

# Aether

An Expansion for Tephra: the Steampunk





# The Job

Short Fiction by Alex Whisenhunt

Darkness slowly settles over the city, coaxing the shadows out from their hiding spots. The lamp lighters begin to make their rounds as the last rays of sun glide over the horizon; the lantern's glow mirrors the stars in the sky above. Soon the only sound is the chatter of pigeons among building rafters and the slow churning of gears in the nearby factories. To him it's comforting, this turning of the day; a constant in his life, always occurring, always on schedule.

On nights that he isn't working, he will often sit by the window and marvel at the changes that have come over this city during the past 30 years. When he was a boy, things were simpler. When night came, the darkness came and city life came to a halt. But with the new gas lines, city life continues long into the night and factories toil twenty-four hours a day. Back then, bicycles were considered to be the future of transportation, now you could hardly walk more than a few blocks without seeing some sort of new steam-powered motorcar traversing the city's newly paved cobblestone roads. All of these changes made the city hardly seem like the same place anymore, but that barely touched the drastic changes that the discovery of aether brought to society.

Sadly, tonight he doesn't have time to muse over the past. Tonight he has a job to do. He slowly gets up from his chair, cringing in pain as his weight settles on his gimp leg, badly deformed from toxics used in the civil war.

He pulls on a long tailed coat and grabs his top hat and cane from the closet; you can never be too dressed up in the part of town he is heading for. With a final glance around his small fourth-floor apartment, he locks up the door and heads outside to the steam-powered coach waiting for him.

These strange vehicles still confuse him, despite his best efforts and many nights talking with mechanics. The intricate maze of pipes, dials, chambers, and gauges still baffle his mind. Instead he has simply come to terms with the fact that there are many things in this new world that he will never understand. Even the aether-manipulating resonator that he holds so dear, he fails to truly understand. Sure, he grasps the basics: aether is a small particle that allows light to pass through it, and with the right overlapping frequencies of sound they can be manipulated. But anything past that might as well be magic for all he knew.

The coachman slowly guides him through the streets, up from the lower-class block apartments to the busy "night district" (as he calls it). While not an actual city district, this area in the upper-class part of town contains a large number of restaurants, burlesque clubs, and various other sources of entertainment that, unlike most of the city, experiences a drastic increase in the number of visitors as night falls. It's a

part of town that with the right amount of money, you can find anything your heart desires.

Tonight though, he isn't here for leisure nor any desires of the heart. Tonight, he is here for the desires of his pocketbook and the thrill of the escape. The coach pulls to a stop in front of a small locale called the Twin Pig Pub. If his sources are right, a business exchange involving a new accelerator weapon prototype will occur tonight, a device which, in the right market, will allow him to retire happy and early.

The clocktower toils out a single strike as he steps down onto the sidewalk and pulls out his pocket watch. With a shake of his head he sighs and heads inside. The clocktower has always been fourteen minutes fast for as long as he can remember. The heavy doors lead into a smoke-filled room, assaulting his senses with the smell of exotic cigars and pipe tobacco. The bar's rich clientele come here to forget about the world outside and drown themselves in various forms of aberrant behavior. It's the type of place that keeps the gas lamps dimmed to hide the faces of its customers, and it's the perfect place for under-the-table business to occur without attracting attention.

At the bar he settles for a weak ale from the northern countryside. He needs to keep his senses sharp if tonight is to go as planned. Next to him, a farishataa is slumped over with his head in his hands. On a normal night he'd buy the man a drink, but tonight he doesn't have time to help others—he needs to keep his emotions locked away. If things don't go as planned, this man might end up being a hostage or even caught dead in the crossfire that was sure to happen.

He glances down at his pocket watch again: two minutes until one o'clock. Time to set things in motion. He gently swings himself off the bar stool, flinching at his bad leg, and meanders to the bar's door. As he exits, he holds the door open for a small gnome carrying a briefcase to enter. Out under the moonlight he glances up. It's strange to be able to see the sky so clear here. Back at his apartment, the smog from the factories covers up all but the brightest of stars. Taking a deep breath in the cool air, he pulls out a pipe and lights it, signaling to his associates that the night's activities are about to begin.

Most days he can't stand the acrid taste of a pipe, but tonight the slow gentle puffs calm his nerves. He reaches over and pulls up his right sleeve, checking the various dials and settings on his aether resonator, its dull brass tubing and gears glinting under the nearby streetlights. Content that everything is correct, he puts out the pipe and re-enters the bar, beginning the mental exercises necessary to block out the various sounds around him. Slowly the world becomes

quieter, replaced by a light humming that gently pulses in intensity.

The bar doors close behind him, and he quickly scans the room. The gnome is sitting in a booth on the far side, and the five undercover bodyguards that he spotted earlier are scattered throughout nearby tables. He lets out a deep breath and activates the device on his arm. Time seems to slow down as he listens to it spin up, its humming rapidly changing in frequency as it produces radio waves that gather the aether around him. For him, it's the sweetest noise in the world, a secret whispering of power that goes entirely unnoticed to those not trained in it. The humming increases and he makes a few slight adjustments to correct for the environment around him—accidentally frying a patron would probably be frowned upon.

He can just barely see the glow under the gnome's table as the aether gathers. The aether is swiftly pulling itself from the air, flaring just under the table. The gnome hasn't noticed yet, but it's just a matter of seconds. One of the bar patrons—an undercover bodyguard—eyes him from under the brim of his bowler. He flips a smaller breaker switch, locking in the device's range; a few more turns of a dial sets the desired intensity. It's like a slow ballet to him, but he knows that this dance is truly only a few seconds. With a crack, he is brought out of his trance, the aether reaching a breaking point and with a flash, the aether erupts like an explosion, striking the gnome with enough force to shatter the booth and throw him across the room.

The bar patrons react in slow motion as he leaps onto the nearest table and races to the far side of the room, knocking drinks from the tables, his sights set on the briefcase now lying beside the charred remains of the booth's former inhabitant. Halfway across the room, he draws his revolver and fires at one of the guards who is recovering from the shock faster than his associates. The bullet strikes him firmly in the shoulder, knocking him to the ground.

With one final lunge, he hurls himself at the briefcase, grasping it in his arms, and rolling into the fall. So much for his top hat. Crouched, he fires off two more shots, two more guards down. Now comes the hard part, he thinks to himself. The bar customers are scrambling to exit the room, knocking each other down, all trying to be the first ones out, but the two remaining guards have had time to recover and draw their guns. With a flick of his wrist he activates the device's second preset. No time to make adjustments for the environment, but sloppy is better than dead.

As the guards fire off their first shots, he flings himself to the side, breaking through what little wood remains between the ruined booth and the one next to it. The humming of the device peaks, and he puts his arm in front of his eyes. A brilliant flash of light explodes through the air, blinding everyone. People scream, a few fall to the ground, and the remaining bodyguards fire off several random shots.

He lowers his arm and opens his eyes, trying to make his way out. Now's his only chance. Another round of bullets pierce the air around him, shattering wood and sending splinters flying. He plants his back foot against the wall, like a runner at the starting line, and as one of the guard's shots finally finds its mark, he pushes himself off, legs springing him forward. The world blurs momentarily as the push sends him across the entire span of the room, colliding with a chair and knocking a fleeing customer to the ground. Scrambling to his feet, he fires off two more shots and one of the guards crumbles to the ground. Ignoring the final guard, he pushes past a last customer, through the doors, and steps into the night.

The darkness outside is even blacker than before, the moon's light having all been sucked into his aether flare. He smiles as he ducks into the shadows of a nearby alley. He checks his pocket watch, checks the weight of the briefcase, and smiles: right on schedule.



## Cracked Monocle

By **Daniel Burrow**

Art by **Victor Helton**

Story by **Alex Whisenhunt**

Special Thanks for Playtesting and Feedback to Spencer McAdams, Drake Narendorf, Kristopher Nagy, John Baird, and Bobby Stephens

Copyright 2015 Daniel Burrow of Cracked Monocle

This supplement is designed for **TEPHRA: THE STEAMPUNK RPG** using the Clockwork System.

Maps are included for the adventure and may be copied for personal use.



# Aether

Luminiferous aether is a particle in the air around us that allows light to travel through it. When aether is gathered, light is able to travel through it faster and more efficiently. For most, gathered aether is used to create warmth. It is often used in steam engines in order to thoroughly and effectively heat the water.

Aether is gathered from resonators, a machine that emits a radio frequency that draws in the aether. The resonator can then release it in a form of free-floating and shapable plasma. The resonator can hook up with a rifle or other projectile weapon in order to shoot the aether in place of ammo. In just the past couple years, manipulator gloves have been created. These largely metal gloves are able to grasp the aether and shape it into a weapon.

## Shaping Aether

By wearing a manipulator glove, you're able to shape aether into a melee or thrown weapon. Shaping the aether costs 1 action point. Aether dissipates if it is released, disappearing if not picked up within 1 action point of being released. If an aether-shaped weapon is dropped, it has to be picked up with the next action point. If an aether-shaped weapon is thrown, it dissipates after hitting the target.

Attempting to shape aether without a manipulator glove deals 10 hit point damage to the person doing it. This damage is soakable, but only by the shaper's basic soak class (as in, they can't get a tier 2 soak against this 10 damage). A person can continue holding it next to their flesh for no damage, but it is uncomfortably warm. Aether can be shaped by a prosthetic for no damage—it counts as a manipulator glove.

A person who is capable of augmenting a weapon (normally through having the Weapon Smith augment) is able to add augments to an aether-shaped weapon. For 1 action point per augment slot, you can add an augment to the weapon. You can only shape 3 augments onto an aether-shaped weapon, unless you can shape beta weapons (in which case you can create 5 augments on the aether-shaped weapon).

You can pass an aether-shaped weapon to somebody else. However, the person must also have an aether resonator in order to constantly feed the aether; otherwise, it dissipates.

## Manipulator Glove

A manipulator glove is a glove largely made from metal and capable of holding and shaping aether without harming the wearer. When you are wearing a manipulator glove, you can make unarmed attacks with your aether. This applies the bonuses from your aether to your unarmed attacks.

## Aether-Shaped Weapon Augments

The following weapon augments can be applied to an aether-shaped weapon:

Accurate	Powerful
Aerodynamic	Propelled
Bone-Shattering	Reach
Damaging	Returning
Deflecting	Signature**
Horrifying	Streamlined
Inspiring	Tangling
Luminous*	

\* The luminous augment, when applied to an aether-shaped weapon, is 5 times as effective.

\*\* The signature augment does not require the custom augment when placed on an aether-shaped weapon.

## Item Costs

Aether Resonator (without augments)	₧ 30
Manipulator Glove	₧ 10

Both the basic aether resonator and the manipulator glove can be considered basic adventuring gear; therefore, an adventurer can take both of them at character creation for no cost. Upgrading the aether resonator with augments, however, is paid for as normal.

## Aether Resonators

Resonators draw in aether in the air around them, emitting a radio frequency that attracts the aether. The resonator then gathers it into a pool, which it can be released. The released aether can be shaped by a manipulator glove or shot from a synced firearm, bow, or crossbow. Resonators are heavy devices; they require 2 hands to carry, though they're normally worn as backpacks.

An aether resonator is able to increase the light in an area. A resonator is able to increase an item's light output by 5 times. A candle, for instance, might only emit light within 5 feet. With an aether resonator, it increases the candle's ability to emit light to everything within 25 feet.

An aether resonator also provides warmth to the person carrying it. A person carrying the resonator will not be affected by the ill effects of cold weather.

## Resonator Designer

### Gadgetry Specialty

You've studied the concepts behind luminiferous aether, identified the frequencies that gather it, and can now build aether resonators. Using your aether resonators, you can collect aether, alter many of its basic properties, and use it for a wide slew of purposes.

Without spending any money, you can build and maintain a number of resonators based on your current Do-It-Yourself (DIY) score. The resonators can be upgraded with augments. You'll learn 2 augments from this specialty, which can be selected under "Resonator Augments" below. These augments have marques. At lower levels, you'll start with Marque I augments.

Each resonator can be upgraded with 3 augments. Sometimes an augment will take up multiple augment slots. For example, if an augment is worth 2 slots, a resonator only has 1 more available slot for an augment after the 2-slot augment has been applied.

### Number of Resonators you can Maintain

Without needing to buy anything new, you can build some resonators entirely out of your spare parts. These resonators must be constantly maintained by you and stop working soon after leaving your care. You can build and maintain a number of resonators based on your DIY score. You can build new resonators or augment old ones during any period of downtime you have.

<b>Your DIY:</b>	1	2	3	4	5	6
You can build:	1	1	2	2	2	3
<b>Your DIY:</b>	7	8	9	10	11	12
You can build:	3	4	4	4	5	5

### The Cost of Resonators

If you need to build a resonator that you can't build for free from your DIY score, you will need to buy the materials for it.

The resonator, without augments, will have a base cost of 20 princes. If you buy a resonator and augments, you will add the price of the augments onto the price of the resonator. If you craft an unaugmented resonator, it will have a cost of 4 princes.

### Syncing Resonators

Aether resonators can be synced up with an object or de-synced for 3 action points. A resonator can be synced with multiple things; for example, a resonator might be synced with both a rifle and a manipulator glove.

If the person syncing the resonator was not the creator or taught how to sync the resonator, they must roll a Sciences roll equal to the highest marque of the resonator. If the resonator is beta, it'll require a Sciences roll equal to one higher than the highest marque of the resonator.

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	₲ 30	₲ 150	₲ 750	₲ 3750

If you are building the resonator, 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 I augment is 6 princes.

## Beta Resonators

### Gadgetry Specialty

**Requires:** 4 skill points in Gadgetry & Resonator Designer specialty

Your resonators have greatly advanced, their complexity and usefulness warping together into one state-of-the-art aether resonator. Your resonators are now beta and can now be augmented with two more augment slots, allowing a resonator to have up to five augments on it. However, except for people who are exceptionally skilled in science, only you know how to use your beta resonators.

If anybody other than you attempts to use one of your beta resonators, they must succeed in rolling a science result one tier higher than the highest level marque you have on your resonator. If your resonator 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 Resonators

### Gadgetry Specialty

**Requires:** 16 skill points in Gadgetry, Resonator Designer and Beta Resonators specialties

You've perfected your beta resonators and made them work for everybody. Now anybody can use a resonator that you designate as being a prototype.

## Resonator Basics

### Gadgetry Specialty

**Requires:** Resonator Designer specialty

You've learned the basic augments known most commonly among resonator designers. You learn the following augments: Burning, Flash Cloak, Light-Absorbing, Micro-Resonator, and Self-Lit. If you already had any of these augments, you can instead learn a new one.



## State-of-the-Art Resonators

### Gadgetry Specialty

**Requires:** Resonator Designer specialty & 4 skill points in Gadgetry

The resonators that you design are state-of-the-art, perfect small machines that could easily win awards at any scientific exhibition. When you make a resonator, it is automatically a light item (in that it only requires one hand to wield and can easily be concealed), and the resonator always functions in complete darkness due to it having its own internal light source.

This specialty functions exactly like the Micro-Resonator and Self-Lit augments. If you already know the Micro-Resonator or Self-Lit augments, you can learn new augments to replace them.

**Cost to Craft:** A state-of-the-art resonator costs ₧780 to buy or ₧156 to craft yourself (if you know this specialty) but cannot craft it from your DIY. If you so choose, you can make a medium-sized self-lit resonator for ₧60 to buy or ₧12 to craft yourself. You do not always have to make your resonators state-of-the-art, but if you are crafting the resonator with your DIY, there is no additional cost and it takes up no augment slots.



## Aether as Projectiles

Aether resonators can be synced up with a projectile weapon (such as a crossbow, firearm, or bow) so that the projectile shot from the weapon is aether instead of the normal bolt, bullet, or arrow. When you do this, you use the normal damage that the weapon would deal, but it also deals the effects of the aether. You cannot use custom ammunition with an aether-synced weapon—the aether acts as the ammunition.

## Fast Shaping

### Armsmith Specialty

**Requires:** Weapon Smith specialty

You're able to rapidly shape your complex aether weapons. You no longer need to spend the extra action points in order to add augments to an aether-shaped weapon; you can add those augments during the 1 action point required to initially shape the weapon.

## Aether-Shaping & Instant Draw

Normally, you must spend 1 action point to shape an aetherform weapon. With the Instant Draw specialty (from Agility, page 131 of the *Tephra Playing Guide*), you can do it for 0 action points.

If you combine Fast Shaping with Instant Draw, you can shape an aetherform weapon and add augments freely for 0 action points. Pretty scary, right?

## Aetherform Modules

### Armsmith Specialty

**Requires:** Weapon Smith specialty

You've created a variety of weapon modules that allow you to drastically alter your aetherform weapons. You can now apply all weapon augments that you know to aetherformed weapons. For instance, if you know the Cryothermal augment, you can apply the Cryothermal augment to an aether-shaped weapon.

**Description:** Modules typically are small, odd gadgets that you can attach to weapons. A cryothermal module might look like a small, fist-sized engine that's cold to the touch. When it's placed into the aetherform weapon, the whole weapon becomes icy looking.

A jackhammer module might have the appearance of numerous floating gears that revolve around the aetherform weapon. When you attack with the weapon, the gears spin rapidly, grabbing onto mechanical parts and ripping them to shreds.

A module can look however you'd like. Please describe it with as much creativity as you can muster.




## Sundering an Aetherform Weapon


An aetherformed weapon cannot be sundered unless the aether resonator that's feeding it is sundered.


## Aether Absorption


### Resonator Augment

Your aether resonator is constantly absorbing aether in the air around you. When you are attacked by an aetherial weapon, be it from an aether-shaped sword or an aether shot from a rifle, your aether resonator will increase your soak class against the attack.

 +1 soak class against aether

 +2 soak class against aether

 +3 soak class against aether

 +4 soak class against aether

## Bright Blast

### Resonator Augment

**Resist:** Cunning (negates)

**Cost:** 2 AP

Your aether resonator is able to release an explosion of aether, blinding those within 5 feet of the resonator unless they're able to make a cunning resist. When you release the aether blast, you roll your Cunning and everyone in the area rolls their Cunning to resist. If they fail against you, they are blinded for a number of turns.


 Blinded for 1 turn


 Blinded for 2 turns


## Burning


### Resonator Augment

The aether is extremely hot and lingers on the skin after an attack, searing it. Any attack made with the aether causes burns. These burns will recover during the victim's next breather.

 Tier 1 Burns (-1 on defense rolls)

 Tier 2 Burns (-3 on defense rolls)

 Tier 3 Burns (-5 on defense rolls)

 Tier 4 Burns (-7 on defense rolls)

## Cauterizing

### Resonator Augment


The aether released from this resonator sears the skin, instantly cauterizing any wound it causes. The aether released cannot deal bleeding damage or cause bleeding. If it deals a wound or a fatal that would cause the target to bleed out (such as cutting off an arm or leg), the body part is severed but the bleeding does not persist. If a fatal is dealt to the neck, the attacker can choose whether it instantly kills the victim or fails to kill the victim. If used on a person who is bleeding, it instantly cauterizes a wound and stops bleeding damage. When used in such a way, it costs 2 action points.


**Cost to Craft:** The cauterizing augment has no marques and can be learned by anyone with the Resonator Designer specialty. It costs P30 to buy or P6 to craft yourself (if you know the augment).


## Enhanced Heating


### Resonator Augment

While all active resonators can provide enough heat to warm the person carrying it, this resonator is able to heat a large area. Those within are immune to the normal problems from cold weather, and it causes ice and snow to melt. Further, the enhanced heating provides a bonus to those within when resisting cold effects (such as the Cryothermal and Freeze Exhausts augments).

 Heats within 10 feet of the resonator and those within gain a +4 to resist cold effects

 Heats within 25 feet of the resonator and those within gain a +8 to resist cold effects


 Heats within 50 feet of the resonator and those within gain a +12 to resist cold effects


 Heats within 100 feet of the resonator and those within gain a +16 to resist cold effects


## Enraged Fires


### Resonator Augment

Your resonator brings aether into the air around you, but the resonator does not immediately absorb the aether. Instead, the extra aether in the air lingers there, slightly warming the area within 25 feet of you. Fires that start within the resonator's area require extra action points to put out, and fire- and heat-effects are more difficult to resist (such as the Pyrothermal and Combustion augments).

 +1 AP to put a fire out and -2 to resisting heat- and fire-effects

 +2 AP to put a fire out and -4 to resisting heat- and fire-effects

 +3 AP to put a fire out and -6 to resisting heat- and fire-effects


 +4 AP to put a fire out and -8 to resisting heat- and fire-effects


## Flash Cloak


### Resonator Augment


**Cost:** as a Deflection (normally 1 AP reflexively)

Your resonator has an aether storage compartment that can be entirely released with a switch. The flash cloak, as it's often called, is used to just temporarily blind enemies as they are attacking. You can use your aether resonator to make a deflection, granting you a bonus on your evade roll. This can be used against both melee and ranged attacks. This only affects people who have sight.

 +4 on the evade roll

 +5 on the evade roll


 +6 on the evade roll


 +7 on the evade roll


## Metal-Searing


### Resonator Augment

Your aether is both exceptionally hot and designed to melt metals that it comes in contact with. When a weapon made from this aether is used to sunder a metal weapon or item, it gives its user a bonus to strike for determining the sunder.

 +4 to strike when sundering a metal item

 +8 to strike when sundering a metal item

 +12 to strike when sundering a metal item

 +16 to strike when sundering a metal item

## Micro-Resonator

### Resonator Augment

Your resonator is considerably smaller than the standard heavy resonator.


 Medium


 Light


## Muted


### Resonator Augment

Normally an aether resonator that's turned on will emit a whistling sound as it gathers aether. Your resonator is no less potent, but significantly more difficult to hear.

 Tier 2 Cunning to notice

 Tier 3 Cunning to notice


 Tier 4 Cunning to notice


 Impossible to notice (unless they can get a Tier 5 Cunning to notice)

## Pure Energy

### Resonator Augment

The aetherial plasma released from your resonator is less dense, passing straight through inanimate objects. Attacks made from pure energy decrease the effective soak class of your target, though only for the purposes of the attack.

 -1 to soak class


 -2 to soak class


## Radiation Burns


### Resonator Augment


Your aether is able to deal internal radiation burns to its target. The radiation burns cause extra damage when hitting the target, then causes decreasing damage every turn thereafter. At marque I, the radiation burns causes 3 damage when it first hits. On the turn thereafter, it'll deal 2 damage, and on the third turn, it'll deal 1 damage. This damage is not soakable. The radiation damage can only deal hit point damage, not wounds damage.

If a person is hit by radiation burns twice, the second radiation burns replaces and renews the first. For example, if a person was hit with radiation burns dealing 5 damage two turns ago and is hit again this turn, the radiation burns will return to 5 damage and start decreasing from there.

 Begins dealing 3 damage

 Begins dealing 4 damage

 Begins dealing 5 damage

 Begins dealing 6 damage



## Light versus Aether

Without aether, light cannot exist. If you suck out all of the aether in an area, no source of light will function in that area. For example, if you use the Black Trap augment on a person holding an illumitorch, the illumitorch will effectively stop working (it will immediately resume working once aether is restored to the area). Aether also prevents special sources of light, such as a farishtaa's halo, from functioning.

## Aether versus Aether

Sometimes, two aether resonator users will be competing to use all of the aether in an area. For instance, one person might be trying to absorb all of the aether in an area with the Widespread Darkness augment while another wants to blind people with his Flash Cloak augment.

Any time two resonator users are competing for aether, they will roll their Science attributes and tier the result. If one person tiers higher than the other, the winner's ability functions but the loser's does not. If they tie, they both work, but they only work up to the area exactly in-between them. For example, the darkness would only extend halfway to the other resonator user, while the flash cloak would only affect people halfway to the darkness-creating resonator user.



## Self-Lit

### Resonator Augment





Normally, gathering aether does nothing unless there is light in the area to heat it up. The aether released from your resonator is self-lit. Without a light source, the aether glows and is functional even in complete darkness.

**Cost to Craft:** The self-lit augment has no marques and can be learned by anyone with the Resonator Designer specialty. It costs ₧30 to buy or ₧6 to craft yourself (if you know the augment).

## Static Shocking

### Resonator Augment





The aether pulsates with an electric current, slightly shocking the nervous system of those hit by the aether. Those struck suffer a penalty to their next evade roll as long as it's within the next turn.

-  I -2 to the next evade roll
-  II -4 to the next evade roll
-  III -6 to the next evade roll
-  IV -8 to the next evade roll

## Surging Heat

### Resonator Augment





The aether is constantly generating heat so extreme that it deals constant damage to people who are touching it. If you are holding an aether-shaped weapon with your bare hand, you take damage every turn. If you are using this aether to grab somebody, that victim takes this damage every turn. This augment can only be affecting a single person once, so if you have multiple aetherform whips with surging heat all grabbing a poor individual, he will only take the surging heat damage from one of them. This damage is unsoakable.

-  I 3 unsoakable heat damage
-  II 4 unsoakable heat damage
-  III 5 unsoakable heat damage
-  IV 6 unsoakable heat damage

## Unbreakable

### Resonator Augment

Your resonator is extremely resilient to sunders. Your resonator reduces the result of an incoming sunder.

-  I Reduces sunder by 1 tier
-  II Reduces sunder by 2 tiers
-  III Reduces sunder by 3 tiers
-  IV Reduces sunder for 4 tiers



## Resonator Augments for Black Traps

### Black Trap

#### Resonator Augment

**Cost:** 2 AP

While all aether resonators absorb darkness from the air around them, a black trap resonator is able to focus on where it absorbs aether. This resonator is able to put a "black trap" in a single adjacent space, putting a single spot in complete darkness. If a person is in that spot or attacking through that spot, they suffer the affects of being blind (taking a -4 to accuracy and evade). The black trap lasts for a number of turns, depending on the marque.

**Mq I** Black trap lasts for 1 turn

**Mq II** Black trap lasts for 2 turns

**Mq III** Black trap lasts for 3 turns

**Mq IV** Black trap lasts for 4 turns

**Note:** This augment is designed to be upgraded with the *Fast Black Trap* and *Focused Black Trap* augments.

### Fast Black Trap

#### Resonator Augment

**Requires:** Black Trap augment on the Resonator

**Cost:** 1 AP

You're able to drop a black drop on a spot with lightning speed. It now only costs 1 action point to drop a black trap.

**Cost to Craft:** The *fast black trap* augment has no marques and can be learned by anyone with the *Resonator Designer* specialty. It costs ₧150 to buy or ₧30 to craft yourself (if you know the augment).

### Focused Black Trap

#### Resonator Augment

**Requires:** Black Trap augment on the Resonator

Your resonator is able to create a black trap at a range, depending on the marque of this augment.

**Mq I** 25 feet

**Mq II** 50 feet

**Mq III** 75 feet

**Mq IV** 100 feet

## Resonator Augments for Radiation

### Irradiated

#### Resonator Augment

**Cost:** 1 AP

You can irradiate your aether, causing those struck by it to become nauseous. It costs 1 action point to irradiate the aether, and the next attack made with the aether causes the nausea. When nauseous, they suffer a -2 on all rolls until they spend a number of action points settling their stomach.

**Mq I** 1 AP must be spent settling your nausea

**Mq II** 2 AP must be spent settling your nausea

**Mq III** 3 AP must be spent settling your nausea

**Mq IV** 4 AP must be spent settling your nausea

**Note:** This augment is designed to be upgraded with the *Highly Irradiated* augment.

### Highly Irradiated

#### Resonator Augment

**Requires:** Irradiated augment on the Resonator

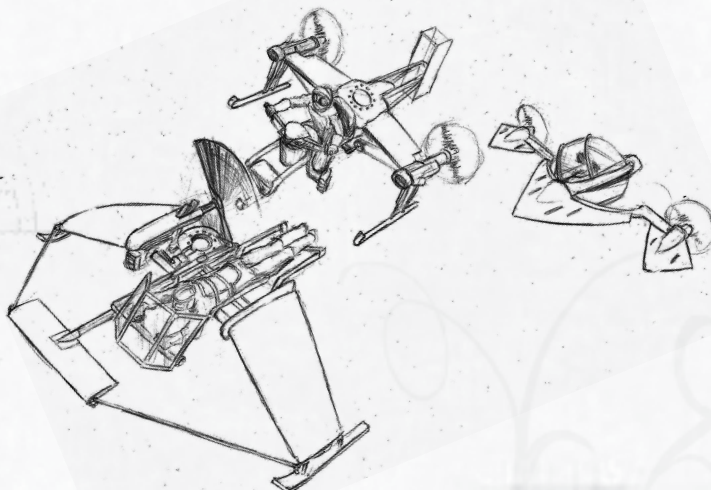
Your aether is full of radiation that seeps into the target's system and nearly debilitates them. Those struck by highly irradiated aether suffer a greater penalty than normal.

**Mq I** -3 to all rolls

**Mq II** -4 to all rolls

**Mq III** -5 to all rolls

**Mq IV** -6 to all rolls









## Resonator Augments for Light-Absorbing

### Light-Absorbing

#### Resonator Augment

Cost: 1 AP

You are able to tune up your aether resonator, absorbing an immense amount of aether in your area. The decrease in aether makes it harder for light to pass through, darkening your area. This decrease in light affects your space and all spaces within 10 feet of you. You can adjust the darkness (decreasing or increasing it) for 1 action point.

-  **I** -1 to accuracy and evade
-  **II** -2 to accuracy and evade (counting as poor lighting)
-  **III** -3 to accuracy and evade
-  **IV** -4 to accuracy and evade (counting as total darkness)

**Note:** This augment is designed to be upgraded with the Widespread Darkness augment.







Evangelist

### Widespread Darkness

#### Resonator Augment

**Requires:** Light-Absorbing augment on the resonator

Your aether resonator is able to draw in aether from a vast area, darkening an immense area. You can decrease or increase this area in the same way that you can decrease or increase the darkness in an area.

-  **I** Up to 25 feet from the resonator
-  **II** Up to 50 feet from the resonator
-  **III** Up to 75 feet from the resonator
-  **IV** Up to 100 feet from the resonator



Daniel Burrow