsion Device

Sometimes legs and wheels don't cut it. Underwater automatons will have propellors or automated fins. Some automatons will stand on wheels but use a rocket to propel them forward. A propulsion device will allow the automaton a speed of 20 feet (on either land, surface waters, or under water). The penalties for moving through rough terrain are doubled, and the propulsion device does not allow the automaton to climb or swim (unless the propulsion device is intended for underwater movement, in which case it does not allow the automaton to move across the land). If a propulsion device is targeted as a called shot location, it has the same effect as if it were a leg.



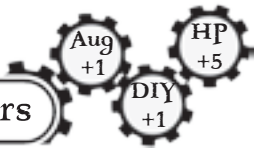
Beta Boilers

Automata Specialty

Requires: 4 skill points in Automata & Steam-Powered Crafter specialty

Your boilers are highly advanced yet difficult for most people to use. Such boilers can be upgraded with 2 more augments (bringing the total up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta steamers, they must succeed in rolling a sciences result one tier higher than the highest marque you have on your steamer. If your steamer has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their sciences attribute).



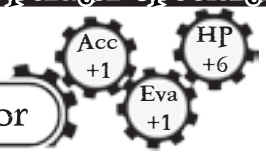
Prototype Boilers

Automata Specialty

Requires: 16 skill points in Automata, Steam-Powered Crafter, & Beta Boiler specialties

You've perfected your beta boilers and made them user-friendly. Now anybody can control an automaton with a boiler that you designate as being a prototype.

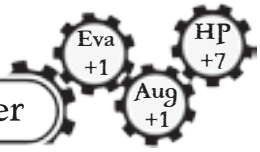
Steamer Operator Specialties



Steamer Operator

Automata Specialty

As a practiced automaton fighter, you can make a steamer move just the way you want it to. Whenever you are operating a steamer, the steamer can use your accuracy, strike, defense, and evade.

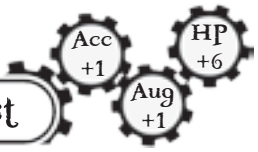


Steam Poser

Automata Specialty

Requires: Steam Operator & at least one stance known

You know how to make a steamer accurately strike a pose. Steamers you control will automatically act as if they are in the same stance(s) as you. The instant you stop being a steamer's current operator, the steamer loses all its stances.



Steam Specialist

Automata Specialty

Requires: 3 skill points in Automata & Steam Operator specialty

A true joystick master, you rise above any primitive control scheme put in front of you to make your steamer move just as you do. You can now modify the actions of any steamer you are operating with specialties you know.

Armored Boiler

Boiler Augment

Takes up 2 Augment Slots on a Boiler

Your boiler has armoring built into it so that it won't impede your steamer in any way. This increases your steamer's natural soak class.

MQ I +1 soak class
MQ II +2 soak class
MQ III +3 soak class
MQ IV +4 soak class

Note: this augment stacks with the soak class bonus granted from the Brickhouse Boiler augment.

Automated Boiler Repair

Boiler Augment

The boiler contains internal systems which patch up damage it recieves. While this won't remove wound effects, every turn it will replenish some wounds damage.

MQ I 1 wound repaired
MQ II 2 wounds repaired
MQ III 3 wounds repaired
MQ IV 4 wounds repaired

Brickhouse Boiler

Boiler Augment

Takes up 2 Augment Slots on a Boiler

The walls of your boiler are exceptionally thick and well-insulated, protecting your steamer from damage.

MQ I +1 soak class
MQ II +2 soak class
MQ III +3 soak class
MQ IV +4 soak class

Note: this augment stacks with the soak class bonus granted from the Armored Boiler augment.

Fire Absorbing

Boiler Augment

You need heat to make steam. Your boiler can already produce heat on its own, but you're not opposed to other people helping it out. Any heat damage your steamer would take from being on fire instead heals it.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.

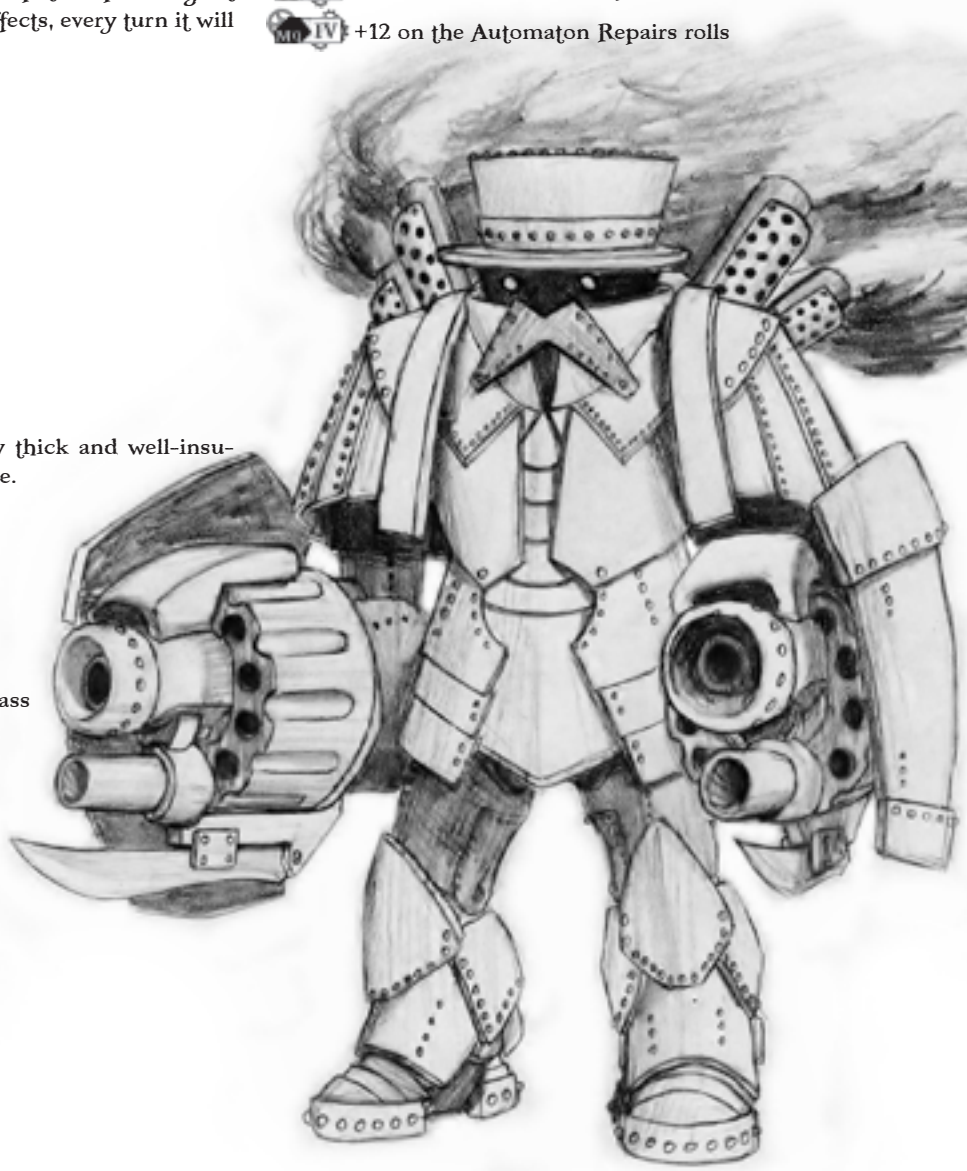
Easy Repairs

Boiler Augment

Used with the Automaton Repairs specialty

The automaton is designed in a logical, accessible way that makes repairs easy. Whenever somebody is attempting to repair it via the Automaton Repairs specialty, they gain a bonus on their automata roll.

MQ I +3 on the Automaton Repairs rolls
MQ II +6 on the Automaton Repairs rolls
MQ III +9 on the Automaton Repairs rolls
MQ IV +12 on the Automaton Repairs rolls



Flight

Boiler Augment

Takes up 2 Augment Slots on a Boiler

The automaton has been outfitted with a graviton sphere, allowing it to float and move. It can now fly, with its speed depending on the marque. Any speed penalties you take from armor will penalize this speed.

- Mq I: 5 feet of fly speed per action point
- Mq II: 10 feet of fly speed per action point
- Mq III: 15 feet of fly speed per action point
- Mq IV: 25 feet of fly speed per action point

Lightning Resistant

Boiler Augment

The automaton is naturally resistant to lightning and electricity. Electrical damage is now soakable as regular damage.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Passenger

Boiler Augment

Your automaton has a hollow compartment inside, allowing people to ride inside and see out through eye holes or monitors of your design. While inside an automaton, a character cannot be directly targeted but they in turn cannot interact with anything outside of the automaton, although the automaton can still hear all voice commands. Any remote controls for the automaton can still control it from its passenger compartment. The number of people the automaton can hold is equal to the number of spaces it takes up. The amount of action points required by passengers to get into and out of the automaton is based on the marque of this augment.

- Mq I: 4 AP to enter or exit the automaton (can take multiple turns)
- Mq II: 3 AP to enter or exit the automaton
- Mq III: 2 AP to enter or exit the automaton
- Mq IV: 1 AP to enter or exit the automaton

Protected Core

Boiler Augment

If your automaton is defeated in battle, its insides are heavily safeguarded to allow for easy repair during your next breather. An automaton with a protected core can be entirely rebuilt in a matter of minutes. The automaton can be repaired up to a certain amount of maximum wounds, based on the marque. It cannot be repaired past its normal maximum number of wounds

- Mq I: 10 wounds after repairs
- Mq II: 20 wounds after repairs
- Mq III: 30 wounds after repairs
- Mq IV: 40 wounds after repairs

Realistic

Boiler Augment

Resist: Cunning (*negates*)

You've designed the body of your automaton to look quite real, replicating the appearance of a living or imaginary creature. Any persons who looks upon it will believe it to be real unless they can beat the automaton's roll with their Cunning. The automaton's roll gains a bonus based on the marque of this augment.

- Mq I: +5 to fool target
- Mq II: +10 to foot target
- Mq III: +15 to fool target
- Mq IV: +20 to fool target

Reinforced Boiler

Boiler Augment

The boiler is all-around better built, granting it extra points of wounds.

- Mq I: +10 wounds
- Mq II: +20 wounds
- Mq III: +30 wounds
- Mq IV: +40 wounds

Resilient Boiler

Boiler Augment

Your steamer has a boiler any engineer would be proud of. Durable and reliable, your steamer has extra points of wounds.

- Mq I: +10 wounds
- Mq II: +20 wounds
- Mq III: +30 wounds
- Mq IV: +40 wounds

Remotely Remote Controlled

Boiler Augment

The automaton can be controlled from a great distance. If the user has no way of knowing what the automaton can see, they might be wasting commands.

- Mq I: Up to 200 feet away
- Mq II: Up to 2,000 feet away
- Mq III: Up to 2 miles away
- Mq IV: Up to 20 miles away

Shield Mode

Boiler Augment

Activation Cost: 2 AP (see below)

Your automaton can hunker down into a solid dense mass for two of its controller's action points, allowing it to be easily used as medium cover (+6 to evade against ranged attacks) for the same number of spaces it normally takes up. While in shield mode, your automaton cannot move or act. You can command it to exit this form for two action points. It also gains extra soak class while this ability is active.

- Mq I: +1 soak class
- Mq II: +2 soak class
- Mq III: +3 soak class
- Mq IV: +4 soak class

Tactile Controls

Boiler Augment

Your highly responsive control scheme allows your automaton to use your Dexterity as a bonus to its own as long as you're are controlling it with a remote control.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Test of Strength Controls

Boiler Augment

Your steamer has been outfitted with pressurized bags of steam which inflate and deflate to replicate the amount of torque placed on the joystick of its remote control. When the person piloting your steamer is using its remote control, the steamer is able to use its operator's Brute as a bonus onto its own.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.

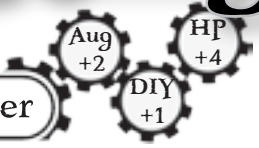
Verbal Command Unit

Boiler Augment

If your automaton has the ability to hear you, you can now issue it verbal commands without the need for a remote control. It still costs you the same amount of action points to get it to perform any action since you have to guide the automaton through every intricacy of the actions they take. The last person to give your steamer any verbal commands is considered your steamer's current operator. If your steamer is deafened, getting it to perform an action through verbal commands costs an extra action point.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Crafting Fuse Boxes



Fuse Box Builder

Automata Specialty

You can now create electric-powered automatons and upgrade the brainworks that power them and grant them artificial intelligence. Tephrans colloquially call them "fuse boxes."

Without spending any money, you can build and maintain several fuse boxes based on your current Do-It-Yourself (DIY) score. The brainworks of these fuseboxes can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "brainworks augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Automata improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each brainworks can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "Lightning Soul" augment is worth 2 slots, so a brainworks unit only has 1 more available slot for an augment after "Lightning Soul" has been applied.

Maintaining your Fuse Box

Without needing to buy pieces or parts, you can build a single fuse box entirely out of scraps. This automaton must be constantly maintained by you and stops working soon after leaving your care. You can replace your fuse box automaton or augment your current one during any period of downtime you have.

The Cost of Fuse Boxes

If you need to build a fuse box that you can't build for free from your DIY score, you will need to buy the materials for it.

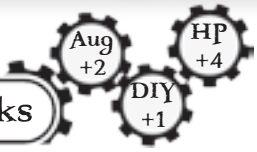
The fuse box, unaugmented, will have a base cost depending on its marque. (The marque will determine its number of action points per turn.) If you buy a fuse box and augments, you will add the price of the augments onto the price of the automaton.

Marque	I	II	III	IV
Market Price	200 princes	1000 princes	5000 princes	25000 princes

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	50 princes	250 princes	1250 princes	6250 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 10 princes.

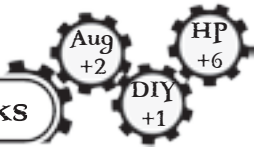


Advanced Brainworks

Automata Specialty

Requires: 4 skill points in Automata & Fuse Box Builder specialty

Your brainworks go far beyond what most other automata builders could conceptually imagine. Such brainworks have two more slots for you to place augments into.

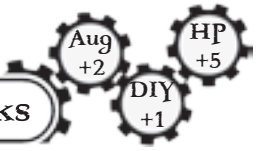


Superior Brainworks

Automata Specialty

Requires: 6 skill points in Automata & Fuse Box Builder specialty

Your brainworks are far more advanced than the common artificial intelligence. All brainworks you create with your DIY have 3 action points per turn instead of 2. Buying fuse boxes with superior brainworks costs 10,000 princes (a materials cost of 2,000 princes) on top of any other costs.

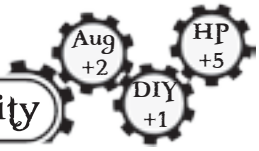


Heroic Brainworks

Automata Specialty

Requires: 9 skill points in Automata, Fuse Box Builder, & Superior Brainworks specialties

Brainworks crafted with your DIY can fight with the tenacity of a great warrior and think at the speed of a quick-witted rogue. All brainworks you create with your DIY have 4 action points per turn instead of 3. Buying fuse boxes with superior brainworks costs 50,000 princes (a materials cost of 10,000 princes) on top of any other costs.



Personality

Automata Specialty

Requires: Fuse Box Builder specialty

It's understandable for a gentleman adventurer to get lonely on the road. The cold embrace of an unfeeling automaton won't stave off feelings of solitude for long. Luckily for you, there's an easy solution: give that unfeeling automaton some feelings! Your brainworks can now be built with personality, making the fuse box you put them into feel the same emotional sensations as any other Tephran. This gives them the ability to gain stories (including ones from your nationality) and learn specialties from the Spirit attribute. Buying fuse boxes with personality costs 5,000 princes (a materials cost of 1,000 princes) on top of any other costs.

Note: They still cannot gain DIY or augments through stories or specialties.

Using your Fuse Box

The first electric-powered automatons were invented by the Hazards, and later the technology was adapted and used to create numerous smaller and more efficient automatons that would protect the Hazardlands. Many Evanglessians called electric-powered automatons "Sparkers" or "Fuse Boxes." Fuse Boxes have the most advanced sensory arrays, and can compute information to such an extent that they seem almost lifelike. This artificial intelligence is known as brainworks.

Control Method

Fuse boxes use their brainworks to act independently. They begin as creations with 2 action points per turn. The sensory array allows the creator to give it verbal commands, like telling it to "attack that man" or "run to my side," which costs the creator no action points. Your fuse box must roll priority separately from you as it is an autonomous being with its own turns.

Body of the Machine

Fuse Boxes will begin with Brainworks, which has 3 slots that can be augmented. This can be upgraded with Advanced Brainworks, which gives the automaton more control over itself and an additional 2 slots for its brainworks. Body parts can then be added onto the brainworks.

Your fuse box (by default) is built with a head to house its brainworks and a torso and groin to house its drive core. The two are connected via a neck support. To its torso you may attach either two arms or one unit of movement. Its groin may have a unit of movement attached to it. A unit of movement is either a set of legs, wheels, or a propulsion device. (See the *Units of Movement sidebar* for more information.)

Your fuse box's integrity comes from the electricity its brainworks produces, which at default is 8 hit points. Once out of hit points its brainworks is exposed and your automaton will begin to take wounds damage. Fuse boxes have only 12 points of wounds. Any "bleeding" damage your automaton takes causes lightning to shoot out of its electrical conduit, making it take bleeding damage in the same fashion as any regular organism.

Fuse boxes have 2 action points per turn. As sentient machines, fuse boxes can learn specialties based on their marque. They act as if they have 1 point in the skills they have specialties in for the purposes of prerequisites and for the specialty itself. This point does not increase their attributes at all.

MQ I Has 1 specialty
MQ II Has 2 specialties
MQ III Has 3 specialties
MQ IV Has 5 specialties

Pirates or Ninjas? Obviously the question is flawed, for automatons rule.

Brainworks Augments

Alert

Brainworks Augment

The automaton is always alert (unless when out of power or turned off), and will raise an alarm if its sensors pick up anything.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Brute Physics

Brainworks Augment

Your brainworks is filled with meticulous physics calculators, allowing it to use the power of mind over matter to perform feats of incredible strength. It has a bonus to Brute.

MQ I +3 Brute
MQ II +12 Brute
MQ III +31 Brute
MQ IV +47 Brute

Dexterity Directory

Brainworks Augment

Your brainworks contains a vast directory of motion capture data taken from some of the world's greatest acrobats and rogues. Whenever it needs them, your brainworks can make your automaton mimic these athletes, granting it a bonus to Dexterity.

MQ I +3 Dexterity
MQ II +12 Dexterity
MQ III +31 Dexterity
MQ IV +47 Dexterity

Easy Repairs

Brainworks Augment

Used with the Automaton Repairs specialty

The automaton is designed in a logical, accessible way that makes repairs easy. Whenever somebody is attempting to repair it via the Automaton Repairs specialty, they gain a bonus on their automata roll.

MQ I +3 on the Automaton Repairs rolls
MQ II +6 on the Automaton Repairs rolls
MQ III +9 on the Automaton Repairs rolls
MQ IV +12 on the Automaton Repairs rolls

Fuse Box Specialist

Brainworks Augment

Your fusebox is better at using its specialties. Instead of having 1 point in their skills for using their specialties and for prerequisites, they use the following numbers:

- MQ I: 2 skill points for specialties
- MQ II: 4 skill points for specialties
- MQ III: 10 skill points for specialties
- MQ IV: 18 skill points for specialties

Master Fuse Box

Brainworks Augment

Requires: fusebox augmented with Fuse Box Specialist augment

Your fusebox is a master of using their specialties. They have an additional skill bonus for their specialties and for prerequisites on top of their Fusebox Specialist augment

- MQ I: +1 skill points for specialties
- MQ II: +3 skill points for specialties
- MQ III: +5 skill points for specialties
- MQ IV: +7 skill points for specialties

Flight

Brainworks Augment

Takes up 2 augment slots on the Brainworks

The automaton has been outfitted with a graviton sphere, allowing it to float and move. It can now fly, with its speed depending on the marque. Any speed penalties you take from armor will penalize this speed.

- MQ I: 5 feet of flight speed per action point
- MQ II: 10 feet of flight speed per action point
- MQ III: 15 feet of flight speed per action point
- MQ IV: 20 feet of flight speed per action point

Installed Cunning

Brainworks Augment

You've given your automaton street-smarts and wit, allowing it to analyze the words of others and its surroundings, as well as allowing it to effectively gather new information. This grants it a bonus to Cunning.

- MQ I: +3 Cunning
- MQ II: +12 Cunning
- MQ III: +31 Cunning
- MQ IV: +47 Cunning

Lightning Soul

Brainworks Augment

Takes up 2 augment slots on the Brainworks

Electricity is your fuse box's blood, so when someone makes it bleed, they're in for quite a shock! Whenever someone deals bleeding damage to your fuse box, including any taken from wounds or fatal effects, bolts of lightning erupt from its body into the person dealing the damage, as long as they are within 20 feet of your fusebox when dealing the damage. The victim of this augment is denied an evade roll.

- MQ I: 8 electric damage
- MQ II: 16 electric damage
- MQ III: 24 electric damage
- MQ IV: 32 electric damage

Linguistics

Brainworks Augment

Takes up 0 augment slots on the Brainworks

The automaton has learned the basics of language and, with the addition of a soundbox in its mouth, can now process and recreate language.

- MQ I: It can speak its creator's language, though poorly
- MQ II: It can speak its creator's language fluently
- MQ III: It can speak three languages fluently
- MQ IV: It can speak ten languages fluently

Note: As an augment that takes up 0 slots, the cost to apply linguistics to an automaton is half as much as a normal augment (rounded down).

Mechanical Sharpness

Brainworks Augment

The fusebox can make precisely timed actions, granting it a bonus on its accuracy rolls.

- MQ I: +2 Accuracy
- MQ II: +4 Accuracy
- MQ III: +6 Accuracy
- MQ IV: +8 Accuracy

Passenger

Brainworks Augment

Your automaton has a hollow compartment inside, allowing people to ride inside and see out through eye holes or monitors of your design. While inside an automaton, a character cannot be directly targeted but they in turn cannot interact with anything outside of the automaton, although the automaton can still hear all voice commands. The number of people the automaton can hold is equal to the number of spaces it takes up. The amount of action points required by passengers to get into and out of the automaton is based on the marque of this augment.

Mq I 4 AP to enter or exit the automaton (can take multiple turns)

Mq II 3 AP to enter or exit the automaton

Mq III 2 AP to enter or exit the automaton

Mq IV 1 AP to enter or exit the automaton

Protected Core

Brainworks Augment

If your automaton is defeated in battle, its insides are heavily safeguarded to allow for easy repair during your next breather. An automaton with a protected core can be entirely rebuilt in a matter of minutes. The automaton can be repaired up to a certain amount of maximum wounds, based on the marque. It cannot be repaired past its normal maximum number of wounds

Mq I 10 wounds after repairs

Mq II 20 wounds after repairs

Mq III 30 wounds after repairs

Mq IV 40 wounds after repairs

Realistic

Brainworks Augment

Resist: Cunning (*negates*)

You've designed the body of your automaton to look quite real, replicating the appearance of a living or imaginary creature. Any persons who looks upon it will believe it to be real unless they can beat the automaton's roll with their Cunning. The automaton's roll gains a bonus based on the marque of this augment.

Mq I +5 to fool target

Mq II +10 to foot target

Mq III +15 to fool target

Mq IV +20 to fool target

Scientific Database

Brainworks Augment

Your automaton is a walking library of information and has deep understanding on the inner workings of itself and other machines, granting it a bonus to Sciences.

Mq I +3 Sciences

Mq II +12 Sciences

Mq III +31 Sciences

Mq IV +47 Sciences

Shock Absorber

Brainworks Augment

Carefully hidden miniature conduits across your fuse box's body allow it to soak electric damage normally, even if the electric attack states it denies soak or defense. Any electric damage it soaks is harnessed for energy, replenishing your fusebox's hit points.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Slippery Circuits

Brainworks Augment

Your automaton always seems to slip right out from under its attackers. Its sensors are in full usage, fully optimizing the automaton for jumping away from harm. It gains a bonus of evade rolls.

Mq I +2 Evade

Mq II +3 Evade

Mq III +4 Evade

Mq IV +5 Evade

Spiritual Connection

Brainworks Augment

Requires: Brainworks built with Personality

Your brainworks better understands what it means to be 'alive' and has been programmed with the mental fortitude of a monk. This allows the automaton to better replicate and control its Tephran emotions, granting it bonuses to Spirit.

Mq I +3 Spirit

Mq II +12 Spirit

Mq III +31 Spirit

Mq IV +47 Spirit

Targeting Program

Brainworks Augment

Your brainworks can zero in on a target, calculating the exact attack trajectory required to hit them.

Mq I +2 Accuracy

Mq II +4 Accuracy

Mq III +6 Accuracy

Mq IV +8 Accuracy

Crafting Clockworks

Clockwork Crafter

Aug +2 · HP +4 · DIY +1

Automata Specialty

You can now create new kinetically-powered automatons and upgrade the analytical engine that controls its pre-determined responses. Tephrans colloquially call them "clockworks."

Without spending any money, you can build and maintain several clockworks based on your current Do-It-Yourself (DIY) score. The analytical engines of these clockworks can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "analytics augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Automata improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each analytics can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, the "flight" augment is worth 2 slots, so an analytics unit only has 1 more available slot for an augment after "flight" has been applied.

Number of Clockworks you can Maintain

Without needing to buy pieces or parts, you can build some clockworks entirely out of scraps. These automatons must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of clockworks for free based on your DIY score. You may build new clockworks or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	1	1	1	1	1	2
Your DIY:	7	8	9	10	11	12
You can build:	2	2	2	2	2	3

The Cost of Clockworks

If you need to build a clockwork that you can't build for free from your DIY score, you will need to buy the materials for it.

A clockwork without augments will cost 50 princes. If you are building a clockwork, the clockwork will have a base materials cost. It is 1/5th the market price (10 princes).

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	50 princes	250 princes	1250 princes	6250 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 10 princes.

Advanced Analytics

Aug +2 · HP +5 · DIY +1

Automata Specialty

Requires: 4 skill points in Automata & Clockwork Crafter specialty

Your analytics go far beyond what most other automata builders could conceptually imagine. Such analytics have two more slots for you to place augments into.

Using your Clockworks

Clockwork automatons are the oldest automatons, as Velkya, the founder of Evangless, was fond of using them. Clockwork automatons have come a long way, however, and now use analytical engines to evaluate their surroundings and enact pre-programmed responses. Clockworks can now work for hours and hours without needing any maintenance (or winding up, as it would be).

Control Method

Clockworks work by using pre-programmed responses called Directives. Without a Directive augmented onto them, a clockwork will not make any actions. Each directive acts separately from the rest. Clockworks don't have action points, and require no action points from its master to function. Therefore if your clockwork is hit with an attack that lowers its number of action points for a turn, your clockwork is unaffected. Outside of combat you can temporarily turn off and on some (or all) of your clockwork's directives to avoid it attacking townsfolk.

Body of the Machine

Clockworks will begin with an analytical engine, which has 3 slots to be augmented with pre-programmed responses. This can be upgraded with Advanced Analytics, which allows for 2 more slots. Some crafters learn how to make punch cards, to re-program their clockworks on the spots. Body parts can then be added onto the analytical engine.

Your clockwork (by default) is built with a head to house its analytical engine and a torso and groin to house its perpetual motion clockwork. The two are connected via a neck support. To its torso you may attach either two arms or one unit of movement. Its groin may have a unit of movement attached to it. A unit of movement is either a set of legs, wheels, or a propulsion device. (See the *Units of Movement sidebar* for more information.)

Clockworks have no hit points and 20 points of wounds. Any "bleeding" damage your automaton takes causes springs and cogs to pop out of place within its clockwork, making it take bleeding damage in the same fashion as any regular organism.

Avenge-Me Directive

Analytics Augment

Your analytical engine thoughtlessly fights back against those who try and harm the target of this augment. When applying this augment, choose someone (usually yourself) to be its target. When the target of this augment is attacked and the attacker is within range of this clockwork, the clockwork will automatically attack the attacker once, using a weapon if it is wielding one. The number of times the clockwork will do this per combat turn is determined by the marque of this augment.

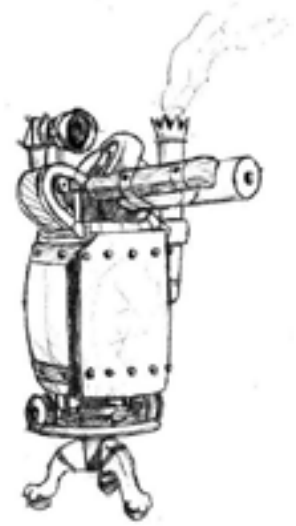
- Mq I: Will perform this action once
- Mq II: Will perform this action twice
- Mq III: Will perform this action twice
- Mq IV: Will perform this action thrice

Defend-Your-Area Directive

Analytics Augment

Your clockwork attacks personnel who enter a space adjacent to them, exempting anyone you've pre-programmed them to see as an ally (usually you and any party members you don't want your automaton to chop into pieces). They will perform this action a number of times per combat turn determined by the marque of this augment. If they are blinded to or cannot recognize someone they are pre-programmed to see as an ally, they will attack them using this augment. They will only attack a specific target once per adjacent space they walk through per turn.

- Mq I: Will act out this directive once
- Mq II: Will act out this directive twice
- Mq III: Will act out this directive twice
- Mq IV: Will act out this directive thrice



Do-Not-Die Component

Analytics Augment

Your clockwork is designed to take more hits before its inevitable destruction, not that it cares.

- Mq I: +10 wounds
- Mq II: +20 wounds
- Mq III: +30 wounds
- Mq IV: +40 wounds

Easy Repairs

Analytics Augment

Used with the Automaton Repairs specialty

The automaton is designed in a logical, accessible way that makes repairs easy. Whenever somebody is attempting to repair it via the Automaton Repairs specialty, they gain a bonus on their automata roll.

- Mq I: +3 on the Automaton Repairs rolls
- Mq II: +6 on the Automaton Repairs rolls
- Mq III: +9 on the Automaton Repairs rolls
- Mq IV: +12 on the Automaton Repairs rolls

Flight

Analytics Augment

Takes up 2 augment slots on the Brainworks

The automaton has been outfitted with a graviton sphere, allowing it to float and move. It can now fly, with its speed depending on the marque. Any speed penalties you take from armor will penalize this speed.

- Mq I: 5 feet of flight speed per action point
- Mq II: 10 feet of flight speed per action point
- Mq III: 15 feet of flight speed per action point
- Mq IV: 20 feet of flight speed per action point

Follow-Me Directive

Analytics Augment

Your clockwork will aimlessly follow the target of this augment. When applying this augment, choose someone (usually yourself) to be its target. Whenever the target of this augment moves, this clockwork will move as far as it can in the same direction, attempting to get to a space adjacent to them.

- Mq I: Will move toward their target once per turn
- Mq II: Will move toward their target twice per turn
- Mq III: Will move toward their target three times per turn
- Mq IV: Will move toward their target four times per turn

Go-There Directive

Analytics Augment

Activation Cost: 1 AP (see below)

Your clockwork is programmed to move where you want it to, although its analytical engine needs guidance when doing so. When applying this augment, choose someone (usually yourself) to be its target. For 1 action point the target of this augment can, through pointing and probably yelling, make your clockwork move once. If your clockwork has a separate directive that makes it move, directing your clockwork somewhere with this augment will not prevent it from carrying out the other directive the first chance it gets.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Hedge-Your-Area Subdirective

Analytics Augment

Requires: Analytics with the Defend-Your-Area Directive augment

When someone causes your automaton to act out their Defend-Your-Area Directive, your clockwork is pre-programmed to not fail its programmer. It gains an accuracy bonus on any attacks made while acting out the Defend-Your-Area Directive.

- Mq I: +3 Accuracy
- Mq II: +6 Accuracy
- Mq III: +9 Accuracy
- Mq IV: +12 Accuracy

Hit-Them Subdirective

Analytics Augment

Requires: Analytics with the Avenge-Me Directive augment

When your automaton acts out its Avenge-Me Directive it is accurate about doing so. It gains an accuracy bonus on any attacks made while acting out the Avenge-Me Directive.

- Mq I: +3 Accuracy
- Mq II: +6 Accuracy
- Mq III: +9 Accuracy
- Mq IV: +12 Accuracy

Hurt-Them Subdirective

Analytics Augment

Requires: Analytics with the Avenge-Me Directive augment

Your analytical engine is designed to mindlessly put all of its strength into dealing more damage whenever it acts out its Avenge-Me Directive. It gains a strike bonus on any attacks made while acting out the Avenge-Me Directive.

- Mq I: +4 Strike
- Mq II: +8 Strike
- Mq III: +12 Strike
- Mq IV: +16 Strike

Lightning Resistant

Analytics Augment

The automaton is naturally resistant to lightning and electricity. Electrical damage is now soakable as regular damage.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in automata.

March-There Subdirective

Analytics Augment

Requires: Analytics with the Go-There Directive augment

More people can guide your clockwork's aimless wandering around the battlefield. Based on the marque of this augment, you can program in more targets for your Go-There Directive.

- Mq I: One additional guide
- Mq II: Two additional guides
- Mq III: Three additional guides
- Mq IV: Four additional guides

Mark-Your-Area Subdirective

Analytics Augment

Requires: Analytics with the Defend-Your-Area Directive augment

When someone causes your automaton to act out their Defend-Your-Area Directive, your clockwork is designed to make their prey regret it. It gains a strike bonus on any attacks made while acting out the Defend-Your-Area Directive.

- Mq I: +4 Strike
- Mq II: +8 Strike
- Mq III: +12 Strike
- Mq IV: +16 Strike

Passenger

Analytics Augment

Your automaton has a hollow compartment inside, allowing people to ride inside and see out through eye holes or monitors of your design. While inside an automaton, a character cannot be directly targeted but they in turn cannot interact with anything outside of the automaton, although the automaton can still hear all voice commands. The number of people the automaton can hold is equal to the number of spaces it takes up. The amount of action points required by passengers to get into and out of the automaton is based on the marque of this augment.

- Mq I: 4 AP to enter or exit the automaton (can take multiple turns)
- Mq II: 3 AP to enter or exit the automaton
- Mq III: 2 AP to enter or exit the automaton
- Mq IV: 1 AP to enter or exit the automaton

Protect-Me Directive

Analytics Augment

Your clockwork will witlessly jump in the way of attacks made against the target of this augment. When applying this augment, choose someone (usually yourself) to be its target. When adjacent to the target of this augment, this clockwork will take damage in their stead. This clockwork will only do this a certain number of times per turn determined by the marque of this augment.

- Mq I: Will take damage instead of their target once per turn
- Mq II: Will take damage instead of their target twice per turn
- Mq III: Will take damage instead of their target thrice per turn
- Mq IV: Will take damage instead of their target four times per turn

Protect-Us Subdirective

Analytics Augment

Requires: Analytics with the Protect-Me Directive augment

You can program in additional targets (usually other party members) of your automaton's Protect-Me Directive, although they still must be adjacent to any persons they attempt to protect.

- Mq I: 1 additional protectee
- Mq II: 2 additional protectees
- Mq III: 3 additional protectees
- Mq IV: 4 additional protectees

Protect-Yourself Subdirective

Analytics Augment

Requires: Analytics with the Protect-Me Directive augment

When your automaton acts out its Protect-Me Directive it is better about protecting itself. It gains a defense bonus while acting out the Protect-Me Directive.

- Mq I: +4 Defense
- Mq II: +8 Defense
- Mq III: +12 Defense
- Mq IV: +16 Defense

Protected Core

Analytics Augment

If your automaton is defeated in battle, its insides are heavily safeguarded to allow for easy repair during your next breather. An automaton with a protected core can be entirely rebuilt in a matter of minutes. The automaton can be repaired up to a certain amount of maximum wounds, based on the marque. It cannot be repaired past its normal maximum number of wounds.

- Mq I: 10 wounds after repairs
- Mq II: 20 wounds after repairs
- Mq III: 30 wounds after repairs
- Mq IV: 40 wounds after repairs

Realistic

Analytics Augment

Resist: Cunning (*negates*)

You've designed the body of your automaton to look quite real, replicating the appearance of a living or imaginary creature. Any persons who looks upon it will believe it to be real unless they can beat the automaton's roll with their Cunning. The automaton's roll gains a bonus based on the marque of this augment.

- Mq I: +5 to fool target
- Mq II: +10 to foot target
- Mq III: +15 to fool target
- Mq IV: +20 to fool target

Run-There Subdirective

Analytics Augment

Requires: Analytics with the Go-There Directive augment

While your analytical engine still has difficulties following directions, it is faster in getting to its destination once you set it on the right path. It gains a speed bonus while acting out the Go-There Directive.

- Mq I: +5 feet of movement
- Mq II: +10 feet of movement
- Mq III: +15 feet of movement
- Mq IV: +25 feet of movement

Shadow-Me Subdirective

Analytics Augment

Requires: Analytics with the Go-There Directive augment

Your clockwork is designed to stay beside its target no matter what. Whenever your clockwork acts out its Follow-Me Directive, it can make one additional movement towards its target per combat turn.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Secure-Your-Area Subdirective

Analytics Augment

Requires: Analytics with the Defend-Your-Area Directive augment

If someone attempts to attack your automaton while already in a space adjacent to them, your automaton will spend one of its Defend-Your-Area Directive actions (if it has any available) attacking them after they finish their attack. They still will not attack anyone programmed into them as a friendly.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Shield-Yourself Subdirective

Analytics Augment

Requires: Analytics with the Protect-Me Directive augment

When your automaton acts out its Protect-Me Directive it won't take as much damage. It gains a soak class bonus while acting out the Protect-Me Directive.

- MQ I: +1 soak class
- MQ II: +2 soak class
- MQ III: +3 soak class
- MQ IV: +4 soak class

Sprint-to-Me Subdirective

Analytics Augment

Requires: Analytics with the Follow-Me Directive augment

Your clockwork's body inanely lurches towards its target as fast as its body will allow. Your automaton can move further per movement whenever it is carrying out its Follow-Me Directive.

- MQ I: +10 feet of movement
- MQ II: +20 feet of movement
- MQ III: +30 feet of movement
- MQ IV: +40 feet of movement

Spring-Into-Action Component

Analytics Augment

Takes up 2 augment slots on the Brainworks

You've made sure that anyone who attempts to damage the inner clockwork of your automaton will rue the day they do. Whenever someone deals bleeding damage to your wind-up, including any taken from wounds or fatal effects, the clockwork that springs out has been barbed and serrated and will fly in the direction of the person who dealt the damage. With a range of 10 feet, the victim of this augment is denied an evade roll.

- MQ I: 8 damage
- MQ II: 16 damage
- MQ III: 24 damage
- MQ IV: 32 damage

Stay-Alive Component

Analytics Augment

You've built your wind-up to continue following its pre-programmed directives well past when most other automatons would have fallen on the battlefield.

- MQ I: +10 wounds
- MQ II: +20 wounds
- MQ III: +30 wounds
- MQ IV: +40 wounds



Crafting Prosthetics

Prosthetician

Aug +2 | HP +6 | DIY +1

Automata Specialty

You now have the ability to craft mechanical prosthetics onto people or augment the limbs of automatons. When you create a prosthetic for a person, it works as a limb replacement. Of course, once you affix your prosthetics with hidden cannons, chainsaws, and ridiculous pistons, the comparison stops there.

Without spending any money, you can build and maintain several prosthetics based on your current Do-It-Yourself (DIY) score. The prosthetics can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "univeral prosthetic augments," "prosthetic arm augments," "prosthetic hand augments," or "prosthetic leg augments," below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Automata improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each prosthetic can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden prosthetics) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, if an augment is worth 2 slots, a prosthetic only has 1 more available slot for an augment after the 2-slot augment has been applied.

Number of Prosthetics you can Maintain

Without needing to buy pieces or parts, you can build some prosthetics entirely out of scraps. These prosthetics must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of prosthetics for free based on your DIY score. You may build new prosthetics or augment old ones during any period of downtime you have.

Replacing both an arm and hand does count as 2 prosthetics.

Your DIY:	1	2	3	4	5	6
You can build:	2	3	3	3	4	4
Your DIY:	7	8	9	10	11	12
You can build:	4	5	5	5	6	7

The Cost of Prosthetics

If you need to build prosthetics that you can't build for free from your DIY score, you will need to buy the materials for it.

A prosthetic without augments will cost 25 princes at market value. If you are building a prosthetic, the prosthetic will have a base materials cost. It is 1/5th the market price (5 princes).

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	25 princes	125 princes	625 princes	3125 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 5 princes.

Using Prosthetics

When you first learn to make prosthetics (through the Prosthetician specialty), you can make and augment hands, arms, and legs. If somebody is missing a hand, arm, or leg, you can replace it with a prosthetic. The only lasting penalty to having a prosthetic limb is the permanent loss of wounds that come from losing a limb. Universal prosthetic augments can go on any prosthetics.

Wounds & Fatals

If you suffer a wound or fatal effect against a prosthetic, the effect is the same, except that you cannot bleed out by having a severed prosthetic.

Upgrading Automaton Limbs

You can add prosthetics onto an automaton or augment its default limbs. If you upgrade the existing limbs, it counts against your limit of prosthetics you can make and maintain with your DIY score.

Beta Prosthetics

Aug +2 | HP +6 | DIY +1

Automata Specialty

Requires: 4 skill points in Automata & Prosthetician specialty

Your prosthetics are quite complex, but they can accomplish quite a bit. Such prosthetics can be upgraded with 2 more augments (bringing the total for metal prosthetics up to 5 augmentable slots).

You can only apply beta prosthetics to yourself and automatons that were created by you as either beta (for boilers) or advanced (for analytics and brainworks) models.

Prototype Prosthetics

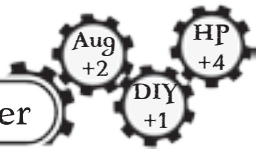
Aug +1 | HP +7 | DIY +1

Automata Specialty

Requires: 16 skill points in Automata, Prosthetician, & Beta Prosthetics specialties

You've perfected your beta prosthetics and made them user-friendly. Now anybody can use a prosthetic that you designate as being a prototype.

Automata Tinkerer



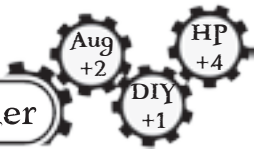
Automata Specialty

Requires: 3 skill points in Automata & Prosthetician specialty

You can augment all pieces of your automatons - from their eyes to their ears to their torsos. You can learn augments for every part of the automaton's body.

If you have Automata Upgrader, you can use that in conjuction with Automata Tinkerer, causing all of the automaton's body parts to not cost anything or count against your Do-It-Yourself (DIY) score.

Automata Upgrader

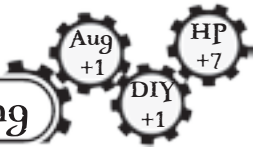


Automata Specialty

Requires: 3 skill points in Automata & Prosthetician specialty

You've tinkered and played with your automatons so much that you no longer use your Do-It-Yourself (DIY) score to determine how many of your automaton's limbs you can upgrade. Whenever you are augmenting the default limbs of your automatons, those limbs do not count against the maximum number of prosthetics you can create.

Nerve Crafting



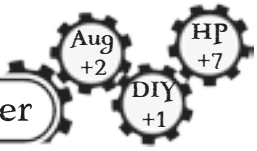
Automata Specialty

Requires: 7 skill points in Automata & Prosthetician specialty

It is normally impossible to attach a prosthetic arm to one's ribcage, or a prosthetic hand to one's spine. You, however, have learned how to create nerve endings in a person where none should exist. You may now apply extra prosthetics to a person beyond what they could normally handle (allowing you to add a third arm, an extra hand, maybe even another leg).

When you nerve craft somebody, they permanently lose 1 wound in order to gain the prosthetic. They gain the wound back if they surgically remove the prosthetic.

Sensory Builder



Automata Specialty

Requires: Prosthetician specialty

Some of the most difficult things to create prosthetics for are one's ears and eyes, but you've learned the craft. You may now create prosthetics for ears and eyes, and they count against your maximum crafting amount of prosthetics based on your Do-It-Yourself (DIY) score.

Universal Prosthetic Augments

Acid Sprayer

Universal Prosthetic Augment

You can insert doses of alchemical acids into the prosthetic. When used in an unarmed attack, the body part will spray a single dose of acid onto your target. Luckily the acid is held in such a way that it will not damage your body part. Depending on the marque of this augment, your body part can hold a certain number of acid doses. It costs 3 action points to add in a single additional dose of acid.

MQ I Maximum of Two Doses
MQ II Maximum of Three Doses
MQ III Maximum of Four Doses
MQ IV Maximum of Six Doses

Note: For the crafting of acids, see Alchemy.

Air Blaster

Universal Prosthetic Augment

Resist: Brute (marques down)

Activation Cost: 1 AP

Powerful ventilators have been built into your body part, allowing you to blow a strong, concentrated stream of pure air straight at an opponent within your 25 feet of range. They cannot evade your air blast, but they can resist with their Brute.

MQ I Your target is pushed back 5 feet
MQ II Your target is pushed back 5 feet
MQ III Your target is pushed back 10 feet
MQ IV Your target is pushed back 15 feet

Air Conditioner

Universal Prosthetic Augment

Requires: Prosthetic with the Air Blaster augment

Activation Cost: 1 AP (see below)

You are able to superheat or supercool the air from your air blaster, causing it to deal either heat or freezing damage whenever you use it, in addition to its normal effects. For one action point, you can switch your air blaster between heat and freezing damage or turn the effects of this augment on and off. The damage is soakable.

MQ I 2 heat or freezing damage
MQ II 4 heat or freezing damage
MQ III 6 heat or freezing damage
MQ IV 8 heat or freezing damage

Air Tunnel

Universal Prosthetic Augment

Requires: Prosthetic with the Air Blaster augment

Your air blaster has been overclocked, causing its normal gust of wind to become a miniature tornado erupting from your body part. Whenever you successfully push back your target with your air blaster, they are moved an additional 5 feet backwards. In addition, this augment increases your air blaster's range.

Mq I 5 additional feet of range

Mq II 10 additional feet of range

Mq III 15 additional feet of range

Mq IV 20 additional feet of range

Barbed

Universal Prosthetic Augment

You've laced the body part with spikes of your design. Whenever someone attempts to grab the body part, you get a bonus on your roll to avoid it.

Mq I +2 on the evade roll

Mq II +4 on the evade roll

Mq III +6 on the evade roll

Mq IV +8 on the evade roll

Brute Enhancement

Universal Prosthetic Augment

The body part is built for rigidity and power. When the body part is involved in a brute roll, it gains a bonus.

Mq I +2 to Brute

Mq II +4 to Brute

Mq III +6 to Brute

Mq IV +8 to Brute

Cold Iron

Universal Prosthetic Augment

Requires: Body Part must be made of metal & the Freezer Augment somewhere on subject's body

This prosthetic leaks small amounts of liquid nitrogen diverted from your freezer. Whenever someone comes into contact with this body part, whether it be them grabbing you or you punching them, they suffer first degree frostbite. This means they will suffer increased sensitivity to heat and cold lasting until their next breather. This augment deactivates if your freezer is extinguished. This effect will not stack with multiple exposures to a cold iron body part.

Mq I Target suffers a -3 when resisting effects caused by heat, flames, cold, or ice

Mq II Target suffers a -6 when resisting effects caused by heat, flames, cold, or ice

Mq III Target suffers a -9 when resisting effects caused by heat, flames, cold, or ice

Mq IV Target suffers a -12 when resisting effects caused by heat, flames, cold, or ice

Compartment

Universal Prosthetic Augment

Your prosthetic has a small hollow container inside of it, allowing the storage of different items. It costs one action point to take an item out of your compartment.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Disguised

Universal Prosthetic Augment

The prosthetic is disguised as either being a regular part of the body or being covered in something so that it does not appear to be mechanical, and is built to be silent and react like a normal body part. In order to notice your prosthetic for what it truly is, opponents must roll Cunning.

Mq I Tier 2 Cunning to notice

Mq II Tier 3 Cunning to notice

Mq III Tier 3 Cunning to notice

Mq IV Tier 4 Cunning to notice

Note: Organic body parts act one marque higher than normal. If this would make it a Marque V, the body part is indistinguishable from a normal limb unless somebody can get a Tier 5 Cunning result to notice.

Flame Exhausts

Universal Prosthetic Augment

Requires: Furnace Augment somewhere on subject's body

Resist: Dexterity (marques down)

Activation Cost: 3 AP

Exhausts protrude from the prosthetic, flames periodically leaking out of them. For three action points you cause the body part to spray flames onto everyone adjacent to you to set them on fire, although they can still attempt to resist the attack. You cannot activate your flame exhausts if your furnace is extinguished.

- Mq I: Tier 1 Burning: 2 unsoakable damage per turn, 2 AP to put out the fire
- Mq II: Tier 1 Burning: 2 unsoakable damage per turn, 2 AP to put out the fire
- Mq III: Tier 2 Burning: 4 unsoakable damage per turn, 4 AP to put out the fire, wooden and cloth items destroyed
- Mq IV: Tier 3 Burning: 8 unsoakable damage per turn, 8 AP to put out the fire, wooden and cloth items destroyed

Freeze Exhausts

Universal Prosthetic Augment

Requires: Freezer augment somewhere on subject's body

Resist: Brute (marques down)

Activation Cost: 3 AP

Exhausts protrude from the prosthetic, icy mist periodically leaking out of it. For three action points you cause the body part to spray this mist onto everyone adjacent to you, although they can still attempt to resist the attack. This mist causes your target's body temperature to rapidly drop, making them sluggish until the start of your next turn. You cannot activate your freeze exhausts if your freezer is extinguished.

- Mq I: Target suffers a -2 to evade
- Mq II: Target suffers a -4 to evade
- Mq III: Target suffers a -6 to evade
- Mq IV: Target suffers a -8 to evade

Freezer

Universal Prosthetic Augment

A cooler filled with liquid nitrogen has been built into your prosthetic. This keeps your body cool even in the hottest of environments. However, if the body part is hit by an attack dealing heat damage, the liquid nitrogen inside will evaporate rapidly, extinguishing your freezer. It costs 1 action point to extinguish the freezer yourself, and it will cost action points to reactivate your freezer when extinguished depending on the augment's marque.

- Mq I: 2 AP to reactivate
- Mq II: 1 AP to reactivate
- Mq III: 0 AP to reactivate
- Mq IV: 0 AP reflexively to reactivate (can do out of turn)

Furnace

Universal Prosthetic Augment

Fueled by coal or aether, a live flame burns within you. It keeps your entire body warm, allowing you to take no penalties in subzero environments. If the body part gets splashed with water it will automatically extinguish the flames inside. It costs 1 action point to extinguish the furnace yourself, and it will cost action points to reactivate your furnace when extinguished depending on the augment's marque.

- Mq I: 2 AP to reactivate
- Mq II: 1 AP to reactivate
- Mq III: 0 AP to reactivate
- Mq IV: 0 AP reflexively to reactivate (can do out of turn)

Note: Your furnace is self-contained and will not burn you, though you cannot apply the furnace augment to a wooden prosthetic.

Glowing

Universal Prosthetic Augment

Your prosthetic shines through the darkness either from a glow-in-the-dark coating, numerous lightbulbs placed in it, or another source of built-in light. Light shines outward from you, dispelling darkness and allowing those within its range to see normally. This can be activated and repressed for 1 action point.

- Mq I: Light extends to spaces adjacent to you
- Mq II: Light extends outwards up to 10 feet away
- Mq III: Light extends outwards up to 15 feet away
- Mq IV: Light extends outwards up to 20 feet away

Hidden Blade

Universal Prosthetic Augment

Requires: Prosthetic augmented with Weapon Mounting

The prosthetic has a secret weapon hidden inside that can flip out at a moment's notice. For no action point cost, you can now retract your weapon into your body, as long as the weapon would normally be concealable.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Hidden Claymore

Universal Prosthetic Augment

Requires: Prosthetic augmented with Hidden Blade

The prosthetic can fit an enormous weapon inside it by breaking down its key components. For no action point cost you can now retract your weapon into your body, even if the weapon would normally not be concealable.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Hot Iron

Universal Prosthetic Augment

Requires: Prosthetic must be made of metal & the Furnace augment somewhere on subject's body

As long as fire burns within your body, it constantly heats up this body part, making it burn to the touch. Whenever someone comes into contact with this body part, whether it be them grabbing you or you punching them, they take a small amount of heat damage. This doesn't apply if your furnace is extinguished.

- Mq I: 2 heat damage
- Mq II: 4 heat damage
- Mq III: 6 heat damage
- Mq IV: 8 heat damage

Overglow

Universal Prosthetic Augment

Requires: Prosthetic with the Glowing Augment

Resist: Cunning (*marques down*)

Activation Cost: 1 AP

Light erupts from your prosthetic, arcing toward a single target within 25 feet with the potential to blind them (giving them a -4 on accuracy and evade rolls). They can resist with their cunning attribute.

- Mq I: Blinds for one turn
- Mq II: Blinds for two turns
- Mq III: Blinds for three turns
- Mq IV: Blinds for four turns

Poison Injector

Universal Prosthetic Augment

You can insert doses of alchemical poison into the prosthetic. When used in an unarmed attack, a single dose of the poisons held inside will automatically inject themselves into your target. Depending on the marque of this augment, your body part can hold a certain number of poison doses. It costs 3 action points to add in a single additional dose of poison.

- Mq I: Maximum of 1 Dose
- Mq II: Maximum of 2 Doses
- Mq III: Maximum of 3 Doses
- Mq IV: Maximum of 4 Doses

Note: For the crafting of poisons, see Alchemy.

Precision

Universal Prosthetic Augment

The body part is built for precision and flexibility. When the body part is involved in a Dexterity roll, it gains a bonus.

- Mq I: +2 to Dexterity
- Mq II: +4 to Dexterity
- Mq III: +6 to Dexterity
- Mq IV: +8 to Dexterity

Reinforced

Universal Prosthetic Augment

The prosthetic is strengthened with internal plating, granting it a resist against called shots.

- Mq I: +4 to resist when struck
- Mq II: +8 to resist when struck
- Mq III: +12 to resist when struck
- Mq IV: +16 to resist when struck

Removable

Universal Prosthetic Augment

The prosthetic is easily removable and replacable. If other body parts are connected to it (e.g. if this is placed on the arm, and a hand is attached to the arm) they are removed along with this body part.

- Mq I: 4 AP to remove
- Mq II: 3 AP to remove
- Mq III: 2 AP to remove
- Mq IV: 1 AP to remove

Smokestack

Universal Prosthetic Augment

Requires: Furnace augment or Freezer augment somewhere on subject's body

Resist: Cunning (*negates*)

Activation Cost: 1 AP (*see below*)

A chimney or metal gratings constantly release clouds of smoke or fog from your furnace. This cloud billows out around you, making you and those within a certain range completely blinded. This will instantly end if your furnace or freezer is extinguished. You can spend one action point to start your smokescreen or to adjust the range of the cloud from affecting characters adjacent to you up to its maximum range detailed by the marque of this augment.

- Mq I: Only characters adjacent to you are blinded
- Mq II: Anyone up to 10 feet of you are blinded
- Mq III: Anyone up to 15 feet of you are blinded
- Mq IV: Anyone up to 20 feet of you are blinded

Weapon Mounting

Universal Prosthetic Augment

A weapon of some kind can be mounted into the prosthetic in such a way that in order to sunder or disarm the weapon, the body part itself must be sundered or removed. The weapon can be removed or put into the weapon mounting for 1 action point.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Prosthetic Arm Augments

Extendable Hand

Prosthetic Arm Augment

Requires: placed on an arm with an attached hand

The hand attached to your augmented appendage can now be extended outward, whether it be with springs, hydraulics, or some other such method. It costs one action point to extend a limb but no action points to retract it. Extended hands function as normal, able to do anything they normally could do.

- Mq I: +5 feet of reach
- Mq II: +10 feet of reach
- Mq III: +10 feet of reach
- Mq IV: +15 feet of reach

Grasper

Prosthetic Arm Augment

A grasper is a small set of pincers that can wield an item just like a hand. A grasper is not dexterous enough to wield items in conjunction with other limbs, preventing it from being able to use two-handed items.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Prosthetic Hand Augments

Flame Pores

Prosthetic Hand Augment

Requires: Furnace augment somewhere on subject's body

Activation Cost: 1 AP (*after a successful unarmed attack*)

Holes in the limb make it expel flames from your furnace when it is used in an unarmed strike. As long as your furnace isn't extinguished, you can spend 1 action point after a successful unarmed attack in order to burn your target. Multiple burns caused by your flame pores will not stack the penalties to a single target's defense. These burns will go away during the foe's next breather.

- Mq I: Tier 1 Burns (-1 on all defense rolls)
- Mq II: Tier 2 Burns (-3 on all defense rolls)
- Mq III: Tier 3 Burns (-5 on all defense rolls)
- Mq IV: Tier 4 Burns (-7 on all defense rolls)

Freezing Pores

Prosthetic Hand Augment

Requires: Freezer augment somewhere on subject's body

Activation Cost: 1 AP (*after a successful unarmed called shot*)

Holes in the limb make it expel small streams of subzero mist from your freezer which will freeze solid on impact when used in an unarmed attack. As long as your freezer isn't extinguished, this makes unarmed called shots with this limb ice over the part of your target you hit. This ice will temporarily impede the use of extremities, making called shot effects to extremities (hands, feet, head) last longer.

- Mq I: Effects of the called shot last an additional turn
- Mq II: Effects of the called shot last two additional turns
- Mq III: Effects of the called shot last three additional turns
- Mq IV: Effects of the called shot last four additional turns

Hand-Launcher

Prosthetic Hand Augment

Activation Cost: 2 AP

You are able to fire your hand at an opponent, dealing large amounts of damage, though you do not retain the body part if you fire it (at least until you go find it). The range of your hand is 50 feet.

- Mq I: Damage class 3
- Mq II: Damage class 4
- Mq III: Damage class 5
- Mq IV: Damage class 6

Neuromuscular Incapacitator

Prosthetic Hand Augment

Resist: Brute (marques down)

An electrical current covering your body part disrupts voluntary muscular control of anyone you hit it with during an unarmed attack.

MQ I Your target vibrates for a second, but is otherwise fine

MQ II Your target is stunned for one action point

MQ III Your target is stunned for one action point

MQ IV Your target is stunned for two action points

Propellers

Prosthetic Hand Augment

Your prosthetic is built with propellers for moving across water, allowing your swim speed to increase based on its marque. Your swim speed is still hindered by your armor.

MQ I +10 swim speed

MQ II +15 swim speed

MQ III +20 swim speed

MQ IV +25 swim speed

Retractable

Prosthetic Hand Augment

Requires: Hand-Launcher augment applied to the hand

You can have your hand tethered to a rope or chain that automatically returns to you after being fired. Though you do not have to do anything, it does take a little bit of time before the hand returns to you.

MQ I Returns within 3 AP

MQ II Returns within 2 AP

MQ III Returns within 1 AP

MQ IV Returns immediately

Prosthetic Leg Augments

Extreme Speed

Prosthetic Leg Augment

The appendage is streamlined for speed, allowing the user to have greater overland velocity.

MQ I +5 speed

MQ II +5 speed

MQ III +10 speed

MQ IV +15 speed

Springs

Prosthetic Leg Augment

By melding high-tension springs into your graft, its user gains extra height whenever jumping or leaping.

MQ I +5 feet jump height

MQ II +10 feet jump height

MQ III +15 feet jump height

MQ IV +20 feet jump height

Propellers

Prosthetic Leg Augment

Your prosthetic is built with propellers for moving across water, allowing your swim speed to increase based on its marque. Your swim speed is still hindered by your armor.

MQ I +10 swim speed

MQ II +15 swim speed

MQ III +20 swim speed

MQ IV +25 swim speed

Automaton-Specific

While all prosthetic augments can be applied to automatons, the following augments (which would augment an automaton's head, torso, or groin) cannot be applied to living people. Thus, these are automaton-specific augments that you'll need the Automaton Tinkerer specialty for.

Automaton Head Augments

Sensory Transmission

Automaton Head Augment

The automaton can broadcast its senses to a single device (often held by the user) for 1 action point. The distance it can broadcast is determined by the marque of the augment.

- Mq I: Up to 200 feet away
- Mq II: Up to 2,000 feet away
- Mq III: Up to 2 miles away
- Mq IV: Up to 20 miles away

Automaton Torso Augments

Back-Pack

Automaton Torso Augment

The automaton has the ability to latch onto an ally's back, acting as the ally's backpack. This leaves all of the automaton's limbs free to act as normal while the ally carries the automaton around. The automaton cannot move while being carried. It takes 1 turn for the automaton to become a back-pack or unpack itself and move under its own power again.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in automata.

Mass Propulsion

Automaton Torso Augment

Using a propeller, steamjet, or some other such device attached to the torso's back, your subject is able to increase their thrust while moving. While this cannot give you the ability to fly, it grants bonuses to both land and flight movement speeds.

- Mq I: +5 feet per move
- Mq II: +10 feet per move
- Mq III: +15 feet per move
- Mq IV: +20 feet per move

Poison Gas Epicenter

Automaton Torso Augment

Takes up 2 Augment Slots on the Torso

Activation Cost: 1 AP

You can insert a single vial of alchemical gas into the automaton's torso. Once you activate this augment, the gas starts taking effect. When you end your turn, the gas releases from the automaton's torso, affecting those around the automaton. This allows the automaton to move the gas around the battlefield. The automaton serves as the center of the gas's area of effect, although through clever crafting the automaton doesn't have to worry about the gas spraying onto itself. The gas lasts as long as it normally would.

The amount of action points required to refill the gas supply is based off of the marque of this augment. It costs two action points to eject a dose of gas before it has run out on its own. This will cause it to stay in the space the automaton is currently standing in and will no longer move with the automaton.

- Mq I: 3 AP to refill gas chamber
- Mq II: 3 AP to refill gas chamber
- Mq III: 2 AP to refill gas chamber
- Mq IV: 1 AP to refill gas chamber

Note: For the crafting of gases, see Alchemy.

Poison Gas Receptor

Automaton Torso Augment

Requires: Torso with the Poison Gas Epicenter augment

You've upgraded your gas dispenser to hold extra doses of alchemical gases. You still can only release one gas at a time.

- Mq I: Maximum of Two Doses
- Mq II: Maximum of Three Doses
- Mq III: Maximum of Four Doses
- Mq IV: Maximum of Six Doses

Sensor Array

Automaton Torso Augment

You've crafted a sensor array into your automaton's torso. This allows you to place automaton head augments on the torso as well as the ability for the automaton to see and hear through its torso.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in automata.



Bio-Flux

Bio-flux is the craft of scientifically altering a creature's basic physiology. Essence warping, genetic restructuring, and basic external flesh augmentations make up the bulk of this science. This is an often grueling and taboo process that has yet to become perfected and often leaves its subjects with unintentional side effects and scars. These can be as subtle as an unexpected change in eye color to as drastic as a reformed central nervous system.

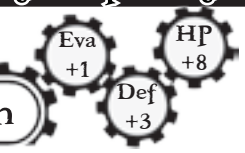
In its younger years this school of science birthed both the satyr race and the farishtaa-conversion process. It has revolutionized the medical fields, wiping out all birth-defects and genetic diseases from those able to afford it. Even at its most basic levels, bio-flux has the ability to fill a downtrodden gentleman with energy to keep him awake and ready for action regardless of how badly he had been knocked down.

Reputation of Bio-Flux

In addition to the sometimes monstrous consequences of augmenting someone's genetic code, the process of bio-flux requires large amounts of essence to use as a pallet. Most bio-flux scientists harvest this raw essence from game and livestock animals, though it must be greatly refined multiple times and even then only yields a small amount of low quality essence.

It was only after many less-than-reputable experimentations that it was discovered that sentient beings produce the purest essence available. These studies led to the widespread superstition that essence was more than primordial genetic material but a collection of personality and memories: a person's soul. A disdain grew among the populous against bio-flux, gaining its more fervent practioners the nickname of Soul Merchants. Further outcry against the science came when the crown princess of Evangless went mad after being bio-revivified back to life. Unable to cope with scrambled memories and mental inconsistencies caused by the process, the princess's mind became splintered, causing many government officials from around the world to ban bio-flux research. These days pure essence is a rare commodity that forces most, if not all, wishing to follow this forsaken art to turn to the darker corners of Rilausia to further their studies.

Invigoration Specialties



Bio-Invigoration

Bio-Flux Specialty

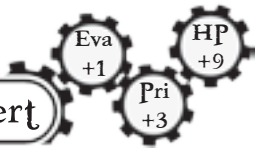
Cost: 3 AP

You've crafted a complex light device called a bio-invigorator. This can be worn on any called shot location to avoid having to hold it while it's drawn. You can restore hit points during combat by treating your allies. If you use invigorate on an ally, you must be adjacent to them.

You can treat yourself, but you can only heal half as many of your own hit points as you would if you were healing another person. You cannot use Bio-Invigoration to restore hit points to an automaton or other nonliving being.

1. restores 6 hit points (3 of your own)
2. restores 12 hit points (6 of your own)
3. restores 18 hit points (9 of your own)
4. restores 24 hit points (12 of your own)

Bio-Invigoration Expert



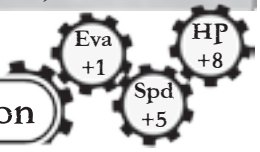
Bio-Flux Specialty

Requires: Bio-Invigoration specialty

You optimize your bio-invigorator. When you use bio-invigoration, you now restore hit points based on this chart:

1. restores 10 hit points (5 of your own)
2. restores 20 hit points (10 of your own)
3. restores 30 hit points (15 of your own)
4. restores 40 hit points (20 of your own)

Quickshot Bio-Invigoration



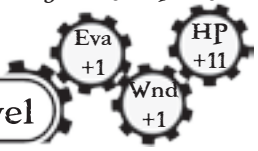
Bio-Flux Specialty

Requires: Bio-Invigoration specialty

Cost: 2 AP

Combat doesn't wait for the slow bio-invigorator. You may now use bio-invigoration for only 2 action points.

Medical Marvel



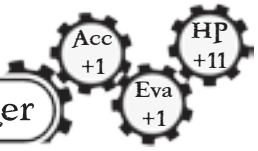
Bio-Flux Specialty

Requires: Bio-Invigoration specialty

You can heal beyond a person's maximum hit points. If you over-heal somebody, the excess hit points stays with them until the end of their turn (when their action points refresh). If their excess hit points are damaged, then that damage is simply negated.

For example, you use bio-invigoration on a friend who has a maximum of 50 hit points. He is over-healed, granting him 5 extra hit points. Before the end of his next turn, he is stabbed by an attack that deals 4 hit points, leaving him at 51. His turn ends, and his hit points are reduced to 50, effectively leaving him unharmed.

Self-Administer

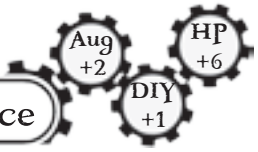


Bio-Flux Specialty

Requires: Bio-Invigoration specialty

Though the bio-invigorator was originally difficult to use on yourself, you've outfitted it to work on yourself efficiently. When you use bio-invigoration on yourself, you heal just as much as you would restore of another's hit points.

Manipulate Essence



Bio-Flux Specialty

You have gained the knowledge and skill to manipulate a creature's essence. Using a bit of pure base essence, you are able to modify genetics during downtime.

Without spending any money, you can maintain several people with essence manipulations based on your current Do-It-Yourself (DIY) score. You'll learn 2 augments from this specialty, which can be selected under "essence augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Bio-Flux improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Every person can be upgraded with 3 essence manipulations. Sometimes an augment will take up multiple augment slots. For example, the "regeneration" augment is worth 2 slots, so a person only has 1 more available slot for an augment after "regeneration" has been applied.

You have the ability to remove essence augments off of people during downtime as well.

Number of Augmented People you can Maintain

Without needing to buy workshop space or essence, you can manipulate a few people without spending anything. These people must be constantly maintained by you and their essence reverts back to normal soon after leaving your care, thus losing all of their augments. You may manipulate and maintain a number of people based on your DIY score. You may manipulate or re-augment people during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	2	2	3	3	3	3
Your DIY:	7	8	9	10	11	12
You can build:	3	4	4	4	4	5

The Cost of Essence Manipulations

Essence is a volatile and often illegal substance. Bio-flux specialists are ostracized from their community and their manipulations only carried out in the black market. Because of that, the Trust (the world's economic caretaker) does not regulate the cost of essence manipulations. Nonetheless, an essence manipulator will still need to pay for the materials of an essence manipulation they choose to do. They can, however, get away with charging whatever they'd like for the actual manipulation.

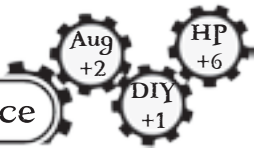
If you need to manipulate essence that you can't do for free from your DIY score, you will need to buy the materials for it.

Every augment increases the market price of the essence manipulation. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	50 princes	250 princes	1250 princes	6250 princes

If you are manipulating the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 10 princes.

Beta Essence

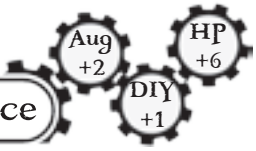


Bio-Flux Specialty

Requires: 4 skill points in Bio-Flux & Manipulate Essence specialty

You know your own essence well enough to safely twist it and strengthen it enough to add additional modification onto it. You may now act as though your essence have two additional slots.

Prototype Essence

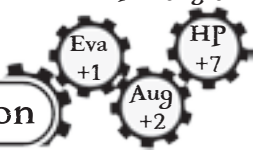


Bio-Flux Specialty

Requires: 16 skill points in Bio-Flux, Manipulate Essence, & Beta Essence specialties

You are now able to manipulate other creatures as well as you manipulate yourself. You may now treat other creatures as though they had 2 additional slots when manipulating their essence.

Fast Manipulation



Bio-Flux Specialty

Requires: 6 skill points in Bio-Flux & Manipulate Essence specialty

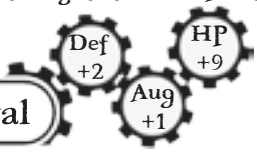
Resist: Spirit (*negates*)

Cost: 3 AP

You are able to use advanced tools in order to quickly manipulate essence on the battlefield. However, because of the haste of these manipulations, they only last until the subject's next breather.

If the subject so chooses, they may roll a spirit resist against your bio-flux to negate the manipulation.

Body Renewal



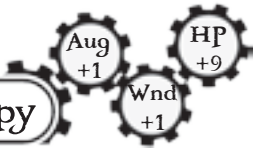
Bio-Flux Specialty

Requires: Manipulate Essence specialty

Cost: 3 AP

By applying just the right amount of essence to a wounded area, you are able to trigger a muscle memory that reverts the subject's body back to an undamaged state. You may spend 3 action points to heal your subject of one wound point or one effect caused from them (broken bones, blinded, lost senses, et cetera).

Gene Therapy



Bio-Flux Specialty

Requires: 16 skill points in Bio-Flux, Manipulate Essence, & Body Renewal specialties

You force a living subject's body to painfully regrow a severed body part or critically injured body part. Once per downtime, you are able to remove a lasting Fatal Effect from your subject.

Essence Augments

Aerodynamize

Essence Augment

Your body and features become sleek and slender with curved edges so the wind will always flow with your movements.

- MQ I +5 movement speed
- MQ II +10 movement speed
- MQ III +10 movement speed
- MQ IV +15 movement speed

Acidic Blood

Essence Augment

The blood within your veins is now dark and corrosive. This highlights your veins, making them dark and easily visible. When you recieve bleeding damage from a melee attack, the person inflicting the damage suffers an equal amount of soakable damage from being sprayed by your blood as long as they are adjacent to you.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in bio-flux.

Acidic Spit

Essence Augment

Cost: 1 AP

Your saliva has been changed to become tar-like and acidic. For 1 action point, you can make a ranged attack using your acidic saliva. This attack has a range of 10 feet and uses strike to determine damage.

- MQ I damage class 1
- MQ II damage class 2
- MQ III damage class 3
- MQ IV damage class 4

Amphibious

Essence Augment

You sprout gills and your lungs gain the ability to extract oxygen from water naturally. You can now breathe while underwater.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in bio-flux.

Body of Flames

Essence Augment

The skin on your body is unnaturally warm to the touch, to the point that it slightly burns those who touch you. This causes your skin to have a slight red tinge and your hair to lighten.

- Mq I: When being grabbed or grabbing, victims take 1 heat damage per turn
- Mq II: When being grabbed or grabbing, victims take 2 heat damage per turn
- Mq III: When being grabbed or grabbing, victims take 3 heat damage per turn
- Mq IV: When being grabbed or grabbing, victims take 4 heat damage per turn

Chameleon

Essence Augment

Cost: 1 AP (*see below*)

Much like the scales of a lizard, you are able to change both the color and texture of your skin and hair. For one action point you may undergo this change.

- Mq I: +2 to Cunning rolls when hiding without clothing or disguising yourself
- Mq II: +4 to Cunning rolls when hiding without clothing or disguising yourself
- Mq III: +6 to Cunning rolls when hiding without clothing or disguising yourself
- Mq IV: +8 to Cunning rolls when hiding without clothing or disguising yourself

Chloroplast

Essence Augment

You are able to survive with only a bit of sunlight and water due to large amounts of chloroplasts in your cells. Unfortunately it's not easy being green, as your appearance becomes splotched with patches of green skin.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in bio-flux.

Electric Flow

Essence Augment

Thin strains of static electricity flow across your body. When attacked by electricity, these strains help dissipate the electricity, allowing you to defend against electrical attacks as per normal.

Note: This augment always acts as marque II for the purposes of determining cost.

Energize

Essence Augment

Your body chemistry has been modified to grant you a seemingly endless supply of energy. Because of this you rarely feel tired and always shake when sitting still.

- Mq I: +3 hit points
- Mq II: +6 hit points
- Mq III: +9 hit points
- Mq IV: +12 hit points

Excess Adrenaline

Essence Augment

Takes up 3 Essence Slots on a Person

Your body has been modified to produce and use twice the amount of adrenaline of a normal being. While this does speed you up temporarily, it exhausts you immediately afterwards. You are able to gain additional action points during a turn; however, you are stunned for an equal number of action points when your action points refresh. In other words, you're stealing action points away from your next turn.

- Mq I: You can gain 1 action point
- Mq II: You can gain up to 2 action points
- Mq III: You can gain up to 2 action points
- Mq IV: You can gain up to 3 action points

Exoskeleton

Essence Augment

Your bones thicken and elongate, some slightly jutting out of your body. This makes them harder to damage and even more difficult to break.

- Mq I: +2 to Brute when resisting a called shot
- Mq II: +4 to Brute when resisting a called shot
- Mq III: +6 to Brute when resisting a called shot
- Mq IV: +8 to Brute when resisting a called shot

Flame Retardant

Essence Augment

Your skin becomes a darkened charcoal color that is less likely to ignite or burn. You are never denied your defense roll when on fire. You also gain extra soak against damage from being on fire and any other damage from fire.

- Mq I: You gain a +2 soak against fire
- Mq II: You gain a +3 soak against fire
- Mq III: You gain a +4 soak against fire
- Mq IV: You gain a +5 soak against fire

Flaming Breath

Essence Augment

Cost: 2 AP

You've grown an extra gland in your thoat that allows you to expel flames from your mouth. For 2 action points, you may make a ranged attack using your fiery saliva. This attack has a range of 10 feet, and uses strike to determine damage.

MQ I damage class 3
MQ II damage class 4
MQ III damage class 5
MQ IV damage class 6

Genetic Stability

Essence Augment

Your essence has been solidified to a point that bio-fluxing your essence is a gruelling, painful ordeal. This augment negates any cosmetic changes caused by other augments your essence has.

MQ I +4 when resisting a Bio-Zapper
MQ II +8 when resisting a Bio-Zapper
MQ III +12 when resisting a Bio-Zapper
MQ IV +16 when resisting a Bio-Zapper

Iron Lung

Essence Augment

Your lungs have adapted to filter anything you breathe in, allowing you to breathe normally even when surrounded by noxious gases.

MQ I +4 to Brute when resisting anything you inhale
MQ II +8 to Brute when resisting anything you inhale
MQ III +12 to Brute when resisting anything you inhale
MQ IV +16 to Brute when resisting anything you inhale

Jellyskin

Essence Augment

Your skin is exceptionally flexible and holds shape when you move it, allowing you to change the structure of your face more easily. Any time you are attempting to disguise yourself, you may gain a bonus to your roll. However, when you are nudged, punched, or attacked, your face retains dents until you can fix your appearance.

MQ I +3
MQ II +5
MQ III +7
MQ IV +9

Lead Blood

Essence Augment

Your blood is made of molten metal, solidifying into small pellets after leaving your body. Drops of your blood can thus be used as crude ammunition for firearms. It causes you no damage and costs no action points to bleed out bullets, although your firearm must still be readied with them.

MQ I -3 Accuracy when used as ammo
MQ II -2 Accuracy when used as ammo
MQ III -1 Accuracy when used as ammo
MQ IV No accuracy penalty when used as ammo

Limitless Memory

Essence Augment

Small flashing lights coming from the inside of your head skitter across your crown, a visible sign of the massive amount of information processing going on inside the left side of your brain.

MQ I +3 to the Sciences attribute
MQ II +6 to the Sciences attribute
MQ III +9 to the Sciences attribute
MQ IV +12 to the Sciences attribute

Luminescent

Essence Augment

You cause your essence to radiate light, making your entire body glow. This light extends only so far.

MQ I It lights the area adjacent to you
MQ II It lights up the area 10 feet around you
MQ III It lights up the area 15 feet around you
MQ IV It lights up the area 20 feet around you

Marathon Body

Essence Augment

Your body has been enriched to take a beating. This change has made you thick and stocky.

MQ I Your maximum number of wounds is increased by 1
MQ II Your maximum number of wounds is increased by 2
MQ III Your maximum number of wounds is increased by 3
MQ IV Your maximum number of wounds is increased by 4

Metal Exoskeleton

Essence Augment

Requires: Exoskeleton augment

Your exoskeleton is made of natural metal armoring, weighing you down but acting as a natural kind of armor. You may act as if you were wearing any kind of armor on your body permanently, so if you armor is broken or destroyed, you still act as if you are wearing armor.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in bio-flux.

Needles

Essence Augment

Cost: same as a Light Throwing Weapon attack (generally 2 AP)

Small porcupine needles quickly grow out of your body. You can throw some of your needles at a single target with a damage class of 3 without the need to be drawn.

- Mq I: 10 feet of range
- Mq II: 15 feet of range
- Mq III: 20 feet of range
- Mq IV: 25 feet of range

Nobotic

Essence Augment

Resist: Cunning (*see below*)

Your body appears to be made out of metal, making you appear to be some kind of robot when you aren't. You gain a bonus to Cunning against anyone using Notice on you when you're trying to hide the fact that you're an organic being.

- Mq I: +5, your body appears to be metallic
- Mq II: +10, your metallic body is angular and disproportionate
- Mq III: +15, your metallic body appears to be made of separate parts bolted together
- Mq IV: +20, your metallic body looks machine-made with soulless eyes, emitting clear water vapor instead of sweat

Osmote

Essence Augment

Requires: Jellyskin augment

Your body is capable of actually absorbing the body of an opponent. When you successfully grapple or grab an opponent, your skin sinks through their armor and they automatically begin to take unsoakable damage. Your body is partially transparent and your solid organs bend like rubber. When you absorb organic material, it counts as eating.

- Mq I: 2 unsoakable damage per turn
- Mq II: 3 unsoakable damage per turn
- Mq III: 4 unsoakable damage per turn
- Mq IV: 5 unsoakable damage per turn

Overflow

Essence Augment

Your skin tone, regardless of its color, takes on a more vibrant, healthy shade than it previously had. You find it increasingly easy to focus and feel more in tune with yourself.

- Mq I: +2 on all spirit resists
- Mq II: +4 on all spirit resists
- Mq III: +6 on all spirit resists
- Mq IV: +8 on all spirit resists

Performance Enhancer

Essence Augment

You instantly swell with muscles all over your body, feeling stronger than usual.

- Mq I: +1 Brute
- Mq II: +2 Brute
- Mq III: +3 Brute
- Mq IV: +4 Brute

Regeneration

Essence Augment

Takes up 2 Essence Slots on a Person

Your body has been modified to heal at a much faster rate than normal. The areas where you've taken wounds damage now have yellow skin blemishes. Along with this accelerated wound recovery, lingering wound effects are removed twice as fast.

- Mq I: You recover 1 additional wound per day
- Mq II: You recover 2 additional wounds per day
- Mq III: You recover 3 additional wounds per day
- Mq IV: You recover 4 additional wounds per day

Scaleskin

Essence Augment

Takes up 2 Essence Slots on a Person

Your skin mutates into thick scales, the outer layer of your grafts taking on a bumpy texture. This gives you a small amount of natural armoring.

- MQ I +1 soak class
- MQ II +2 soak class
- MQ III +3 soak class
- MQ IV +4 soak class

Scoped Vision

Essence Augment

This modification manipulates your browline, making it more narrow and focused. Your vision is radically enhanced granting, you the ability to see things others often overlook.

- MQ I +4 to Notice
- MQ II +8 to Notice
- MQ III +12 to Notice
- MQ IV +16 to Notice

Semi-Transparent Skin

Essence Augment

While making your skin partially see-through to reveal the inner workings of your body is horrifying to most, this serves as a useful tool for doctors trying to figure out what ails their patient. When being diagnosed, the person performing the diagnosis gains a bonus on their roll.

- MQ I +4 to being diagnosed
- MQ II +8 to being diagnosed
- MQ III +12 to being diagnosed
- MQ IV +16 to being diagnosed

Sixth Sense

Essence Augment

The frontal lobe of your brain has been enlarged, giving you the ability to sense impending danger. This change in your brain chemistry causes you to have frequent headaches.

- MQ I +2 priority
- MQ II +4 priority
- MQ III +6 priority
- MQ IV +8 priority

Sleepless

Essence Augment

You no longer have a need to sleep, although you still must rest to recover from fatigue and regain hit points during breathers. Thick ringlets form around your eyes.

Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in bio-flux.

Slimy

Essence Augment

Your sweat glands naturally secrete a thin layer of grease, making it easier to slip out of grabs.

- MQ I +4 to Dexterity when trying to break a grab
- MQ II +8 to Dexterity when trying to break a grab
- MQ III +12 to Dexterity when trying to break a grab
- MQ IV +16 to Dexterity when trying to break a grab

Stonebones

Essence Augment

Your bones have been augmented to be as hard as steel. Your bones may not be severed or broken. If you receive a fatal effect which would normally remove a limb, your limb stays attached. However you still suffer all other negative effects of the fatal effect. This makes your bones thicker and heavier, reducing your movement speed.

- MQ I -10 feet of movement speed
- MQ II -10 feet of movement speed
- MQ III -5 feet of movement speed
- MQ IV movement speed is unaffected

Vile Fumes

Essence Augment

Cost: 3 AP

Your body expels an odor that causes those around you to become nauseated. For 3 action points, you may intensify these gases, forcing all those adjacent to you to make a Brute resist or become disoriented for a turn.

- MQ I tier 2 brute resist
- MQ II tier 3 brute resist
- MQ III tier 3 brute resist
- MQ IV tier 4 brute resist

Wall-Crawler

Essence Augment

Much like a gecko, your hands and feet are covered in small indentures that aid in climbing. You may climb on any ceiling or wall in any direction as per your normal movement speed.

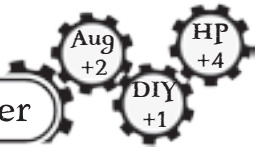
Note: This augment always acts as marque III for the purposes of determining cost, though you can learn this augment despite your skill in bio-flux.

Crafting Bio-Zappers

For years bio-flux scientists experimented, attempting to find a way to affect somebody's essence in a matter of seconds rather than spending hours in surgery. Eventually, bio-zappers came about: a device that vaguely resembles a gun, but blasts out a ray that instantly morphs the target's essence. The change doesn't last very long, but, in a battle, it definitely gets the job done.

A normal bio-zapper comes as a heavy weapon that looks like an advanced firearm. You point it at somebody within 25 feet and pull the trigger (just like a ranged attack costing 2 action points). You roll your accuracy and they roll their evade. If you meet or exceed their evade, you hit them with the bio-zapper.

You choose the setting on your bio-zapper. (Without a setting, the bio-zapper does nothing). The effect will last until the target's next breather. You can change the setting on your bio-zapper in order to gain different effects. Switching between settings costs 1 action point. If you hit somebody with a new bio-zapper setting, the new effect replaces the old one.



Bio-Zapper Developer

Bio-Flux Specialty

You can now create the battle-ready, essence-manipulating bio-zapper and use it in battle.

Without spending any money, you can build and maintain several bio-zappers based on your current Do-It-Yourself (DIY) score. These bio-zappers can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "bio-zapper augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Bio-Flux improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each bio-zapper can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden bio-zappers) or just once (like organic bio-zappers). Sometimes an augment will take up multiple augment slots. If an augment is worth 2 slots, a metal bio-zapper only has 1 more available slot for an augment after the 2-slot augment has been applied.

Bio-zapper augments come in two varieties: those that augment the bio-zapper (like normal) and bio-zapper settings. Only one setting can be active at a time, and switching between settings costs 1 action point.

Number of Bio-Zappers you can Maintain

Without needing to buy pieces or parts, you can develop some bio-zappers entirely out of scraps. These bio-zappers must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of bio-zappers based on your DIY score. You may build new bio-zappers or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	1	1	1	1	2	2
Your DIY:	7	8	9	10	11	12
You can build:	2	3	3	3	3	4

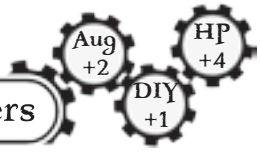
The Cost of Bio-Zappers

If you need to build a bio-zapper that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment increases the market price of the bio-zapper. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	40 princes	200 princes	1000 princes	5000 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 8 princes.



Beta Bio-Zappers

Bio-Flux Specialty

Requires: 4 skill points in Bio-Flux & Bio-Zapper Developer specialty

Your bio-zappers are complex pieces of machinery, but they can do some crazy things compared to most bio-zappers. Such bio-zappers can be upgraded with 2 more augments (bringing the total for metal bio-zappers up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta bio-zappers, they must succeed in rolling a sciences result one tier higher than the highest marque you have on your bio-zapper. If your bio-zapper has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their sciences attribute).

Prototype Bio-Zappers

Aug +1 · HP +4 · DIY +1

Bio-Flux Specialty

Requires: 16 skill points in Bio-Flux, Bio-Zapper Developer, & Beta Bio-Zappers specialties

You've perfected your beta bio-zappers and made them user-friendly. Now anybody can use a bio-zapper that you designate as being a prototype.

Concentrated Stream

Acc +1 · HP +6 · Aug +2

Bio-Flux Specialty

Cost: Bio-Zapper Attack to initiate and 1 AP to continue in subsequent turns

You lock your weapon onto your target, pull the trigger, and don't let go. After successfully hitting a target with a bio-zapper, all subsequent attacks with that bio-zapper automatically hit. You must spend one action point each turn to continue your ray. If at any point you do not have a clear line of site to your target or either of you moves out of the range of the bio-zapper, this effect is broken.

Extra Settings

Aug +2 · HP +4 · DIY +1

Bio-Flux Specialty

Your bio-zappers are designed to hold extra settings, effectively giving you extra augment slots to place bio-zapper settings into.

This specialty works within the marque system. The amount of interchangeable slots the bio-zapper has depends on the marque of its developer. Each extra augment slot increases the price, just like normal, but only a person with this specialty can access the extra settings.

- Mq I: 1 extra augment slot of a setting
- Mq II: 2 extra augment slost of a setting
- Mq III: 3 extra augment slots of a setting
- Mq IV: 4 extra augment slots of a setting

Multi-Ray

Acc +1 · HP +6 · Aug +1

Bio-Flux Specialty

Cost: Bio-Zapper Attack +1 AP

By double tapping your trigger finger, you are able to quickly launch off two rays. These rays may be launched at different targets.

Splicer

Acc +1 · HP +6 · Aug +1

Bio-Flux Specialty

Your bio-zapper settings don't replace each other; now, they overlap! When you hit an opponent with two different settings, they both affect the target until the target's next breather. (If you hit the same target with the same setting twice, there's no effect.)

Tracing

Acc +1 · HP +7 · Aug +1

Bio-Flux Specialty

Cost: Bio-Zapper Attack +1 AP

You hold down the button on you bio-zapper, sending a ray arching across the battlefield. Then you move your bio-zapper's ray until you hit the target, radically increasing its accuracy and your chances of your hitting your target.

1. +4 accuracy
2. +8 accuracy
3. +12 accuracy
4. +16 accuracy

Bio-Zapper Augments

Accurate

Bio-Zapper Augment

Fine attention has been placed on the quality of your bio-zapper. You gain a bonus to accuracy with the bio-zapper.

- Mq I: +1
- Mq II: +2
- Mq III: +3
- Mq IV: +4

Armor-Encumbering

Bio-Zapper Augment (*setting*)

Resist: Dexterity (marques down)

Your bio-zapper makes your target's body react as if the clothing on it is much heavier than it actually is. The penalty is greater depending on how much armor the target is wearing.

- Mq I: -5 speed penalty (heavy or larger armor)
- Mq II: -10 speed penalty (heavy or larger armor) or -5 speed penalty (light or medium armor)
- Mq III: -15 speed penalty (heavy or larger armor) or -10 speed penalty (light or medium armor)
- Mq IV: -20 speed penalty (heavy or larger armor) or -15 speed penalty (light or medium armor)

Blood Thinning

Bio-Zapper Augment (*setting*)

Resist: Brute (marques down)

The victims blood refuses to clot when bleeding.

- Mq I: Patching Bleeding now only stops 3 bleeding damage
- Mq II: Patching Bleeding now only stops 2 bleeding damage
- Mq III: Patching Bleeding now only stops 1 bleeding damage
- Mq IV: Bleeding can only be stopped when taking a breather

Bone Spurring

Bio-Zapper Augment (*setting*)

Resist: Spirit (*marques down*)

The victim's bones become spiked inside of their bodies. This causes extreme pain when the victim does anything.

- MQ I: The victim takes 1 unsoakable damage for each action point they spend
- MQ II: The victim takes 1 unsoakable damage for each action point they spend
- MQ III: The victim takes 2 unsoakable damage for each action point they spend
- MQ IV: The victim takes 2 unsoakable damage for each action point they spend

Collapsible

Bio-Zapper Augment

Sometimes discretion is the better part of not having your bio-zapper confiscated, so you create a clever collapsing mechanism for your bio-zapper which makes it easier to conceal. Any bio-zapper this is applied to can be broken down for 3 acion points and re-assembled for 3 action points. It is treated, for purposes of concealment, as being smaller than it is, but only when broken down.

- MQ I: 1 category smaller
- MQ II: 2 categories smaller
- MQ III: 3 categories smaller
- MQ IV: 4 categories smaller

Crippling

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

When hit by a crippling ray, your body becomes weak and sickly.

- MQ I: -3 on Brute rolls
- MQ II: -6 on Brute rolls
- MQ III: -9 on Brute rolls
- MQ IV: -12 on Brute rolls

Custom

Bio-Zapper Augment

This bio-zapper was designed to be used by one person and one person only. That person must be designated at the time of the bio-zapper's crafting. If anybody else attempts to use the custom bio-zapper, they suffer a penalty on all accuracy rolls with it.

- MQ I: -3
- MQ II: -6
- MQ III: -9
- MQ IV: -12

Deflecting

Bio-Zapper Augment

You may use this bio-zapper like a shield, allowing you to deflect incoming attacks (gaining a +4 to evade in exchange for 1 reflexive action point).

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in bio-flux.

Debilitating

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

Your target has sporatic spells of exhaustion, conveniently taking place right as they try to attack.

- MQ I: -2 on strike rolls
- MQ II: -4 on strike rolls
- MQ III: -6 on strike rolls
- MQ IV: -8 on strike rolls

Demoralizing

Bio-Zapper Augment (*setting*)

Resist: Cunning (*marques down*)

Bio-Zappers on this setting rewrite its victim's face to resemble a cubist painting, making them feel less confident and ugly.

- MQ I: -2 on Spirit rolls
- MQ II: -4 on Spirit rolls
- MQ III: -6 on Spirit rolls
- MQ IV: -8 on Spirit rolls

Discombobulating

Bio-Zapper Augment (*setting*)

Resist: Spirit (*negates, see below*)

Victims hit with rays on this setting have their organs rearranged in such a weird way that it becomes impossible for them to recover from wounds damage (but not wounds effects) while under its effects.

- MQ I: tier 2 spirit resist to negate
- MQ II: tier 3 spirit resist to negate
- MQ III: tier 3 spirit resist to negate
- MQ IV: tier 4 spirit resist to negate

Essence Draining

Bio-Zapper Augment (*setting*)

Resist: Spirit (*marques down*)

Victims hit by this ray see their essence slots temporarily shut down. This not only makes augments to those slots useless but also causes the person to become grotesque like an elf. The person wielding the bio-zapper chooses which, if any, augments on the target are deactivated.

MQ I 1 essence slot is turned off

MQ II 2 essence slots are turned off

MQ III 3 essence slots are turned off

MQ IV 4 essence slots are turned off

Exhausting

Bio-Zapper Augment (*setting*)

Resist: Spirit (*marques down*)

Hitting a victim with a ray on the exhausting setting tires the opponent. A quick blast from one of these ensures the victim will not be going the distance.

MQ I maximum hit points are lowered by 5

MQ II maximum hit points are lowered by 10

MQ III maximum hit points are lowered by 15

MQ IV maximum hit points are lowered by 20

Extended Range

Bio-Zapper Augment

Your bio-zapper can hit targets well past 25 feet.

MQ I targets up to 50 feet away

MQ II targets up to 75 feet away

MQ III targets up to 100 feet away

MQ IV targets up to 150 feet away

Eyelid-Fusing

Bio-Zapper Augment (*setting*)

Resist: Brute (*negates, see below*)

Victims unlucky enough to be in the path of a blinding ray find their eye lids fused together, making it impossible for them the see anything without drastic actions. For a single action point they can deal a point of wounds damage to themselves to rip their eyes open. They don't take a wounds effect for doing so.

MQ I tier 2 brute resist to negate

MQ II tier 3 brute resist to negate

MQ III tier 3 brute resist to negate

MQ IV tier 4 brute resist to negate

Flesh Melting

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

Flesh melting rays cause the victim's skin to melt and tear, making all attacks against them more deadly. This cannot lower their soak class below zero.

MQ I soak class lowered by 1

MQ II soak class lowered by 2

MQ III soak class lowered by 3

MQ IV soak class lowered by 4

Growing

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

This ray causes the victim to grow just large enough for their armor and clothing to become unbearably tight and uncomfortable. This ray only affects victims in armor.

MQ I -2 on defense rolls

MQ II -4 on defense rolls

MQ III -6 on defense rolls

MQ IV -8 on defense rolls

Hesitating

Bio-Zapper Augment (*setting*)

Resist: Spirit (*marques down*)

When hit with this ray, its victim is dropped on the priority list as they hesitate to act, allowing others to take their turn first. If it drops them to the bottom of the priority list, they act there. They must wait until everyone has taken their turn before going.

MQ I Dropped 1 priority slot

MQ II Dropped 2 priority slots

MQ III Dropped 3 priority slots

MQ IV Dropped 4 priority slots

Hexing

Bio-Zapper Augment (*setting*)

Resist: Spirit (*negates, see below*)

This ray alters your victim's body chemistry, causing them to feel drained and demoralized. It forces them to see their own limits. When effected by this ray, victims may no longer re-roll pure 12s.

MQ I tier 2 spirit resist to negate

MQ II tier 3 spirit resist to negate

MQ III tier 3 spirit resist to negate

MQ IV tier 4 spirit resist to negate

Hindering

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

The victim's equilibrium is thrown off, making acrobatics and fast movements almost impossible.

- MQ I -2 on Dexterity rolls
- MQ II -4 on Dexterity rolls
- MQ III -6 on Dexterity rolls
- MQ IV -8 on Dexterity rolls

Intensity

Bio-Zapper Augment

You have increased your victim's dosage and in doing so made the blast more difficult to resist.

- MQ I The target gets a -2 to resist the ray's effects
- MQ II The target gets a -4 to resist the ray's effects
- MQ III The target gets a -6 to resist the ray's effects
- MQ IV The target gets a -8 to resist the ray's effects

Micro-Zapper

Bio-Zapper Augment

You have made your bio-zapper significantly smaller, letting you wield it as a smaller weapon.

- MQ I wields as a medium weapon
- MQ II wields as a medium weapon
- MQ III wields as a light weapon
- MQ IV wields as a light weapon

Muffling

Bio-Zapper Augment (*setting*)

Resist: Brute (*negates, see below*)

The victim's ears melt and fuse with the side of their head causing them to become deafened. For a single action point they can deal a point of wounds damage to themselves to rip their ears open. They don't take a wounds effect for doing so.

- MQ I tier 2 brute resist to negate
- MQ II tier 3 brute resist to negate
- MQ III tier 3 brute resist to negate
- MQ IV tier 4 brute resist to negate

Multi-Setting

Bio-Zapper Augment

This augment allows the bio-zapper to be in two settings at once. This allows you to choose between multiple settings to fire without spending 1 action point to switch between them. You still can only fire from one setting at a time.

- MQ I The zapper may be in 2 settings
- MQ II The zapper may be in 3 settings
- MQ III The zapper may be in 4 settings
- MQ IV The zapper may be in 5 settings

Nail Growing

Bio-Zapper Augment (*setting*)

Resist: Dexterity (*marques down*)

The victim's fingers swell, making it difficult for them to smoothly pull the trigger on a firearm.

- MQ I -2 accuracy with a firearm or crossbow
- MQ II -4 accuracy with a firearm or crossbow
- MQ III -6 accuracy with a firearm or crossbow
- MQ IV -8 accuracy with a firearm or crossbow

Nausea-Inducing

Bio-Zapper Augment (*setting*)

Resist: Brute (*negates, see below*)

Your bio-zapper shakes and rattles your target's stomach, making them unsettled and nauseous (-2 to all rolls until 3 action points are spent emptying their stomach).

- MQ I tier 2 brute resist to negate
- MQ II tier 3 brute resist to negate
- MQ III tier 3 brute resist to negate
- MQ IV tier 4 brute resist to negate

Perspiring

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

Victims hit by a bio-zapper set to perspiring will begin to rapidly sweat. Their sweaty hands make it very difficult to hold on to any items and even more difficult to hold on to a person.

- MQ I -2 to all disarm resists and maintaining grabs
- MQ II -4 to all disarm resists and maintaining grabs
- MQ III -6 to all disarm resists and maintaining grabs
- MQ IV -8 to all disarm resists and maintaining grabs

Rattling

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

After being hit by a ray on this setting, the victim's legs become weak like jelly. Because of this, all called shots to to the legs become much more effective.

MQ I -2 on resist rolls against the legs
MQ II -4 on resist rolls against the legs
MQ III -6 on resist rolls against the legs
MQ IV -8 on resist rolls against the legs

Reinforced

Bio-Zapper Augment

You build your bio-zapper solidly, giving it little room to break on the battlefield. Whenever somebody attempts to sunder the reinforced bio-zapper, it acts as if it is several size categories larger than it is. Once these "reinforced" size categories are gone, then it will actually break.

MQ I 1 reinforced size category
MQ II 2 reinforced size categories
MQ III 3 reinforced size categories
MQ IV 4 reinforced size categories

Skin-Papering

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

Your bio-zapper makes your target's skin become thinner, less moist, and burn easier.

MQ I -4 on resists against burns
MQ II -8 on resists against burns
MQ III -12 on resists against burns
MQ IV -16 on resists against burns

Skin-Inflaming

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

Your bio-zapper makes your target's skin secrete a flammable liquid. They have a harder time resisting catching on fire.

MQ I -3 on resists against catching on fire
MQ II -6 on resists against catching on fire
MQ III -9 on resists against catching on fire
MQ IV -12 on resists against catching on fire

Silencing

Bio-Zapper Augment (*setting*)

Resist: Brute (*negates, see below*)

Victims hit by this ray find their mouths sewn shut, their ability to speak or make any sound stripped from them. In addition, victims lose the ability to use any specialties with required vocal components, such as yelling or singing. For a single action point they can deal a point of wounds damage to themselves to rip their lips open. They don't take a wounds effect for doing so.

MQ I tier 2 brute resist to negate
MQ II tier 3 brute resist to negate
MQ III tier 3 brute resist to negate
MQ IV tier 4 brute resist to negate

Silent

Bio-Zapper Augment

This bio-zapper is whispering death. It makes almost no sound when fired, making it almost impossible for people to figure out where it is by sound alone. Any time anybody is attempting to figure out where the bio-zapper was shot from based on sound they must make a tier result with their cunning.

MQ I tier 2 cunning to hear
MQ II tier 3 cunning to hear
MQ III tier 4 cunning to hear
MQ IV impossible (unless they can get a tier 5 cunning)

Sluggish

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

Your bio-zapper makes your target's legs mutate to resemble elephant feet, slowing them down.

MQ I speed reduced by 5 feet
MQ II speed reduced by 10 feet
MQ III speed reduced by 15 feet
MQ IV speed reduced by 20 feet

Stupifying

Bio-Zapper Augment (*setting*)

Resist: Cunning (*marques down*)

The stupifying setting causes victims to become dazed and unobservant. They take a penalty on cunning rolls.

MQ I -3 on cunning rolls
MQ II -6 on cunning rolls
MQ III -9 on cunning rolls
MQ IV -12 on cunning rolls

Swelling

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

This setting creates rays that cause the victim's called shot locations to swell to ridiculous sizes. These swollen called shot are then easier to hit due to their increased size. You must select a single called shot location to affect when firing your bio-zapper set to this setting.

- MD I: +2 accuracy to that called-shot
- MD II: +4 accuracy to that called-shot
- MD III: +6 accuracy to that called-shot
- MD IV: +8 accuracy to that called-shot

Weakening

Bio-Zapper Augment (*setting*)

Resist: Brute (*marques down*)

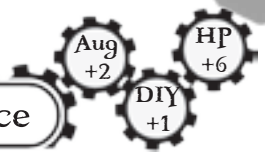
The rays fired from this zapper make it difficult for your victim to lift their weapon, much less harm you with it. The damage class on any melee attacks the target makes is lowered.

- MD I: melee damage class lowered by 1
- MD II: melee damage class lowered by 2
- MD III: melee damage class lowered by 3
- MD IV: melee damage class lowered by 4



Engineer

Engineering is the creation of vehicles. Engineering is one of the most inclusive skills, for it involves the creation of everything from flyers to blimps to trains to sailing vessels. With engineering, you could create walking land machines, a comfortable carriage with a cannon mounted on top, or a graviton sphere-powered flyer that spews poisonous gas and can comfortably carry your entire party of stalwart adventures. A couple points in engineering and soon the world is just a speck below you.



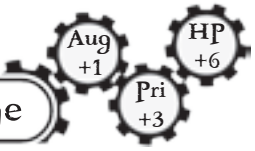
Maintenance

Engineer Specialty

Stance (*costs 1 AP to enter*)

Requires: 2 skill points in Engineer

Patch up a few bullet holes here, change the pressure valves over there - the job of a mechanic is never done. While in this stance, you make a series of constant small repairs to the section of the ship you're in. This repairs 1 vehicle wound for every 2 points you have in engineering at the end of your turn (when your action points refresh).

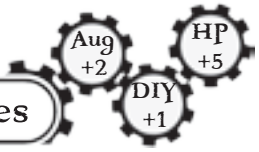


Power Surge

Engineer Specialty

Cost: 1 AP

When you're not the pilot, you may tweak the coolant to grant the vehicle greater movement without overheating. This grants the pilot an additional action point in order to move or steer the vehicle once more for the turn.



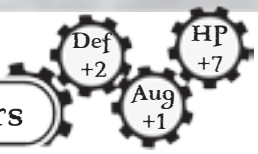
Quick Upgrades

Engineer Specialty

You may switch the parts on a vehicle quickly without waiting for downtime. You must know the augment you are about to put onto the part. You choose which slot(s) to empty and which slot(s) to replace. For every slot that you change, you roll your engineer skill to determine how quickly you do so. You must be adjacent to the vehicle in order to change its parts.

If changing out the parts requires more action points than you have for the turn, you may do so over multiple, non-consecutive turns. For example, if it requires 7 action points to change out an augment, you could spend 3 action points this turn, and then wait a couple turns before spending the final 4 action points to switch out the augment. However, once you begin changing out parts, the original augment ceases to function and the new augment does not function until it is completely installed.

1	10 AP
2	7 AP
3	4 AP
4	2 AP



Vehicle Repairs

Engineer Specialty

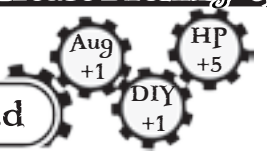
Requires: either Auto-Wright or Manual-Wright specialty

Cost: 3 AP

You are capable of repairing any vehicle that you are capable of building. You must be either inside or adjacent to the vehicle in order to make these repairs.

1	10 vehicle wounds
2	20 vehicle wounds
3	30 vehicle wounds
4	40 vehicle wounds

Grease Monkey Specialties



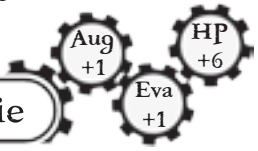
Gearhead

Engineer Specialty

Stance (*costs 1 AP to enter*)

Requires: 2 skill points in Engineering

By constantly regulating steam in-take and graviton rotations, you're able to push a vehicle's engine to its limits. When in this stance and either inside or adjacent to a vehicle, the vehicle's speed increases by 5 feet per 2 skill points you have in Engineering. Moving away from the vehicle breaks this stance.



Gearjunkie

Engineer Specialty

Requires: 5 skill points in Engineer & Gearhead specialty

When you're working on a vehicle, efficiency is maximized. While in Gearhead stance, you may also grant a vehicle a +1 on evade rolls for every 5 points you have in engineer.

Automatic versus Manual Vehicles

There are two ways of controlling vehicles, automatically propelled vehicles and those that require manual control.

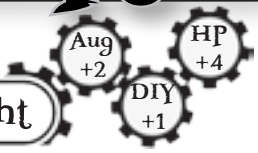
Automatically propelled vehicles (autos) are those that go at a constant speed unless the pilot changes the direction or speed of the vehicle. Autos typically have propellers, wheels, jets, or sails. Autos have a maximum speed, and they travel a set distance every turn (typically at the beginning of the pilot's turn).

Manual vehicles (clankers) require the pilot to spend action points for every movement. Typically these are walking vehicles, where the pilot must move gears and levers every time the clanker wants to move. In effect, every time the pilot spends 1 action point to move the clanker, the clanker moves its speed.

You'll find information on autos starting on this page, with their augments directly after. After autos, you'll get information on the clankers. Once all of that is done, you can build a vehicle's hull, providing it with armoring and protection for those inside.



Crafting Vehicles



Auto-Wright

Engineer Specialty

Automatically propelled vehicles are ideal at getting adventurers from point A to point B. You'll be able to craft everything from jetpacks to gyrocycles, ironbirds, motorcars, powerboats, and more. You can now craft one-person automatically propelled vehicles (called autos for short).

Without spending any money, you can build and maintain several autos based on your current Do-It-Yourself (DIY) score. They can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "auto augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. See the "Crafting" page at the beginning of this chapter for more information.

Each auto can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden autos) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. If an augment is worth 2 slots, an auto only has 1 more available slot for an augment after the 2-slot augment has been applied.

Number of Autos you can Maintain

Without needing to buy pieces or parts, you can build some autos entirely out of scraps. These vehicles must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of autos for free based on your DIY score. You may build new autos or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	1	1	1	2	2	2
Your DIY:	7	8	9	10	11	12
You can build:	2	3	3	3	3	4

The Cost of Autos

If you need to build an auto that you can't build for free from your DIY score, you will need to buy the materials for it. An auto will have a base materials cost. It is 1/5th the market price.

The automatic vehicle, unaugmented, will have a base cost depending on its marque. (The marque will determine its maximum speed per turn.) If you buy a vehicle and augments, you will add the price of the augments onto the price of the vehicle.

Marque	I	II	III	IV
Market Price	100 princes	500 princes	2500 princes	12500 princes

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	70 princes	350 princes	1750 princes	8750 princes

If you are building the augment outside of your DIY Score, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque 1 augment is 14 princes.

Piloting your Auto

Control Method

While autos can be propelled by anything in your imagination, at default your craftable mount is grounded, with a maximum land or water surface speed based off of the marque of this specialty. It costs an action point to mount or dismount your auto. Your auto can be turned on and off for one action point. While piloting your auto, your defense and evade (and accuracy and strike, if applicable) are added to that of the vehicle.

When you start your auto, select a speed setting between 5 feet per turn and its maximum speed per turn. While turned on, it will move at that speed every turn at the beginning of the pilot's turn. It costs one action point to change the speed. It also costs one action point to control its movement during a turn, moving up to its current speed setting. If you do not spend the action point to control it, it will automatically move its last set speed in a straight line in the same direction it last moved.

Body of the Machine

At default your vehicle can hold only one person at a time: its pilot. Your vehicle cannot protect its pilot from harm; the pilot can still be targeted as per normal.

Your automatic vehicle has a default maximum wounds of twelve and can be targeted by hostiles without the need of a called shot. Whenever your vehicle takes wounds damage, its maximum speed decreases by 10 feet. Should your automatic vehicle lose all of its wounds, your auto ceases to move. If it is in the air when this happens, anyone riding your vehicle will suffer falling damage. If on water, your vehicle will begin to sink at a rate of twenty feet per turn.

This specialty works within the marque system. As your skill in engineering grows, your autos will become faster and more efficient, increasing its maximum speed per turn.

- Mq I: Maximum of 150 feet per turn
- Mq II: Maximum of 200 feet per turn
- Mq III: Maximum of 300 feet per turn
- Mq IV: Maximum of 500 feet per turn

Beta Autos

Aug +2 | HP +5 | DIY +1

Engineer Specialty

Requires: 4 skill points in Engineer & Auto-Wright specialty

Your automatic vehicles are exceptionally advanced but quite difficult to use. Such autos can be upgraded with 2 more augments (bringing the total for metal autos up to 5 augmentable slots).

If anybody other than you attempts to operate one of your autos, they must succeed in rolling a science result one tier higher than the highest level marque you have on your auto. If your auto has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

If you are a passenger in a beta auto that you created, you can allow another person to pilot the vehicle.

Prototype Autos

Aug +1 | HP +6 | DIY +1

Engineer Specialty

Requires: 16 skill points in Engineer, Auto-Wright, & Beta Autos specialties

You've perfected your beta autos and made them user-friendly. Now anybody can pilot your automatic vehicle as long as you designate it as being a prototype.

Conceptualizing your Vehicle

When you first start building vehicles, they're not going to be full-fledged airships. Taking Auto-Wright will basically give you an engine that you can sit on or strap to your back. At the most basic levels, you probably have little more than a motorized bicycle or a propellered surf-board.

By taking augments, you can improve on the vehicle. When you take Aerial Propulsion or Lift, you'll be able to soar the skies on a rocketpack. Want to take your friends with you? The Passenger and Extra Passengers augments will be your choice. Is your vehicle's a little too rickety and easily destroyed for your liking? Taking Improved Construction and Sturdy will solve that problem.

By adding armoring, your vehicle can become a mobile tank, a weapon platform, a flying gunship, or whatever you can imagine.

And though you'll be able to accomplish a lot, your vehicle's going to start off simple. Barely a vehicle at all: just an engine, and some basic controls.

Manual-Wright

Aug +2 | HP +4 | DIY +1

Engineer Specialty

Manual vehicles are complex, powerful vehicles that move under the pilot's power. You'll be able to build walkers, steamtanks, ornithopters, motorships, and everything in-between. You can now craft one-person manual vehicles, called clankers for short.

Without spending any money, you can build and maintain several clankers based on your current Do-It-Yourself (DIY) score. They can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "clanker augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. See the "Crafting" page at the beginning of this chapter for more information.

Each clanker can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden clankers) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, the "flying" augment is worth 2 slots, so a clanker only has 1 more available slot for an augment after "flying" has been applied.

Number of Clankers you can Maintain

Without needing to buy pieces or parts, you can build some clankers entirely out of scraps. These vehicles must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of clankers for free based on your DIY score. You may build new clankers or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	1	1	1	2	2	2
Your DIY:	7	8	9	10	11	12
You can build:	2	3	3	3	3	4

The Cost of Clankers

If you need to build a clanker that you can't build for free from your DIY score, you will need to buy the materials for it. A clanker will have a base materials cost. It is 1/5th the market price.

The manual vehicle, unaugmented, will have a base cost depending on its marque. (The marque will determine its maximum speed per action point spent.) If you buy a vehicle and augments, you will add the price of the augments onto the price of the vehicle.

Marque	I	II	III	IV
Market Price	80 princes	400 princes	2000 princes	10000 princes

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	60 princes	300 princes	1500 princes	7500 princes

If you are building the augment outside of your DIY Score, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque 1 augment is 12 princes.

Piloting your Clanker

Control Method

While manual vehicles can be propelled by anything you imagine, by default your craftable mount is grounded, with a land or water surface speed based off of the marque of this specialty. It costs an action point to mount or dismount your clanker. Your clanker can be turned on and off for one action point. While piloting your clanker, your defense and evade (and accuracy and strike, if applicable) are added to that of the vehicle.

It costs the pilot one action point to move the vehicle up to its full movement speed. The vehicle can move as many times per turn as the pilot can spend action points to do so. It can move in any direction without having to spend action points to turn, slow down, or any of that hogwash. It cannot climb or submerge itself. It costs an action point to mount or dismount your vehicle.

Body of the Machine

At default your vehicle can hold only one person at a time: its pilot. Your vehicle cannot protect its pilot from harm; the pilot can still be targeted as per normal.

Your manual vehicle has a default maximum wounds of twelve and can be targetted by hostiles without the need of a called shot. Whenever your vehicle takes wounds damage, its maximum speed decreases by 5 feet. Should your vehicle run out of wounds, your manual vehicle ceases to move. If it is in the air when this happens, anyone riding your manual vehicle will suffer falling damage. If on water, your manual vehicle will begin to sink at a rate of twenty feet per turn.

This specialty works within the marque system. As your skill in engineer grows, your clankers will become faster and more efficient, increasing its speed per action point spent.

- Mq I: Up to 40 feet per action point spent
- Mq II: Up to 80 feet per action point spent
- Mq III: Up to 120 feet per action point spent
- Mq IV: Up to 160 feet per action point spent

Beta Clankers

Aug +2 · HP +5 · DIY +1

Engineer Specialty

Requires: 4 skill points in Engineer & Manual-Wright specialty

Your manual vehicles are exceptionally advanced but quite difficult to use. Such clankers can be upgraded with 2 more augments (bringing the total for metal clankers up to 5 augmentable slots).

If anybody other than you attempts to operate one of your clankers, they must succeed in rolling a science result one tier higher than the highest level marque you have on your vehicle. If your clanker has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

If you are a passenger in a beta clanker that you created, you can allow another person to pilot the vehicle.

Prototype Clankers

Aug +1 · HP +5 · DIY +1

Engineer Specialty

Requires: 16 skill points in Engineer, Manual-Wright, & Beta Clankers specialties

You've perfected your beta clankers and made them user-friendly. Now anybody can pilot your manual vehicle as long as you designate it as being a prototype.

Auto & Clanker Augments

Aerial Propulsion

Vehicle Augment

Can only be applied to Autos

Your vehicle has jets, wings, propellers, sails, or some other way of moving through the air. You may apply your vehicle speed to moving in the air. You do not gain the ability to move vertically in the air - you can only move horizontally. Aerial propulsion also allows you to move through water, but you move at half your speed (unless you have Underwater Propulsion).

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in engineer.

Alchemy Refill Station

Vehicle Augment

You've equipped your vehicle with everything you need in order to refill consumed alchemical substances during a breather (a 15-30 minute break). Over the course of a single breather the refill station in your vehicle will allow an alchemist to refill used alchemical potions they've brewed. The alchemy refill station will allow a maximum number of refills per breather based on the marque of this augment. You must be adjacent to or inside the vehicle in order to use the refill station.

- Mq I: 1 alchemical potion
- Mq II: 2 alchemical potions
- Mq III: 3 alchemical potions
- Mq IV: 4 alchemical potions

All Terrain

Vehicle Augment

Your vehicle is adept at moving through terrain (either by having rotating machetes on the front or by having a vehicle that's just great at sliding in-between brush). Your vehicle cannot be slowed by rough terrain.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in engineer.

Armsmith Utilities

Vehicle Augment

Your vehicle is outfitted with a small forge, extra equipment, and various tools used to fix your armor, weapons, and firearms. A vehicle outfitted with armsmith utilities can be used to repair any broken armor or weaponry during a breather (a 15-30 minute break). A person who knows armsmith augments can also switch out augments on an item. The armsmither may change a number of marques based on the marque of this augment. You must be adjacent to or inside this vehicle in order to use armsmith utilities.

- Mq I: 1 armsmith augment may be changed
- Mq II: 2 armsmith augments may be changed
- Mq III: 3 armsmith augments may be changed
- Mq IV: 4 armsmith augments may be changed

Blazing Speed

Vehicle Augment

Can only be applied to Autos

Requires: vehicle to be augmented to have the Improved Speed augment

Your vehicle is stupidly fast. Your speed is improved based on the marque of this augment. (This bonus stacks with that granted by Improved Speed.)

- Mq I: +50 speed
- Mq II: +100 speed
- Mq III: +150 speed
- Mq IV: +200 speed

Blurring Speeds

Vehicle Augment

Can only be applied to Autos

Your vehicle is built to go so fast that nothing else can hit it. When traveling at your top speeds, your vehicle is little more than a blur. You vehicle gains a bonus to its evade rolls whenever you're moving at its top speed (and until the pilot's next turn, when the speed is adjusted). The evade bonus is based on the marque of this augment.

- Mq I: +3 on evade rolls
- Mq II: +4 on evade rolls
- Mq III: +5 on evade rolls
- Mq IV: +6 on evade rolls

Buoyancy Release

Vehicle Augment

Cost to Activate: 1 AP reflexively

When your vehicle starts to sink or hits the water and isn't equipped for staying afloat, you can hit your buoyancy release in order to stay afloat. The pilot may activate the buoyancy release for 1 action point, and it will cause the vehicle to stay afloat despite any injuries the vehicle has taken.

A foe may attack the buoyancy release mechanism. The buoyancy has a number of wounds based on the marque of this augment.

- Mq I: 6 wounds
- Mq II: 12 wounds
- Mq III: 18 wounds
- Mq IV: 24 wounds

Climber

Vehicle Augment

Whether it be iron hooks built into your treads or a more straightforward set of arms and legs extending from your vehicle, it now has the ability to climb. You may apply your vehicle speed to moving up and down verticle surfaces.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in engineer.

Difficult Controls

Vehicle Augment

Your vehicle is complex, poorly organized, and the controls aren't well labeled. In all ways, it is designed for you. Anybody else attempting to pilot your vehicle must spend extra action points in order to change the speed or turn the vehicle.

- Mq I: +1 action point to pilot
- Mq II: +2 action points to pilot
- Mq III: +3 action points to pilot
- Mq IV: +4 action points to pilot

Note: You may designate one other person as being able to pilot your vehicle as well, so they do not take the penalties for the difficult controls.

Drill

Vehicle Augment

Your vehicle has a drill, and this drill lets you move through the earth. You may apply your vehicle speed to moving through the earth. You may change directions as you drill forward, going up, down, left, or right.

The drill does not allow you to drill through all substances. The thickness of the substance you can drill through depends on the marque of this augment. If it is too thick for you to drill through (which will be decided by the narrator), you will not be able to pass through it.

- Mq I: Thin soil, dirt, and sands
- Mq II: Ice, thick soils, and wet sands
- Mq III: Weak stone, compressed soils, and clays
- Mq IV: Worked stones, mountains, soft metals

Ease of Repair

Vehicle Augment

Your vehicle is made so that the gears and engine are easy to access and repair. Whenever somebody is attempting to use the Vehicle Repairs specialty or Maintenance specialty on the vehicle, they gain a bonus on the roll.

- Mq I: +2
- Mq II: +4
- Mq III: +6
- Mq IV: +8

Efficient Movement

Vehicle Augment

Can only be applied to Clankers

You clockwork engines respond seemlessly, letting you squeeze out every ounce of movement from your clanker. Your speed increases.

- Mq I: +20 speed
- Mq II: +40 speed
- Mq III: +60 speed
- Mq IV: +80 speed

Emergency Parachute

Vehicle Augment

Cost to Activate: 1 AP reflexively

When your vehicle starts to lose altitude and is going to crash, you can release your emergency parachute in order to slow your descent. The pilot may activate the emergency parachute for 1 action point, and it will cause the vehicle to float slowly to the ground despite any injuries the vehicle has taken. The vehicle will fall 10 feet per turn.

A foe may attack the emergency parachute. The parachute has a number of wounds based on the marque of this augment.

- Mq I: 3 wounds
- Mq II: 6 wounds
- Mq III: 9 wounds
- Mq IV: 12 wounds

Extra Passengers

Vehicle Augment

Requires: vehicle to be augmented to have the Passenger augment

You've outfitted your vehicle with small compartments, uncomfortable back seats, and barrels that hang from the main seat that are all capable of carrying extra passengers. You may add a number of extra passengers (in addition to the passenger allowed from your Passenger augment). This does not make the vehicle much larger, despite logic dictating otherwise (hey, it's steampunk!).

- Mq I: +1 passengers (to a total of 1 pilot & 2 passengers)
- Mq II: +2 passengers (to a total of 1 pilot & 3 passengers)
- Mq III: +3 passengers (to a total of 1 pilot & 4 passengers)
- Mq IV: +4 passengers (to a total of 1 pilot & 5 passengers)

Flying

Vehicle Augment

Can only be applied to Clankers & Takes up 2 Augment Slots

You've attached cranked propellers or wings to your clanker, letting you soar through the air. You may move your vehicle through the air, traveling in any direction.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in engineer.

Gliding

Vehicle Augment

Your vehicle is equipped to glide for a while after the vehicle has stopped moving. If you turn off your vehicle or it can't move (for any reason) while it's in the air, the vehicle will glide forward for a number of turns before it loses its ability to glide. It will continue to move forward at its speed but will lose 10 feet of altitude per turn. It will glide for a number of turns based on the marque of this augment.

- Mq I: 2 turns
- Mq II: 4 turns
- Mq III: 6 turns
- Mq IV: 8 turns

Improved Construction

Vehicle Augment

Your vehicle is built exceptionally well, made sturdy, strong, and tough to take down. Your vehicle has extra wounds based on the marque of this augment.

- Mq I: +12 wounds
- Mq II: +24 wounds
- Mq III: +36 wounds
- Mq IV: +48 wounds

Improved Speed

Vehicle Augment

Can only be applied to Autos

You've streamlined your vehicle to make it faster. Your speed is improved based on the marque of this augment.

- Mq I: +50 speed
- Mq II: +100 speed
- Mq III: +150 speed
- Mq IV: +200 speed

Lift

Vehicle Augment

Can only be applied to Autos

Your vehicle can support itself through verticle lift, either through a lighter-than-air envelope or a graviton sphere. If you are combining Lift with Aerial Propulsion, you'll be able to move vertically a certain distance based on the marque of this augment as well as move horizontally based on your speed. Lift only lets you move vertically, and it acts independently of all other speeds. The pilot of the automatic vehicle will need to set the lift speed as well (which costs 1 action point to change).

- Mq I: 20 feet of vertical movement
- Mq II: 40 feet of vertical movement
- Mq III: 60 feet of vertical movement
- Mq IV: 80 feet of vertical movement

Passenger

Vehicle Augment

You've installed a second seat in your vehicle - good job, now your friend can come with you! You may carry a single passenger in your vehicle. (This does not increase the size of your vehicle.)

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in engineer.

Power Thrusters

Vehicle Augment

Can only be applied to Autos

Activation Cost: 0 AP (but done when changing speed)

You've applied extra thrusters to your vehicle that make you move exceptionally fast. Unfortunately, it makes you so fast that your vehicle starts to break down. Any time you adjust your speed, you can choose to freely activate your power thrusters. This increases the vehicle's maximum speed based on the marque of this augment. However, every turn that you have your power thrusters activated, your vehicle loses 1 wound.

- Mq I: +100 speed beyond your vehicle's maximum speed
- Mq II: +200 speed beyond your vehicle's maximum speed
- Mq III: +300 speed beyond your vehicle's maximum speed
- Mq IV: +400 speed beyond your vehicle's maximum speed

Side Thrusters

Vehicle Augment

Cost: 1 AP reflexively

Side thrusters allow you to quickly toss to the side, bolting out of the way. Side thrusters can be activated at any time for 1 action point, and they send your vehicle a certain distance based on the marque of this augment. You may have your side thrusters send you in any direction (regardless of the direction you're traveling), and you may go any distance, up to the maximum allowed by the side thrusters. You cannot travel through solid terrain.

- Mq I: up to 20 feet
- Mq II: up to 40 feet
- Mq III: up to 60 feet
- Mq IV: up to 80 feet

Silent Movement

Vehicle Augment

Your vehicle is well-greased, quiet, and difficult to hear. When somebody is listening for your vehicle, they must make a cunning result to hear, based on the marque of this augment.

- Mq I: Tier 2 cunning to detect
- Mq II: Tier 3 cunning to detect
- Mq III: Tier 4 cunning to detect
- Mq IV: Undetectable (unless you can achieve a tier 5 cunning)

Speed Durability

Vehicle Augment

It's difficult for attacks to damage your engine. An attack that damages your vehicle must do a certain amount of wounds damage before it decreases your speed. (Normally 1 wound damage would decrease your speed by 10 for autos or 5 feet for clankers.)

- Mq I: 3 wounds from a single attack before speed is reduced
- Mq II: 6 wounds from a single attack before speed is reduced
- Mq III: 9 wounds from a single attack before speed is reduced
- Mq IV: 12 wounds from a single attack before speed is reduced

Sturdy

Vehicle Augment

The vehicle is strongly built and gains an increased soak class. This soak class is not from armoring, but rather comes from the basic soak of the vehicle. (As such, it cannot be sundered or broken like normal armoring.) The amount of soak class is based on the marque of this augment.

- Mq I: +1 soak class
- Mq II: +2 soak class
- Mq III: +3 soak class
- Mq IV: +4 soak class

Thick Exhausts

Vehicle Augment

Thick steam, smoke, and smog rolls out from your vehicle, clouding the area around you. The exhaust coats your vehicle, making it difficult to target your vehicle. Generally, this is made not to negatively effect the pilot of any gunners on board. The thick exhausts gives you a bonus on your evade based on the marque of the augment. (If the attacker has any ways of negating penalties caused from cover or poor sight, they can negate this as well.)

- Mq I: +1 on evade rolls
- Mq II: +2 on evade rolls
- Mq III: +3 on evade rolls
- Mq IV: +4 on evade rolls

Underwater Propulsion

Vehicle Augment

Your vehicle has fins, jets, propellers, or some other way of moving through the water. You may apply your vehicle speed to moving underwater. You can change directions, moving up, down, or forward. Underwater propulsion also allows you to move through the air, but you move at half your speed (unless you have Aerial Propulsion).

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in engineer.

Weapon Mount

Vehicle Augment

You've outfitted your vehicle with a weapon turret that you can fire from the cockpit. The weapon is built into the vehicle, and can be augmented as a weapon. If you have any passengers in the vehicle, they can operate the weapon instead. If the weapon requires the wielder to be in firing position, the weapon always counts as being in firing position.

You can detach or re-attach the weapon for a number of action points depending on the marque of this augment.

- Mq I: 3 action points
- Mq II: 2 action points
- Mq III: 1 action point
- Mq IV: 1 action point reflexively

Armoring Vehicles

Vehicle Armorer

Aug +2 · HP +6 · DIY +1

Engineer Specialty

A vehicle without armoring is little more than an engine and some sort of control system. You'll give it a shell, a hull to keep the pilot, the engine, and everything you love safe. You can now armor vehicles.

Without spending any money, you can build and maintain the armoring on several vehicles based on your current Do-It-Yourself (DIY) score. They can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "armoring augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. See the "Crafting" page at the beginning of this chapter for more information.

Vehicle armoring can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden armoring) or just once (if you choose organic armoring). Sometimes an augment will take up multiple augment slots. If an augment is worth 2 slots, armoring only has 1 more available slot for an augment after the 2-slot augment has been applied.

Amount of Armoring you can Maintain

Without needing to buy pieces or parts, you can build the armoring on some vehicles entirely out of scraps. This armoring must be constantly maintained by you and stops functioning soon after leaving your care. You may build and maintain a number of vehicle armoring for free based on your DIY score. You may create more armoring or augment old armoring during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	1	1	1	2	2	2
Your DIY:	7	8	9	10	11	12
You can build:	2	3	3	3	3	4

The Cost of Armoring

If you need to create armoring that you can't build for free from your DIY score, you will need to buy the materials for it. Armoring will have a base materials cost. It is 1/5th the market price.

Armoring	
Minimal	20 princes
Light	50 princes
Medium	100 princes
Heavy	300 princes
Super-Heavy	5000 princes

Armoring, unaugmented, will have a base cost depending on its size. If you buy armoring with augments, you will add the price of the augments onto the price of the vehicle.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	150 princes	750 princes	3750 princes	18750 princes

If you are building the augment outside of your DIY Score, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price for a Marque II augment.) The material cost for a Marque 1 augment is 30 princes.

Beta Armoring

Aug +2 · HP +6 · DIY +1

Engineer Specialty

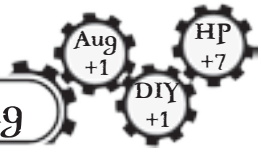
Requires: 4 skill points in Engineer & Vehicle Armorer specialty

Your armoring is beyond that seen before, but it is nearly impossible to pilot a vehicle covered in the stuff. Such armoring can be upgraded with 2 more augments (bringing the total for metal armoring up to 5 augmentable slots).

Type	Soak Class	Evade Penalty	Auto Penalty	Clanker Penalty	Passenger Cover	Material Options
Unarmored	0	-	-0 ft.	-0 ft.	None	None, Organic, *or* Textile
Minimal	1	-1	-10 ft.	-5 ft.	Poor (+2 evade)	Metal, Organic, Textile, *or* Wood
Light	2	-2	-20 ft.	-10 ft.	Light (+4 evade)	Metal, Organic, Textile, *or* Wood
Medium	3	-4	-40 ft.	-20 ft.	Medium (+6 evade)	Metal, Organic, *or* Wood
Heavy	4	-6	-60 ft.	-30 ft.	Heavy (+8 evade)	Metal *or* Wood
Super-Heavy	5	-8	-80 ft.	-40 ft.	Total (cannot be targeted)	Metal *or* Wood

If anybody other than you attempts to operate a vehicle covered in your armoring, they must succeed in rolling a science result one tier higher than the highest level marque you have on your armoring. If your armoring has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

If you are a passenger in a vehicle that has beta armoring that you created, you can allow another person to pilot the vehicle.



Prototype Armoring

Engineer Specialty

Requires: 16 skill points in Engineer, Vehicle Armorer, & Beta Armoring specialties

You've perfected your beta armoring and made it user-friendly. Now anybody can pilot a vehicle covered in your armoring as long as you designate it as being a prototype.

Armoring Augments

Airtight

Armoring Augment

The vehicle can go higher in the atmosphere or underwater. While the airtightness is a factor, so is the vehicle's ability to withstand pressure. If there is no way of breathing, oxygen will eventually run out of an airtight vehicle.

- Mq I: The vehicle can go to cloud level or just below the surface of water
- Mq II: The vehicle can go to cloud level or deep underwater
- Mq III: The vehicle can go above clouds or to the ocean's bottom
- Mq IV: The vehicle can skim the top of the atmosphere or reach the abysses of the ocean

Effective Armoring

Armoring Augment

Your vehicle's armoring is streamlined, slick, and it's surprisingly easy to ensure that bullets aren't going to make it through. The pilot gains a bonus on the vehicle's defense roll.

- Mq I: +2 on defense rolls
- Mq II: +4 on defense rolls
- Mq III: +6 on defense rolls
- Mq IV: +8 on defense rolls

Electro-Absorption

Armoring Augment

The armoring re-routes electricity through it and into specially created devices that absorb the shock. Anything that deals electricity damage is now entirely soakable, and attacks that deal electricity damage (even if they are only partially electrical, such as attacks with a pulsing weapon) increase the soak class of the armor.

- Mq I: +2 soak class against electrical attacks
- Mq II: +4 soak class against electrical attacks
- Mq III: +6 soak class against electrical attacks
- Mq IV: +8 soak class against electrical attacks

Emergency Landing

Armoring Augment

Your armor is built to withstand crashes. When crashing (though we hope it's not often), the hull can soak a certain amount of damage and keep it from being inflicted upon the crew.

- Mq I: 10 damage
- Mq II: 50 damage
- Mq III: 100 damage
- Mq IV: 250 damage

Exceptional Structure

Armoring Augment

Requires: armoring to be augmented to have the Structural Integrity augment

Your vehicle's armoring is exceptional, providing greater support and a thicker buffer between your hard, outer shell and the gooey insides. This grants you additional hit points, which stack with those granted by Structural Integrity.

- Mq I: +20 hit points
- Mq II: +40 hit points
- Mq III: +60 hit points
- Mq IV: +80 hit points

Fireproofing

Armoring Augment

While coated in armoring that has fireproofing, all fire attacks are soakable. Furthermore, the soak class for the armoring is improved against fire.

- Mq I: +1 soak class against fire
- Mq II: +2 soak class against fire
- Mq III: +3 soak class against fire
- Mq IV: +4 soak class against fire

Flame Retardant

Armoring Augment

The armoring generally cannot be caught on fire, depending on how intense the fire is.

- Mq I: Cannot be caught on tier 1 fire
- Mq II: Cannot be caught on tier 2 fire
- Mq III: Cannot be caught on tier 3 fire
- Mq IV: Cannot be caught on tier 4 fire

Greater Crew Cover

Armoring Augment

Your vehicle's armoring is designed to keep you and any passengers alive for significantly longer. The greater crew cover improves the cover by a degree (or more, depending on the marque). For example, if you're in vehicle with Marque I Greater Crew Cover light armoring, everyone on board can take advantage of medium cover. The maximum cover is total cover, in which the people inside the vehicle cannot be targeted.

- Mq I: improves cover by 1 degree
- Mq II: improves cover by 2 degrees
- Mq III: improves cover by 3 degrees
- Mq IV: improves cover by 4 degrees

High Mobility

Armoring Augment

The armor is optimized to be lightweight, easy to move in, and not clutter up your vehicle's amazing speed. This augment decreases the speed penalty the vehicle takes from wearing the armor. It decreases it by a degree - for example, if you're using Marque I High Mobility light armoring, it would have the speed penalty of minimal armoring.

- Mq I: the speed penalty is 1 degree lighter
- Mq II: the speed penalty is 2 degrees lighter
- Mq III: the speed penalty is 3 degrees lighter
- Mq IV: the speed penalty is 4 degrees lighter

Internal Oxygen Supply

Armoring Augment

Your armoring provides oxygen for your vehicle. It will last for a definite period, depending on the marque.

- Mq I: 10 minutes
- Mq II: 60 minutes
- Mq III: 1 day
- Mq IV: 1 week

Structural Integrity

Armoring Augment

The armoring was built to be exceptionally sturdy, granting hit points to the vehicle. Like normal, hit points are damaged before wounds.

- Mq I: +10 hit points
- Mq II: +20 hit points
- Mq III: +30 hit points
- Mq IV: +40 hit points

Thick Armoring

Armoring Augment

You've thickened your armoring without impeding your creation at all. You grant the armor extra soak.

- Mq I: +1 soak class
- Mq II: +2 soak class
- Mq III: +3 soak class
- Mq IV: +4 soak class

Gadgetry

Gadgets, doodads, trinkets, whatchamacallits - these are inventions that mad scientists would be proud of, items that permeate society and make life easier (or, at the very least, more exciting). A gadgeteer is a specialist in the wild mechanisms of technology, building explosives, fantastic eyewear, and any number of trinkets. The gadgeteer can be rather creative, using his skillset to build and augment a wide variety of items.



Beta Hacker

Eva +1 · HP +8 · Aug +1

GADGETRY SPECIALTY

Your tinkering and logic has made you adept at hacking into beta equipment. Whenever you are trying to work a beta item, you may add your skill in gadgetry to the roll. In addition, if you receive a result of 40 or higher, you have made a tier 5 result, and can now use marque 4 beta items.

Dud

Acc +1 · HP +7 · Eva +1

GADGETRY SPECIALTY

RESIST: Cunning (*negates*)

COST: 1 AP reflexively

Whenever someone adjacent to you is activating the fuse of an explosive, you can make the explosive a dud. The explosive will not explode, and your enemies must make a Cunning resist to realize the explosive isn't functioning.

Item Breaker

Acc +1 · HP +9 · Stk +3

GADGETRY SPECIALTY

REQUIRES: Saboteur specialty

COST: same as a Sunder

Whenever you successfully sunder an item, you are able to turn off some of its augments until the next breather.

1. Marque 1 augments are turned off
2. Marque 2 augments are turned off
3. Marque 3 augments are turned off
4. Marque 4 augments are turned off

Reverse Engineer

Aug +2 · HP +5 · DIY +1

Gadgetry Specialty

You are able to move augments from one item to another, including those you yourself are not capable of crafting. When reverse engineering an item, roll your Gadgetry. If you are unsuccessful, the augment is destroyed. Augments may only be moved to an item the augment could normally be attached to. For instance, you cannot move a melee weapon augment to a vehicle. This can be performed during any breather, though the exact amount of time this takes is dependant on the size of the device, at the narrator's discretion.

1. Can move up to a Marque 1 augment
2. Can move up to a Marque 2 augment
3. Can move up to a Marque 3 augment
4. Can move up to a Marque 4 augment

Saboteur

Acc +1 · HP +8 · Pri +3

Gadgetry Specialty

Resist: Dexterity (*negates*)

Cost: 1 AP

You know how to throw a wrench into another person's plans... and their items. You can turn off a single augment of an item either adjacent to you or being wielded by someone adjacent to you.

Improvised Improvements

Eva +1 · HP +7 · Aug +1

Gadgetry Specialty

Requires: 4 skill points in Gadgeteer

Stance (*costs 1 AP to enter*)

Crafted items seem to perform better when you're around. When entering this stance, choose augments on any items within 5 feet of your current position, whether you are wielding the item or not. These augments act as if they were 1 marque higher. You can do this to 1 augment for every 4 skill points you have in Gadgetry. If any item whose augments you're improving moves away from being adjacent to you, the improvements wear off. To reassign which augments you're improving, you must reenter your Improvised Improvements stance. You cannot make an augment exceed marque 4.

Crafting Explosives

Pyrotechnician

Aug +2 · HP +4 · DIY +1

Gadgetry Specialty

You're a master of explosives, so full of gunpowder and fuses that you always run the risk of blowing off your left ear. You turn the battlefield into a place of nightmares, your explosions ringing in your enemies' ears and burns searing off their flesh. You can now create explosives.

Without spending any money, you can build and maintain several explosives based on your current Do-It-Yourself (DIY) score. These explosives can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "explosive augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Gadgetry improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each explosive can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden explosives) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, the "gear-rattler" augment is worth 2 slots, so an explosive only has 1 more available slot for an augment after "gear-rattler" has been applied.

Using Explosives

Explosives are built to be small and easily thrown, just like a light thrown weapon, and you can aim at an opponent with it just like a regular thrown attack. Even if you don't hit the opponent, the bomb still lands in the target's space.

When you activate an explosive, it will detonate at the beginning of your next turn. Activating an explosive requires 1 action point. (You can both draw and activate an explosive for just 1 action point.) Throwing it requires 2 action points.

The explosive deals 10 damage per marque of the explosive. So, if you create Marque II explosives, you deal 20 damage to anybody in the explosion. Explosives damage every person within the target space and all eight of the adjacent spaces.

Number of Explosives you can Maintain

Without needing to buy pieces or parts, you can build some explosives entirely out of scraps. These explosives must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of explosives based on your DIY score. You may build new explosives or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	5	6	6	7	7	8
Your DIY:	7	8	9	10	11	12
You can build:	8	9	9	10	10	11

The Cost of Explosives

If you need to build an explosive that you can't build for free from your DIY score, you will need to buy the materials for it.

Explosives	
Marque I (10 damage)	5 princes
Marque II (20 damage)	25 princes
Marque III (30 damage)	125 princes
Marque IV (40 damage)	625 princes

An explosive will have a base materials cost. It is 1/5th the market price.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	8 princes	40 princes	200 princes	1,000 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 1 prince and 6 dukes.

Beta Explosives

Aug +2 · HP +5 · DIY +1

Gadgetry Specialty

Requires: 4 skill points in Gadgetry & Pyrotechnician specialty

Your explosives are exceptionally complex little gizmos, but the pack they punch is not to be underestimated. Such explosives can be upgraded with 2 more augments (bringing the total for metal explosives up to 5 augmentable slots).

If anybody other than you attempts to use one of your beta explosives they must succeed in rolling a sciences result one tier higher than the highest marque you have on your explosive. If your explosive has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their sciences attribute).

Prototype Explosives

Aug +2 · HP +6 · DIY +1

Gadgetry Specialty

Requires: 16 skill points in Gadgetry, Pyrotechnician, & Beta Explosives specialties

You've perfected your beta explosives and made them user-friendly. Now anybody can use an explosive that you designate as being a prototype.

Resisting Explosives

If a person is within an explosion when it goes off, they'll take the damage from the explosion. The damage is soakable (meaning that they can roll their defense and soak some or all of the damage).

A person can attempt to dive out of the explosion. In order to get out of the explosion as it's going off, the target must spend 1 action point reflexively in order to try to move. The affected targets must make a dexterity resist in order to escape the blast. For every tier above tier 1 that the person receives with their dexterity, they may lower the marque of the explosion by 1 (taking the damage class down by 5). If they lower it at all, they may move to the edge of the blast. If they entirely negate the blast, they move out of it.

Major Explosion

Aug +2 · HP +4 · DIY +1

Gadgetry Specialty

Cost: Activating the Fuse +1 AP

You're skill with explosives ensures that their blast radius is larger than that of anybody else. When you use major explosion with an explosive, roll below in order to increase the area of effect for the blast.

1	+5 feet spread
2	+10 feet spread
3	+15 feet spread
4	+20 feet spread

Note: You can, at your discretion, take a lower spread result.

Explosive Augments

Banshee

Explosive Augment

The blast releases an ear-splitting wail, causing its victims to become temporarily deafened (and greatly annoying everybody else).

- MQ I: Deafened for 1 turn
- MQ II: Deafened for 2 turns
- MQ III: Deafened for 3 turns
- MQ IV: Deafened for 4 turns

Concealable

Explosive Augment

The bomb is camouflaged and can be concealed in its environment or on a character's body. The character gains bonuses on any cunning rolls used to hide the explosive.

Mq I +3
Mq II +6
Mq III +9
Mq IV +12

Concussive

Explosive Augment

Characters caught within the blast are subject to a powerful pulse, causing their brains to rattle in their skulls as their heads are jerked by the shockwave.

Mq I Disoriented for 1 turn
Mq II Disoriented for 2 turns
Mq III Disoriented for 3 turns
Mq IV Disoriented for 4 turns

Damaging

Explosive Augment

The blast is souped-up to be more powerful, dealing greater amounts of total damage to those caught within its range.

Mq I 11 damage per the Explosive's Marque
Mq II 12 damage per the Explosive's Marque
Mq III 13 damage per the Explosive's Marque
Mq IV 14 damage per the Explosive's Marque

Delay

Explosive Augment

The bomb can be set to automatically go off in a number of turns specified by the player.

Note: This augment always acts as marque I for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Extended Blast

Explosive Augment

Requires: Marque II Explosives

The bomb has a greater radius of effect. The bomb acts normally, but also blasts out beyond its normal range. The bomb does damage of one marque lower than its own marque beyond its normal range.

Mq I 5 feet further
Mq II 10 feet further
Mq III 15 feet further
Mq IV 20 feet further

Flare

Explosive Augment

The explosion leaves behind a piece of material which burns brightly like a flare, lighting the area within 25 feet for several turns. Dim light extends for an additional 25 feet from the source.

Mq I 2 turns
Mq II 4 turns
Mq III 6 turns
Mq IV 8 turns

Flash

Explosive Augment

The blast releases a powerful flash of light, causing temporary blindness to all within the area of the explosion.

Mq I Blinded for 1 turn
Mq II Blinded for 2 turns
Mq III Blinded for 3 turns
Mq IV Blinded for 4 turns

Flypaper

Explosive Augment

If the target is wearing organic or wooden armor, the bomb sticks to them like a magnet. The target must spend 2 action point and fully resist the augment or be denied their ability to evade the blast.

If the target is not wearing organic or wooden armor, it falls to the ground in front of them.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in engineer.

Gear-Rattler

Explosive Augment

Takes up 2 Augment Slots on an Explosive

The bomb is built to explode in such a way that it disables machinery, rattling gears and causing it to become stunned. When an automaton is effected by this augment, it is stunned for a number of action points.

- Mq I: Stunned for 1 AP
- Mq II: Stunned for 2 AP
- Mq III: Stunned for 3 AP
- Mq IV: Stunned for 4 AP

When a vehicle is effected by an explosive with this augment, it is uncontrollable and moves directly forward for a number of action points.

- Mq I: Cannot be controlled for 1 AP
- Mq II: Cannot be controlled for 2 AP
- Mq III: Cannot be controlled for 3 AP
- Mq IV: Cannot be controlled for 4 AP

Implosion

Explosive Augment

Your explosive pulls anyone within its blast radius towards its epicenter when it explodes.

- Mq I: Pulled 5 feet towards the explosion's center
- Mq II: Pulled 10 feet towards the explosion's center
- Mq III: Pulled 10 feet towards the explosion's center
- Mq IV: Pulled 15 feet towards the explosion's center

Knock Back

Explosive Augment

The blast sends out a shock wave which knocks opponents back. Opponents who are unable to dodge the blast are pushed back from the center of the blast and may be knocked prone.

- Mq I: Pushed back 5 feet
- Mq II: Pushed back 10 feet
- Mq III: Pushed back 10 feet and prone
- Mq IV: Pushed back 15 feet and prone

Latch

Explosive Augment

The bomb contains a clamp which latches it to opponents. When you throw or otherwise attach the bomb, the opponent must spend 1 action point to remove the bomb or be denied their ability to evade the blast. Also, if you make a called shot when attaching the weapon, the blast counts as a called shot to the called shot location.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Launching

Explosive Augment

The bomb is built to be launchable, increasing the distance that it can be fired.

- Mq I: +10 feet
- Mq II: +20 feet
- Mq III: +30 feet
- Mq IV: +40 feet

Magnetic

Explosive Augment

If the target is wearing metal armor, the bomb sticks to them like flypaper. The target must spend 2 action point and fully resist the augment or be denied their ability to evade the blast.

If the target is not wearing metal armor, it will stick on to any person within 5 feet wearing the heaviest metal armor. (If multiple people are wearing equally heavy armor within 5 feet, have them roll randomly to see who wins the right to wear the magnetic explosive. The highest roller gets the bomb.)

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Melter

Explosive Augment

Takes up 2 Augment Slots on an Explosive

The blast splashes molten metal onto armor and clothing, decreasing its potency and melting through it, causing it to be less useful until it can be repaired (which can normally be done during a breather).

- Mq I: -1 soak class
- Mq II: -1 soak class
- Mq III: -2 soak class
- Mq IV: -2 soak class

Proximity Fuse

Explosive Augment

The bomb is set up with a fuse that causes it to detonate when somebody walks within the bomb's blast area. Characters attempting to pass through the area without detonating the fuse must move no faster than 10 feet per action point and roll to resist setting off the trigger.

In order to activate a proximity fuse, you must first spend the usual 1 action point to activate the fuse, then either drop or throw it. The fuse effect becomes active at the end of your turn.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Powerful Blast

Explosive Augment

The blast occurs with such speed that it is more difficult to jump out of its way. Characters who wish to use their dexterity to resist the blast must act as if their dexterity roll to resist the blast was one tier lower.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Quick-Set

Explosive Augment

Activating the fuse on an explosive costs 1 less action point (normally bringing the cost down to 0 action points).

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Remote Activation

Explosive Augment

You have a trigger device that lets you activate the explosive from a distance whenever you so desire. It must have been set previously (for at least 1 turn) and you cannot be outside of a certain distance (based on the marque). An explosive with remote activation will not go off until you so designate and using the remote activation costs 1 action point.

- Mq I: 25 foot range
- Mq II: 50 foot range
- Mq III: 75 foot range
- Mq IV: 100 foot range

Searing

Explosive Augment

Victims caught within the white phosphorous blast find their skin covered in hot material, searing the skin. These burns will recover during the victim's next breather.

- Mq I: Tier 1 Burns (-1 on defense rolls)
- Mq II: Tier 2 Burns (-3 on defense rolls)
- Mq III: Tier 3 Burns (-5 on defense rolls)
- Mq IV: Tier 4 Burns (-7 on defense rolls)

Slippery

Explosive Augment

When your explosive is thrown, it begins to secrete a slimy liquid, making it difficult to pick up. It costs 2 action points to attempt to pick your explosive up, and the person attempting to do so must roll their Dexterity.

- Mq I: Tier 2 Dexterity to pick it up
- Mq II: Tier 3 Dexterity to pick it up
- Mq III: Tier 4 Dexterity to pick it up
- Mq IV: Impossible (Unless you can somehow attain a Tier 5 Dexterity result)

Smoking

Explosive Augment

The blast fills the area with a thick screen of smoke, causing those within the area to be blinded.

- Mq I: Dissipates in 1 turn
- Mq II: Dissipates in 2 turns
- Mq III: Dissipates in 3 turns
- Mq IV: Dissipates in 4 turns



Crafting Eyewear

Optician

Aug +2 | HP +4 | DIY +1

Gadgetry Specialty

While you're friends are out there becoming master swordsmen and crafting great war-engines, you've been learning how to craft goggles. You can now create eyewear.

Unless you've gained extra eyes or somehow have grafted eyewear, you are limited to looking through one piece of eyewear. Even if you have multiple sets of eyes, you can only look through a single piece of eyewear at a time.

Without spending any money, you can build and maintain several sets of eyewear based on your current Do-It-Yourself (DIY) score. These eyewears can then be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "eyewear augments" below. These augments have marques. At lower levels, you'll start with Marque I augments. As your skill in Gadgetry improves, your marques will increase. See the "Crafting" page at the beginning of this chapter for more information.

Each eyewear can be upgraded with 3 augments. Some materials can only be upgraded twice (like wooden eyewear) or just once (like organic ones). Sometimes an augment will take up multiple augment slots. For example, the "alert" augment is worth 3 slots, so an eyewear has 0 more available slot for an augment after "alert" has been applied.

Number of Eyewears you can Maintain

Without needing to buy pieces or parts, you can build some sets of eyewear entirely out of scraps. These eyewears must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of eyewears based on your DIY score. You may build new eyewears or augment old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	3	3	4	4	4	5
Your DIY:	7	8	9	10	11	12
You can build:	5	5	6	6	6	7

The Cost of Eyewear

If you need to build eyewear that you can't build for free from your DIY score, you will need to buy the materials for it.

Every augment will increase the price. The higher the marque, the greater the price. The market price for an augment can be found in the chart below.

Marque	I	II	III	IV
Market Price	6 princes	30 princes	150 princes	750 princes

If you are building the augment, you pay 1/5th the price, which is the same as if you were buying an augment one marque lower. (As in, the material cost for a Marque III augment is the market price fo a Marque II augment.) The material cost for a Marque 1 augment is 1 prince and 2 dukes.

Beta Eyewear

Aug +2 | HP +4 | DIY +1

Gadgetry Specialty

Requires: 4 skill points in Gadgetry & Optician specialty

You thought you were being clever when you decided to add a bunch of extra lenses and loupes onto your monocle. Instead, now nobody else can figure out how to use them. Such eyewears have two more slots for you to place augments into.

If anybody other than you attempts to use one of your beta eyewears, they must succeed in rolling a science result one tier higher than the highest level marque you have on your eyewear. If your eyewear has a Marque IV augment, it is impossible for them to use it (unless they can somehow obtain a tier result of 5 with their science attribute).

Prototype Eyewear

Aug +2 | HP +5 | DIY +1

Gadgetry Specialty

Requires: 16 skill points in Gadgetry, Optician, & Beta Eyewear specialties

You've perfected your beta eyewears and made them user-friendly. Now anybody can use an eyewear that you designate as being a prototype.

Eyewear Augments

Alert

Eyewear Augment

Takes up 3 Augment Slots on Eyewear

Alert goggles have small sirens built into them which go off whenever they sense something headed in your direction. Small lights in the lenses point you in the direction of the objects in question.

- Mq I: +1 on evade rolls
- Mq II: +2 on evade rolls
- Mq III: +3 on evade rolls
- Mq IV: +4 on evade rolls

Dark Adaptor

Eyewear Augment

The eyewear is built to allow you to see in the dark as if it were normal daytime vision.

Mq I Poor Lighting
Mq II Poor Lighting
Mq III Total Darkness
Mq IV Total Darkness

Far-Sight

Eyewear Augment

Far-sight goggles allow the wearer to see things at distances that seem superhuman.

Mq I Can see 1,000 feet further away with ease
Mq II Can see 2,000 feet further away with ease
Mq III Can see 3,000 feet further away with ease
Mq IV Can see 4,000 feet further away with ease

Frightening Faceplate

Eyewear Augment

You've added decoration to your eyewear designed to make your face more intimidating while wearing them. This gives you a bonus when intimidating someone

Mq I +2 to Cunning for intimidation
Mq II +4 to Cunning for intimidation
Mq III +8 to Cunning for intimidation
Mq IV +16 to Cunning for intimidation

Happy Place Vision

Eyewear Augment

Takes up 3 Augment Slots on Eyewear

Regardless of what kind of situation you are in, Happy Place Vision makes whatever you fear the most look like your favorite dessert! While using eyewear with Happy Place Vision, you will never become scared or flustered.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Heat Detection

Eyewear Augment

Your eyewear can pick up heat signitures on other people, allowing you to faintly see people through cover. You can see people through degrees of cover based on your marque.

Mq I Poor Cover
Mq II Light Cover
Mq III Medium Cover
Mq IV Heavy Cover

Inventory Investigator

Eyewear Augment

Cost: 1 AP to activate

Perfect for lawmen searching hoodlums for hidden weaponry (and for pickpockets sizing up a potential target), you've augmented your googles with the ability to see some of the items a target within 25 feet has concealed.

Mq I Can tell if they have concealed items, but can't identify them
Mq II Knows how many concealed items they have, but can't identify them
Mq III Identifies all concealed items on target
Mq IV Identifies all items on target and determines if they are augmented

Pin-Pointing

Eyewear Augment

Cost: 1 AP to activate

The user of pin-pointing eyewear is capable of improving his or her depth perception and accuracy using a cross-hair and a series of finely tuned zoom lenses. The lenses must be adjusted, so the user must spend 1 action point before firing to reap its effects.

Mq I +1 to accuracy
Mq II +2 to accuracy
Mq III +3 to accuracy
Mq IV +4 to accuracy

Poison Detection

Eyewear Augment

Poison-detecting eyewear reacts to invisible poisons, helping to alert the wearer of possible threatening chemicals.

Mq I +3 to notice poisons
Mq II +6 to notice poisons
Mq III +9 to notice poisons
Mq IV +12 to notice poisons

Protective

Eyewear Augment

Protective eyewear add extra tiers of soak and resist bonuses against attacks that are directed against the eyes.

Mq I +1 soak class against called shots to the eyes & +3 on Brute resists against things that affect eyes

Mq II +2 soak class against called shots to the eyes & +6 on Brute resists against things that affect eyes

Mq III +3 soak class against called shots to the eyes & +9 on Brute resists against things that affect eyes

Mq IV +4 soak class against called shots to the eyes & +12 on Brute resists against things that affect eyes

Tinted

Eyewear Augment

Tinted eyewear not only looks super-cool, but also prevents the user from experiencing the negative effects of some flashes of light.

Mq I +3 to resist being blinded from flashes

Mq II +6 to resist being blinded from flashes

Mq III +9 to resist being blinded from flashes

Mq IV +12 to resist being blinded from flashes

Weatherproof

Eyewear Augment

The eyewear allows you to see well through sleet, snow, and rain. You take no penalty for looking through inclement weather.

Note: This augment always acts as marque II for the purposes of determining cost, though you can learn this augment despite your skill in gadgetry.

Zoom Lens

Eyewear Augment

Cost: 1 AP to activate

Zoom lenses are used commonly by long-ranged riflemen in order to increase their range on the battlefield. For an extra action point to adjust, ranged weapon users (except those using throwing weapons) may gain a bonus to their range.

Mq I +50 feet

Mq II +100 feet

Mq III +150 feet

Mq IV +200 feet



Crafting Trinkets

Trinket Crafter

Aug +2 · HP +4 · DIY +1

Gadgetry Specialty

You can create trinkets, a catch-all term for small contraptions that do some really unique things.

Number of Trinkets you can Maintain

Without needing to buy pieces or parts, you can build some trinkets entirely out of scraps. These trinkets must be constantly maintained by you and stop working soon after leaving your care. You may build and maintain a number of trinkets based on your DIY score. You may build new trinkets or replace old ones during any period of downtime you have.

Your DIY:	1	2	3	4	5	6
You can build:	4	5	5	6	6	7
Your DIY:	7	8	9	10	11	12
You can build:	7	8	8	9	9	10

The Cost of Trinkets

If you need to build a trinket that you can't build for free from your DIY score, you will need to buy the materials for it.

Each trinket has a slight variation in cost, and that cost will be noted below the trinket (in a chart showing the market prices).

If you are building the trinket, you pay 1/5th the price, which is the same as if you were buying a trinket one marque lower. (As in, the material cost for a Marque III trinket is the market price fo a Marque II trinket.) The material cost for a Marque 1 trinket is 1/5th the price of the Marque I trinket.

Trinkets

Aether Pointer

Trinket

Size: Light

Resist: Cunning (*marques down*)

Activation Cost: 2 AP

A miniscule, highly concentrated beam of light is emitted by this contraption through the use of a weak aether resonator. Not large enough to light much of anything, the best use of this object is shining it into the eyes of others for your own enjoyment. (If you attempt to point the aether pointer at somebody's eyes, you must make an accuracy versus their evade, and then they must resist the effect.)

- Mq I: Blurry vision (-2 to accuracy and evade) until the end of their next turn
- Mq II: Blurry vision (-2 accuracy & evade) for the next 2 turns
- Mq III: Blurry vision (-2 accuracy & evade) for the next 3 turns
- Mq IV: Blurry vision (-2 accuracy & evade) for the next 4 turns

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Alarm Box

Trinket

Size: Light

Resist: Cunning (*marques down*)

Activation Cost: 1 AP (*see below*)

This small, unremarkable box can be activated and deactivated for 1 action point. Whenever someone enters a space adjacent to the person carrying an activated alarm box, its pivoting speaker turns toward them and blasts an ear-piercing siren. Afterward, the alarm box shuts down, requiring it to be reactivated. Someone must move towards the alarm box for it to sound; carrying or throwing an alarm box past someone or activating an alarm box for use against someone already adjacent to you will not activate its alarm.

- Mq I: Deafened (-2 evade) for 1 turn
- Mq II: Deafened (-2 evade) for 2 turns
- Mq III: Deafened (-2 evade) for 3 turns
- Mq IV: Deafened (-2 evade) for 4 turns

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Alchemical Tooth

Trinket

Size: Light

Cost: 0 AP

This fake tooth is in reality a small capsule you can fill with a dose of an alchemical potion! For no action point cost during your turn you can bite down on it to release the potion into your system.

- Mq I: Tooth is crushed after every use, ruining your smile
- Mq II: Tooth can be refilled during a breather (15-30 minute break)
- Mq III: Tooth can be refilled for 3 AP
- Mq IV: Tooth can be refilled for 1 AP

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes

Collapsible Ladder

Trinket

Size: Medium or Heavy (when unwound)

The collapsible ladder is a bundle of rods that, when unwound, form together to make a ladder. The ladder requires action points to set up and take down, and it only goes so high, depending on the marque of the ladder.

- Mq I: 10 feet high and requires 10 AP to set up
- Mq II: 20 feet high and requires 7 AP to set up
- Mq III: 30 feet high and requires 4 AP to set up
- Mq IV: 40 feet high and requires 2 AP to set up

Marque	I	II	III	IV
Market Price	5 princes	25 princes	125 princes	625 princes

Engineer's Patch

Trinket

Size: Medium

Application Cost: 2 AP

Engineer's patches are magnetic patches able to quickly attach and shape to an automaton or vehicle, temporarily repairing it. Patches are not a perminant fix. Patches can be hit as a called shot location on the item they're attached to. If the patch is hit by a called shot, its wearer will lose the regained wounds from the patch as well as take the damage from the attack.

- Mq I: Restores 4 wounds
- Mq II: Restores 8 wounds
- Mq III: Restores 12 wounds
- Mq IV: Restores 16 wounds

Marque	I	II	III	IV
Market Price	6 princes	30 princes	150 princes	750 princes

Extending Periscope

Trinket

Size: Medium

Cost: 1 AP per 5 feet extended

You have a one-handed and portable periscope that can be maneuvered around any number of corners, out of water, or out of a cloud of smoke. The periscope is not very discreet in-and-of itself, and trying to be sneaky about it will require a cunning roll as if you were hiding yourself. It costs 1 action point to extend your periscope 5 feet, and the periscope can be extended a maximum distance based on its marque.

- Mq I: 20 feet
- Mq II: 40 feet
- Mq III: 60 feet
- Mq IV: 80 feet

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Gasmask

Trinket

Size: Light

Cost to Put On: 3 AP

Not only does this poignant fashion statement require no hands when it's strapped to your face, it also helps filter your breathing, protecting you from harmful airborne chemicals. Only one can be worn at a time.

- Mq I: +4 to resists against alchemical gases
- Mq II: +8 to resists against alchemical gases
- Mq III: +12 to resists against alchemical gases
- Mq IV: +16 to resists against alchemical gases

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Grabnet

Trinket

Size: Medium

Cost: as a thrown weapon attack (*generally 2 AP*)

A medium-sized restraining device, people you successfully hit with your net act as if they have been grabbed without you having to be up-close-and-personal with them. While under your net they cannot take any actions other than removing the net capturing them. It can be used on enemies adjacent to you or shot through a firearm with the delivery augment.

- Mq I: Costs 1 AP to remove the grabnet
- Mq II: Costs 2 AP to remove the grabnet
- Mq III: Costs 3 AP to remove the grabnet
- Mq IV: Costs 4 AP to remove the grabnet

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes

Grapple-Gun

Trinket

Size: Medium

Cost: 1 AP to launch, 1 AP to unlatch, 1 AP to retract

This is a metal grappling hook launching device. The hook is designed to mechanically bend outward, attaching itself onto most surfaces perfectly. You can unlatch the hook from any surface with a simple tug on its line. It can stick to most ledges and flat surfaces regardless of whether it is rocky, magnetic, rough, or slick. The maximum length of chain, cable, or rope that it can successfully propel upwards is 50 feet. How fast it can pull you upwards is based on its marque. If you can get footing on the surface you are climbing, your climb speed is added to the speed of your grappling hook. While hanging from one grappling hook, you can easily fire another one further upwards with your other hand if you have a spare.

- Mq I: 20 feet per action point spent retracting
- Mq II: 30 feet per action point spent retracting
- Mq III: 40 feet per action point spent retracting
- Mq IV: 50 feet per action point spent retracting

Marque	I	II	III	IV
Market Price	6 princes	30 princes	150 princes	750 princes

Grease Guzzler

Trinket

Size: Light

Resist: Dexterity (*negates, see below*)

Activation Cost: 3 AP

This little contraption pours slippery grease all over a small area. Anybody who walks into the space of a grease guzzler must make a Dexterity result of tier 2 or fall prone. Upon standing up and trying to move, they must make the resist again. A grease guzzler may be used up to three times before having to refill it with the slippery grease.

- Mq I: Covers a space 5 feet x 5 feet
- Mq II: Covers a space 10 feet x 5 feet
- Mq III: Covers a space 10 feet x 10 feet
- Mq IV: Covers a space 15 feet x 10 feet

Marque	I	II	III	IV
Market Price	5 princes	25 princes	125 princes	625 princes

Handcuffs

Trinket

Size: Light

Resist: Brute (*negates*)

Cost: 1 AP

Handcuffs allow you to put a hold on someone you're already grabbing. Perfect for those gentlemen adventurers of weaker physique, you can attach one cuff of your set to any body part you currently are grabbing. Its extendable chain design allows it to tighten around the biggest (and smallest) of limbs. One set of handcuffs consists of two cuffs which can attach to one limb apiece. They remain attached until the person bound by them is able to break free or until you voluntarily remove them. Until then, the wearer of your handcuffs acts constantly grabbed. They can move, but once both cuffs are grabbing something they can't use any limbs your handcuffs are attached to.

- Mq I: Tier 2 Brute to break free
- Mq II: Tier 3 Brute to break free
- Mq III: Tier 4 Brute to break free
- Mq IV: Impossible (Unless you can somehow attain a Tier 5 Brute)

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes

HoverPack

Trinket

Size: Heavy

The hover pack is a large boxy backpack that contains a graviton sphere allowing its wearer to hover vertically.

- MQ I: May move vertically 5 feet per move
- MQ II: May move vertically 10 feet per move
- MQ III: May move vertically 15 feet per move
- MQ IV: May move vertically 20 feet per move

Marque	I	II	III	IV
Market Price	10 princes	50 princes	250 princes	1250 princes

Illumitorch

Trinket

Size: Light

Activation Cost: 1 AP

An illumitorch looks, in many ways, like a normal torch. The difference is that it has a small bulb at the end. By rotating a knob, the illumitorch creates light up to a distance away determined by its marque. It can be dimmed to illuminate anywhere from 5 to the maximum feet away. If you're using an illumitorch in a small or enclosed area, it's likely to light the entire area.

- MQ I: 25 feet
- MQ II: 50 feet
- MQ III: 75 feet
- MQ IV: 100 feet

Marque	I	II	III	IV
Market Price	2 princes	10 princes	50 princes	250 princes

Insta-Bridge

Trinket

Size: Medium

Cost: 1 AP (see below)

The Insta-Bridge is perfect for the more venturesome traveler. Perfect for passing over ravines or creating handy ramps up hills, the Insta-Bridge is 5 feet wide and hand-cranked. For every action point you spend cranking it, it will extend or retract 10 feet, extending as far as its maximum length. It can be cranked in and out from either of its two ends. While extended out 10 feet or more, the Insta-Bridge becomes too cumbersome to lift.

- MQ I: 25 foot maximum length
- MQ II: 50 foot maximum length
- MQ III: 75 foot maximum length
- MQ IV: 100 foot maximum length

Marque	I	II	III	IV
Market Price	6 princes	30 princes	150 princes	750 princes

Jaws of Life

Trinket

Size: Medium

Cost: 2 AP to activate

The jaws of life is a tool with thin, metal blades sticking out from its base. It's used for prying things open by sliding its blades into an opening and activating it. Roll brute on behalf of the tool, using the indicated bonus.

- MQ I: +4 on the brute roll
- MQ II: +8 on the brute roll
- MQ III: +12 on the brute roll
- MQ IV: +16 on the brute roll

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Metal Cutter

Trinket

Size: Medium

Cost: 3 AP

The metal cutter looks like a large pair of steam-powered wire snips and functions in much the same way. Using the metal cutter requires 3 action points, but it can automatically cut through a certain thickness of metal.

- MQ I: 3 inches of metal
- MQ II: 6 inches of metal
- MQ III: 1 foot of metal
- MQ IV: 3 feet of metal

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Messenger Sphere

Trinket

Size: Light

Cost: 2 AP to insert item, 3 AP to activate

An efficient mode of communication, the messenger sphere appears as nothing more than a small hollow sphere you can place a single concealable item, most commonly a written note, into. A destination can be programmed into it using dials representing longitude and latitude. When activated sides of the sphere extend outward to form propellors, spinning quickly to create lift. It will then fly toward its destination at a speed based on its marque.

- MQ I: 185 feet per turn (roughly 500 miles a day)
- MQ II: 370 feet per turn (roughly 1000 miles a day)
- MQ III: 555 feet per turn (roughly 1500 miles a day)
- MQ IV: 925 feet per turn (roughly 2500 miles a day)

Marque	I	II	III	IV
Market Price	7 princes	35 princes	175 princes	875 princes

Mold-Maker

Trinket

Size: Light

A trinket made for the more thrifty adventurer, the mold-maker is a blanket which hardens when it is wrapped around items of a size determined by its marque. This allows you to recreate any item you come across at its base material cost without the need of a crafter specializing in that field. The mold-maker only copies the shape of an item and thus cannot replicate augments of any kind. After so many uses the mold-maker will become stuck in the form of the last item it copied. The mold-maker takes about two minutes to use.

- Mq I: Can wrap around light or smaller items
- Mq II: Can wrap around medium or smaller items
- Mq III: Can wrap around heavy or smaller items
- Mq IV: Can wrap around super-heavy or smaller items

Note: Most merchants won't appreciate you making molds of their wares. Please use responsibly.

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes

Mostly-Universal Lock

Trinket

Size: Light

Cost: 1 AP to lock a held item, Ranged Called Shot to throw

As the name implies, this lock can secure almost anything. Doors, luggage, handcuffs, vehicles and more can be sealed shut with this device, and it takes anyone trying to lockpick it two free hands and an amount of action points based on the marque of this augment to do so. If thrown accurately, it will automatically lock any compatible item it lands on.

If you crafted the lock, you can also craft keys for it at no cost. Keys allow you to unlock the lock for 1 action point.

- Mq I: 3 AP to pick the lock
- Mq II: 5 AP to pick the lock
- Mq III: 7 AP to pick the lock
- Mq IV: 10 AP to pick the lock

Marque	I	II	III	IV
Market Price	5 princes	25 princes	125 princes	625 princes

Note: Making keys for a Mostly-Universal Lock has a material cost of 1 dukes per key and a market cost of 5 dukes.

Omni-Trinket

Trinket

Size: Light (*see below*)

Tired of having to switch between all of your trinkets? The omni-trinket combines trinkets together into a single item, allowing you to hold multiple trinkets at once! The omni-trinket at default is a light item, but increases in size to match the largest sized item attached to it. Items attached can be switched out during a breather (a 15-30 minute break). You must spend action points to use each item individually; you cannot combine actions to reduce action point cost.

- Mq I: Combines up to 2 Trinkets
- Mq II: Combines up to 4 Trinkets
- Mq III: Combines up to 6 Trinkets
- Mq IV: Combines up to 10 Trinkets

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Palm Injector

Trinket

Size: Light

Activation Cost: 0 AP

This trinket puts a small button in your palm, hooked up to an injector line. When you push the button (an action that requires no action points), you are injected with a single alchemical substance of your choosing. Replacing the alchemical substance after use requires a number of action points based on the marque of the palm injector.

- Mq I: 4 action points to reload
- Mq II: 3 action points to reload
- Mq III: 2 action points to reload
- Mq IV: 1 action point to reload

Alchemical substance not included.

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes

Parachute Glider

Trinket

Size: Medium

Cost: 1 AP (*can be done reflexively*)

Designed with daredevils in mind, the parachute glider is a trinket you can wear on your back. Not only will it prevent you from taking any damage from falling, it will also keep you aloft by gliding in place without falling for a number of turns based on its marque, allowing you to keep on fighting any airborne foes who sank your battle-airship. Your fall begins when your action points refresh after your final turn of gliding. The parachute glider includes a ripchord allowing you to end your time gliding prematurely for no action point cost.

- Mq I: 1 turn before falling
- Mq II: 2 turns before falling
- Mq III: 5 turns before falling
- Mq IV: 10 turns before falling

Marque	I	II	III	IV
Market Price	5 princes	25 princes	125 princes	625 princes

Pitcase

Trinket

Size: Medium

Cost: 1 AP to place, 3 AP to throw

This trendy leather briefcase can quickly reveal the metal spiral on its side to be a collapsible drill. When placed in an adjacent space or thrown up to 25 feet away, the pitcase will drill a circle 5 feet in diameter downwards up to 15 feet (you can set it to a lower distance manually for no action point cost at any time before use). It can also be held to tunnel you in any direction at a rate of 15 feet per action point. The pitcase cannot burrow through worked stones, mountains, metals or similar materials.

Note: This market price for this trinket is 25 princes (and so costs 5 princes to make).

Portable Doorframe

Trinket

Size: Medium

Cost: Based on Marque (*see below*)

Designed for true eccentrics, this gadget produces a free-standing doorframe, complete with door and knobs on both sides, at a moment's notice. This doorframe accomplishes little past putting a door between you and any pursuers, although they can simply open it for 1 action point or alternatively move around it. It easily attaches to any wall or to other doorframes, although opening it while it's attached to a wall will reveal the solid wall behind it. It provides heavy cover to anyone standing behind it while it is free-standing and closed.

MQ I 2 AP to deploy/retract

MQ II 1 AP to deploy/retract

MQ III 0 AP to deploy/retract

MQ IV 0 AP to deploy/retract (and can be done reflexively)

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Porta-Bull

Trinket

Size: Light

Cost: 3 AP

Enemies behind cover will fear your crafty visage when you walk up to their barricades and smash them with your tiny trinket. The porta-bull is a handheld device designed to attach to a single piece of cover and repeatedly beat it with a hydraulic ram until it breaks. It can be thrown a maximum of 50 feet. After a certain amount of damage to the cover it attaches itself to, the porta-bull will fall off and will need to be picked up before it can be used again. Any damage it does to a piece of cover lasts until someone can repair the cover outside of combat. This device has too much trouble staying attached to flat, unmoving surfaces to be able to ever attach to a living creature.

MQ I Lowers cover by one degree before falling off

MQ II Lowers cover by two degrees before falling off

MQ III Lowers cover by three degrees before falling off

MQ IV Lowers cover by four degrees before falling off

Note: The porta-bull is not strong enough to damage anything considered full cover.

Marque	I	II	III	IV
Market Price	5 princes	25 princes	125 princes	625 princes

Propeller Boots

Trinket

Size: Medium

These boots are simple looking enough, except for the large flip-out device on the back. Once activated (for just 2 action points), the boots activate a propeller on the back that comes around over the heel of the boot. This grants a speed bonus to the wearer when swimming.

MQ I +5 to swim speed

MQ II +10 to swim speed

MQ III +15 to swim speed

MQ IV +20 to swim speed

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Pulse Detector

Trinket

Size: Light

Resist: Cunning or Spirit (*negates, see below*)

Activation Cost: 2 AP

This is a small, flat, metal device with a glass cover. It is able to pick up on the heartbeats of organisms around it. After picking up on a heart beat, the trinket will display it by raising small pins under the glass in the direction of the heart beat's source.

Somebody who is aware of the pulse detector can attempt to hide their heartbeat, which requires a cunning or spirit resist (target's choice) with a result equal to the item's marque.



Detects heart beats within 25 feet



Detects heart beats within 50 feet



Detects heart beats within 75 feet



Detects heart beats within 100 feet

Marque	I	II	III	IV
Market Price	6 princes	30 princes	150 princes	750 princes

Reasonable Doubt

Trinket

Size: Light

Cost: 1 AP to place, 2 AP to throw

Worried about getting fingerprints on a lock? Perhaps you simply prefer to have someone, or something, else do the dirty work? The Reasonable Doubt lockpicking device will attach to any lock and quickly get to work picking it for you. When your action points refresh it will spend a number of action points picking the lock based off of its marque.



1 AP per turn spent lockpicking



2 AP per turn spent lockpicking



3 AP per turn spent lockpicking



4 AP per turn spent lockpicking

Marque	I	II	III	IV
Market Price	8 princes	40 princes	200 princes	1000 princes

Spring-Loaded Sleeve

Trinket

Size: Light

Cost: 0 AP to activate

The spring loaded sleeve holds a light weapon or small item (such as a potion vial or explosive). With a flick, you can release the spring, sending the item straight into your hand. (If your hand is not free, it'll fall at your feet... and break, if it's a potion vial.) Retracting the spring takes a few seconds, depending on the marque of the sleeve.



2 AP to retract



1 AP to retract



0 AP to retract



0 AP reflexively to retract (can do it during anyone's turn)

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes

Toolbelt

Trinket

Size: Medium

This utilitarian fashion accessory can store a number of light-size items. These items are considered drawn, allowing you to switch between them at no action point cost during your turn. Unfortunately any items attached to your toolbelt are unconcealable and suffer a -8 when resisting sundering. Wearing the toolbelt does not require hands.



Can hold two light items



Can hold four light items



Can hold six light items



Can hold eight light items

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Vacuum of Fire

Trinket

Size: Medium

Cost: 2 AP to release fire

What appears to be nothing more than a common household cleaning appliance is actually the latest in fire-fighting technology. When aimed at a fire of any kind within 10 feet, this suction device will decrease the amount of action points required to put the fire out to a minimum of 1 action point. Once the required action points have been spent, you can choose to extinguish the fire normally or suck the fire into your vacuum. If you choose the latter, you can spray the fire back out onto a different area or person. It retains whatever tier of fire it was previously and can be blasted anywhere within 10 feet. The vacuum can hold one charge of fire at a time. If the fire it ingests would normally destroy it from the outside, it will destroy it from the inside as well, the flame extinguishing afterwards. You can permanently extinguish a flame inside of your vacuum for no action point cost at any time.

- MQ I -1 AP to extinguish flame (to a minimum of 1)
- MQ II -2 AP to extinguish flame (to a minimum of 1)
- MQ III -3 AP to extinguish flame (to a minimum of 1)
- MQ IV -4 AP to extinguish flame (to a minimum of 1)

Marque	I	II	III	IV
Market Price	10 princes	50 princes	250 princes	1250 princes

Walker

Trinket

Size: Medium

Cost: 1 AP to activate

This is a device that walks forward in a straight line at a speed of 20 feet per turn. It weighs roughly equivalent to a gnome and sets off most traps it walks across.

- MQ I Will take 10 damage before breaking
- MQ II Will take 20 damage before breaking
- MQ III Will take 30 damage before breaking
- MQ IV Will take 40 damage before breaking

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Wall-Scaler

Trinket

Size: Light

This handheld item has a rotating, barbed head at the end. It will snatch on to any wall it is put up against and climb up it, leaving small indentions along the wall. It requires one hand to hold on to, and cannot climb up very solid walls (like a wall made out of steel) or inclines.

- MQ I Wall-scaler can move 10 feet per turn
- MQ II Wall-scaler can move 20 feet per turn
- MQ III Wall-scaler can move 30 feet per turn
- MQ IV Wall-scaler can move 40 feet per turn

Marque	I	II	III	IV
Market Price	4 princes	20 princes	100 princes	500 princes

Water-Filter

Trinket

Size: Light

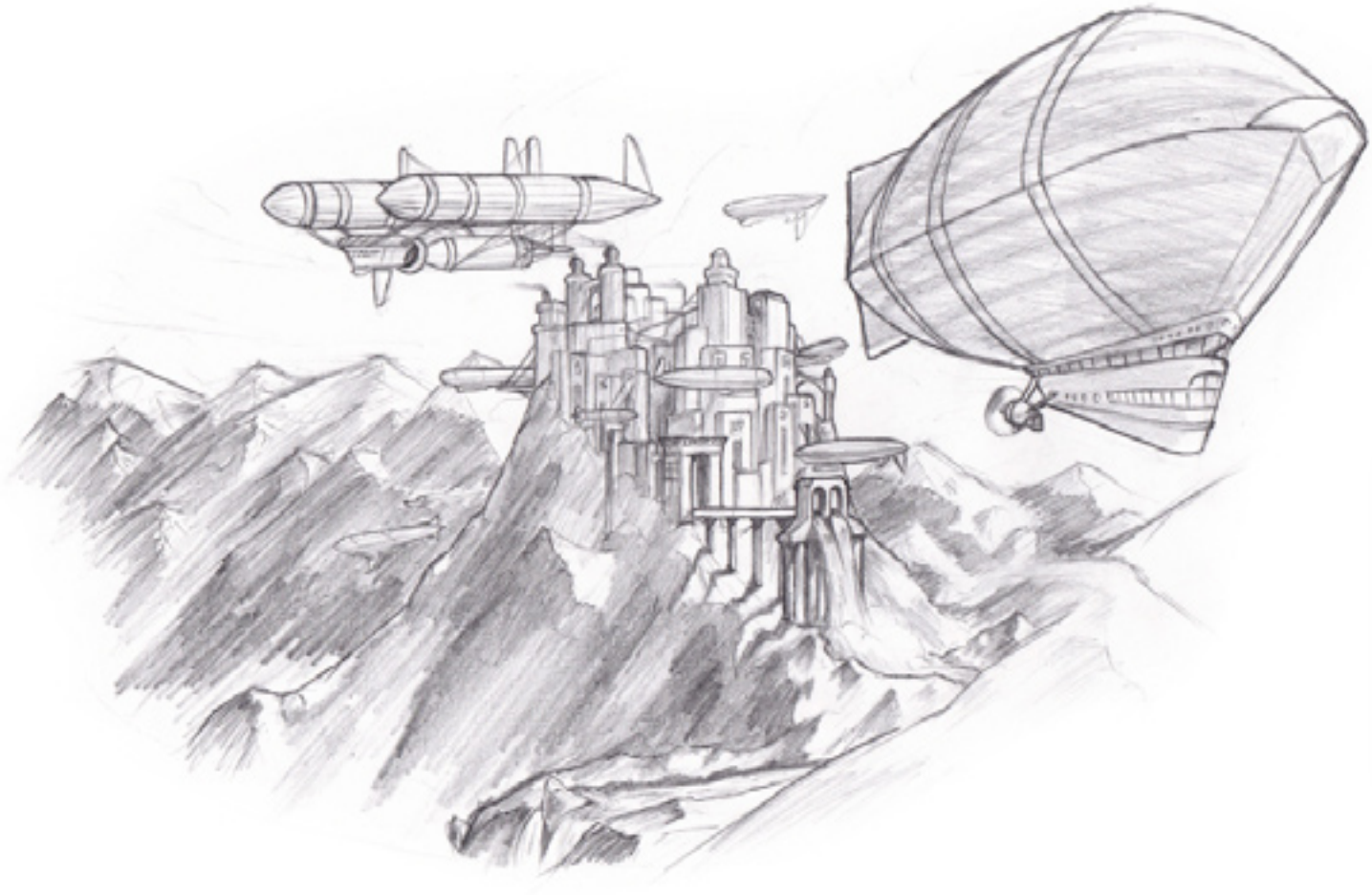
Cost: 2 AP per vial

Ideal for travelers entering less-hospitable areas of the world (or afraid of poisons), this bottle cap fits onto most vials of liquid. Its perforated top can be used to pour out any unwanted particles and chemicals, leaving you with a vial of pure water. This filter will break with repeated uses.

- MQ I 3 uses before breaking
- MQ II 15 uses before breaking
- MQ III 75 uses before breaking
- MQ IV 500 uses before breaking

Note: A water filter made with your DIY will never break unless it leaves your care.

Marque	I	II	III	IV
Market Price	3 princes	15 princes	75 princes	375 princes



Chapter 11

Narrating



Introducing the Narrator

At the gaming table, the players are responsible for a handful of things: they must bring their character sheet, a couple pencils, some dice, maybe even a miniature. They should also be keeping up with the game's narrative and the recurring characters in the world. Of course, their greatest responsibility is roleplaying their characters appropriately and making sure that they're adding to their fellow adventurers' enjoyment of the game.

The narrator's responsibilities are similar, except the narrator must bring a greater imagination and energy level to the game. What is the narrator? Where a player represents a single character interacting with the world, the narrator is literally everything else.

The narrator is every other person in the world. The narrator is responsible for describing every setting and event. The narrator is the director of the adventurers' story. They players are the main characters, and the narrator is the supporting caste, the antagonists, the challenges, and the setting it all takes place in. The narrator sets the stage, and the players take the spotlight.

Different from the Master

A lot of games will use different terminology - you'll see Game Master, Dungeon Master, Game Referee, Storyteller, and any number of other possible titles for the narrator. But the narrator is not the master. The narrator is charged with setting the scene and controlling the cinematic pacing of the game, but the players and their adventurers are the true masters of the game. The adventurers control what happens during the story, how they act, and what they do. The narrator simply reacts and keeps the game flowing in the right direction.

That's not to say that the narrator is without power. The narrator is the decider on all rules matters, controls how the world interacts with the characters, and whether the game can even be played at all. And, of course, the narrator can always use a stray lightning bolt to keep the players in line.

Cinematic Control

The narrator's greatest power lies in their cinematic control. The narrator decides how fast the gameplay is, how quickly the next adversary arrives, how awesome the adventurers are when they're swinging from chandeliers and fighting the berzerking elves down below. These are all facets of the narrator's power.

Tephra is designed not to impede upon your cinematic control. If you want the players to have to fight 20 enemies before they get some downtime to relax, you have control. Or, at your discretion, you can have the adventurers just encounter a lone warrior in town during their downtime. This is all part of your cinematic control.

Build the plots you want to build and pace the story as fast or slow as you want.

Awesomeness Factor: You get to choose how awesome the adventurers feel. When the adventurers are fighting some minions while sloshing through a swamp, there might not be a high level of awesome. You might downplay that fight, making it dirty, painful, and slow. But when they beat those mooks and make their way to the giant tentacled behemoth that is their boss, that fight could have an enormous energy level, high action, and great combo sequences. How awesome your characters feel is up to you.

Evoking God Powers: As the narrator, you literally control everything that is not the player's character. You have the ability to strike down an adventurer with a random lightning bolt, have their gun explode on them for no apparent reson, or simply say that they die from a heart attack while walking down the street. Please avoid these options - nobody's going to enjoy them.

You have the power to bend the world as you will, but by encouraging the adventurers to be outgoing and make of the world what they will, you're giving them the power. They'll surprise you, keep you on your toes, and, in the end of the day, everyone will be having fun.

Keeping Focused

Roleplaying among friends is always a fun and exciting dynamic but can also be irritating when you're trying to advance a storyline and the players just want to goof around. In order to stay focused, here're a couple possible solutions:

Start with a Bang: Getting the session started can often be the hardest part of the game. There are a wide variety of starting methods. You could simply begin describing the scene. You could ask one of the players to describe what happened in the last session. You could throw down a stack of Tephra books on the table, making a bit of a thundercrack, and snap everyone's attention toward you. Or you could roll a die and ask the player to your right to make a dexterity resist. That'll get their attention!

Energy Levels: Narrating a game can be simultaneously exhausting and exhilarating. Keeping everyone's energy level can be difficult, starting with your own. When you're leaning forward in your chair, waving your arms around, and talking in excited voices, your players will follow suit. The more excited you are, the more excited everyone else will be. Excitement and yawns work the same way: they're infectious.

A lot of roleplayers will drink large quantities of soda,

game all night, and snack on chips during the game. We at Cracked Monocle would never officially advise against this, but do try to get a little bit of sleep before the game and drink some water - caffeine is so much more effective when it has some water to keep hydrated.

Table Banter: You game with a group of friends, and friends like to talk, especially when they haven't seen each other in a while. Don't try to quell the table banter entirely (it won't work!), but if it becomes too much, ask the players if they could refocus on the storyline a bit, as you have some pretty awesome scenes coming up. (Give them something to focus on - that'll quiet them down and get them focused!)

The Gaming Environment: You can game pretty much anywhere: in the car, while tubing a river, or around a table. Yet each environment offers its own set of distractions to keep your game from running smoothly. If you're at your house, it's going to be the television and those cursed video games. If it's at your friendly local gaming store, it'll be everyone else there. If it's in your car, it'll be all of those silly people driving around you. (In all seriousness, please focus on driving before gaming.)

If you're playing in a public environment, such as at a convention or in your friendly local gaming store, there'll be people passing by, things to look at, and interruptions. The best thing to do is just to learn to ignore them and get into your game: it'll be a great life skill if you can master it.

Descriptions

One of your greatest tasks is describing the world that the adventurers are experiencing. The better the description, the more enthralled your audience will be. Every aspect that you describe is an opportunity for the players to interact with the world. If you describe the local pub's table as having some names carved into it, the adventurers might ask the bartender who it was that carved their names into the table. That could introduce them to the bartender, who they'll get to know, then the adventurers will build a connection with the pub. Before long, you'll have a permanent feature in your game.

One of the best ways of describing a location is to focus in on a centerpiece. Say the adventurers are walking into a buzzing and crowded marketplace. What makes that marketplace different? The statue in the center, towering over nearby buildings, of Tailemy's Beloved Mother, with fountains all around the tall marble statue. The statue's description sets a tone for the marketplace, and helps the players fill in the rest of the location in their mind.

Designing NPCs

First off, what's an NPC? It's a non-player character, or anybody in the world who is not one of the player's characters. An NPC is a member of the supporting cast, an adversary, a rival, or nothing more than a person walking down the street, going about their business.

Every NPC should be treated as a real person. The NPC will have emotions, goals, and wants. They aren't there specifically for the adventurers (though they exist because of the adventurers). The more interesting and diverse your NPCs, the more the players are going to buy into the world, the more friendships they're going to build with your characters, and the more that horrible events are going to emotionally affect them.

Roleplaying a wide cast of NPCs can be difficult but exceptionally rewarding. Giving an NPC a noticable cough, a habit of rubbing his nose, or a twitch whenever somebody mentions money will make memorable characters. Not every character needs to be exciting and memorable. If you use the same voice for all of the cityfolk, nobody's going to be bothered by it. But when an adventurer wants to start interacting with somebody of note, give them a unique voice or mannerism and you'll have an instantly identifiable NPC.

And try to remember how you played those characters. The more consistent the characters are, the more attached and realistic your world becomes.

Built to Die: You should keep in mind that all adversaries, NPCs, and supporting character have a high chance of dying during your saga. Don't grow too attached to them - adventurers will either kill them, something terrible will happen to them for the sake of advancing the plot, or they'll be one of the few lucky ones who survive the whole chain of events. Regardless, be ready for it.

NPC Roles: The supporting cast can come in many shapes and colors. Your NPCs might be mere townspeople, the bartender, or a crazed mastermind bent on taking over the world using his small, toy-like, robot army. Some roles include the rival, the adversary, the mentor, the assistant, the merchant, the friend, or the wildcard. The more defined a person's role is in the adventurers' lives, the more likely they are to seek that person out in the future.

Providing Direction

You don't have control over where the adventurers go or how they act, but you can provide direction to them. The local law enforcement might come to them, asking the adventurers to go out of district and solve a gang problem for them. Or a scientist might hire the adventurers to protect the scientist while he unveils his newest experiment. These are hooks for quests and adventures that your adventurers can endeavor on. They're the most blatant ways of providing direction; but, given the right rewards, they're a rather effective method.

Sometimes you'll want to provide directions that are a bit more subtle. This can be done by providing clues in your description. If the players walk into a pub, you could describe certain characters in the pub in much greater detail. This draws attention to them and encourages the adventurers to go interact with those characters. Perhaps they're exploring the sewers and notice something shiny embedded in the walls. By exploring that gem, they're following your directions.

The better your descriptions are, the more inquisitive your players will become. If you describe the gem in the sewer wall, they'll start asking questions about it, trying to figure out how it works, what it does, or why it's here. Once you start getting questions, you know your players are hooked.

Railroading: You should avoid railroading your adventurers. Railroading is dragging the players by the nose and not allowing them to go out and explore on their own. Railroading is when the players feel like they have no options beyond the one that you've put in front of them, and that they have no control over the storyline - it's just going to progress exactly as you've set it out to.

As you grow as a narrator, you'll learn to give such solid directions and descriptions that the adventurers will want to follow your plots and storylines without feeling like they're being led. If you absolutely must railroad the storyline, make sure that the train's cabins are plenty big enough for the players to still feel like they have room to explore.

Out of Bounds

Sometimes the adventurers will want to explore some facet of your world that you haven't developed or you aren't ready for them to be adventuring in. If that happens, just let them know that you're not ready for it. Ask your players if they wouldn't mind doing something else during this game, or, if there's not really any other option beyond going where they want to go, let them know that you're going to need to either end the session early or take a break to prepare.

For the sake of the game, hopefully they'll understand.

Narrating on the Fly

Often times you will be called on to make things up on the fly. Suddenly, the adventurers are really interested in finding a perfumery and getting to know the owner. Well, you've now got to describe the perfumery, give it a name, and describe the old lady running it.

Try to draw upon your own experiences or movies that you've seen. If you've never been to a perfumery, just try to imagine what would be there. (If the players think that your perfumery is unrealistic, just tell them that this is a unique perfumery, and the owner is a little batty - it'll solve all of your problems.) Can't think of a name? Just put a person's name in front of the title of the shop - "Rose's Perfumery" or "Charlotte's Scents" will work perfectly.

Being able to narrate on the fly will lead you to your most creative moments and, as a narrator, nothing can get the adrenaline going as much as an impromptu scene coming together.

Types of Adventures

There are thousands of possible adventures that your players might find their way through, everything from daring rescues aboard airships to interupting weddings because the prince is marrying a mutated hag to saving the city from exploding because a gnomish alchemist was about to accidently mix two rather volatile chemicals in his underground laboratory. Here's a couple common adventures to get those gears rotating:

Airship Raid: The adventurers have to board an airship that pirates have taken over. Pirates are attackig the adventurer's airship! An autonamous airship is devouring other airships in the sky. The adventurers are aboard an airship when a mutiny occurs and they need to stop it. A Paldoran stormship is approaching and the adventurers need to buffer their airship's defenses. When you're aboard an airship, the sky's the limit for adventure design!

Crypts, Dungeons, & Sewers: A mad scientist left a note at the capital saying that he's planted a bomb in the sewers under the city. A gang of miscreants and mutants are attacking people then taking refuge in the ancient crypts built under the city's cathedrals. Somebody breaks out of the local prison, and now the prisoners have taken over the entire complex. Delving into dark, dank, and dangerously enclosed spaces can be the highlight of any adventure.

Murder Mystery: The adventurers are hired as guards at a noble ball, but the host is murdered during his favorite song. The adventurers keep hearing about disappearances at their favorite pub, and a hooded man has a clue about who's going to be targeted next. The maiden voyage of an airship begins with disaster when the captain is killed. The adventurers are walking out of a restraunt where they just had lunch with an important duke when the entire building explodes, and they're the only suspects! Every game can begin with a murder, and the bigger and flashier the murder, the more exciting the mystery.

Political: A local count has been challenged to a duel, but believes that the duel is going to be rigged. A lady has had an adulterous affair and needs somebody to come clean up after her. A prolific scientist needs just a few more supplies to complete his experiment, but the local mafia is hijacking his supplies. An estranged son is the only person who knows the code to his late father's vault, and what's inside is a city's only chance for survival. Political games are high-thought, roleplaying-oriented games that require some light steps and some fast thinking.

These are just a few of the types of games you might encounter or think up, as there are literally thousands of options.



Assembling a Party

Sometimes the hardest part of narrating is getting a group of friends who are willing to play together. Sometimes that transfers over into the game, in which the greatest difficulty is getting a group of eccentric, misfit adventurers to travel together. However, there are tips and tricks for accomplishing both monumental tasks.

Appropriate Party Size

The game is designed for 4-5 people to be the average party size. Our adventurers will be balanced against 4-5 adventurers. However, the size of your party is whatever you are comfortable with. If you just want to play with 2 or 3 of your friends, that can lead to some fantastic and intimate roleplaying opportunities, where each character can have plenty of limelight time and develop into their own full character.

Some parties, on the other hand, can be quite large. Some narrators do well with 6, 7, or 12 players. Handling a larger group can be a challenge, as it requires you to divert your attention among multiple people and keep track of where they are. In larger groups, it'll be easier to focus on a handful of players and allow other adventurers to get lost in the background. When you're handling a large group, expect some chaos, some splitting up of the party, and a lot of table banter. But, with patience, having such a large audience can lead to some truly amazing scenes and stories.

Planning a Saga

The greatest stories are often told over multiple episodes. Every time your group gets together and plays, that's a session. If you link the story and characters over multiple sessions, you've built yourself a saga. A successful saga can be earth-shattering, full of moments and memories that no other form of game can offer. But there are a number of reasons why sagas will fail, and most of the time that's a lack of planning.

While we'll leave plotting out the saga to you, we have a spot of advice for getting all of your players ready for a saga. Foremost, let them know that you want a saga that will take multiple sessions. Your saga might just be three sessions long. It might span several years, both in our world and that of the adventurers. Try and find an appropriate time and place to meet. Many groups will play every week. For others, that sort of time committment can be daunting, and biweekly sessions or fewer are ideal. Of course, for the truly dedicated players, even once per week isn't enough.

Let your players know what you expect from the campaign. If you don't communicate that you want to run a game about big game hunters tracking down and killing bio-engineered abomination, you might get a player who makes an airship captain, and another player who makes a lone ninja warrior who's only interest is in finding her missing family. Those characters might not mesh so well with your saga's goals. Let the players know what you want to run, and work together to make characters that will fit into the saga you envision.

Sagas versus Campaigns

Dungeons & Dragons players and those from numerous other games will give the name "campaigns" to their multiple-session-spanning stories. We prefer sagas. Campaigns evoke a sense of military strategy and warfare. Most campaigns in Tephra are less about the military and battle aspect and more about the story. When you combine multiple stories over a long period of time, you have a saga.

That said, if you want to run a campaign, that's no skin off our back. We just think the word saga might be more fitting.

Building Characters

When you begin a game, make sure everyone's on the same page with character creation. A brief description of the type of adventurers you expect can go a long way toward forming a cohesive group and a substantial narrative. If you tell the party, "build mercenaries," you're going to get a wide range of morality. But if you say, "build mercenaries who are generally good people," you've narrowed the focus down enough that the party should come together, especially given goals that fit within that purview (mercenaries like money and good people have a habit of performing good deeds, both aspects that make adventure planning significantly easier).

Most groups will want to, and probably should, build characters together. This will help drive home that cohesiveness, especially if the party discusses their respective roles. While having solid and defined party roles isn't always necessary, it can definitely be beneficial when different aspects of combat are covered. Most often, you can build characters according to attributes: is there one character per major attribute? Is there a brute character (who will likely be great at melee fighting), a cunning character (who makes every other character even better, in addition to being just the right person to take care of out-of-combat problems), and a dextrous character (who can fill melee or ranged combat roles, as well as having a strong speed advantage)? Spirit and science characters are mixed bags that are going to monumentally improve the party or fill roles that are lacking elsewhere.

You can always have people build characters at home and bring them to the game. It'll give you more time to play and probably create a slightly more eccentric group. Of course, the decision is yours.

Everything You Need to Know to Run Tephra

So you've been told, at the very last minute, that you need to run a Tephra game, and you're not even very familiar with the rules. This is a big book. There are a lot of rules. There are thousands of character options. How in the world are you going to wrap your mind around this enormous ruleset with so little time? And with no ability to practice?

Actually, it's all quite easy.

You can run a pretty solid game knowing only the basics of Tephra. Your players created their own characters so they should be able to play their characters correctly. You don't need to know all of the rules for how their characters function. Here's what you need to know.

Attributes

You're going to be asking for attribute rolls whenever the characters make an action that has a chance for failure or great success. Your characters have five attributes: brute, cunning, dexterity, spirit, and sciences. When they roll, they'll tell you what tier they received, ranking them from 1 (adequate or average) up to 4 (stunningly beyond human). Here's when to ask for them:

Brute: Call for a brute roll when your characters are doing something that involves physical strength and stamina. Are they holding a door closed? Are they trying to wrestle an object out of an enemy's grasp? Are they trying to hold their breath while swimming through underwater ruins?

Dexterity: You'll need a dexterity roll when your characters are doing something that requires precision or flexibility. Are they acrobatically jumping off a roof? Are they performing an intricate dance that requires great footing? Or are they trying to sneak down a hallway on the tips of their toes?

Cunning: The characters will need their cunning at any point that smarts, charisma, or awareness come into the equation. Are they trying to convince a guard to let them pass? Are they trying to deceipher the old writing on a water-stained parchment? Or are they attempting to find the escaped assassin who has surely hidden himself somewhere in the baron's manor?

Spirit: You'll call for a spirit roll when the characters need to display their force of self and willpower. Are the heroes tired, bedraggled, and aching when suddenly a chase scene occurs? Are they overcome by fear from size of the advancing army and trying not to run away? Or has the enemy taken control of their minds and only their overwhelming sense of self can get control of their bodies back?

Sciences: The need for specific knowledges will have you asking for a sciences roll. Are the adventurers trying to disable a bomb from taking out the city? Are they attempting to understand the mad scientists plans so they know how to thwart them? Or are they trying to repair their dirigible before it crashes into the mountains below?

These five attributes will be the vast majority of rolls that you, as a narrator, need to call for. The rest are going to be combat specific.

Running a Combat

Thankfully, most of the difficulty in running a successful combat comes in setting up a cool story and scene. Players will enjoy having their characters shine and blow up the bad guys with ease, so if you mess up a combat and make it too easy, not too worry! The awesomeness of the players will quickly out-weigh your mistakes.

Combat Order: Begin a combat for calling for priority. Rank everybody according to the highest priority rolls. Then, roll for your enemies and throw yourself into the ranking.

Attacking: When you attack, you're going to roll accuracy against their evade. If your accuracy is as good as their evade, you hit them. If the players are attacking you, you're going to be rolling evade, and if their accuracy is equal or greater than your evade, they hit you.

Once an attack has successfully landed, damage will be dealt. You can roll strike to see how much damage you deal. Look at the weapon's damage class (for example, a normal sword, which is a medium weapon, will have a damage class of 6). The tier that your strike receives will multiply the damage class. So if you get tier 1, you'll deal 6 damage. If you get tier 2, you'll deal 12 damage. So on and so forth.

Soaking damage works the exact same way, except that you'll be rolling defense and multiplying the tier you receive with your soak class. If they deal you 10 damage, and you soak 2 of it, your enemy takes 8 damage total.

Victory: Knowing how to attack is important, but what's more important is knowing when for your enemies to die. If you have adversaries already built, you can just keep track of their hit points. But, if you don't, just have them die when you think it's best for the fight's narrative. Did your adventurers just deal an awesome amount of damage to the enemy? Time for him to die!

You don't always need to be precise with your adversaries' hit points and wounds. You can have them last longer (to keep a great fight scene going) or have them die earlier (if the fight's gone on long enough). Just do what seems natural. And if you don't want the enemy to die but you want to show that progress is being made, have the player who hit him roll for a random wound or fatal effect (found on the called shots page in the first chapter). That'll make them feel equally cool.

Read the First Page

If you read this page and you've read the first page of the Chapter 1: the Clockwork System, you'll be more than ready to run a game using the Tephra rules. Now you've just got to make a plotline! And remember - bring energy to the game and have fun, and nobody will call you out for your rules-light approach to the game.

Handling the Rules

Determining Priority

When combat begins, normally establishing priority is the first thing that you'll want to do. Priority tells you who acts first, second, and so-on. When everyone rolls priority, determine who has the highest priority and have them act first. If people tie, they can either roll off or allow one of the people in the tie to go first.

Enemy Priority: You'll roll an enemy's priority and mix it in with the adventurers' priority rolls. If you have a ton of enemies, have them all act at once (possibly using the average of their priority bonus to determine when they go). If you only have a handful, you can have them all go at separate times.

Circumstances: Priority can sometimes be altered by the circumstances of the fight. If one person is proclaiming that they swing their steam-powered baton (and thus commencing combat), you can feel free to give them a bonus on priority. This could deserve a +3, +6, or +12 (depending on how much you think they deserve to go first).

Remember though, sometimes that steam-powered baton might be in mid-swing, but another character still takes the higher priority. This simulates one character's phenomenal reaction time. Maybe the man making the first attack gains a +6 on his priority, and he gets a 13 total. Still, Slim-Eyed Jack rolled really well and came out with a 21. The man with the baton is attacking fast, but Slim-Eyed Jack was ready for it and his reaction is going to come before the starting action is even resolved.

Priority as a Reaction Speed: Priority can also be used to determine who acts first when something is immediately happening. Maybe the villain is pulling out his doomsday device, and two adventurers shoot at him (since it's a reflexive attack). You could have both adventurers roll priority to determine which one gets their shot off first.

Option: Rolling Early

Sometimes (especially in bigger groups), the excitement of entering a fight can be diluted by rolling priority and setting up a turn order. If you feel like this tends to be the case, roll priority well before the combat or during a break. Determine the turn order in the event of a combat. (Then, if somebody gains a circumstantial bonus to their priority, have them simply move up the turn order.)

This way, once combat begins, you instantly get to the first person's turn. No book-keeping required.

Terrain

Varying terrains are a great way to keep a battle interesting. While a fight in the middle of a grassy plain is all fine and dandy, taking that same fight and putting it on board a swaying airship during a lightning storm can take it from merely fun all the way to fantastic!

Feel free to have fun and get creative when dealing with terrains. Wind, precipitation, and poor lighting will all provide cover bonuses to those fighting. If a fight is taking place between two speeding airships, give those firing between them an accuracy penalty due to the whipping winds between the airships. If a fight is on a bridge, let the adventurers and adversaries make liberal usage of their trips and push-backs, but then - for a more cinematic scene - let the adventurers make a dexterity roll as they fall off the bridge to grab on to the ledge as they fall.

Keep in mind that an enclosed area changes combat just as much as an open one. Any character with a heavy rifle can shoot accurately from 200 feet away, and if you're using miniatures on a grid map, that's probably going to be the length of the table. A fight taking place out in the open is going to make heavy use of firearms while the melee fighters are trying to make their way across the open field. But you take those same combatants and put them in a cramped alleyway and suddenly the melee fighters will shine. If you're going to use an open field for a fight, throw in some rubble, trees, or old fences to act as cover. This will let the melee fighters and sneaky characters get closer to the ranged combatants while making use of cover and hiding spots, evening out the playing field.

"Fudging" Rolls

As the narrator, you can often fudge your rolls. What is fudging? It is cheating, changing the number, or just assuming the result of your roll. Maybe the enemy rolled a phenomenal evade... for the 15th time... and you just want the adventurers to hit him. So you fudge it. You tell the player that his character hit, even though the die side otherwise.

Why would you fudge your rolls? Some narrators will never fudge a roll, as it decreases the randomness and the excitement of narrating. But, sometimes, for sake of the storyline or the pacing of the combat, some narrators will alter the results of the die in order to attain a specific effect. Maybe this turn they really needed the enemy to hit harder than the die roll allowed in order for another character to make an appearance and save the day. Or perhaps, as in the example above, you've realized that your adversary is just too powerful and you need to start fudging the dice rolls to make the combat more exciting.

Regardless of your reason, make sure that your fudging is appropriate and not overused. Also, don't get caught doing it - as soon as your players recognize that you're changing your own die rolls, so much of the magic of rolling the dice is lost. Use this power sparingly.

Grids: Squares versus Hexes

Tephra is designed to most easily use a square grid. However, you'll have to change virtually nothing if you decide to go with hexes. A hex grid will give you a more realistic since of movement, you won't have to deal with any odd diagonal rulings, and turning will make a little more sense. You can easily swap between square grids and hex grids, so use whichever one you like most.

Stealth & Infiltrations

Stealth missions can be extremely rewarding, but likewise exceptionally difficult to pull off, especially with a full team of 4-5 adventurers. Often times a stealth mission will be a brief aside accomplished by one or two members of the party who are well equipped for it. Here are some tricks to keep in mind when dealing with stealth and infiltrations.

Give Players Different Roles: Normally, an infiltration is going to be led by the one or two people in the party who have a high enough dexterity to sneak in somewhere silently. But while they're doing that, where's the brutish character in heavy armor going to be? Why, he's making a distraction downstairs! Perhaps the brute character helps pummel the guards at the front door, drawing guards away from the back while the stealthier characters rush in.

Inventors and smart characters can help with the planning, or they can tag along just behind the stealthy characters to help deal with any surprises. Cunning is just as important to stealth as is dexterity. Dexterity rolls will be used to see how quietly a person can move, but cunning will help pick locks, find hiding spots, and get through any situations with minimal problems. Espionage, a cunning skill, is the bread and butter here.

Your goal should be to make everyone feel important. While not every character is properly equipped to perform the infiltration, everyone brings something to the table. Some people are talkers, some people are good at getting to the rooftop, and the tinkerer is going to have a number of gadgets that will get the party through locked doors, past traps, and right into their destination.

Regularity of Checks: Having the adventurers roll their dexterity to see how quietly they sneak in doesn't need to be overdone. Have the players give you an intitial roll when they get going to see, overall, how well they do. Then, if anything unusual happens, have them roll again. If they are nearing guards, they might roll again. If they step on a creaky step going up the stairs, that might call for a roll. Likewise, you can let the cunning characters shine by allowing them a roll to notice a creaky step so that the adventurers might ignore it completely. Keep each roll exciting and give it a reason. Let every roll increase the tension, and it'll make for a more dramatic scene.

Silent Kills: Fights are loud, messy affairs. Without silencers of some sort, firearms will be a dead giveaway for any battle. Most lazy guards (as well as any encountered servants or other random people the adventurers encounter during an infiltration) will have their hit points down. If the adventurers can deal a substantial amount of damage quickly before an enemy can react, they should be able to kill or incapacitate the target before the target can react and get their hit points up. More alert guards will keep their hit points up, ready for an incoming attack. These will be difficult battles and will likely bring trouble; use alert guards when you're ready for the stealth to be at an end.

The Quick Infiltration: Sometimes an infiltration mission doesn't need to take more than 10-20 minutes of time at the table, and this is when having just one or two adventurers take part is key. If the adventurers just need to sneak into a residence, grab a key, and get out, it might be best to let just the more stealthy characters shine while the rest of the party waits at the pub. These quick infiltration missions should revolve keep guards mostly unaware (with their hit points down, allowing for quick kills), and get the adventurers in and out quickly.

Assigning Attribute Penalties

You should be fairly liberal with attribute penalties, as a character's attributes can become fairly high (especially when a character is using their favored attribute). When a player announces that they are going to roll for something, or you ask them to roll an attribute, let them know what penalties they'll be taking and why.

A character's attributes assume everything is "average." If they are trying to lift something heavy, it is of average heaviness. If they are trying to sneak into a room, the conditions are average. If they are trying to convince a guard to leave his post, there are not mitigating circumstances. Thus, when something is unusual, that's when you'll apply penalties. Let the player know that the statue is extremely heavy and will warrant a -8 on their roll. Let the player know that the hallway is brightly lit and the floors creak as they walk, warranting the -6 you're going to assign their roll.

Sometimes a factor won't be immediately obvious to the adventurer. Perhaps they're trying to convince a guard to leave his post, but that guard is fiercely loyal to his employer and is well paid to be so. The adventurers don't have that information, so they don't know that it's going to be exceptionally difficult to convince the gaurd to leave. In this circumstance, don't inform the players of any penalties they'll be receiving.

Of course, this gives you the perfect opportunity to let the cunning adventurer shine. Let the cunning adventurer try to recognize when something is working against them. That way they'll know what penalties they'll be receiving on their rolls, and why.

Ambushes & Surprise Attacks

It is when an ambush occurs that Tephra's hit point system really shines. Hit points are a reflection of combat adrenaline and stamina, and when a person isn't ready for a fight, they're hit points aren't up. If the adventurers are in a pub, resting at the end of the day, and they're suddenly attacked by assassins, their hit points are going to be down. This will give the ambushers a quick way of dealing some solid wounds damage before the combat starts in ernest, giving the adventurers a beginning handicap.

Be careful with your use of ambushes and surprise attacks. Adventurers only have an average of 12 wounds, so a good hit from a heavy rifle could take a character out before they even know what's going on. While this is accurate to real life, it doesn't make a very fun game. Nobody likes to have their prized character suddenly die when they weren't ready for it. It's not sporting.

It's very rare that adventurers are able to pull off a successful ambush or surprise attack, but, when they do, give them all of the bonuses that you can. An awesome victory caused by good planning will be something the adventurers talk about for ages to come.

Point Blank and Off-Guard: Sometimes an adventurer will end up surrounded by guards, with a dozen rifles pointing at him, and his hands in the air. While the player might think he's perfectly justified in believing that he could reach down, grab his revolvers, and start firing before a dozen bullets hit him and kill him instantly, it isn't terribly realistic.

Sometimes you must force your adventurers to have their hit points down. In such a situation, you should let the player know that if the gun-toting enemies all get off their shots first, they'll be hitting the character as if the character doesn't have their hit points up. This will encourage the adventurer to continue the negotiation through its proper course.

Of course, a distraction (such as another character shooting one of the riflemen in the back) or rising tensions during the negotiation might give the adventurer just the moment he needs to pull out his revolver and get his hit points up. If such a moment arises, let the player know. You can also let the player make a priority roll to see how quickly he gets ready for combat; of course, a poor priority roll in such a dire situation could be lethal.

Visualization

Tephra is designed to be a tabletop roleplaying game used with a grid on the table and miniatures to represent the characters. While not every scene or fight needs a map, some will benefit from it. We recommend using a grid map with 1-inch squares, but you can use whatever means you feel best work for you. Then just draw up your map on the grid and you're good to go.

Miniatures: Playing with miniatures representing your characters can really bring the action to life. Miniatures are small metal or plastic figurines, normally about an inch or two tall, and fitted to work perfectly within 1-inch squares. If you don't have any miniatures on hand, pretty much anything will do. A player can use a ring from their finger, a quarter from their pocket, or a very small picture of their character as a representation on the board.

You can also use dice, but we recommend that you avoid using our beloved D12s to represent your character, since they can mingle with the dice you're rolling and cause confusion. Use those other dice. You know, like the useless ones with only six sides.

Moving Diagonally: Square grids fail to accurately reflect diagonal movement. We recommend that, when moving diagonally, a character consider that every two squares moved diagonally equals three squares moved normally.

This is a simple rule but can also require a lot more thought at the table. If you choose to ignore it, that's fine by us. Just choose your ruling and stick to it.

The 3rd Dimension: Moving in the third dimension, especially on a 2-dimension playing grid, can bring in a whole slew of problems. You should probably mark the elevation heights of different items on the map. For example, you might note that the top of a building is "+20 feet" above the ground, while a ditch is "-10 feet" below the ground level. If a character is flying, you can use coins to represent how high they are (for example, for every quarter they have under their miniature, they are five feet above the ground).

House Rules

Sometimes you'll make a ruling that differs from what Tephra recommends. You might even find a hole in the rules that Tephra doesn't account for (oops). In these instances, just make up a house rule on the fly, let the players know about the house rule, and move forward. It's also a good idea to let the players know that the house rule might change after the session if you find a better way of working it between sessions or discover the actual rule. But during the session, when the intensity is high, make the rule and move forward.

House rules can cause some problems that you should be aware of. As we've said, Tephra is based on a complex clockwork mechanism. If you adjust one part, the entire system can change. When you make a house rule, let your players know and tell them why. That way everyone knows what's changed and what's going on. And, if another problem arises in the future based off your house rule, you know how to address it.



Time

More than almost anything else, Tephra is designed to keep the pacing of the story in the hands of the narrator. You can have a fast-paced adventure full of chases, epic fight scenes, and dangerous missions all in the course of a single day in Tephra. Or your adventure can span numerous weeks, taking time to play out. The rules should never hinder your choice of pace.

Breathers

Breathers are small spurts of time when the adventurers can rest up, repair some basic gear problems, and tend to their wounds. It's typically fifteen to thirty minutes, but you can adjust the length of a breather to fit the speed of your game.

If you want to wear down your players a bit, involve them in a chase scene or multiple fights where time is of the essence. If you have a ticking bomb, the adventurers won't have time for a breather to recuperate their hit points and fix their gear.

If you find that your heroes are getting dangerously close to dying, let them have a few minutes of breathing space. If you want to keep the pace going, you can even say they have a breather while walking down the hallway from one fight to the next. Just let them know they've had a breather and restored their hit points: they'll thank you for it.

Downtime

Downtime is most easily defined as any length of time in which the characters are not actively partaking in adventure or roleplaying. You can often identify downtime as those periods of travel or rest when the adventurers just spend a couple weeks in town, or are taking an airship ride to a nearby city. That's downtime.

You should feel free to offer as much or little downtime as your plot requires. During downtime, characters can completely restock themselves, rebuild their constructions, and handle other off-screen affairs. So if one of the adventurers is an alchemist and he's getting low on potions, it might be time to have some downtime.

Partial Downtime: You can always choose to give partial downtime. Let's say, for instance, that a party is delving through a mad scientist's laboratory. They're pretty deep in, and they've just found the scientist's chemical set. So they want to hang out and see if they can replenish some of their potions. You can opt to give them partial downtime and let them craft a fraction of their potions. (You could say half, you could say 2, or you could say whatever number you feel like granting them.) You can also rule that they don't have the requisite supplies to make their potions, so that will cut into their potential stock. You have control over how much time they have to restock during partial downtime.

Number of Fights between Downtimes: When you have characters who use expendables during a fight (such as alchemic potions or explosives) or find that your adventurers' gear is being broken, you might decide it's time for downtime. The exact number of fights your adventurers might partake in between downtime varies greatly, but typically you can fit 3-5 fights between a single downtime before the players start to feel very strained. It can also be a great learning experience for people who use expendables, since they won't be able to replenish their supplies until their next downtime. Feel it out - when your adventurers are out of supplies and gear, downtime might be favorable. However, a fight with sparce resources can be a great fight indeed.

The Steampunk World

Levels of Power

Sometimes it can be difficult to grasp just how powerful your adventurers are, or just how world-changing your adversaries might be.

The Average Citizen: The average citizen will be, at most, a first level character. Most people who would be willing to engage in a barfight will be first level. Most police officers will be first level. Often times, a farmer, factory worker, or other normal citizen will be a developing character - that is, below first level.

From Normal to Epic: As your adventurers rise in power, they're quickly going to start outmatching normal citizens, move beyond the scope of the town militia, and, in time, becoming the elites of a nation.

The power of your characters can be easily defined based on how many action points they have.

Levels	AP	Power Level
1-3	3	In the earlier levels, your adventurers are starting off as average citizens and moving up to well-regarded warriors and crafters. By third level, an adventurer will be able to outmatch most people in a city.
4-7	4	Once 4 action points are achieved, an adventurer starts becoming some of the best in their field. The agile characters can jump as far as the greatest of athletes, and the inventors are crafting new technology with the best of them. By 7th level, adventurers will be on par with the best warriors in a nation or the best scientists of their generation.
8-11	5	From 8th level and on, the adventurers are hitting a whole new realm of experience. They have moved beyond the concepts of human ability. They are bordering on legendary and they can single-handedly take on numerous opponents.
12+	6	Attaining 12th level makes the adventurer one of the greatest people to ever live. The scope of their power and skill can barely even be imagined by people. Their abilities far outmatch that of most world-reknowned warriors, and their inventions are incomprehensible.

You Own Tephra

Tephra is a setting that we've designed for you to adventure in, for you to create sagas and stories of your own within. The world is designed to be rich and full of innovative adventures, and we will be releasing more and more information to fill this world, more ideas for you to steal and use in your game.

But, ultimately, when you're playing in Tephra, you own it. Tephra is what you make of it. If you decide that, for your saga, all gnomes are idiot savants and all of the Izedans were wiped out by a horrible plague, that's entirely up to you. And, even more so, you can feel free to change the details. If, in some adventure, we say that there's a pub in Aldamiir that gives away free ale on Thursdays, you can say that the pub doesn't exist in your Tephra.

You might run into a player or two that assumes certain aspects of Tephra are there. But while you're the narrator, the setting is yours. Just let them know that those locations, events, or people don't exist like they do in canon Tephra.

Own the world. It was made for you.

Beginning a Saga at Higher Levels

Sometimes you'll want to start a saga at a different level from level 1. You might envision a game that runs the heroes from level 5 (where they're gaining quite the reputation) until they hit level 8 (when they start to feel legendary). Perhaps you just want to run a game full of astonishing 12th level adventurers, almost unparalleled in the world.

Higher level games can be both exciting and action-packed. When you skip the earlier levels, you are potentially skipping some solid character development and moving past the time when the adventurers feel quite mortal. But when you want to run an instantly heroic game, skipping those earlier levels might be exactly what you need.

We've listed the starting princes for characters beginning over first level in chapter 2: Character Creation. They are our recommended amounts of princes a character of that level would have acquired, and they may spend them before play to buy goods at market value. You, as the narrator, might award more or less starting gold to reflect the type of story you want to tell. And remember: a group of high level impoverished heroes can be just as exciting (sometimes more so) than a group of high level wealthy adventurers.

Classism, Racism, Sexism, & Mechanicism

Prejudice can be a useful tool for spicing up a setting. While a terrible reality most societies face, it can easily add tension between characters when they interact. Technophobia is an interesting prejudice for a steampunk setting. Whether you introduce a character who scorns technology as a whole or one who denies the humanity of an artificial intelligence, fighting against the advancement of technology can be a fascinating goal in a world where technology is so prevalent. That being said, too much of anything is a bad thing. A party of Paldoran Exiles unable to eat or find shelter because an entire Evanglessian town has rallied against them could be considered excessive.

Designing your own Setting

We won't force you to use the world of Tephra when playing the Clockwork System. One of its strongest aspects is its ability to be adapted to anything you can imagine. Does your world have teleportation? Reflavor the 'Phase Step' specialty under Agility as literally disappearing and reappearing somewhere else. Want a more modern setting? Turn super-heavy armor into bullet-proof riot gear. Summoning demons more your style? A quick trip to Automata will allow you to create your own otherworldly partners-in-crime.

There are a couple of things to keep in mind when designing your own setting. What time period does it take place in? Does it take place on an alternate history Earth or a different planet? What types of species or races are available? When adapting Tephra to your setting, what parts of the system are unavailable in your world? Are their robots? If not, automaton crafting should probably not be a skill your players can use.

Technology

The technology of a steampunk world can be one of the hardest aspects to grasp, especially for players coming from either a fantasy or real-world background. Don't feel too locked in to any sort of technological realism (this is steampunk, after all!). If you say that something exists, it does. If you say something hasn't been invented yet, that's fine too. It's your world. That said, here are our recommendations for the technological level of Tephra, explaining some concepts that a lot of people new to steampunk might not be familiar with.

Methods of Communication: Radio, both short and long distance, is the most common form of communication, which has led many on both sides of the law to learn how to listen in to hidden frequencies to get the jump on their unsuspecting enemies. Telegrams are sent using simple codes (much like Morse Code). Local post offices are the easiest places to send out bulletins, whether it be through a letter or a radio broadcast.

Methods of Transportation: While personal vehicles are on the rise, their relatively high market price keeps the average citizen from purchasing them. In addition, since most laborers work within walking distance of their homes the price of fuel far outweighs any convenience. Because of this, it is incredibly rare to see parking for more than a handful of vehicles outside of any establishments. Even those with personal vehicles still use trains when travelling long distances, although the higher classes have begun using airship ferries. People still commonly use mounted animals, though the practice is much more common in rural areas, as stagecoaches and steam-driven vehicles rule urban areas.

Medicines (both necessary & otherwise): Instead of sending their patients to pharmacists, doctors keep medicinal alchemists on hand to cure most ailments. As such, disease is rarely an issue for anyone with enough money for medical bills. Every so often an illness or injury renders a patient incurable through normal means, which causes many to take their chances with illegal essence manipulation to rewrite their bodies to a younger, uninjured state. Others take the same chances for cosmetic reasons. Prosthetics are becoming increasingly popular, particularly in the industrial sector. While the surgery is impossibly expensive on a factory worker's salary, a hydraulic-powered arm can greatly increase productivity. Some more successful industries will pay for building prosthetics onto their most loyal employees, although there has been sporatic public outcry about the safety and morality of such practices.

Commonality of Super-Science: Automatons, especially ones able to think for themselves, are incredibly rare. Non-mechanical laborers' salaries still outweigh the cost of maintaining and fueling robotic workers in the absence of a dedicated crafter or mechanic, which most settlements won't have. Biofluxxed townspeople are equally rare. Having essence manipulations aren't illegal, and neither is gathering essence from wild animals, but many people will still stop and stare at someone with scales covering their skin. While prosthetics are more accepted, they still are not considered an attractive trait.

Adversaries

Building adversaries is typically no different from building characters. Do you need a thug? Just create a character that has some specialties from frenzy, brawl, marksmanship, or whatever fits that particular thug.

Sometimes you'll want to tweak an adversary to fit outside the rules. Let's say the adventurers are about to fight off a sniper who has a blessed eye that ensures all of his shots hit. There aren't any specialties for that (and it certainly wouldn't be balanced for adventurers to have), but you could say that the adversary has a +8 to accuracy when determing if he hit. There aren't any specialties that do that, but you can adjust the rules as you see fit in order to make an adversary work like you want.

Judging Appropriate Challenges: One of the most difficult aspects of creating good fights is making sure that they are both challenging without being impossible. The most basic goal of most fights will be to get 1 or 2 characters into wounds, which is just enough to make the characters feel threatened. If the adventurers are getting into fatals too often, you should weaken your opponents a bit. Likewise, if the players never see wounds, you should up the adversaries' levels or add more enemies.

If the group of adventurers are fending off a single opponent, remember that it's a group fighting one adversary. He's going to need to be 3-6 levels higher than the party in order to be challenging. One of the easiest rules to remember when desiging an adversary is to set him "one action point higher" than the party. So if you have a group of adventurers with 3 AP each, make sure your main adversaries have at least 4 action points.

On-the-Spot Adjustments: Even the best designed villain sometimes needs to be adjusted on the spot. Always feel free to adjust adversaries during the combat to make the fight more exciting. Have the adventurers just gone through the adversary's hit points like they were a bad joke? Just up his hit points. Is he missing too often? Give him a slight bonus to his accuracy.

Be careful when doing this, as your players might call you out on it and feel cheated. As long as your adjustments are for the betterment of the fight scene, though, they'll understand.

Rolling for Enemies

When you roll for an adversary, you can choose to either do it out in the open (where the players can see) or in secrecy, either behind a screen or in a box.

Generally, adversaries should not re-roll pure 12s. A pure 12 is a chance to do something heroic and amazing, and it almost guarantees Tier 3 or Tier 4 success. While it can be really fun for an unnamed enemy sniper to suddenly get a lucky shot, a beloved adventurer dying from a lucky die roll against an unnamed and unimportant enemy is terribly anti-climactic and a bit of a letdown.

Important villains can re-roll pure 12s since they are of the same importance to the story as the adventurers. It makes them that much more exciting and frightening to fight.

While we don't encourage re-rolling pure 12s for most adversaries, go ahead and have them keep 1s as 1s.

Character Death

Unfortunately, sometimes an adventurer dies. It's a career hazard. But that doesn't have to be the end of the player's game. When a character dies, you have a ton of options as to how to progress.

Recreated: In a world of crazy science and bio-engineering, "death" might be as problematic as having a cold. If an adventurer is well-connected or is an important part of a quest, an organization or cult might recreate the adventurer. Now, he might be brought back in an automaton body with unusual bio-engineered augments, or through an unknown religious ritual, but it's definitely possible that he could be returned to the land of the living.

New Character: Sometimes death is truly the final frontier for an adventurer and the perfect time for a player to bring in somebody new. Just have them create a new character and find a way to fit into the current party.

The biggest problem is creating a new character that meshes with the rest of the adventurers. Challenge the player to build a character that works within the saga and will easily mesh with the current party. Try to find a fluid reason for the new adventurer to join the group, else things might be awkward for a while.

When you go to build a new character, you can have them start off as the lowest level of any member of the party, somewhere in the middle, or at the exact level of the deceased character.

Sharing the Wealth: When an adventurer dies, it's typical for parties to split their wealth. A clever player, however, might note that the deceased adventurer had a Last Will and Testament on him, which bequests all of his gear on to a certain character or his family. This could also be the perfect way of introducing a new adventurer; if the deceased character's will states that he leaves all of his gear to Arther Cadverius, who will replace him in the event of his death, you instantly have a way of working the new character into the party.

Rewards

Treasure & Payments

Nothing's better than completing an adventure and raiding the dead of all of their earthly possessions. While society may not appreciate the blatant looting of corpses, that's probably not going to stop your adventurers from plundering the dead. Rewarding adventurers with treasure and payment for their deeds is an important part of being an adventurer or mercenary.

When adventurers take on a paid mission, try to plan your payment based on their level. Are the adventurers just first level? Well, 5-10 princes would be a solid payment. If they're fifth level, 50 princes each would be pretty standard. Take a look at the "starting princes per level" chart in the Chapter 2 - Character Creation. That will give you a pretty solid indicator of how many princes they should gain per level. Feel free to go a bit higher than that chart indicates - it assumes that players will be using items (such as explosives and alchemic potions) and those little things can add up quickly.

Adventurers will typically steal any items they can off dead bodies, so keep that in mind when giving items to your adversaries. If you don't want the adventurers to have a Marque IV accurate, chainsawing, lightning sword, you probably shouldn't let the villain die with one on him. (Now, if the villain suddenly explodes right after he dies, that might solve that problem.)

Selling Treasure for Princes: Treasure can always be sold to vendors after an adventure. Most vendors will buy things off the adventurers for a quarter to half the price of the item, though a well-used item might sell for even less. Let the adventurers barter a bit if they feel like they're being jipped - just don't let them jip the vendor!

Awarding Experience

From one level to the next, a character needs 12 experience points. Just like the turning of a clock, a character goes from noon to midnight, and, at the stroke of midnight, gains a new level.

How quickly you hand out experience points determines how quickly character level up and gain in power. The more experience that you give to your characters per session, the sooner that they are going to be nearing the top levels and the pinnacle of their power.

Typically, awarding 1 experience point per contentious situation will serve you well. If the adventurers get into a tavern brawl, that's an experience point. If they figure out a puzzle to keep the church from exploding, that's an experience point. If they talk their way past the guards to get in and see the local baron, that's an experience point.

At the end of a session (4-6 hours of play), most narrators will hand out 3-4 experience points.

Leveling Speed: If you'd like, you can think of experience in terms of leveling speed. If you want your adventurers to level up every 3 sessions, give them 4 experience points per session. If you want them to level up every 4 sessions, give them 3 experience per session. You can speed this up or slow it down at your discretion.

Sometimes, you'll want to keep adventurers at a certain level for a while, so you could give them 1 or 2 experience points per session. On the other hand, you might want to see your adventurers at a higher level and faster, so you give them 7 or more experience per session early on in the saga, then slow down experience gains once they start reaching the levels you want to play in.

If you're giving out a slim amount of experience for a specific reason, but the players feel like they're not getting enough for the amount of work that they're doing, let them know why. Most players will be perfectly fine hearing from you that you want to keep them at level X for a little while, so you've slowed down the experience gain.

And remember, if they don't feel like they're getting enough rewards from their adventuring, you can always give them more stories and treasures to make up for it!

Awarding Stories

As adventurers progress and their exploits become things of legend, they'll gain stories that you can award them. Pre-written adventures will include a variety of stories they might earn during the adventure, but you can always make up your own.

If the adventurers save a town from a doomsday device set to make the local volcano go off, you could make up a story called "Saviors of Hollisburg." Now all of the adventurers that received that story are well known for the saving the town of Hollisburg, and the people of Hollisburg treat them with kindness and reverance.

If one of your adventurers challenges a well known swordsman to a duel and wins, they might earn the story "Vanquisher of Sir Wellington." That story might come with two prongs - enemies of Sir Wellington would celebrate and respect the adventurer, while the friends of Sir Wellington might collaborate for vengeance.

Stories work well as titles, scars, and small things that a player can be proud of. If an adventurer can say, "I am Arther Cadvarius, Savior of Hollisburg, Vanquisher of Sir Wellington," that's going to make the character instantly come to life and have a great background.

Appendices



Specialty Listings

Brawl (brute)

Block with a Grab	Accuracy +1, Evade +1, Hit Points +10
Dirty Fighting	Accuracy +1, Strike +2, Hit Points +9
Drunken Boxing	Accuracy +1, Evade +1, Hit Points +9
Fisticuffs	Strike +2, Priority +1, Hit Points +10
Fluid	Evade +2, Strike +1, Hit Points +7
Grapple	Accuracy +2, Strike +1, Hit Points +10
Heavy-Handed	Strike +2, Priority +2, Hit Points +9
Hold Steady	Accuracy +1, Evade +1, Hit Points +10
Knock Aside	Accuracy +1, Evade +1, Hit Points +9
Monkey Wrestler	Accuracy +1, Strike +1, Hit Points +10
Reversal	Accuracy +1, Evade +1, Hit Points +10
Shrug Away	Evade +1, Priority +2, Hit Points +10
Throat Jab	Strike +2, Priority +2, Hit Points +11
Bone-Breaking Specialties	
Bone-Breaker	Strike +2, Priority +1, Hit Points +11
Crippling Blow	Strike +3, Priority +1, Hit Points +9
Combo Specialties	
Combo Flow	Accuracy +1, Strike +2, Hit Points +10
Combo Opener	Accuracy +1, Strike +2, Hit Points +10
Combo Breaker	Accuracy +1, Evade +1, Hit Points +9
Finisher	Strike +3, Priority +1, Hit Points +9
Grip Specialties	
Crushing Grip	Strike +3, Priority +1, Hit Points +10
Twist	Accuracy +1, Strike +2, Hit Points +10

Frenzy (brute)

Adrenaline Surge	Evade +1, Strike +1, Hit Points +14
Backlash	Accuracy +1, Strike +2, Hit Points +11
Burning Revenge	Strike +3, Priority +1, Hit Points +11
Carry Through	Accuracy +1, Strike +2, Hit Points +10
Crimson Weapon	Strike +3, Priority +1, Hit Points +10
Fray Fighter	Evade +1, Strike +2, Hit Points +10
Hundred Strikes	Accuracy +1, Strike +2, Hit Points +10
Liberator	Evade +2, Strike +2, Hit Points +10
Merciless	Accuracy +1, Strike +2, Hit Points +8
Neverending Bloodbath	Strike +2, Speed +5, Hit Points +11
No Escape	Strike +2, Speed +5, Hit Points +10
Raging	Strike +2, Priority +2, Hit Points +9
Straining Blow	Accuracy +1, Strike +2, Hit Points +13
Soulless Blade	Accuracy +1, Strike +2, Hit Points +9
Walking Destruction	Strike +3, Speed +5, Hit Points +10
Bloodlust Specialties	
Berserker	Accuracy +1, Strike +2, Hit Points +12
Bloodlust	Accuracy +1, Strike +2, Hit Points +10
Unquenchable Thirst	Accuracy +1, Strike +3, Hit Points +11
Masochistic Specialties	
Laugh Like You're Crazy	Strike +2, Priority +2, Hit Points +10
Marriage to Suffering	Strike +2, Wounds +1, Hit Points +11
Seize Your Suffering	Strike +2, Wounds +2, Hit Points +11

Overpower (brute)

Brickbreaker	Strike +3, Priority +1, Hit Points +10
Dragging	Accuracy +1, Strike +2, Hit Points +11
Follow-Through	Accuracy +1, Strike +2, Hit Points +10
Heavy Hitter	Accuracy +1, Strike +3, Hit Points +9
Keep Them Down	Accuracy +1, Strike +2, Hit Points +11
Monstrous Attacks	Strike +3, Defense +1, Hit Points +10
No Quarter	Strike +3, Priority +1, Hit Points +11
One-Handing It	Accuracy +1, Strike +2, Hit Points +10
Robust Toss	Accuracy +1, Strike +2, Hit Points +11
Shield Whack	Accuracy +1, Strike +3, Hit Points +7
Solid Assault	Strike +3, Priority +1, Hit Points +11
Stunning Blow	Accuracy +1, Strike +2, Hit Points +9
Titanic Strength	Accuracy +1, Strike +3, Hit Points +8
With Gusto	Strike +3, Priority +1, Hit Points +10
Armor-Breaking Specialties	
Chipping Away	Accuracy +1, Strike +2, Hit Points +10
Armor Sunder	Accuracy +1, Strike +2, Hit Points +9
Earth-Shattering Specialties	
Earthquaking Strike	Accuracy +1, Strike +2, Hit Points +11
Rampant Destruction	Strike +3, Priority +1, Hit Points +11
Push Away Specialties	
Staggering Strike	Accuracy +1, Strike +2, Hit Points +9
Bullrush	Strike +2, Speed +5, Hit Points +11

Resilience (brute)

Blast Proof	Evade +1, Defense +2, Hit Points +14
Body of Steel	Defense +3, Wounds +1, Hit Points +14
Brace for Impact	Accuracy +1, Defense +3, Hit Points +15

Bulwark	Evade +1, Defense +2, Hit Points +13
Interposition	Defense +2, Speed +5, Hit Points +13
Metal Embrace	Evade +1, Defense +3, Hit Points +15
Never Off-Guard	Evade +1, Priority +3, Hit Points +17
Press	Strike +2, Defense +2, Hit Points +11
Protector	Evade +1, Defense +3, Hit Points +14
Resolute	Defense +1, Wounds +1, Hit Points +13
Second Skin	Evade +1, Defense +2, Hit Points +14
Solid Stances	Evade +1, Defense +3, Hit Points +13
Thick Skin	Defense +3, Wounds +1, Hit Points +11
Tough Stuff	Defense +2, Wounds +1, Hit Points +19
Unassailable Mountain	Accuracy +1, Defense +3, Hit Points +12
Walking Fortress	Defense +2, Wounds +1, Hit Points +13
Ward	Strike +2, Defense +2, Hit Points +11

Armored Movement Specialties

Armored Ease	Evade +1, Defense +3, Hit Points +12
Armored Freedom	Defense +2, Speed +5, Hit Points +14

Barrier Specialties

Living Barrier	Defense +3, Priority +1, Hit Points +12
Living Wall	Defense +2, Wounds +1, Hit Points +14
Living Stronghold	Defense +2, Wounds +1, Hit Points +15

Espionage (cunning)

Destabilizing Strike	Accuracy +1, Strike +2, Hit Points +7
Feign Fatal Wounds	Accuracy +1, Evade +2, Hit Points +7
First Strike	Accuracy +1, Priority +4, Hit Points +5
Flowing Shadow	Accuracy +1, Evade +1, Hit Points +6
Heartseeker	Accuracy +1, Strike +2, Hit Points +6
Invisible Blade	Accuracy +1, Strike +1, Hit Points +7
Master Lockpick	Evade +1, Priority +3, Hit Points +7
Pierce the Darkness	Accuracy +2, Priority +1, Hit Points +7
Silent Kill	Accuracy +1, Evade +2, Hit Points +6
Sinister Strike	Accuracy +1, Strike +3, Hit Points +7

Nightwalker Specialties

Fighting Blind	Accuracy +2, Strike +1, Hit Points +6
Deep Blind Senses	Accuracy +1, Evade +1, Hit Points +6

Cover User Specialties

Cover Expert	Evade +2, Priority +1, Hit Points +5
Contort	Accuracy +1, Evade +2, Hit Points +6

Critical Specialties

Critical Hits	Accuracy +2, Strike +1, Hit Points +5
Hairsplitter	Accuracy +2, Strike +1, Hit Points +5
Pinpoint Shot	Accuracy +2, Priority +1, Hit Points +6

Dirt in the Eyes Specialties

Dirt in the Eyes	Evade +2, Priority +1, Hit Points +7
Blind & Swing	Accuracy +1, Strike +2, Hit Points +6

Disorienting Specialties

Distracting Attack	Accuracy +2, Priority +1, Hit Points +7
Taking Advantage	Accuracy +1, Strike +2, Hit Points +8
Brain-Blowing Attack	Accuracy +1, Strike +2, Hit Points +9

Expertise (cunning)

Appraisal	Accuracy +1, Evade +1, Hit Points +9
Concentrated Focus	Evade +1, Defense +3, Hit Points +10
Deep Breath	Evade +1, Priority +3, Hit Points +8
Demoman	Accuracy +1, Strike +3, Hit Points +8
Efficiency Expert	Priority +3, DIY +3, Hit Points +8
Fire Fighter	Defense +2, Priority +2, Hit Points +12
Hurl	Accuracy +1, Strike +3, Hit Points +9
Improv Fighter	Accuracy +1, Strike +2, Hit Points +10
Mechanic	Evade +1, Defense +2, Hit Points +8
Patch the Bleeding	Defense +2, Priority +2, Hit Points +11
Observance	Evade +1, Defense +2, Hit Points +10
Weak Point	Accuracy +1, Evade +1, Hit Points +8
Trick Counter	Accuracy +1, Evade +1, Hit Points +9

Anti-Poison Specialties

Poison Finder	Accuracy +1, Evade +1, Hit Points +11
Remove Poison	Defense +3, Priority +2, Hit Points +10

Combat Insights Specialties

Combat Insights	Evade +1, Priority +2, Hit Points +11
Combat Analytics	Accuracy +1, Evade +1, Hit Points +10

Item Appropriation Specialties

Weapon Appropriations	Accuracy +1, Evade +1, Hit Points +9
Quality Weapon	Accuracy +1, Strike +3, Hit Points +7

Surgery Specialties

Field Surgeon	Priority +2, Defense +2, Hit Points +10
First Aid	Defense +2, Speed +5, Hit Points +9
Self-Surgery	Priority +3, Wounds +1, Hit Points +9

Showmanship (cunning)

Blindside	Evade +1, Priority +3, Hit Points +8
Captive Audience	Accuracy +1, Evade +1, Hit Points +9
Catchphrase	Accuracy +1, Evade +1, Hit Points +8
Chime In	Evade +1, Priority +3, Hit Points +8
Conveyor	Evade +1, Priority +2, Hit Points +9
Deafening Roar	Strike +2, Defense +2, Hit Points +10
Distract	Evade +1, Priority +3, Hit Points +7
Jester	Accuracy +1, Evade +1, Hit Points +7
Marionette Strings	Accuracy +2, Priority +2, Hit Points +6
Praise	Accuracy +1, Evade +1, Hit Points +7
Sleight of Hand	Evade +2, Priority +2, Hit Points +6

Smoke & Mirrors	Evade +1, Priority +3, Hit Points +7
Throw Off Balance	Evade +1, Priority +2, Hit Points +8
Unmarred Perfection	Evade +1, Priority +2, Hit Points +8

Choreographed Specialties

Epic Dance	Evade +2, Priority +1, Hit Points +6
Never Stop the Dance	Evade +1, Defense +2, Hit Points +9

Epic Music Specialties

Battle Theme	Accuracy +1, Evade +1, Hit Points +7
Heavenly Serenade	Evade +1, Priority +2, Hit Points +8
Spotlight	Accuracy +1, Evade +1, Hit Points +9
Unified Chorus	Accuracy +1, Strike +3, Hit Points +10
Victory Theme	Accuracy +1, Strike +2, Hit Points +9

Smokescreen Specialties

Smokescreen	Evade +1, Priority +3, Hit Points +8
Walking Darkness	Evade +1, Speed +5, Hit Points +7

Tactical (cunning)

Ally of the Machine	Accuracy +1, Evade +1, Hit Points +9
Armistice	Evade +2, Priority +1, Hit Points +6
Blitzkreig	Accuracy +1, Speed +5, Hit Points +8
Call in a Favor	Accuracy +1, Evade +1, Hit Points +7
Change Formation	Evade +1, Priority +2, Hit Points +7
Change Places	Evade +1, Speed +5, Hit Points +6
Crippling Formation	Accuracy +1, Strike +2, Hit Points +7
Crossfire	Accuracy +1, Strike +2, Hit Points +8
Forewarned	Accuracy +1, Priority +4, Hit Points +6
Focused Support	Accuracy +1, Strike +2, Hit Points +6
Lead the March	Speed +5, Priority +2, Hit Points +6
Malleable Formation	Accuracy +1, Speed +5, Hit Points +7
Master Tactician	Accuracy +1, Priority +3, Hit Points +8
Stand-Off	Evade +1, Priority +2, Hit Points +6

Encouraging Specialties

Encouragement	Evade +1, Speed +5, Hit Points +6
Inspiring Words	Evade +1, Priority +2, Hit Points +8

Flow of Battle Specialties

Direct the Battle	Accuracy +1, Evade +1, Hit Points +8
Concentrated Barrage	Accuracy +1, Strike +2, Hit Points +7
Overwhelm	Accuracy +1, Evade +1, Hit Points +9

Order Specialties

Issue Orders	Accuracy +1, Evade +1, Hit Points +7
Complex Orders	Accuracy +1, Priority +3, Hit Points +8
Improved Orders	Accuracy +1, Evade +1, Hit Points +8

Ace (dexterity)

Backseat Driver	Accuracy +1, Evade +1, Hit Points +9
Co-Pilot	Accuracy +1, Evade +3, Hit Points +8
Crash Maneuver	Accuracy +1, Defense +3, Hit Points +9
Denial Maneuver	Evade +2, Priority +1, Hit Points +7
Driving with Knees	Accuracy +1, Evade +1, Hit Points +8
Flying Fortress	Accuracy +1, Defense +3, Hit Points +7
Hold Together	Evade +1, Defense +3, Hit Points +8
Horseman's Cut	Accuracy +1, Strike +3, Hit Points +7
Hostile Maneuvers	Accuracy +1, Strike +2, Hit Points +9
Level Flying	Accuracy +1, Priority +3, Hit Points +8
Quick-Mount	Accuracy +2, Priority +1, Hit Points +6
Vehicular Teamwork	Accuracy +1, Evade +1, Hit Points +10

Auto Piloting Specialties

Strafe	Accuracy +1, Evade +1, Hit Points +9
Evasive Strafe	Evade +1, Defense +2, Hit Points +7

Clanker Piloting Specialties

Extension of Self	Accuracy +1, Evade +1, Hit Points +9
Piston-Spring	Evade +1, Defense +2, Hit Points +10

Focusing Flying Specialties

Focused Flying	Accuracy +1, Defense +3, Hit Points +8
Fine-Tuned Flying	Defense +3, Priority +2, Hit Points +7
Fully Focused Flying	Accuracy +1, Evade +1, Hit Points +8

Mounted Cavalry Specialties

Fearless Mount	Accuracy +1, Priority +3, Hit Points +8
One with the Beast	Strike +2, Defense +2, Hit Points +10

Ramming Specialties

Ram	Accuracy +1, Strike +3, Hit Points +7
Puncture	Accuracy +1, Defense +3, Hit Points +9

Agility (dexterity)

Battlefield Flow	Evade +1, Priority +2, Hit Points +7
Bounding Lunge	Accuracy +1, Speed +5, Hit Points +7
Charging Ram	Strike +2, Speed +5, Hit Points +6
Free Movement	Priority +2, Speed +5, Hit Points +6
Groundfighting	Evade +2, Priority +2, Hit Points +7
Instant Draw	Accuracy +1, Priority +3, Hit Points +7
Slow Falling	Accuracy +1, Evade +2, Hit Points +6
Side-Swipe	Accuracy +1, Evade +1, Hit Points +9
Slipstreaming	Accuracy +1, Speed +5, Hit Points +8
Snake Bite	Accuracy +1, Priority +3, Hit Points +7
Step Back	Accuracy +1, Evade +1, Hit Points +7
Terrain Mastery	Priority +4, Speed +5, Hit Points +9
Wall Runner	Accuracy +1, Speed +5, Hit Points +8
Walk Over	Evade +1, Speed +5, Hit Points +7

Explosion Dodging Specialties

Blast Dodger	Evade +1, Speed +5, Hit Points +8
Soaring Dodge	Evade +1, Priority +3, Hit Points +9

Phasing Specialties

Phase Step	Evade +1, Speed +5, Hit Points +7
Fleeting Shade	Evade +1, Speed +5, Hit Points +6
Leave No Trace	Evade +1, Speed +5, Hit Points +6

Stance-Shifting Specialties

Shifting	Accuracy +1, Evade +1, Hit Points +7
Freeform Shifting	Accuracy +1, Evade +1, Hit Points +8

Marksmanship (dexterity)

Aim	Accuracy +2, Evade +1, Hit Points +5
Cover Fire	Accuracy +1, Evade +2, Hit Points +6
Follow Up	Accuracy +1, Evade +1, Hit Points +7
Head Popper	Accuracy +1, Evade +1, Hit Points +7
Itchy Trigger Finger	Evade +2, Priority +3, Hit Points +8
Knock-Off	Accuracy +2, Priority +2, Hit Points +6
Lockdown Gunner	Accuracy +1, Priority +3, Hit Points +8
Long Shot	Accuracy +2, Priority +1, Hit Points +7
Penetrating Shot	Accuracy +1, Evade +1, Hit Points +8
Point Blank	Accuracy +1, Evade +1, Hit Points +7
Seeker	Accuracy +2, Priority +1, Hit Points +7
Snap Reload	Accuracy +1, Priority +4, Hit Points +6
Sneaky Seconds	Accuracy +1, Evade +1, Hit Points +7
Stable Shot	Accuracy +1, Defense +2, Hit Points +8
Turret	Accuracy +1, Evade +1, Hit Points +5
Warning Shot	Accuracy +2, Priority +1, Hit Points +7
Wing Clipping	Accuracy +2, Evade +1, Hit Points +6

Archery Specialties

Arching Shot	Accuracy +1, Strike +3, Hit Points +7
Efficient Ranger	Accuracy +1, Strike +2, Hit Points +7
Flight of Arrows	Accuracy +1, Strike +3, Hit Points +8

Bleeding Arrow Specialties

Flesh Biter	Accuracy +1, Strike +2, Hit Points +7
Flesh Piercing	Accuracy +1, Strike +3, Hit Points +6

Swashbuckling (dexterity)

Adaptable	Accuracy +1, Evade +1, Hit Points +7
Circle Attack	Accuracy +1, Strike +2, Hit Points +8
Counter-Stance	Accuracy +2, Strike +1, Hit Points +6
Efficient Strike	Accuracy +1, Priority +3, Hit Points +8
Fight Anywhere	Evade +2, Speed +5, Hit Points +6
Hilt Bash	Accuracy +1, Strike +2, Hit Points +8
Opening	Accuracy +1, Priority +2, Hit Points +6
Precise Attack	Accuracy +1, Strike +2, Hit Points +8
Saluted Opponent	Accuracy +1, Evade +1, Hit Points +6
Sword and Board	Accuracy +1, Evade +1 , Hit Points +8
Wild Slash	Strike +2, Priority +3, Hit Points +8

En-Garde Specialties

En-Garde	Accuracy +1, Evade +1, Hit Points +8
Find the Gap	Accuracy +1, Strike +2, Hit Points +8
Lightning Slash	Accuracy +2, Priority +2, Hit Points +8

Flickering Specialties

Flickering	Accuracy +1, Evade +1, Hit Points +7
Torrent of Steel	Accuracy +1, Priority +2, Hit Points +7

Footwork Specialties

Footwork Training	Priority +3, Speed +5, Hit Points +8
Fancy Footwork	Evade +1, Speed +5, Hit Points +9

Parry & Riposte Specialties

Parry	Accuracy +1, Strike +2, Hit Points +9
Beat Parry	Accuracy +1, Strike +3, Hit Points +9
Distance Parry	Accuracy +1, Speed +5, Hit Points +8
Experienced Parries	Accuracy +1, Strike +3, Hit Points +8
Riposte	Accuracy +1, Strike +2, Hit Points +8

Faith (spirit)

Blind Faith	Evade +1, Priority +2, Hit Points +8
Conviction	Accuracy +1, Strike +3, Hit Points +8
Divine Guidance	Strike +2, Defense +2, Hit Points +9
Flowing Vigor	Evade +1, Defense +2, Hit Points +9
Grief & Hope	Evade +1, Priority +2, Hit Points +8
Healing Halo	Evade +1, Defense +2, Hit Points +10
Infallible Faith	Evade +1, Defense +2, Hit Points +8
Moral Support	Accuracy +1, Evade +1, Hit Points +7
Prayer	Accuracy +1, Defense +2, Hit Points +9
Purify	Evade +1, Priority +2, Hit Points +8
Shock of Life	Evade +1, Defense +3, Hit Points +11

AP Sacrifice Upgrade Specialties

Devoted Peers	Evade +1, Defense +2, Hit Points +10
Self-Sacrifice	Evade +1, Strike +2, Hit Points +8
Silent Devotion	Evade +2, Priority +1, Hit Points +7

Champion Specialties

Appointed Champion	Evade +1, Defense +2, Hit Points +9
Conduit of Faith	Accuracy +1, Evade +1, Hit Points +8

Inquisition Specialties

Proclaim the Heretic	Evade +1, Strike +2, Hit Points +8
Light in the Dark	Accuracy +1, Evade +1, Hit Points +8

Smiting Specialties

Smite	Accuracy +1, Strike +1, Hit Points +8
Assured Success	Accuracy +2, Priority +1, Hit Points +6
Impassioned Victory	Accuracy +1, Strike +3, Hit Points +7
Smiting Shot	Accuracy +1, Priority +2, Hit Points +8
Zealous Smite	Accuracy +1, Strike +2, Hit Points +7

Grace (spirit)

Bloodsoak	Evade +1, Defense +2, Hit Points +9
Connection	Accuracy +2, Priority +1, Hit Points +7
Danger Sense	Evade +1, Priority +5, Hit Points +9
Destabilize	Accuracy +1, Strike +2, Hit Points +8
Dispel Pain	Evade +1, Defense +3, Hit Points +9
Force of Self	Accuracy +1, Evade +1, Hit Points +7
Inner Calm	Evade +1, Priority +2, Hit Points +10
Iron Palm	Accuracy +1, Strike +2, Hit Points +10
Master of Forms	Accuracy +1, Evade +1, Hit Points +8
Parting Waves	Evade +1, Priority +2, Hit Points +8
Shocking Soul	Accuracy +1, Strike +2, Hit Points +8
Spirit Break	Accuracy +1, Evade +1, Hit Points +8
Spiritual Seal	Accuracy +1, Evade +1, Hit Points +9
Void Strike	Accuracy +1, Strike +2, Hit Points +10
Ki-Unleashing Specialties	
Ki Flow	Evade +1, Strike +1, Hit Points +10
Ki Rage	Evade +1, Strike +2, Hit Points +8
Light-as-Air Specialties	
Feather in the Wind	Evade +1, Speed +5, Hit Points +6
Weightless	Accuracy +1, Evade +1, Hit Points +8
Paralyzing Specialties	
Touch of Paralysis	Accuracy +1, Strike +2, Hit Points +7
Blocked Ki	Accuracy +1, Strike +2, Hit Points +8

Luck (spirit)

Confident in your Luck	Accuracy +1, Evade +1, Hit Points +7
Don't Tell Me the Odds	Evade +2, Priority +2, Hit Points +6
Cheat Fate	Accuracy +2, Evade +1, Hit Points +6
Equalizing Force	Accuracy +1, Evade +1, Hit Points +6
Hex	Evade +1, Priority +3, Hit Points +7
Jackpot	Accuracy +1, Strike +3, Hit Points +8
Jinx	Accuracy +1, Strike +2, Hit Points +9
Roll of the Dice	Accuracy +1, Evade +2, Hit Points +8
Roulette	Accuracy +2, Priority +1, Hit Points +6
Spot of Misfortune	Accuracy +1, Evade +1, Hit Points +7
Failure Avoidance Specialties	
Free from Failure	Evade +1, Priority +2, Hit Points +7
Steady Friends	Accuracy +1, Evade +1, Hit Points +8
Foul Luck Specialties	
Curse	Evade +1, Defense +2, Hit Points +9
Fumble	Accuracy +1, Evade +1, Hit Points +8
Luck Holder Specialties	
Ace Up My Sleeve	Evade +1, Priority +2, Hit Points +6
Leading the Lucky Life	Accuracy +1, Evade +1, Hit Points +9
Second Chance	Evade +1, Wounds +1, Hit Points +10
Lucky #7 Specialties	
Lucky Number 7	Evade +1, Priority +2, Hit Points +6
Luckier Number 7	Evade +1, Priority +2, Hit Points +7
Ranged Evading Specialties	
Feeling Lucky	Evade +2, Priority +1, Hit Points +6
Unfriendly Fire	Accuracy +1, Evade +2, Hit Points +5
Unfriendly Artillery	Accuracy +1, Evade +1, Hit Points +7

Shamanism (spirit)

Control Beast	Accuracy +1, Evade +1, Hit Points +8
Druidic	Accuracy +1, Strike +2, Hit Points +8
Fire Resistance	Evade +1, Defense +3, Hit Points +10
Geomancer	Accuracy +1, Evade +1, Hit Points +7
Hardened Trainer	Accuracy +1, Defense +2, Hit Points +10
Lion's Roar	Strike +2, Priority +2, Hit Points +9
Naturalist	Evade +1, Defense +2, Hit Points +9
Parasite	Strike +2, Priority +2, Hit Points +7
Still as Stone	Accuracy +1, Evade +1, Hit Points +6
Tactics of the Wolf	Accuracy +1, Strike +3, Hit Points +8
Topographer	Evade +1, Priority +2, Hit Points +7
Bird Calling Specialties	
Avian Wrath	Accuracy +1, Evade +1, Hit Points +7
Blacken the Sky	Accuracy +1, Evade +1, Hit Points +8
Pitch Black	Accuracy +1, Evade +1, Hit Points +8
Chemical Immunity Specialties	
Venom Immunity	Evade +1, Defense +2, Hit Points +10
Alchemical Resistance	Evade +1, Defense +3, Hit Points +9
Protective Swarm Specialties	
Protect the Monarch	Defense +2, Priority +1, Hit Points +9
Devoted Drones	Defense +3, Priority +1, Hit Points +10
Hive Exodus	Defense +2, Speed +5, Hit Points +7
Swarming Insect Specialties	
Colony of One	Accuracy +1, Strike +1, Hit Points +8
Drag Down	Accuracy +1, Strike +1, Hit Points +8
Hive Mind	Accuracy +1, Evade +1, Hit Points +9
Pressure Cooker	Accuracy +1, Strike +2, Hit Points +9

General Science Specialties

Learn Augments	Augments +4, DIY +1, Hit Points +4
Nothing up my Sleeve	Accuracy +1, Augments +2, Hit Points +4

Alchemy (sciences)

Immunity Specialties	
Self-Made Immunity	Defense +2, Augments +1, Hit Points +8

Immunizations	Defense +2, Augments +1, Hit Points +6

On-the-Fly Specialties

On-the-Fly Brewer	Evade +1, Augments +2, Hit Points +4
Expiration	Evade +1, Augments +2, Hit Points +4
Herbalist	Augments +2, DIY +1, Hit Points +5
Rapid Mixer	Evade +1, Augments +1, Hit Points +5
Walking Chemical Plant	Evade +1, Augments +1, Hit Points +5

Crafting Acids

Acid Brewer	Augments +2, DIY +1, Hit Points +5
Beta Acids	Augments +2, DIY +1, Hit Points +5
Prototype Acids	Augments +1, DIY +1, Hit Points +6

Crafting Gases

Gas Brewer	Augments +2, DIY +1, Augments +4
Beta Gases	Augments +2, DIY +1, Hit Points +4
Prototype Gases	Augments +1, DIY +1, Hit Points +4

Crafting Medicines

Medicine Brewer	Augments +2, DIY +1, Hit Points +5
Beta Medicines	Augments +2, DIY +1, Hit Points +6
Prototype Medicines	Augments +1, DIY +1, Hit Points +7

Crafting Poisons

Poison Brewer	Augments +2, DIY +1, Hit Points +4
Beta Poisons	Augments +2, DIY +1, Hit Points +4
Prototype Poisons	Augments +1, DIY +1, Hit Points +5

Armsmith (sciences)

Belt Feeder	Evade +2, Augments +1, Hit Points +7
Interchangeable Parts	Priority +2, Augments +1, Hit Points +5
Rapid Replacements	Evade +1, DIY +1, Hit Points +6
Temporary Attachments	Augments +2, DIY +1, Hit Points +5
Weapon Support	Accuracy +1, Augments +1, Hit Points +6

Crafting Firearms & Crossbows

Gunsmith	Augments +2, DIY +1, Hit Points +4
Beta Firearms	Augments +2, DIY +1, Hit Points +4
Prototype Firearms	Augments +1, DIY +1, Hit Points +6
Crossbow Craftsman	Augments +2, DIY +1, Hit Points +4
Beta Crossbows	Augments +2, DIY +1, Hit Points +4
Prototype Crossbows	Augments +1, DIY +1, Hit Points +6

Crafting Melee Weapons & Throwing Weapons

Weapon Smith	Augments +2, DIY +1, Hit Points +4
Beta Weapons	Augments +2, DIY +1, Hit Points +4
Prototype Weapons	Augments +1, DIY +1, Hit Points +5
Interchangeable Parts	Priority +2, Augments +1, Hit Points +5

Crafting Bows

Bowyer	Augments +2, DIY +1, Hit Points +4
Beta Bows	Augments +2, DIY +1, Hit Points +4
Prototype Bows	Augments +1, DIY +1, Hit Points +4

Crafting Armor

Armor Smith	Augments +2, DIY +1, Hit Points +5
Beta Armor	Augments +2, DIY +1, Hit Points +5
Prototype Armor	Augments +1, DIY +1, Hit Points +6

Automata (sciences)

Automaton Repairs	Defense +2, Augments +2, Hit Points +7
Interchangeable Parts	Augments +2, DIY +1, Hit Points +6

Crafting Steamers

Steam-Powered Crafter	Augments +2, DIY +1, Hit Points +4
Beta Boilers	Augments +2, DIY +1, Hit Points +4
Prototype Boilers	Augments +1, DIY +1, Hit Points +5

Steamer Operator Specialties

Steamer Operator	Accuracy +1, Evade +1, Hit Points +6
Steam Poser	Evade +1, Augments +1, Hit Points +7
Steam Specialist	Accuracy +1, Augments +1, Hit Points +6

Crafting Fuse Boxes

Fuse Box Builder	Augments +2, DIY +1, Hit Points +4
Advanced Brainworks	Augments +2, DIY +1, Hit Points +4
Epic Brainworks	Augments +2, DIY +1, Hit Points +6
Heroic Brainworks	Augments +2, DIY +1, Hit Points +5
Personality	Augments +2, DIY +1, Hit Points +5

Crafting Clockworks

Clockwork Crafter	Augments +2, DIY +1, Hit Points +4
Advanced Analytics	Augments +2, DIY +1, Hit Points +5

Crafting Prosthetics

Prosthetician	Augments +2, DIY +1, Hit Points +6
Beta Prosthetics	Augments +2, DIY +1, Hit Points +6
Prototype Prosthetics	Augments +1, DIY +1, Hit Points +7
Automata Tinkerer	Augments +2, DIY +1, Hit Points +4
Automata Upgrader	Augments +2, DIY +1, Hit Points +4
Nerve Crafting	Augments +1, DIY +1, Hit Points +7
Sensory Builder	Augments +2, DIY +1, Hit Points +7

Bio-Flux (sciences)

Invigoration Specialties

Bio-Invigoration	Evade +1, Defense +3, Hit Points +8
Bio-Invigoration Expert	Evade +1, Priority +3, Hit Points +9
Quickshot Bio-Invigoration	Evade +1, Speed +5, Hit Points +8
Bio-Invigoration Expert	Evade +1, Wounds +1, Hit Points +11
Self-Administer	Accuracy +1, Evade +1, Hit Points +11

Essence Manipulation

Manipulate Essence	Augments +2, DIY +1, Hit Points +6
Beta Essence	Augments +2, DIY +1, Hit Points +6
Prototype Essence	Augments +2, DIY +1, Hit Points +6

Fast Manipulation	Evade +1, Augments +2, Hit Points +7
Body Renewal	Defense +2, Augments +1, Hit Points +9
Gene Therapy	Augments +2, Wounds +1, Hit Points +9

Crafting Bio-Zappers

Bio-Zapper Developer	Augments +2, DIY +1, Hit Points +4
Beta Bio-Zappers	Augments +2, DIY +1, Hit Points +4
Prototype Bio-Zappers	Augments +1, DIY +1, Hit Points +4
Concentrated Steam	Accuracy +1, Augments +2, Hit Points +6
Extra Settings	Augments +2, DIY +1, Hit Points +4
Multi-Ray	Accuracy +1, Augments +1, Hit Points +6
Splicer	Accuracy +1, Augments +1, Hit Points +6
Tracing	Accuracy +1, Augments +1, Hit Points +7

Engineer (sciences)

Maintenance	Augments +2, DIY +1, Hit Points +6
Power Surge	Augments +1, Priority +3, Hit Points +6
Quick Upgrades	Augments +2, DIY +1, Hit Points +5
Vehicle Repairs	Defense +2, Augments +1, Hit Points +7

Grease Monkey Specialties

Gearhead	Augments +1, DIY +1, Hit Points +5
Gearjunkie	Augments +1, Evade +1, Hit Points +6

Crafting Vehicles

Auto-Wright	Augments +2, DIY +1, Hit Points +4
Beta Autos	Augments +2, DIY +1, Hit Points +5
Prototype Autos	Augments +1, DIY +1, Hit Points +6
Manual-Wright	Augments +2, DIY +1, Hit Points +4
Beta Clankers	Augments +2, DIY +1, Hit Points +5
Prototype Clankers	Augments +1, DIY +1, Hit Points +5

Armoring Vehicles

Vehicle Armorer	Augments +2, DIY +1, Hit Points +6
Beta Armoring	Augments +2, DIY +1, Hit Points +6
Prototype Armoring	Augments +1, DIY +1, Hit Points +7

Gadgetry (sciences)

Beta Hacker	Evade +1, Augments +1, Hit Points +8
Dud	Accuracy +1, Evade +1, Hit Points +7
Item Breaker	Accuracy +1, Strike +3, Hit Points +9
Reverse Engineer	Augments +2, DIY +1, Hit Points +5
Saboteur	Accuracy +1, Priority +3, Hit Points +8
Improvised Improvements	Evade +1, Augments +1, Hit Points +7

Crafting Explosives

Pyrotechnician	Augments +2, DIY +1, Hit Points +4
Beta Explosives	Augments +2, DIY +1, Hit Points +5
Prototype Explosives	Augments +2, DIY +1, Hit Points +6
Major Explosion	Augments +2, DIY +1, Hit Points +4

Crafting Eyewear

Optician	Augments +2, DIY +1, Hit Points +4
Beta Eyewear	Augments +2, DIY +1, Hit Points +4
Prototype Eyewear	Augments +2, DIY +1, Hit Points +5

Crafting Trinkets

Trinket Crafter	Augments +2, DIY +1, Hit Points +4

Player Name _____

Cracked Monocle

Tephra

_____ Character Name

_____ Race _____ Nationality

_____ Religion ___ Age ___ Height ___ Weight

Weapon

_____ Description

___ Size ___ Type ___ Reach

AP to Use ___ ___ AP to Ready

Accuracy ___ ___ Strike

Damage Class ___ ___ ___ ___

Notes/Augments:

Weapon

_____ Description

___ Size ___ Type ___ Reach

AP to Use ___ ___ AP to Ready

Accuracy ___ ___ Strike

Damage Class ___ ___ ___ ___

Notes/Augments:

AP

Priority

Speed

Swim Speed

Climb Speed

Fly Speed

Tiers

1 - 9 (1)

10 - 19 (2)

20 - 29 (3)

30+ (4)

Armor

_____ Description

___ Size ___ Soak Class

Evade Penalty ___

Speed Penalty ___

Climb/Swim Penalty ___

Notes/Augments:

Evade

Defense

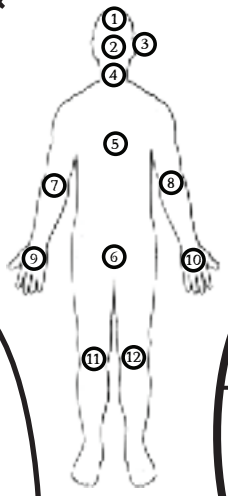
Deflection

_____ Item

___ Evade Bonus

☐ vs Ranged ☐ vs Melee

1 AP to Activate



Hit Points

Max HP

Max Wounds

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Science

Alchemy ___ ___ Bio-Flux

Armsmith ___ ___ Engineer

Automata ___ ___ Gadgetry

Misc ___ ___

Cunning

Espionage ___

Expertise ___

Showmanship ___

Tactical ___

Misc ___ ___

Dexterity

___ Ace

___ Agility

___ Marksmanship

___ Swashbuckling

Misc ___ ___

Brute

Brawl ___

Frenzy ___

Overpower ___

Resilience ___

Misc ___ ___

Spirit

___ Faith

___ Grace

___ Luck

___ Shamanism

Misc ___ ___

Experience

1 2 3 4 5 6 7 8 9 10 11 12

Level

Character Name

Specialties

Lvl		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals										
	Misc										
1											
1											
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

Stories:

Racial Traits:

Money on-hand

Money in bank

Gear

Augments

Notes

Playtesting Credits

We'd like to give thanks to all of our playtesters, who's countless contributions have humbled us and made this product into what it is today. Thank you, all.

Epic Playtesting Groups

- C.R.E.E.Ps: John Baird, Jim Cook, Da'Rel Johnson, Adele Spears, & Nyl Steward
- The Fraternity of Rather Ordinary Gentlemen: Brandynne C., Travis Francis, Ryan K., Adam L., Justin L., & Raymond T.
- Knights of the Geared Table: Lazaro "Sado" Sanchez Aleman, Alexander Brown, Alec Davis, Ty Davis, Erik Heaton, Cody "Mister C" Lippard, Harley Jacob Schmalz, Xavier Spence, & Joey Whalen
- Loth-Smurfs: Adam, Carlos, David, Dillon, Gus, Michel, Reed, & Rene
- Lubbock Nuts & Bolts: Tracey Glass, Kathleen Rose Harvill, Steven Lightfoot, Chris Province, Cade Schlaefli, & Matthew Webster
- North Austin Tephra: Nathan "Maddigan" Doughty, Nikki Gee, Devlin Hyatt, Joseph Wenning
- RRHS Games Club: Christian Bullock, Rachel David, Skylar Hamm, Cody Stillman, & Adam Thompson
- Wenches and Wrenches: Amanda Howard, Jason Moravec, Agnes Stelmach, Brianna, & Christina

General Playtesters

Jaxom Aden • Ian Alloway • Alex Alston • Dayton Ames • Katy Amicone • Krizia Aurelio • Kevin Baker • Karen Barbour • Jason Barnett • Zach Bartel • Robb Bates • Jimmy Baumann • Travis Benavides • Tim Bedard • Tristan Binkley • Zach "Quee" Blankenship • Kelly Bernard • Danielle Braden • Justin Boyle • Tegan Budge • Bryan Callahan• Tina Marie Callahan • William Childs • Richard Choi • Megan Clark • Jonni Cleveland • Wade Cook • Reed Crosby • Jake Ellis • Ken Fisher • Jason Gallardo • Steven Gamblin • Corbin Gault • Ben Glover • Christopher Gohlke • Eric Hall • Zack Hamilton • Cameron "Sixpence" Cody Hare • Alex Helton • Nikki Hodgins • Benjamin Huffman • Eric Hungerford • The Crew of Airship Isabella • Jeff Johnson • Hemmy Kanarski • Tarah Katerndahl • Nick Kice • Alex King • Avery Ray Krushall • Marcus LaFrenz • Brady Langley • Christopher Ledenbach • Kelsey Lemaster • Ben Manry • Michael Bradford Mac Farlane • Ramon Leon Del Mar • Gustavo Martinez • Spencer McAdams • Sean McDaniel • Shannon McKay • Erin McLarty • Tommy Mendez • Matt Meyer • Eric Minnick • Robert O'Brien • Nick Orzech • Alyssa Parsons • Anna Pham • Michael Rey • Alan Rogers • Sarah Rosenman • Shaun Ross • Jonathan Sallier • Kayla Schafer • Daniel Patrick Schumacher • Macy Shrode • Jordan Smith • Callie Smith • Kalinda Smith • Adam Sparks • Shane Staats • William Stapleton • Casey Steele • Robert "Bobby" Stephens • Nathan Stracke • Alex Strom • Joe Strom • Zachary Sweet • Phillip Tieman • Alana Torrez • David Trimm • Angelo Troncoso • Baron Von Lahey • Jessica Vanover • Jorge J Barrera Vazquez • Pablo "Mister Saturday" Miguel Alberto Vazquez • Andrew Vought • Benjamin Vought • Chris Weikert • Tiffany Whisenhunt • Kyle Whittemore • Austen Williams • Leah Williams • Stephnie Williams • Steven Wilson • Matt Wisneski • Cory Woodley • Kikuvian Yaslana • Edward V. Zepeda

Character Creation *In Brief*

You can find a full explanation of character creation in the "Making a Character" chapter, starting on page 24. If you just need a reminder, however, here are all of the necessary steps.

1 - Race & Nationality

Choose your race and nationality. You receive the racial traits for it, and then roll on the random racial traits chart.

2 - Skills

You may place 3 points in one skill, 2 points in two skills, and 1 point in 3 skills. These should be in 6 separate skills - they don't stack on top of each other.

3 - Attributes

Add up the skills under the attribute in order to determine the attribute bonus.

4 - Specialties

Choose three specialties. They must come from skills that you have placed points in to, unless they are general specialties. Remember to write down your combat statistics derived from those specialties.

5 - Augments

If you received any augments from your specialties, choose your augments.

6 - Weapons & Armor

Choose your weapons and armor.

7 - Gear

Choose your gear. You may have any gear you want from the Starting Gear selection, within reason. You also receive 10 princes.

8 - Derived Statistics

Now that everything is chosen, fill in the rest of your character sheet, including priority, speed (based on your race), and action points (3 at first level).

9 - Background Stories

If your narrator is allowing you to, choose stories according to their guidelines. For most characters, you may choose 1 background story.

10 - Finishings

If you haven't yet done so, choose a name, flavor your character, give them a personality, and call it a day.