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THE NEW EPOCH INDUSTRIAL AGE FANTASY

BOOK ONE: CHARACTER CODEX

VERSION 1.1

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David at Flightless Terror Games loves to hear players' opinions: tweaks, errors, suggestions, typos, system exploits, etc. If your suggestion makes it to the next version, you'll receive the updated PDF 100% free:

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THE NEW EPOCH: INDUSTRIAL AGE FANTASY

The New Epoch RPG: Industrial Age Fantasy has been a game in the making since 2003. The earliest ideas of the game have undergone years of transformation and revision, resulting in a product with a long in-house history.

In the earliest stages, the game was based around the elusive and rare 30-sided die and even featured 14-sided, 16-sided and 18-sided dice. Since 2009 all test versions have migrated to more common dice types. We all remember the fun of different game ideas that were trialed and will mourn the loss of action points, myth points and stratagems. We hope that in future we can bring back nomari, ogrun and the elemental races as well as the full cast of advanced and faction classes that didn't make it to the final cut.

THE NEW EPOCH: CITY OF STEAM

The New Epoch will soon be playable as a fully 3D online MMORPG called City of Steam. This computer game has been in development since 2009. All the rules, skills, races, and talents you love will be there, and you can explore the City State of Nexus to your heart's desire. It uses cutting edge technology to bring a rich 3D MMO experience to you in your web browser.

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WELCOME TO THE NEW EPOCH, A ROLEPLAYING GAME THAT BRAVES A NEW SETTING WE CALL 'INDUSTRIAL FANTASY'. IT BRIDGES THE GENRES OF STEAMPUNK AND TRADITIONAL FANTASY. AS WELL AS INCORPORATING ELEMENTS OF REAL-WORLD RENAISSANCE, VICTORIAN TIMES AND THE EARLY INDUSTRIAL REVOLUTION. BUT THAT DESCRIPTION ALONE COULD HARDLY DO IT JUSTICE.

Within this book are fuel and inspiration for you to create your character, but the first thing you'll need to do is ask your game master "What level does my new character start at?"

Will you be creating a new blood fresh from the streets of Nexus, or a veteran returning from the ethereal planes?

WHAT IS THIS BOOK?

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The book you are reading is the Character Codex, book number one of the New Epoch roleplaying game. If you're a player this will be your primary source of inspiration. If you're a game master you can just flick through and familiarize yourself with the themes and with your players and their abilities, all found in this book. In this first chapter, we will cover the following topics:

ROLEPLAYING: Introduces the basic ideas and concepts behind roleplaying. Explains what a roleplaying game is, what characters are and how you play the game.

- + PREPARATION: Gets you ready to roll. Tells you everything you need to prepare to immerse yourself in the New Epoch.
- + GAME RULES: Introduces the basic rules and game terms that are used in all Codices of the New Epoch.

CREATION: Gives you specific instructions on how to create a character suitable for the New Epoch. Tells you all about the character sheet you need and how to purchase the equipment that your character begins play with.

+ STEP-BY-STEP CREATION: Runs you through ten steps to create your masterpiece. You just follow the chapters of this book.

EXPERIENCE & LEVELS: Introduces levels and experience. Tells you what a level is, when you can gauge the level of your enemies and how to buy more levels with your experience points.

- + GAINING A LEVEL: Explains how to level up, and describes the bonuses you can expect to receive.
- GAINING EXPERIENCE: Describes what you need to do in order to gain experience points, and how much you should expect to receive.



Roleplaying is a game that involves a single storyteller, called the game master, and a group of players who each control a single character. It is by no means a common pass-time, as any single session you play might involve planning, strategy and tactics, acting, narration, mathematics, reading, rolling dice and more.

CHARACTERS

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In a roleplaying game, all the people you meet and the people you play yourself are called characters, just like the roles in a movie or play. However, there are two different types of characters: player characters and non-player characters.

- **PLAYER CHARACTERS:** Player characters, often simply called PCs, are those created and played by the players. They are unique, powerful and versatile. Each player can control only one character. They are the lead roles in your adventures—the protagonists, the heroes, the focus of the storyline.
- **NON-PLAYER CHARACTERS:** Non-player characters, called NPCs, are those created and played by the game master. The player characters interact with non-player characters by talking to the game master. They are the extras and cameos on your adventures—the villains, the protagonists' allies, the city folk, the blacksmith or bartender, etc.
- **MONSTERS:** Monsters are like a very two-dimensional type of NPC. They don't have great personalities or well thought-out characters. They appear as challenges for players to overcome in short encounters, so don't usually interact much.

HOW AN RPG WORKS



A roleplaying game requires two or more people. One of them is a game master and the others are player characters. The game master provides a situation for the players by speaking, drawing a map or showing them a picture. The player characters try to overcome the challenges in these situations by telling the game master what his or her character does. Basically, everybody narrates to the group what happens, and so adventures are like unfolding a collaborative story.

- **THE GAME MASTER:** (GM) The game master creates challenges and scenarios for the player characters to face. He doesn't decide what happens from start to finish, he just sets the scene. The game master is responsible for organizing and controlling the monsters, revealing maps as they are explored, awarding experience and treasure and solving player disputes. The game master is usually the most experienced in your group of players, and should have a good grasp of all the rules.
- **THE PLAYER CHARACTERS:** (PCs) Player characters are the lead roles in your adventures—their actions determine how the plot unfolds. The players must overcome the game master's challenges,

using their character's abilities and their own initiative, intelligence and cunning. Each player is responsible for only a single character.

ADVENTURES & CHALLENGES: Adventures are a series of challenges, tied together by a theme or plot. If the players can solve these challenges, they can advance the storyline and receive experience and items, with which to improve their characters. Challenges can take any form—slaying a troll, piloting an airship, stealing a purse, bluffing a king, and so on.

PREPARATION



Let's assume you are a player who is going to create his or her character. Before you create your character, there are a number of things you have to prepare. If it's your first time roleplaying, it helps to create characters in a group with your friends. If you're a veteran roleplayer, it won't take you long to create one on your own.



CODICES OF THE NEW EPOCH

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Before getting started, skim through the Codices of the New Epoch. They contain all the rules of the game. As a player, you only need to be familiar with the Character Codex, and some of the gear in the Equipment Codex. It's not necessary to read the entire Adventure Codex, World Codex, Master Codex or Creature Codex—in fact, most players prefer not to, as it may spoil some of the surprises in store.

WHO READS WHAT?: If you're a game master, you'll need to read all six codices, or at least the parts that will be useful to your campaign. You don't need to be familiar with every country, monster or weapon in the books, just the ones that you plan to be using.

Unlike other roleplaying games, not everyone needs to have their own set of books. Just one box-set for the New Epoch Roleplaying Game can be used by your entire group. Its multiple, small, softcover volumes are more easily shared than larger hardback books.

- **CHARACTER CODEX:** To players, this is the most useful book of all, detailing the skills of the game, which are used to achieve your goals. You'll find descriptions for races, classes, vitals, passives, weapons, skills and abilities in this book.
- **EQUIPMENT CODEX:** This book contains pictures and descriptions of all the weapons, armors, goods, services, schooling and vehicles of the New Epoch. If you want to get straight to the action, just choose one of the equipment starter kits for your new character, found in the first chapter of the book.
- **ADVENTURE CODEX:** This contains a good explanation for all the rules of the game. It provides a quick and easy description for running fast and exciting action sequences, detailed and spooky dungeon crawls, epic overland journeys and tricky social diplomacy. When you have a rules dispute, you'll probably end up reading this book in more detail.
- **WORLD CODEX:** [SPOILERS] Chronology, history, geography, politics, commerce and weather are all found in the World Codex. As a player, you might want to read about the nation in which your campaign will take place, or just pour over the detailed maps as a source of inspiration.
- **CREATURE CODEX:** [SPOILERS] Ethereals and elementals, humanoids, beasts, fey, insects, reptiles and undead are found within these pages. Some of the most exciting experiences you'll have are when you pit your character against the enemies found in this book.
- **MASTER CODEX:** [SPOILERS] This book details how to run a game and how to deliver an adventure to the players. It has lists of challenges, encounters and puzzles that are useful to the game master only, and goes into detail about how to create great encounters for the players.



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To get started creating your character, make sure you have the following things: this book, a quiet place, a character sheet, a pencil, an eraser, some roleplaying dice and perhaps a calculator if you feel that you need it.

A QUIET PLACE: Any place that you can work undisturbed is enough. You'll need to let your imagination fly, so the less distractions there are, the better you can visualize your character concept.

- CHARACTER SHEET: These three sheets can record all of the information about your character easily. Photocopying of the character sheets is permitted—you can have as many as you like. It is recommended that each character has one.
- **PENCIL & ERASER:** A pencil and eraser are more suitable for recording your character than a pen. As your character becomes more experienced, his abilities will improve, so you will need to change them from time to time.
- CALCULATOR: If numbers aren't your thing, you might want to have a calculator close at hand. Sometimes it can be useful when adding up those damage dice for your most powerful abilities.
- **DICE:** While these are not used in character creation, it pays to be familiar with them before you start playing. You'll need a total of six different dice to play—each one has a different number of sides (a d20, d12, d10, d8, d6 and d4).

GAME RULES

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In roleplaying games, the players control their characters just as the game master controls characters, monsters and other adversaries. There are opportunities to use skills and weapons and perform amazing abilities! Rules provide a system to determine success or failure for the actions of you and your enemies.

MAKING RULES 'FIT': You won't find a specific rule for every situation you encounter as a player in the New Epoch. The rules will never be as diverse or varied as your imagination, but with any luck, you'll find an applicable skill or ability to perform anything that you might want your character to do.

Whenever you want to do something that isn't covered by the rules, you have to approximate—choose the most closely related skill (several may be applicable) or have the enemy choose a skill to try and prevent what you are doing. Don't limit yourself to what's written in your skill descriptions. Make the rules fit you.

RULES DISPUTES: Yes, it happens, typically when the outcome of a single action has far reaching consequences: if you don't pass this check your character will die, the enemy will be victorious if you fail, etc. If there is a definite right or wrong, it's easy. If there is a gray area, it's harder. You can play paper, scissors, rock with your enemy to see who wins, or flip a coin. Don't let it ruin your night.



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Characters who want to use an ability, weapon or skill need to roll a die and determine if they succeed or not—fire a pistol, climb a wall, sneak past a guard or repair a vehicle, it all works in the same way. This is called a check and it is the fundamental mechanic of the game system. It's part skill and part luck versus the difficulty of the task.

The character rolls a d20 (a 20-sided die), adds any appropriate bonuses or modifiers and compares the result to the target number (TN) for that action. Easy actions have a low target number. Difficult actions have a high target number.

A d20 CHECK IS... Compare (d20 + Bonuses) to (TN)

If you get equal to or higher than the TN, you succeed at your action. If you score less than the TN, you fail at that action. Players can also achieve a critical success if they roll very high. A critical is always an exciting moment in the game—it's an unprecedented success and doesn't happen very often.

NUMBERS



The inner workings of a roleplaying game's rules are all determined with numbers. There is a certain amount of addition, subtraction and basic math that you will need to do when playing this game. Don't worry, it won't take you long to get good at it.

ROUND ALL FRACTIONS UP: Whenever you come across a fraction of any kind, round it up. Never round fractions down, or you'll end up with impossibilities that don't make sense.

At first level, the maximum number of ranks for any Vital is 1 rank. When you reach 4th-level, the maximum increases to 2 ranks. At 7th-level, the maximum increases to 3 ranks, and so on.

If there is a fraction in the middle of an equation you don't round it up until you have the result of that equation.

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MINIMUMS & NEGATIVES: Some numbers can be negatives, while others have an absolute minimum of zero.

The damage you deal with any weapon or ability has an absolute minimum of 0 points. Armor can never reduce damage to less than zero. Health and Steam, however, can be negative. The lower they are, the longer it will take you to recover.

EXPLANATION OF TERMS



There are many game terms in the New Epoch Roleplaying Game. The most important of these are listed on your character sheet, explained in further detail below. If you find a term not explained below, you can refer to the master index, found at the back of the Master's Codex of course.

LEVEL: Your character's level is a measure of his ability as an adventurer. While this is a totally abstract number in-game (your

character couldn't say "I'm level 5"), it provides a way to determine how much experience and power he or she has accumulated. The higher your level, the more powerful you are.

- **EXPERIENCE:** Experience, or XP, is a measure of how much you have learned. If you have enough experience, you can buy a level when you have a day's rest. Otherwise, experience points determine how far you are toward your next level.
- VITALS: These are the building blocks of your character. They represent your character's raw potential, appearing on your character sheet as a three-letter abbreviation which you substitute for the value of that Vital. There are two types of Vital—elements which form your physical body and ethers which form your soul.
- **ABILITY:** An ability is a special skill that is granted by your character class. Abilities are actions you can use any time you like and are much more powerful than regular actions or attacks. However, they require Steam to use. You'll get tired and worn down if you use abilities too liberally.
- **CLASS:** An adventuring profession suited for player characters. These classes are exciting and interesting, giving you a lot of flexibility and options when building a character. As your character gets more powerful, you'll be able to take more classes.
- CHECK: A check is any d20 roll plus bonuses against a target number, as shown above under 'the d20 mechanic'. You have to score equal to or higher than a target number to succeed. Skill checks and Reflex checks—they all work in exactly the same way.
- **PASSIVES:** Passives are a category of values that make up your character's statistics. They measure your proficiency at anything that can't be made into a skill check: Health, Steam, Speed, Reflexes, Load, Defenses and Armor.
- **DEFENSE:** When a creature fires a pistol at you, lies to you, sneaks past you or uses an ability against you, it makes a skill check against one of your defenses. Your defense is the target number for their skill check. If their skill check equals or beats your defense, they succeed—deal damage, tell a convincing lie, sneak past you unnoticed, use their ability successfully, and so on. Likewise, when you try to do something to another person or creature, you 'attack' their defenses to see if you succeed.
- **HEALTH:** The amount of damage you can take before you are beaten. When an enemy strikes you with a weapon or a magical effect, you might take damage which is reduced from your Health. When you reach 0 Health or less you are beaten and will be out of action. Beaten characters are very vulnerable and easily killed outright. Resting restores some or all of your Health.
- **RANK:** Ranks measure how much training you have put into something. No ranks means you've never had any training. Each rank you add makes you better.
- **STEAM:** The most unique feature of player characters is their abilities. Abilities require Steam to activate. They allow you to do things that are supernatural and amazing. When you use an ability, you deduct that Steam from the total. If you reach 0 or less Steam, you will be beaten and vulnerable to enemy attacks. After a battle, you can rest for a minute or an hour to restore some or all of your Steam.
- ACTIONS: An action is something you can do when it is your turn. Player characters have two actions each turn, so they can do two separate things each round. Using your actions wisely can really help you win—that's what players love to do. Some abilities and skills require you to use multiple actions, while others take no actions at all (free actions).
- WEALTH: In most cases, your characters will be using shillings (\$) to buy and sell items in the game. Shillings come in several types of coin denominations: aurum (abbreviated Au, a gold coin worth 100 shillings), argentum (Ag, a silver coin worth 10 shillings) and aerium (Ae, a copper coin worth only 1 shilling).

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CHARACTER CREATION



The first thing you should do as a player in any campaign is create a character. Your character will be one of the lead roles in the adventures of your party, and will have to defeat enemies, solve puzzles and thwart the challenges provided by the game master.

LEVEL 0: [BEGINNER] If your group is new to roleplaying, it's best to start your characters at level 0. You won't have any skills or abilities to choose, but you can get used to the mechanics of the game before making decisions on what to choose. Your character will start the game as a normal specimen of his race and class.

LEVELS 1+: [EXPERIENCED] Experienced roleplayers who know the New Epoch setting well might want to create higher level characters. You'll begin with higher vitals, more abilities, better starting wealth, etc. It is best, but not essential, to add each level one by one, to take note of maximums and limits derived from level.

SPECIAL LIMITATIONS: Sometimes, your game master might have special limitations or restrictions that you need to observe when creating a character. For example, he or she might halve the normal starting money because the characters start in the borderlands where currency and goods are hard to come by.

Or, your game master might not allow orcs to be played, as the campaign takes place in the Residuum, when orcs were still wild savages. For the remainder of this chapter, we will assume there are no restrictions or limitations, other than your own imagination.

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CHARACTER SHEET



Player characters use a character sheet to record all of the information about their character. Monsters, non-player characters and others are generally not recorded on a character sheet. Rather, their statistics are recorded in note form called a stat block. This is to save space and make the most important data easy to access.

For player characters, a character sheet is almost essential. You can record every detail of a character upon the character sheet. It is an invaluable tool for keeping track of equipment, passives, weapons, skills, abilities and more.

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GENERAL OVERVIEW: There are four different pages to the player character sheet. These pages can be photocopied at will from this book-you have full permission to do so.

- + PAGE 1-CHARACTER: The first page of your character sheet has space for all of your character's bonuses. As you level up and improve your abilities, the bonuses on this page will change. Level, vitals, skills, defenses, movement, Health and Steam are the fundamental numerical data of your character.
- + PAGE 2-COMBAT: Your abilities, weapons and armor are listed on this page, as well as large boxes for working out damage, Health, Steam and Armor. During battles, you will refer to this page most often.
- + PAGE 3-EQUIPMENT: All clothes, vices, tools, gadgets and gear you collect during your adventures can be recorded here, in addition to your wealth, assets and treasures. Mounts and vehicles also have a space provided on this page. You may need to note your burden penalty if you are carrying too much.
- + PAGE 4-RECORDS: This last page is optional, and is used only when a character's adventures span across a long campaign. You can record special events in your diary, jot down noteworthy personalities you meet and keep all the information about pets.

STEP BY STEP CREATION

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The Character Codex is written in the logical progression of character creation. Follow the chapters of this book from start to finish to create your character in full, then equip your character with items found in the Equipment Codex.

1-GET PREPARED: [CHAPTER 1] Get all the things you need to create your character. Think of a character concept and write down your character level.

Dave decides he wants to play a rough and gruff traveling adventurer with a scholarly streak. He's creating a level zero character, so he writes that down in under 'class'.

Brendan decides he wants to play the runaway daughter of a wealthy merchant. He also notes her level on the character sheet.

2-RACE: [CHAPTER 2] Have a look at the races and choose the one that suits your character concept. Note all the bonuses of that race on your character sheet in the appropriate spaces.

Dave decides that hobgoblins (a greenskin culture) are suitably staunch for his character idea, and records all the info about them on his



character sheet. He names his character Hojantu Kraw.

Brendan finds that an aven (a human culture) is well suited to his concept. He notes all the race bonuses on his character sheet and names her Elissa Dorfmeister.

3-CLASS: [CHAPTER 3] Peruse the character classes and decide which one you want to play. Record all the statistical information about that class on your character sheet.

Dave looks at the classes. He already had the explorer class in mind, which goes against the hobgoblin stereotype (something Dave loves to do). He writes the class bonuses, advancement rates and 3 free abilities on his character sheet.

Because Elissa is cut off from her family resources and needs to survive by her Wits, Brendan chooses a rogue. He records all the rogue information on his character sheet.

4-VITALS: [CHAPTER 4] Add one or more Vital ranks for each level you have. Remember the maximum number of ranks (¹/₃ level rounded up). Total each one of your seven vitals.

Because Dave and Brendan don't have any levels (their characters are both level zero), they just total the vitals. Dave finds that Hojantu has a high Stamina Vital. Brendan finds that Elissa has a high Agility and Logic Vital.

Dave chooses the personality traits chronicler, sarcastic and heavyhanded to remind him how to roleplay Hojantu in case he forgets. Brendan chooses lovelorn, idealist and dignified for Elissa.

5-PASSIVES: [CHAPTER 5] Complete the equation for each item under passives. This will only take a moment or two.

They write the Vital totals into the columns and total the skills. Hojantu comes out with even defenses and good carrying capacity (Load) and Elissa comes out with high Speed and good Dex defense.

6-SKILLS: [CHAPTER 6] Note the skill bonuses you get from your class. Look through the skills to see what you are good at and total the columns. You can just add up the skills that you want to use, and ignore the others that won't be useful.

After totaling the skills, Dave sees that Hojantu is good with polearms and the lore skill. Brendan discovers that Elissa has a high skill bonus for daggers, thievery and traps.

7—EQUIPMENT: [CHAPTER 7] Look into the brief selection in Chpater 7, or delve into the Equipment codex to find out what equipment your character has to begin his adventuring career. You get free weapons, armor, gear and clothes as well as 100 ≠ in coin.

When creating your character, you won't be able to afford the very best. If you simply must have a certain type of expensive item, consider buying it at a lower quality. This reduces the price greatly but also has a negative impact on the effectiveness of armor or weapons.

After a quick scan of the weapons and armor, Dave thinks that Hojantu needs to use versatile weapons, so chooses gunblade and gauntlet, choosing not to have a polearm despite being so skilled with them. He really wants Hojantu to be well armored, so he takes three free pieces from his starter kit and buys another piece with his extra starting money (all at poor quality). He finishes choosing the other bits and pieces, writes down the bonus items (ink, candle lantern, cartographer belt, etc.), notes the weapon and armor totals on page 2 of his character sheet and is now ready to play. Brendan thinks that Elissa should have a clockbow and a saber, so writes them down with all their relevant statistics. Then he chooses light armor because it is maneuverable (good for a sneaky character) and maneuverable enough to suit a rogue's skills. After choosing some clothes, flair and pocketing his starting wealth for later use, he adds the rogue's bonus items (a dagger, thieves tools, trapsmith's tools) and now he is ready to play.

8—ABILITIES: [CHAPTER 8] You get ability ranks from your class and your levels. Be sure you meet the prerequisites before writing the discipline down on your character sheet.

Likewise, Dave and Brendan look at what abilities are in store for them at higher levels and note their free abilities from their class. Brendan doesn't know how to read an ability description so he checks Chapter 8 for the details.

9-BACKGROUND: Before you begin playing, think about your character's back story.

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EXPERIENCE & LEVELS

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When you create a character, you start at level zero. You won't have any training, but you'll have some low scores to vitals, passives, skills and abilities. When your character uses and practices those skills, he or she gains experience. When you have enough experience points, you can buy a level.

CHOOSE A BASE CLASS AND START AT LEVEL 0

LEVELS COME FROM CLASS: Levels are inherited from your character class, as they measure how good you are at your chosen adventuring profession. You don't get levels in your race or gender—being a better goblin that the rest, or a better human than the others is likely to earn you a reputation but not any experience points.

CURRENT & PREVIOUS CLASSES: You can buy a level in your current class when you have enough experience points. You can't buy levels in your previous class(es), but you can still select any ability that your old class(es) have access to.

OUT OF YOUR LEAGUE?: Each level is a measure of skill and expertise in your character class (your profession). A level is something that is visible and identifiable by those in the same line of work. For example, when a rogue comes up against one of his betters, he knows it the moment he sees them in action. Similarly, when a channeler witnesses another channeler praying or using an ability, he can see how it compares to one of his own prayers or abilities. The GM won't give you an exact level number, but you can ask for one of the following descriptors.

MUCH STRONGER: 5 or more levels higher than you. It's almost impossible to defeat such an opponent by yourself.

SLIGHTLY STRONGER: 2-4 levels higher than you. It's unlikely to defeat such an opponent by yourself.

- **EVENLY MATCHED:** The same level as you or just one level's difference. There's a fifty-fifty chance that you could defeat such an opponent on even ground.
- **SLIGHTLY WEAKER:** 2-4 levels lower than you. You will most likely beat such an opponent in a contest.
- **MUCH WEAKER:** 5 or more levels lower than you. You are almost certain to win against such opponents.

GAINING A LEVEL

-



As your character progresses through the chapters of their adventures, they will accumulate experience. When a character has enough experience points, you can buy a level when you rest. Each new level costs experience points to purchase, which you deduct from your total experience points.

> **BASE CLASS LEVEL X REQUIRES** [X × 10] EXPERIENCE POINTS

Advanced Class Level X Requires [$X \times 20$] Experience Points

FACTION CLASS LEVEL X REQUIRES [X × 30] EXPERIENCE POINTS

Use your total level (the sum of all classes) to determine the experience point cost of the next level. When your character gains a level you can increase your vitals and abilities.

ADVANCED & FACTION CLASSES: When you become powerful enough to meet the prerequisites of advanced classes and faction classes, you can buy levels in those classes. These grant more advancement ranks than base classes and allow access to unique abilities.

Once selected, your advancement rate and level cost are changed to that of the new class. You can't buy levels of a previous class any more but can still select abilities from those classes.

ONE AT A TIME: You can only gain one level at a time—the next highest one. Levels are a linear progression. You can't skip a level nor jump to a level of another class. If you have lots of unused experience, you have to rest several times adding one level per day.

ONE BASE, ONE ADVANCED, ONE FACTION: You can only have one class of each type. That's one base class (found in chapter three), one advanced class, and one faction class. You have to choose your classes wisely because you can never change them.

REST & LEVEL UP

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To gain your level, you must get a full rest. During this time, you reflect on what you've learned, train your vitals and abilities, and improve upon what you already know.

DISTURBANCES: Major disturbances in the night can prevent you from leveling up, just as they prevent Health and Steam replenishment. If you don't get a full rest, you can't add a level.

- AFTER COMPLETE REST: Once you wake from your undisturbed rest, you can add your new level bonuses as listed under the description for your character class (see Chapter 3 for details).
- **ONE LEVEL AT A TIME:** You can only buy 1 level each time you rest. After a full day, you can rest again and buy another level. You can't perform two full rests back to back. See Chapter 5: Passives for more details.

RANKS



Whenever you gain a level, you gain bonus ranks to distribute among your vitals and abilities. Each class gets a different amount for each category.

LEVEL UP BONUSES + VITAL RANK [MAX = ¹/₃ LEVEL]

+ ABILITY RANK [PREREQUISITES]

Regardless of how many or how few ranks you get each level, the classes are well-balanced.

- VITAL RANK: You can add one or more ranks to your vital bonuses each level. There is a limit to how fast you can increase vitals—one-third of your level, rounded up. So, you can only increase a single Vital once every three levels if you've got it maxed out.
 ABULITY BANK: You can add ranks to any discipline of abilities.
- + ABILITY RANK: You can add ranks to any discipline of abilities you already have or gain 1 rank in a new discipline of abilities. Each rank gives you one new ability or improves an existing ability.

MUST SPEND ALL RANKS: Ranks can't be saved or invested. They must be spent during your level up. You can't decide not to spend them either—just branch out and choose something that complements your existing repertoire of vitals and abilities.

CHAPTER 2: RACES

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CHAPTER 2 RACES

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HUMANS: Most characters you meet in the campaign are humans, as they make up over 50% of the population in civilized lands.

+ AVENS: Hailing from The Republic of Avenoss, Avens are welleducated, responsible folk from a strict patriarchal society.

+ HEARTLANDERS: The residents of Delton, Hollow, Locke, Nexus, Torch and Wroughton are streetwise, worldly folk.

+ OSTENIANS: Those born in the Holy Kingdom of Ostenia are religious folk from a culture devoted to the king and the church. + STOIGMARI: The Empire of Stoigmar is a growing military power, with mineral rich but inhospitable lands.

DWARVES: The genderless, mechanical dwarves are 'birthed' in forges built during the Era of Myth. They are stalwart, enduring folk, renowned for their fine armorsmithing and engineering.

- + CLOCK DWARVES: The clockwork dwarves of former Mazrothir are tenacious and persistent, traditional and fastidious. They've lived in exile for a decade after undead overwhelmed their homelands.
- + STEAM DWARVES: The steamwork dwarves of Ulixium are strong and stubborn, powerful and stoic.

ELVES: In bygone years, the elves founded wealthy and affluent noble houses that have survived to this present day. However, age long grudges and politics has stretched their finances thinly.

- + DRAUG: Draug are ashen skinned, sensitive and cautious. They tend to be pessimistic and seldom put their trust in others.
- + RIVENS: Rivens are fair skinned, beautiful and popular. They are jovial, optimistic people but not overly ambitious nor reliable.

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GREENSKINS: After the death of the goblin king, greenskin lands fell into disarray. Now, goblins, hobgoblins and orcs have integrated somewhat into civilized lands.

- + GOBLINS: The smallest, quickest and most cunning of greenskins.
- + HOBGOBLINS: The most established greens in civilized lands. They are rough, gruff and tend to bully other greens.
- + ORCS: The largest, strongest and poorest. Orcs have a tough lot in life, enduring several years of civil obedience training in which they are taught to play nice with the proper folk.

HALFLINGS: Tiny people with big personalities. They are stylish, notoriously cunning and have a streak of mechanical genius in them.

- + SKY GYPSIES: Nomadic airship dwellers who believe phlogiston, pistols and panache is all you need.
- HOLM TINKERS: Multi-talented city folk with a passion for bodging wrecks, high speed races and great food.

CHAPTER 2: RACES

RACE RULES EDESE BARORIO BOD

When creating your character, you'll want to choose a race first. Humans can fit any character concept but are not specialized in any field. Other races don't fit all moulds and have a skewed distribution of vitals, skills and abilities which makes them more specialized in certain areas.

After you've chosen a race, you also choose a culture. This decides what group you fit into within that race. For example, humans have four such subgroups: Avens, Heartlanders, Ostenians and Stoigmari.

HEIGHT & WEIGHT: Choose your height and weight from the ranges given under your racial description. Note these in the race section of your character sheet. These don't have any effect on play, but they help describe what your character looks like. You can be up to 10% taller or shorter than the racial norms-that's about 10 inches of difference for humans.

1 AGE: Choose your character's starting age. If you're new to roleplaying, you should probably make a character that is in his early adult years. If you're a veteran, you can try some of the different age groups, imposing the following bonuses and penalties to your Vital scores. These penalties are noted in the race column on your character sheet (added or subtracted from the racial norms).

- CHILDHOOD: [BEFORE ADOLESCENCE] Childhood is not a suitable age for a character. They take a penalty to all vitals.
- ADOLESCENT: [BEFORE ADULTHOOD] Sometimes an adventurer is an adolescent. These adventurers develop and mature as they grow so are often shaped by their experiences, not their teachings. ↔ -1 Eth, -1 Log, -1 Vig
- ADULTHOOD: [TYPICAL ADVENTURER] The fully developed adventurer, trained and prepared but lacking in experience. + No change.
- MIDDLE AGE: [SEMI-RETIRED ADVENTURERS] Past their peak, middle aged adventurers tend to be conservative about the work they choose to take. Many train the younger generation. ↔ -1 Agi, -1 Pow, -2 Mas, -2 Sta, +1 Eth, +1 Log, +1 Vig

VENERABLE: [RETIRED ADVENTURERS] At this stage, most adventurers retire, lacking the stamina and drive of their youth.

- + -3 Agi, -3 Pow, -3 Mas, -3 Sta, +2 Eth, +2 Log, +2 Vig ← Every year, you take a permanent -1 penalty to a random Vital (roll a d8 to randomize and reroll 8s). If any of your
- vitals reach 0, you die from old age. -----
- VITALS: Improve one or two of your vitals as noted and then record your final bonuses in the space provided on your character sheet. These will only change if your character becomes older.
- SIZE, LANGUAGES, VISION: Record all other details of your race under the Race section of your character sheet. Such details include types of size, vision, experience bonuses, and more.
- CHARACTER NAME: Choose a name, or use the names provided as inspiration for your own name.

ORC FEMALE: 6 ft. 7 in. / 360 lbs.

HUMAN FEMALE: 5 ft. 4 in. / 135 lbs.

GOBLIN FEMALE: 4 ft. 2 in. / 60 lbs.

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HOBGOBLIN FEMALE: 5 ft. 8 in. / 180 lbs.

ELF FEMALE: 5 ft. 0 in. / 100 lbs.

HALFLING FEMALE: 3 ft. 5 in. / 35 lbs.



Humans are the most varied and ever-changing race in the known world: well-rounded, both mentally and physically; daring and diverse; ambitious and persistent. Humans are also the most populous folk in the prime material plane, making up over fifty percent of the people in civilized lands.

FORGOTTEN AGE: In the Forgotten Age, humans were scattered across the outer ring of the world in pocket fieldoms and small settlements. People lived simple lives in nomadic or family groups, eventually migrating across the elemental planes to settle in the prime material plane.

- **ERA OF MYTH:** During the Era of Myth, humankind was propagated by the ancient Paragons. These godlike beings allowed humans to dominate all other species, forcing them into subservient roles for the greater glory of humankind. Subsequently, humans influenced the creation of new races, namely draug, rivens and dwarves.
- **CATACLYSM:** The power of the Paragons inevitably corrupted humans and animosity soon grew into a full blown war. Conflict erupted, spiraling human sovereignty into total chaos, the Cataclysm. In their scramble for power the Paragons were pitted against each other, destroying themselves and the empires they had forged.
- **RESIDUUM:** The destruction of the Paragons caused a tumultuous power struggle which forced great societies to split into smaller factions, each with their own agendas and selfish ambitions. A

dark age known as the Residuum ensued in which groups became isolated, reverting to feudal times.

NEW EPOCH: Through a series of treaties, expansions and pocket wars, three great nations eventually brought peace to the world. The dawn of the New Epoch has brought new prosperity and a resurrection of humankind's lost splendors of the past.

- **PHYSIQUE:** Humans average five to six feet in height and take on the racial colorings of their parents. However, because of interbreeding, most humans have a small splash of other racial blood in them, while 'real' purebloods have become the exception. Skin pigmentation is largely determined by geographical location, typically lighter near the pin and darker as one travels toothward. In all climes, hair colors range from red or blond to jet, lightening with age, while eyes are variations of gray, blue or brown.
- **PERSONALITY:** Humans are typically more diverse and malleable in their temperament and attitudes than other species. They have the greatest degree of exposure to other peoples, and are consequently more accepting toward foreigners. Moreover, their multicultural upbringing adds a streak of individuality to their character.
- **EQUIPMENT:** Most human clothing is Victorian style, with an added injection of steampunk—goggles, monocles, long coats, soot, pocket watches, waistcoats, top hats, grease, tool belts, pilot jackets, petticoats, steel tipped boots, high heels, grit, shiny buttons and brass buckles.

CULTURES: There are three great nations and one powerful neutral city state: The Republic of Avenoss, The Heartland City States, The Holy Kingdom of Ostenia, The Empire of Stoigmar

HOBGOBLIN MALE: 6 ft. 0 in. / 200 lbs.

ELF MALE: 5 ft. 3 in. / 120 lbs.

GOBLIN MALE: 4 ft. 3 in. / 70 lbs.

HALFLING MALE: 3 ft. 6 in / 40 lbs.

4 ft. 7 in. / 310 lbs.

ORC MALE: 6 ft. 11 in. / 400 lbs.

HUMAN MALE: 5 ft. 7 in. / 165 lbs.

DWARF:

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AVENS



Of the great nations, The Republic of Avenoss has the greatest clockwork technology, the greenest pastures, finest mounts and the fastest rail transport in the known world. Avenoss has a large population of draug and greenskins, who have flavored their culture. Avens do very basic military training as part of their schooling and their education standards are some of the highest in the world. They are sensible folk, who live in a clear-cut patriarchal society with tough social responsibilities to fulfil.

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AVEN AVERAGES	MALE	FEMALE
HEIGHT	5' 8"	5' 5"
WEIGHT	165 lb.	135 lb.
ADULTHOOD	16+ years	15+ years
MIDDLE AGE	40+ years	40+ years
VENERABLE	70+ years	80+ years
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AVEN VITALS

- +2 AGILITY, +2 POWER, +1 MASS, +2 STAMINA
- +1 ETHOS, +3 LOGIC, +1 VIGOR

AVEN SIZE: [+0] No special bonuses or penalties due to size.

- **AVEN AMBITION:** [+1 EXPERIENCE POINT] Add +1 to the total experience points when you are awarded 5 or more at any one time.
- AVEN REST: [+3 STEAM, +2 HEALTH, -1 DENT] You restore extra Steam, Health and Armor on any type of rest.
- AVEN EYESIGHT: [1× LIGHT DISTANCE] Avens can see to the extent of any light source, but no farther.



- AVEN NAMES: Family names are Adalfrid, Hornberg, Igret, Jurgen, Klass, Lonhark, Lothar, Maxiluss, Polothis, Sigismund and Vulf. Male names are Borudikt, Dominik, Ekmar, Eliass, Fraderik, Gervul, Guntram, Heinrik, Ivo, Kernon, Ludger, Niklan, Ortwin, Ulrich and Viktor. Female names are Alois, Dorona, Engul, Feidra, Gabi, Hanla, Heiral, Ina, Jerika, Lyss, Mertram, Ourel, Regila and Saskia.
- AVEN LANGUAGES: Native language Aven, fluent in Common, one bonus language of your choice.

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> TOPPER, NECKLACE SHIRT, WAISTCOAT, FINGERLESS GLOVES, GREATCOAT, CUFFS, BUCKLES, TROUSERS, POCKET WATCH, WEAPON BELT, SHOES

ФEPENZ WEAPONS

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DUAL PERCUSSION CAP PISTOLS

ФEPENZ WEAPONS

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CONTRA BOLT CLOCKBOW

KLOOTHES

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CHOKER, HALTER, BODICE, RIBBONS, TAILS JACKET, BELT, BELT POUCHES, LEGGINGS, CHAPS, MAILLE, ZIPPER CALF BOOTS

HEARTLANDERS



The City States are small and independent heartland nations, each under the protection of a powerful and benevolent paradigm. They are large, modern, heavily populated and terribly polluted. The overcrowded multicultural cityscapes have high unemployment and dangerous streets after dark. Heartlanders barely do any martial training, but their academic education is the best and most expensive in the known world. They are worldly, tolerant folk who struggle to earn a living in their urban melting-pot environment.

HEARTLANDER AVERAGES	MALE	FEMALE
HEIGHT	5' 7"	5' 4"
WEIGHT	165 lb.	135 lb.
Adulthood	16+ years	15+ years
MIDDLE AGE	40+ years	40+ years
VENERABLE	70+ years	80+ years

HEARTLANDER VITALS

+2 AGILITY, +2 POWER, +2 MASS, +1 STAMINA

+2 ETHOS, +2 LOGIC, +2 VIGOR

NOTE: Heartlanders have 1 vital point more than other races because they don't have any natural +3s.

HEARTLANDER SIZE: [+0] No special bonuses or penalties due to size.

- **HEARTLANDER AMBITION:** [+1 EXPERIENCE POINT] Add +1 to the total experience points when you are awarded 5 or more at any one time.
- HEARTLANDER REST: [+3 STEAM, +2 HEALTH, -1 DENT] You restore extra Steam, Health and Armor on any type of rest.
- HEARTLANDER EYESIGHT: [1× LIGHT DISTANCE] Heartlanders can see to the extent of any light source, but no farther.

- HEARTLANDER NAMES: Family names are Brone, Cynth, Drent, Loyst, Payge, Twyne, Wax and Wyrns. Male names are Balen, Dresdin, Garrus, Gaiyus, Jonus, Iston, Masden, Orfus, Sefren and Yulen. Female names are Beltra, Eshen, Enzin, Jeynin, Lulen, Noka, Pala, Selzen and Voslin.
- HEARTLANDER LANGUAGES: Native language Common, fluent in Aven, Ostenian or Stoigmari, one bonus language of your choice.

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CHAPTER 2: RACES

Kleudz CLOTHES

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SHIRT, BODICE & UNDERBUST, FINGERLESS GLOVES, WRISTWATCH, BELT, LEGGINGS, CHAPS, LEG POUCHES, BOOT POUCHES, CALF BOOTS

 Weapons

 Wastem rövolvüşr

 Custom revolver

Drezdin Wüzrnz

DRESDIN WYRNS

Kleudz CLOTHES

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SPLIT DOUBLET, SHOULDER PADS, RED WRAPPINGS, SPIKED CUFFS, WRISTWATCH, FINGERLESS GLOVE, BELT, CARGO PANTS, SHOES

CLOTHES

FLIGHT CAP, DRESS, LEATHER VEST, SLEEVES, GLOVES, OVERSIZED BELTS & HOLSTER, AMMO BELT, LEG HOSE, BRIGANDINE REREBRACERS & JAMBRACERS

WEAPONS

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CHAPTER 2: RACES

TOLSTOV TWO-SHOT BLUNDERBUSS

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OSTENIANS

The Holy Kingdom of Ostenia is a seafaring and air-faring nation with a strong mercantile history, romantic language and favorable coastal weather. The culture of this kingdom is strongly influenced by the wealthy riven nobility, who are closely tied into politics. While all Ostenians are expected to be loyal servants of their church, the king of Ostenia can also call upon them to serve their country. They learn some limited martial techniques and receive a good, albeit religiously biased, higher education. In general, Ostenians are fun-loving folk who live in a zealous monarchy that can make difficult demands of its citizens.

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OSTENIAN AVERAGES	MALE	FEMALE
HEIGHT	5' 6"	5' 3"
WEIGHT	160 lb.	130 lb.
ADULTHOOD	16+ years	15+ years
MIDDLE AGE	40+ years	40+ years
VENERABLE	70+ years	80+ years

OSTENIAN VITALS

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+2 AGILITY, +2 POWER, +1 MASS, +1 STAMINA

+3 ETHOS, +1 LOGIC, +2 VIGOR

OSTENIAN SIZE: [+0] No special bonuses or penalties due to size. OSTENIAN AMBITION: [+1 EXPERIENCE POINT] Add +1 to the total experience points when you are awarded 5 or more at any one time.

OSTENIAN REST: [+3 STEAM, +2 HEALTH, -1 DENT] You restore extra Steam, Health and Armor on any type of rest.

OSTENIAN EYESIGHT: [1× LIGHT DISTANCE] Ostenians can see to the extent of any light source, but no farther.

OSTENIAN NAMES: Family names are Asteni, Delvana, Freshalo, Gilano, Jigrano, Nesinto, Secundi, Thelegra, Vesuyo and Zalana. Male names are Datas, Evaldo, Flavio, Georgio, Jadar, Marko, Lakoni, Tiber, Welko and Yosefi. Female names are Dilana, Eliza, Heriana, Keli, Nariya, Leynara, Peleya, Silvina, Sona and Zerina.
 OSTENIAN LANGUAGES: Native language Ostenian, fluent in Common, one bonus language of your choice.

CLOTHES

RUFF, SHIRT, FROCK COAT, BANDOLEER, WRISTWATCH, BELT, GOGGLES, TROUSERS, SHOES

WEAPONS

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STOIGMARI ------

Stoigmar is a vast nation with mineral-rich rugged mountains in its toothward reaches and cold but arable plains in the midlands. The mining establishments of the dwarves have made Stoigmar rich and influenced their culture. Stoigmari people are weathered by harsh winters and the rule of an ambitious militant government. They endure several years of compulsory military training, an important part of their culture. Stoigmari are self-sufficient, hardy folk with a love for strong liquor and lasting friendships.

STOIGMARI AVERAGES	MALE	FEMALE
HEIGHT	5' 7"	5' 4"
WEIGHT	170 lb.	140 lb.
ADULTHOOD	16+ years	15+ years
MIDDLE AGE	40+ years	40+ years
VENERABLE	70+ years	80+ years

STOIGMARI VITALS

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+1 AGILITY, +1 POWER, +2 MASS, +2 STAMINA +2 ETHOS, +1 LOGIC, +3 VIGOR

STOIGMARI SIZE: [+0] No special bonuses or penalties due to size. STOIGMARI AMBITION: [+1 EXPERIENCE POINT] Add +1 to the total experience points when you are awarded 5 or more at any one time.

- STOIGMARI REST: [+3 STEAM, +2 HEALTH, -1 DENT] YOU restore extra Steam, Health and Armor on any type of rest.
- STOIGMARI EYESIGHT: [1× LIGHT DISTANCE] Stoigmari can see to the extent of any light source, but no farther.

STOIGMARI NAMES: Family names are Bogdan, Dazdalik, Goroniv, Ijol, Magoli, Nilokav, Oreshiv, Paloshik or Stendi. Common male names are Aranol, Bezdor, Gavarol, Hezoten, Ivars, Konarud, Metonol, Rolmun, Stolbar, Tolajon and Vlarid. Female names are Armaney, Chandala, Dolmeri, Elenja, Grusha, Ilmarey, Katjala, Loril, Nadeja, Nanil, Orvana, Seraf and Valev.

STOIGMARI LANGUAGES: Native language Stoigmari, fluent in Common, one bonus language of your choice.

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ARANOL NILOKAV

ZIT CLOTHES

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SHIRT, SLEEVES OR WRAPPINGS, BELT & POUCHES, WRISTWATCH. PHLOGISTON BULB LANTERN, TROUSERS. BOOTS, STEEL CAPS

HEFFNE WEAPONS

中国人亚中国 WARHAMMER

CHAPTER 2: RACES

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> FUR HAT, GOGGLES, MANTLE, CAPE, BODICE. SLEEVES, BELTS, BELT POUCHES, TROUSERS, SKIRT, BOOTS, SPURS

HEFENE WEAPONS

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DWARVES



Dwarves are genderless, created from metal and flesh, birthed from secret underground factories created by the paragons long ago. They are sure-footed, solid folk, standing around four feet tall, and are a perfect fusion of clockwork or steamwork biomancy. Proud and independent, they dwell in hills, mountains or the underground. Their bodies are stout, broad, hard as steel and possess great reserves of stamina.

FORGOTTEN AGE: Dwarves did not exist prior to the Era of Myth. ERA OF MYTH: When the ever-thirsty paragons discovered that

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humankind alone could not serve the needs of their rapidly expanding empires, they demanded the creation of a new race of tireless workers.

Taking the very best organic material that humans had to offer, they fused it with magic and metal to devise a new race that did not know sleep nor weariness, dwarves. A hundred underground forges were constructed, each one 'birthing' dwarves night and day to create an army of workers for the greater glory of mankind.

During this time, it is said that there were many other races based on more complex energy sources-fuel consuming combustion-powered dwarves and acid-powered alchemical dwarves.

- CATACLYSM: Chaos broke out in the surface realms as human empires laid waste to each other. These wars preceded the demise of the paragons and destroyed more than half of the great forges, sending the dwarven population into retreat. They burrowed down into their mountains, trying desperately to maintain their lifegiving forges and nurture future generations.
- RESIDUUM: A hundred years passed and the dwarven lands were reduced to ruins. Many more forges were abandoned, some shut down, others broken. Entire races ceased to exist in decades as their lifegiving factories perished.

The dwarves were reduced to a mere 13 forges before they finally mastered the technology to reproduce their own kind. While many dwarven cultures and forges were lost in the deep underground, two large dwarven factions saved the entire species from extinction.

NEW EPOCH: The great wealth of dwarven mines and the knowledge of their engineers put them in good stead during the redevelopments of the New Epoch. Dwarves quickly became the leading authorities on manufacture, excavation, mining, clockworks, steamworks, engineering, firearms and more.

Unfortunately, the collaborative efforts of both dwarven nations were not enough to stop the recent advance of undead armies in Mazrothir and the clock dwarves were forced to temporarily close off three of their underground great forges as the land above was overrun by undead.

CULTURES: The clockwork dwarves of former Mazrothir and the steamwork dwarves of Ulixium.

CLOCK DWARVES



Clock dwarves are birthed in the subterranean forges of the Spineridge Mounstains in the besieged Kingdom of Mazrothir. This was once an ancient and beautiful nation built on tradition and honor, with much of the finest craftsmanship in the known world. However, an insurgence of undead has caused scores of dwarven refugees to flee their forges. Now, many clockwork dwarves populate nearby human realms, trying to win the support needed to reclaim their homeland. Meanwhile in their homeland, the vault-like forge doors remain closed to all travellers until the undead blight is ended.

- PHYSIQUE: Clock dwarves are a smooth half-and-half admixture of flesh and clockworks. They are short, broad and heavy-set, yet move with precision and agility. A window in their chests reveals a mechanical heart whirring and ticking with masterwork precision while other clockwork features may also be present-gogglelenses for eyes, metal arms, gauntlet-like hands and gearwork legs are all relatively common. Their hair ranges from red or blond to brown, and is usually kept in long braids. While they appear to be male, all dwarves are sexless and have no reproductive organs.
- PERSONALITY: Clock dwarves are fiery and ambitious, determined and persistent to achieve their goals. They have strong ties to their forge (extended family) and frown upon those who break tradition, often isolating or exiling the offender. Clock dwarves tend to be fastidious and scrupulous, proud of their own abilities and fussy about the way others do things. Complexity done right is their concept of perfection, and is valued more highly than effectiveness, expense or efficiency.
- EQUIPMENT: Naturally, dwarves are very fond of metal, and like to don armor rather than clothing-the heavier the better. They avoid soft or thin fabrics which tend to chafe and tear around metallic dwarven joints, and go for rough or coarse canvas-like textiles instead. Clock dwarves love carrying their tools with them, like steam dwarves, but they also take to keeping ornamental weapons close at hand. Their tradition is to always bear arms while their homeland is in danger, a custom which causes much aggrivation to the local authorities of cities.

CLOCK DWARF AVER.	AGES
HEIGHT	4' 6"
WEIGHT	300 lb.
Adulthood	8+ years
MIDDLE AGE	80+ years
VENERABLE	120+ years

CLOCK DWARF VITALS

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+2 AGILITY, +1 POWER, +3 MASS, +2 STAMINA

+1 ETHOS, +1 LOGIC, +2 VIGOR

CLOCK DWARF SIZE: [+0] No special bonuses or penalties due to size.

- CLOCK DWARF TOUGHNESS: [+2 ARMOR] Dwarves are built to last, but their clockwork insides are not as robust as their steamwork dwarves cousins.
- CLOCK DWARF LOAD: [+10 LOAD] Dwarves are skilled at carrying heavy loads. You gain a bonus to your total load.
- CLOCK DWARF CLOCKWORKS: [TELL TIME] Clockwork dwarves always know the exact time, down to the nearest second. They can tell the time on the outer planes and ethereal planes, too.

CHAPTER 2: RACES

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CLOCK DWARF IMMUNITIES: [SLOWED, STUNNED] Their clockworks never slow nor falter.

------CLOCK DWARF EYESIGHT: [2× LIGHT DISTANCE] Clockwork zooming lenses and sensitive light-catching mirrors inside clock dwarven eye sockets allow them to see twice as far as any light source.

- CLOCK DWARF NAMES: Dwarves name themselves after the forge where they were birthed-Mosten of forge Eroden. Forge names are Bruthos, Eroden, Kord, Luthor, Rothmar, Thoron. Given names are Camryl, Darven, Kirik, Glouden, Hirven, Irmen Thuron, Tossuk, Virsen.
- CLOCK DWARF LANGUAGES: Native language Dwarven, fluent in Common, one bonus language of your choice.

STEAM DWARVES

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Steam dwarves hail from the underground forges of Ulixium, an isolated but beautiful crownland realm, beset with long winters and fierce storms. Though dangerous, the mountains are mineral rich and highly profitable. Ulixium suffers some fairly inhospitable weather, but beneath the earthen crust in the mountain halls of the dwarves, there are seasons of moisture, aridity, cloying stillness and subterranean breeze. Steamwork dwarves are strong and solitary folk, weathered by the wintry chill of their mountain realm.

PHYSIQUE: Steamwork dwarves are short, broad and incredibly strong, typically a fifty-fifty fusion of flesh and steamworks. A large furnace window glows in the center of their chests and steam typically vents from ducts at the back of the shoulders. Other

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> QUILTED VEST, SCALE TASSETS, LEATHER BOOTS

CHAPTER 2: RACES

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> INFRAVISION EYES, STEAMWORK SHOULDER & ARM, LANTERN MOUNTS ON ARM. FURNACE IN CHEST. STEAMWORK LEGS, SMOKE STACK VENTS FROM BACK

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OVERSIZED BELT. BELT POUCHES. TROUSERS, BOOTS, STEEL CAPS

PL&LAL **FEATURES**

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CLOCKWORK CROWN, ZOOM LENS EYE, CLAVICLE BRACES, CLOCKWORK ARM. CLOCKWORK HEART. **RIB PLUGS**

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THURON OF FORGE KORD mechanical features also occur, seemingly at random—steel arms or legs, armored chests and gauntlet-like hands or feet are common. They have thick and strong hair, brown to black in color, with beards styled according to forge customs. Their facial features and physical build appears masculine in the eyes of other races, but they are a sexless people with none of the fittings necessary for reproduction.

- **PERSONALITY:** Steamwork dwarves are incredibly tenacious and enduring, resistant to change and often stubborn. Logically minded, they prefer to do things in the order that it was shown to them. They warm slowly to radical ideas or new company, and show little concern or interest in the affairs of others. However, they are easily satisfied by a warm fire, oil brandy and hearty food, usually becoming more social under such circumstances. They respect strength and resilience, and get on better with individuals who possess those traits.
- **EQUIPMENT:** Steam dwarves have an affinity for tools and typically carry them wherever they go. While they prefer to wear metal over any type of fabric, the climate of Ulixium has fostered a need for quilted leggings and doublets as undergarments, while furlined cloaks and thick woolen shawls are wrapped around their outsides. Steam dwarves wear thick-soled shoes, to keep the cold ground from their feet—a tradition that is part of their style.

STEAM DWARF AVE	RAGES
HEIGHT	4' 8"
WEIGHT	320 lb.
Adulthood	7+ years
MIDDLE AGE	70+ years
VENERABLE	100+ years
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	OWER, +3 MASS, +2 STAMINA,
+2 ETHOS, +1 LC	DGIC, +1 VIGOR
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STEAM DWARF SIZE	S: [+0] No special bonuses or penalties due to
	JGHNESS: [+3 ARMOR] Dwarves are built to ore resilient than a well-armored steam dwarf.
bodies can push p	
	D : [+10 LOAD] Dwarves are skilled at carrying gain a bonus to your total load.

- **STEAM DWARF EYESIGHT:** [½ × LIGHT DISTANCE] Steam dwarves have poor natural eyesight, from centuries of spending time underground. They can only see half as far as their light source.
- **STEAM DWARF DARKSIGHT:** [50 YARDS] In complete darkness, when there is no other light to interfere, steam dwarves' eyes glow red, and they can see heat signatures with clarity.

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STEAM DWARF NAMES: Dwarves name themselves after the forge from which they were birthed—Gotheg of forge Knurgos. Steam dwarf forge names are Craegax, Drashg, Englut, Goraeg, Kurgos, Kushg and Zurax. Given names include Draegax, Faerax, Erglon, Glaerok, Knarzak, Loshgax, Ozurnig, Raegax, Raenox and Zagnos.
 STEAM DWARF LANGUAGES: Native language Dwarven, fluent in Common, one bonus language of your choice.

ELVES



Elves are lithe, graceful humanoids who all possess some measure of exotic intrigue. Their facial features are sharp and fine, with almondshaped eyes and long pointed ears. Elves make up a large portion of society's elite, and are intertwined in governmental politics. Aside from that, draug and rivens have very little in common—the draug and their houses are dark, mysterious and introverted while rivens are bright, jovial and social.

FORGOTTEN AGE: Elves did not exist prior to the Era of Myth.

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- **ERA OF MYTH:** As the power of the paragons grew, human vanity took new form. The creation of a race of perfect servants, called "fey", was devised and trailed. The fey were indeed flawless, which seemed to highlight all the shortcomings of the Paragons themselves. Using their world breaking magics the fey were split into many offshoot species. This division created both draug and rivens.
- **CATACLYSM:** During the Cataclysm, the destabilization of human society forced both races into a new independence. They formed small independent sects of their own, rejecting loyalty to their former human masters. This left both draug and rivens weak, causing dissension among their ranks and other complications, eventually separating the two cultures and resulting in a permanent rift between them.
- **RESIDUUM:** As the residuum brought the world to a standstill, the elves vied to outdo each other. The divide between them was made permanent by the formation of opposing draug and riven noble houses, based around charismatic individuals claiming blood ties back to the original progenitor fey. These noble houses allowed elves to capitalize wealth before others were able to claim it, maneuvering themselves into an excellent position for the ages to come.
- **NEW EPOCH:** Human governments thrived with elven support, and other races prospered beneath them. However, the underlying status war between the draug and riven nobility continued too long, ultimately weakening their prestigious houses. Elven power waned as noble bloodlines intermingled, causing feuds over lands and wealth. Though their wealth may be vast, the dominion of the elven feudal lords is greatly diminished. Many would say the age of the elves is coming to an end.

CULTURES: The splitting of the progenitor fey (the first fey) resulted in many offshoot species, two of which are draug and rivens. Because they inherited many conflicting, opposing traits from the progenitors, these cultures have never been able to mix or interact comfortably.





The noble houses of the draug can be found in cities of influence throughout the heartlands. Their mansions are drably colored but intricate in their architectural detail, suiting the aesthetic needs of draug perceptions. Each household is a feudal hierarchy with a complex history of inter-house politics. The illustrious families of the draug are famous for their mercantile power and wealth though infamous for their unwillingness to share it.

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- **PHYSIQUE:** Shorter than humans, draug are thin, agile and light footed. They have ashen gray skin, and milky white eyes with small black or gray irises. Their hair is typically long, black and silken. Draug ears are long with pointed tips and can tilt and turn to catch sound. Lastly, draug are blessed with longevity—in fact, it is nigh impossible for other races to guess their age.
- **PERSONALITY:** Draug are sensitive creatures, often described as quiet, mysterious or contemplative. They are cautious and tentative when approaching social situations, tending to be suspicious of strangers rather than sanguine. In general, their insular upbringing makes them less congenial than other races—the acquisition of assets, money and tangible rewards is typically more important to them than keeping up with friends. Draug take criticism seriously, and have been known to hold long–lasting grudges.
- **EQUIPMENT:** Draug wear dull-colored textiles, embellished with shiny metals. Metal reflects sound better than cloth, catching the attention of other draug's sonar-like hearing. Thus, the height of

draug fashion abounds in buckles, buttons, chains, scales, rings and clips.

DRAUG AVERAGES	MALE	FEMALE
HEIGHT	5' 3"	5'0"
WEIGHT	120 lb.	100 lb.
Adulthood	20+ years	25+ years
MIDDLE AGE	60+ years	70+ years
VENERABLE	120+ years	140+ years
DRAUG VITALS		

+2 AGILITY, +1 POWER, +1 MASS, +2 STAMINA

+2 ETHOS, +3 LOGIC, +1 VIGOR

DRAUG SIZE: [+0] No special bonuses or penalties due to size. **DRAUG IMMUNITIES:** [BLINDED, DISTRACTED] Draug are immune to the status effect 'blinded' and 'distracted'. Draug can be deafened, which blocks a part of their ears (doesn't affect blindsight).

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EARRINGS, SHIRT, SILK CRAVAT, METAL PAULDRON, SILVER BRACELET, RINGS, POCKETWATCH, LEATHER VEST, SILK SASH, CODPIECE, BELT POUCHES, LEGGINGS, WRAPPINGS, ORNATE CHAIN AND METAL BOOTS.

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CHAPTER 2: RACES

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CHOKER, BLACK DRESS, SILVER BRACELETS AND CRIMSON SILK SLEEVES, HIGH HEEL SHOES

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- DRAUG FINERY: [FINE QUALITY / DOUBLE COST] Only the very best is good enough for the elves-your starter weapons, armor, adventuring gear and clothes is fine quality. Any additional items must be purchased at double price or higher to get fine quality items or better. Only applies to purchases during character creation.
- DRAUG EYESIGHT: [1/2 × LIGHT DISTANCE] Centuries of relying on blindsight has left draug eves underdeveloped. Their natural eyes can only see half as far as any light source would allow.

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- DRAUG BLINDSIGHT: [150 YARDS] Draug typically see by echolocation. Their ears capture the reflection of sound in the environment and this is interpreted as vision. Light, dark, fog, smoke, shadows, non-tactile illusions and magical invisibility are irrelevant to this type of vision-draug 'see through' such things plainly. However, they can't read, perceive color or see incorporeal creatures such as ghosts until they are within range of their eyes.
- DRAUG NAMES: Family names are Esheyla, Haleyv, Jazelph, Jesenta, Kyreph, Lephayna, Lyrloneth, Meyzym, Nereph, Saheyna, Yurayl and Zahir. Given names can be either male or female: Eyth,

Dyorl, Gloys, Gyal, Kleyv, Kleyd, Layr, Myur, Myrn, Nylm, Pheyd, Shev, Theyr, Voyl, Wylm and Zylph.

DRAUG LANGUAGES: Native language Draug, fluent in Common, one bonus language of your choice.

RIVENS

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Riven households are most common near the seats of powerful governments. Their mansions are glamorous and opulent, though rather basic in architectural design. Riven noble families have complex hierarchal structures and fierce interfamily competition. Fanciful banquets, theater productions and redecoration splurges are all part of the dangerous game of politics that riven lords and ladies play.

PHYSIQUE: Rivens are lithe, slim and beautiful by any racial standards. They have light blond, brown or red silky hair and wide, open, color-rich eyes of all colors. Their ears, like draug, are long and

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SPECTACLES, VELVET OVERCOAT WITH GOLD CHAINS, SHIRT, PINSTRIPE VEST, CUFFS, POCKET WATCH. SASH, BELT POUCHES, LOINCLOTH, LEGGINGS, LEG STRAPS, RIDING BOOTS

CHAPTER 2: RACES [je je je [**IDRIEN LOENDEL**

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SILVER TIARA AND NECKLACE, SILVER RINGS, BRACELET, CUSTOM HALTER CORSET, SHORT DRESS, LEATHER LEG STRAP, LEGGINGS, RIBBONS, HIGH HEEL BOOTS

pointed but cannot move nor tilt in the same way. Riven skin is fair to tanned, generally hairless for both men and women. Rivens do not age visually after maturity, but they are not blessed with the longevity of draug. Fortunately, their wealth allows them the best medical care, so they can often live as long as humans. Their high metabolism results in short but eventful lives.

- **PERSONALITY:** Rivens have powerful charismatic personalities and are deeply in touch with their spiritual side. They tend to rely exclusively on their renowned wealth and magnetism to get what they want. They are very playful and lighthearted but lack willpower and perseverance. Their short life span affects their ability to see the greater consequences of their actions—they never live long enough for their plans to come to fruition. While they might be great company in the moment, when the going gets tough rivens are hard to rely on.
- **EQUIPMENT:** Rivens wear fitting, soft textiles, with flowing and elegant simplicity, choosing bright, vivid dyes and colors. Their tailors and seamstresses are among the best in the world, making riven fashion the height of popularity.

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RIVEN AVERAGES	MALE	FEMALE
HEIGHT	5' 3"	5' 0"
WEIGHT	120 lb.	100 lb.
ADULTHOOD	20+ years	25+ years
MIDDLE AGE	40+ years	45+ years
VENERABLE	65+ years	70+ years

RIVEN VITALS

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+2 AGILITY, +2 POWER, +1 MASS, +1 STAMINA

+1 ETHOS, +3 LOGIC, +2 VIGOR

RIVEN SIZE: [+0] No special bonuses or penalties due to size.

- **RIVEN IMMUNITIES:** [DISEASED, SICKENED] The powerful metabolism of rivens makes them immune to the status effects 'diseased' and 'sickened'.
- **RIVEN REGENERATION:** [+1 PER HOUR] The rapid metabolism of rivens helps them to regenerate +1 Health every hour (doesn't require a rest).
- **RIVEN FINERY:** [FINE QUALITY / DOUBLE COST] Only the very best is good enough for the elves—your starter weapons, armor, adventuring gear and clothes is fine quality. Any additional items must be purchased at double price or higher to get fine quality items or better. Only applies to purchases during character creation.
- **RIVEN EYESIGHT:** (3 × DISTANCE) Riven eyes are highly sensitive to light and color, allowing them to see three times as far as their light source.

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- **RIVEN NAMES:** Family names are Aoloen, Ephoen, Enthrayul, Loendel, Loephrayen, Melayothen, Nethonayul, Roenlu, Vethrayen and Yurloenid. Male names are Arien, Dimlay, Emrin, Herien, Glayil, Iyolin, Omien and Ulien. Female names are Arvin, Dilphay, Emlie, Eslien, Gwalien, Idrien, Nymlie and Rephie.
- **RIVEN LANGUAGES:** Native language Riven, fluent in Common, one bonus language of your choice.

GREENSKINS

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Goblins and hobgoblins are greenskins who made their way into the human empires just under a century ago. Orcs are a more recent arrival from the borderlands. Greenskins have bred widely since the beginning of time, giving rise to a great variation in the size and coloration of their people. Their bloodline seems to adopt the traits of other species easily, rather than the simple racial incompatibility experienced by many other races.

Greenskins are perhaps the most impoverished and poorly educated people in civil lands, enduring a fair bit of racism at the hands of the opulent elves and stoic dwarves. However, they are still far better off than their cousins in the distant ancestral tribelands.

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- FORGOTTEN AGE: Long ago, greenskins were primitive cave dwellers who banded together for security. During these ancient times, they remained underground, curious but too cowardly to venture into the surface world. Orcs came about in these times from unions of goblins and ogres.
- **ERA OF MYTH:** Jealous of human industry, greenskins plotted against humans and their empires, launching many unsuccessful attacks upon crownland towns and settlements. The vengeful wrath of the paragons drove greenskins to the outskirts of every empire, causing a mass exodus from civilized lands. Hobgoblins were conceived during this period from the unions of goblins and bugbears, eventually becoming numerous enough to be recognized as a race of their own.
- **CATACLYSM:** Scattered to the distant borderlands, greenskins celebrated the death of the paragons and humankind's downfall. The greenskin population flourished during these times. They became established, giving them great bargaining power over the chaotic and fragmented human empires of the former era. Pioneering goblins made their way into war torn lands and earned a living by finding, fixing and selling old war relics.
- **RESIDUUM:** Early in the Residuum, the goblin king's rule became unpopular with the downtrodden hobgoblin minority. With human help, hobgoblins destabilized the greenskin throne, resulting in the eventual collapse of their empire. Since then, hobgoblins have been exiled from the greenskin tribelands, seen as traitors to their people.
- **New EPOCH:** While goblins and hobgoblins struggled to settle in, the growing fierceness of the badlands eventually resulted in the orc population bleeding over into civilized lands. To deal with this influx of barbarians, governments built special orcish reeducation facilities. Within their walls, orcs endure the most appalling and harrowing conditions, and are supposedly taught how to integrate with civil folk. However, even after their release from these facilities they typically garner no respect from other races.

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CULTURES: Hobgoblins are the most well-integrated of all greenskins, and hence are the wealthiest. While goblins made their way into civil lands first, their influence and social standing has not improved significantly in the last several hundred years. Orcs are the newest addition to the heartlands and despite the compulsory "taming" forced upon them, they still retain some of their barbaric ways.

Rymmi "Boots"

Куммі "Воотѕ"

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CHOKER, HALTER TOP, PIECEMEAL PAULDRONS, MESH SLEEVES, SPIKED CUFF, PETTICOAT, SKIRT, BELT POUCH, KNEE BOOTS, STEEL CAPS.

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Kleyóz **CLOTHES**

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GOGGLES, EARINGS, SHIRT, WAISTCOAT, GLOVES WITH KNUCKLE DUSTERS, SUSPENDERS, BREECHES, BELT & POUCH, SCABBARD, LEG POUCH, LEATHER SOCKS, JESTER SHOES

Wedpenz WEAPONS

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GOBLINS

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The first greenskins into the human lands were scavengers who repaired wrecks to earn a living. Though they have earned a reputation for the ability to fix anything, their efforts are typically far from satisfactory. Today, goblins still struggle with the civil folk, doing 'anything' they can to pay their taxes and generally getting into trouble because of it. = 📕 =

PHYSIQUE: Goblins have bright green skin and are very short, stringy and wiry. Naturally, they have black or brown hair, though bright hair dyes and bleaches are common throughout their adolescence and adulthood. Goblin noses and chins are sharp and pointed, with eyes of reddish-brown.

Contrary to tales of the past, goblins are not an exceptionally ugly bunch. If anything, their lack of wealth and rather common education is more responsible for unkempt appearances and poor hygiene than any racial habits.

PERSONALITY: Goblins are incredibly cunning, mischievous and intuitive, preferring to use mind over matter to solve problems. They are prone to fiddling and tampering with things they shouldn't, often landing themselves in trouble. They are also hoarders, and enjoy collecting and keeping anything they can get their hands on. Naturally, they are possessive about their belongings as it's taken them so long to become established in the cities. Goblins don't aspire to work hard or diligently. They prefer to get as much as they can through the easiest means possible.

EQUIPMENT: Goblin garments tend to have lots of storage space as they generally carry everything they own with them at all times. Coats lined with pockets, belt pouches, satchels and concealed compartments are what goblin fashion is all about. However, goblins don't buy or wash clothes often, so grease stains, patched elbows, grazes and oil smears are common. Goblin young are renowned for coloring their hair, a trend which seems to go hand in hand with cheap tastes in fashion.

GOBLIN AVERAGES	MALE	FEMALE	
HEIGHT	4' 3"	4' 2"	
WEIGHT	70 lb.	60 lb.	
Adulthood	12+ years	10+ years	
MIDDLE AGE	30+ years	25+ years	
VENERABLE	70+ years	60+ years	
GOBLIN VITALS			
+3 AGILITY, +1 POWER, +1 MASS, +2 STAMINA			
+2 VIGOR, +2 LOGIC, +1 ETHOS			

GOBLIN SIZE: [-1] Goblins receive a +1 bonus to their Dex and -1

penalty to their Load, Guts and Health. They gain a +1 bonus to melee and ranged weapon checks, but they take a -1 damage penalty to all such weapons. Also, they gain a +1 bonus to Stealth and Thievery checks, but take a -1 Break penalty.

GOBLIN LUCK: [+1 CRITICAL RANGE TO ALL SKILLS] Goblins are incredibly lucky folk. They gain a +1 critical range bonus to all skill checks.



GOBLIN DARKSIGHT: [30 YARDS] All goblins can see a short distance in total darkness.

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- **GOBLIN NAMES:** Goblin usually go without a family name, but they love nicknames. Goblin names are plagued with poor spelling, which has become part of their culture. Typical male goblin names are Gnosh, Knark, Lyrrik, Nog, Olyron, Pringyl, Puck, Qiimbil, Roggit, Sprug, Tyrrog and Worek. Female goblin names are Blingz, Cygla, Dimp, Flyrg, Glindu, Grylp, Knuggi, Nelfi, Liglo, Queg, Snelpy, Rymmi, Tintan and Yunk.
- **GOBLIN LANGUAGES:** Native language Goblin, fluent in Common, one bonus language of your choice.

HOBGOBLINS

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Hobgoblins are the laborers, mercenaries and bullies of the cities, favoring vocations that will allow them to apply their brute strength and get their hands dirty. As such, many end up running afoul of the local guards, making hobgoblins unpopular with authorities and the upper class.

PHYSIQUE: Hobgoblins are human-sized, though fractionally taller and more robust, a perfect build for a race of warriors. They have dark colored hair (often bleached lighter), short bristly beards and reddish-olive skin with tufts of fur on their arms and chest. The finer features of hobgoblins are pointed ears, short claws on their fingertips, reddish or yellow irises and large, square jaws with a full set of pointed teeth (no incisors).

PERSONALITY: Hobgoblins are rough and ready folk, who have a tendency to bully others into doing what they want. They garner

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TORSILA TOBUSKU

Kley-o-z CLOTHES

Pöldrenz, kútüərs, fingüəles glavz, arm straaps, höltüər töp, xört xörts, belt, bûts

PAULDRONS, COUTERS, FINGERLESS GLOVES, ARM STRAPS, HALTER TOP, SHORT SHORTS, BELT, BOOTS Nojantu Kraw

Neuzäzntu Kro

Kleu-o-z Clothes

CHAPTER 2: RACES

Ristwoj, bėlt, euvüəsäuzd bakėl pokėt joinz, skazbėd, trauzūzz, lösoū

peulinz, xuz

WRISTWATCH, BELT, OVERSIZED BUCKLE POCKET CHAINS SCABBARD, TROUSERS LEATHER POLEYNS, SHOES

Weapons

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more respect with the common folk than both goblins and orcs, as they tend to me a bit more organized and disciplined than their cousins. However, they are far too arrogant and pushy to get along with elves and the wealthy elite.

EQUIPMENT: Hobgoblins tend to style themselves on human trends, as they are similar in size. Also human factory-made goods are far cheaper than hand crafted or tailored ones. Hobgoblins go for tough clothes, thick cottons and stiff leathers wherever available, preferring a formal or military look rather than a casual appearance.

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HOBGOBLIN AVERAGES	MALE	FEMALE
HEIGHT	6' 0"	5' 10"
WEIGHT	200 lb.	180 lb.
ADULTHOOD	18+ years	15+ years
MIDDLE AGE	40+ years	35+ years
VENERABLE	80+ years	70+ years
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HOBGOBLIN VITALS

+2 AGILITY, +2 POWER, +1 MASS, +3 STAMINA +2 VIGOR, +1 LOGIC, +1 ETHOS

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HOBGOBLIN SIZE: [+0] No special bonuses or penalties due to size.

- HOBGOBLIN CLAWS & TEETH: [+1 UNARMED DAMAGE] Hobgoblins have the option of employing their teeth and claws for unarmed attacks, which adds +1 extra damage.
- HOBGOBLIN TOUGH HIDE: [+1 ARMOR] The tough leathery hide of a hobgoblin grants it a small armor bonus, in addition to any other armor that might be worn.

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- HOBGOBLIN EYESIGHT: [1× LIGHT DISTANCE] Hobgoblins can see as far as their light source will allow, but no farther.
- HOBGOBLIN DARKSIGHT: [20 YARDS] All hobgoblins can see a short distance in total darkness.
- HOBGOBLIN SCENT: [5 YARDS] Hobgoblins can 'see' using scent. Scent is reliable in the wilderness, where there are no overwhelming city smells to deal with.

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HOBGOBLIN NAMES: Hobgoblins have only six family names which came from the first hobgoblin clans: Gunku, Hajuk, Keburu, Kraw, Sek, Tobusku. Male names are Anarul, Dulakig, Gugalo, Hamarun, Nojantu, Onjeki, Shukanor, Togil and Yushug. Female names are Arganil, Eliamar, Herali, Hugunat, Morgula, Serbat, Torsila and Yosangu.

Agorů Wog AHGORU WORG

Kleydz **CLOTHES**

ëdring, xügrt, kaf, belt, poket zoin, päuj, träuzüoz, bûts, smôgs

> EARRING, SHIRT, CUFF, BELT, POCKET CHAIN. POUCH, TROUSERS, BOOTS, SMOGS

Dura Gond

DHURA GOND

Kleyoz CLOTHES

Gogels, neekles, xüzrt, andüz bast, bakels, long glavz, xots, heuz, buts

GOGGLES, NECKLACE, SHIRT, UNDER BUST, BUCKLES, LONG GLOVES, SHORTS, HOSE, BOOTS

HOBGOBLIN LANGUAGES: Native language Goblin, fluent in Common, one bonus language of your choice.



Orcs are big, tough, strong and impulsive. While the great nations claim to have tamed the orcish warrior spirit, many have retained their former rustic ways in spite of modern, civil reeducation. Orcs are workers, laborers, soldiers and mercenaries, seldom found in positions of power. Wherever orcs abound, the local authorities will be armed to the teeth and ready to curb any rowdy behavior.

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PHYSIQUE: Orcs are the strongest and largest of greenskins permitted into the great nations. They are tall, muscular and powerful, with long oversized arms and broad shoulders. Their skin is dark, drab green, with dark-colored hair typically matted into dreadlocks. Orcs have small red to black eyes, pointed ears, a sloping brow and protruding jaw. They appear brutish and unrefined in the eyes of other races.

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- **PERSONALITY:** In many ways, orcs are not far removed from their barbaric heritage—they act irrationally and impulsively, have heightened animalistic senses, are quick tempered, and possess a wild streak of cunning. They love physical sports, eating and feasting, raucous laughter and rough games. Orcs don't fit in with the civilized crowd—they lack etiquette, speak poorly and have little interest in courtly life.
- **EQUIPMENT:** Orcs wear the most simple of clothes, maintaining them only to be functional. Human made garments usually aren't big or strong enough to fit the orc build—tears, scrapes, rips and patchwork are common features of orcish clothes. Their general lack of wealth and savings puts the luxury of fashion far beyond their reach. Furthermore, their rustic heritage doesn't encourage cleanliness nor hygiene.

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ORC .	Averages	MALE	FEMALE	
H	EIGHT	6' 11"	6' 7"	
W	EIGHT	400 lb.	360 lb.	
AI	DULTHOOD	15+ years	12+ years	
M	IDDLE AGE	35+ years	30+ years	
VE	INERABLE	70+ years	50+ years	
			Constant of the second second	
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ORC VITALS

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+1 Agility, +3 Power, +2 Mass, +2 Stamina +2 Vigor, +1 Logic, +1 Ethos

ORC SIZE: [+1] Orcs receive a -1 penalty to their Dex and +1 bonus to their Load, Guts and Health. They take a -1 penalty to all melee and ranged weapon checks but gain a +1 damage bonus to all such weapons. Also, they take a -1 penalty to Stealth and Thievery checks but gain a +1 to Break checks.

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ORC STRENGTH: [+1 MELEE DAMAGE] All martial weapon attacks gain a +1 damage bonus. This is in addition to the damage bonus from their +1 size.

- ORC EYESIGHT: [1× LIGHT DISTANCE] Orcs can see as far as their light source will allow, but no farther.
- **ORC DARKVISION:** [40 YARDS] Orcs can see a good distance in total darkness.

ORC NAMES: Family names are Bulg, Gond, Kor, Mul, Nur, Shul and Worg. Male names are Ahgoru, Dahuk, Ghan, Huruhn, Kurush, Murghal, Nargh, Orgul, Ruhan, Shukar, Tahrun and Tur. Female names are Craku, Dhura, Gurdan, Hunbahg, Muhak, Onga, Ung and Waruhg.

ORC LANGUAGES: Native language Orcish, fluent in Common, one bonus language of your choice.

HALFLINGS



Halflings are a race of small sized humanoids with a passion for thrill seeking. What they lack in size and strength, they make up for with athletic ability, a positive attitude and notorious curiosity.

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FORGOTTEN AGE: Halflings were peaceful hill dwellers with a knack for farming, cooking and handicrafts. Much of their efforts were turned to preserving their hillside hollows, hiding their creative talents from the world for more than a century.

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- **ERA OF MYTH:** In the Era of Myth, the halflings served as inventors, engineers, and architects to the ambitions of the paragons. In truth, they seemed quite content to build whatever it was their masters desired and in many cases their abilities were exploited, producing instruments of destruction for humans and their empires.
- **CATACLYSM:** During the Cataclysm, the fragmentation of human empires caught many halflings off guard and they found themselves stranded in war-torn lands. Halflings split into two groups gypsies who survived by traveling and scavenging, and tinkers who remained in the cities and fortified themselves within the rubble.
- **RESIDUUM:** During the Age of Residuum, tinkers lived as scavengers in an urban wasteland, squatting in any surviving structure they could find. Gypsies fared better than tinkers, but many were lost to harsh weather, predators and other dangers of the wilderness.
- **NEW EPOCH:** The New Epoch opened a new era of technological discovery for halflings. Their creativeness soon brought them into the forefront of technological progress and they were well on their way to becoming the leading inventors of all things tech-related.

CULTURES: Halflings split into two main groups during the cataclysm: The holm tinkers and the sky gypsies.

SKY GYPSIES





Gypsies roam from place to place in large, extended family groups, typically living and traveling in bodged-together, airborne junks. Though they are not great survivalists, they are famed for their wanderlust and expeditions into uncharted lands. They have become skilled at acquiring what they need through the shipping of valuable cargos, and even more skilled at avoiding the legalities involved in their line of trade.

PHYSIQUE: Gypsies, like other halflings, are miniature in size with lithe and agile small frames. Their faces are angular, typically sporting sharper features than tinkers. They usually have large gem-colored eyes of red, blue, orange and green. Gypsy hair is light-colored, and often curls naturally, while their skin ranges from fair to tan.

PERSONALITY: Gypsies are superstitious folk, reading stars, seasons, changes of the wind and other auspicious signs. They have strong ties to family and friends but don't believe in many social responsibilities to each other. Gypsies love entertainment, music and good food almost as much as they love freedom, travel and riding the sky lanes. They are not afraid of danger and good at staying out of its way but seem to encounter it frequently, growing wily and savvy in their latter years.

EQUIPMENT: While sky gypsies typically don't have much wealth to spread around, they have everything an adventurer would need aboard their family airjunk. Sky gypsies love aviator-style clothes with a bit of panache-flight jackets, bright colors, leather aviation caps, flashy ornaments, big goggles, rings, buckles and belts. Male and female sky gypsies also take fondly to earrings, nose rings or any kind of jewelry piercing.

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GYPSY AVERAGES	MALE	FEMALE
HEIGHT	3' 6"	3' 5"
WEIGHT	45 lb.	40 lb.
Adulthood	15+ years	15+ years
MIDDLE AGE	45+ years	45+ years
VENERABLE	9 0+ years	90+ years

GYPSY VITALS

+3 AGILITY, +2 POWER, +1 MASS, +1 STAMINA

+1 ETHOS, +2 LOGIC, +2 VIGOR

GYPSY SIZE: [-2] Gypsies receive a +2 bonus to their Dex and -2 penalty to their Load, Guts and Health. Two creatures of this size

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can fit into a single 1×1 yard square on the combat grid. They gain a +2 bonus to melee and ranged weapon checks but take a -2 damage penalty to all such weapons. Also, they gain a +2 bonus to Stealth and Thievery checks, but take a -2 Break penalty.

GYPSY SPEED: [+1 SPEED] Gypsies are fast on their feet. GYPSY REFLEXES: [+3 REFLEX] Gypsies have incredible hand-eye coordination and high reflexes.

- GYPSY ATHLETICS: [+1 CLIMB, JUMP, SPRINT, SWIM] You gain a +1 bonus to your Climb, Jump, Sprint and Swim skill checks.
- - 1 GYPSY EYESIGHT: [I× LIGHT DISTANCE] Sky gypsies can see as far as their light source will allow, but no farther.



GYPSY NAMES: Gypsy family names are Barkweed, Leaftoke, Petalbright, Rivernook, Stemweather, Treebough, Valeright and Windsinger. Males names are Aydan, Basyl, Elsdon, Galen, Hadyn, Maryk, Petron, Sharit and Waryk. Female names are Ahlia, Bethira, Damiel, Elwyn, Fawyn, Heathyr, Ivy, Jacynth, Sylvi and Teres.

GYPSY LANGUAGES: Native language Common, fluent in Aven, Ostenian or Stoigmari, 1 other bonus language of your choice.

HOLM TINKERS



Kleyoz CLOTHES

CALF STRAPS AND POUCHES

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WEAPONS

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Tinkers do not make settlements of their own. They live in small communities which are contained within larger settlements, referred to as 'holms' (Havenholm, Cradleholm, Blackholm, etc.). Tinkers provide



CHAPTER 2: RACES

a source of skilled but affordable labor, tinker cuisine, and lively entertainment to their respective towns and cities.

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- PHYSIQUE: Tinkers are very small, sturdy and agile. They tend to have rounded faces with fuller features than those of gypsies. Their wide eves come in hazel, brown or black and their hair is of all colors. Tinker skin usually falls between blushed and fair. They appear less weathered than other races as they seldom leave the comfort of their tinkerholm abodes.
- PERSONALITY: Tinkers are optimistic and persistent about their lives and work. They believe that hard work, perseverance and strong family ties will bring them through thick and thin. They enjoy cooking, dancing, entertaining, inventing and crafting. Few tinkers follow any religion-most are fairly materialistic about their pursuits.
- EQUIPMENT: Tinker families typically empty their pockets for up and coming adventurers, giving them a financial head start. Their personal grooming and clothes usually follow 'tinkerholm' trends. These fashions have all manner of unusual and interesting styles. Thus, they often look exotic, even eccentric, to others.

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TINKER AVERAGES	MALE	FEMALE
HEIGHT	3' 5"	3' 4"
WEIGHT	35 lb.	30 lb.
ADULTHOOD	15+ years	12+ years
MIDDLE AGE	40+ years	40+ years
VENERABLE	80+ years	80+ years

TINKER VITALS

+2 AGILITY, +1 POWER, +1 MASS, +2 STAMINA

+2 ETHOS, +3 LOGIC, +1 VIGOR

- TINKER SIZE: [-2] Tinkers receive a +2 bonus to their Dex and -2 penalty to their Load, Guts and Health. Two creatures of this size can fit into a single 1×1 vard square on the combat grid. They gain a +2 bonus to melee and ranged weapon checks but take a -2 damage penalty to all such weapons. Also, they gain a +2 bonus to Stealth and Thievery checks, but take a -2 Break penalty.
- TINKER MAINTENANCE: [+1 ARMOR RESTORED] Whenever you rest for a minute or an hour, restore an additional +1 armor to your total. Tinkers always keep their gear in good condition.
- TINKER IMMUNITIES: [CONFUSION] Tinkers are logical minded, calculated, and impossible to confuse. You are immune tot he confused status effect.
- TINKER LOGIC: [+1 REPAIR, TRAPS] Tinkers are experts at difficult repairs and devious traps. You gain a +1 bonus to these skill checks.

TINKER EYESIGHT: [1× LIGHT DISTANCE] While short-sightedness runs through many tinker bloodlines, the abundance of glasses and googles they adorn makes up for it. Tinkers can see as far as their light source will allow.

- TINKER NAMES: Family names are Blacktoppur, Brimstoker, Chiselcut, Fizzleshard, Furdapper, Glibmanner, Meddleback, Shoregallow, Thorngage, and Whitefennock. Male given names are Darrius, Baxter, Eldian, Felix, Garret, Haldias, Millot, Stavius, Tobias and Willet. Female names are Ala, Alonna, Channi, Eyla, Galenna, Lili, Nannali, Shanni and Tamara.
- TINKER LANGUAGES: Native language Common, fluent in Aven, Ostenian or Stoigmari, 1 other bonus language of your choice.

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ALONNA THORNGAUGE

Kleyoz CLOTHES

Kleuk, xüərt äənd korset, legingz, japps, nikazps, leg pausez, füor-länd buts

> CLOAK, SHIRT AND CORSET, GLOVES, KEYRINGS, LEGGINGS, CHAPS. KNEECAPS, LEG POUCHES, FUR-LINED BOOTS

Teubäyyäs Brimsteuküsr

TOBIAS BRIMSTOKER

Kleyoz CLOTHES

Flät helmet. gögelz, skårf, xüərt, bäandolir, long keut, poketwoz. fingüzles glavz, strägps ägnd tulz, belt agnd pausez, träuzüzz, xuz

FLIGHT HELMET, SKARF, SHIRT, BANDOLEER, LONG COAT, POCKETWATCH. FINGERLESS GLOVES, STRAPS AND TOOLS, BELT AND POUCHES, TROUSERS, SHOES

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CHAPTER 2: RACES

CHAPTER 3 CLASSES

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CHAPTER 3: CLASSES



WITHIN THIS CHAPTER YOU WILL FIND THE ADVENTURING PROFESSIONS OF THE NEW EPOCH. THESE BASE CLASSES FORM THE FOUNDATION FOR THE ADVANCEMENT OF YOUR CHARACTER'S CAREER. EACH BASE CLASS IS PACKED WITH BONUSES, TACTICAL ADVANTAGES, WEAPON AND SKILL BUFFS, SPECIAL CLASS FEATURES AND MOST IMPORTANTLY, UNIQUE CLASS ABILITIES.



When you create a character, you choose a character class. Every character has a class, even if they are only level zero. The ten base classes give you a diverse cast of adventurer archetypes to choose from.

In your early adventuring days, you will be similar to other adventurers of your type, having received the same basic training. However, as you become more powerful, you'll diverge more and more from your archetype.

ARCANIST: The most powerful arcane magic user—a planner and tactician, able to change the battlefield, rearrange allies and hurl clever magics from afar.

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- **BARD:** The most awe inspiring leader—a well balanced all-rounder with excellent assist and support abilities. The bard can also invigorate allies, demoralize enemies or manipulate others with mind control.
- **BERSERKER:** The most damaging melee combatant—a dangerous wild fighter combining speed and strength with excellent abilities to dish out the damage.
- CHANNELER: The most enlightened divine character—a tough and able melee combatant bolstered by faith. The channeler excels at healing, defending and destroying dissonant or undead abominations.
- **EXPLORER:** The most ingenious scholar and tactician—a balanced leader who organizes your party into an engine of war. Powerful assist abilities, science and scholarly lore are his most lethal weapons.
- **GUNNER:** The most exacting marksman—empowered with abilities that can turn firearms into siege engines. With speed, cunning, evasion and versatile attacks the gunner controls a ranged combat.
- **MECHANIST:** The most assertive and territorial unarmed fighter—a warrior class with abilities that can push, pull and buffet enemies in addition to huge damaging blows.
- **NECROLYTE:** The most feared occult sorcerer—a dangerous magic user who wields the forces of life and death, with abilities that wither and drain enemies, raise undead and consume the bodies of the fallen.
- **ROGUE:** The most tricky and nimble adventurer—a cunning and deceptive soul that can strike from the shadows, dodge out of combat and slip through the fingers of dangerous enemies.
- **WARDER:** The most enduring and defensive warrior—a specialist in various combat stances, big shields, single-handed weapons and heavy armors, augmented by divine righteousness.

CHAPTER 3: CLASSES



The adventuring classes of the New Epoch are well balanced but strikingly different. The growth rate of their abilities and their vital strengths and weaknesses are anything but similar.

Gaining and improving classes is a long process, starting at level zero and continuing throughout your character's career.

> START AT LEVEL O GAIN EXPERIENCE BUY A LEVEL DISTRIBUTE RANKS



Most characters pursue a single class, spending their experience points to buy levels in that class whenever they can afford it. However, once you have truly mastered your skills then it is possible to buy levels in other classes too.

> ONE BASE CLASS ONE ADVANCED CLASS ONE FACTION CLASS

Characters are allowed to have one base class, one advanced class and one faction class. Once you have mastered all three classes, your power will rival that of the ancient paragons.

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PREREQUISITES: Unlike base classes, each advanced class and faction class has prerequisites that you must fulfil to take the class (select the first level from that class). In total, the base rules contain 10 base classes and later supplements will unveil 10 advanced classes and 10 faction classes.

EXPERIENCE FROM TOTAL LEVEL: The amount of experience needed for your next level is found from your total level, not the current level in one of your classes.

OLD CLASSES: Choosing a new class is irreversible—you can't go back to your old class advancement rates, but you can still select abilities from that class.

CLASS DESCRIPTIONS

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The ten base classes provided in this book are archetypical adventurers of the New Epoch roleplaying game. However, the way in which you portray them can defy that stereotype.

They are as different as chalk and cheese but are very powerful allies as they compliment each others' strengths and make up for each others' weaknesses.

HISTORY: A brief description of how this profession came to be and what the ancestors of this profession endured. This helps you understand the feel or style of this character class, and gives a perspective on their place in the world.

BACKGROUND: Tells you how characters are introduced to this class and what training they might have had. Gives you inspiration when designing a background for your character.

CHARACTERISTICS: Describes what this character class is good at and how you can use your abilities to maximum effect. May state some known weaknesses about the character class.

WEAPONS & ARMOR: This entry gives recommendations to new players on which weapons and armor are best suited to this character class. While it won't be true for every race and class combination, it gives an idea of what generally works well.

VITALS: You gain bonuses to your vitals when you select your class. Record these bonuses under the appropriate vital heading in the space labeled "class" on your character sheet.



-SKILLS: Each class gets unique bonuses to certain skills. Record these bonuses under the appropriate skill in the "class" space provided.

When you select an advanced or faction class, any new vital bonuses stack together with your existing base class ones.

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FEATURES: Each class has unique bonuses that encourage different tactics and styles of play. Many of these grant extra damage with certain types of weapons, or give bonuses to skills or passives. Record these on your character sheet in the space labeled "class features".

EQUIPMENT: Last, a number of items are listed here which the character receives for free at level zero. All members of this class receive the free equipment noted here. These items can be chosen from the brief lists given in Chapter 7: Equipment.

You can find a larger selection of wealth, weapons, armor, gear and clothing in the Equipment Codex's chapters 1, 2, 3, 4 and 5, respectively. However, you won't need to do this if you are just creating a level zero character.

DISCIPLINES & ABILITIES: This entry lists the disciplines of abilities that the class has access to and notes the free abilities you get from character creation. Major disciplines allow you to learn all ten abilities. Minor disciplines allow you to select the first five abilities. All other disciplines are non-class disciplines, and can't be learned at all.

Record the free discipline name and tick three free rank boxes on the first line for that discipline. This means you know the first three abilities in that discipline. There are also many other disciplines of abilities that you can learn, found in Chapter 8: Abilities.

Each discipline has a required weapon family. In general, you need to be wielding a weapon of that family whenever you use an attacking or damaging ability. For more information on weapon families, see Chapter 6: Skills and Chapter 8: Abilities.

CLASS COMPARISON



The vital bonuses, skill bonuses, abilities, class features and discipline potential are different for every class. The following tables highlight the class differences at a glance.

- 19 -

VITAL COMPARISON: Each class receives bonuses to their vital scores. The total of your vital scores at level 0 sum to fifteen-twelve points from your race and an extra three points from your class. Heartlanders get an extra point on top of that.

CLASS	AGI	Pow	MAS	STA	Етн	Log	VIG
ARCANIST	-	-	-	+1	-	+1	+1
BARD	-	+1	-	-	+1	+1	-
BERSERKER	-	+1	+1	-	-	-	+1
CHANNELER	-	-	+1	-	+1	+1	-
EXPLORER	+1	-	-	+1	-	+1	-
GUNNER	+1	T	+1	+1	-	-	-
MECHANIST	-	+1	+1	-	+1	-	-
NECROLYTE	+1	-	-	-	+1	-	+1
ROGUE	+1	+1	-	-	-	-	+1
WARDER	-	+1	-	+1	+1	-	-
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DISCIPLINE COMPARISON: Lists the number of major and minor disciplines the character class has access to. In total, the Character Codex has 42 disciplines and therefor, 420 abilities.

These are all detailed in Chapter 8: Abilities. You will refer to this chapter most often during game play as you search for clever ways to exploit enemy weaknesses.

CLASS	MAJOR DISCIPLINES	MAJOR DISCIPLINES
ARCANIST	8	8
BARD	8	11
Berserker	5	7
CHANNELER	8	8
Explorer	7	11
GUNNER	7	5
MECHANIST	6	7
NECROLYTE	8	8
ROGUE	8	8
WARDER	5	10


ARCANIST



MAGIC IS A SCIENCE. AND JUST LIKE ANY OTHER SCIENCE, IT CAN BE STUDIED, UNDERSTOOD AND MANIPULATED. ONCE MASTERED, THESE FORMULAIC THEOREMS UNLOCK RAW MAGICAL POWER. SCHOLARS OF THIS SCIENCE ARE KNOWN AS ARCANISTS.

HISTORY



During the Era of Myth, arcanists coveted the knowledge of magical abilities. These books and papers were hoarded and kept in utmost secrecy. While the possession of this lore was purely selfish, it helped to protect the knowledge from the fires of the Cataclysm.

As the Residuum dawned on the known world, arcanists ventured out, sought the knowledge of others like themselves and formed a tradition of arcane practitioners. These fortunate pioneers would spend hours poring over the pages of the texts, experimenting with whatever materials were available.

During the New Epoch, great arcane colleges were built, dedicated to furthering their art. Students were able to learn from the books of the ancients to rediscover the power of arcane formulas and theorems. As population increased, cities were able to turn their attention to using magical arts for civic pursuits, such as all-seeing clockwork guards, levitation and more.

Arcanists are now both an integral part of society and an enigmatic element within it. They provide oil, incense, gem-cutting, identifying, potions and other mundane and magical services. However, their love for the arcane arts exceeds that of their interest in public affairs.

BACKGROUND



Arcanists are typically city folk from well-to-do families, so it is rare that any greenskins or rivens grace their ranks. The cost of tuition is truly astronomical and many arcanists whittle away their life's savings just to put themselves through five to seven years of arcane schooling. Thus the lure of high profit, high risk escapades attracts arcanists to the profession of adventuring.

CHARACTERISTICS

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Arcanists are thinkers and planners. They perform admirably as backline artillery, where they can overlook a battle and place their spells effectively between allies. If the arcanist is ambushed or rushed, she will be quickly overwhelmed, but when backed by a sound plan her arcane arts are devastating.

WEAPONS & ARMOR 2-5-01 Succession

Any character can use any type of armor or any weapon. However, the gunner's vitals and the style of his abilities give strength to the following weapons and armor.

- ARCANE: Staff, wand.
- SCIENTIFIC: Grenade.
- + ARMOR: Aegis armor, bracer armor, robe armor.

VITALS

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You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.



FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

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- ARTILLERY: [+4 DAMAGE AT LONG RANGE] Arcanists are devastating from afar. You gain a +4 damage bonus at long range with any arcane weapon. If it's an area, use the point of origin for the area (typically the center) to determine range.
- FORCE FIELD: [+1 TO ALL DEFENSES] Arcanists use telekinesis to erect physical barriers. They can use these forces to deflect any sort of attack, even brush away mind attacks or deflect bullets.
- FRAGILE: [LOW HEALTH] Training in arcane magic requires endurance, but also takes a toll on the body. You don't add your Level to your total Health.
- WELL OF POWER: (+1 STEAM PER ROUND TO NEARBY ALLIES) You radiate power, invigorating and rejuvenating those around you. All allies within 5 yards of you gain +1 Steam each round on your turn. You decide who gets it and who doesn't.

EQUIPMENT

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When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

- **WEAPONS:** Choose any 2 weapons (common).
- + ARMOR: Choose any 3 pieces of armor (common).
- + GEAR: Choose any 4 items of gear (common).

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+ CLOTHING: Choose any 5 items of clothing (common)

EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES

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Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 ARCANIST DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
Arcanist	MAJOR	Arcane
FLAME	Major	ARCANE
Force	Major	ARCANE
ICE	MAJOR	ARCANE
LIGHTNING	MAJOR	ARCANE
TIME	MAJOR	ARCANE
TECHNOLOGY	MAJOR	ARCANE
TRANSMUTATION	MAJOR	ARCANE
Alchemy	MINOR	Scientific
CRYPTOLOGY	MINOR	Arcane
DEMOLITION	MINOR	Scientific
DISRUPTION	MINOR	Arcane
EXPLOSION	MINOR	Scientific
LORE	MINOR	ARCANE
RADIANCE	MINOR	Arcane
TERROR	MINOR	ARCANE



BARD

TIMES OF GREAT DANGER CALL FOR GREAT LEADERS, ABLE TO INSPIRE THEIR ALLIES, MANIPULATE THEIR QUARRY, CAPTIVATE FRIENDS AND FOES ALIKE, AND INSTILL FEAR INTO THE ENEMY. A BARD IS ALL OF THESE THINGS—HE IS A DEALER IN HOPE.

HISTORY



The cataclysm plunged all the known world into a dark age known as the Residuum. War and terror spread like wildfire, inciting fear in the hearts of men. Mankind's answer was bards.

Bards were born during the mid Residuum, when song and magic met unwillingly with war. Their deeds and presence inspired the masses and were responsible for fostering the ambitions of great leaders and revolutionaries. Bards out-lasted the dark ages due to their persevering willpower and their abundance of allies.

Today, bards are idolized by idealists and romantics, perceived as the leaders of change and improvement. They are respected by the passionate youth but feared by the establishment as they often contest authority and win by popular vote. Their multi-talented profile lends them to roles of influence and command, tying an adventuring party together with leadership and camaraderie.



Most bards have memorable childhoods. Their social skills become obvious at an early age. Many flaunt their manipulative talents and are very popular with their peers as a result of it. Before they become young adults, they usually receive training from a mentor experienced in leadership or magic—a strong role model for the young bard, responsible for much of their character development and guiding morality.

CHARACTERISTICS

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Bards combine their natural charm with a splash of magic and martial abilities. The bard is a party leader that takes some of the best aspects of other classes and rolls them into one. He or she possesses a good complement of social-oriented and subterfuge skills as well as better than average attacks. However, what makes the bard so special is the ability to influence others in amazing ways.

WEAPONS & ARMOR



Any character can use any type of armor or any weapon. However, the gunner's vitals and the style of his abilities give strength to the following weapons and armor.

- -.....
- + MARTIAL: Axe, dagger, saber, sword, unarmed, whip.
- + ARCANE: Wand, staff.
- PROJECTILE: Clockbow, pistol, steambow.
- + ARMOR: Bracer armor, medium armor, robe armor.

VITALS



You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.

🛃 (descentilizations) 📓 (descentilization) 🖉 (second second se +1 POWER, +1 ETHOS, +1 LOGIC

SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.

+1 CHARISMA, +1 CONVINCE, +1 JUMP +1 HANDLE, +1 MERCANTILE, +1 PERFORM, +1 PILOT, +1 SEARCH, +1 STEALTH, +1 THIEVERY

FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

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- APPEAL: [+1 DISPOTITION CHANGE] Whenever you succeed on a Charisma check, the target's disposition moves two steps instead of just one.
- JACK OF ALL TRADES: [+1 CHECK TO WEAPON SKILLS] Bards are good at using just about every weapon, even ones not suited to their repertoire. You gain a +1 check bonus to all weapons.
- PRESENCE: [+1 CHECK TO NEARBY ALLIES] Your inspiring presence spurs your allies to arms. All allies within 5 yards of you gain a +1 bonus to any weapon check when you are on your guard. You choose who gets the bonus and who doesn't.
- VIRTUOSO: [DOUBLE EARNINGS] When you succeed on a perform check, double the earnings (multiply your total earnings by ×2).



When you create a character, you gain the following equipment for

free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

- WEAPONS: Choose any 2 weapons (common).

ARMOR: Choose any 3 pieces of armor (common).

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GEAR: Choose any 4 items of gear (common).

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+ CLOTHING: Choose any 5 items of clothing (common)

EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES



Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 BARD DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned.

WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
BARD	MAJOR	Any
CONTROL	Major	MARTIAL
DUELING	MAJOR	PROJECTILE
FINESSE	MAJOR	MARTIAL
HARMONY	Major	ARCANE
LORE	MAJOR	ARCANE
RADIANCE	MAJOR	ARCANE
TIME	MAJOR	ARCANE
CLARITY	MINOR	ARCANE
CRYPTOLOGY	MINOR	ARCANE
DEFENSE	MINOR	MARTIAL
DUELING	MINOR	PROJECTILE
DISRUPTION	MINOR	ARCANE
FLAME	MINOR	ARCANE
Force	MINOR	ARCANE
ICE	MINOR	ARCANE
LIGHTNING	MINOR	ARCANE
PROTECTION	MINOR	ARCANE
TACTICS	MINOR	PROJECTILE

CHAPTER 3: CLASSES



BERSERKER



WHEN FEARLESS CHAMPIONS OF HARMONY WERE CORRUPTED BY THE DISSONANCE, BERSERKERS WERE BORN. EMBRACING THE CHAOS OF THE UMBRA, THESE BLOODTHIRSTY WARRIORS HURL THEMSELVES INTO BATTLE. THEY ARE DEVASTATING MELEE WARRIORS WHO CONTROL THE POWER OF THE DISSONANCE WHILE KEEPING ITS HUNGER AT BAY.

HISTORY



Berserkers were born in the Residuum, when proud warriors were tainted by the umbral dissonance that bubbled up from below and flooded the crownlands. Many proud warders befell this fate, reverting to feral shadows of their former selves, with only one form of salvation—berserking.

Through ferocity and slaughter, the victims of the dissonance were temporarily alleviated of the hunger and madness that assailed them. Thus, they were able to fight against the dissonance and drive it back to the underworld (between the gears of the divine mechanism). The unprecedented savagery employed by these lone figures exemplified the very best and worst of human warfare in this turbulent period.

After the dust of the Residuum had settled, the surviving berserkers were released from their bonds to the dissonance, but the seed of the umbra in their hearts remained. From generation to generation, the powers granted by the dissonance were passed on from master to apprentice, preserving this line of dark and dangerous warriors.

In the New Epoch, the establishment of countries and cities drove the chaotic berserkers to the borderlands, where they formed barbaric warrior societies. However, even in the company of other warriors, berserkers are received with fear and mistrust.

BACKGROUND



Berserkers usually learn from solitary masters who know the techniques of old. These berserkers pass on their skills to whoever proves worthy, carrying on their tradition in a chaotic manner. Some are able to tolerate the highly regulated walls of society, but most are free wanderers who drift in and out of the borderlands. Consequently, those who study beneath them are taught to survive in the wilderness.

CHARACTERISTICS

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Berserkers are front line fighters but the truth of the matter is, they get worn down fairly fast. They are devastating in the opening rounds, but their energy will dwindle quickly. With experience, berserkers are able to use their abilities with restraint and survive longer battles though they are best in short, sporadic encounters.

WEAPONS & ARMOR ------

Any character can use any type of armor or any weapon. However, the berserker's vitals and the style of his abilities give strength to the following weapons and armor.

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- MARTIAL: Axe, flail, gauntlet, hammer, sword.
- + OCCULT: Censer, relic
- PROJECTILE: Blunderbuss, repeater, steambow
- ARMOR: Medium armor, heavy armor, shields.

VITALS



You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.

E Martin Company +1 AXE, +1 BREAK, +1 CENSER, +1 FLAIL, +1 HAMMER, +1 HEAVE, +1 RELIC, +1 SPRINT, +1 SWORD, +1 UNARMED

FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

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- BRUTAL: [+3 DAMAGE WITH MARTIAL WEAPONS] A darkness broods in your heart which explodes in combat, granting additional damage to all martial weapons. You gain a +3 damage bonus wil all martial weapons.
- FRENZY: [+1 DAMAGE TO NEARBY ALLIES] Your battle rage is contagious, and the frenzy spreads to nearby allies. All allies within 5 yards of you gain a +1 damage bonus when you are on your guard. You choose who gets the bonus and who doesn't.
- HARDENED: (+10 HEALTH) You are increadibly tough, difficult to beat into submission. Add a +10 bonus to your total Health.
- **RECKLESS:** [-1 TO ALL DEFENSES] Berserkers are renowned for recklessly hurling themselves into battle. You take a -1 penalty to all defenses.

EQUIPMENT

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When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

WEAPONS: Choose any 2 weapons (common).

- + ARMOR: Choose any 3 pieces of armor (common).
- + GEAR: Choose any 4 items of gear (common).
- + CLOTHING: Choose any 5 items of clothing (common)
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EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES

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Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 BERSERKER DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
Berserker	Major	MARTIAL
DEFENSE	Major	MARTIAL
FURY	MAJOR	MARTIAL
NATURE	MAJOR	OCCULT
Power	MAJOR	MARTIAL
Control	MINOR	MARTIAL
DEATH	MINOR	OCCULT
DUELING	MINOR	PROJECTILE
ENIGMA	MINOR	OCCULT
FINESSE	MINOR	MARTIAL
POISON	MINOR	OCCULT
TERROR	MINOR	OCCULT

CHANNELER



THE DIVINE MECHANISM IS EVER-PRESENT, A HARMONIOUS MULTITUDE OF SPINNING GEARS. FROM THE WORSHIP OF THIS GODLY DEVICE, ONE MAY SIPHON A CHANNEL OF ENERGY AND MANIFEST POWERFUL MAGICS. THUS THEY ARE KNOWN AS CHANNELERS.

HISTORY



In the Era of Myth, religion revolved around the godlike paragons and their desires. However, the loyalty and fanaticism demanded by them ended with their demise in the Cataclysm. The ancient temples were looted, razed and abandoned, giving rise to a faithless priesthood with no vessels to worship.

It was only a matter of time before the lost clergy discovered that their magics were not granted by the late paragons but by the divine mechanism itself. Instead of abandoning a lifetime of tradition, the priests reinvented their religion around the worship of the world machine.

Inevitably, the teachings of the paragons and early styles of worship evolved as they were passed from generation to generation, eventually resulting in differing religious sects, each founding a church of its own. The modern teachings of the Liber Explicatum retain only the most fundamental moral outlines from the Era of Myth though they are still entrenched in the ways of the past. Channelers observe church rituals, read the heavens and tithe to their religions much the same as they did hundreds of years ago.

The zealous disciples of the New Epoch's churches are devoted clergymen who crush the forces of dissonance and spread harmony to the land. How this directive is interpreted is largely up to the individual and their actions range from tyrannical inquisitions to angelic self-sacrifice.

BACKGROUND

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CHAPTER 3: CLASSES

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Those who don the robes of a channeler are anointed by their church to perform deeds for the greater good of the harmony. These adventurers are raised on gospel from the Liber Explicatum, and the commandments of their chosen churches. While many remain cloistered in their hallowed walls, others seek out and purge the dissonance in its many forms.

CHARACTERISTICS



Channelers are blessed with a blend of melee strength and support magics, so they typically do best in the middle ground of combat between the front-liners and the artillery at the rear. Because their magic is not directly offensive, they don heavier armors than other magic users, and employ shields and heavy weapons.

WEAPONS & ARMOR

Any character can use any type of armor or any weapon. However, the channeler's vitals and the style of his abilities give strength to the following weapons and armor.

- -
- **DIVINE:** Scroll, tome
- + MARTIAL: Flail, gauntlet, gunblade, hammer, polearm, scepter.
- PROJECTILE: Blunderbuss, gunblade, musket, repeater. -+-
- ARMOR: Heavy armor, robe armor.

VITALS

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You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.

-+1 FLAIL, +1 GAUNTLET, +1 HAMMER, +1 HEAVE, +1 LORE, +1 MEDICINE, +1 REPAIR, +1 SCEPTER, +1 SCROLL, +1 TOME

FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

- **RADIANCE:** [+1 DIVINE ABILITY DURATION] You draw the radiance from the world machine, extending any persistent divine ability duration by 1. Use the same duration unit as the ability itself (1 day becomes 2 days, 6 minutes becomes 7 minutes, 3 rounds becomes 5 rounds, etc.) Instant effects are not affected.
- HARMONY: [+2 DAMAGE WITH DIVINE WEAPONS] You are at one with the harmony of the world machine, causing additional damage with all divine weapons.
- HEALER: [+1 HEALTH PER MINUTE TO NEARBY ALLIES] You radiate healing. All allies within 5 yards of you gain +1 health every minute. You choose who gets the bonus and who doesn't.
- STEEL PRAYERS: [HALVE ARMOR PENALTY TO DIVINE SKILLS] You can perform Scroll and Tome attacks while wearing armor. The armor penalty to these skills is halved.

EQUIPMENT

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When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

- **WEAPONS:** Choose any 2 weapons (common).
- + ARMOR: Choose any 3 pieces of armor (common).
- + GEAR: Choose any 4 items of gear (common).
- + CLOTHING: Choose any 5 items of clothing (common)
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EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES

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Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 CHANNELER DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
CHANNELER	MAJOR	VARIES
CLARITY	MAJOR	DIVINE
CRYPTOLOGY	MAJOR	DIVINE
DEATH	MAJOR	DIVINE
HARMONY	MAJOR	DIVINE
HEALING	MAJOR	DIVINE
PROTECTION	MAJOR	DIVINE
RADIANCE	MAJOR	DIVINE
Defense	MINOR	MARTIAL
DISRUPTION	MINOR	DIVINE
FLAME	MINOR	DIVINE
ICE	MINOR	DIVINE
LIGHTNING	MINOR	DIVINE
LORE	MINOR	DIVINE
POWER	MINOR	MARTIAL
SUPPORT	MINOR	PROJECTILE



EXPLORER



THE BORDERLANDS ARE TEEMING WITH DANGERS: SCAVENGING BEASTS, INHOSPITABLE WEATHER, MAZE-LIKE DUNGEONS AND PERILOUS TERRAIN. THE EXPLORER IS WELL EQUIPPED TO DEAL WITH ALL OF THESE DANGERS—KNOWLEDGEABLE IN HISTORY, COMBAT, ARCHAEOLOGY, MAGIC, GEOGRAPHY, ANCIENT LANGUAGES AND MORE. EXPLORERS ARE THE ADVENTURING SCHOLARS OF THE NEW EPOCH.

HISTORY



What is at the pinnacle of the World Spire? What lies at the bottom of the Doomgate Towers, and why does nobody ever return from the Ruins of Husk? History has left many questions unanswered, and peaked the curiosity of mankind.

In the Residuum, many exploration teams set out to discover new lands and delve into ruins from the Era of Myth. Few returned heralding success, highlighting the need for new methods of exploration—thus, the explorer was born.

Fearing what lay outside country borders, dangerous expeditions were sanctioned, organized and documented by renowned academics. These scholarly adventurers became veterans in their trade and were soon commissioned to discover new lands, locate mineral deposits, scout enemy territories and recover lost treasures.

Nowadays, the scale of such exploration and excavation has become expensive. This calls for a party of skilled adventurers led by a veteran explorer to pave the way for teams of engineers and laborers.

BACKGROUND



Most explorers are raised in civilized lands where there is no shortage of maps, books and tall tales of magnificent treasure hauls and wild discoveries. Others begin their careers learning from an older veteran who can teach them the skills of science, navigation, dungeon delving, history, etc. Typical apprenticeships three to five years of physical and mental education. Very few true explorers are self taught.

CHARACTERISTICS

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Explorers are excellent navigators, and possess a great amount of knowledge on anthropology, archaeology and ancient history. For these reasons, they are often the leaders of exploration teams. Their skills are widely spread and well rounded, making them decent spell casters, skilled path finders and better than average marksmen.

WEAPONS & ARMOR

Any character can use any type of armor or any weapon. However, the explorer's vitals and the style of his abilities give strength to the following weapons and armor.

- a 🗖 a ARCANE: Staff, wand
- PROJECTILE: Clockbow, gunblade, musket, pistol.
- SCIENTIFIC: Grenade.
- ARMOR: Bracer armor, light armor, shields.

VITALS



You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.

-+1 CLIMB, +1 CLOCKBOW, +1 GUNBLADE, +1 MUSKET, +1 NAVIGATE, +1 PISTOL +1 REPEATER, +1 SWIM, +1 TRAPS, +1 WAND

FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

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- ANATOMY: [+2 DAMAGE ON A LONG ACTION] Hunting and study of anatomy has given you insight into where your strikes hurt the most, but you need time to line up the attack. This applies to any weapon type.
- HELMSMAN: [+10% OVERLAND SPEED] Whether on foot, on wheels or in the air, you travel quickly. You gain a 10% bonus to your overland travel. This bonus applies to your whole party.
- HUNTER: [+2 DAMAGE VS. FAMILY OF CREATURES] Choose one family of creatures (beast, elemental, ethereal, fey, insect, machine, plant, reptile, undead)-but not humanoid. You gain a +2 damage bonus against such creatures.
- SCHOLAR: [+3 LORE] Your studies have covered every imaginable topic. You gain a +3 bonus to Lore checks.

EQUIPMENT

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You gain the following equipment for free, all of common quality. Details on these items can be found in Chapter 7: Equipment.

- **WEAPONS:** Choose any 2 weapons (common).
- + ARMOR: Choose any 3 pieces of armor (common).
- GEAR: Choose any 4 items of gear (common).
- + CLOTHING: Choose any 5 items of clothing (common)



EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES



Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 ARCANIST DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
Explorer	Major	Any
CONTROL	MAJOR	ARCANE
CRYPTOLOGY	MAJOR	ARCANE
DISRUPTION	MAJOR	ARCANE
Force	MAJOR	ARCANE
LORE	MAJOR	Arcane
MARKSMANSHIP	MAJOR	Projectile
CLARITY	MINOR	ARCANE
DUELING	MINOR	PROJECTILE
ENIGMA	MINOR	ARCANE
EXPLOSION	MINOR	Scientific
HEALING	MINOR	ARCANE
NATURE	MINOR	ARCANE
POISON	MINOR	ARCANE
RADIANCE	MINOR	ARCANE
TACTICS	MINOR	Projectile
TECHNOMANCY	MINOR	Arcane
Тіме	MINOR	ARCANE
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CHAPTER 3: CLASSES



GUNNER



AN UNDISPUTED MASTER OF FIREARMS, THIS ROMANTICIZED GUN WIELDING ROGUE IS NIMBLE AND DEADLY. WHAT OTHERS ACCOMPLISH WITH SWORDS AND SPELLS, THE GUNNER DOES WITH A HORN OF BLACK POWDER, A BARRAGE OF GUNSHOT, CLOUDS OF SMOKE AND A DAZZLING DISPLAY OF MARKSMANSHIP.

HISTORY



With the invention of black powder and the firearm, a new breed of adventurer has emerged. When compared to the traditionalist warrior archetypes of the Residuum, the New Epoch's modern and openminded gunners became popular overnight with their new methods of ranged warfare. Killing at such range seems more humane and easier than up close and personal with a melee weapon.

Nowadays, an insurgence of these would be, gun-slinging trendsetters can be found on the streets. What is more, their numbers are growing faster than those of other adventuring professions. Though they may not have the prestige and reliability associated with other traditional hero types, they carry a style and popularity that is very hard to second.

Most gunners find adventuring to be a natural outlet for the practice of their skills. Adventuring presents a lucrative, yet dangerous way in which to gain respect, reputation and wealth. Adventuring also serves to open many closed doors of society in all levels of social standing.

BACKGROUND



Gunners come from either war-torn countries or frontier lands where the use of firearms abounds. Though they do not hail from any particular tier of society, they are all drawn in by the lure of adventuring.

Most gunners are self taught, practicing their skills among similarminded adventurers. Some join organizations with which they are taught on the job while others discover their skills on the road. Many take up mercenary contract work during their early days to earn their wages and help repay the costs of a decent firearm.

CHARACTERISTICS

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The gunner is a romanticized gun wielding adventurer, a combatant who specializes in the use of all black powder weapons. Unlike other fighting classes, who rush into combat, the gunner aims to keep adversaries at range. If forced into close combat, the gunner may be quickly overwhelmed, though from afar they can command the battlefield.

WEAPONS & ARMOR



Any character can use any type of armor or any weapon. However, the gunner's vitals and the style of his abilities give strength to the following weapons and armor.

- + PROJECTILE: Blunderbuss, gunblade, musket, pistol, repeater.
- + SCIENTIFIC: Gauntlet, grenade.

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- ****** MARTIAL: Dagger, flail, gauntlet, gunblade, hammer, polearm, saber, scepter, whip.
- + ARMOR: Light armor.

VITALS



You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.

+1 BLUNDERBUSS, +1 DRAGONGUN, +1 GUNBLADE, +1 GRENADE, +1 MUSKET, +1 PISTOL, +1 REPAIR, +1 REPEATER, +1 SPRINT, +1 STEALTH

FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

- **DASHER:** [+1 SPEED] You are fast and nimble, able to dash between vantage points or cover.
- QUICKDRAW: [+3 REFLEX] Years of training in gun duels has made you very quick off the mark. You gain a +3 bonus to your reflex.
- **MID-RANGE:** [+5 DAMAGE AT MEDIUM RANGE] Guns are your combat speciality. You deal an extra +5 damage at medium range with any projectile weapon. If it's an area, use the point of origin for the area (typically the center) to determine range.
- **SKIRMISHER:** [IMPROVED COVER] Gunners gain +2 to all defenses and +2 armor while taking cover. You also get a +2 attack check bonus against any target that is taking cover.

EQUIPMENT



When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

↔ WEALTH: 1 pouch (100 f + extra 100 f per character level)

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- **WEAPONS:** Choose any 2 weapons (common).
- + ARMOR: Choose any 3 pieces of armor (common).

- + GEAR: Choose any 4 items of gear (common).
- + CLOTHING: Choose any 5 items of clothing (common)

EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES



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Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 GUNNER DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned.WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
GUNNER	MAJOR	Projectile
DUELING	MAJOR	PROJECTILE
DEMOLITION	MAJOR	Scientific
EXPLOSION	MAJOR	SCIENTIFIC
MARKSMANSHIP	MAJOR	Projectile
SUPPORT	MAJOR	PROJECTILE
TACTICS	MAJOR	PROJECTILE
Alchemy	MINOR	Scientific
CONTROL	MINOR	MARTIAL
FINESSE	MINOR	MARTIAL
FURY	MINOR	MARTIAL
Power	MINOR	MARTIAL

CHAPTER 3: CLASSES



MECHANIST



MACHINES DO NOT KNOW ERROR. THE HARMONY OF CLOCKWORKS AND THE RAW POWER OF STEAMWORKS ARE MARKS OF THE PARAGONS. MECHANISTS ARE DEVOTED TO ATTAINING SUCH PURITY, GRAFTING MACHINE PARTS TO THEMSELVES IN A PERPETUAL QUEST FOR MECHANICAL PERFECTION.

HISTORY



During the Residuum, a dark age reigned over the known world in which countless tomes of knowledge were lost. Several groups tried desperately to keep the science of technology alive. They congregated in the wreckage of mechanical marvels, hoarding stockpiles of gadgetry.

These early mechanists pioneered a society of their own, like a church that worshiped technology above all else. Devotion to their research erupted into blind fanaticism. Soon, mechanists took to grafting machine parts to themselves in an effort to recreate their bodies in the image of the paragons. Unfortunately, their early understanding of the technology was sketchy and marred with failure. Knowledge gaps were plugged with simple clockworks, steamworks or magical equivalents.

Eventually, mechanists began to hone and perfect their art. They became faster, stronger, tougher—warriors with superior mental and physical bodies. This thirst for perfection led them to train and refine their arts, searching out professions that could push their bodies to new limits.

BACKGROUND

Mechanists learn their skills in mythwork monasteries, ancient temples from the era of myth generally surrounded by mechanical debris fields. Young mechanists are schooled in meditation, martial arts, worship, history, science, clockworks and steamworks. While their training is long and physically punishing, it is available to all for free. Monasteries, however, expect to receive contributions from their elite students some five to ten years after graduation.

CHARACTERISTICS

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Mechanists are heavy hitting, unarmed combatants who strive for perfection in body and mind. They have good teamwork abilities and are capable melee combatants. Their high armor and health give them excellent endurance in drawn out action sequences. However, they must pace themselves carefully, or they will run out of steam. Mechanists travel and build upon themselves, adding new machine gadgets to their part-machine, part-organic bodies. As they advance through their levels, their bodies change and improve.

WEAPONS & ARMOR ------

Any character can use any type of armor or any weapon. However, the mechanist's vitals and the style of his abilities give strength to the following weapons and armor.

- MARTIAL: Axe, flail, gauntlet*, hammer, sword, unarmed*
- **DIVINE:** Scroll, tome.
- **SCIENTIFIC:** Dragongun, gauntlet.
- + ARMOR: Medium armor, heavy armor, shields.

VITALS



You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.



FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

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- AUGMENTATION: (+2 BREAK & HEAVE) Lifting, pulling, pushing, smashing. Your machine enhancements grant you a +2 bonus to these skills.
- CLOCKWORKS: [+3 DAMAGE ON A CRITICAL] Tuning yourself in to the precision of clockworks makes you more deadly. When you score a critical hit, you deal an extra +3 damage.
- METALLURGY: [+1 ARMOR] Years of grafting metal to yourself has toughened your hide. You gain a +1 bonus to your armor.
- STEAMWORKS: [+2 GAUNTLET & UNARMED DAMAGE] The raw power of steamworks grants you a +2 damage bonus to all gauntlet and unarmed attacks.

EQUIPMENT



When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

WEAPONS: Choose any 2 weapons (common).

- + ARMOR: Choose any 3 pieces of armor (common).
- + GEAR: Choose any 4 items of gear (common).
- + CLOTHING: Choose any 5 items of clothing (common)

EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES

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Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 MECHANIST DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
MECHANIST	MAJOR	MARTIAL
Defense	MAJOR	MARTIAL
EXPLOSION	MAJOR	SCIENTIFIC
FINESSE	MAJOR	MARTIAL
FURY	MAJOR	MARTIAL
TECHNOMANCY	MAJOR	DIVINE
ALCHEMY	MINOR	Scientific
DEATH	MINOR	DIVINE
DEMOLITION	MINOR	SCIENTIFIC
Force	MINOR	DIVINE
HARMONY	MINOR	DIVINE
HEALING	MINOR	DIVINE
LIGHTNING	MINOR	DIVINE



NECROLYTE



RENOWNED, FEARED, SECRETIVE—THE ENIGMATIC NECROLYTE'S DARK REPUTATION IS WELL DESERVED. FROM FALLEN BEASTS AND MEN, THE NECROLYTE HARVESTS REAGENTS NEEDED FOR HIS MAGICS. WHILE SOME WOULD DABBLE IN THE OCCULT, THE NECROLYTE IS A DEVOTEE TO THE DARKEST CURSES.

HISTORY



In the Era of Myth, the paragons taught their most loyal disciples how to produce magic from a drop of fey blood. None were taught to harvest from live fey creatures to quench the thirst for power, but it inevitably came to that during the Cataclysm when men waged war upon each other.

This led to the alienation of necrolytes and their ilk. During the Residuum, these occult magics were hidden away, practiced in secret and carefully guarded. Although necrolytes were hunted, demonized and persecuted wherever discovered, their cunning and magic helped them survive the Residuum.

In the early New Epoch, certain city states promised no unfounded prosecution, allowing necrolytes to come out of hiding. Scorned by a stigmatic history, the prejudice of the past may never fade but the change in public perspective has given necrolytes a modicum of tolerance and the ability to put their skills to good use.

BACKGROUND

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Most that seek to become necrolytes are touched by the dissonance at a young age, either as a cause of dabbling in the occult arts or being the victim of another occult magic user. The touch of the dissonance makes a strong impression on the young. Once tasted, they can never be forgotten.

The dissonance creates a hunger that drives students to study this school of magic. Some crave power, others want respect and there are those who want to do good too. Whatever the case, the call of the occult arts makes its practitioners thirst for something more.

Masters of these dark arts are often lacking in virtue, their traits all too often passed from teacher to student. Some teaching methods can be quite harrowing, inhumane or cruel. However, those who are willing to overlook the necrolyte's ethical shortcomings will find them to be powerful allies.

CHARACTERISTICS A STORE OF STREAM

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The necrolyte is a powerful destructive magic user, trained in dark magics which taint, harm and twist enemies. They do best to avoid combat and hurl occult spells from afar, but when forced into close quarters necrolytes are slippery opponents, able to use magical concealment and evade enemies.

WEAPONS & ARMOR A -----

Any character can use any type of armor or any weapon. However, the nectolyte's vitals and the style of his abilities give strength to the following weapons and armor.



- **OCCULT:** Censer, relic
- SCIENTIFIC: Grenade
- MARTIAL: Dagger, saber, whip.
- + PROJECTILE: Clockbow, pistol.
- + ARMOR: Aegis armor, bracer armor.

VITALS

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You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.

M Karanan +1 CENSER, +1 CONVINCE, +1 DAGGER, +1 HANDLE, +1 MEDICINE, +1 SEARCH, +1 STEALTH, +1 RELIC, +1 THIEVERY, +1 TRAPS

FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

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- ENERVATION: [+5 STEAM & +5 HEALTH ON CRITICAL] When you score a devastating blow, you drain target's life away. You gain 5 Health and 5 Steam on a critical hit.
- DISSONANCE: [+2 DAMAGE WITH OCCULT WEAPONS] Your power is drawn from the darkness, the dissonance, the umbra. You gain a +2 damage bonus with any occult weapon.
- BLOODLESS: [LOW HEALTH] The occult arts have made you weaker than others. You don't add your Level to your total Health.
- NECROTIC PACT: [RESISTANT TO ETHEREAL DAMAGE] While you are more fragile than others, you are resistant to all ethereal damage. Halve any dark, light, necrotic or poison damage you take (after reducing it by your armor).

EQUIPMENT



When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment. -- 1

- **WEAPONS:** Choose any 2 weapons (common).
- + ARMOR: Choose any 3 pieces of armor (common).
- + GEAR: Choose any 4 items of gear (common).
- + CLOTHING: Choose any 5 items of clothing (common)
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EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES

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Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 NECROLYTE DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
NECROLYTE	MAJOR	OCCULT
Alchemy	MAJOR	Scientific
DEATH	MAJOR	OCCULT
ENIGMA	MAJOR	OCCULT
DISRUPTION	MAJOR	OCCULT
NATURE	MAJOR	OCCULT
POISON	MAJOR	OCCULT
TERROR	MAJOR	OCCULT
CLARITY	MINOR	OCCULT
CRYPTOLOGY	MINOR	OCCULT
FURY	MINOR	MARTIAL
LORE	MINOR	OCCULT
PROTECTION	MINOR	OCCULT
TACTICS	MINOR	PROJECTILE
Тіме	MINOR	OCCULT
TRANSMUTATION	MINOR	OCCULT



ROGUE



CRACKING LOCKS, SNEAKING PAST GUARDS, DISARMING TRAPS, ATTACKING FROM THE SHADOWS, SCUFFLING UP WALLS, CASTING ILLUSIONS AND ESCAPING FROM THE CLUTCHES OF THE ENEMY. THIS IS THE DOMAIN OF THE ROGUE.

HISTORY



Thievery is by no means a new line of work. Long before the times of the Paragons, muggers, robbers and others of dubious moral character took to such villainous pursuits. This daring housebreaker possesses amazing prowess in subterfuge and stealth, and is versed in the magics of concealment and illusion.

Nowadays rogues are not all muggers, thieves and burglars. They have a diverse set of professions that they can bend their skills to, including scouts, infiltrators, spies, diplomats, craftsmen, locksmiths, traders and businessmen. It goes without saying that most in this line of work prefer to be known as anything but thieves.

BACKGROUND



Rogues are usually city folk, raised within the protective walls of civilization. Characters could be mischievous noble adolescents with too much free time on their hands, academic thrill junkies looking for a new challenge or refugees trying to make an unlawful living.

Rogues do not hail from any particular tier of society, though their upbringing plays a large part in determining their personality. Some rogues are inducted into special guilds with rules and regulations of their own, usually of the underworld, but many are self-taught. Their early days are oft remembered as having many close encounters with the law and daring yet foolish escapades. In truth, luck usually plays a large part in bringing them this far.

CHARACTERISTICS

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While no two rogues are alike, they all exhibit a certain resourcefulness that gets them through their adventures. Rogues excel at trespassing where they shouldn't, and taking things that others have hidden. They combine stealth and illusions to deceive others, never seeking a fair fight but rather, one in which the rogue wins automatically by backstabbing from the shadows. When no option is left but open combat, rogues try to dispatch foes with tactics, teamwork and dirty tricks, as they are poorly equipped to deal with combat tanks such as warders or berserkers.

WEAPONS & ARMOR

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Any character can use any type of armor or any weapon. However, the rogue's vitals and the style of his abilities give strength to the following weapons and armor.

- SCIENTIFIC: Grenade.
- MARTIAL: Dagger, gunblade, polearm, saber, scepter, whip
- + PROJECTILE: Clockbow, gunblade, musket, pistol.
- + OCCULT: Censer, relic
- + ARMOR: Aegis armor, light armor, shields.

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VITALS

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You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.



FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

- NASTY SURPRISE: [+2 DAMAGE VS. OFFGUARD] Unsuspecting enemies are easy prey. You receive a +2 damage bonus to offguard, prone or helpless targets. This bonus damage applies to all weapons.
- CLOSE QUARTERS: [+1 DAMAGE CLOSE RANGE & MELEE REACH] When it comes to slicing tendons, the closer, the better. You receive a +1 damage bonus to all weapons at close range. For melee attacks and martial weapons, you always get this bonus when within striking reach.
- FLEET OF FOOT: [+3 SPEED] Speed is one of your deadliest weapons. You gain a permanent +3 bonus to your speed.
- HOUSEBREAKER: (+1 STEALTH, +1 THIEVERY, +1 TRAPS) The skills of subterfuge are your primary focus. You gain a +1 check bonus to your Stealth, Thievery and Traps skills.

EQUIPMENT

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When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

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- **WEAPONS:** Choose any 2 weapons (common).
- + ARMOR: Choose any 3 pieces of armor (common).
- + GEAR: Choose any 4 items of gear (common).

- + CLOTHING: Choose any 5 items of clothing (common)
- ------

EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES





Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 ROGUE DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
Rogue	MAJOR	Any
Alchemy	MAJOR	SCIENTIFIC
DEMOLITION	MAJOR	SCIENTIFIC
DUELING	MAJOR	PROJECTILE
Enigma	MAJOR	OCCULT
FINESSE	MAJOR	MARTIAL
POISON	MAJOR	OCCULT
TACTICS	MAJOR	PROJECTILE
Defense	MINOR	MARTIAL
EXPLOSION	MINOR	Scientific
MARKSMANSHIP	MINOR	PROJECTILE
NATURE	MINOR	OCCULT
POWER	MINOR	MARTIAL
SUPPORT	MINOR	PROJECTILE
TERROR	MINOR	OCCULT
TRANSMUTATION	MINOR	OCCULT

CHAPTER 3: CLASSES



WARDER



HUMAN COMBAT STYLES REACHED THEIR ZENITH IN THE ERA OF MYTH. THEY WERE PRACTICED TO PERFECTION BY THE GRANDMASTERS OF OLD. THROUGH THE AGES THEIR MARTIAL WEAPON ARTS HAVE BEEN PASSED DOWN FROM MASTER TO STUDENT, AND HAVE ACHIEVED IMMORTALITY IN THE PRESENT DAY. THESE WARRIORS ARE KNOWN AS WARDERS.

HISTORY



Warders, unlike many other professions, were not conceived during the Cataclysm. Guilds of elite warriors had long been around before the Era of Myth came to an end, serving the Paragons as guardians, generals, protectors and champions. However, the collapse of society's rigid structure left them suspended in disarray. Their leadership faltered, guild houses divided and faction wars thinned their ranks.

As the Residuum dawned, their pride and devotion to their former masters was all but spent. Loyalty to the dead paragons gave in to the need for wealth, food, shelter and survival. Soon they had become little more than large companies of highly trained mercenaries, soldiers of fortune trying to make ends meet.

Many younger warders met their end while taking on contracts that were far above their caliber. However, the older veterans were resourceful enough to out-last the Residuum. Finally, with the arrival of the New Epoch, the pride of the great warders returned, though it would forever be tarnished by the hardships of the past.

BACKGROUND



Warders are born into many different sectors of society, though the most successful of these are those who have to use their skills regularly, such as frontier guardsmen, soldiers, mercenaries or other dangerous professions. Warders are taught their martial abilities through drills and rigorous training, and are often weathered by memories of it. After years of experience their religious devotion eventually results in the accumulation of divine abilities too.

CHARACTERISTICS

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Warders are traditionalist warriors, and as such, they are well rounded. They are highly skilled in different styles of melee combat, typically using large shields and wearing the heaviest armors available. As warders advance, they will discover powerful divine protections that can give them an edge over other combat classes.

WEAPONS & ARMOR -----

Any character can use any type of armor or any weapon. However, the warder's vitals and the style of his abilities give strength to the following weapons and armor.

- ----
- MARTIAL: Gunblade, polearm, scepter, sword. + DIVINE: Scroll, tome.
- PROJECTILE: Steambow.
- ARMOR: Medium armor, heavy armor, robe armor, shields.

VITALS



You receive these vital bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate Vital. Full descriptions of these vitals can be found in Chapter 4: Vitals.



SKILLS



You receive these skill bonuses for free when you select this class. Record them on your character sheet in the space labeled "Class" under the appropriate skill. Full skill descriptions can be found in Chapter 6: Skills.

-+1 Axe, +1 DRAGONGUN, +1 GUNBLADE, +1 HANDLE, +1 PILOT, +1 POLEARM, +1 SCEPTER, +1 SCROLL, +1 STEAMBOW, +1 SWORD

FEATURES



You gain the following unique features when you select this class. Make note of them on your character sheet under your class information. You should try to make the most of these features and apply them whenever you can.

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- ARMOR CLAD: [+2 ARMOR] Your armor is like a second skin, never completely removed. You gain a permanent +2 armor bonus, even when you are sleeping or unarmored.
- TRADITIONALIST: [+2 DAMAGE WITH CERTAIN WEAPONS] You have been trained in the classical weapons of the warder. You gain a +2 damage bonus with the following weapons: Gunblade, Polearm, Scepter, Steambow, Sword.
- SACRED GROUND: [+1 ARMOR TO NEARBY ALLIES] Your shield skills and weapon prowess allows you to defend others nearby. Any allies within 3 yards of you gain a +1 armor bonus when you are on your guard. You decide who gets it and who doesn't.
- MYTH WARD: [+2 DEFENSES ON DEFENSE ACTION] You can erect a formidable defense. You gain a +2 bonus to all defenses when you take any type of defense action.

EQUIPMENT



When you create a character, you gain the following equipment for free. All free starter equipment is of common quality. Any other desired equipment must be purchased with your starting money. Details on these items can be found in Chapter 7: Equipment.

- -↔ WEALTH: 1 pouch (100 f + extra 100 f per character level)
- **WEAPONS:** Choose any 2 weapons (common).
- + ARMOR: Choose any 3 pieces of armor (common).
- + GEAR: Choose any 4 items of gear (common).
- + CLOTHING: Choose any 5 items of clothing (common)

EQUIPMENT CODEX: If the Equipment Codex is available to you, there is a much greater selection of items to choose from. Read Chapter 1 of the Equipment Codex for details.

DISCIPLINES & ABILITIES



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Disciplines are groups of abilities that you can learn. Each rank you invest in a discipline grants you access to a single ability. All disciplines and their abilities are described in Chapter 8: Abilities.

FREE ABILITIES: You gain three free ranks in the following discipline when you select this class. That means you can use the first three abilities listed in the discipline. Record these ability ranks on your character sheet in the abilities and disciplines section.

+3 WARDER DISCIPLINE

POTENTIAL: Major potential means you can learn all ten abilities in the discipline. Minor potential means you can learn the first five. No potential (disciplines not on the list below) cannot be learned. WEAPON: You require this type of weapon to use the abilities in this discipline. Without such a weapon, you can't even try.

DISCIPLINE	POTENTIAL	WEAPON
WARDER	Major	Any
CONTROL	Major	MARTIAL
DEFENSE	MAJOR	MARTIAL
Power	MAJOR	MARTIAL
PROTECTION	MAJOR	DIVINE
CLARITY	MINOR	DIVINE
FINESSE	MINOR	MARTIAL
FLAME	MINOR	DIVINE
FURY	MINOR	MARTIAL
HARMONY	MINOR	DIVINE
HEALING	MINOR	DIVINE
ICE	MINOR	DIVINE
MARKSMANSHIP	MINOR	PROJECTILE
RADIANCE	MINOR	DIVINE
SUPPORT	MINOR	PROJECTILE

CHAPTER 4 VITALS

HAPTER 4: VITALS

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VITALS



AGILITY, POWER, MASS, STAMINA, ETHOS, LOGIC AND VIGOR. THESE ELEMENTS AND ETHERS ARE THE BASIS OF ALL THINGS. THEY ARE THE MOST FUNDAMENTAL BUILDING BRICKS OF THE WORLD AND HAVE BEEN PRESERVED AND RECYCLED BY THE DIVINE MECHANISM THROUGHOUT THE GENERATIONS OF HISTORY.



Vitals are just that—vital to your character's abilities, skills, defenses, Health, Steam and more. The type of character you want to build is shaped firstly from your vitals, as they have a big impact on every dice roll in the game. Agility, Power, Mass, Stamina, Vigor, Logic and Ethos—all your characters statistics are derived from these vitals.

ELEMENTS & ETHERS



It is well known by all modern theorists that everything in the known world is made up of 7 things: Agility, Power, Mass, Stamina, Vigor, Logic and Ethos.

Four of these vitals are the physical elements of your body which are inhereted from the elemental planes of the world: Air, Fire, Earth and Water.

Three of these vitals are the mental ethers of your soul which are inhereted from the ethereal planes of the World Machine: Divinos, Arcanos and Occultos.

Even something as mundane as a rock, or something as grand as a cloud has fractions, however small, of these fundamental elements and ethers.

- AGILITY: Agility is a measure of your natual alacrity, fingertip
- dexterity and all-round quickness. **POWER:** Power is a measure of your raw strength, muscle efficiency and might.
- MASS: Mass is a measure of your weight, inertia, balance, sturdiness, and momentum.
- STAMINA: Stamina is a measure of physical endurance and resilience, as well as your ability to apply force over time.
- **ETHOS:** Ethos is a measure of your spirituality, patience, tolerance, philosophy and calm.
- LOGIC: Logic is a measure of your raw mathematical brain power, ability to retain knowledge and solve puzzles.
- VIGOR: Vigor is a measure of your willpower, instincts, allure and natural magnetism.

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PERSONALITY TRAITS: The various combinations of the vitals can shape your character in any way you desire, affecting your personality, temperament, skills and abilities, Health and Steam. In addition to these, characters can adopt traits to add extra depth and realism to their personalities.



Long before the existence of men, a world was born. But the world was unlike any other—it was not created by chance, natural forces or eons of evolution. This world was created by celestial alchemy, divine engineering and godly sorcery. It is the World Machine.

The World Machine is known by many names. The church calls it the Divine Mechanism, but people living outside the heartlands and crownlands might call it The God Engine or The Assimilator.

There are many beliefs surrounding the World Machine, its creation and how it works, though none are evidential nor particularly accurate. Nobody truly knows whether the world machine is simply a massive artifact of mythical magic, or a scientific creation so advanced as to transcend comprehension. However, the rotation of the planes have been measured over and over again, giving indisputable evidence as to its existence.

Literally, if your stand at the edge of the Prime Material plane and look out, you can see out into the astral sphere until the haze obscures everything. If you waited for several months, you'd witness the passing of an elemental plane—a massive gear would roll past, with a landscape of its own and the most severe seasonal weather imaginable. Those brave enough can even walk across from plane to plane, so long as they can find a safe spot to cross over the canyon– sized rift between these gears.

The world machine is a godlike creator of everything that is. It makes the sun rise, the tides flow, the seasons roll around and the constellations change. It is the central driving force for the inner planes and hence, makes life possible and sustainable.

The world machine is also the destroyer of all things. It collects and recycles the dead or lost matter of the universe, reverting it into pure elements and ethers and somehow transmitting it back to its respective plane. Hence, we have the massive blooming spires at the center of each elemental and ethereal plane—they are overflowing with the steam of recycled matter.

THE INNER PLANES



The inner planes are those world gears that constitute the World Machine's mechanism proper. That is, the planes that are currently being driven and are rotating within the Great Ring.

Each plane has a spire at its direct center, which acts as the axle around which the plane rotates. These spires are seemingly infinite in height and grow more sheer as one ascends. The Prime Material spire is solid rock and ascends sharply into a permanent, dense blanket of clouds. Other spires are comprised of solids, liquids, gasses or raw magical energy, somehow held together by the centri-focal forces of the World Machine.

Some things are common to all inner planes. Each has a landscape, all have breathable air, gravity pulls ground-ward, and they can be traversed from end to end on foot. However, that is where the similarities end.

THE MATERIAL PLANES: The material planes are those that are

dominated by matter. At its center is the Prime Material and surrounding that are the four elemental planes: Air, Fire, Earth and Water. These elements are thought to be the components of the body.

The elemental planes rotate around the Prime Material plane, dragging the seasons with them as they go. Air brings Spring, Fire brings Summer, Earth brings Autumn and Water brings Winter. The seasons are most severe near the outer teeth of the Prime Material, nearest the harsh elemental planes. Conversely, there is almost no seasonal change at the very center of the Prime Material because it is far from the elemental planes.

THE IMMATERIAL PLANES: The immaterial planes are those that are dominated by raw energy. At its center is the Prime Immaterial and surrounding that are the three ethereal planes: Energy, Logic and Spirit. These ethers are thought to be the components of the soul.

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Sector 1

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The ethereal planes rotate around the Prime Immaterial, bringing not seasons but phases of magical disturbance. These phases cause radical changes in the behavior of native creatures, resulting in long periods of migration and settling, war and peace, excitement and restlessness. These phases are most severe near the outer teeth of the Prime Immaterial and weakest near the center.

THE GREAT RING: The band that holds the inner planes together is known as the Great Ring. It is a massive expanse of rugged, untamed land filled with extreme dangers, massive predatory creatures and harsh weather.

Unlike other planes, the Great Ring is not a flat disc and has two spires—one at each end. It is believed that the Celestial Ribbon revolves upon these spires, spinning night and day around the World Machine. And for this reason, some areas of the Great Ring have only an hour of sunlight every day while other areas have around 18 hours.

At the spires, the land is perpetually dark, lifeless and bleak. Halfway between these spires on either side of the ring, is a sunscorched desert. But the four regions between the spires and deserts are temperate and comfortable.

THE UNDERWORLD: The existence of the underworld is theoretical, but has plenty of supporting evidence. Scholars believe that there are other planes that exist on the flip-side of the world gears of the inner planes. For example, there would be a reverse Prime Material, a reverse Plane of Fire, and so on. These planes face directly toward the World Machine's epicenter, and are known as the underworld planes.

Brood creatures seem to flourish here—incomplete life forms without a full compliment of four elements and three ethers. They are not whole, like other beings. It is theorized that the plane's exposure to the World Machine has drained them of life, trying to recycle their elements and ethers.

Occasionally, a deep well or sink hole in the Prime Material can spew forth such creatures. They are driven, insatiably hungry, and try to consume every living thing they encounter. Luckily, brood creatures can rarely survive on the outer surface for more than week.

THE ASTRAL SPHERE: The astral sphere is a theoretical bubble of air and space that surrounds the inner planes. The bubble contains the necessary means to support life, at least where weather and conditions permit.

The stars and constellations of the night sky are not so well defined. Superstitious folk believe they are lights placed in the sky by

the paragons, to keep brood creatures away at night. Romantics believe they are a map that can be deciphered, leading to some form of great artifact of old. Others believe they are the reflection of each and every living thing in the world.

Whatever the case, it is something that people seldom ponder. The growing smog clouds that haze the night skies make the stars a thing of antiquity, associated with times of the past.

THE CELESTIAL RIBBON: The ribbon is a circular belt that spins upon the spires of the Great Ring. It carries with it the sun and moon at either end.

The ribbon is not rigid, like other parts of the mechanism, but is thought to be flexible and light. It can be sometimes be seen in the skies as a faint band of light that snakes through the skies, always flowing through the sun or moon.

Other names given to the sun include the Radiance and the Harmony, which are also synonymous with the World Machine. Names given to the moon include, the Umbra or the Dissonance.

THE OUTER PLANES



There is also the existence of outer planes. A few have been visited via magical means and some can even be seen passing through the stars at night. They appear as massive, distant world gears, sometimes whole, sometimes fragmented, that travel slowly across the sky. Depending on the location of the sun, these could be shadowed or lit.

It is believed that these lost gears were once part of the World Mechanism but were jarred loose during the Cataclysm and have become separated from the Inner Planes. Now they float about in the void, like distant relics.

The few people have survived a trip to the outer planes describe them as exotic, unpredictable and bizarre. Many outer planes cannot support life: Physics, gravity and breathable air are not guaranteed.





There are many things that can provide you with bonuses to your vitals: your race, your class, your ranks (from level), enchanted items and more.

At level zero, you will have a total of 13 from all your vitals. The first +10 is from your race, listed under the description for that race and/or sub-race. The next +3 is from your character class. At higher levels, you can add more vital ranks and improve the vitals that are most important to you.

CLASS & RACE BONUSES: Bonuses from your race can never increase. They are static bonuses gained during character creation and can't be modified by gaining levels.

Bonuses from your Class can only increase when you choose an advanced class or faction class. These bonuses can be recorded in the space provided labeled 'race' and 'class' respectively.

VITAL RANKS: One of your vitals can be increased whenever you gain a level, as described below. The vital ranks are recorded in the space provided labeled 'ranks'.



As you gain experience, you can buy levels. For every level you buy, you receive a vital rank that you can assign to any one vital score.

EVERY LEVEL = +1 VITAL RANK

MAXIMUM VITAL RANKS: There is a maximum that you can add to your vital score, which increases with your level. You can't have a vital rank which is greater than one-third of your total level (rounding all fractions up).

Because of this restriction, a maxed out vital can only be improved once every three levels. This forces you to improve a range of abilities rather than a single one.

MAXIMUM VITAL RANKS = ¹/₃ LEVEL

LEVELS 1-3 = MAXIMUM +1 LEVELS 4-6 = MAXIMUM +2 LEVELS 7-9 = MAXIMUM +3 AND SO ON...

VITAL DERIVED BONUSES: From your vitals, you can derive the bonuses of your passives, skills, Health, Steam, Reflexes, Speed, Load, weapon damage and all defenses (Dex, Guts, Wits). When you add +1 to a vital, you update all the passives and skills that pertain to it—they increase too.

PHYSICAL VITALS

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The four physical vitals are the core components of your physical body—these vitals, and their respective ratios determine the build and general physical features of your character.

PHYSICAL VITALS & ELEMENTAL PLANES: Why are there four physical vitals? The physical vitals correspond to the elemental planes of the World Machine. Each vital is a type of element that forms a component of who you are. These elements combine to form your body.

When you die, your elements return to their planes of origin. Agility returns to the plane or Air/Spring. your Power returns to the plane of Fire/Summer, your Mass returns to the plane of Earth/ Autumn and your Stamina returns to the plane of Water/Winter.

The entries below for each vital provide you with information on what types of physique and personality are common to each vital. While they are not always true, they provide ideas for what your character's looks and traits might be.



Agility is the vital of spring, excitement, sanguinity and inconsistency. Agility, flexibility, hand-eye coordination and dexterity are the trademarks of a character with a high Agility vital.

- **REFLEX, DEX, HEALTH:** To react quickly, dodge enemy attacks and avoid physical harm, you need a high Agility vital. Your Agility vital factors into the equation for your Reflex, Dex defense and total Health.
- DAGGER, CLOCKBOW, PISTOL, SABER, WHIP: Agility is needed for weapons that require finesse more than strength. Add your Agility vital to all attack checks and damage rolls with these weapons.
- **STEALTH, THIEVERY:** A steady and dextrous hand is exactly what you need to sneak up on enemies or carefully take a purse laden with shillings. Add your Agility vital to all checks with these skills.

AGILITY & PHYSIQUE: Characters with a high Agility vital are typically thin, nimble and quick. They tend to be slim and less muscular than others. Agile characters would do well to equip themselves lightly—they are known to be poor at carrying heavy loads.

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Power





Power is the vital of summer, anger, ambition and confidence. Physical prowess, explosive bursts of strength, athletic ability and speed are all trappings of a character with a high Power vital.

- **SPEED, DEX, HEALTH:** Power is essential for you to move quickly, dodge attacks and resist physical harm. Your Power vital factors into the equation for your Speed, your Dex defense and also your total Health.
- AXE, DRAGONGUN, STEAMBOW, SWORD, UNARMED: Power makes you a combat powerhouse in the traditional weapons of a warrior. Add your Power vital to all attack checks and damage rolls with these weapons.
- JUMP, SPRINT: Power skills are fast and athletic, helping you to leap further and sprint over short distances. Add your Power vital to all checks with these skills.

POWER & PHYSIQUE: Physically, a high Power vital makes you well toned and balanced, able to move with speed and power. Power doesn't contribute to mass and size, its more about your ability to use your existing strength as effectively as possible.

MASS

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Mass is the vital of autumn, physical balance, creativity and deep thought. This vital governs weight, and your ability to move it. This determines how stable and sure-footed your character is, as well as how good you are at throwing your weight around.

LOAD, GUTS, HEALTH: A high Mass vital helps you to carry heavy loads, resist area attacks and soak damage. Your Mass vital factors into Load, Guts defense and total Health.

- **BLUNDERBUSS, FLAIL, GAUNTLET, HAMMER, REPEATER:** Being solidly grounded is the most important factor when wielding weighty weapons such as these. Add your Mass vital to all attack checks and damage rolls with these weapons.
- BREAK, HEAVE: Mass gives your character the momentum they need to haul massive loads and smash through obstacles. Add your Mass vital to all checks with these skills.

MASS & PHYSIQUE: Characters with a high Mass vital are heavy set, big and bulky. They are incredibly sure-footed and well suited to physical labor. This also makes them tough and resistant to the weathering effects of seasons and time—they typically live longer too.

STAMINA



Stamina is the vital of winter, calm, patience and stamina. Great feats of endurance are all attributed to the Stamina vital, as it out-lasts all other elements in its constancy.

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- LOAD, HEALTH, STEAM: Carrying heavy loads, and enduring hardships are the benefits of a high Stamina vital. Your Stamina vital factors into Load, total Health and total Steam.
- GRENADE, GUNBLADE, MUSKET, POLEARM, SCEPTER: Weapons of the Stamina vital require patience and endurance to master. Add your Stamina vital to all attack checks and damage rolls with these weapons.
- CLIMB, SWIM: Stamina is the key to climbing and swimming. Add you Stamina vital to checks with these skills.

STAMINA & PHYSIQUE: Characters with a high Stamina vital tend to be strong and healthy, recuperating quickly when tired and dealing well with hardship. They cope well with harsh weather and are, in turn, shaped and colored by the wind, sun, rain, snow, etc.

MENTAL VITALS

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The three mental vitals are the core components of your soul-these vitals and their ratios help to determine the forces acting upon your temperament and personality.

MENTAL VITALS & ETHEREAL PLANES: Why are there three mental vitals? The mental vitals correspond to the ethereal planes of the World Machine. Each vital is a type of ether that forms a component of who you are. These ethers coalesce to form your spirit.

When you die, your ethers return to their planes of origin. Ethos returns to Divinos. your Logic returns to Arcanos and Vigor returns to Occultos.

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The entries below will give you an idea of how the mental vitals affect the physical vitals and how they give shape to a character. They aren't rigid rules but rather loose guidelines to give you ideas on what your character looks like and how he or she acts.

ETHOS



Ethos is responsible for your higher thoughts such as ethics, spirituality, aesthetics, beliefs and speculation. Ethos will make a character perceptive, insightful, wise beyond their years, tolerant and patient.



- LOAD, GUTS, STEAM: Ethos gives you the mental discipline to carry on despite hardship, heavy loads or exhaustion. Your Ethos vital factors into your Load, Guts defense and total Steam.
- SCROLL, TOME: Your Ethos is required to wield divine weapons. Add your Ethos vital to all attack checks and damage rolls with these weapons.
- HANDLE, MEDICINE, NAVIGATE, SEARCH: Patience, perception and persistence are the keys to success for skills requiring a degree of care and insight. Add your Ethos vital to all checks with these skills.

ETHOS & PERSONALITY: Characters with high Ethos vitals are driven by their beliefs, morals and ethical foundations. Ethos also colors the physical vitals, having the following effects on personality:

+ AGILITY & ETHOS: Are valorous and brave.

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- + POWER & ETHOS: Have great and lofty ambitions.
- **MASS & ETHOS:** Have a touch of creative genius.
- + STAMINA & ETHOS: Are incredibly reliable and insightful.

In general, a high Ethos vital makes a personality more ethical. They make decisions based on their morals and viewpoints.

LOGIC

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Logic is responsible for knowledge, reason and the agility of the mind-its soundness, speed and mathematical processing power. Logic will make a character sharp, balanced and intelligent.

- REFLEX, WITS, STEAM: Logic improves the reaction time of your character, as well as contributing to his mental defenses and stamina. Your Logic vital factors into the equation for your Reflexes, Wits defense and total Steam.
- STAFF, WAND: A high Logic vital will help you wield arcane magic weapons. Add your Logic vital to all attack checks and damage rolls with these weapons.
- LORE, PILOT, REPAIR, TRAPS: Logic will make your character good at general knowledge questions, piloting vehicles, repairing gadgets and setting or disarming traps. Add your Logic vital to all checks with these skills.

LOGIC & PERSONALITY: Characters with high Logic vitals are

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driven by facts, reasons and well-thought out plans. A high physical vital and a high Logic ether will often have the following effects on personality:

- + AGILITY & LOGIC: Can control their passions, are less outgoing.
- + POWER & LOGIC: Are excellent advisers and decision makers.
- + MASS & LOGIC: Especially good at scholarly pursuits. + STAMINA & LOGIC: Are patient and careful but not lazy.

In general, Logic makes a personality deductive and reasoned. It diminishes both ethical and instinctual impulses.

VIGOR

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Vigor represents your natural mental willpower, instincts, appetites, senses and charm. Those with a high Vigor vital will have allure, intrigue and a strong will.

- SPEED, WITS, STEAM: Vigor makes a character move fast, very perceptive and contributes to their overall endurance. Your Vigor vital factors into the equation for your Speed, Wits defense and total Steam.
- CENSER, RELIC: Dangerous occult weapons are linked to your Vigor vital. Add it to all attack checks and damage rolls with these weapons.
- CHARISMA, CONVINCE, MERCANTILE, PERFORM: A high Vigor gives the drive needed to charm and convince others, haggle with shopkeepers or deliver an astounding performance. Add your Vigor vital to all checks with these skills.

VIGOR & PERSONALITY: Characters with high Vigor vitals are driven by their appetites and passions. Vigor also colors the physical vitals. A high elemental vital and a high Vigor ether will often have the following effects on personality:

- + AGILITY & VIGOR: Are instinctual, easily seduced by appetites.
- + POWER & VIGOR: Are intimidating and quick to anger.

- + MASS & VIGOR: Tend toward pessimism and introversion.
- + STAMINA & VIGOR: Are apathetic, callous or even aloof.

In general, a high Vigor vital makes a personality more instinctual. They act on their impulses and gut feelings.

The other states



A nervous, pessimistic character who constantly fiddles with his favorite dagger will always be more interesting than one you portray only as Raneg, the 2nd-level warder. Characters aren't just numbers and game statistics, they are individuals with personalities, quirks and opinions. The following entries offer inspiration and advice when generating your character's personality. Refer to these pages when you decide to finalize his or her opinions, moral viewpoints, quirks and personality traits. Furthermore, return to these pages when you feel a change of personality coming on.

Some players like to establish a vague concept for their character's personality before they begin playing, and get a feel for their character before committing it to paper. Others like to flesh out their character in great detail, noting strengths and flaws, opinions, political views, etc. Do whatever it takes to get you in character for your game, but don't bury yourself in the details. The objective is to help you act out your character, not to write your hero's autobiography.

QUIRKS, TRAITS & MANNERISMS

Character traits are interesting defining qualities about a person. They might be quirks, hang-ups, fortes, flaws, weaknesses, mannerisms, or other features. By choosing a few, you'll make your character unique and identifiable.

Choosing traits for newly made characters is a good way to help you make a memorable first impression on the party. When introducing your character, play on your character's traits: the pessimist frowns, disappointed at being teamed up with amateurs; the verbose character spends a little too long introducing himself; the bully tries to impose himself upon weaker party members; the cajoler complements the characters on their successes and noteworthy style.

CHOOSING TRAITS: It is suggested that players pick a few defining traits about their characters as guidelines to roleplaying their new creation. Avoid choosing any more than three traits—two is usually sufficient. You can always select more traits or discard a trait after you get a feel for your character. Do whatever suits you.

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Pick them by yourself if you have the time. You want them to be consistent with your character's background and alignment. However, if you are in a hurry, you can roll 2d10 to get a number between one and one-hundred to select a trait at random (one die is the tens, the other die is the ones, double 0's is 100). If the results aren't believable, roll again until you have a workable combination.

ONE HUNDRED TRAITS

100 CHARACTER TRAITS: These one hundred character traits can offer ideas as to how you can roleplay and develop your character's personality. For opposite character traits, consult the second list.

- 01 DISTINCTIVE SCAR: Skin is marred by an old scar.
- 02 MISSING TOOTH: Has one or more holes in her smile.
- 03 TRIVIAL: Wants to display her knowledge of trivia.
- 04 BAD BREATH: Has poor oral hygiene.

- 05 MALODOROUS: Carries a bad smell (feet, body, hair, etc.)
- 06 SWEATY: Perspires frequently.
- 07 UNSTEADY HANDS: Shaking or quivering hands
- 08 STRANGE EYES: Odd, unblinking, or shifty eyes. 09 NEARSIGHTED: Has clearer vision at close range.
- 10 **RELIABLE:** Always pulls through.
- 11 LOW VOICE: Has a deep voice.
- 12 **EXOTIC:** Has an undefinable mystique.
- 13 STUTTERS: Mispronounces and repeats parts of words.
- 14 **PROUD:** Thinks highly of her achievements.
- 15 MUMBLES: Speaks unclearly, sometimes misheard.
- 16 DIGNIFIED: Holds her head up high.
- 17 INTROVERTED: Turns all emotion inward.
- 18 FOREIGN FEATURES: Has outlandish looks.
- 19 BIRTHMARK: A natural mark on the skin.
- 20 GENTLE: Has a light touch.
- 21 HABIT: Has a habit (biting fingernails, twirling hair, etc.).
- 22 LACONIC: Uses few words.
- 23 BALD: Chooses not to have hair.
- 24 PUCKISH: Mischievous and usually up to no good.
- 25 IMPULSIVE: Acts without thinking through the consequences.
- 26 LOVELORN: Seeks true love.
- 27 MOPEY: Feels unrecognized and wants others to notice.
- 28 GAMBLER: Has a particular weakness for wagers.
- 29 IDEALIST: Believes in a better world.
- 30 FORGIVING: Accepting of others, despite character flaws.
- 31 HUNTER: Goes in search of opportunities.
- 32 UNHEALTHY: Neglects her health.
- 33 BOOKISH: Loves reading, studying, learning from books.
- 34 SINGS OFTEN: Enjoys verse and song.
- 35 **REBELLIOUS:** Likes to buck authority.
- 36 VICE ADDICT: Partial to a puffers, smogs or snuff.
- 37 FIDGETS: Fiddles and moves when idle.
- 38 WORRIED: Dwells on problems and difficult situations.
- 39 PASSIONATE HOBBYIST: Enjoys a hobby over all else.
- 40 COLLECTOR: Enjoys collecting items of a particular nature.
- 41 PALE: Appears off-color, even slightly sick.
- 42 DISTINCTIVE JEWELRY: Good taste in fashion accessories.
- 43 ABSENTMINDED: Easily sidetracked.
- 44 SPENDTHRIFT: Spends money without consideration.
- 45 PESSIMIST: Predicts failure in all endeavors.
- 46 LOST: Feels purposeless and disempowered.
- 47 DRUNKARD: Loves hitting the bottle, drinks to excess.
- 48 MONOLOGUER: Speaks her mind out aloud.
- 49 INSECURE: Worries about what others think about her.
- 50 WELL-MANNERED: Polite and versed in etiquette.
- 51 EXCITABLE: Easily excited, overreacts to most things.
- 52 TOUCHY: Easily offended by others.
- 53 DISAGREEABLE: Enjoys disagreeing with others.
- 54 SUSPICIOUS: Sees conspiracy, secrets and distrust in others.
- 55 STUBBORN: Unwilling to listen to reason.
- 56 UNKEMPT: Disregard for personal grooming.
- 57 IGNORANT: Poorly informed.
- 58 FOPPISH: Refined, fastidious in taste and manner.
- 59 ECCENTRIC: Peculiar, unconventional interests.
- 60 HELPFUL: Offers aid to those in need.
- 61 CARELESS: Doesn't exercise caution. 62 ARROGANT: Holds herself in high esteem.
- 63 COCKSURE: Overconfident in her abilities.
- 64 CURIOUS: Gives in to fascinations.
- 65 MOODY: Suffers foul mood swings.
- 66 SMALL EARS: Unusually small or short ears.
- 67 CHATTY: Prone to gossip and rumor mongering.
- 68 FRIENDLY: Quickly warms to new company.
- 69 BULLY: Intimidates others to get what she wants.
- 70 BOASTFUL: Wants others to know of her wealth, deeds, etc.
- 71 INDIVIDUALIST: Independent from conventional wisdom.
- 72 JEALOUS: Often drawing comparison to others.
- 73 BRAVE: Meets conflict head on.

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- 75 HONEST: Tells the truth, unable to lie.
- 76 LAZY: Avoids hard work, seeks rest.
- 77 PIOUS: Virtuous to a fault.
- 78 **OPINIONATED:** Has strong views.
- 79 SEXIST/RACIST: Prejudiced in some way.
- 80 GULLIBLE: Easily lied to.
- 81 JOKESTER: Loves pranks, seldom serious.
- 82 OPEN-MINDED: Willing to listen to radical opinions.
- 83 DISLOYAL: Has no loyalty to friends.
- 84 ACCUSATORY: Accuses others of erring.
- 85 CRANKY: Impatient when dealing with idiots.
- 86 EGOTISTICAL: Likes being flattered.
- 87 SMALL EYES: Unusually small or thin eyes.
- 88 CHRONICLER: Remembers or records experiences in a diary.
- 89 GLUTTON: Accommodating to any type of food.
- 90 FASHION CONSCIOUS: Concerned about what to wear.
- 91 FLIRTATIOUS: Tests her charms on the opposite sex.
- 92 BITTER: Has inner anger or pessimism.
- 93 INNOCENT: Has never sinned, maybe naive.
- 94 MOCKING: Ridicules others with contempt. 95 NOSY: Wants to know other's secrets.
- 96 PATRIOTIC: Loves their homeland.
- 97 PACIFIST: Wants to solve problems peacefully.
- 98 LONELY: Has few friends.
- 99 ROUNDED FACE: Has a smooth, soft-looking face.
- 00 BAD WINNER: Loves winning, reacts terribly to success.

ANOTHER HUNDRED TRAITS



100 OPPOSITE CHARACTER TRAITS: These are further inspiration on developing your character. They are opposite traits to those noted in the previous list.

- 01 UNBLEMISHED: Pure, prefect skin.
- 02 PERFECT TEETH: Has an excellent even smile.
- 03 IMPORTANT: Speaks only on matters of importance.
- 04 FRAGRANT BREATH: Has excellent oral hygiene.
- 05 PLEASANT ODOR: Wears notable perfume, or smells pleasant.
- 06 DRY: Seldom sweats.
- 07 FIRM GRIP: An iron grasp, a firm handshake.
- 08 CALM EYES: Cool, unwavering eyes.
- 09 FARSIGHTED: Has clearer vision at long range.
- 10 UNRELIABLE: Opts out of difficult tasks.
- 11 HIGH VOICE: Has a high voice.
- 12 PLAIN: Has good, if rather common, looks
- 13 LISPS: Has difficulty pronouncing consonant clusters.
- 14 ASHAMED: Cannot live up to the expectations of others.
- ENUNCIATES: Speaks clearly and coherently. 15
- DOWNTRODDEN: Weighed down by burdens. 16
- **EXTROVERTED:** Turns emotion outward. 17
- 18 LOCAL FEATURES: Appears as a local.
- 19 TATTOO: A man-made mark on the skin.
- HEAVY-HANDED: Applies too much strength. 20
- 21 TWITCH: Has a minor twitch.
- 22 VERBOSE: Uses more words than necessary.
- 23 LONG HAIR: Chooses not to cut hair.
- 24 HARMLESS: Would never seek to harm another.
- SCATTERED: Can't decide on any course of action. 25
- 26 HEARTBROKEN: Will never give her heart away again.
- 27 SPRIGHTLY: Carefree, bright and bubbly.
- 28 SHREWD: Cautious about bets, doesn't take one he can't win.
- 29 REALIST: Believes in the bleakness of reality.
- 30 CYNICAL: Ready to criticize others for minor faults.
- 31 TRAPPER: Likes to lay traps for others, social or otherwise.
- 32 HEALTHY: Aware of how to keep healthy.
- 33 UNSCHOLARLY: Hates reading, studying, learning from books.

- 34 DISLIKES SINGING: Dislikes any type of vocal expression.
- LAW-ABIDING: Respects authority. 35
- REHABILITATED: Used to have vices, now can't stand them. 36
- DEADLY STILL: Doesn't move at all without purpose. 37
- CALM: Relaxed, unconcerned about the outcomes of events. 38
- 39 NO INTERESTS: Disinterested in investing time in anything.
- 40 SCATTERER: Won't hoard items together.
- 41 BRONZED: Deep tan from sun exposure. COMMON JEWELRY: No taste for personal effects. 42
- CLEAR HEADED: Never gets sidetracked. 43
- 44 SKINFLINT: Miserly, unwilling to spend money.
- 45 **OPTIMIST:** Predicts success in all endeavors.
- FOUND: Empowered by a new cause. 46
- SOBER: Seldom drinks, perhaps fearful of losing control. 47
- NARRATOR: Sometimes speaks of herself in the third person. 48
- 49 CONFIDENT: Sure of herself and her abilities.
- 50 RUDE: Uncultured, or not versed in etiquette.
- TRANQUIL: Unexcitable, barely shows any reactions. 51
- LAID-BACK: Unconcerned about other's opinions. 52
- AGREEABLE: Enjoys agreeing, seldom voices own opinions. TRUSTING: Sees honesty and trustworthiness in others. 53
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- 55 MALLEABLE: Easily convinced.
- COMELY: Well-groomed and dressed. 56
- INFORMED: Has an educated perspective on most things.
- COMMONER: Has the common touch. 58
- 59 STRAIGHT-UP: Domestic, conventional interests.
- 60 INDIFFERENT: Disinterested in others, and their plight.
- 61 CAUTIOUS: Very careful not to make a mistake.

CHAPTER 4: VITALS

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- WORTHLESS: Low self esteem. 62
- DOUBTING: No confidence in her abilities. 63
- 64 RESTRAINED: Refrains from pursuing curiosity.
- 65 STABLE: Seldom loses her cool.
- 66 LARGE EARS: Unusually large or long ears.
- 67 SILENT: Not prone to gossip.

ENERGETIC: Rearing to go.

80 SENSIBLE: Hard to fool. SOLEMN: Serious by nature.

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- 68 COLDHEARTED: Unfriendly to newcomers.
- 69 CAJOLER: Flatters others to get what she wants.

COWARDLY: Dislikes confronting fears. 74 FANATICAL: Devoted to furthering a single cause.

UNPREJUDICED: Treats all as equals.

83 LOYAL: Would never betray a friend.

86 GREGARIOUS: Likes flattering others.

89 PICKY: Fussy about what she eats.

BLISSFUL: Radiates happiness.

98 POPULAR: Has many friends.

93 GUILTY: Has sinned and can't hide it.

96 UNPATRIOTIC: Hates their homeland.

DISHONEST: Lies, even when unnecessary.

IRREVERENT: Deficient in respect or veneration.

SKEPTICAL: Unwilling to listen to radical ideas.

84 APOLOGETIC: Seeks forgiveness for minor errors.

85 PATIENT: Never gets frustrated with idiots.

LARGE EYES: Unusually big or wide eyes.

88 FRESH-STARTER: Every day is a new beginning.

90 FASHION VICTIM: Wears things she really shouldn't. 91 FAITHFUL: Restrains from flirting at all cost.

94 SARCASTIC: Ridicules others with exaggeration and sarcasm.

AGGRESSOR: Wants to solve problems through conflict.

95 **RESPECTFUL:** Respects the privacy and secrets of others.

99 CHISELED FACE: Has an edged, hard-looking face.

00 BAD LOSER: Hates losing, reacts terribly to defeat.

COMPLACENT: Agrees with opinions of current company.

70 MODEST: Plays down successes and compliments. 71 CONFORMIST: Assumes the viewpoint of the masses. CONTENT: Comfortable with current status.





PASSIVES



THE FATE OF YOUR CHARACTER IS OFTEN DECIDED BY HOW QUICKLY THEY CAN REACT, HOW FAST THEY CAN RUN OR HOW MUCH THEY CAN CARRY.

Passives are values that determine some of your combat and movement statistics. These numbers change as you improve your vitals—you become faster, tougher, better at evading attacks, etc.

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OVERVIEW

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There are three main types of passive: movement passives, defense passives and endurance passives. These are explained briefly below.

MOVEMENT: The movement category contains three passive values: Speed, Load and Reflex.

- LOAD: Your Load determines how much you can carry before you start incurring penalties.
- **SPEED:** Your Speed is how far and fast you can move.

+ REFLEX: Your Reflex is how quickly you can react in combat.

DEFENSES: Dodging sword attacks, surviving explosions and resisting mind control are some of the things that your passive defenses can do. When an enemy attacks you, he will try to beat your defenses on his skill check. The higher your defenses, the harder it is for enemy attacks to succeed.

DEX: Your ability to dodge anything you can see coming.
GUTS: Your ability to survive anything you can't dodge.

•• WITS: Your ability to preemptively evade attacks.

ENDURANCE: Stamina and fortitude are represented by Health and Steam. When you exert yourself, you lose Steam, when you are struck by an attack, you lose Health. The higher your endurance, the more Health and Steam you will have, and the longer you can remain in the fight.

- + HEALTH: Your resilience, toughness and capacity for injury.
- + STEAM: Your concentration, adrenaline and endurance.
- + ARMOR: You armor is physical protection against attacks.

CHAPTER 5: PASSIVES

MOVEMENT



Your ability to move is crucial to your exploration of the world. Characters who can carry more, react quicker and run faster will be able to cover much more ground than those who can't. Luckily, these passive stats are always improving as you gain levels.

LOAD

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PASSIVE =	50 + M	IAS + STA	+ ЕТН	+ [10 ×	· (††††
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I CONTRACTOR OF THE OWNER --Carrying capacity is a well-known limitation for all adventurers. While

a pack mule is a handy thing for a merchant to have around, it's of little use to the adventurer if it can't survive in a combat. Sooner or later, you're going to find yourself in a situation where you ask yourself how much you can possibly carry.

CARRYING LIMITS: A single load is the number of pounds (lbs.) that your character can easily carry. Each full load you carry (items, armor, gear and other carried equipment) you take a -1 penalty to all skills and defenses marked with the load icon (4). Less than one load has no penalty. You can carry a maximum of 5 loads with a -5 penalty. If you try to carry any more than 5 full loads, you'll need to succeed on a heave skill check every round just to move (at half Speed).

LOAD PENALTIES: If you are carrying too much, you can't move quickly. Apply the number of loads carried as a penalty to all skills and passives marked with the burden icon (垫).

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LOAD & HEAVE CHECKS: Heave skill checks allow you to lift more loads than normally possible. You can even perform feats of superhuman strength.

REFLEX

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-The ability to act impulsively, react quickly and take the initiative in an action sequence is found from your reflexes. The higher this number is, the more likely you are to act before your enemies and catch them off guard.

STARTING THE ACTION: Whenever you enter an action sequence such as a combat, a vehicle chase or an escape, you determine the order of turns. This requires making a Reflex check:

REFLEX CHECK = d20 + REFLEX BONUS

Each person determines their Reflex for this action sequence as shown above, then all the Reflex scores are arranged from highest to lowest. This is the order of turns for a combat round.

The character or creature with the highest Reflex score gets to take their turn first in the round. When they have finished, the next highest Reflex score gets to take their turn. Then the next, then the next and so on until the last character has taken their turn-the round ends and a new round begins with the same order as before.

An exception exists: during a surprise round you gain a single standard action before others are able to react (their Reflex is tested when the surprise round ends). See the Adventure Codex for details. -----JOINING THE ACTION: When you join a combat that has already begun, you make a Reflex check. You are simply slotted into the Reflex order according to the result of your check and can act beginning from next round. You can't act immediately, you have to wait until a fresh round starts to join in an action sequence.

SPEED

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PASSIVE = 5 + [POW + VIG] / 5 - - - [n / 2]



The distance your character can move in a single action is your Speed. This number is how many yards you can cover during your turn in an action sequence. The higher your Speed is, the faster you can move.

For the equation above, remember to round all fractions up. The number of full loads you are carrying and your armor penalty will reduce your speed.

NORMAL MOVE: When you make a move action, you can move a number of yards equal to your Speed. Taking a long action (using the whole round to move) can increase that distance by +5. You can move your character to any place that he or she can fit into on your action grid. See the Adventure Codex for details on movement.

CLIMB, HEAVE, STEALTH, SWIM: [1/2 × SPEED] Special modes of movement are slower than your normal pace. You can only move half your normal distance when climbing, pushing or pulling, sneaking or swimming. See the individual skill descriptions for details.

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SPRINT: [3 × SPEED] As a long action, you can attempt to triple your movement. However, if the terrain is too rugged, you might fail and move only your normal Speed (1×).

JUMP: [VARIES] Jumping is a different type of movement again. It is totally irrespective of your Speed, so you can jump any distance (greater or less than your Speed).

DEFENSES



Defenses guard your character against all types of attacks. The swing of a hammer and a dangerous spell ray might both attack your character's Dex. An explosion or a nasty disease are examples of attacks on your character's Guts. An attempt to convince or lie to you, or a firearm attack would both be attacks upon your Wits.

All checks are made by the instigator of an action. You will never make a skill check to passively hear something, see something or smell something. Simply, you can see it, hear it or smell it automatically if it is there to be perceived. However, when someone or something wants to go unseen, unheard or unnoticed, they have to make an 'attack' upon you to avoid notice. If their attack is successful, you don't notice them. If their attack fails, you notice them and realize what they were trying to do.

Combat attacks upon you follow the same principle. You can't make a roll to dodge something or avoid a trap. The luck of the die is in the hands of the attacker—he, she or it makes an attack against you to determine the success of failure of the attack.

DEX DEFENSE

PASSIVE = 10 + AGI + POW - 1 - 4 Vour Dex (short for dexterity) measures your ability to dodge whatever

you can see coming. Anything that moves slowly enough to be evaded will be an attack upon your Dex. The higher it is, the better you will be at deflecting melee attacks, dodging ranged spells, and avoiding comparatively slow projectiles like throwing daggers or clockbow bolts. **SIZE:** Small characters (those with a size penalty) get a bonus to their defense—when you subtract a negative number, it becomes positive.

ATTACKS VERSUS DEX: In addition to abilities and other unique attacks on your dexterity, there are a number of typical Dex attacks that you can be careful to avoid.

- MELEE ATTACKS: Martial weapons usually make attacks versus your Dex defense: axe, dagger, flail, gauntlet, gunblade, hammer, polearm, saber, sword, whip.
- SLOW RANGED WEAPONS: Thrown weapons, or ranged weapons that fire large visible projectiles also attack your Dex defense: censer, steambow, scroll, staff, tome, talisman or wand attacks, throwing axe, clockbow, throwing dagger, etc.
- **SPELLS:** Magic weapons usually attack your dexterity defense when the spell calls for only one target. These spells often produce rays, beams, orbs or other avoidable dangers.

GUTS DEFENSE

PASSIVE = 10 + MAS + ETH + 👫 - 쇼

Your Guts measures your ability to resist anything that cannot possibly

be dodged. Anything that envelops you in its area of effect, or anything that you cannot defend against will be an attack upon your Guts. The higher it is, the better you will be at shielding yourself from explosions, resisting a disease and pushing on despite hardship.

SIZE: Small characters (those with a size penalty) get a penalty to their defense while large ones get a bonus.

HALF DAMAGE: Unless otherwise stated, a damaging attacks upon your Guts will still deal half damage on a failed attack. While you can't avoid them, a high Guts will help you to minimize the damage.

ATTACKS VERSUS GUTS: In addition to abilities and other unique attacks on your Guts, there are a number of Guts attacks that you always have to look out for.

EXPLOSIONS: A grenade is a Guts attack.

- ✤ AREA EFFECTS: Attacks that cover an area and deal damage are attacks upon your Guts: lance, cone, aura, wall, etc.
- **TOXINS:** You body's natural fortitude is the only thing that can protect you from poisons, disease and other illnesses.

WITS DEFENSE

PASSIVE = 10 + Log + Vig

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Your Wits measures your ability to dodge anything that you can't see coming. Anything that moves too fast for the eye to see, or tries to beguile your senses will be an attack upon your Wits. The higher it is, the better you will be at detecting lies and social deception, avoiding firearm attacks, shaking off spells that affect the mind and noticing those who try to evade detection.

NO MODIFIERS: Your Wits defense is not modified by your size, armor penalty nor burden penalty. Status effects and other penalties can affect it normally, though.

ATTACKS VERSUS WITS: In addition to abilities and other unique attacks on your Wits, a number of common situations and skill checks also count as Wits attacks.

- FIREARMS: All single shot firearms attack your Wits defense: blunderbusses, gunblade shot, musket, pistol and repeater attacks.
- MIND ATTACKS: Attacks that assault the mind, usually from abilities, always attack your Wits.
- SOCIAL SKILLS: Lying, bluffing, deception, convincing, reasoning, impressing, insulting, performing and any other type of social manipulation is an attack upon your Wits. If the attack succeeds, you are convinced, impressed, insulted, etc.
- HANDLING: Handling a creature that can't speak, be it a steamtoiler or a rhino tortoise, is an attack upon the creature's Wits. Use this only if the creature hasn't already been taught.
- PERCEPTION: Thievery and stealth checks made against you are Wits attacks. To go undetected, the perpetrator must try to avoid your perceptions.

CHAPTER 5: PASSIVES

ENDURANCE



Health, Steam and Armor are the numbers that mark your chances of survival. Your Health is your physical capacity for punishment and ability to soak damage without being overwhelmed by pain. Steam is your stamina and the energy that you use to activate special abilities. Armor is the amount you reduce from enemy damage.

- **HEALTH:** Whenever you take damage, you lose Health. When you have zero or less Health, you're beaten.
- **STEAM:** Whenever you use an ability, you lose Steam. When you have zero or less Steam, you're beaten.
- **ARMOR:** Whenever you take a critical hit, your armor gets damaged. When your armor reaches zero (the absolute minimum), you will be more vulnerable to any attack.
- **TREST:** Resting restores Health, Steam and Armor.

HEALTH

PASSIVE = LEVEL + $(2 \times [AGI + POW + MAS + STA])$



Health is an overall rating which includes your determination to continue despite minor cuts, scrapes and bruises, your ability to roll with a blow and turn a serious hit into a minor one, and your body's natural toughness and resilience.

Generally, a single direct hit from any weapon is enough to fell a man. Consider your Health to be buffer zone that comes before the final blow—you take some cuts and scrapes, roll with a few of the heavier blows and chip your armor, but only the last hit truly gets through. Then you're beaten.

STEAM

PASSIVE = LEVEL + $(2$	× (ETH +	+ Log + Vig	; + STA])

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Steam determines how long you can keep fighting before you just can't stand any more. Steam represents a number of mental and physical qualities—your concentration, your will to fight on, your mental endurance, the limits of stress you can take and your adrenaline tolerance.

You only lose steam when you use abilities to do fantastics things in combat. If you pace yourself and use abilities wisely, you can fight for longer without being exhausted. If you blow it all in the first few rounds, you leave yourself exposed and unable to retaliate against high-power, late-combat attacks.

If you really must, you can use an ability that costs more Steam than you have left. You current steam will go to zero or a negative number. The ability works normally, but you're immediately beaten afterwards. You'd better be sure this last ditch effort will take out the enemy threat.

ARMOR

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Your armor isn't a measure of skill, but a choice you make based on your profession, your wealth and your position in your groups marching order. You should buy whatever armor suits your character and try to minimize the penalties incurred by it.

ARMOR: Every time you take damage, you can reduce the damage by your total armor value. Add up the totals for your physical, elemental and ethereal armor.

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Physical damage is reduced by your physical armor. Elemental damage is reduced by your elemental armor. Ethereal damage is reduced by your ethereal armor. Different types of armor have varying levels of protection. See Chapter 7: Equipment, or refer to the Equipment Codex for details.

ARMOR PENALTY: Your armor penalty is the sum of all penalties from pieces of armor you are wearing. If you are using a shield, add it's penalty to the total of your other pieces.

TOTAL PENALTY = SUM OF ALL ARMOR PENALTIES

Apply your armor penalty to any skill marked with the helmet (\mathbf{n}) icon. These skills require flexibility and movement, which is much harder when wearing a suit of armor.

DENTS: When you take a critical hit, your armor gets dented. Dents reduce the physical, elemental and ethereal protection of your armor. For example, 3 dents reduces your physical armor by 3, your elemental armor by 3 and your ethereal armor by 3.

BEATEN

True adventurers don't die when they're beaten. They clutch their wounds and crawl away to recover and fight another day. You won't die when you don't have any Health or Steam left. You'll just fall to the ground, beaten but still conscious.

BEATEN: You are beaten when reduced below 1 Health or 1 Steam (current Health and Steam can be negative numbers). Beaten characters take massive penalties to everything, and can be killed outright by a single direct blow.

- ✤ You take a -10 penalty to all checks.
- ↔ You take a -10 penalty to all damage you deal.

- ↔ You take a -10 penalty to all defenses.
- ↔ You are helpless (melee attacks and close ranged attacks instantly kill you, you can only 1 standard action per round, your can only use standard move actions and your Speed is halved until you recover).

If you are damaged but not killed (caught in a blast radius, for example), you take the damage and your Health is reduced even further. Both Health and Steam can be reduced indefinitely in this way.

MAX HEALTH AND STEAM ENDS BEATEN STATUS

This status effect ends when both your Health and Steam are at their maximums again. Having a positive number for Health and Steam isn't enough to restore you to fully working condition.

DEATH

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Beaten creatures and adversaries die in a few minutes, but beaten player characters and special non-player characters will recover if then can avoid harms way long enough to heal.

SLOW DEATH: Normally, a beaten creature dies after 1d6 minutes if it isn't tended to by another.

Player characters are special because they do not die when beaten. They take huge penalties but can eventually recover.

INSTANT DEATH: When you sleep, when you are beaten, or when you are helpless, you have no ability to defend yourself—you are helpless (as per status effect). So, any melee attack or ranged attack at close range instantly kills you (including Combos and Splits).

IS DEATH THE END?: If you are truly attached to your character, ask the GM to spare them and you will be presented with some grim alternatives to death. See the Master's Codex for details.

REST



Resting replenishes lost Health, Steam and Armor. You can rest for a minute, an hour or a night.

24 HOUR LIMITS ON REST: A short rest is a minute's rest. A longer rest is an hour's rest. The longest rest you can take is a night's rest of eight hours. Each 24 hour day has a limite on the number of rests you can take.

MINUTE'S REST = MAXIMUM 3 PER DAY HOUR'S REST = MAXIMUM 2 PER DAY NIGHT'S REST = MAXIMUM 1 PER DAY

You can't spend all day resting—a certain amount of rest is useful and anything more is just wasted time. You can take three minute rests per day, up to two hour rests per day and only one night's rest.

Resting any longer than this in a 24 hour period has no beneficial effects. When the next 24 hour period comes around you start a new day and can take minute, hour and night rests again.

INTERRUPTED REST: If your rest is interrupted at any time before completion, you gain no Health, Steam nor Armor. However, this does not use up the rest for today—you can try again until successful, then you cross that rest off the list.

- MINUTE'S REST: [10+LEVEL STEAM, 1 ARMOR] A minute's rest restores a small amount of Steam and Armor. You stop to catch your breath and drink water.
- HOUR'S REST: [10+LEVEL HEALTH, MAX STEAM, 10 ARMOR] An hour's rest restores a small amount of Health and Armor, and your Steam is replenished to maximum. You sit, eat, drink water and perform maintenance on your weapons and armor.
- NIGHT'S REST: [MAX HEALTH, MAX STEAM, MAX ARMOR] A night's rest restores your Health, Steam and Armor to their respective maximums. You have enough time to completely restore all your weapons and armor to full functionality and sleep for 6 hours.

NORMAL	HEALTH	STEAM	ARMOR
Minute's rest	None	10 + LEVEL	1
Hour's rest	10 + LEVEL	MAXIMUM	10
Night's rest	MAXIMUM	MAXIMUM	MAXIMUM

CHAPTER 5: PASSIVES






CLIMBING, RUNNING, SWINGING A SWORD AND FIRING A PISTOL. SKILLS REPRESENT WHAT YOUR CHARACTER IS GOOD AT, WHAT HE HAS STUDIED OR PRACTICED, AND WHAT HE HAS LEFT TO LEARN.

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Skills are the basic tools of your character—they allow you to climb, swing a sword, haggle, fire a musket and so on. Each time you use a skill, there is a chance of success or failure. The higher your skill bonus, the more often you will succeed.

NEW SKILLS



While this chapter covers much of what your character can do, the possibilities are limited only by your imagination. You might want to have a skill that allows you to retrieve ammunition from your fallen foes, wield an exotic blade-staff weapon or even learn to read lips.

NEW SKILL: Skills are things that every person has the potential to do naturally, to some degree. It doesn't take a lifetime to learn how to do this skill.

New Profession: If your idea takes a lifetime to learn and perfect (swordsmithing, enchanting, engineering, etc.) then it is unsuitable as a skill. Adventurers don't have time to endure lengthy apprenticeships in order to become craftsmen. Your idea would be better suited to a new class of its own.

SKILL CHECKS



Skills are used to perform actions. You can use a skill to attack an enemy, pick a lock or jump over a chasm. Most applications of a skill require a skill check. Offensive actions made against an enemy require an 'attack roll' of some sort which is also a skill check. The only exceptions to this are instinctive actions that you couldn't possibly fail, such as speaking your native language, picking up or readying an item or walking.

SKILL CHECK = d20 + SKILL TOTAL

You might also add bonuses to your skill from special class features, items or temporary status effects. Everything stacks together.

- CLASS: Each class gains a bonus to certain skills. VITAL: Each skill has a particular vital linked to it. Add the vital to
- the total skill bonus. When you improve your vitals, your skill total bonus improves too.
- MODIFIERS: Your static modifiers—armor penalty (命), number of loads carried (垫) and size penalty (舳). Remember, a double negative for size results in a bonus, but armor and Load are always penalties.

CHAPTER 6: SKILLS



The target number is a measure of how difficult it is to succeed at a skill. The range of difficulties are shown below to give an idea of how skilled you need to be to succeed on such a skill check.

BEGINNER: [TN 10] Lift two loads of weight.
BASIC: [TN 15] Lift two loads of weight.
EASY: [TN 20] Smash open an old rotting chest.
STANDARD: [TN 25] Answer general knowledge trivia.
TOUGH: [TN 30] Repair a broken firearm.
CHALLENGING: [TN 35] Pick an excellent locked door.
DAUNTING: [TN 40] Climb a sheer cliff face.
FORMIDABLE: [TN 45] Appraise an ancient artifact.
HEROIC: [TN 50] Impress an aging king.
LEGENDARY: [TN 55] Navigate through an etherstorm.
IMPOSSIBLE: [TN 60+] Leap over a 12 yard chasm.

TARGET'S DEX: Dexterity is the target number for attacks that you can see and dodge. Most melee weapons are against a target's Dex defense because they can be parried, blocked, sidestepped or evaded. Small, lightly armored targets will have a high Dex.

TARGET'S GUTS: Guts is the target number for attacks that the target can resist but not dodge or evade. Large explosions, magic areas, enveloping gas clouds and airborne diseases are examples of such attacks. Big monsters or heavily armored targets usually have high Guts.

TARGET'S WITS: Wits is the target number for attacks that you can't see or dodge, but you can preemptively avoid. It sums up your awareness, perception and willpower. You can't dodge a gunshot, but if you notice the firearm pointing in your direction, you can momentarily pull back behind a tree.

WEAPON SKILLS

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There's a lot to consider when arming up your character. Each of the weapon skills listed below has an array of weapons given in the Equipment Codex.

FAMILY: There are six weapon families. Each weapon family has unique abilities that make them very effective. Some rare weapons have elements of two families.

- FORM: Most weapons have one-handed and two-handed variants. Some are exclusively one-handed or two-handed. You can dual wield any type of one-handed weapon.
- **STANDARD ATTACK:** The standard attack of a weapon is either a ranged attack, a melee attack or something else. Abilities are not standard attacks and have all sorts of different area types. The grenade and dragongun are special exceptions.
- **TN:** The target number you have to equal or exceed in order to succeed on a skill check. This will be either the target's Dex, Guts or Wits.
- **DAMAGE:** On a successful check, your weapon deals damage. The W signifies the natural damage of the weapon you are using (one or two dice). The vital is added to this damage. See the Equipment Codex for weapon statistics.
- **RELOAD:** Reloading a weapon is either a utility action or a long utility action. Reloads don't require a check, and you are off guard while reloading.
- **COSTS 1 AMMO:** Some weapons are especially designed to produce effects unlike standard attacks. In these special cases, an ability area of the noted type only depletes your weapon's ammunition capacity by one, even if the ability says otherwise.

AMMO, CAPACITY & RELOADING



CAPACITY: Projectile and scientific weapons have a limited number of attacks before they need to be reloaded. This is the weapon capacity. Each attack reduces the capacity (expends ammunition). When the capacity reaches zero, you can't make any more attacks.

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RELOADING: Reloading restores the weapon capacity to maximum.

It takes either a utility or long utility action. You are off guard while you reload if you finish your turn with a reload action.

AMMUNITION COSTS: Different types of attacks consume more ammunition. In general, any action that requires a weapon check or deals weapon damage uses ammunition (depletes the capacity of your weapon).

- + USES 0 AMMUNITION: Self, non-offensive abilities.
- **USES 1 AMMUNITION:** Ranged, melee, other.

USES X AMMUNITION: Blast X, Cleave X, Cloud X, Combo X, Cone X, Lance X, Slash X, Split X, Square X or Wall X.

SPECIAL CASES: Some projectile and scientific weapons have special exceptions—certain types of area attacks only cost 1 ammunition regardless of how big they are.

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WEAPON SKILL	FAMILY	STANDARD ATTACK	TN	DAMAGE	RELOAD	ONLY COSTS 1 AMMO
Staff	Arcane	Mel./Ran.	Dex/Dex	W+LOGIC	Day's Rest	
Wand	Arcane	Mel./Ran.	Dex/Dex	W+LOGIC	Day's Rest	
Scroll	Divine	Mel./Ran.	Dex/Dex	W+Spirit	Day's Rest	- 11-11-11
Tome	Divine	Mel./Ran.	Dex/Dex	W+Spirit	Day's Rest	-
Axe	Martial	Melee	Dex	W+FIRE		-
Dagger	Martial	Melee	Dex	W+AIR	-	-
Flail	Martial	Melee	Dex	W+EARTH		
Gauntlet *	Mart. & Sci.	Mel./Ran.	Dex/Dex	W+EARTH	-	-
Gunblade *	Mart. & Proj.	Mel./Ran.	Dex/Wits	W+WATER	-	Cleave, Slash
Hammer	Martial	Melee	Dex	W+EARTH	-	-
Polearm	Martial	Melee	Dex	W+WATER		-
Saber	Martial	Melee	Dex	W+AIR	-	-
Scepter	Martial	Melee	Dex	W+WATER		-
Sword	Martial	Melee	Dex	W+FIRE		-
Unarmed	Martial	Melee	Dex	W+FIRE		-
Whip	Martial	Melee	Dex	W+AIR	-	
Blunderbuss	Projectile	Ranged	Wits	W+EARTH	Long Utility	Cone
Clockbow	Projectile	Ranged	Dex	W+AIR	Utility	
Gunblade *	Mart. & Proj.	Mel./Ran.	Dex/Wits	W+WATER	Long Utility	Cleave, Slash
Musket	Projectile	Ranged	Wits	W+WATER	Long Utility	Lance
Pistol	Projectile	Ranged	Wits	W+AIR	Utility	
Repeater	Projectile	Ranged	Wits	W+EARTH	Never *	All Abilities Free
Steambow	Projectile	Ranged	Dex	W+FIRE	Long Utility	Lance
Censer	Occult	Mel./Ran.	Dex/Dex	W+ENERGY	Day's Rest	- 10 - 10 - 10 - 10 - 10 - 10 - 10 - 10
Relic	Occult	Mel./Ran.	Dex/Dex	W+ENERGY	Day's Rest	
Gauntlet *	Mart. & Sci.	Mel./Ran.	Dex/Dex	W+EARTH	Utility	All Abilities. Cost 1
Dragongun	Scientific	Cone	Guts	W+FIRE	Long Utility	All Abilities. Cost 1
Grenade	Scientific	Blast	Guts	W+WATER	Utility	All Abilities. Cost 1
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* See weapon description for details.

ARCANE WEAPONS

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SKILL BONUS = CLASS + LOGIC - 4 - 1

DAMAGE TYPE: [ACID, ELECTRIC, FLAME, ICE] The default damage type for a staff or wand is acid, electric, flame or ice. You choose the damage type whenever you make a standard attack. However, other damage types are possible with the right abilities.

STAFF: [LOGIC] Arcane practitioners who are serious about their magic are likely to want a powerful staff to augment their abilities. Staves are more powerful than wands, wielded in two hands and can produce greater effects.

Staves are not used to physically smash your enemies. Usually, the attack is delivered by a light touch of the tip, or hurled by your offhand.

WAND: [LOGIC] The art of magic used to be about prestigious academic traditions, amazing theorems and dedication. But nowadays arcane practitioners want nothing more than the fanciest wand they can get their hands on. Two wands can be wielded at once, one in each hand.

Wands deliver melee attacks with a light touch of the wand tip, not by heavy bludgeoning.

DIVINE WEAPONS

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Skill Bonus = Class + Ethos - 4 - 🛱

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DAMAGE TYPE: [(HEALING), SONIC, LIGHT] The default damage type for a scroll or tome is sonic or light. Choose the damage type whenever you make a standard attack. However, other damage types are possible with the right abilities. It is worth mention that divine weapons have access to the best healing abilities but healing is not a default damage type.

SCROLL: [ETHOS] Deep in the cloistered halls of the church, scribes are at work, creating the weapons of the church—magnificent works of calligraphy ensorcelled with divine hymns, axioms, maxims and prayers. Divine scrolls are much more than words on a page.

Scrolls are fragile so melee attacks with the scroll are delivered by voice or the touch of the baton around which the scroll is wrapped. Two scrolls can be wielded at once, one in each hand.

TOME: [ETHOS] Sounding the hallowed words of the church channels the sacred magic of the divine mechanism. While much of the paragon's writings were burned in the cleansing fires of the Cataclysm, the remaining texts were preserved, renewed and transformed into religions—the churches of the New Epoch. Tomes from these churches radiate divine power.

The tome itself cannot be used to make attacks. The tome is held in one hand while the other hand delivers the magical effect by pointing, touching, waving and so on. CHAPTER 6: SKILLS



SKILL BONUS = CLASS + VITAL (VARIES) - 쇼 - 🎋

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DAMAGE TYPE: [PHYSICAL] The default for any martial weapon is Physical damage. However, other damage types are possible with the right abilities.

-AXE: [POWER] Nothing solves a bugbear better than a good old axe to its head. The unique, weighty, cleaving arc of the top-heavy

- axe makes it the most damaging and brutal of melee weapons in a warriors arsenal.
- DAGGER: [AGILITY] There is no blade more personal than the dagger-it is the politician of weapons. Aside from its obvious use as a backstabber, daggers get the job done cleanly without drawing much attention. Whether your sport be subterfuge or show, an extra dagger is an awfully handy thing to have up your sleeve.
- FLAIL: [MASS] Flails excel at wrapping over shields, snaring weapons, and hooking into opponents. But most of all, they enjoy a notorious flair for producing gruesome wounds. A certain nastiness accompanies the flail and all those that carry them.

GAUNTLET: [MASS] See scientific weapons for details.

GUNBLADE: [STAMINA] See projectile weapons for details.

- HAMMER: [MASS] Few sounds are more unnerving than the bone snapping crunch of a hammer fall. While critical hits are unlikely, when the clumsy, massive, sledge head connects, carnage is absolutely assured. Whether it's construction or killing you want, hammers are simply irreplaceable.
- POLEARM: [STAMINA] The spear, halberd, ranseur, glaive and a wide variety of related polearms have the unique ability to strike others from range and keep enemies at bay. They are also incredibly effective when set to receive a charge from a mounted adversary, or when used in a formation.
- SABER: [AGILITY] Unlike swords, sabers are curved, single edged blades, typically fashioned with a basket hilt to protect the hand that holds it. Agile swordsmen prefer these blades over the heavy warrior swords, using sabers exclusively for courtly duels. While they might not be as damaging as swords, their blades are keener, producing easier criticals.
- SCEPTER: [STAMINA] Often employed by the conservative clergy to minimize bloodshed, maces, clubs and scepters are also found in the hands of the budget wary or where bladed weapons are outlawed. Either way, the cheap price, low maintenance and availability of scepters makes them commonplace anywhere.
- SWORD: [POWER] Often thought of as the quintessential hero's weapon, the sword is a straight bladed, reliable slashing weapon, employed by adventurers of every nation. In addition to the great selection of styles and blades available, the sword boasts a very pleasing high-damage/easy-critical ratio, which makes it a favorite among melee arms.
- UNARMED: [POWER] Brawling, wrestling, fist fighting and even trained martial arts are all examples of unarmed fighting. Such a skill is useful dealing with street thugs, when disarmed by a fine swordsman or whenever you don't want to use lethal force. However, to the dedicated mechanist, unarmed combat is the very pinnacle of martial perfection.
- WHIP: [AGILITY] The serpentine whip is a dangerous and versatile weapon. In the hands of a trained user, it is able to attack enemies at range, and clap like thunder.

OCCULT WEAPONS

SKILL BONUS = CLASS + VIGOR - 4 -



DAMAGE TYPE: [DARK, NECROTIC, POISON] The default damage type for a censer is dark, necrotic or poison. You choose the type of damage each time vou make a standard attack. However, other damage types are possible with the right abilities.

CENSER: [VIGOR] The secret art of censer magic was developed from the writings of the paragons, and rituals dating back to the Forgotten Age. Each censer contains one securely fastened relic (a vial containing a preserved piece of an immortal being).

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Censers are not used to make physical attacks upon others, they provide the magic so that the other hand can deliver an attack by touch or by pointing in the direction of the target.

RELIC: [VIGOR] Preserved in a murky greenish solution, bottled in a stoppered flask and wrapped in a protective cage, a relic (living piece of an immortal creature) is a powerful magical weapon. Relics soak up the ethers from all around them-it helps them regenerate and stay young while providing a source of energy for occult magics.

Because relics are so fragile, magics attacks that use a relic are not delivered by touching the target. The wielder uses their hand to perform the magical effect

The default damage type for a relic is dark, necrotic or poison. You choose the type of damage each time you make a standard attack. Abilities have their own fixed damage types.

PROJECTILE WEAPONS

Skill Bonus = Class + Vital (varies) - 쇼 - 🎋

DAMAGE TYPE: [PHYSICAL] The default for any projectile weapon is Physical damage. However, other damage types are possible with the right abilities.

BLUNDERBUSS: [MASS] This funnel-mouthed, straight-bore, widebarreled firearm bucks like a mustang and punches like a titan, making it an excellent choice for kick-starting any combat. While the blunderbuss lacks discretion and has an abysmal rate of fire, one shot can carve gaping holes through enemy ranks.

A blunderbuss can perform Cone abilities for only 1 ammunition, regardless of the area size.

- **CLOCKBOW:** [AGILITY] The antiquated crossbow, remade with the addition of clockwork engineering features two spinning discs that propel a bolt down the fuller at incredible speeds. It carries a clip of bolts that automatically drop down into the firing mechanism one after the other and is incredibly quiet.
- **GUNBLADE:** [STAMINA] Elegant and stylish, the gunblade is a twoin-one weapon that allows both ranged and melee combat. It is incredibly versatile, allowing the wielder to slice and shoot without changing weapons but is not quite as well balanced as a sword nor a pistol.

Gunblades are both martial and projectile weapons. They can make melee attacks without penalty inside the reach of enemies.

A gunblade can perform projectile Cleave and Slash abilities for only 1 ammunition, regardless of the area size. Martial attacks and abilities of any kind don't consume ammunition.

MUSKET: (STAMINA) The percussion cap musket is the longest range weapon in any adventurer's arsenal. The force of one bullet is greater than a spray of repeater pellets, piercing most armors easily. Unfortunately, the musket takes time to load and has a relatively poor ammunition capacity.

A musket can perform Lance abilities for only 1 ammunition, regardless of the area size.

- **PISTOL:** [AGILITY] The satisfying sizzle and puff of a percussion pistol sends a lead shot hurtling through the air. While, pistols are the least accurate and least damaging of all firearms, they are certainly the most common and the easiest to use.
- **REPEATER:** [MASS] The rattling grind of a repeater wheel spits a shower of lead pellets with each turn. These clunky, cumbrous firearms hold a large magazine packed with limitless gunshot, which is consumed at an alarming rate. Unfortunately, the time required to crank up a repeater makes it difficult to return fire quickly. Hence, repeaters are typically reserved for mounted defenses.

Before a repeater can be operated, you must crank and feed the weapon (long utility action), after which the weapon can be fired continuously without the need to reload. If unused for 1 minute, the weapon automatically unwinds, so it needs to be cranked at the beginning of every combat.

A repeater can perform any and all abilities for free, regardless of the area size. Repeaters have unlimited ammunition.

STEAMBOW: [POWER] Contrary to many predictions, the ancient longbow did not become obsolete after the invent of firearms—it became better. With pulleys, springs, clockwork gears and high grade steel, the new and improved steambow became a much more deadly tool than any could have expected.

A blunderbuss can perform Lance abilities for only 1 ammunition, regardless of the area size.

SCIENTIFIC WEAPONS

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SKILL BONUS = CLASS + VITAL (VARIES) - 4 - 1



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DAMAGE TYPE: [VARIES] Scientific weapons have different default damage types. Dragonguns cause Flame damage by default, gauntlets cause physical damage and grenades also cause physical damage. However, other damage types are possible with the right abilities.

DRAGONGUN: [POWER] Breathing cones of fire, the aptly named dragongun is a cruel device, indeed. While destruction of the enemy is more or less assured, the cumbrous weight of the dragongun and the risk of breaking fragile flasks of ammunition makes it a difficult weapon to transport.

A standard dragongun attack is a spray of fire: a Cone 4 or Cone 5 attack. A cone has zero range, but other abilities might allow you to make ranged attacks, using the listed range. You make your attack check and compare to every defense in the area, friend or foe. For each target your check succeeds against, you deal full damage. For each target your check fails against, you deal ½ damage. See the Adventure Codex for details on areas.

The default damage type of a dragongun is Flame, but it could deal other damage types or different area attacks with the right scientific abilities.

A dragongun only consumes 1 ammunition on any attack.

GAUNTLET: [MASS] Loaded with gearwork grip, glowing alchemical fluids, pneumatic punch, and steampunk style, the machina gauntlet is a fusion of alchemy, clockworks, steamworks, studs, spikes and blades. The gauntlet has a reservoir that can hold alchemical reagents needed for scientific abilities.

You can hold a weapon with your gauntlet, making your attacks clumsy but powerful. Take a -2 check penalty but gain +3 damage with combo (melee or ranged), cleave, melee, ranged, slash or split (melee or ranged) attacks. If you wear two gauntlets and wield a two handed weapon, you take a -4 check penalty and gain a +6 damage bonus.

Gauntlets are both martial and scientific weapons. You can make melee attacks without penalty when inside the reach of your enemies

A gauntlet only consumes 1 ammunition on any scientific attack. Martial attacks don't consume ammunition.

GRENADE: [STAMINA] Grenades don't have to hit their targets. They just have to land near enough to catch them in the explosion radius.

Grenade attacks are a Blast 3, maybe larger or smaller. Nominate the blast center and the range at which you are making the attack. All targets in the blast radius are affected, including any allies. Make a single throw weapon check against Guts (remember range penalties). For each target your check succeeds against, you deal full damage. For each target your check fails against, you deal ½ damage.

You can also use this skill to toss an item to your ally or throw a grapple. Find the total distance you want to throw (in yards) and halve it—that's the TN. Make your grenade check. If you succeed, the grapple grips onto something, the object lands where you wanted or is caught by an ally you are throwing to. Otherwise it lands 1d4 yards from the intended target in a random direction (and doesn't take if it's a grapple).

Grenades are consumed 1 by 1 as you throw them. Unlike other weapons, grenades are destroyed when they attack.

UTILITY SKILLS



Utility skills are used to solve puzzles and overcome problems that you can't simply beat into the ground. They provide you with the means to come up with clever solutions to obstacles that frequently appear in adventures.

SKILL APPLICATION: [ACTION TYPE] Skill have different applications that are described in separate entries. First there is a description of what the skill can achieve with a successful check and what happens on a failed check. It also notes whether or not you can try again immediately.

The action is how long your character needs to make the skill check in the game. Different types of actions are detailed in the Adventure Codex.

- **TN:** [TARGET NUMBER] This is the number that you have to equal or beat on your skill check. Some different situations may be listed for examples, so the GM can give your skill check an accurate TN.
- **MODIFIERS:** Modifiers can increase or decrease your chances of success by increasing or decreasing the target number. Not every possible condition is listed here. If you can point out a condition that could warrant a bonus or note something that could penalize your enemy's check, the GM may award an advantage or disadvantage penalty (between -5 and +5). For more information, check the Adventure Codex.

BREAK

SKILL BONUS = CLASS + MASS - 4 +

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Killing and looting is not all adventurers do. They also leave a trail of destruction in their wake—broken doors, sundered furniture, cracked chests, shattered finery and crumbling statues. Yes, societies misfits love to play rough—none rougher than those with the Break skill.

BREAK OBJECT: [UTILITY ACTION] A Break check isn't used to destroy an item completely, but to bypass or open something by sheer force. Breaking down a door for example, doesn't destroy the door, but does knock it off its hinges. If you succeed, then you break the item in the fashion you wanted. If you fail, you merely scuff or tarnish the target and can't try again until tomorrow.

Large creatures are better at breaking things than small ones. Small characters get a penalty to Break checks while large characters get a bonus.

- TN: [VARIES + MODIFIERS] You make you attack upon the TN of the item you want to break, as listed below.
- + BASIC: [TN 15] A tin can, a typical scroll case, a book cover.
- **EASY:** [TN 20] A jewelry box, an ivory scroll case, a poorly made chest, a weak piece of furniture.
- **STANDARD:** [TN 25] A steel scroll case, an average chest, a standard piece of furniture, a poorly made door or gate.
- **TOUGH:** [TN 30] A well made chest, a strong piece of furniture, a thin wooden wall (dividing wall), an average wooden door.
- CHALLENGING: [TN 35] An excellent chest, a strong door, a thin brick wall (dividing wall), poorly made safe box, thin tree.
- ★ DAUNTING: [TN 40] A ½-foot thick wall, an average safe, an average tree.
- ← FORMIDABLE: [TN 45] A 1-foot thick wall, a thick tree, a secure safe, a thin dwarven gate.

UTILITY SKILLS	DESCRIPTION	VITAL	ACTION TYPE	TN
Stealth	Sneak up on your enemies.	Air	Move	Wits
Thievery	Steal from the unsuspecting.	Air	Utility, Minute	Wits, TN
Traps	Set and disarm traps.	Air	Minute, Hour	TN
Break	Smash doors and objects.	Fire	Utility	TN
Jump	Leap over traps and chasms.	Fire	Move	TN
Sprint	Run over slippery moss.	Fire	Long Move	TN
Climb	Scale a cliff face or mountain.	Earth	Move	TN
Heave	Lift or push a boulder.	Earth	Move, Utility	TN
Repair	Patch up your armor.	Earth	Minute, Hour, Day	TN
Navigate	Travel through perilous lands.	Water	Hour, Day	TN
Ride	Ride a steambike or monowheel.	Water	Utility	TN
Swim	Get across a river or lake.	Water	Move	TN
Convince	Persuade the guards to help.	Energy	Utility	Wits
Mercantile	Haggle or appraise goods.	Energy	Minute, Minute	TN, Wits
Search	Find a trap or hidden door.	Energy	Utility, Minute	Dex, TN
Lore	Recall bits of useful knowledge.	Logic	Utility	TN
Medicine	First aid, treat wounds, cure diseases.	Logic	Long Utility, Hour, Day	TN
Pilot	Take control of an airship.	Logic	Utility	TN
Charisma	Impress or insult the crowd.	Spirit	Utility	Wits
Handle	Control soldiers, minions or pets.	Spirit	Utility, Day	Wits, TN
Perform	Earn money through entertainment.	Spirit	Hour	TN

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CHARISMA Skill Bonus = Class + Vigor

In order to hobnob with the elite, one must be schooled in the finer points of etiquette—manners, wit, aesthetics, courtly music, flirting, theater, heraldry and the latest fashion. Similarly, in order to insult the enemy, one must know how to tease and taunt.

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IMPRESS/INSULT: [UTILITY ACTION] You can try to influence a target once per day. A successful check moves the target's disposition 1 step in the direction of your choice (they become more willing to help or hinder you) for 1 hour, after which it returns to normal. If your check fails, they are not amused by your efforts.

- **TN:** [TARGET'S WITS + MODIFIERS] Impressing or insulting someone is an attack upon their Wits. Target's with no Wits are easily impressed or insulted, while those with high Wits are very difficult to affect.
- **DISPOSITION:** Disposition is a sliding scale with the following ratings: enemy, rival, annoyance, indifferent, acquaintance, friend, ally. See the Adventure Codex for details.

MODIFIERS: Some conditions affect the Charisma TN.

← SUBJECTS, PEERS, BETTERS: [TN -5 TO +5] Those of lower standing are your subjects, and are easier to impress or insult. Your peers are those with the same social standing as you. Your betters are more difficult to affect, as they don't have any stock in your opinions.

CLIMB

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SKILL BONUS = CLASS + STAMINA - 4 -

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The trained adventurer knows that perilous falls and lofty heights are all part and parcel of a good day's work. To successfully scramble up airship rigging, scale a cliff, climb to a window, or escape from a deep pit, you'll need to invest in the Climb skill.

CLIMB: [MOVE ACTION] (½ SPEED) Make your Climb check against the difficulty of the surface you want to climb. If successful, you move half your Speed up or down the wall. If you fail, you don't move at all but can try again on your next move action. If you fail two consecutive Climb checks, you fall and take damage.

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- **TN:** [VARIES + MODIFIERS] Depends on the surface you want to climb.
- **ROUGH SURFACE:** [TN 20] Rough walls have abundant hand holds and footholds. Lumpy natural cavern walls, trees with low branches or low buildings are typically rough walls.
- KNOTTED SURFACE: [TN 25] Knotted walls have some hand holds, but they are irregular and infrequent. A rock face, a tree with sparsely spaced branches or a high building is usually a knotted wall.
- UNEVEN SURFACE: [TN 30] Uneven surfaces have very few hand holds and footholds. Wrinkled solid rock walls, a tree trunk with no branches or rough stone masonry are uneven surfaces.
- **SMOOTH SURFACE:** [TN 35] Smooth walls have no hand holds or foot holds large enough to grip. Fortress walls, iron walls and polished stone masonry falls into this category.

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CHAPTER 6: SKILLS

MODIFIERS: Some conditions affect the Climb TN.

SLOPE: [TN +0/+5/+10/+15] An incline or bank that is too steep to walk or scramble up; an almost vertical incline; a truly vertical incline; a lip that juts out at the top of a wall.



Social manipulation, diplomacy, gift of the gab, persuasion, cockand-bull story, truth or falsehood—this skill measures your ability to convince others of anything you want them to believe, regardless of whether it is fact or fiction.

- **BLUFF/PERSUADE:** [UTILITY ACTION] Whenever you want to convince someone of something, A successful check indicates that the target believes you. On a failed check, the target fails to see the light of your argument or simply doesn't believe you but you can try again after they have a night's rest.
- **TN:** [TARGET'S WITS + MODIFIERS] Convincing someone is effectively an attack upon their Wits defense. Targets with little or no Wits about them are very gullible, easily persuaded. Targets with exceptionally high Wits will often find a flaw in your argument or catch you lying.

MODIFIERS: Conditions affect the TN of your Convince check.

- ← **DISPOSITION:** [TN -5 TO +5] When lying, the more someone trusts you, the more willing they are to believe you. However, if they find out you're lying, their friendship will weaken.
- LIKELINESS: [TN -5 to +5] The more believable or viable your story is, the more likely you are to succeed at persuading or lying. The less likely, the more difficult it becomes.

HANDLE

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SKILL BONUS = CLASS + ETHOS



The Handle skill is used for controlling and commanding animals, beasts, 'thinking' clockwork and steamwork constructs, and any creature of low intelligence. Riding a mount is a more specialized type of handling, usually pertaining to light vehicles, covered exclusively by the Ride skill.

CONTROL: [UTILITY ACTION] You can control a trained soldier or creature for 1d4 rounds on a successful skill check. You can perform all the target's moves, skill checks and actions on your turn. If the target hasn't had its turn this round, it acts immediately after you. On a failed check, or when the time is up, the GM controls the creature—it acts as a normal creature of its kind.

Wild creatures, fresh recruits or brand new machines can't be controlled in this manner. Trained hirelings, soldiers or creatures can be controlled. Player characters can't be controlled either. Groups of creatures can be controlled but there is a penalty per extra creature beyond the first. Loyal targets may have a loyalty modifier which makes them much easier to control.

TN: [TARGET'S WITS + MODIFIERS] You have to beat the target's Wits to control it.

To control a group of creatures, take the highest Wits score in the group and each creature beyond the first adds a +1 to this TN. If you succeed, you can control the group. This only applies to creatures that work as a group—soldiers, thralls, etc.

- **TRAIN:** [1 DAY ACTION] Training takes one day, after which you make a Handle check. A successful check means the creature has been trained and can be controlled. A failure means it can't the creature has not been trained, so can't be controlled yet.
- **TN:** [10 + CREATURE LEVEL] Creatures of a higher level are harder to train. If a creature is intelligent enough to speak, it is much easier to train.

- MODIFIERS: Some conditions affect the TN of all Handle checks.
- ★ LOYALTY: [TN -10/+10] When a creature is loyal or befriended to you, it is easier to control (TN -10). When it is loyal to someone else it is harder to control (TN +10).
- ★ STEAMWORK OR CLOCKWORK: [TN -20/+20] Trained steamtoilers or clockwork perpetuals are much more obedient than animals. However, they only obey their masters—those who wear the control apparatus. For any others, it's incredibly hard to make them do anything.
- CONTROL GROUP: [TN +1 PER EXTRA CREATURE] For every creature beyond the first you increase the target number. This only works for creatures that are trained to be part of a group.

CHAPTER 6: SKILLS

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HEAVE Skill Bonus = Class + Mass - 4 - 🛱 -19/2/05/07/3 CHARLE O'LORD OLD -10

Heroes of legend are fondly remembered for their amazing feats strength: holding a portcullis open, lifting a boulder, pushing a block, hoisting a crate, or pulling a cart. Sheer brawn has varied applications, many of which can be applied with the Heave skill.

If two people try to move the same weight, it is easier. Use their combined loads and have the character with the best Heave skill (player's decide) make the check. Don't add the characters' speeds together nor their check bonuses.

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- PUSH/PULL: [MOVE ACTION] (1/2 SPEED) If the object in question is more than 5 loads (6 loads or more), you need to make a Heave check to move it. If you succeed, you can push or pull the object at half your normal Speed. If you fail your check, you can't move the object and you cannot try again until you've had a night's rest.
- TN: [TN 3 PER LOAD + MODIFIERS] Compare the weight of the object to the character's Load. For every Load of the object, the TN is 3. So an object of seven loads would have a target number of 21 for example.
- + METAL: [250/5,000 LBS. PER CU. FT./YD.] Metal weights about 250 lbs. per cubic foot or about 5,000 lbs per cubic yard.
- STONE: [200/3,750 LBS. PER CU. FT./YD.] For stone, a cubic foot weighs about 200 lbs. A cubic yard of stone weighs around 4,000 lbs.
- + WOOD: [150/2,500 LBS. PER CU. FT./YD.] For wood, a cubic foot weighs about 150 lbs. while a cubic yard weighs about 3,000 lbs.
- + CARGO/LUGGAGE: [100/1,250 LBS. PER CU. FT./YD.] Cargo or luggage is a mixed lot of paper, fabrics, foodstuffs and any other materials.

- HOIST/LIFT: [UTILITY ACTION] If the object in question is more than 5 loads (6 loads or more), you need to make a Heave check to move it. If you succeed, you can hoist or lift the object 1 yard. If you fail, you can't move the object nor try again till you've had a night's rest.
- TN: [TN 5 PER LOAD + MODIFIERS] Compare the weight of the object to the character's Load. For every full Load of the object, the TN is 5. Lifting four loads above has a TN of 20.

MODIFIERS: Some conditions affect the TN of your Heave check.

- ↔ ROPES & PULLEYS: [TN -10] A system of pulleys, a crane, or block and tackle attached to a weight lifting or hoisting easier.
- WHEELS: [TN -20] If the weight is on wheels, then it is much easier to push or pull.
- UPHILL: [TN +10] If you have to push a weight uphill, it is much harder. Pushing downhill is an automatic success.

JUMP

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SKILL BONUS = CLASS + POWER - 4 -



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Adventurers typically have many obstacles to hurdle. Whether you want to leap across rooftops, vault low fences, jump chasms, or chase after those doing so, you'll need to use Jump skill.

- JUMP: [MOVE ACTION] (SPEED VARIES) You make a Jump check against the distance that you want to jump. If you succeed, you clear the entire distance of the jump (even if that distance is greater than your normal Speed). If you fail, you jump only half the required distance and fall to the ground (not too dangerous for a high jump but often fatal for a long jump).
- TN: [VARIES + MODIFIERS] Jumps are usually vertical or horizontal. For jumps with both vertical and horizontal components, add or subtract the height TN from the length TN to get the total.
- + LONG JUMP: [TN 5 PER YARD] The target number is 5 for every yard of horizontal distance you want to jump. So a three yard wide chasm would have a Jump TN of 15.
- + HIGH JUMP: [TN 10 PER YARD] The target number is 10 for every yard of vertical distance you want to jump. So a ledge two yards above you would have a Jump TN of 20.

MODIFIERS: Some conditions can affect the Jump TN.

- ← RUNNING START: [TN -5] You can use a run up to boost your jumping distance. If you can move your full Speed before the jump, you can take advantage of this bonus.
- + REACHING A LEDGE: [TN -10] Sometimes, at the end of your jump you merely need to reach a ledge with your arms. This makes the jump easier, but you might need to use a Climb action to reach your destination.
- + POLE VAULT: [TN -15] When you have enough space to make use of a pole, you can vault over greater distances. The pole must be at least as tall as your character to grant this bonus.

CHAPTER 6: SKILI

LORE

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SKILL BONUS = CLASS + LOGIC

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The desire for knowledge, like the thirst for riches, increases ever with the acquisition of it. Books, tomes, manuscripts, blueprints, maps, treaties, guides and volumes are the key to providing endless helpful hints and clues about your adventures. With this skill, you can obtain useful tidbits of information from the GM and may use it to your advantage.

If you want, you can choose a specific field of knowledge and receive a +5 bonus to Lore checks within that field but take a -5 check penalty to all other Lore checks. Typical fields of knowledge are ancient history, creature lore, dungeoneering, factions and politics, geography, magical lore, myths and legends, planes and other worlds, recent history, science and technology.

- LORE: [UTILITY ACTION] You make a Lore check every time you want to know about something specific (which your character doesn't already know). On a successful check, the GM gives you some useful information on the topic. On a failed check, you don't know anything about that topic and can't try again until you've had a night's rest.
- TN: [VARIES] The difficulty involved in Lore checks is determined by how specific or obscure the information is.
- + BASIC: [TN 15] Known by others without training in this field.
- + EASY: [TN 20] General knowledge within your field.
- + STANDARD: [TN 25] Limited knowledge within your field.
- + SCARCE: [TN 30] Vry limited information, scarcely known lore.
- + RARE: [TN 35] Specialist knowledge, known only by experts.
- + SECRET: [TN 40] Secret lore, hidden information.
- + OBSCURE: [TN 45+] Obscure mysteries, lost enigmas, undisclosed info.

MODIFIERS: Some conditions can affect the Lore TN.

+ LIBRARY: [TN -10] In a library, you have less problems finding the information you want, as long as you have the time to search. MEDICINE

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Section Section 199

SKILL BONUS = CLASS + ETHOS



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Unpleasant treatments such as bleeding, emetics, leeches, burning needles, vaporiums, suction cups and bitter alcoholic tinctures are all part of a new era of medical experimentation. Those skilled at Medicine can perform all of these treatments and more-bandage wounds, slow poisons, restore health, perform surgery and diagnose disease and illness.

-FIRST AID: [LONG UTILITY ACTION] You reduce the target's

diminishing damage by half (all types of diminishing damage the target is suffering). This can be done every round until the target is no longer suffering any diminishing damage.

TN: [20 + MODIFIERS] The TN is 20, plus any appropriate modifiers. -----

TREAT WOUND: [1 HOUR ACTION] Once per day, you can carefully treat a patient's wounds by applying bandages, medicinal alcohol, stitches, and so on. On a success, you restore 1d12 Health and 1d12 Steam to the target.

- CURE DISEASE: [1 DAY ACTION] Cures a deadly disease ailing the subject. If successful, the disease is cured and the patient will not die from it-they can heal normally.
- TN: [10 + DISEASE RATING + MODIFIERS] You make your check against a TN of 10 + the disease's rating. Some diseases are harder to cure than others.

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MODIFIERS: Some conditions affect the TN of a Medicine check.

- + IMPROVISED TOOLS: [TN +5] If you don't have surgical tool with all the necessary medical equipment, you have to improvise.
- + HOSPITAL: [TN -10] When surrounded by the best medicines, medical equipment, and professional help, it is much easier to succeed on a Medicine check.

CHAPTER 6: SKILLS

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TN: [30 + MODIFIERS] The TN is 30, plus any appropriate modifiers.

MERCANTILE SKILL BONUS = CLASS + VIGOR -Charle Charles 10/500510-54 -Trade, appraisal, importing, haggling and bargaining, accounting,

banking and more. Enterprising individuals of the new world are skilled at organization, financing large operations and making profit through mercantile trade.

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- APPRAISE: [MINUTE ACTION] When appraising an item, on a success, you make a good estimate of the item's value (GM takes the actual value and secretly adds or subtracts 2d10%). On a failed check, you make a wild estimate (GM secretly adds or subtracts 2d20%).
- TN: [VARIOUS] For appraising the value of an item, the rareness or frequency of the item determines how difficult the skill check is. Generally, the players can look in the Equipment Codex to find the known price of an item, but sometimes an appraisal check will be required.
- + EVERYDAY: [TN 20] Things that people buy everyday: a shirt, a knife and fork, a boot, a bag of coal, a chunk of meat, a length of timber, a pound of salt.
- **COMMON:** [TN 25] Items that you don't buy everyday: the price of a room at an inn, a dressing table, a tall lamp, a bolt of cloth, a hammer and nails, a fine dress.
- + SCARCE: [TN 30] Uncommon adventurers' equipment and rare items: a clockbow, a suit of armor, a common shield, a pair of riding boots, an engraved chest.
- **RARE:** [TN 35] Fine equipment and prevalent types of jewelry: a silver band, a bracelet, a large gem, an ornamental weapon or firearm, an alchemist's collection of books.
- + OBSCURE: [TN 40] Works of art, expensive jewelry, extremely uncommon items: blueprints for a new type of weapon, an ancient tapestry, a jewel encrusted crown, an enchanted weapon or firearm.
- + UNIQUE: [TN 45+] A never seen before type of item: an artifact from the Era of Myth, a prototype vehicle, the throne of a forgotten king.
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- HAGGLE: [MINUTE ACTION] If bargaining with a shopkeeper, a success indicates a 10% discount. If you are selling goods, a success indicates a 10% mark up. A failure results in nothing but wasted breath.
- TN: [TARGET'S WITS + MODIFIERS] Trying to bargain is an attack upon the target's Wits defense.

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MODIFIERS: Some conditions affect the TN of a Mercantile check.

+ SHORTAGE: [TN ± 5] When there is a shortage of the item you want to buy or sell, it's harder to bargain for a discount, but it's much easier to sell at a higher price.

NAVIGATE

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SKILL BONUS = CLASS + ETHOS

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Maps, travel and navigation have never been so important, as explorers venture out to discover unchartered lands in the New Epoch. Use this skill to follow a map, plot a course for a voyage, make good time through difficult terrain, or follow the tracks of your mark.

Moving through the wilderness requires a check each day for travel or each hour for tracking. You can travel [1/2×Speed] miles per hour (only sustainable for 1 hour). You can move [20+Speed] miles per day (party moves at slowest person's pace).

- JOURNEY: [DAY ACTION] On a successful journey check, you move in the desired direction for 1 day. On a failed check, you move at half Speed in a random direction for the day and encounter a hazard native to that type of terrain (Master's Codex).
- TN: If travelling by land, the type of terrain you are moving through determines the TN and speed for all Navigate checks. If travelling by air or water, the weather determines the difficulty and speed. For details on terrain types and weather, see the Adventure Codex.
- + BASIC: [TN 15] (SPEED × 1) Plains. Fine, clouds, thin fog.
- + EASY: [TN 20] (SPEED × 0.9) Coast, scrubland. light rain/snow. ****** STANDARD: [TN 25] (SPEED × 0.8) Rolling hills, sparse forest.
- Light wind, thick fog.
- + TOUGH: [TN 30] (SPEED × 0.7) Rugged hills, dense forest. Heavy rain, heavy snow.
- CHALLENGING: [TN 35] (SPEED × 0.6) Desert, marshland, stony barrens. Impenetrable fog, strong wind.
- DAUNTING: [TN 40] (SPEED × 0.5) Low mountains, rocky badlands. Torrential rain, thick snow, squall.
- FORMIDABLE: [TN 45+] (SPEED × 04) Ironwaste, high mountains. Powerful wind, storm.
- HEROIC: [TN 50+] (SPEED × 0.3) Blightwood. Tempest.
- TRACK: [HOUR ACTION] Any time you encounter tracks, or find them with the Search skill, you can try to track them. On a successful skill check, you move for 1 hour and catch up to your mark (get within visual range) as long as your movement is at least one point higher than the mark's. On a failed check, you move in a random direction for 1 hour and lose the trail (the mark evades you). You might be able to backtrack and find the trail again, but the mark will be long gone.
- TN: [VARIES + MODIFIERS] The target number depends on the terrain type, exactly as the journey action (see above).

MODIFIERS: Tracking and traveling through the wilderness is a tricky business. Apply all possible modifiers from the list below:

- + ENEMY SIZE: [TN Min] (TRACKING ONLY) The smaller your quarry is, the harder it is to track. Larger tracks are obvious.
- GROUP SIZE: [TN -1 PER EXTRA CREATURE] (TRACKING ONLY) Larger groups of enemies are easier to track.
- + AGE OF TRAIL: [TN +5 PER DAY] (TRACKING ONLY) Older tracks become much harder to find.
- LANDMARKS: [TN -5] (+1 MILE PER DAY) Cities, very tall mountains, or geographical anomalies are examples of landmarks.
- TRAIL: [TN -10] (+2 MILES PER DAY) Following a trail greatly reduces the risk of getting lost and helps you move faster.
- **ROAD:** [TN -] (+5 MILES PER DAY) You don't need to make a Navigate skill check when following a road.

CHAPTER 6: SKILLS



Speeches, songs, narrations, instrumental music, laments, impersonating another, storytelling, conducting, acting or acrobatics. It's all covered by the performance skill.

You can learn one performing art for every +10 (or fraction thereof) you have for the Perform skill. Performance types could be singing, oratory, harpsichord, dancing, viol, lute, acting, shawm, organ, juggling or others.

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- **PERFORM:** [HOUR ACTION] On a successful check, your performance is a memorable one and you earn a profit (see below). On a failed check your performance was ordinary and you break even (or earn nothing at all). Any profit is the total after all other expenses have been paid.
- **TN:** [VARIES + MODIFIERS] The difficulty for swaying a crowd depends on the size of the crowd.
- **EMPTY STREET:** (TN 15) Typical streets are the worst place to busk, little better than begging (1d6 shillings profit).
- **BUSY STREET:** [TN 20] Busy streets are often contested territory for poor musicians and actors (3d6 shillings profit).
- TYPICAL TAVERN: [TN 25] A gig in a local tavern is the entertainer's typical work. The proprietor pays you according to how many patrons your performance attracts (2d8 shillings profit).
- ✤ POPULAR TAVERN: [TN 30] A popular tavern is frequented by many patrons, and draws much more profit. The proprietor pays you according to how many patrons your performance attracts (4d8 shillings profit).
- ← SMALL CONCERT: [TN 35] A 1-hour concert for up to a hundred patrons takes a week (9 days) to organize, but it can be performed several times in different locations (3d10 shillings profit per performance).
- **to LARGE CONCERT:** [TN 40] A 1-hour concert for up to a thousand patrons takes a month to organize, but it can be performed several times in different locations (5d10 shillings profit per performance).

MODIFIERS: Some conditions affect your Perform check.

BETTERS, PEERS & SUBJECTS: [-5 TO +5] It's more difficult to perform in front of your betters, as they are difficult to impress. Your peers are those with the same social standing as you. Your subjects, however are easily won over by a performance.

PILOT

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SKILL BONUS = CLASS + LOGIC



Biplanes, steambikes, frigates, airships, zeppelins, clockwork titans, steamhaulers and more. While all characters will know the basics of sitting in the drivers seat, to make full use of this new era of transportation one must be proficient in the Pilot skill.

Any character can start a vehicle and drive it in safe conditions but special maneuvers and stunts will be difficult to the untrained.



MANEUVER: [UTILITY ACTION] Vehicle movement happens automatically at the end of the pilot's turn. If he wants to do something different or special, he makes a Pilot check to alter the course of his vehicle before his turn ends. Otherwise it keeps on moving at its current direction and Speed at the end of every turn. To pilot a vehicle, you make your Pilot skill check and

compare the result to the target number. If you fail a turn, corkscrew or other dangerous stunt, you only move half way through the maneuver, which may have dire consequences!

- **TN:** [VARIES + MODIFIERS] The difficulty of a Pilot check can be found from the list below:
- ACCELERATE/BRAKE: [TN 15] Increases or decreases your vehicle's Speed multiplier by 1.
- ASCEND/DESCEND: [TN 20] Moves the vehicle one Speed increment up or down (changes altitude).
- ★ TURN: [TN 5 PER 30°] Makes a standard turn, moving your current Speed through the arc. A 90° turn has a TN of 15, a 180° turn has a TN of 30.
- SWERVE: [TN 20, 30, 40] To avoid a collision, you swerve around a hazard or obstacle without changing your overall course. Minor obstacle TN 20, average obstacle TN 30, major obstacle TN 40. Failure results in a glancing collision.
- REGAIN CONTROL: [TN 30] When a vehicle is out of control, you have to make a Pilot check to regain control of it. Otherwise, you can't make any other Pilot checks at all.
- CORKSCREW/LOOP/ROLL/SQUEEZE: [TN 40] You perform a loop, corkscrew or roll. Or you orient your vehicle in the perfect way to fit through a narrow gap.
- ATTACK/FIRE/RAM/SWIPE/IMPALE: [TN VARIES] The vehicle attacks with any weapon you can control from the pilot's chair. All attacks are penalized by the vehicle's size. The TN varies according to the defense of the target vehicle.
- CLIMB/JUMP/SWIM: [TN VARIES] Some vehicles are capable of humanoid movement. Use your Pilot check against the Climb, Jump or Swim TN for that skill.

MODIFIERS: Some conditions affect the TN of your Pilot check.

- ★ SPEED: [TN +0/+5/+10] At 1× Speed, there is no maneuver penalty. At 2× Speed, maneuvers are tough (TN +5). At 3× Speed, maneuvers are difficult (TN +10).
- ✤ REPORTS: [TN -5] An open gramophone line to the engine room, furnace or phlogiston compressors allows the pilot and engineers to adjust the vehicle's performance.
- **WEHICLE SIZE:** [TN +SIZ E] The bigger the vehicle, the harder it is to control. Character size doesn't affect a Pilot check.
- WEATHER: [TN +5/+10/+15] Mild weather is light rain, wind, and snow. Tough weather includes storms, driving rain and high waves. Terrible weather is hurricanes, sandstorms and whirlpools.
- ** No TRACTION: [TN +10] When ground borne vehicles can't grip the surface beneath them, it is difficult to perform maneuvers.

CHAPTER 6: SKILLS

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REPAIR Skill Bonus = Class + Logic - 🕸 - 😭 -1912101392 CHARLE O'LORD OLD -

Any adventurer worth their salt knows how to keep their equipment in good nick. The Repair skill encompasses the ability to work metal, leather, cloth, bone or wood to keep your weapons and armor from degrading.

Whenever you rest, you work out the kinks in your weapons and armor-some nicks and dents are removed with no skill check. However, sometimes you need to do an extra quick patch-up before your next fight, or restore a worn item to it's former quality. That's when you use the Repair skill.

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- PATCH ARMOR: [MINUTE ACTION] First, you find the TN for the task, spend the time necessary to complete the action, then make a Repair check to determine success or failure. A success indicates that you repair 1d4 dents (can't exceed your total). You can only attempt to patch your armor once between each hour's rest or night's rest.
- TN: [CURRENT ARMOR] Your current total armor value is the TN for the check.

- **REPAIR ITEM/OBJECT:** [HOUR ACTION] Find the TN of the item you are restoring and spend 1 hour at the task then roll your Repair check. If you succeed, the item has all of its bonuses restored and is repaired to a functional state. If you fail the check, you can't try again until tomorrow.
- TN: [10 + REPAIR TN + MODIFIERS] For gear, gadgets, furniture and other complex items, each has it's own Repair TN listed with the item in the Equipment Codex.

Repairing common items (chairs, tables, clothing, etc) can be done against a TN of 15+, average items (walls, complex carpentry, stone masonry) against a TN of 25+, difficult items (simple gadgets, jewelry, small vehicles) against a TN of 35+, and complex items (clockworks, steamworks, technology) against a TN of 45+. Unique artifacts would have a TN of 55+.

- MOUNT/VEHICLE REPAIR: [DAY ACTION] You take a day to perform regular maintenance on a mount, vehicle or other similar machine. On a success you either restore [Level] hardiness/integrity to the machine or remove an undesired single status effect from it. A failure indicates that you didn't fix anything (no effect).
- TN: [VARIES] The difficulty of repairing something is typically listed with the item in the equipment codex.

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MODIFIERS: Some conditions affect your Repair TN.

- WORN/RUSTY/DAMAGED: [TN -5/-10/-15] Poor quality items are easier to repair.
- FINE/SUPERIOR/FLAWLESS: [TN +5/+10/+15] High quality items are much more difficult to repair.

SEARCH

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SKILL BONUS = CLASS + ETHOS



The Search skill can be used to reveal secret doors, hidden treasures, insidious traps and creatures trying to be stealthy. It is a measure of your perception, attention to detail and intuition.

SEARCH AREA: [MINUTE ACTION] You try to locate secret doors, traps, hidden treasures or other objects. You can search a number of 1 yard squares equal to your Speed. The squares must be adjacent to each other. A success turns up anything that your check was high enough to discover. A failure turns up nothing. You can search for a trap trigger without moving into a

square but if you move through a trigger square and fail your Search check, the trap activates.

- TN: [VARIES / TRAP + MODIFIERS] If there's a hidden trap, then it has it's own TN (see the Trap skill) which is used for finding it and also disarming it. If you want to find secret doors, treasures or other hidden items, check the difficulties below.
- **BASIC:** [TN 15] A poorly hidden treasure.
- EASY: [TN 20] A standard hidden treasure, a poorly made secret compartment.
- * STANDARD: [TN 25] A well-hidden treasure, a standard secret compartment, a poorly hidden secret door.
- TOUGH: [TN 30] A well-hidden secret compartment, a standard secret door.
- + CHALLENGING: [TN 35] A well-hidden secret door.

- + DAUNTING: [TN 40] Locate the mechanism for a dwarven lock.
- FRISK/DETECT: [UTILITY ACTION] With the Search skill you can also try to detect hidden creatures or frisk a person to detect concealed items. On a successful check you find something, while on a failure you can't detect anything unusual.

TN: [TARGET'S DEX + MODIFIERS] You attack their Dex with your Search skill.

MODIFIERS: Some conditions make it harder to Search.

+ LIGHT: [TN -5/+0/+5] If you can't see in darkness and you have only a lantern, torch or candle, it's harder to find things or notice hidden creatures and concealed items. If the lighting conditions are perfect, it's easier to find things or detect hidden creatures or concealed weapons. Draug only gain this bonus when they can search in absolute silence. Draug only take this modifier when searching in a noisy or quiet environment.

CHAPTER 6: SKILLS

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At the height of subterfuge is stealth—blending into shadows, muffling your footfalls, moving unseen and hiding in a crowd. Indeed a handy skill to have when trailing a mark, infiltrating a residence, avoiding capture or hunting prey.

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STEALTH: [MOVE ACTION] (½ SPEED) If you succeed, you cannot be seen nor heard by the target. If you fail your check, the target can see and hear you plainly (and might have reason for suspicion). Stealth lasts indefinitely until you come out from hiding, or until you encounter a new creature that might notice you. While being stealthy, you can only move at half Speed. If you move faster than that, you instantly become visible.

TN: [TARGET'S WITS + MODIFIERS] You make your skill check and compare the result to the Wits of every creature that might see or hear you trying to hide. If you beat the Wits of a creature, it can't see nor hear you.

Normally, a person who isn't paying any attention has a detection radius of 10 yards. Guards typically have 20 yards but could have up to 50 yards from a vantage point or lookout tower. A sentry in an open field would have a detection radius of at least 100 yards in any direction.

MODIFIERS: Some conditions affect your Stealth TN.

- ★ LIGHT: [TN -5/+0/+5] It's much easier to hide or sneak in darkness, or when there are plenty of dark shadows to hide in. At dusk and dawn, or inside a poorly lit room, the light and shadows are balanced. In broad daylight, sneaking is very difficult.
- ✤ BACKGROUND NOISE: [TN -5] A chattering crowd, running water, a distant factory, hissing steam or a loud fire are examples of loud background noise.
- **BEING WATCHED:** (TN +20) If someone is specifically watching you, it's practically impossible to hide from them.

SWIM

SKILL BONUS = CLASS + STAMINA - 🕸 - 🏟



Sooner or later, you're going to get your feet wet. An adventurer who learns to swim will be more mobile in water, and have a better chance of survival in aquatic environments.



SWIM: [MOVE ACTION] (½ SPEED) If you succeed at your check, you move half your normal Speed. If you fail your check, you don't move at all. If you fail two consecutive Swim checks, you go underwater and must try to hold your breath.

All characters can hold their breath for 5 rounds. After that time, you start to lose Health and take penalties to everything you do. On the 6th round you take 1d10 special damage and suffer -1to all skill checks. On the 7th round you take 2d10 special damage and suffer -2 to all skill checks. On the 8th round you take 3d10 special damage and suffer -3 to all skill checks. This continues to escalate until you drown (become beaten and unconscious) or reach the surface for air (the damage resets to zero dice).

- **TN:** [VARIES] The target number for a Swim check varies according to what type of water you want to move through.
- + EASY: [TN 20] Still, calm water, lake or pond.
- + STANDARD: [TN 25] Water with a current, low waves.
- **TOUGH:** [TN 30] Typically river rapids, open seas.
- + CHALLENGING: [TN 35] Crashing waves, deadly currents.
- **DAUNTING:** [TN 40] Violent, tempestuous water.
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MODIFIERS: Some conditions can affect the Swim TN.

- ↔ STAY AFLOAT: [TN -10] Make this check to keep your head above water. You cannot move at all if you only to stay afloat.
- **RESCUE:** [TN +5] You keep another person afloat, taking them with you as you swim. Struggling makes rescue impossible.
- + AGAINST CURRENT: [+5] Swimming against or across a strong current is harder than with the current.
- + WHIRLPOOL: [+10] It's almost impossible to swim.



Thievery, the art of making others' possessions your own. This skill covers the finer points of picking locks, picking pockets, lifting a item from a shop, of performing feats of legerdemain.

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STEAL: [UTILITY ACTION] You can steal from any target that is off guard, prone or helpless. If you succeed, then nobody notices you take it. If you fail, you don't grab the item and the target notices your attempt.

If you aren't after anything in particular and just want to work the crowds for a bit of coin, you get 1d4-1d12 shillings from a target. It all depends on the wealth of the target.

TN: [TARGET'S WITS + MODIFIERS] When you are trying to steal from a person or you are being observed by someone, the target number is the observer's Wits. If multiple target's are present, you need to beat the Wits of each one to steal unnoticed.

PICK LOCK: [MINUTE ACTION] To pick a lock, you spend one minute working, then make a check against the difficulty of the lock to determine success or failure. The better the lock, the more difficult it is. If it's your own lock, you automatically succeed.

- **TN:** [VARIOUS] For locks, the target number is found from the quality of the lock. The complexity of the lock, safe or mechanism determines how difficult it is to thwart. The more complex the mechanism, the harder it is to open.
- ↔ BASIC: [TN 15] Poorly locked gate, broken (freed-up) lock.
- + EASY: [TN 20] Well locked gate, an old wooden door lock.
- + STANDARD: [TN 25] A standard door, a cheap chest.
- + TOUGH: [TN 30] Secure door, a good chest, a lousy safe.
- + CHALLENGING: [TN 35] An impregnable door, an expensive chest, a standard safe.
- + DAUNTING: [TN 40] Lousy dwarven lock, good safe box.
- + FORMIDABLE: [TN 45] Good dwarven lock, excellent safebox.

+ HEROIC: [TN 50] A minor dwarven gate.

MODIFIERS: Some conditions affect the TN of Thievery checks.

- ↔ UNATTENDED: [TN -5] If you are trying to shoplift or take an unattended item without being noticed, you gain a bonus.
- **•• No TOOLS:** [TN +5] When you don't have any lock picks or thief's tools, attempting this skill is more difficult.
- ➡ DISTRACTION: (TN -5) If your target is distracted, it becomes easier to steal from him. Common distractions are a lively performance, a loud noise nearby or a vehicle passing by quickly.
- **SMALL ITEM:** [TN -5] A purse, a knife, a cloak pin, piece of paper or bracelet. Up to 1 pound in weight.

TRAPS

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SKILL BONUS = CLASS + LOGIC



Darts, poisoned arrows, falling rocks, spiked pits, swinging axes, wall blades, and caltrops galore—the more devious the better! But don't dream of doing it without the trap skill, as occupational hazards tend to be fatal.

When a trap attacks, everyone in a trigger square is affected. The trap will make one attack roll against all using the trap's own rating as the attack check bonus. Traps could make Dex, Guts or Wits attacks depending on the nature of the trap. Damage is rolled once and applied to those who were hit by the trap.

Traps are automatically hidden after set. The only way to detect a trap before it goes off is to find it using the Search skill.

- **DISARM TRAP:** [MINUTE ACTION] Once you have found a trap, either by using the Search skill or accidentally setting it off, you can try to disarm it. First, spend the time necessary to complete the action, then make your Trap skill check against the TN of the trap. If successful, you disarm the trap and can bypass it by normal means. If you fail the check, the trap remains active and you can't try again until tomorrow.
- TN: [10 + TRAP RATING + MODIFIERS] The target number for setting or disarming a trap depends on how complex the trap is. The following can have an impact on the difficulty of your check (see Equipment Codex for details).

Trap building is detailed in the Chapter 4 of the Equipment Codex. The more deadly the trap is, the more difficult and expensive it is to craft.

- **SET TRAP:** [10 MINUTE ACTION] When setting a trap, you make a Trap skill check in the same fashion as disarming a trap, but it takes 1 hour to perform.
- **TN:** [RATING + MODIFIERS] The trap rating is target number, much easier than disarming a trap. While it takes longer to set a trap, it is much easier to do so.

MODIFIERS: Some conditions affect your Trap TN.

✤ No Tools: [TN +5] Without the right tools, setting or disarming a trap is much more difficult. CHAPTER 6: SKILLS

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EQUIPMENT



ANTE UP AT ALL COSTS. THE STAPLE DIET OF THE MODERN ADVENTURER ISN'T FOOD, IT'S MONEY. WHETHER YOU ARE LOADED OR FLAT BROKE, KNOWING THE INS AND OUT OF WEALTH IS SOMETHING EVERY UP AND COMING MERCENARY MUST DO.

During your adventures, you will come into contact with many different forms of currency and wealth: gold, silver or copper coins, various bank issued letters of credit, ancient electrum pieces and so on. All types of currency are measured in shillings, with one shilling being the smallest measurable unit of currency.

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SHILLINGS, €



A measurement for all types of hard currency and used to determine the value of items. For example, one aurum is equal to one hundred shillings, and five argentum is equal to fifty shillings. When goods or services are listed in shillings, the buyer can decide which denominations of crowns, aurum, argentum or aerium they want to pay in.

STANDARD COINS





Gold, silver and copper coins-typically referred to as aurum, argentum and aerium-are the most popular and interchangeable kind of currency in the heartlands, crownlands and borderlands. Each country mints its own coins, though they are of equal weight and value in Avenoss, Ostenia, Stoigmar and other Heartland nations.

It is worth noting that a gold coin is not pure gold. Similarly, silver and copper coins are not pure. They have some gold, silver or copper in them and are made to a specific weight, but they are actually alloys which can't be easily melted down.

- ↔ AERIUM: [AE] A copper coin valued at 1 ≠ each (the lowest denomination of currency).
- **ARGENTUM:** [AG] A silver coin valued at 10 ≠ each.
- ↔ AURUM: [AU] A gold coin valued at 100 f each.

PAWNING LOOT

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When you come across valuable gems, works of art, jewelry and other treasures, you might want to sell them in order to get hard currency. Pawning off goods in this manner won't gain you the full retail price of an item. You cantypically only get around a third of the full price.

SELLING PRICE = ¹/₃ RETAIL PRICE

Haggling with the Mercantile skill can improve your profit, but a shopkeeper will never buy something for more than half it's retail worth. If he did, he'd be out of business before the end of the week.

WEAPON	Form	FAMILY	PRICE	DAMAGE	DAMAGE TYPE	CRITICAL	REACH	RANGE	Сарасіту	WGT.
Staff	2h	Arcane	160 f	2d6 + Log	Acid, Elec., Flame, Ice	+0	2 yds.	20 yds.	-	4 lb.
Wand	lh	Arcane	120 ∮	ld6 + Log	Acid, Elec., Flame, Ice	+0	1 yd.	15 yds.	-	2 lb.
Scroll	lh	Divine	90 ∮	1d6 + Spi	(Healing), Light, Sonic	-1	1 yd.	15 yds.	-	2 lb.
Tome	2h	Divine	110 ∮	2d4 + Spi	(Healing), Light, Sonic	+1	1 yd.	15 yds.	-	5 lb.
Axe	lh	Martial	90 ∮	1d10 + Fir	Physical	-1	1 yd.	5 yds.	13	4 lb.
	2h	Martial	130 ∮	2d8 + Fir	Physical	-1	2 yds.	-	-	8 lb.
Dagger	lh	Martial	60 f	ld4 + Air	Physical	+2	1 yd.	5 yds.	-	2 lb.
Flail	lh	Martial	90 ∮	1d6 + Ear	Physical	+1	1 yd.	-	-	4 lb.
	2h	Martial	120 f	2d6 + Ear	Physical	+1	2 yds.	-	-	8 lb.
Gauntlet	lh	Mart. & Sci.	100 ∮	1d6 + Ear	Physical	+1	1 yd.	10 yds.	3	3 lb.
Gunblade	lh	Mart. & Proj.	110 ∮	1d6 + Wat	Physical	+0	1 yd.	15 yds.	2	3 lb.
	2h	Mart. & Proj.	140 ∮	2d6 + Wat	Physical	+0	2 yds.	15 yds.	2	6 lb.
Hammer	lh	Martial	70 ∮	1d8 + Ear	Physical	-1	1 yd.	-	-	5 lb.
	2h	Martial	110 ∮	2d6 + Ear	Physical	-1	2 yds.	-	-	9 lb.
Polearm	lh	Martial	90 ∮	1d6 + Wat	Physical	+1	3 yds.	10 yds.	_	4 lb.
	2h	Martial	100 f	2d4 + Wat	Physical	+1	4 yds.	-	-	6 lb.
Saber	lh	Martial	90 ∮	1d6 + Air	Physical	+1	1 yd.	- 1	-	3 lb.
	2h	Martial	130 ∮	2d6 + Air	Physical	+1	2 yds.			5 lb.
Scepter	lh	Martial	40 ∮	1d4 + Wat	Physical	+0	1 yd.	-	-	4 lb.
	2h	Martial	70 ∮	2d4 + Wat	Physical	+0	2 yds.	-	-	7 lb.
Sword	lh	Martial	110 f	ld8 + Fir	Physical	+0	1 yd.		-	4 lb.
	2h	Martial	140 ∮	2d8 + Fir	Physical	+0	2 yds.	-	-	7 lb.
Unarmed	lh	Martial	-	1d4 + Fir	Physical	+0	1 yd.	-	- 1	-
Whip	lh	Martial	70 ∮	ld4 + Air	Physical	+1	2 yds.	-	-	3 lb.
	2h	Martial	80 f	2d4 + Air	Physical	+1	3 yds.	-	-	4 lb.
Blunderbuss	lh	Projectile	80 ∮	1d10 + Ear	Physical	+0	- 3	6 yds.	1	6 lb.
	2h	Projectile	100 f	2d8+ Ear	Physical	+0	-	8 yds.	1	12 lb.
Clockbow	lh	Projectile	90 ∮	1d6 + Air	Physical	+0		20 yds.	5	4 lb.
	2h	Projectile	130 ∮	2d6 + Air	Physical	+0	-	25 yds.	5	7 lb.
Gunblade	lh	Mart. & Proj.	110 ∮	1d6 + Wat	Physical	+0	1 yd.	15 yds.	2	3 lb.
	2h	Mart. & Proj.	140 f	2d6 + Wat	Physical	+0	2 yds.	15 yds.	2	6 lb.
Musket	2h	Projectile	120 f	2d10 + Wat	Physical	+0		30 yds.	1	14 lb.
Pistol	lh	Projectile	100 f	1d6 + Air	Physical	+0	-	25 yds.	3	3 lb.
Repeater	lh	Projectile	120 f	1d8 + Ear	Physical	-1		20 yds.	00	5 lb.
State L	2h	Projectile	150 ∮	2d6 + Ear	Physical	-1	-	20 yds.	00	11 lb.
Steambow	lh	Projectile	80 f	1d8 + Fir	Physical	-1	-	35 yds.	20	4 lb.
Section and the	2h	Projectile	120 f	2d8 + Fir	Physical	-1	-	35 yds.	20	7 lb.
Censer	2h	Occult	110 ∮	2d6 + Ene	Dark, Necro., Poison	-1	2 yds.	10 yds.	-	5 lb.
Relic	lh	Occult	90 f	ld6 + Ene	Dark, Necro., Poison	+0	1 yd.	10 yds.	-	3 lb.
Dragongun	lh	Scientific	110 ∮	1d6 + Fir	Flame	+1	Cone 4	1. - 45	3	5 lb.
	2h	Scientific	140 f	2d4 + Fir	Flame	+1	Cone 5	-	3	10 lb.
Gauntlet *	lh	Mart. & Sci.	100 f	1d6 + Ear	Physical	+1	1 yd.	10 yds.	3	3 lb.
Grenade	lh	Scientific	50 f	2d10 + Wat	Physical	-1	Blast 3	15 yds.	1	1 lb.

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WEAPONS



The most basic type of each weapon is listed in the table below with its statistics. They are grouped into weapon families: arcane, divine, martial, projectile, occult and scientific. A few weapons belong to more than one family because they can perform different types of attack.

The Equipment Codex contains better versions of each weapon type with higher prices—newer models of pistol, higher-tech swords, limited edition repeaters, empowered tomes, and so on. See the Equipment codex for details on weapons.

WEAPON: The name of the weapon. Each has a skill that determines

your skill bonus. See Chapter 6: Skills for details.

- FORM: The way in which the weapon is held. It could be onehanded or two-handed.
- **FAMILY:** The family of the weapon determines which abilities can be performed. Your character class has a list of abilities and the weapons they require.
- **PRICE:** The average retail cost in shillings. Lower and higher quality weapons are also available in the Equipment Codex at different prices.
- **DAMAGE:** The damage dice of the weapon and the vital bonus. You might also have bonuses from the weapon quality or an ability.
- **CRITICAL:** Modification to the normal critical range of your check. A bonus reduced the required number (e.g. a +1 reduces a required 20+ critical to a 19+ critical).
- **REACH:** The weapon's melee reach. You can attack anyone within this reach.

CHAPTER 7: EQUIPM

- **RANGE:** The weapon's effective base range. You can also attack at medium range ($2 \times$ the base range) with a -2 attack check penalty. There is also a long range attack ($3 \times$ the base range) with a -5 attack check penalty.
- **CAPACITY:** The number of shots the weapon has before it needs to be reloaded. If this is blank, then the weapon never needs to be reloaded.
- **WEIGHT:** The weapon's weight in pounds. Once the weight of your carried items equals or exceeds your Load, you start to incur penalties to your speed, reflex and certain skills.





Armor is the last line of defense between the enemy and you. If their attacks break through your defenses, you'll have nothing but armor to soften the blows. It represents the quality of your protective items and your skill at using that protection to turn away the damage.

- + 6 PIECES: You can wear up to six pieces of armor.
- + 1 SHIELD: You can only wield one shield effectively at any time.
- + PROTECTION: Subtract your armor from the damage you take.
- + PENALTY: Armor has penalties to speed and flexibility.
- + CRITICALS: Critical hits on you damage your armor.
- + CHANGE: You can change one piece of armor on an hour's rest.

ARMOR



Add together the armor value for each piece you wear and your shield. This total armor value reduces the damage you take whenever an enemy hits you.

REDUCE PHYSICAL DAMAGE BY PHYSICAL ARMOR REDUCE ELEMENTAL DAMAGE BY ELEMENTAL ARMOR REDUCE ETHEREAL DAMAGE BY ETHEREAL ARMOR

TOTAL ARMOR = SUM OF ARMOR PIECES + SHIELD ARMOR

- + PHYSICAL DAMAGE: [PHYSICAL] Reduce damage by your physical armor total. Criticals cause max damage and 1d8 dents.
- ELEMENTAL DAMAGE: [ACID, FLAME, ELECTRIC, ICE, SONIC] Reduce damage by your elemetnal armor total. Criticals cause max damage and 1d6 dents.
- **ETHEREAL DAMAGE:** [DARK, HEALING, LIGHT, NECROTIC, POISON] Reduce damage by your ethereal armor total. Criticals cause max damage and 1d4 dents.

PENALTY



Add together the penalty for each piece of armor you wear and your shield. This total affects skills and passives marked with the **r** icon.

TOTAL PENALTY = SUM OR ALL ARMOR PENALTIES

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- **The REFLEX:** Penalties reduces reflexes (to a minimum of 0).
- **SPEED:** Penalties reduces speed (to a minimum of 0).
- + SKILLS: Penalties reduces skills (to a minimum of 0).
- DENTS

Dents reduce your armor, making you more vulnerable to damage. When you are stuck by a critical, the enemy dents your armor before he deals maximum damage.

A DENT REDUCES PHYSICAL ARMOR, ELEMENTAL ARMOR AND ETHEREAL ARMOR BY THE SAME AMOUNT

For example, an enemy attacks and scores a critical, inflicting 3 dents on your armor. This reduces your physical armor by 3, reduces your elemental armor by 3 and reduces your ethereal armor by 3.

Pieces of armor scavenged off your fallen enemies are always dented when you find them, but are repaired during a night's rest. Armor cannot be destroyed, no matter how many times it is dented. It can be repaired by resting or using the Repair skill.

- ← CRITICAL: [1d4 / 1d6 / 1d8 DENTS] A physical critical causes 1d8 dents. An elemental critical causes 1d6 dents. An ethereal critical causes 1d4 dents.
- REST: [-1 / -10 / MAX ARMOR] Resting for a minute removes 1 dent. Resting for an hour removes 10 dents. Resting for a night removes all dents.
- CHANGE: [-ld4 DENTS] On an hour's rest, you can change a single piece of armor. If the piece of armor is in perfect condition (not dented), you remove ld4 dents from your total.
- **REPAIR:** [-1d4 DENTS] Armor can be patched with a successful repair check once between each hour's rest.

TABLE

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PRICE: The average retail cost in shillings.

- **ARMOR:** The armor value, how protective this piece of armor is. You reduce the damage taken by this much.
- **DEFENSE BONUS:** Some armors grant a bonus to your defense scores. Add these to the appropriate defense passive.
- **PENALTY:** The armor penalty for this piece of armor. It penalizes speed, reflexes and several skills.

WEIGHT: The weight of the piece of armor in pounds.

- LIGHT ARMOR: Light armors are maneuverable and soft, designed to facilitate movement more than protect.
- **MEDIUM ARMOR:** These armors strike a balance between maneuverability and protection.
- HEAVY ARMOR: While they are slow and cumbersome, heavy armors are the most protective of all.
- SHIELD: Shields are used in addition to armor, seldom employed as a means of defense by themselves.
- **ROBE ARMOR:** Robes are tailored from advanced alloys and ether saturated textiles, arranged into defensive layers around the body.
- **BRACER ARMOR:** Bracers produce an invisible defensive field around the user that can deflect glancing blows.
- **AEGIS ARMOR:** Aegises are harnesses featuring alchemical vials and tubes that feed the user with chemicals to keep them alert.

PIECE OF ARMOR	PRICE	PHYS. Armor	ELEM. Armor	ETHER. ARMOR	PENALTY	WGT.
Light armor	50 ∮	2	1	0	0	2 lb.
Medium armor	80 ∮	3	2	1	-1	6 lb.
Heavy armor	90 ∮	4	3	2	-2	9 lb.
Buckler shield	50 ∮	1	1	1	0	2 lb.
Robe armor	70 ∮	1 .	2	3	-1	4 lb.
Aegis armor	80 ∮	0	0	2	0	3 lb.
Bracer armor	80 ∮	1	2	0	0	3 lb.



The most basic items an adventurer can make use of are found here. While none of them are essential they offer solutions to many problems, so long as you can think of how to use them.

Having a rope and grapple makes climbing a wall easier. Having chalk allows you to mark the walls of a labyrinth. Having a flint striker allows you to light fires from dry kindling. Having a shovel makes you faster at excavating earth.

The Equipment Co from. Only the mos					
Exploring Gear	PRICE	WGT.	LIGHT SOURCES	PRICE	WGT.
Bedroll	22 f	4 lb.	Beam lantern	85 ∮	3 lb.
Blanket	38 f	3 lb.	Flares (10)	40 f	1 lb.
Canvas (5 sq. yds.)	15 f	2 lb.	Hooded lantern	70 ∮	2 lb.
Chalk	3 f	½ lb.	Oil (1 pint)	8 ∮	1 lb.
Crowbar	18 ∮	3 lb.	Torch	4 f	1 lb.
Flint striker	40 ∮	1/2 lb.			
Grappling hook	55 ∮	3 lb.	STATIONERY	PRICE	WGT.
T 1	1 011	1/ 11	D 1	7.0.5	0.11

Canvas (5 sq. yds.)	15 手	2 lb.	Hooded lantern	70 手	2 lb.
Chalk	3 ∮	½ lb.	Oil (1 pint)	8 f	1 lb.
Crowbar	18 f	3 lb.	Torch	4 ∮	1 lb.
Flint striker	40 ∮	½ lb.			
Grappling hook	55 f	3 lb.	STATIONERY	PRICE	WGT.
Lock	110 ∮	½ lb.	Book, empty	70 f	3 lb.
Manacles	75∮	2 lb.	Book, published	100 f	3 lb.
Rations (1 day)	20 ∮	1 lb.	Fountain pen	55 f	½ lb.
Rope (10 yds.)	50 ∮	5 lb.	Quill pen	10 ∮	½ lb.
Sleeping bag	45 ∮	4 lb.	Paper (10)	18 ∮	-
Spade, shovel	22 ∮	5 lb.	Parchment (10)	14f	1 lb.
Tent	95 ∮	10 lb.	Scroll case	23 ∮	1 lb.
Water flask	25 ∮	5 lb.	Vellum (10)	10 ∮	1 lb.

- **BEAM LANTERN:** [LANCE 30-60 / 8 HOURS] Produces a focused line of light. It illuminates brightly at 30 yards and dimly out to 60 yards. It consumes 1 pint of oil in eight hours.
- **BEDROLL:** A roll-up mattress that adds some comfort when sleeping away from the comforts of the cities.
- **BLANKET:** A blanket to stave off the cold at night, or when moving through frigid lands.
- **BOOK, EMPTY:** A hard bound book with nothing but fifty empty sheets of paper on the inside (100 blank pages).
- **BOOK, PUBLISHED:** A printed book, already written and published (100 pages).
- **CANVAS (5 SQ. YDS.):** This large, waterproof sheet has a variety of uses as a mat, awning, makeshift shelter, improvised raincoat, etc.
- **CHALK:** Chalk can be useful to the adventurer who wants to leave markings on trees, floors, brickwork or other surfaces when exploring. It's also used to graffiti walls in cities.
- **CROWBAR:** A crowbar automatically succeeds on any break check on TN 15 or less. It grants additional leverage when trying to force something open.
- **FLARES (10):** [AURA 10-20 / 2 HOURS] Scraping one end along a dry surface provides enough friction to light a flare. It burns brightly and consistently for two hours but can be extinguished by submersion in water, useless if it gets damp before lighting.
- FLINT STRIKER: This small, tinderbox-sized device has a round steel file set against a large piece of flint and a tin oil bottle. The

flint can be turned with the user's thumb, producing a small shower of sparks that easily lights the oil nozzle, producing a small controlled flame that can ignite flammables as a long action. It can be used ten times before the oil runs out.

- **FOUNTAIN PEN:** A modern writing tool that can hold several pages' worth of ink before it needs refilling. Typically comes with several nibs and a blunt syringe or a refill tube.
- **GRAPPLING HOOK:** Throwing a grappling hook requires a throw check. You'll also need rope or chain to attach to the hook if you want to climb it.
- HOODED LANTERN: [AURA 10-20 / 8 HOURS] Illuminates brightly out to 10 yards and dimly out to 20 yards, consuming 1 pint of oil in eight hours.
- **LOCK:** This is an average lock, requiring a TN 20 to open. For double, triple, four times or five times the price, you can purchase a better lock (TN 25, 30, 35 or 40 respectively). These TN's can also be adjusted by the level of quality you want.
- **MANACLES:** These large steel handcuffs can be adjusted to fit the wrists of any size creature. Most manacles come with a lock—add the price of the lock you want to the cost of these manacles.
- OIL (1 PINT): A pint of lamp oil. Has a different burning duration, depending on the type of light source it fuels.
- **PAPER (10):** Paper is thick, durable and accepts ink well. It is dry immediately once written upon. Paper has no significant weight when compared to parchment or vellum.
- **PARCHMENT (10):** Parchment is less durable than paper, doesn't dry quickly, looks cheap and tacky and occasionally doesn't take the ink—waxy patches reject the ink, and it may be necessary to write around them. However, parchment is much cheaper than paper.
- QUILL PEN: An old-style writing tool, accompanied by an ink well into which the ink is poured.
- **RATIONS (1 DAY):** These hardy meals include salted meats, dense breads, dried fruit and preserved foodstuffs. The food is bland, but nourishing. Rations generally last for a month before they begin to rot or spoil.
- ROPE (10 YDs.): This rope can hold one ton (2,000 pounds) of weight. It requires a TN 40 break check to burst.
- SCROLL CASE: This scroll case holds up to ten paper documents.
- **SLEEPING BAG:** When sleeping in intensely cold environs, sometimes a sleeping bag is required in addition to a blanket. It requires a long action to get into or out of.
- SPADE OR SHOVEL: Good for clearing loose earth, mud, sand or clay, but useless with hard rock, bricks or stone.
- **TENT:** A tent large enough to provide shelter for two, a poor tent provides shelter for only one, a fine tent shelters three, a superior tent shelters four and a flawless tent shelters five people.
- **TORCH:** [AURA 10-20 / 4 HOURS] Usually a bunch of oil-soaked rags wrapped around a steel frame. Torches produce an average light radius, bright out to 10 yards and dim out to 20 yards. They burn for four hours before becoming useless. The main advantage of a torch is how readily it sets other things alight.
- **VELLUM (10):** Leather, pressed flat and fused together with heat to produce an incredibly durable type of paper. It is however, much thicker and heavier than other paper.
- **WATER FLASK:** A metal container for a day's worth of water (1 pound for an empty flask and 5 pounds when full). In climates hot enough to cause perspiration, the flask only provides half a day's water.

CLOTHING



Clothing and style are an important factor in character development. The way you present yourself will have an effect on how others treat you.



WEIGHT: The weight of your clothing doesn't factor into your load. It never weighs enough to make a significant impact on your burden. However, you can only carry about 3 full changes of clothing before the size of these clothes becomes a problem. There's just too much other adventuring gear that takes precedence when it comes to packing your travel bags.

In general, three changes of clothes (includes the one you are wearing) is enough to get through a short journey or adventure. It is assumed that you wash your clothes whenever you rest, if necessary. If you want to take more clothes, then you have to have a mount or a vehicle.

BODY	PRICE	Male	FEMALE
Bodice	44 ∮	×	~
Boots	36 ∮	~	~
Breeches	26 ∮	v	×
Cargos	42 ∮	~	~
Cloak	40 ∮	v	~
Cravat	12 ∮	~	×
Doublet	30 ∮	~	~
Dress	41 ∮	×	~
Gloves	29 ∮	v	~
Goggles	41 ∮	v	~
Greatcoat	45 ∮	~	~
Hat	20 ∮	~	~
Hose	21 ∮	~	~
Jacket	42 ∮	~	~
Morning coat	55 ∮	V	~
Overalls	46 ∮	~	×
Scarf	21∮	~	~
Shirt	38 ∮	~	~
Shoes	60 ∮	V	~
Shorts	25 ∮	~	~
Skirt	4 0 ∮	×	~
Tails	58 f	~	~
Trousers	31]	~	~
Tunic	25 ∮	~	×
Waistcoat	39 ∮	V	~

BODICE: As a corset but isn't an undergarment. Often highly decorative and ornamental, worn with a dress to form a gown.

BOOTS: These short boots come up to the mid calf, and have a wide range of styles. Otherwise, their manufacture is the same as shoes.

- BREECHES: Common, loose-fitting trousers with plenty of space for movement.
- **CARGOS:** Heavy cotton trousers with multiple pockets down the sides for tools and other items.

CLOAK: Long hooded coat, often worn for camouflage.

- CRAVAT: A common decorative neck-piece, tucked into a waistcoat, and sometimes removed and used as a bib.
- **DOUBLET:** A traditional shirt, buttoned down the middle with long sleeves. Some doublets are thick and heavy, worn over top of a regular shirt.
- **DRESS:** Dresses come in a plethora of styles and cuts: the fitting riven wrap, the ostenian sheath, the avenian ballroom dress or the stoigmari gown.
- GLOVES: Most types of gloves are just regular leather or suede with some form of lining.
- **GOGGLES:** Popularized by tinker adventurers and now available in clothing stores everywhere. Goggles come in many different varieties. The kind you can buy for this price aren't useful for anything except style.

GREATCOAT: Standard, long overcoat or trench-coat.

- **HAT:** A typical hat could be any of several popular styles: capotains, bicorns, bowlers, flight caps, toppers or wide brims. Your choice depends on the function and quality you need.
- HOSE: Stretchy, tight leggings that prevent rougher, outer-layer clothes, boots and gadgets from chafing.
- JACKET: A typical jacket comes in many different cuts and styles. MORNING COAT: A formal type of coat worn to special functions
- and occasions that occur before or during midday.
- **OVERALLS:** Tough and durable working overalls for mechanists, engineers or laborers. A favorite garment among orcs, as one pair of overalls covers everything and is generally quite affordable.
- **SCARF:** Avenian wool, ostenian silks or stoigmari furs are typically the best for these garments. Gentlemen also wear a white neck wrap like the collar of a shirt.
- SHIRT: Shirts come in a variety of shapes and sizes: duelling shirts, silken shirts, hunting shirt, etc.
- SHOES: Any style of leather footwear with buckles or laces, leather inner soles and thick waterproof soles and heels.
- SHORTS: Typically strong and durable, with lengths varying from the thigh to the mid-calf.
- **SKIRT:** Skirts come in all manner of textiles—silk, cotton, satin, hemp, wool, linen, quilting, etc. There are also numerous styles attributed to the short skirt: straight skirt, cargo skirt, miniskirt, pleated skirt, trouser skirt, etc.
- **TAILS:** A style of coat, with a short, jacket-like front and long coatlike tails at the back.
- **TROUSERS:** Rough workman's leggings made from stiff cotton and hemp stitching.
- **TUNIC:** An outdated type of shirt characterized by it's two piece construction. Because these are flat-fronted and roughly made, these became a male only garment.

WAISTCOAT: A small vest, usually worn over a shirt.





ABILITIES

ARCS OF FLAME, MIGHTY CLEAVES, LIGHTNING BOLTS AND CLAIRVOYANCE ARE ALL EFFECTS THAT CAN BE CONJURED WITH ABILITIES. YOUR CHARACTER COULD HARNESS THE POWER TO BEGUILE, CREATE, SUMMON, DESTROY OR INVIGORATE ALLIES AND EXHAUST ENEMIES, ALL OF WHICH CAN BE FOUND IN THE PAGES OF THIS CHAPTER.

Abilities are amazing displays of skill, strength and magic. They basically break all the rules of the game and let you do things that are beyond the restrictions of the game mechanics. Each discipline found in this chapter contains ten abilities that you can learn.

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ABILITY RULES

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Ability ranks are points that allow you to learn abilities. Each point allows that you spend grants a new ability or improves an old one. The abilities are acquired in the order that they appear in the discipline's description. Sometimes you have to spend several ranks to get to the higher abilities that you really want.

EACH LEVEL = +1 ABILITY RANK

LEARNING ABILITIES: Each level, you gain a number of ability ranks determined by your character class. You can learn the next ability in a discipline by spending one rank on it.

DISCIPLINE ACCESS: Different classes have access to different disciplines.

✤ MAJOR DISCIPLINE: [10 RANKS] Classes with this as a major discipline can learn all ten abilities by investing ten ranks.

MINOR DISCIPLINE: [5 RANKS] Classes with this as a minor discipline can learn the first five abilities in the discipline.

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IMPROVING ABILITIES: There are many ways in which to hone an ability—learning it is just the first step. You can spend more ranks on an ability that you really like, so you can be better at it that others.

e.g.	RANK 1 ABILITY	
	RANK 2 ABILITY	00000
	RANK 3 ABILITY	

Consider the example shown here (similar to the character sheet). On the first line, we can see that a character has learned up to the 7th rank in this discipline. His favorite ability is the one at second rank, and he has improved it twice. He also likes the abilities at 3rd rank and 5th rank but can't meet the prerequisites (requisite level +10) to master those abilities yet.

ABILITY DESCRIPTIONS



Ability descriptions begin with the Steam cost and the name of the ability. They are then followed by a line of statistical key words that describes how the ability is used in play. Finally, the ability's description adds flavor to aid your imagination and extra information about how the ability is used.

MORE RULES: For a clear and verbose explanation of the rules, see the Adventure Codex.

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00 NAME

REQUISITE: VITAL OR LEVEL **ACTION:** DURATION / CHECK VS. TN

Descriptive flavor text including additional rules for this ability.

RANK	1:	Area,	damage	duration,	other.
RANK	2:	Area,	damage	duration,	other.
RANK	3:	Area,	damage	duration,	other.

STEAM COST & NAME



STEAM COST: You must spend Steam to use an ability. Deduct this amount from your current Steam to activate an ability.

NAME: The ability's most well-known name, though it may be known by other names outside the heartlands or crownlands.

REQUISITE



LEVEL REQUISITE: Abilities have level requisites. You must meet of exceed the requisite level to learn this ability.

If you want to improve an ability, you must also fulfil higher prerequisites. The first rank of an ability. A rank 2 ability has a requisite five levels higher than rank 1. A rank 3 ability has a requisite ten levels higher than rank 1.

- **RANK 1:** Requisite Level. **RANK 2:** Requisite Level +5.
- **RANK 2:** Requisite Level +10.
- Trequisite Level 10.

OTHER REQUIREMENTS



WEAPON: Any ability that requires a weapon check or deals weapon damage requires you to be wielding a weapon. You can find the required weapon from your character class description. Some classes use different weapons to activate the same ability.

Some abilities specify a specific weapon or a shield is required. If

there is no damage nor weapon check required, assume you don't need anything specific to perform this ability.

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CAPACITY & AMMUNITION: Projectile and scientific weapons require ammunition. If you don't have enough, the ability will automatically fail, so you must reload or use a weapon with a higher ammunition capacity.

- ✤ PROJECTILE: The size of the area determines the ammunition required. A square 1 costs 1 ammo, a blast 3 costs 3 ammo, a cone 8 costs 8 ammo, a split 2 costs 2 ammo, and so on. A standard ranged or melee attack costs only 1 ammo.
- **SCIENTIFIC:** Unless otherwise stated, a scientific weapon ability uses only 1 ammunition, regardless of how powerful it is.

ACTION

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The type of action determines how fast you can activate an ability, and whether or not you can use other abilities in the same round. Each character gets two standard actions per round, with the following restriction: you can only use one action of any type per round.

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STANDARD ACTIONS: You can use any two of the following actions in a round, but you cannot use two actions of the same type: assist action, attack action, defense action, move action, utility action.

LONG ACTIONS: A long action takes a full round to complete, allowing only a free action to be used in the same round. Any standard action (assist, attack, defense, move, utility) can become a long action if you want it to be your only action this round.

Standard actions that become long receive bonuses. If a skill or ability is already a long action, you don't receive any extra bonuses.

SPECIAL ACTIONS: These have different rules to standard actions, as they take a longer or shorter time to activate: free action, minute action, hour action, day action.

INTERRUPT: An interrupt action technically isn't an action at all, but an interruption to an action. All other actions are halted until the interrupt action is resolved.

TARGET OR AREA





The target of the ability could be yourself, an ally, an enemy, an object, an item or an entire area of targets—a Cone, Lance or Blast for example. A persistent area remains active, affecting any target in the area each round. For more information on areas, see Chapter 5: Action in the Adventure Codex.

AURA X: A spherical area centered upon you. You can decide if the aura affects yourself or not.

BLAST X: A spherical area centered on a target point anywhere within your weapon range (note range penalties).

CLEAVE X: A circular disc (not spherical) centered on you.

CLOUD X: A spherical area centered on a target point anywhere within your weapon range (note range penalties). Clouds ignore any type of cover and fill the air with smoke.

COMBO X: A rapid series of attacks on one target.

- CONE X: A conical area that begins from directly in front of you and radiates away from you with a 90° angle.
- LANCE X: A straight line, 1 yard high and 1 yard wide which begins from directly in front of you.

MELEE: A single melee attack against a target within reach.

OTHER: You affect an object, item or ally within short range.

RANGED: A single ranged attack at short, medium or long range.

SELF: The ability only affects you and no other.

SLASH X: A semicircular, 180°, flat arc centered on you.

SPLIT X: A rapid series of attacks upon different targets.

- SQUARE X: The square starts from a corner point anywhere within your weapon range and extends its sides out in two directions.
- WALL X: The wall starts from a center point within your weapon range and stretches outward to the left and right.

DURATION



The duration of the ability could be anything from a few rounds to several years. If the ability has a persistent area, then the ability will attack any targets in that area at the beginning of their turn, or whenever a target moves into the ability's area of effect. It uses your skill to make an interrupt attack on the target's turn.

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- INSTANT: The ability's effect is instantaneous and ends immediately. However, things that happen as a consequence of the ability may continue-diminishing damage, for example.
- ROUNDS: Lasts for a number of rounds. A round begins on your turn and finishes at the beginning of your next turn.
- MINUTES: Lasts for a number of minutes. A minute is 10 rounds. HOURS: Lasts for a number of hours. Each hour is 60 minutes, or 600 rounds.

DAYS: Lasts for a number of days. Each day is 24 hours.

- WEEKS: The ability lasts for a number of weeks. Each week is 9 days: 6 working days and 3 days of rest.
- MONTHS: The ability lasts for a number of months. Each month is 3 weeks-does not include end of season celebrations.
- YEARS: The ability lasts for a number of years. Each year is 12 months and 4 weeks, or 360 days.

CHECK VS. TN

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The difficulty of using the ability. This could be a standard set number, or could be directed against the Dex, Guts or Wits defense of whatever targets you want to affect.

NO CHECK: You automatically succeed on this ability.

- DEX: You have to score equal to or higher than the Dex defense of any target(s) that could be affected by the ability.
- GUTS: You have to score equal to or higher than the Guts defense of any target(s) that could be affected by the ability. Abilities that deal damage will still deal half damage on a failed attack.

- WITS: You have to score equal to or higher than the Wits defense of any target(s) that could be affected by the ability.
- SKILL TN: Sometimes you aren't battling another creature. You might be competing against the set difficulty of a task. In this case, your target number is the difficulty of the appropriate skill check (see the skill description for details).





Abilities cause many different types of damage.Diminishing damage causes damage over time that decreases until it ends.

W+XdX: Your weapon damage plus the ability's bonus damage. "W" is your standard weapon damage, plus any bonuses or modifiers you might have from vitals, class features and items. The extra amount is granted by the ability, noted as a number of dice-1d4 is one four-sided die, 2d12 is two twelve-sided dice, 5d8 is five eight-sided dice, and so on.

Sometimes, there is no bonus damage and the ability simply deals W damage (normal weapon damage). At other times, the damage is irrespective of your weapon (e.g. 3d10 Healing).

- ------PHYSICAL DAMAGE: [REDUCED BY PHYSICAL ARMOR] Physical damage is reduced by your physical armor total.
- ACID, ICE, ELECTRIC, FLAME, SONIC: (REDUCED BY ELEMENTAL ARMOR] Physical damage is reduced by your elemental armor total.
- DARK, HEALING, LIGHT, NECROTIC, POISON: [REDUCED BY ETHEREAL ARMOR] Physical damage is reduced by your ethereal armor total.

DEFAULT: The default damage type for your weapon.

. -----DIM DAMAGE: [ACID DIM, ICE DIM, ELECTRIC DIM, etc.] Diminishing damage halves each round, damaging for 5 rounds before dissipating.

RANK 1, RANK 2, RANK 3

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When you become exceptionally powerful, you can hone and improve your abilities, specializing in your favorite ones and ignoring the ones you don't like. All the mentioned improvements supercede those of the previous rank, while those that are not mentioned remain the same.

Learning higher ranks of an ability makes it more effective. However, if you want to use a previous rank of that ability, you may do so.

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RANK 1 ABILITY: [REQUISITE NORMAL] You have learned how to activate the ability. It works as noted in the ability description.

RANK 2 ABILITY: [REQUISITE +5 LEVELS] You have improved the ability by spending another rank on it.

RANK 3 ABILITY: [REQUISITE +10 LEVELS] You have mastered the ability by spending a third and final rank on it.

ALCHEMY



The discipline of alchemy deals with grenade, dragongun and gauntlet manipulation to invoke elemental and ethereal energies, typically in some form of attack.

MAJOR DISCIPLINE: Necrolyte, Rogue MINOR DISCIPLINE: Arcanist, Gunner, Explorer

3 Smoke Bomb

REQUISITE: LEVEL 1

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

The cloud sickens enemies on a successful check for 3 rounds (-5 Guts penalty, -2 to all checks) and blocks eyesight beyond 1 yard.

RANK 1: Cloud 3, duration 1 minute, sickened 3 rounds. RANK 2: Cloud 4, duration 2 minutes, sickened 4 rounds. RANK 3: Cloud 5, duration 3 minutes, sickened 5 rounds.

6 ACID BULB

REQUISITE: LEVEL 3 LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A sizzling globe of acid bursts over a small area.

RANK 1: Blast 2, damage W+1d4 Acid Dim. RANK 2: Blast 3, damage W+1d6 Acid Dim.

RANK 3: Blast 4, damage W+1d8 Acid Dim.

7 ROCK FOAM

REQUISITE: LEVEL 7 **ATTACK ACTION:** INSTANT / NO DAMAGE

The grenade spatters an area in harmless foam which hardens and encases enemies in brittle rock. A successful check stuns the targets until they can leave the area or the duration expires (-5 all defenses, free actions only).

RANK1: Blast2, stunned2rounds.RANK2: Blast3, stunned3rounds.RANK3: Blast4stunned4rounds.

8 SMOG WALL

REQUISITE: LEVEL 9

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

This wall completely blocks eyesight (not earsight). On a successful check, targets in contact are sickened (-2 to all checks, -5 Guts).

RANK 1: Wall 3, duration 1 minute, sickened 3 rounds. **RANK 2:** Wall 4, duration 1 minute, sickened 4 rounds. **RANK 3:** Wall 5, duration 1 minute, sickened 5 rounds.

11 TOXIN SLICK

REQUISITE: LEVEL 11

ATTACK CHECK: PERSISTENT / WEAPON VS. GUTS

This slick of cloying, slippery toxic sludge inflicts a -3 penalty to Speed, move checks (climb, jump, stealth, etc.) and attack checks. for 1 round On a failed check, it deals half damage with no additional effects.

RANK 1: Square 2, damage W+1d6 Poison, duration 5 rounds. RANK 2: Square 3, damage W+2d6 Poison, duration 6 rounds. RANK 3: Square 4, damage W+3d6 Poison, duration 7 rounds.

10 LAUGHING GAS

REQUISITE: LEVEL 14

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

Causes targets to laugh uncontrollably on a successful attack. All speech, arcane, divine and occult abilities are impossible and the target is distracted (-2 defenses, -2 checks, no long actions).

RANK 1: Cloud 5, duration 5 rounds, laughter 2 rounds. RANK 2: Cloud 6, duration 6 rounds, laughter 3 rounds. RANK 3: Cloud 7, duration 7 rounds, laughter 4 rounds.

12 WILLIE PETE

REQUISITE: LEVEL 19

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS.

This effect explodes into fragments of sizzling white phosphorus. Causes half diminishing damage on a failed check.

RANK 1: Blast 4, damage W+2d6 Flame Dim. RANK 2: Blast 5, damage W+3d6 Flame Dim. RANK 3: Blast 6, damage W+4d6 Flame Dim.

14 JACK FROST

REQUISITE: LEVEL 21

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS.

This explosion showers enemies in shards of ice and chemicals, and slows targets (-2 all defenses, speed halved, lose first action). A failed check still deals half damage but no slowed effect.

RANK 1: Blast 3, damage W+1d8 Ice, slowed 1 round. RANK 2: Blast 4, damage W+2d8 Ice, slowed 2 rounds. RANK 3: Blast 5, damage W+3d8 Ice, slowed 3 rounds.

17 GAS PLUME

REQUISITE: LEVEL 23

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

This deadly green gas billows and hisses. On a failed check, it deals half damage with no additional effects.

RANK 1: Cloud 3, damage W+2d6 Poison, duration 3 rounds. RANK 2: Cloud 4, damage W+3d6 Poison, duration 4 rounds. RANK 3: Cloud 5, damage W+4d6 Poison, duration 5 rounds.

20 MUSTARD GAS

REQUISITE: LEVEL 28

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

The cloud burns and sickens enemies for 5 Rounds (-5 Guts penalty, -2 to all checks). The gas completely blocks eyesight.

RANK 1: Cloud 5, damage W+2dl0 Acid Dim, duration 1 minute. RANK 2: Cloud 6, damage W+3dl0 Acid Dim, duration 2 minutes. RANK 3: Cloud 7, damage W+4dl0 Acid Dim, duration 3 minutes.

ARCANIST



The arcanist discipline includes useful staff or wand techniques to perform telekinetic manipulation, teleportation and erect runic barriers.

MAJOR: Arcanist MINOR: None

3 ELEMENTAL SPRAY

REQUISITE: LEVEL 0

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You execute a light but well spread attack. You choose the elemental damage type when you attack.

RANK 1: Slash 2, damage W+1d4 elemental.

RANK 2: Slash 3, damage W+2d4 elemental.

RANK 3: Slash 4, damage W+3d4 elemental.

5 INSCRIBE BARRIER

REQUISITE: LEVEL 0

DEFENSE ACTION: PERSISTENT / NO CHECK

You trace formulaic runes along the ground, forming a glowing barrier. The barrier deals damage to the first creature that touches it (no check required). However, once it has dealt damage to any 1 target, it instantly disappears. Ranged weapons can shoot through the barrier, melee attacks can reach through it (if close enough) and allies can pass through the barrier unharmed.

RANK 1: Wall 3, damage W+2d6 Physical, duration 1 minute. **RANK 2:** Wall 4, damage W+3d6 Physical, duration 2 minutes. **RANK 3:** Wall 5, damage W+4d8 Physical, duration 3 minutes.

4 UNDENIABLE THEOREM

REQUISITE: LEVEL 0

UTILITY ACTION: PERSISTENT / NO CHECK

Increases the effectiveness of an ability, but the mathematical concession results in a weaker effect. Any other arcane ability you use this round gains a check bonus but takes a damage penalty.

RANK 1: Self, duration 1 round, +3 check, -2 damage. RANK 2: Self, duration 1 round, +6 check, -4 damage. RANK 3: Self, duration 1 round, +9 check, -6 damage.

7 A STITCH IN TIME

REQUISITE: LEVEL 3

ASSIST ACTION: INSTANT / NO CHECK

You create a small bubble of time dilation. Two allies (not you) can take an interrupt move or interrupt utility action. This can be any standard type of action (even an ability), not a long action.

RANK 1: Split 2. **RANK 2:** Split 3. **RANK 3:** Split 4.

3 FLOOD CORE

REQUISITE: LEVEL 6

FREE ACTION: PERSISTENT / NO CHECK

Grants damage, duration and area bonuses (Blast 5 becomes Blast 6, for example) to your next ability, after which your weapon becomes inoperable for a few rounds. A duration of Instant doesn't change. Melee, Self, Ranged or Other areas do not change. RANK 1: Self, +2 damage, +1 area, +1 duration, inoperable 2 rnds. RANK 2: Self, +5 damage, +2 area, +2 duration, inoperable 3 rnds. RANK 3: Self, +10 damage, +3 area, +3 duration, inoperable 4 rnds.

10 CHECKMATE **REQUISITE:** LEVEL 12

ASSIST ACTION: INSTANT / NO CHECK

Each ally within the blast (including you) can move as an interrupt action (half as far if climbing, jumping, sneaking, swimming, etc). Skill checks are still required for special types of movement.

RANK 1: Blast 4, each ally moves 4 yards. RANK 2: Blast 6, each ally moves 8 yards. RANK 3: Blast 8, each ally moves 12 yards.

12 IMBUE ELEMENT

REQUISITE: LEVEL 15

ASSIST ACTION: INSTANT / NO CHECK

You transferring that power into their readied weapon. The ally must be within your reach. They make an interrupt attack upon any target within range/ reach with whatever weapon he or she has readied. On a hit, they deal the noted damage (any elemental type your choose).

RANK 1: Melee, damage W+2dl0 elemental. RANK 2: Melee, damage W+3dl0 elemental. RANK 3: Melee, damage W+4dl0 elemental.

11 TELEPORT

REQUISITE: LEVEL 20

MOVE ACTION: INSTANT / NO CHECK

You teleport through intervening obstacles to another unoccupied space that you can see. If the space is occupied, you take [10d10] special damage and are shunted out to the nearest free space.

RANK 1: Self, teleport up to 10 yards. RANK 2: Self, teleport up to 20 yards. RANK 3: Self, teleport up to 30 yards.

14 TELEKINETIC RUSH

REQUISITE: LEVEL 24

ASSIST ACTION: INSTANT / NO CHECK

You propel your ally forward in a lance. Your ally performs the lance attack as an interrupt attack against the enemies' Dex with any readied weapon. He or she moves to the end of the lance and deals the noted damage (any alamental type you choose). If there is no vacant space, or the lance hits a wall, your ally stops in the nearest vacant space.

RANK 1: Lance 5, damage W+4d8 elemental. RANK 2: Lance 6, damage W+5d8 elemental. RANK 3: Lance 7, damage W+6d8 elemental.

18 FORKED LANCE

REQUISITE: LEVEL 27

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You perform several lance attacks, each one with a range of 8 yards. You make one attack check for each lance and deal the noted damage (any alamental type you choose). A failed attack deals half damage. Overlapping lances only damage once—they can't deal damage to the same target twice.

RANK 1: Split 2 & Lance 8, damage W+3d6 elemental. RANK 2: Split 3 & Lance 9, damage W+4d6 elemental. RANK 3: Split 4 & Lance 10, damage W+5d6 elemental.

BARD



The bard discipline combines powerful song and dance techniques, allowing the bard to control, inspire and counter the magics of others.

MAJOR: Bard MINOR: None

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3 DIRGE OF DESPAIR

REQUISITE: LEVEL 0 UTILITY ACTION: PERSISTENT / NO CHECK

The song weakens all nearby enemies. Apply the following penalties. RANK 1: Aura 10, -6 damage, -1 all defenses, duration 3 rounds. RANK 2: Aura 10, -4 damage, -2 all defenses, duration 4 rounds. RANK 3: Aura 10, -6 damage, -3 all defenses, duration 6 rounds.

6 DEVIANT DUET

REQUISITE: LEVEL 0

ASSIST ACTION: INSTANT / NO CHECK

You momentarily distract a creature, allowing an ally to catch it off guard. One ally (not you) within range/reach of the target makes an interrupt attack with a check bonus, dealing the noted damage.

RANK 1: Melee or Ranged, +1 check, damage W+1d6 Default. RANK 2: Melee or Ranged, +2 check, damage W+2d6 Default. RANK 3: Melee or Ranged, +3 check, damage W+3d6 Default.

5 HEROIC ODE

REQUISITE: LEVEL 0 UTILITY ACTION: PERSISTENT / NO CHECK

Your ode buffs all nearby allies. Apply the following bonuses.

RANK 1: Aura 10, +1 check, +1 damage, duration 3 rounds. RANK 2: Aura 10, +2 check, +2 damage, duration 4 rounds. RANK 3: Aura 10, +3 check, +3 damage, duration 5 rounds.

8 DANCE OF DEATH

REOUISITE: LEVEL 2

ATTACK ACTION: INSTANT / PERFORM VS. WITS

On a successful check, you and the target become locked in battle with each other. For the duration of the waltz, your enemy can only target you with attacks and abilities.

RANK 1: Melee, duration 3 rounds. RANK 2: Melee, duration 4 rounds. RANK 3: Melee, duration 5 rounds.

7 WHIRL

REQUISITE: LEVEL 6 ASSIST ACTION: INSTANT / NO CHECK

You spin your ally around, allowing him to perform a cleave attack (your ally is the center point). The ally's interrupt attack is against Guts, and deals half damage on a failed check.

RANK 1: Cleave 3, damage W+1d8 Default. RANK 2: Cleave 4, damage W+2d8 Default. RANK 3: Cleave 5, damage W+3d8 Default.

13 DOMINATION

REOUISITE: LEVEL 9

LONG ATTACK ACTION: INSTANT / HANDLE VS. WITS

On a successful check, you can control the target on their next turn. You can make the target do anything that wouldn't bring harm to it, including forcing it to attack its allies, although you can't force it to use abilities or spend any Steam. If the target is unwilling, it can impose a -5 penalty to any check you make whilst in control (it will try not to damage it's allies for example). The target can also resist unwanted movement, imposing a -5 Speed penalty upon itself (to a minimum of 1 yard). You can only dominate one target at a time.

RANK 1: Ranged, domination 1 round. RANK 2: Ranged, domination 2 rounds. RANK 3: Ranged, domination 3 rounds.

12 COUNTER SONG

REQUISITE: LEVEL 13

LONG DEFENSE ACTION: PERSISTENT / PERFORM VS. WITS

Your song clashes with enemy magic. You take an interrupt attack (a perform check) against any enemy within the aura that tries to use an arcane, divine or occult ability. If you succeed, their ability fails. They lose the action, Steam and ammunition for that ability.

RANK 1: Aura 10, duration 1 round. RANK 2: Aura 10, duration 2 rounds. RANK 3: Aura 10, duration 3 rounds.

10 BONDS OF POWER

REOUISITE: LEVEL 16

LONG UTILITY ACTION: PERSISTENT / NO CHECK

As long as you and at least one other ally are in the square, all allies within the square gain a damage bonus to any attack.

RANK 1: Square 3, duration 3 rounds, +4 damage. RANK 2: Square 4, duration 4 rounds, +7 damage. RANK 3: Square 5, duration 5 rounds, +10 damage.

15 PIROUETTE

REQUISITE: LEVEL 21

ATTACK ACTION: INSTANT / PERFORM VS. DEX

With a flourish of his weapons, the bard attacks then spins around an enemy and arrives on the other side. Make a perform check against the target's Dex defense. If successful, you deal damage with your readied weapon and move through the enemy's space to any other unoccupied square next to that enemy.

RANK 1: Melee, damage W+4d8 Physical. RANK 2: Melee, damage W+5d8 Physical. RANK 3: Melee, damage W+6d8 Physical.

18 CIRCLE OF HEROES

REOUISITE: LEVEL 26

ASSIST ACTION: INSTANT / NO CHECK

Every ally within range of this ability (not you) makes a standard attack against any one enemy within their range/reach. They deal the damage noted above (any type their weapon is capable of).

RANK 1: Aura 6, damage W+2d10 Default. RANK 2: Aura 8, damage W+3d10 Default RANK 3: Aura 10, damage W+4d10 Default.

BERSERKER



The berserker discipline focuses on using occult energies to fuel his combat power. The abilities herein include savage war cries, brutal melee blows and brooding hatred.

MAJOR: Berserker MINOR: None

4 BROOD

REQUISITE: LEVEL 0 **FREE ACTION:** PERSISTENT / NO CHECK

You fill your mind with darkness. All attacks with a martial weapon now cause Dark damage for the remainder of the round, but take a damage penalty (to a minimum of 1 damage).

RANK 1: Self, duration 1 round, -10 damage. RANK 2: Self, duration 1 round, -8 damage. RANK 3: Self, duration 1 round, -6 damage.

6 DARK RAGE

REQUISITE: LEVEL 0

UTILITY ACTION: PERSISTENT / NO CHECK

You succumb to the umbral dissonance and enter a dark rage. Take a penalty to all defenses but gain bonuses to all martial weapon checks and damage.

RANK 1: Self, dur. 2 rounds, -2 defenses, +1 checks, +3 damage. RANK 2: Self, dur. 3 rounds, -3 defenses, +2 checks, +4 damage. RANK 3: Self, dur. 4 rounds, -4 defenses, +3 checks, +5 damage.

9 DOUBLE STRIKE

REQUISITE: LEVEL 0

FREE ACTION: INSTANT / WEAPON VS. DEX

Make an additional melee attack, but only immediately after a standard attack action or long attack action.

RANK 1: Melee, damage W+1dl0 Physical. RANK 2: Melee, damage W+2dl0 Physical. RANK 3: Melee, damage W+3dl0 Physical.

1 BLOOD BURN

REQUISITE: LEVEL 3 **UTILITY ACTION:** INSTANT / NO CHECK

You inhale the dissonance to receive a boon of Steam.

RANK 1: Self, damage 1d4 Special, gain 5 Steam. RANK 2: Self, damage 2d4 Special, gain 10 Steam. RANK 3: Self, damage 3d4 Special, gain 15 Steam.

11 BACKSLASH

REQUISITE: LEVEL 7

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX You perform two slash attacks upon the same area.

RANK 1: Combo 2 & Slash 2, damage W+1d8 Physical. RANK 2: Combo 2 & Slash 3, damage W+1d10 Physical. RANK 3: Combo 2 & Slash 4, damage W+1d12 Physical.

12 TRAMPLE REOUISITE: LEVEL 10

LONG ATTACK ACTION: INSTANT / SPRINT VS. GUTS

On a successful check you deal damage and move past your enemies. If you fail, you stop right before the offending enemy and deal half damage. In cases where there is no space to stop your lance ends in the closest vacant square.

RANK 1: Lance 8, damage 2d8 Physical. RANK 2: Lance 9, damage 3d8 Physical. RANK 3: Lance 10, damage 4d8 Physical.

15 WAR CRY

REQUISITE: LEVEL 14 **ASSIST ACTION:** PERSISTENT / NO CHECK

A bloodthirsty roar inspires nearby allies to join you in battle. All allies within the aura can move a few yards (if required) and make a martial weapon attack upon any target within reach. Allies without a readied martial weapon can't make an attack.

RANK 1: Aura 3, damage W+1d6 Physical, move 3 yards. RANK 2: Aura 4, damage W+2d6 Physical, move 4 yards. RANK 3: Aura 5, damage W+3d6 Physical, move 5 yards.

16 BRUTAL STRIKE

REQUISITE: LEVEL 18 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

You trade your own life force to deal a massively damaging blow.

RANK 1: Melee, take 1d4 Special, damage W+3d10 Dark.RANK 2: Melee, take 2d4 Special, damage W+4d10 Dark.RANK 3: Melee, take 3d4 Special, damage W+5d10 Dark.

18 RAMPAGE

REQUISITE: LEVEL 22 LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You perform a series of powerful attacks. For every attack that succeeds you deal damage, push the target back [1 - their size] yards and you step forward with them. On a miss, you inflict no damage and don't push them. Large targets can't be pushed.

RANK 1: Combo 4, damage W+2d6 Physical, push [1 - size] yards. RANK 2: Combo 5, damage W+3d6 Physical, push [1 - size] yards. RANK 3: Combo 6, damage W+4d6 Physical, push [1 - size] yards.

21 UMBRAL TWIN

REQUISITE: LEVEL 26

UTILITY ACTION: PERSISTENT / NO CHECK

You summon a duplicate of yourself, formed from pure shadowy darkness. The umbral twin appears in any square adjacent to you and is statistically identical to you but has only half your current Steam, and only 1 Health. You control it during your turn just like you control yourself. It is equipped in exactly the same way as you when summoned. The umbral twin, and any equipment that came with it, disappears at the end of the ability duration or as soon as it takes 1 point of damage. The umbral twin has the same number of actions remaining as you when created, so it might be able to attack immediately if you can use an attack action.

RANK 1: Other, duration 3 rounds, twin has ½0 your current Health. RANK 2: Other, duration 4 Rounds, twin has ½ your current Health. RANK 3: Other, duration 5 Rounds, twin has ½ your current Health.

CHANNELER



The channeler discipline brings out the best in the harmonic energies of the divine mechanism. These abilities grant the power to destroy undead, heal allies and benefit friends.

MAJOR: Channeler MINOR: None

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3 JUSTICE

REQUISITE: LEVEL 0 **UTILITY ACTION:** INSTANT / WEAPON VS. DEX

You absorb an arcane, divine or occult effect from an ally (diminishing damage or status effect with a duration other than instant) and transfer it to an enemy. The remaining duration of the effect is unchanged. If you succeed, your enemy is now the target of the effect. If you fail, you are the target of the effect.

RANK 1: Ranged, remove and inflict 1 effect. **RANK 2:** Remove and inflict up to 2 effects. **RANK 3:** Remove and inflict up to 3 effects.

4 HEAL SWITCH

REQUISITE: LEVEL 0

ASSIST ACTION: INSTANT / NO CHECK

Trade places with an ally and heal them as you pass. The path between you must be unobstructed and no longer than 5 yards.

RANK 1: Ranged (5 yards), damage W+1d4 Healing. RANK 2: Ranged (7 yards), damage W+2d4 Healing. RANK 3: Ranged (9 yards), damage W+3d4 Healing.

6 RIGHTEOUSNESS

REQUISITE: LEVEL 0 **ATTACK ACTION:** INSTANT / WEAPON VS. GUTS

You produce a pocket of harmonious destruction. You attack the target's Guts and deal half damage on a failed attack.

RANK 1: Melee, damage W+2d4 Sonic.RANK 2: Melee, damage W+2d6 Sonic.RANK 3: Melee, damage W+2d8 Sonic.

8 DIVINE INSPIRATION REQUISITE: LEVEL 4

ASSIST ACTION: INSTANT / NO CHECK

You call upon the radial harmony to inspire one of your allies. That ally immediately makes an interrupt melee or ranged attack with their readied weapon (against whichever defense is appropriate for their weapon) and deal light damage on a successful hit.

RANK 1: Ranged, damage W+2d6 Light. RANK 2: Ranged, damage W+2d8 Light. RANK 3: Ranged, damage W+2d10 Light.

11 CONTINUITY

REQUISITE: LEVEL 7 **UTILITY ACTION:** INSTANT / NO CHECK

You extend the duration of all nearby divine effects. Any divine effect in the area with a duration other than instant is prolonged by 3 (units are per the original effect's description—rounds, minutes, hours, etc.). If any divine effect is upon targets both inside and outside the area, then only those inside get duration extensions.

RANK 1: Blast 5, duration extended 3 units. RANK 2: Blast 6, duration extended 4 units. RANK 3: Blast 7, duration extended 5 units.

12 RESPITE

REQUISITE: LEVEL 11 **UTILITY ACTION:** INSTANT / NO CHECK

You restore Steam to an ally within reach.

RANK 1: Melee, restores 2d6 Steam. RANK 2: Melee, restores 2d8 Steam. RANK 3: Melee, restores 2d10 Steam.

14 EULOGY

REQUISITE: LEVEL 16

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

With a touch of your hand and a hallowed whisper, you put the dead to rest. If you fail, you deal no damage. Undead creatures beaten by this ability (reduced to zero Health or less) are disintegrated, turned into a pile of ashes along with their equipment.

RANK 1: Melee, damage W+1dl2 Light. RANK 2: Melee, damage W+2dl2 Light. RANK 3: Melee, damage W+3dl2 Light.

15 SPIRIT WEAPON

REQUISITE: LEVEL 19

ATTACK ACTION: PERSISTENT / NO CHECK

Change a weapon's default damage to either Sonic or Light (you choose). A sonic weapon hums a harmonic chord. A light weapon takes a -5 damage penalty but sheds light in a 3 yard radius.

RANK 1: Other, duration 1 Minute.

RANK 2: Other, duration 2 minutes, +2 damage (Sonic or Light). RANK 3: Other, duration 3 minutes, +4 damage (Sonic or Light).

18 SANCTUARY

REQUISITE: LEVEL 23

ASSIST ACTION: INSTANT / NO CHECK

All allies within the Aura (not you) gain a small amount of healing and can use an interrupt defense action.

RANK 1: Aura 6, damage W+1d6 Healing. RANK 2: Aura 8, damage W+1d8 Healing. RANK 3: Aura 10, damage W+1d10 Healing.

19 REQUIEM

REQUISITE: LEVEL 27

ATTACK ACTION: INSTANT / NO CHECK

Your powerful attack destroys undead abominations. This affects all enemies within the ability radius but not allies. You deal full damage on a success and half damage on a failure. Undead creatures beaten by this ability (reduced to zero Health or less) are disintegrated along with their equipment.

RANK 1: Aura 6, damage W+3d8 Light. RANK 2: Aura 8, damage W+4d8 Light. RANK 3: Aura 10, damage W+5d8 Light.

CLARITY



This is used for divinations, awareness, telepathy and clairvoyance.

MAJOR DISCIPLINE: Channeler MINOR DISCIPLINE: Bard, Explorer, Necrolyte, Warder

3 BLESSED STRIKE

REOUISITE: LEVEL 1

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

Your ranged attack is touched by the harmony. The range bonus doubles and triples at medium and long range as usual.

RANK 1: Ranged, damage W+1d4 Default, +10 range bonus. RANK 2: Ranged, damage W+2d4 Default, +20 range bonus. RANK 3: Ranged, damage W+3d4 Default, +30 range bonus.

5 INNER EYE

REQUISITE: LEVEL 2

UTILITY ACTION: PERSISTENT / NO CHECK

Your surroundings are projected directly into your mind.

RANK 1: Self, duration 1 minute, immune to blinding. RANK 2: Self, duration 2 minutes, also immune to deafening. RANK 3: Self, duration 3 minutes, also immune to distraction.

4 SURE FOOTED

REQUISITE: LEVEL 7

DEFENSE ACTION: PERSISTENT / NO CHECK

You are always on your guard. If knocked you off guard or prone, you instantly get back on your guard as an interrupt action as many times as necessary until your next round.

RANK 1: Self, duration 1 round. RANK 2: Self, duration 2 rounds. RANK 3: Self, duration 3 rounds.

9 COMPASS BEARING

REQUISITE: LEVEL 9

UTILITY ACTION: INSTANT / NO CHECK OR WEAPON VS. WITS

Sense the approximate direction and approximate distance to the target. However, there is a margin of error for both distance and direction. If the target is outside this range, the ability fails. If the target is a creature, or an item in someone's possession, your check is against their Wits (no range modifiers).

RANK 1: Other, distance up to 10 miles, 30% margin of error. RANK 2: Other, distance up to 100 miles 20% margin of error. RANK 3: Other, distance up to 1,000 miles 10% margin of error.

11 TELEPATHY

REQUISITE: LEVEL 14

UTILITY ACTION: PERSISTENT / NO CHECK OR WEP VS. WITS You can communicate to any or all targets telepathically-you speak to them in their mind. You can choose to whisper discreetly to one target, or shout to all in the range. To listen to a target's thoughts, you must succeed on a Search check versus their Wits.

RANK 1: Aura 5, duration 1 minute. RANK 2: Aura 10, duration 10 Minutes. RANK 3: Aura 15, duration 1 Hour.

15 IDENTIFY **REQUISITE:** LEVEL 17

LONG UTILITY ACTION: INSTANT / NO CHECK

You discern one property of an item that you want to know (the price, magical enchantment, history, quality, bonus, etc.).

RANK 1: Other, you learn one property of the item.

- RANK 2: Other, you learn two properties of the item.
- RANK 3: Other, you learn everything there is to know-the GM lets you read any and all information about the target object.

15 EVALUATE

REQUISITE: LEVEL 20

LONG UTILITY ACTION: INSTANT / WEAPON VS. WITS

- You size up your opponent, discerning information about it through the power of divine clarity.
- RANK 1: Ranged, you learn the target's class(es) and level(s) and the creature's name including it's species, culture or type.
- RANK 2: Ranged, you also learn the total value of the target's seven vitals (Air, Fire, Earth, Water, Energy, Logic, Spirit).
- RANK 3: Ranged, you learn everything there is to know-the GM lets you read the target's information stat block. This doesn't reveal personal information, only the target's statistical (combat) data.

16 CLAIRVOYANCE

REQUISITE: LEVEL 22

LONG UTILITY ACTION: PERSISTENT / WEAPON VS. WITS

You spy a creature or object in your mind's eye. Your mental image follows the target for a minute, revealing what they are doing in plain sight. If you fail your check, you can't see them.

RANK 1: Other, duration 1 minute. RANK 2: Other, duration 1 hour. RANK 3: Other, duration 1 day.

20 LUCKY AURA

REOUISITE: LEVEL 25 **UTILITY ACTION: PERSISTENT / NO CHECK**

All allies gain a bonus to the critical range of all checks.

RANK 1: Aura 3, duration 3 rounds, +1 critical range. RANK 2: Aura 4, duration 4 rounds, +2 critical range.

RANK 3: Aura 5, duration 5 rounds, +3 critical range.

20 TRUE STRIKE

REQUISITE: LEVEL 29

ATTACK ACTION: INSTANT / WEAPON VS. ANY

You make a melee or ranged attack (depends on your weapon type) against a target (Dex, Guts or Wits, depending on weapon) with a check bonus. Any hit is considered a critical hit. If you can't make a Melee nor Ranged attack with your weapon, this ability automatically fails.

RANK 1: Melee or Ranged, damage W+1d6 Default, +10 check. RANK 2: Melee or Ranged, damage W+2d6 Default, +15 check. RANK 3: Melee or Ranged, damage W+3d6 Default, +20 check.



The discipline of control governs leadership, inspiration, rallying your allies and demoralizing your enemies.

MAJOR DISCIPLINE: Bard, Explorer, Warder MINOR DISCIPLINE: Berserker, Gunner, Mechanist

4 TEMPERED THRUST

REQUISITE: LEVEL 1

-

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

The force of your thrust skewers through a line of enemies.

RANK 1: Lance 3, damage W+1d6 Physical. RANK 2: Lance 4, damage W+1d8 Physical. RANK 3: Lance 5, damage W+1d10 Physical.

2 ENRAGE

REQUISITE: LEVEL 2

ATTACK ACTION: INSTANT / NO CHK OR CHARISMA VS. WITS

You cause a single ally or enemy to become enraged (-2 all defenses, -2 all checks, +5 all damage dealt, can't use assist, defense or utility actions). If used on an enemy, a Wits attack is required. You can also use this ability on yourself.

RANK 1: Ranged, enraged 3 rounds. RANK 2: Ranged, enraged 5 rounds. RANK 3: Ranged, enraged 10 rounds.

7 FAR STRIKE

REQUISITE: LEVEL 7 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

You make a melee attack with a reach bonus.

RANK 1: Melee, damage W+2d6 Physical, +2 yard reach bonus. **RANK 2:** Melee, damage W+3d6 Physical, +3 yard reach bonus. **RANK 3:** Melee, damage W+4d6 Physical, +4 yard reach bonus.

5 PROUD STANCE

REQUISITE: LEVEL 10

UTILITY ACTION: PERSISTENT / NO CHECK

You take on a high, proud stance, taking a Dex penalty but gain Guts and Wits bonuses. Stances can be used in conjunction with styles (modifiers stack). You can only use one stance at a time and can end a stance at any time as an interrupt.

RANK 1: Self, duration 1 minute, -3 Dex, +3 Guts, +3 Wits. RANK 2: Self, duration 2 minutes, -4 Dex, +4 Guts, +4 Wits. RANK 3: Self, duration 3 minutes, -5 Dex, +5 Guts, +5 Wits.

7 METTLE

REQUISITE: LEVEL 12

UTILITY ACTION: PERSISTENT / NO CHECK

Every time you strike the finishing blow with a martial weapon (reduce enemy Health to 0 or less), you gain Steam (cannot exceed your maximum).

RANK 1: Self, duration 10 minutes, +1d4 Steam on a finishing blow. **RANK 2:** Self, duration 20 minutes, +2d4 Steam on a finishing blow. **RANK 3:** Self, duration 30 minutes, +3d4 Steam on a finishing blow.

8 INSPIRATION

REQUISITE: LEVEL 16

UTILITY ACTION: PERSISTENT / NO CHECK

You and your allies are blessed by your aura, gaining bonuses to all checks and damage.

RANK 1: Aura 6, duration 1 minute, +1 checks, +1 damage. RANK 2: Aura 8, duration 2 minutes, +2 checks, +2 damage. RANK 3: Aura 10, duration 3 minutes, +3 checks, +3 damage.

10 Spur to Glory

REQUISITE: LEVEL 20

UTILITY ACTION: PERSISTENT / NO CHECK

Your words inspire a single ally to fight on with greater vigor. The ally is healed (instant) and hasted (+2 defenses, +5 Speed, +1 extra action per round). Beaten targets only gain half healing. You can't use this ability on yourself.

RANK 1: Other, damage 1d4 Healing, hasted 3 rounds. RANK 2: Other, damage 2d4 Healing, hasted 4 rounds. RANK 3: Other, damage 3d4 Healing, hasted 5 rounds.

9 SHEEN

REQUISITE: LEVEL 22

LONG UTILITY ACTION: PERSISTENT / NO CHECK

Your weapon becomes highly polished and reflective. It gains a damage bonus for the ability duration.

RANK 1: Other, duration 1 minute, +4 damage. RANK 2: Other, duration 2 minutes, +7 damage. RANK 3: Other, duration 3 minutes, +10 damage.

12 DEFIANCE

REQUISITE: LEVEL 26

DEFENSE ACTION: PERSISTENT / NO CHECK

No enemy within the aura may score a critical. Any critical success an enemy rolls becomes a normal success (applies to all skill checks, including attacks).

RANK 1: Aura 6, duration 3 rounds. RANK 2: Aura 8, duration 4 rounds. RANK 3: Aura 10, duration 5 rounds.

17 TWOFOLD LANCE

REQUISITE: LEVEL 27

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You perform two lances of martial perfection, slicing enemies in two separate lines. If the lances overlap, an enemy only takes damage from the first one.

RANK 1: Split 2 & Lance 5, damage W+4d8 Physical. RANK 2: Split 2 & Lance 6, damage W+5d8 Physical. RANK 3: Split 2 & Lance 7, damage W+6d8 Physical.

CHAPTER 8: ABILITIES



The discipline of cryptology creates quasi-magical protective traps and effects from the power of symbology.

MAJOR DISCIPLINE: Channeler, Explorer MINOR DISCIPLINE: Arcanist, Bard, Necrolyte

2 ANIMATE QUILL REQUISITE: LEVEL 1

UTILITY ACTION: PERSISTENT / NO CHECK

You animate a writing tool and paper. The quill can draw maps as you explore, record what you are saying if you dictate slowly enough, sketch people or places as a novice artist, etc. The quill and paper float and follow you, staying within 1 yard at all times.

RANK 1: Other, duration 1 hour. RANK 2: Other, duration 1 day. RANK 3: Other, duration 1 week.

5 ALARM

REQUISITE: LEVEL 4

LONG UTILITY ACTION: PERSISTENT / NO CHECK

Creates a magical, invisible ' trip-wall' all around the area (even on the floor and ceiling). It is very hard to detect (Search TN = your Wits + 5). If anything comes into contact with the alarm, you are instantly alerted. If sleeping, you immediately awaken. You can specify creatures that will not set off the alarm.

RANK 1: Square 6, duration 1 day. RANK 2: Square 8, duration 1 week. RANK 3: Square 10, duration 1 month.

5 PICTOGRAM OF CHAOS

REQUISITE: LEVEL 6

ATTACK ACTION: PERSISTENT / WEAPON VS. WITS

You produce a spinning pictogram upon the ground. On a successful check, targets are confused (roll 1d10 each round: 1–3 creature can take actions by itself; 4–7 creature takes no actions this round; 8–10 move and attack a friendly target).

RANK 1: Square 3, duration 1 minute, confused 3 rounds. RANK 2: Square 4, duration 2 minutes, confused 4 rounds. RANK 3: Square 5, duration 3 minutes, confused 5 rounds.

14 SYMBOL OF PROTECTION

REQUISITE: LEVEL 11

MINUTE ACTION: PERSISTENT / NO CHECK

You trace a defensive glowing symbol on yourself or an ally.

RANK 1: Other, duration 3 hours, +1 to all defenses. **RANK 2:** Other, duration 4 hours, +2 to all defenses. **RANK 3:** Other, duration 5 hours, +3 to all defenses.

15 BLUEPRINT

REQUISITE: LEVEL 13

HOUR ACTION: INSTANT / NO CHECK

By touching an object with your hand for 1 hour, you create a set of blueprints for it. The blueprints are not 100% accurate. They are made of average quality paper, lead pencil and colored inks.

RANK 1: Other, blueprint 70% accurate. RANK 2: Other, blueprint 80% accurate. RANK 3: Other, blueprint 90% accurate.

15 LOCKING RUNE **REQUISITE:** LEVEL 16

HOUR ACTION: PERSISTENT / NO CHECK

Reinforces an existing lock in a door, chest, window or any portal. Add +5 to the rating of the existing lock. The lock rating is the

difficulty for thievery checks against it. The rune is invisible, detectable only by magic.

RANK 1: Other, duration 1 week, lock rating +5.

RANK 2: Other, duration 1 day, lock rating +10.

RANK 3: Other, duration 1 month, lock rating +15.

13 LIVING SKETCH

REQUISITE: LEVEL 19

UTILITY ACTION: PERSISTENT / NO CHECK

You draw an item upon any surface that becomes real. The item can be anything you want (a specific tool, some food, a piece of armor, etc.). You can only create items of common quality with this ability, nothing more expensive than your level >10 shillings and nothing larger than a weapon/shield (no vehicles or mounts, for example). When the ability duration expires, it vanishes.

RANK 1: Other, duration 10 minutes, value up to level×10 shillings. RANK 2: Other, duration 1 hour, value up to level×20 shillings. RANK 3: Other, duration 1 day, value up to level×30 shillings.

12 CRYPTIC SQUARE

REQUISITE: LEVEL 23

UTILITY ACTION: PERSISTENT / NO CHECK

A cryptic square glows upon the floor. You and all allies within the square gain a bonus to all checks. Enemies are not affected.

RANK 1: Square 3, duration 1 minute, +2 to all checks. **RANK 2:** Square 4, duration 2 minutes, +3 to all checks. **RANK 3:** Square 5, duration 2 minutes, +4 to all checks.

17 TRAP GLYPH

REQUISITE: LEVEL 25

LONG DEFENSE ACTION: PERSISTENT / NO CHECK

- Creates an explosive trap on a door, chest or any portal. The rating of the trap is equal to your weapon skill bonus. Once activated, the trap is destroyed.
- **RANK 1:** Other, duration 1 week, trap statistics [Weapon Skill=Rating, Guts / 1 Trigger / Blast 5 / 5d8 Physical].
- RANK 2: Other, duration 1 month, trap statistics [Weapon Skill=Rating, Guts / 1 Trigger / Blast 5 / 6d10 Physical].
- **RANK 3:** Other, duration 1 year, trap statistics [Weapon Skill=Rating, Guts / 1 Trigger / Blast 5 / 7d12 Physical].

23 DOORWAY PORTALS

REQUISITE: LEVEL 28

LONG UTILITY ACTION: PERSISTENT / NO CHECK

You draw a doorway arch in any solid wall and another similar arch appears on another wall nearby. The portals are joined moving through one portal leads out the other portal and vice versa. Two such portals could be summoned on either side of a large pit trap or at the top and bottom of a dangerous cliff. You can make ranged attacks upon anything that you can see through the portal just as if you were firing through a door or window.

RANK 1: Other, duration 1 minute, max 10 yards between portals. RANK 2: Other, duration 2 minutes, max 20 yards between portals. RANK 3: Other, duration 3 minutes, max 30 yards between portals.




The discipline of death contains abilities that can wither and decay, snuff out lives, summon ghostly weapons, conjure clouds of pestilence and animate undead thralls.

MAJOR DISCIPLINE: Channeler, Necrolyte MINOR DISCIPLINE: Berserker, Mechanist

4 NECROTIC CONE

REQUISITE: LEVEL 1

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You spray deathly energies that damage the living and heal dead.

RANK 1: Cone 3, damage W+ld4 Necrotic. RANK 2: Cone 4, damage W+1d6 Necrotic. RANK 3: Cone 5, damage W+1d8 Necrotic.

7 WITHER

REQUISITE: LEVEL 3 ATTACK ACTION: INSTANT / WEAPON VS. DEX

A successful check ages the target.

RANK 1: Melee, damage W+1d8 Necrotic, target ages 1 week. RANK 2: Melee, damage W+1d10 Necrotic, target ages 1 month. RANK 3: Melee, damage W+ldl2 Necrotic, target ages 1 year.

5 FATIGUE

REQUISITE: LEVEL 8

ATTACK ACTION: PERSISTENT / WEAPON VS. DEX

Although they may still spend Steam and use abilities, the target otherwise acts as if exhausted (-5 checks, -5 damage, -5 defenses, Speed and Load are halved, slower healing and recuperation).

RANK 1: Ranged, duration 3 rounds. RANK 2: Ranged, duration 4 rounds. RANK 3: Ranged, duration 5 rounds.

6 SNUFF

REQUISITE: LEVEL 9

ATTACK ACTION: INSTANT / NO CHECK

Drain the remaining life force from a dying creature and absorb it. You can only target a beaten creature (one already reduced to 0 or less Health). It kills the target and grants you healing.

RANK 1: Ranged, gain 1d4 Healing plus 1 Healing per +1 size. RANK 2: Ranged, gain 1d6 Healing plus 2 Healing per +1 size. RANK 3: Ranged, gain 1d8 Healing plus 3 Healing per +1 size.

10 Spectral Weapon

REQUISITE: LEVEL 12 **UTILITY ACTION:** PERSISTENT / NO CHECK

Transforms your weapon (the one you used for this ability) into an incorporeal martial weapon only you can wield. A relic becomes any one-handed weapon (damage 1d8 Necrotic), a censer becomes any two-handed weapon (damage 2d8 Necrotic)-make attacks with the new weapon's bonus (the sword skill bonus for a spectral longsword, for example). The new weapon can't use occult abilities but you can revert it to its original form as an interrupt action.

RANK 1: Other, duration 1 minute. RANK 2: Other, duration 2 minutes. RANK 3: Other, duration 3 minutes.

13 CLOUD OF PESTILENCE **REQUISITE:** LEVEL 17

LONG ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

Creates a necrotic cloud of pestilence. The cloud deals necrotic damage, sickens, deafens and blinds for 3 rounds on a successful check (-5 all defenses, -6 all checks, ranged attacks automatically miss). Failed checks deal half damage only with no status effects.

RANK 1: Cloud 5, damage W+3d8 Necrotic, duration 1 minute. RANK 2: Cloud 6, damage W+3d10 Necrotic, duration 2 minutes. RANK 3: Cloud 7, damage W+3dl2 Necrotic, duration 3 minutes.

11 CONTROL UNDEAD

REQUISITE: LEVEL 20

LONG ATTACK ACTION: PERSISTENT / HANDLE VS. WITS

On a successful check you can control the undead creature(s) during their next round. Thralls are easily controlled, several at a time, and can be forced to do anything with no resistance (even force them to leap off a cliff). Thralls that you raised are already loyal, so you don't need to use this. Any other role (stalker, brute, tank, etc.) is much more difficult to control. You can only control one at a time and can't force it to do anything that would knowingly bring harm to it. If the target is unwilling, it will resist, imposing a -5 penalty to any skill check (it will try not to damage it's allies for example). The target can also resist movement, imposing a -5 Speed penalty on itself (to a minimum 1 yard).

RANK 1: Split 3, duration 1 round, control up to 3 thralls at once. RANK 2: Split 4, duration 2 rounds, control up to 4 thralls at once. RANK 3: Split 5, duration 3 rounds, control up to 5 thralls at once.

14 VAMPIRIC SLIGHT

REQUISITE: LEVEL 21

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You gain half the damage inflicted as Health.

RANK 1: Ranged, damage W+1d10 Necrotic. RANK 2: Ranged, damage W+2d10 Necrotic. RANK 3: Ranged, damage W+3d10 Necrotic.

17 AURA OF DECAY

REOUISITE: LEVEL 25

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

Bolsters and heals undead. Damages others (requires attack checks).

- RANK 1: Aura 3, damage W+ld4 Necrotic, duration 3 rounds, undead gain +2 to checks and defenses.
- RANK 2: Aura 4, damage W+ld6 Necrotic, duration 4 rounds, undead gain +3 to checks and defenses.
- RANK 3: Aura 5, damage W+1d8 Necrotic, duration 5 rounds, undead gain +4 to checks and defenses.

20 UNDYING SERVITUDE

REOUISITE: LEVEL 27

ATTACK ACTION: PERSISTENT / NO CHECK

This keeps a single undead thrall of yours animated and under your control for much longer. It gains bonuses to health, all checks, all damage, all defenses and speed.

RANK 1: Other, duration 1 week, +10 Health, +1 other bonuses. RANK 2: Other, duration 1 month, +20 Health, +2 other bonuses. RANK 3: Other, duration 1 year, +30 Health, +3 other bonuses.

DEFENSE



This discipline grants powers to fight blindfolded, repel charging enemies, cover your allies and slowly whittle down your enemies.

MAJOR DISCIPLINE: Berserker, Mechanist, Warder MINOR DISCIPLINE: Bard, Channeler, Rogue

1 COVER ALLY

REQUISITE: LEVEL 1

DEFENSE ACTION: PERSISTENT / NO CHECK

You grant light cover to any ally within 1 yard of you. The cover applies to all attacks upon them (+2 to all defenses, +2 armor bonus). As long as neither you nor your ally moves, the cover bonus is retained for the ability duration.

RANK 1: Other, duration 1 round. RANK 2: Other, duration 2 rounds.

RANK 3: Other, duration 3 rounds.

6 OUST

REQUISITE: LEVEL 2

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

On a successful check you deal damage and push the enemy back. On a failed check, you deal half damage. If there is a solid object or creature blocking the path, the pushed target stops.

RANK 1: Melee, damage W+1d6 Physical, push [2 - size] yards. **RANK 2:** Melee, damage W+2d6 Physical, push [3 - size] yards. **RANK 3:** Melee, damage W+3d6 Physical, push [4 - size] yards.

5 DEFENSIVE STANCE

REQUISITE: LEVEL 7

UTILITY ACTION: PERSISTENT / NO CHECK

You adopt a low defensive stance. You gain a bonus to all defenses and armor but suffer a penalty on all skill checks. You can only use one stance at a time and can end a stance at will. Stances can be used in conjunction with styles (modifiers stack).

RANK 1: Self, dur 1 minute, -1 checks, +2 defenses, +1 armor. RANK 2: Self, dur 2 minutes, -2 checks, +3 defenses, +2 armor. RANK 3: Self, dur 3 minutes, -3 checks, +4 defenses, +3 armor.

5 STEEL SHELL

REQUISITE: LEVEL 9

DEFENSE ACTION: PERSISTENT / NO CHECK

Add your shield's Dex defense bonus to your armor.

RANK 1: Self, duration 1 round. RANK 2: Self, duration 2 rounds. RANK 3: Self, duration 3 rounds.

8 COUNTER

Requisite: Level 12 **Defense Action:** Persistent / Weapon vs. Dex

You prime your martial weapon, ready to retaliate against any who attack you. If an enemy makes an attack upon you, regardless of whether they hit or not, you can retaliate against them as an interrupt attack (after their attack, assuming they are within striking range/reach). You can counter once against each enemy that attacks you until the beginning of your next turn. Combo and Split abilities count as one attack even if they have multiple checks.

RANK 1: Self, damage W+2dl0 Physical, duration 1 round. RANK 2: Self, damage W+3dl0 Physical, duration 1 round. RANK 3: Self, damage W+4dl0 Physical, duration 1 round.

12 ANCHORING SMASH REQUISITE: LEVEL 15

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You make two melee attacks that damage and slow the target (-2 all defenses, half Speed, lose the first action of each round). Armor reduces each attack's damage separately.

RANK 1: Split 2, damage W+2d6 Physical, slowed 1 round. RANK 2: Split 2, damage W+3d6 Physical, slowed 2 rounds. RANK 3: Split 2, damage W+4d6 Physical, slowed 3 rounds.

9 BULWARK

REQUISITE: LEVEL 19

ATTACK ACTION: PERSISTENT / NO CHECK

You summon a low wall up from the ground. The wall is one and a half yards high and provides medium cover to all who can get behind it. The wall sinks back into the earth when it expires.

RANK 1: Wall 2, duration 1 minute.

RANK 2: Wall 3, duration 10 minutes. RANK 3: Wall 4, duration 1 hour.

10 RECEIVE CHARGE

REQUISITE: LEVEL 22

DEFENSE ACTION: PERSISTENT / WEAPON VS. DEX

Targets that enter your melee reach (not those already inside it) are attacked as an interrupt action. You gain a check bonus with any weapon and an extra damage bonus if wielding a polearm.

- RANK 1: Self, damage W+2d10 Physical, duration 1 round, +3 check bonus, +5 polearm damage bonus.
- RANK 2: Self, damage W+3dl0 Physical, duration 1 round, +4 check bonus, +10 polearm damage bonus.

RANK 3: Self, damage W+4dl0 Physical, duration 1 round, +5 check bonus, +15 polearm damage bonus.

15 RIP TIDE

REQUISITE: LEVEL 26

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A mighty slash deals diminishing damage to each in the area.

RANK 1: Slash 3, damage W+4d8 Physical Dim. RANK 2: Slash 4, damage W+5d8 Physical Dim. RANK 3: Slash 5, damage W+6d8 Physical Dim.

10 FLAWLESS DEFENSE

REQUISITE: LEVEL 29

DEFENSE ACTION: PERSISTENT / NO CHECK

You gain a bonus to one defense of your choice (Dex, Guts or Wits) and are immune to critical hits—any critical scored upon you is treated as a normal hit.

RANK 1: Self, duration 1 round, +10 to one of your defenses. RANK 2: Self, duration 2 rounds, +15 to one of your defenses. RANK 3: Self, duration 3 rounds, +20 to one of your defenses. CHAPTER 8: ABILIJ



Rigging explosives to do exactly what you want is a tricky business with no room for error. If you want to destroy enemy structures and fortifications, you'll need plenty of training in this discipline.

MAJOR DISCIPLINE: Gunner, Rogue MINOR DISCIPLINE: Arcanist, Mechanist

3 REMOTE DETONATOR **REQUISITE:** LEVEL 1

LONG UTILITY ACTION: PERSISTENT / NO CHECK

You set up a grenade with a wireless detonator that you can activate remotely. You can detonate the grenade as a free action at any time later. You can set up as many remote detonators as you like, but they must be activated one at a time. Gauntlets and dragonguns can't use this ability.

RANK 1: Area varies per grenade, dur 1 hour, dmg W+1d4 Physical. **RANK 2:** Area varies per grenade, dur 1 day, dmg W+1d6 Physical. **RANK 3:** Area varies per grenade, dur 1 week, dmg W+1d8 Physical.

5 DOOR KNOCKER

REQUISITE: LEVEL 3

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

This attack must be used at point blank range on a door, or else it is just a normal cone attack. If your weapon check beats the Break TN of the door, it is breached and the cone extends to its full distance, possibly harming targets on the other side of the door. If you fail, the door remains intact.

RANK 1: Cone 4, damage W+1dl0 Physical. RANK 2: Cone 5, damage W+2dl0 Physical. RANK 3: Cone 6, damage W+3dl0 Physical.

7 ROOM FILLER

REQUISITE: LEVEL 7

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The square explosion nicely encompasses most rooms.

RANK 1: Square 4, damage W+1d6 Physical. RANK 2: Square 5, damage W+2d6 Physical. RANK 3: Square 6, damage W+3d6 Physical.

9 ARMOR BUSTER

REQUISITE: LEVEL 11

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The armor buster dents armor on a successful hit. On a critical, the bonus dents are added to the total.

RANK 1: Blast 2, damage W+ld4 Physical, +1 dent. RANK 2: Blast 3, damage W+2d4 Physical, +2 dents. RANK 3: Blast 3, damage W+3d4 Physical, +3 dents.

8 CRATER BOMB

REQUISITE: LEVEL 14

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The blast creates a large crater, throwing earth and debris into the air all round. The crater is the same size as the blast area and counts as an average obstacle (3 yards movement required per 1×1 yard square). Those using the crater as shelter gain light cover.

RANK 1: Blast 1, damage W+1d8 Physical. RANK 2: Blast 2, damage W+2d8 Physical. RANK 3: Blast 3, damage W+3d8 Physical.

12 DESTROY COVER

REQUISITE: LEVEL 16

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

In addition to the damage you deal, you destroy all cover in the area. Destroyed cover becomes an obstacle on the action map.

RANK 1: Blast 2, dmg W+1d10 Physical, light cover to minor obst. RANK 2: Blast 3, dmg W+2d10 Physical, medium cover to avg. obst. RANK 3: Blast 4, dmg W+3d10 Physical, heavy cover to major obst.

10 CONCUSSION BLAST

REQUISITE: LEVEL 19

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

This booming sonic blast can be heard miles away. If your check succeeds against a target, the target is pushed back and deafened for 1 minute (-5 Wits, -2 all checks).

RANK 1: Blast 7, damage W+3d4 Sonic, push [1 - size] yards. RANK 2: Blast 8, damage W+3d6 Sonic, push [2 - size] yards. RANK 3: Blast 9, damage W+3d8 Sonic, push [3 - size] yards.

14 FLATTENER

REQUISITE: LEVEL 21

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A ground shaking, compression explosion. A successful check deals damage and knocks a target prone.

RANK 1: Blast 3, damage W+3d6 Physical. RANK 2: Blast 4, damage W+4d6 Physical. RANK 3: Blast 9, damage W+5d6 Physical.

17 IMPLOSION

REQUISITE: LEVEL 25

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A small singularity rips the very fabric of reality. Successful checks deal damage and pull a target toward the center of the blast.

RANK 1: Blast 5, damage W+1d4 Dark, pull [1 - size] yards. RANK 2: Blast 6, damage W+1d8 Dark, pull [2 - size] yards. RANK 3: Blast 7, damage W+1d12 Dark, pull [3 - size] yards.

19 WALL CRUSHER

REQUISITE: LEVEL 27

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

This ability causes double damage to structures and destroys all segments of existing Wall in the area. Wall abilities are destroyed permanently (they do not grow back in a few rounds).

RANK 1: Blast 3, damage W+3d8 Physical. RANK 2: Blast 4, damage W+4d8 Physical. RANK 3: Blast 5, damage W+5d8 Physical.

CHAPTER 8: ABILITIES

DISRUPTION



The discipline of disruption can diminish, destroy or disjunct magical effects and enchanted items. Alternatively, it can just destroy those who want to use them.

MAJOR DISCIPLINE: Explorer, Necrolyte MINOR DISCIPLINE: Arcanist, Bard, Channeler

2 REVEAL MAGIC

REQUISITE: LEVEL 1

UTILITY ACTION: PERSISTENT / NO CHECK

You cause all magical effects (arcane, divine or occult) in the area to glow blue, visible to all. The cone duration is instant, but the magical items continue to glow for 1 minute (slowly fading).

RANK 1: Cone 5, glow duration 1 minute RANK 2: Cone 10, glow duration 2 minutes. RANK 3: Cone 15, glow duration 3 minutes.

5 ADDLE

REQUISITE: LEVEL 4

ATTACK ACTION: INSTANT / WEAPON VS. WITS

The target is barred from using one of its abilities. You choose the ability, or select one at random if you don't know what the target can do (GM assigns numbers to abilities, then roll a die).

RANK 1: Ranged, block 1 ability for 1 round.

RANK 2: Ranged, block 2 abilities for 2 rounds.

RANK 3: Ranged, block 3 abilities for 3 rounds.

9 DAMPENING FIELD

REQUISITE: LEVEL 6

ATTACK ACTION: PERSISTENT / NO CHECK

Any character (allies and enemies alike) trying to activate an arcane, divine or occult ability in the area (but not you) must pay extra Steam per ability.

RANK 1: Aura 5, duration 3 rounds, +3 Steam cost per ability. RANK 2: Aura 7, duration 4 rounds, +4 Steam cost per ability. RANK 3: Aura 10, duration 5 rounds, +5 Steam cost per ability.

10 DISPEL

REQUISITE: LEVEL 9

UTILITY ACTION: INSTANT / WEAPON VS. WITS

You disrupt all magic in the area. Any arcane, divine or occult ability with a persistent effect ends immrdiately if you beat the Wits of the creature that created it (if they are not within 100 yards, they cannot contest your dispel and you automatically succeed).

RANK 1: Blast 5.

RANK 2: Blast 6, +2 check bonus. RANK 3: Blast 7, +5 check bonus.

15 BANISH

REQUISITE: LEVEL 13

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You send any object, item or creature back to its home plane. The creature arrives with all its possessions intact in a safe location near the greatest population center for its own kind on its plane of origin. This ability won't work on native creatures—use it to be rid of extra-planar creatures (elementals, ethereals, etc.).

RANK 1: Ranged, -5 check penalty. RANK 2: Ranged, -2 check bonus. RANK 3: Ranged, no check penalty.

14 DIAMETRIC ETHERS REQUISITE: LEVEL 17

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You project opposite energies at your enemy. The first attack causes light dim damage, the second causes dark dim damage.

RANK 1: Combo 2, dmg W+1d6 Light Dim & W+1d6 Dark Dim. RANK 2: Combo 2, dmg W+2d6 Light Dim & W+2d6 Dark Dim. RANK 3: Combo 2, dmg W+3d6 Light Dim & W+3d6 Dark Dim

16 REALITY WHIP

REQUISITE: LEVEL 20

LONG DEFENSE ACTION: PERSISTENT / WEAPON VS. WITS

You make an interrupt attack on every creature that attempts an arcane, divine or occult ability within your aura. If successful, you deal damage and the target's ability fails (they lose the Steam too).

RANK 1: Aura 3, duration 1 round, damage W+2d10 Physical. RANK 2: Aura 4, duration 2 rounds, damage W+3d10 Physical. RANK 3: Aura 5, duration 3 rounds, damage W+4d10 Physical.

18 SYMBOL OF OSMOSIS

REQUISITE: LEVEL 23

LONG UTILITY ACTION: PERSISTENT / NO CHECK

You create a symbol upon yourself that absorbs an amount of elemental and ethereal damage harmlessly—first apply you armor's damage reduction then deduct the remainder from the symbol's total each time you are hit. If it can completely absorb all the damage from an attack then you are immune to any other effects of that attack (status effects, penalties, etc.). When ethereal or elemental damage exceeds the symbol's total, the damage remainder breaks through (you get hurt) and the symbol expires immediately.

RANK 1: Other, duration 1 hour, absorbs 30 damage. RANK 2: Other, duration 2 hours, absorbs 40 damage. RANK 3: Other, duration 3 hours, absorbs 50 damage.

15 DEGRADE

REQUISITE: LEVEL 24

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

On a successful hit, choose one item in the target's possession. The item loses one or more levels of quality (changes from poor to inferior, for example). This degradation is permanent.

RANK 1: Melee, reduces 1 level of quality. RANK 2: Melee, reduces 2 levels of quality. RANK 3: Melee, reduces 3 levels of quality.

19 ANTI-MAGIC SHELL

REQUISITE: LEVEL 28

DEFENSE ACTION: PERSISTENT / NO CHECK

Choose one type of magic: arcane, divine or occult. Any abilities of that type within the aura, any effects that enter into the aura or are used within the aura are dispelled and end (as an interrupt). Your abilities of that magic type are similarly nullified. Area effects you move into are also cancelled.

RANK 1: Aura 5, duration 1 round, only one type of magic. **RANK 2:** Aura 6, duration 2 rounds, one or two types of magic. **RANK 3:** Aura 7, duration 3 rounds, up to three types of magic.

DUELING



The discipline of dueling is filled with trick shots, split attacks, defensive retreats and rapid attacks in quick succession.

MAJOR DISCIPLINE: Bard, Gunner, Rogue MINOR DISCIPLINE: Berserker, Explorer

3 RUNNING SHOT

REQUISITE: LEVEL 1

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

You move a number of yards, make the attack check (deal damage if successful) and then move another number of yards.

RANK 1: Ranged, damage W+1d6 Physical, move 3 yards (twice). **RANK 2:** Ranged, damage W+1d8 Physical, move 4 yards (twice). **RANK 3:** Ranged, damage W+1d10 Physical, move 5 yards (twice).

4 POINT BLANK

REQUISITE: LEVEL 4 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

Make a close range attack (max $l \times$ range) against the target's Dex with none of the penalties for being within melee reach.

RANK 1: Ranged (close only), damage W+2d4 Physical. RANK 2: Ranged (close only), damage W+2d6 Physical. RANK 3: Ranged (close only), damage W+2d8 Physical.

8 SECOND GUESS

REQUISITE: LEVEL 7

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You take several shots at your enemy in quick succession.

RANK 1: Combo 2, damage W+1d6 Physical, 2 ammunition. RANK 2: Combo 3, damage W+1d8 Physical, 3 ammunition. RANK 3: Combo 4, damage W+1d10 Physical, 4 ammunition.

7 DUELING STANCE

REQUISITE: LEVEL 10

UTILITY ACTION: PERSISTENT / NO CHECK

You are poised to react with speed. You gain a critical range bonus with all projectile weapons and a bonus to all defenses but take a damage penalty. You can only use one stance at a time. However, stances can be used in conjunction with styles (modifiers stack). You can end a stance at any time.

RANK 1: Self, dur 1 minute, +1 critical, +1 defenses, -2 damage. RANK 2: Self, dur 2 minutes, +2 critical, +2 defenses, -4 damage. RANK 3: Self, dur 3 minutes, +3 critical, +3 defenses, -6 damage.

8 FAIR SHARE

REQUISITE: LEVEL 12

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You make ranged attacks against multiple targets.

RANK 1: Split 2, damage W+1d6 Physical, 2 ammunition.
RANK 2: Split 3, damage W+2d6 Physical, 3 ammunition.
RANK 3: Split 4, damage W+3d6 Physical, 4 ammunition.

7 GOLDEN YARD

REQUISITE: LEVEL 16

DEFENSE ACTION: PERSISTENT / NO CHECK

You leap to the side whenever a weapon check is made against you (whether it hits or not). This move is an interrupt action that happens after the attacker has resolved their attack.

RANK 1: Self, duration 1 round, +1 to all defenses. RANK 2: Self, duration 2 rounds, +2 to all defenses. RANK 3: Self, duration 3 rounds, +3 to all defenses.

13 TRICK SHOT

REQUISITE: LEVEL 18

ATTACK ACTION: INSTANT / WEAPON VS. WITS

On a successful check, you choose which status affect to apply blinded (-5 Dex, -2 all checks), deafened (-5 Wits, -2 all checks) or sickened (-5 Guts, -2 all checks).

RANK 1: Ranged, damage W+2d10 Physical, status effect 3 rounds. **RANK 2:** Ranged, damage W+3d10 Physical, status effect 4 rounds. **RANK 3:** Ranged, damage W+4d10 Physical, status effect 5 rounds.

12 ELEMENTAL SPUR

REQUISITE: LEVEL 22

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You imbue your shot with an element. You choose the damage type each time you use this-Acid, Electric, Flame, Ice, Sonic.

RANK 1: Ranged, damage W+1d12 Elemental.

RANK 2: Ranged, damage W+2d12 Elemental.

RANK 3: Ranged, damage W+3d12 Elemental.

16 NAIL DRIVER

REQUISITE: LEVEL 26

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You make three ranged attacks upon a single target. Armor reduces each attack's damage separately.

RANK 1: Combo 3, damage W+2d10 Physical, 3 ammunition. RANK 2: Combo 3, damage W+3d10 Physical, 3 ammunition. RANK 3: Combo 3, damage W+4d10 Physical, 3 ammunition.

17 TRIGGER DANCE

REQUISITE: LEVEL 27

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You attack every enemy nearby as if you were wielding a melee weapon. You don't take any of the penalties associated with firing within your enemy's melee reach.

RANK 1: Cleave 4, damage W+4d8 Physical, 4 ammunition. RANK 2: Cleave 5, damage W+4d10 Physical, 5 ammunition. RANK 3: Cleave 6, damage W+4d12 Physical, 6 ammunition.



Features abilities that can mask, hide and cover you in a shroud of secrecy, turn invisible or incorporeal and manipulate shadows.

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MAJOR DISCIPLINE: Necrolyte, Rogue MINOR DISCIPLINE: Explorer, Berserker

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3 SHADE

Requisite: Level 1 Utility Action: Persistent / No Check

You create small pools of natural shadow.

RANK 1: Square 3, duration 1 minute, +4 Stealth. RANK 2: Square 6, duration 1 minute, +7 Stealth. RANK 3: Square 9, duration 1 minute, +10 Stealth.

5 DARK LANCE

REQUISITE: LEVEL 3

ATTACK ACTION: INSTANT / NO CHECK

You project a rift of darkness through your foes.

RANK 1: Lance 4, damage W+1d6 Dark. RANK 2: Lance 6, damage W+2d6 Dark. RANK 3: Lance 8, damage W+3d6 Dark.

6 DECOYS

REOUISITE: LEVEL 8

UTILITY ACTION: PERSISTENT / NO CHECK

Makes perfectly real illusory duplicates of yourself. When an enemy attacks you, roll a d4—on a 1, the enemy attacks you, otherwise the enemy attacks a decoy. Decoys mimic your action perfectly, but don't have any effect on others. It is more likely enemies will hit a decoy, even if there is only one left. Decoys have the same defenses as you, no armor and vanish if they take any damage (area effects destroy all decoys).

RANK 1: Self, duration 1 minute, makes 3 decoys. RANK 2: Self, duration 2 minutes, makes 4 decoys. RANK 3: Self, duration 3 minutes, makes 5 decoys.

12 ILLUSION

REQUISITE: LEVEL 11

UTILITY ACTION: PERSISTENT / WEAPON VS. WITS

Creates a single scene, perfectly realistic and detailed in every way you can imagine but doesn't include any creatures. If your check is successful, the target believes the illusion and it becomes real for that person in every way. If the check fails, the target sees the illusion for what it really is and the illusion does not become real (but can still be interacted with). Illusory weapons deal damage against targets that believe they are real (they really cut, bruise and pierce flesh) but are completely ineffective against those that realize they are mere figments. A convince check from an ally not affected can make a target realize the illusion is not real.

RANK 1: Square 10, duration 1 hour. RANK 2: Square 15, duration 1 day. RANK 3: Square 20, duration 1 week.

10 UMBRAL DIVIDE **REQUISITE:** LEVEL 13

ATTACK ACTION: INSTANT / WEAPON VS. DEX

Two darkness attacks on separate targets.

RANK 1: Split 2, damage W+1d8 Dark. RANK 2: Split 3, damage W+2d8 Dark. RANK 3: Split 4, damage W+3d8 Dark.

15 SHROUD REQUISITE: LEVEL 17

LONG DEFENSE ACTION: PERSISTENT / NO CHECK

Makes a target or item immune to detections, divinations, scrying, clairvoyance, clairaudience or any other magics that reveal information. Others who try to divine information about the target become aware that it is shrouded but otherwise gain no information.

RANK 1: Other, duration 1 day. RANK 2: Other, duration 1 week. RANK 3: Other, duration 1 month.

14 INVISIBILITY **REQUISITE:** LEVEL 19

UTILITY ACTION: PERSISTENT / NO CHECK

You and your equipment become invisible but not incorporeal you still have a shadow and displace water or gas when you walk through it. You receive +5 Dex and Wits defense and +5 to attack, stealth and thievery checks against those who can't see you. However, if you move too quickly, your invisibility wears off. You can take one action per round and move at half Speed, otherwise you are visible until your next turn.

RANK 1: Self, duration 1 minute. RANK 2: Self, duration 10 minutes. RANK 3: Self, duration 1 hour.

16 BLACK VOID REQUISITE: LEVEL 23 ATTACK ACTION: PERSISTENT / NO CHECK

This cloud area of deep darkness automatically extinguishes all light sources and negates all arcane, divine or occult lights. Those in the cloud without any way of seeing are effectively blinded (-5 Dex, -2 all checks). Cloud causes half damage on a failed attack.

RANK 1: Cloud 5, damage W+2dl0 Dark, duration 1 minute. RANK 2: Cloud 6, damage W+3dl0 Dark, duration 2 minutes. RANK 3: Cloud 7, damage W+4dl0 Dark, duration 3 minutes.

20 PHANTOM

REQUISITE: LEVEL 24

ATTACK ACTION: PERSISTENT / WEAPON VS. WITS

Creates a phantom, a realistic illusionary creature. The phantom can be any creature you have seen before and must be of a lower level than you (otherwise it isn't convincing). You control the phantom, attacking the Wits of all who come into contact with it (visually or otherwise). The phantom is real for all targets affected (they are susceptible to its attacks which are also real). Otherwise it is a harmless illusion. Phantom stats are as per the real monster.

RANK 1: Other, duration 1 hour.RANK 2: Other, duration 1 day.RANK 3: Other, duration 1 week.

20 INCORPOREALITY REQUISITE: LEVEL 28 UTILITY ACTION: PERSISTENT / NO CHECK

You and your equipment become incorporeal but not invisible you cast no shadow, can pass through solid objects and won't displace water or gas. However, you can be seen plainly. You can pass through solid objects or hover up or down at half your Speed while incorporeal. It also wears off if you move quickly, so you can only take one action per round and move at half Speed while incorporeal, otherwise it is ineffective until your next turn. Physical damage is harmless and elemental damage is halved (both your attacks and damage taken). Ethereal damage is unchanged.

RANK 1: Self, duration 1 minute. RANK 2: Self, duration 10 Minutes. RANK 3: Self, duration 1 Hour.

EXPLORER



The abilities within allow detection and manipulation of enemy weaknesses, powerful assist attacks and expert dungeon navigation.

MAJOR: Explorer MINOR: None

5 DECIPHER

REQUISITE: LEVEL 0 **MINUTE ACTION:** INSTANT / LORE VS. AGE

You can translate a single paragraph of any unknown language

into one that you understand by carefully studying it. If you fail your lore check, the meaning evades you until you gain a level.

RANK 1: Other, Lore TN 20 plus 1 for every 10 years obsolete. RANK 2: Other, Lore TN 15 plus 1 for every 20 years obsolete. RANK 3: Other, Lore TN 10 plus 1 for every 30 years obsolete.

6 SURVIVAL

REQUISITE: LEVEL 0

HOUR ACTION: INSTANT / SEARCH VS. TERRAIN

You can hunt, forage and find water in the wilderness. Make a Search check against the TN of the terrain (see the Navigate skill). If successful, you find food and water sufficient to live off the land. This doesn't produce any excess food for storage.

RANK 1: Self, keep 2 people fed and watered, +2 Search bonus **RANK 2:** Self, keep 3 people fed and watered, +4 Search bonus. **RANK 3:** Self, keep 4 people fed and watered, +6 Search bonus.

5 LESSER GLITCH **REQUISITE:** LEVEL 0

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

Cause any type of elemental damage you want (Acid, Electric, Flame, Ice or Sonic). You deal half damage on a failed attack. Your weapon must be capable of making melee attacks.

RANK 1: Melee, damage W+2d4 Any. RANK 2: Melee, damage W+2d6 Any. RANK 3: Melee, damage W+2d8 Any.

8 WEAK SPOT

REQUISITE: LEVEL 3 ASSIST ACTION: INSTANT / NO CHECK

As an interrupt action, your ally can move up to 5 yards and make an attack against the enemy's defense of choice (Dex, Guts or Wits). On a successful check, your ally deals the damage noted above (their readied weapon's type). On a failed check, they deal no damage, even if the TN was the target's Guts.

RANK 1: Ranged, damage W+2d6 Default. RANK 2: Ranged, damage W+3d6 Default. RANK 3: Ranged, damage W+4d6 Default.

9 WARP WALL

REQUISITE: LEVEL 8

UTILITY ACTION: PERSISTENT / NO CHECK

You create a transparent, light-bending wall in the air. The wall affects all ranged weapon projectiles that pass through it, increasing or decreasing the damage dealt. Enemies firing through the wall take a damage penalty, while allies gain a damage bonus shooting through it. It does not affect creatures or other objects.

RANK 1: Wall 3, duration 3 rounds, damage +3/-3 respectively. **RANK 2:** Wall 4, duration 4 rounds, damage +3/-4 respectively. **RANK 3:** Wall 5, duration 5 rounds, damage +5/-5 respectively.

17 EXCAVATE

REQUISITE: LEVEL 13

LONG UTILITY ACTION: INSTANT / NO CHECK

Magically excavate a large cube of earth in mere seconds. For natural stone, you excavate half as much as noted below. For wood, plaster or metal structures, the ability fails. The excavated earth is piled up, or spread out, anywhere nearby within 10 yards.

RANK 1: Self, excavate one 2×2×2 yard cube (permanently). **RANK 2:** Self, excavate two 2×2×2 yard cubes (permanently). **RANK 3:** Self, excavate three 2×2×2 yard cubes (permanently).

10 TACTICAL STRIKE

REQUISITE: LEVEL 15

ASSIST ACTION: INSTANT / NO CHECK

You call in a cooperative attack upon one target. Any allies (not you) within reach/range of your chosen target make an interrupt attack upon it. Allies must be within reach/range with their readied weapons, dealing the damage noted (default type for their weapon).

RANK 1: Aura 10, damage W+3d6 Default.

RANK 2: Aura 10, damage W+3d8 Default.

RANK 3: Aura 10, damage W+3d10 Default.

15 TRAP SNIFFER

REQUISITE: LEVEL 19

UTILITY ACTION: PERSISTENT / SEARCH VS. TRAP

You have a sixth sense for traps. You detect every trap within the radius whose TN your Search check succeeds against—you make one check when you use this ability and compared it to all the traps in the area each round.

RANK 1: Aura 5, duration 1 minute, +2 Search, bonus. RANK 2: Aura 10, duration 1 minute, +4 Search bonus. RANK 3: Aura 15, duration 1 minute, +6 Search bonus.

14 GREATER GLITCH

REQUISITE: LEVEL 24

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You produce any ethereal damage type you desire (Dark, Healing, Light, Necrotic, Poison). A failed attack deals half damage.

RANK 1: Ranged, damage W+4d4 Any. RANK 2: Ranged, damage W+4d6 Any. RANK 3: Ranged, damage W+4d8 Any.

18 DUAL BORE ATTACK

REQUISITE: LEVEL 27

ASSIST ACTION: INSTANT / NO CHECK

Two allies within range make combo attacks on a single enemy within their range/reach (they choose a target each). The attacks are standard for their weapon type and deal the damage noted above (any type the weapon is capable of).

RANK 1: Split 2 (Combo 2), damage W+3d4 Default. RANK 2: Split 2 (Combo 3), damage W+3d6 Default. RANK 3: Split 2 (Combo 4), damage W+3d8 Default.

EXPLOSION



The explosion discipline focuses on direct physical damage. This is excellent at wearing down armor and destroying heavy artillery.

MAJOR DISCIPLINE: Gunner, Mechanist MINOR DISCIPLINE: Arcanist, Explorer, Rogue, Necrolyte

5 DIRECTIONAL BLAST

REQUISITE: LEVEL 1

ATTACK ACTION: INSTANT / WEAPON VS. GUTS You funnel your explosion away from yourself.

RANK 1: Cone 6, damage W+1d4 Physical. RANK 2: Cone 7, damage W+1d8 Physical. RANK 3: Cone 8, damage W+1d12 Physical.

9 WILD BLAST

REQUISITE: LEVEL 3

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A wild and inaccurate explosion. Roll 1d4 to determine which direction the explosion scatters (1-forward, 2-left, 3-backward, 4-right). Move the explosion effect 1, 2 or 3 yards in that direction for close, medium or long range.

RANK 1: Blast 3, damage W+1dl0 Physical, -3 check penalty. RANK 2: Blast 3, damage W+2dl2 Physical, -2 check penalty. RANK 3: Blast 3, damage W+3dl2 Physical, -1 check penalty.

3 QUICK PRIME

REQUISITE: LEVEL 7

FREE ACTION: INSTANT / NO CHECK

Ready a grenade from one of your quick slots as a free action. You must have a free hand to do this.

RANK 1: Self, ready grenade from quick slot as free action. **RANK 2:** Self, ready grenade from anywhere on your body. **RANK 3:** Self, +2 to all defenses until next round.

9 FLARE GRENADE

REQUISITE: LEVEL 11

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The flare grenade deals intense light damage and blinds for 1 round on a successful hit (-5 dex, -2 all checks).

RANK 1: Blast 2, damage W+2d4 Light, blinded 1 round. RANK 2: Blast 3, damage W+2d6 Light, blinded 2 rounds. RANK 3: Blast 4, damage W+2d8 Light, blinded 3 rounds.

3 POWER PRIME

REQUISITE: LEVEL 14

LONG UTILITY ACTION: PERSISTENT / NO CHECK

You prepare your scientific weapon to do even more damage in the following round. You gain a +5 damage and +1 critical range all next round and till beginning of the round after. Bonuses only apply to scientific attacks and abilities.

RANK 1: Self, duration 1 round, +5 damage, +1 critical range. **RANK 2:** Self, duration 1 round, +10 damage, +2 critical range. **RANK 3:** Self, duration 1 round, +15 damage, +3 critical range.

14 SCATTER BOMBS

REQUISITE: LEVEL 17

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You blast two targets, but each attack takes a -10 damage penalty. Overlapping blasts only deal damage once (the first attack). Ignore your weapon capacity for this attack—as long as you have enough ammunition it's okay. No time is required for reloading.

RANK 1: Split 2 & Blast 2, damage W Physical, 2 ammunition. RANK 2: Split 3 & Blast 2, damage W Physical, 3 ammunition. RANK 3: Split 4 & Blast 2, damage W Physical, 4 ammunition.

15 DROP & RUN

REQUISITE: LEVEL 19

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You drop the grenade at your feet and get a move action before it explodes (move Speed yards). Your range counts as zero for this attack even though you are far from the center of the blast when it goes off. You don't need a line of sight to the blast center. You can run around corners or take cover if necessary.

RANK 1: Blast 3, damage W+2d8 Physical, +1 Speed for this move. **RANK 2:** Blast 4, damage W+3d8 Physical, +2 Speed for this move. **RANK 3:** Blast 5, damage W+4d8 Physical, +3 Speed for this move.

10 Shrapnel Bomb

REQUISITE: LEVEL 22

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The explosion releases jagged pieces of shrapnel which rip into targets and cause ugly, bleeding wounds.

RANK 1: Blast 3, damage W+2d8 Physical Dim. RANK 2: Blast 4, damage W+3d8 Physical Dim. RANK 3: Blast 5, damage W+4d8 Physical Dim.

17 MULTI BLAST REQUISITE: LEVEL 24 LONG ATTACK ACTION: INST

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

Several explosions resound, only split seconds apart. Make the blast attacks separately, one after the other. Blasts overlapping an area and can damage each target more than once. Ignore your weapon capacity on this attack—if you have the ammo it's okay.

RANK 1: Combo 2 & Blast 2, damage W+1d6 Physical, 2 ammo. RANK 2: Combo 3 & Blast 3, damage W+1d8 Physical, 3 ammo. RANK 3: Combo 4 & Blast 4, damage W+1d10 Physical, 4 ammo.

25 BIG WHAMMIE

REQUISITE: LEVEL 30

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You bundle your ammunition together into a single massive attack. Ignore your weapon capacity for this attack—as long as you have enough ammunition it's okay. For grenades, the weapon statistics are equal to the weakest grenade in the bundle. The attack deals damage and knocks targets back. A failed check deals only half damage and no knockback effect.

RANK 1: Blast 8, damage W+3d12 Physical, push [3 - size] yards. **RANK 2:** Blast 10, damage W+4d12 Physical, push [4 - size] yards. **RANK 3:** Blast 12, damage W+5d12 Physical, push [5 - size] yards.





The discipline of finesse is filled with melee dueling tricks such as parries, disarms, trips and fancy flourishes.

MAJOR DISCIPLINE: Bard, Rogue MINOR DISCIPLINE: Berserker, Gunner, Mechanist, Warder

2 FLANK

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REQUISITE: LEVEL 1

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

If you and another ally surround an enemy (are both within melee reach) you can use this ability.

RANK 1: Melee, damage W+1d6 Physical, +1 check bonus. RANK 2: Melee, damage W+1d8 Physical, +2 check bonus. RANK 3: Melee, damage W+1d10 Physical, +3 check bonus.

3 QUICK CHANGE

REQUISITE: LEVEL 2 **FREE ACTION:** INSTANT / NO CHECK

You sheathe your weapon and ready another as a free action.

RANK 1: Self, switch to an equipped one-handed weapon. **RANK 2:** Self, switch to an equipped two-handed weapon. **RANK 3:** Self, switch to any weapon, even one in your backpack.

5 AGILE STANCE

REQUISITE: LEVEL 7 **UTILITY ACTION:** PERSISTENT / NO CHECK

You take on a light, nimble stance. You gain a bonus to all defenses and all weapon checks, but take a penalty to damage. You can only use one stance at a time. However, stances can be used in conjunction with styles (modifiers stack). You can end a stance at any time.

RANK 1: Self, dur 1 minute, +1 defenses, +1 check, -1 damage. RANK 2: Self, dur 2 minutes, +2 defenses, +2 check, -2 damage. RANK 3: Self, dur 3 minutes, +3 defenses, +3 check, -3 damage.

8 UNCROWN

REQUISITE: LEVEL 10

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You deal damage and knock the a single piece of armor off the target. It falls to the ground a number of yards from the target (you choose the direction). You take a check penalty to the attack.

RANK 1: Melee, damage W+1d10 Physical, -3 check, 1 yard away. RANK 2: Melee, damage W+2d10 Physical, -2 check, 2 yards away. RANK 3: Melee, damage W+3d10 Physical, -1 check, 3 yards away.

7 PARRY

REQUISITE: LEVEL 12 **DEFENSE ACTION:** PERSISTENT / WEAPON VS. WITS

When an opponent attacks you with a martial weapon, there is a chance that you will parry and cancel out his attack. Make an interrupt attack (with a penalty) before the enemy rolls his check. If you are successful, the enemy loses the action for this attack and any Steam that was attached to it. You won't deal any damage, but

you can cancel out enemy attacks, cleaves, slashes and other martial weapon abilities before they happen. You can parry as many times as necessary until your next turn.

RANK 1: Melee, duration 1 round, -5 check penalty. RANK 2: Melee, duration 2 rounds, -4 check penalty. RANK 3: Melee, duration 3 rounds, -3 check penalty.

10 ENCUMBER

REQUISITE: LEVEL 16

ATTACK ACTION: INSTANT / WEAPON VS. WITS

Cutting straps and ties causes a penalty to the target's Load in addition to the damage. When the target's load is lower, it will accrue penalties to movement and skills marked with the \$\pm icon.

RANK 1: Melee, dmg W+3d6 Physical, dur 1 minute, -5 Load. RANK 2: Melee, dmg W+3d8 Physical, dur 2 minutes, -10 Load. RANK 3: Melee, dmg W+3d10 Physical, dur 3 minutes, -15 Load.

11 TRIP SLICE

REQUISITE: LEVEL 20

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You deal damage and the target falls off guard (until the beginning of his next turn). If already off guard, the target falls prone.

RANK 1: Melee, damage W+5d6 Physical, knocked off guard. RANK 2: Melee, damage W+6d6 Physical, knocked off guard. RANK 3: Melee, damage W+7d6 Physical, knocked prone.

12 DISARM

REQUISITE: LEVEL 21

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You deal damage and knock the target's readied weapon from their hands. It falls to the ground a number of yards from the target (you choose the direction). You take a penalty to the attack.

RANK 1: Melee, damage W+3d8 Physical, -5 check, 1 yard away. RANK 2: Melee, damage W+4d8 Physical, -2 check, 2 yards away. RANK 3: Melee, damage W+5d8 Physical, no penalty, 3 yards away.

14 WRAP

REQUISITE: LEVEL 25

ATTACK ACTION: INSTANT / WEAPON VS. DEX

Ignore the target's shield bonus to defense and armor on this attack. Also ignore light, medium or heavy cover bonuses to the target's defense and armor. If the target doesn't use a shield, this is just a normal attack.

RANK 1: Melee, damage W+4d8 Physical. RANK 2: Melee, damage W+5d8 Physical. RANK 3: Melee, damage W+6d8 Physical.

17 SPIRAL SWEEP

REQUISITE: LEVEL 28

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

A powerful sweep knocks all nearby enemies off their feet. Enemies hit by this ability are damaged and knocked off guard. If an enemy was already off guard, they are knocked prone. Off guard and prone creatures can't gain their shield bonus to defense. Getting back on your guard is a free action, getting up from a prone position is a move action.

RANK 1: Cleave 3, damage W+4d10 Physical. RANK 2: Cleave 4, damage W+5d10 Physical. RANK 3: Cleave 5, damage W+6d10 Physical.

FLAME

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The discipline of flame (pyrokinesis) governs the creation and shaping of heat and combustion.

MAJOR DISCIPLINE: Arcanist MINOR DISCIPLINE: Bard, Channeler, Warder

3 HEATWAVE

REQUISITE: LEVEL 1

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A ripple of flame gushes outward, damaging enemies on all sides. **RANK 1:** Cleave 2, damage W+1d6 Flame. **RANK 2:** Cleave 3, damage W+1d8 Flame. **RANK 3:** Cleave 4, damage W+1d10 Flame.

5 FIERY FIST

REQUISITE: LEVEL 4

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You fist is engulfed in flame as you strike at your foe. On a successful check, the target is pushed back [1 - enemy size] yards (won't work on larger targets).

RANK 1: Melee, damage W+1d6 Flame, push [1 - size] yards. RANK 2: Melee, damage W+2d6 Flame, push [2 - size] yards. RANK 3: Melee, damage W+3d6 Flame, push [3 - size] yards.

8 BURNING ARC

REQUISITE: LEVEL 6

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You spread your arms and expel a sheet of flame.

RANK 1: Slash 5, damage W+1d6 Flame Dim. RANK 2: Slash 6, damage W+2d6 Flame Dim. RANK 3: Slash 7, damage W+3d6 Flame Dim.

11 FIREBALL

REQUISITE: LEVEL 10

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You hurl an exploding ball of fire, producing a small, controlled blast. The blast doesn't create any pressure (no concussion wave).

RANK 1: Blast 3, damage W+3d6 Flame.

RANK 2: Blast 4, damage W+4d6 Flame.

RANK 3: Blast 5, damage W+5d6 Flame.

10 WALL OF FLAME **REQUISITE:** LEVEL 13

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

You erect a wall that damages any creature within it, or passing through it. Any section of the wall can be instantly destroyed by any amount of Ice damage, but it grows back after 1 round.

RANK 1: Wall 5, damage W+2d10 Flame, duration 5 rounds. RANK 2: Wall 6, damage W+3d10 Flame, duration 6 rounds. RANK 3: Wall 7, damage W+4d10 Flame, duration 7 rounds.

13 FLAME BRAND

REQUISITE: LEVEL 16

UTILITY ACTION: PERSISTENT / NO CHECK

Temporarily transforms your readied weapon (the one you used for this ability) into a martial weapon wreathed in flame that causes Flame damage and uses a dl0 as its damage die. A wand can become any one-handed blade, a staff can become any twohanded blade—make attacks with the new weapon's bonus (the sword skill weapon bonus for a longsword, for example). None other than you can wield the weapon. Can't use arcane abilities while with the new weapon. You can end the ability at any time as an interrupt and the weapon reverts back to its original form. The flame brand may get check and damage bonuses if it is of high quality.

RANK 1: Other, duration 1 Minute, quality Common (+0). **RANK 2:** Other, duration 10 Minutes, quality Fine (+1). **RANK 3:** Other, duration 1 Hour, quality Superior (+2)

14 FIRE SHIELD

REQUISITE: LEVEL 19 **DEFENSE ACTION:** PERSISTENT / NO CHECK

You are protected and immune to Ice damage.

RANK 1: Self, duration 1 Round, +3 all defenses, +3 armor. RANK 2: Self, duration 2 Rounds, +4 all defenses, +4 armor. RANK 3: Self, duration 3 Rounds, +5 all defenses, +5 armor.

15 BLAZE SHIFT

REQUISITE: LEVEL 23

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You transform into a body of fire and streak through a line of enemies before returning to normal. Move to the end of the lance effect. You can move through any obstacles except solid walls there has to be enough room for your blazing gaseous state to pass through quickly. If there is no room to appear at the end of the lance, shorten the lance to the nearest vacant space.

RANK 1: Lance 5, damage W+5d6 Flame. RANK 2: Lance 6, damage W+5d8 Flame. RANK 3: Lance 7, damage W+5d10 Flame.

17 IMMOLATION

REQUISITE: LEVEL 25

LONG ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

Heat surges out from you in every direction.

RANK 1: Aura 4, damage W+1d8 Flame, duration 4 rounds. RANK 2: Aura 5, damage W+2d8 Flame, duration 5 round. RANK 3: Aura 6, damage W+3d8 Flame, duration 6 rounds.

21 INFERNO

REQUISITE: LEVEL 28 **ATTACK ACTION:** INSTANT / WEAPON VS. GUTS

The most devastating blast effect of all arcane magic.

RANK 1: Blast 6, damage W+6d6 Flame Dim.

RANK 2: Blast 7, damage W+7d6 Flame Dim.

RANK 3: Blast 8, damage W+8d6 Flame Dim.



The discipline of force (telekinesis) grants powers of holding, invisible forces and levitation.

MAJOR DISCIPLINE: Arcanist, Explorer MINOR DISCIPLINE: Bard, Mechanist

4 TELEKINESIS

REQUISITE: LEVEL 1

UTILITY ACTION: INSTANT / NO CHECK OR WEAPON VS. DEX

Move an object with your arcane weapon. If trying to move a creature, you must make an attack upon the target's Dex defense.

RANK 1: Ranged, move up to 10 pounds as far as 5 yards. **RANK 2:** Ranged, move up to 50 pounds as far as 10 yards. **RANK 3:** Ranged, move up to 100 pounds as far as 15 yards.

6 FORCE BEADS

REQUISITE: LEVEL 3 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

Beads of telekinetic force streak toward different targets with great accuracy. Each gains an attack check bonus.

RANK 1: Split 3, damage W+1d8 Physical, +1 check bonus. RANK 2: Split 4, damage W+1d10 Physical, +2 check bonus. RANK 3: Split 4, damage W+1d12 Physical, +3 check bonus.

7 ARCANE ARMOR

REQUISITE: LEVEL 7 **UTILITY ACTION:** PERSISTENT / NO CHECK

You surround yourself with a cushion of force.

RANK 1: Self, duration 1 minute, +4 armor. RANK 2: Self, duration 2 minutes, +7 armor. RANK 3: Self, duration 3 minutes, +10 armor.

10 Force Darts

REQUISITE: LEVEL 10 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

Sharp darts of force rip through the air, bending the light around them. Each force dart gains a +3 attack check bonus.

RANK 1: Combo 3, damage W+1d8 Physical, +1 check bonus. RANK 2: Combo 4, damage W+1d10 Physical, +2 check bonus. RANK 3: Combo 5, damage W+1d12 Physical, +3 check bonus.

8 HALT

REQUISITE: LEVEL 12

LONG ATTACK ACTION: PERSISTENT / WEAPON VS. DEX

You hold the target rigidly in place. They are stunned (-5 all defenses, free actions only).

RANK 1: Ranged, stunned 2 rounds. RANK 2: Ranged, stunned 3 rounds. RANK 3: Ranged, stunned 4 rounds.

11 TELEKINETIC FIST

REQUISITE: LEVEL 15

ATTACK ACTION: INSTANT / WEAPON VS. DEX

A massive fist of force slams an enemy of your choice, pushing them back on a successful weapon check. Targets that are very large will not be affected by the push.

RANK 1: Ranged, damage W+3d8 Physical, push [3 - size] yards. RANK 2: Ranged, damage W+4d8 Physical, push [4 - size] yards. RANK 3: Ranged, damage W+5d8 Physical, push [5 - size] yards.

9 LEVITATION

REQUISITE: LEVEL 19

MOVE ACTION: INSTANT / NO CHECK

You gain the flight mode of movement for a single move action. Flight Speed is 2× your normal ground Speed. You can move vertically and horizontally, with no fear of falling. However, you must end your action on solid ground or else you fall.

RANK 1: Self, move [2× Speed] yards. RANK 2: Self, move [2× Speed] +10 yards.

RANK 3: Self, move [2× Speed] +20 yards.

15 FORCE WALL

REQUISITE: LEVEL 22

ATTACK ACTION: PERSISTENT / NO CHECK

You create a wall of force. The wall is 1-inch thick, has a specified Health and Armor per 1 yard section, and can be destroyed yard by yard (though most attacks will not penetrate the wall's armor).

RANK 1: Wall 8, duration 1 Minute, 50 Health & 50 Armor. RANK 2: Wall 10, duration 10 Minutes, 100 Health & 60 Armor. RANK 3: Wall 12, duration 1 Hour, 150 Health & 70 Armor.

16 TELEKINETIC PULSE

REQUISITE: LEVEL 25

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

Force focused into a broad wave pushes targets back [2 - enemy size] yards each on a successful check.

RANK 1: Slash 5, damage W+3dl0 Physical, push [2 - size] yards. RANK 2: Slash 6, damage W+4dl0 Physical, push [3 - size] yards. RANK 3: Slash 7, damage W+5dl0 Physical, push [4 - size] yards.

20 DIMENSIONAL BLADE

REQUISITE: LEVEL 27

UTILITY ACTION: PERSISTENT / NO CHECK

Temporarily transforms your arcane weapon into a blade of only 2 dimensions—it is infinitely sharp (+3 critical range). A wand can become any one-handed blade (1d10 damage), a staff can become any two-handed blade (2d10 damage)—make attacks with the new weapon's bonus (the sword skill weapon bonus for a longsword, for example). None other than you can wield the weapon. Can't use arcane abilities while with the new weapon. You can end the ability at any time as an interrupt action and the weapon reverts to its original form.

RANK 1: Other, duration 1 minute, common quality blade.

- **RANK 2:** Other, duration 2 minutes, fine quality blade (+1 check, +1 damage, +4 critical range).
- **RANK 3:** Other, duration 3 minutes, superior quality blade (+2 check, +2 damage, +5 critical range).

HAPTER 8:

FURY



The discipline of fury grants abilities that can whirl, deliver multiple, rapid attacks in succession and attack multiple targets at once.

MAJOR DISCIPLINE: Berserker, Mechanist MINOR DISCIPLINE: Gunner, Necrolyte, Warder

3 RECKLESS COMBO

REQUISITE: LEVEL 1 **LONG ATTACK ACTION:** INSTANT / WEAPON VS. DEX

A wild and reckless flurry of attacks.

RANK 1: Combo 3, damage W+1d4 Physical, -5 check penalty. RANK 2: Combo 4, damage W+1d6 Physical, -5 check penalty. RANK 3: Combo 5, damage W+1d8 Physical, -5 check penalty.

4 KEEN STRIKE

REQUISITE: LEVEL 3

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You make a deft and precise attack upon your enemy. You gain a check bonus and a critical range bonus for this attack.

RANK 1: Melee, damage W+1d8 Physical, +1 check, +2 critical. RANK 2: Melee, damage W+1d10 Physical, +2 check, +3 critical. RANK 3: Melee, damage W+1d12 Physical, +3 check, +4 critical.

5 SPIRAL DEFENSE

REQUISITE: LEVEL 5

DEFENSE ACTION: PERSISTENT / WEAPON VS. DEX

A flourish of your weapons creates a barrier against attacks.

RANK 1: Self, duration 1 round, +3 to all defenses.RANK 2: Self, duration 2 rounds, +4 to all defenses.RANK 3: Self, duration 3 rounds, +5 to all defenses.

7 TEMPEST STANCE

REQUISITE: LEVEL 9

UTILITY ACTION: PERSISTENT / NO CHECK

A maneuverable stance that grants a bonus to all weapon checks and Speed. You can only use one stance at a time. However, stances can be used in conjunction with styles (modifiers stack).

RANK 1: Self, duration 1 minute, +1 checks, +2 Speed. RANK 2: Self, duration 2 minutes, +2 checks, +3 Speed. RANK 3: Self, duration 3 minutes, +3 checks, +4 Speed.

8 FLURRY OF BLOWS

REQUISITE: LEVEL 11

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You make many attacks in quick succession upon a single target.

RANK 1: Combo 3, damage W+1d8 Physical. RANK 2: Combo 4, damage W+1d10 Physical. RANK 3: Combo 5, damage W+1d12 Physical.

12 POLES COLLIDE REQUISITE: LEVEL 15

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You strike outward left and right, then sweep your weapon to the front, attacking all targets in a 180° arc and dealing damage to all you hit.

RANK 1: Slash 3, damage W+4d6 Physical. RANK 2: Slash 4, damage W+5d6 Physical. RANK 3: Slash 5, damage W+6d6 Physical.

15 RIFT

REQUISITE: LEVEL 17

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You strike through an short line of enemies. If your attack succeeds on all targets in the line, you move to the end of the Lance effect (the nearest vacant space if there is no room). You can only move through enemies with this Lance, not obstacles nor walls.

RANK 1: Lance 5, damage W+3d8 Physical. RANK 2: Lance 6, damage W+3d10 Physical. RANK 3: Lance 7, damage W+3d12 Physical.

13 TWIN THROW

REQUISITE: LEVEL 20

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You throw two martial weapons at an enemy as a single action. You must have a martial weapon in each hand to attempt this.

RANK 1: Combo 2, damage W+2d8 Physical. RANK 2: Combo 2, damage W+3d8 Physical. RANK 3: Combo 2, damage W+4d8 Physical.

15 DIVIDED THEY FALL

REQUISITE: LEVEL 25

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You make three melee attacks, each on a separate target and deal damage to each one you successfully hit.

RANK 1: Split 3, damage W+3d6 Physical. RANK 2: Split 4, damage W+3d6 Physical. RANK 3: Split 5, damage W+3d6 Physical.

21 WHIRLWIND

REQUISITE: LEVEL 27

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You deal blows to each enemy in the area, moving between them at impossible speeds. Make two cleave attacks and work out damage for each one separately.

RANK 1: Combo 2 & Cleave 3, damage W+2d10 Physical. RANK 2: Combo 3 & Cleave 4, damage W+2d10 Physical. RANK 3: Combo 4 & Cleave 5, damage W+2d10 Physical.

GUNNER



The gunner discipline is the height of advanced firearm techniques, combining agility and speed with reflexes and accuracy.

MAJOR: Gunner MINOR: None

1 SIDE STEP

Requisite: Level 0 **Free Action:** Instant / No Check

You are an expert at keeping out of other's line of sight. You move in any direction (not climb, jump, swim or sneak).

RANK 1: Self, move 1 yard.RANK 2: Self, move 2 yards.RANK 3: Self, move 3 yards.

6 PEPPER

REQUISITE: LEVEL 0

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You pepper an enemy with gunshot. You make several inaccurate attacks upon a single target with a check penalty. On a failed attack, you still deal half damage.

RANK 1: Combo 3, damage W+1d4 Default, -5 check, 3 ammunition. RANK 2: Combo 4, damage W+1d6 Default, -5 check, 4 ammunition. RANK 3: Combo 5, damage W+1d8 Default, -5 check, 5 ammunition.

7 COOPERATIVE ATTACK

REQUISITE: LEVEL 0

ASSIST ACTION: INSTANT / NO CHECK

You distract an enemy while your ally gets a clear attack on them. Allies within range/reach of the target can make an interrupt attack with any readied weapon against the targets Dex or Guts (whichever appropriate for their type of weapon), dealing the damage noted above (any damage type the weapon is capable of).

RANK 1: Ranged, damage W+2d6 Physical. RANK 2: Ranged, damage W+2d8 Physical. RANK 3: Ranged, damage W+2d10 Physical.

3 LOCK N' LOAD

REQUISITE: LEVEL 4 **UTILITY ACTION:** INSTANT / NO CHECK

With amazing finesse, you reload a single firearm quickly.

RANK 1: Self, reload a gunblade/musket/steambow as a utility action. **RANK 2:** Self, you also gain +3 bonus to all defenses while reloading **RANK 3:** Self, reload any projectile weapon or crank repeater as a utility action.

8 BARRAGE REQUISITE: LEVEL 9

ASSIST ACTION: INSTANT / NO CHECK

Two allies make a Blast 2 interrupt attacks versus Guts with a readied arcane, divine, occult, projectile or scientific weapon

(consumes 1 ammunition). You can place the area, but your allies make the checks. Their attacks deal the damage noted above (the weapon's default type).

RANK 1: Blast 2, damage W+2d6 Default. RANK 2: Blast 3, damage W+2d8 Default. RANK 3: Blast 4, damage W+2d10 Default.

11 I'll Cover You

REQUISITE: LEVEL 12

ASSIST ACTION: INSTANT / WEAPON VS. WITS

You make a single attack upon an enemy and one ally can take an interrupt move action.

RANK 1: Ranged, damage W+3d6 Physical. **RANK 2:** Ranged, damage W+4d6 Physical.

RANK 3: Ranged, damage W+5d6 Physical.

12 PHOSPHOR SPLASH

REQUISITE: LEVEL 16

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You infuse your shot with fire. The flame damage is effective but slow, halving the firearm's range. Furthermore, it travels so slowly that it can sometimes be dodged (attacks the target's Dex defense).

RANK 1: Ranged, damage W+3d8 Flame.

RANK 2: Ranged, damage W+4d8 Flame.

RANK 3: Ranged, damage W+5d8 Flame.

7 RIDDLE

REQUISITE: LEVEL 20

LONG UTILITY ACTION: INSTANT / WEAPON VS. BREAK

You riddle an object with shots in order to tear it apart. Use your projectile weapon skill against the break TN of the object. This requires the weapon to be at full capacity and empties it immediately (except in the case of a repeater which can never be emptied).

RANK 1: Ranged, +1 check bonus. RANK 2: Ranged, +5 check bonus. RANK 3: Ranged, +10 check bonus.

17 WIDE SHOT

REQUISITE: LEVEL 23

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

By expending more ammunition, you spray your attacks over a wider area—you increase the amount of powder shoved into the barrel or tweak the fire rate to achieve this.

RANK 1: Slash 4, damage W+6d4 Physical, 4 ammunition. RANK 2: Slash 5, damage W+6d6 Physical, 5 ammunition. RANK 3: Slash 6, damage W+6d8 Physical, 6 ammunition.

16 LEAD RAIN

REQUISITE: LEVEL 27

ATTACK ACTION: INSTANT / WEAPON VS. WITS

A devastating shower of gunshot rains down upon the area. **RANK 1:** Combo 4, damage W+3d8 Physical, 4 ammunition. **RANK 2:** Combo 5, damage W+3d10 Physical, 5 ammunition. **RANK 3:** Combo 6, damage W+3d12 Physical, 6 ammunition.

HARMONY

Harmony allows one to create sound, soothe or deafen enemies,

convert others or free oneself from forms of imprisonment.

MAJOR DISCIPLINE: Bard, Channeler MINOR DISCIPLINE: Mechanist, Warder

3 SOOTHE

REQUISITE: LEVEL 1

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You pacify a single target—they cannot use any attack actions. If you or an ally attacks the target or they are damaged as a result of your actions, this ability duration ends immediately.

RANK 1: Ranged, pacified 1 round. RANK 2: Ranged, pacified 2 rounds. RANK 3: Ranged, pacified 3 rounds.

5 DEAFNESS

REQUISITE: LEVEL 4 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

Target is damaged and deafened (-5 Wits, -2 to all checks).

RANK 1: Ranged, damage W+1d4 Sonic, deafened 3 rounds. RANK 2: Ranged, damage W+2d4 Sonic, deafened 4 rounds. RANK 3: Ranged, damage W+3d4 Sonic, deafened 5 rounds.

7 SONIC AURA

REQUISITE: LEVEL 7

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

You radiate an aura of destructive sound.

RANK 1: Aura 2, damage W+1d4 Sonic, duration 1 minute. RANK 2: Aura 3, damage W+1d6 Sonic, duration 2 minutes. RANK 3: Aura 4, damage W+1d8 Sonic, duration 3 minutes.

8 Perfect Cadence

REQUISITE: LEVEL 10

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A cone of harmonic resonance strikes your enemies. Any targets that your check succeeds against are silenced (can't use arcane, divine or occult abilities, can't speak). It doesn't grant bonuses to stealth or thievery like other silence effects.

RANK 1: Cone 4, damage W+2d6 Sonic, silenced 3 rounds. RANK 2: Cone 6, damage W+3d6 Sonic, silenced 4 rounds. RANK 3: Cone 8, damage W+4d6 Sonic, silenced 5 rounds.

5 HAMMER CHORD

REQUISITE: LEVEL 13

UTILITY ACTION: PERSISTENT / NO CHECK

Use this ability on a projectile or martial weapon of your choice. The first connecting strike made with it gains additional damage and the damage is completely Sonic, ending the ability. If an attack with the weapon fails, the wielder does not lose the bonus damage and can try again until the duration expires.

RANK 1: Other, duration 3 rounds, +5 damage. RANK 2: Other, duration 3 rounds, +10 damage. RANK 3: Other, duration 3 rounds, +15 damage.

13 PLAGAL CADENCE

REQUISITE: LEVEL 16

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

A chordal eruption which stops targets in their tracks. A successful hit deals damage and causes targets to become distracted and stuck (-4 all defenses, -2 all checks, can't take long or move actions).

RANK 1: Cone 6, damage W+2d6 Sonic, status effects 3 rounds. RANK 2: Cone 8, damage W+3d6 Sonic, status effects 4 rounds. RANK 3: Cone 10, damage W+4d6 Sonic, status effects 5 rounds.

11 CONVERSION

REQUISITE: LEVEL 18

ATTACK ACTION: INSTANT / WEAPON VS. WITS

The target becomes your ally for a number of rounds. The GM controls the target and it tries to aid you as well as possible. It can use any abilities it has and spend Steam too.

RANK 1: Ranged, duration 1 round.RANK 2: Ranged, duration 2 rounds.RANK 3: Ranged, duration 3 rounds.

15 SONIC BOOM

REQUISITE: LEVEL 22

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A massive thundering shock quakes the area. **RANK 1:** Blast 4, damage W+4d6 Physical. **RANK 2:** Blast 5, damage W+4d8 Physical. **RANK 3:** Blast 6, damage W+4d10 Physical.

19 BLISSFUL HARMONY **REQUISITE:** LEVEL 25

ATTACK ACTION: INSTANT / WEAPON VS. WITS

For an instant, the target is transfixed by a sound which only they can hear, a sound so beautiful that they may do nothing except listen. In addition to the damage (instant), the target is stunned (-5 all defenses, free actions only).

RANK 1: Ranged, damage W+6d4 Sonic, stunned 3 rounds. RANK 2: Ranged, damage W+6d6 Sonic, stunned 4 rounds. RANK 3: Ranged, damage W+6d8 Sonic, stunned 5 rounds.

17 HYMN OF FREEDOM

REQUISITE: LEVEL 29

LONG UTILITY ACTION: PERSISTENT / NO CHECK

All allies within the aura gain bonuses to all checks, Dex defense and Speed. Furthermore, allies are immune to the status effects stuck, stunned, slowed and petrified. Does not affect enemies.

RANK 1: Aura 5, duration 3 rounds, +2 checks, +3 Dex, +4 Speed. RANK 2: Aura 6, duration 4 rounds, +3 checks, +4 Dex, +5 Speed. RANK 3: Aura 7, duration 6 rounds, +4 checks, +5 Dex, +6 Speed.

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The discipline of healing cures the wounded, heals the injured and grants absolution from undesired ailments.

MAJOR DISCIPLINE: Channeler MINOR DISCIPLINE: Explorer, Mechanist, Warder

5 HEALER'S BREATH

REQUISITE: LEVEL 1

ATTACK ACTION: INSTANT / NO CHECK OR WEAPON VS. DEX

Heals minor cuts and bruises of one target at close weapon range. Against an undead creature, an attack check is required.

RANK 1: Ranged (close), damage W+1d4 Healing. RANK 2: Ranged (medium), damage W+1d6 Healing. RANK 3: Ranged (long), damage W+1d8 Healing.

7 HEALING PALMS

REQUISITE: LEVEL 3

ATTACK ACTION: INSTANT / NO CHECK OR WEAPON VS. DEX Heal several targets within reach. Against undead, an attack check is required.

RANK 1: Split 2, damage W+1d4 Healing. RANK 2: Split 3, damage W+1d6 Healing. RANK 3: Split 4, damage W+1d8 Healing.

3 Alleviate Pain

REQUISITE: LEVEL 6 **UTILITY ACTION:** INSTANT / NO CHECK

You halve all diminishing damage the target is currently suffering (advances diminishing damage 1 round without applying it).

RANK 1: Ranged, halves all dim damage on one target. RANK 2: Split 2, halves all dim damage on two targets. RANK 3: Split 3, halves all dim damage on three targets.

6 HEALTH SHIELD

REQUISITE: LEVEL 9

DEFENSE ACTION: PERSISTENT / NO CHECK

You gain defense and armor bonuses and are immune to Necrotic damage for the ability duration.

RANK 1: Self, duration 1 round, +1 all defenses, +3 armor. RANK 2: Self, duration 2 rounds, +2 all defenses, +4 armor. RANK 3: Self, duration 3 rounds, +3 all defenses, +5 armor.

15 BENEDICTION

REQUISITE: LEVEL 12

ATTACK ACTION: PERSISTENT / NO CHECK

You radiate healing power, restoring Health to all nearby allies for several rounds.

RANK 1: Aura 3, W+1d4 Healing, duration 3 rounds. RANK 2: Aura 4, W+1d6 Healing, duration 4 rounds. RANK 3: Aura 5, W+1d8 Healing, duration 5 rounds.

10 SAFEGUARD

REQUISITE: LEVEL 16

ATTACK ACTION: PERSISTENT / NO CHECK

Imbues the target with additional Health. The Health is gained as instant healing (not every round) but can be above and beyond your normal total. Any Health above the normal total is lost first when damaged. If the ability duration expires, any Health above the target's total is discarded. This can only be used on a target once per ability duration.

RANK 1: Other, damage W+2d6 Healing, duration 1 hour. RANK 2: Other, damage W+3d6 Healing, duration 2 hours. RANK 3: Other, damage W+4d6 Healing, duration 3 hours.

9 HOLY WEAPON

REQUISITE: LEVEL 18

UTILITY ACTION: INSTANT / NO CHECK

Use this ability on a martial or projectile weapon. The first successful strike deals this damage instead of the weapon's normal damage and the ability immediately ends. If the ability duration expires, the Healing is wasted. Against any creature other than undead, this ability heals rather than harms.

RANK 1: Other, damage W+3d8 Healing, duration 3 rounds. RANK 2: Other, damage W+4d8 Healing, duration 3 rounds. RANK 3: Other, damage W+5d8 Healing, duration 3 rounds.

15 LAYING ON HANDS

REQUISITE: LEVEL 21

LONG ATTACK ACTION: INSTANT / NO CHECK

Your touch heals a beaten creature. The wound is removed along with any penalties it is attached to. If below 1 Health, the creature is instantly restored to 1 Health. The target can heal normally after this ability is cast.

RANK 1: Melee, heals wound, restores to 1 Health. RANK 2: Melee, also cures 1 status effect (target chooses one). RANK 3: Melee, also restores to half total Health.

19 ABSOLUTION

REQUISITE: LEVEL 24 **UTILITY ACTION:** INSTANT / NO CHECK

You remove all undesired status effects except ' beaten' (target can choose which ones) and heal the target.

RANK 1: Ranged, damage W+3d10 Healing. RANK 2: Ranged, damage W+4d10 Healing. RANK 3: Ranged, damage W+5d10 Healing.

18 CLOUD OF CLEANSING

REQUISITE: LEVEL 27

LONG ATTACK ACTION: PERSISTENT / NO CHECK

You create a cloud of purest white mist. The cloud cancels all diminishing damage instantly (not the damage for the initial hit) and removes a single unwanted status effect each round (target chooses which one to remove). It also grants a small amount of healing to all targets within it (allies and enemies, harms undead).

RANK 1: Cloud 3, damage W+1d8 Healing, duration 1 minute. RANK 2: Cloud 4, damage W+1d10 Healing, duration 2 minutes. RANK 3: Cloud 5, damage W+1d12 Healing, duration 3 minutes.



The discipline of ice (cryokinesis) allows the formation of intense cold, crystalline ice and razor sharp icicles.

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MAJOR DISCIPLINE: Arcanist MINOR DISCIPLINE: Bard, Channeler, Warder

3 WINTERTIDE

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REQUISITE: LEVEL 1 ATTACK ACTION: INSTANT / WEAPON VS. DEX

A shower of ice shards chills your enemies. **RANK 1:** Cone 3, damage W+1d4 Ice.

RANK 2: Cone 4, damage W+ld6 Ice. RANK 3: Cone 5, damage W+ld8 Ice.

5 FROST BITE REQUISITE: LEVEL 4

ATTACK ACTION: INSTANT / WEAPON VS. DEX

On a successful check the target is damaged and stuck—his legs are encased in ice (-2 all defenses, can't use move actions).

RANK 1: Ranged, damage W+1d4 Ice, stuck duration 3 rounds. RANK 2: Ranged, damage W+2d4 Ice, stuck duration 4 rounds. RANK 3: Ranged, damage W+3d4 Ice, stuck duration 5 rounds.

8 ICE LANCE

REQUISITE: LEVEL 8 **ATTACK ACTION:** INSTANT / WEAPON VS. GUTS

Spears of ice tear through a line of enemies.

RANK 1: Lance 8, damage W+2d6 Ice. RANK 2: Lance 9, damage W+2d8 Ice. RANK 3: Lance 10, damage W+2d10 Ice.

11 SNAP FREEZE

REQUISITE: LEVEL 9

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

On a successful check the target is encased in solid ice, damaged (instant) and petrified (+30 armor, armor effective versus all damage types, target doesn't age, can't take actions).

RANK 1: Ranged, damage W+1d8 Ice, petrified 3 rounds. RANK 2: Ranged, damage W+2d8 Ice, petrified 4 rounds. RANK 3: Ranged, damage W+3d8 Ice, petrified 5 rounds.

9 WALL OF ICE

REQUISITE: LEVEL 12

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

The wall of solid ice deals damage to any standing within 1 yard each round. The wall is 1 foot thick and has 60 Health and 30 armor per 1 yard section—it can be destroyed yard by yard.

RANK 1: Wall 5, damage W+2d10 Ice, duration 1 hour. RANK 2: Wall 6, damage W+3d10 Ice, duration 2 hours. RANK 3: Wall 7, damage W+4d10 Ice, duration 3 hours.

12 SHARD SPIKE **REQUISITE:** LEVEL 16

UTILITY ACTION: PERSISTENT / NO CHECK

Temporarily transforms your readied weapon (the one you used for this ability) into a martial weapon of ice. A wand can become any one-handed weapon (damage 1d10 Ice), a staff can become any two-handed weapon (damage 2d10 Ice)—make attacks with the new weapon's bonus (the sword skill weapon bonus for a longsword, for example). None other than you can wield the weapon. You can't use arcane abilities while wielding the shard spike but revert the weapon back to its original form at any time as a free interrupt action. The shard spike may get bonuses to checks and damage if it is of higher quality.

RANK 1: Other, duration 1 Minute, quality Common (+0). **RANK 2:** Other, duration 10 Minutes, quality Fine (+1). **RANK 3:** Other, duration 1 Hour, quality Superior (+2)

14 ICE SHIELD

REQUISITE: LEVEL 19

DEFENSE ACTION: PERSISTENT / NO CHECK

You are protected with defense and armor bonuses and are also immune to Flame damage for the duration of this ability.

RANK 1: Self, duration 1 round, +3 all defenses, +3 armor. RANK 2: Self, duration 2 rounds, +4 all defenses, +4 armor. RANK 3: Self, duration 3 rounds, +5 all defenses, +5 armor.

16 GLACIAL BRIDGE

REQUISITE: LEVEL 22 **UTILITY ACTION:** PERSISTENT / NO CHECK

You create a bridge of ice, as solid as natural stone. This can't deal any damage. If it isn't anchored solidly at both ends, it will fall. It can hold a number of pounds of weight. The bridge is slippery ground to cross, and crumbles after the duration expires.

RANK 1: Lance 10, duration 1 hour, holds 500 lbs. RANK 2: Lance 15, duration 2 hours, holds 1,000 lbs. RANK 3: Lance 20, duration 3 hour, holds 1,500 lbs.

17 WINTER'S EMBRACE

REQUISITE: LEVEL 26

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

You radiate an aura of perpetual winter, damaging all enemies within it's icy grasp. This instantly creates a covering of ice on water, allowing you to tread slowly across bodies of still water without falling in (move at ½ Speed).

RANK 1: Aura 3, damage W+ld8 Ice, duration 1 minute. RANK 2: Aura 4, damage W+2d8 Ice, duration 2 minutes. RANK 3: Aura 5, damage W+3d8 Ice, duration 3 minutes.

19 WINTER'S WRATH

REQUISITE: LEVEL 28

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The breath of winter's wrath frosts all within the area. They are damaged (instant) and slowed by the cold (-2 to all defenses, Speed halved, lose first action each round).

RANK 1: Cone 8, damage W+4d8 Ice, slowed duration 1 round. RANK 2: Cone 9, damage W+5d8 Ice, slowed duration 2 rounds. RANK 3: Cone 10, damage W+6d8 Ice, slowed duration 3 rounds.



The discipline of lightning (electrokinesis) governs electrical phenomenon such as fork lightning and arcs of voltaic charge.

MAJOR DISCIPLINE: Arcanist MINOR DISCIPLINE: Bard, Channeler, Mechanist

3 FORK LIGHTNING

REQUISITE LEVEL 1

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ATTACK ACTION: INSTANT / WEAPON VS. WITS

Your lightning strike forks to several targets. **RANK 1:** Split 2, damage W Electric. **RANK 2:** Split 3, damage W Electric. **RANK 3:** Split 4, damage W Electric.

5 LEAPING ARC

REQUISITE LEVEL 4

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You make a wand or staff attack with a +3 check bonus and +5 bonus to your base range (double the bonus to your medium range and triple that to your long range). This doesn't work on flying creatures.

RANK 1: Ranged, W+1d6 Electric, +1 check, +5 range. RANK 2: Ranged, W+1d8 Electric, +2 check, +10 range. RANK 3: Ranged, W+1d10 Electric, +3 check, +15 range.

7 SHOCK BURST

REQUISITE LEVEL 8 **ATTACK ACTION:** INSTANT / WEAPON VS. GUTS

A short range arc of electrical sparks shower nearby enemies.

RANK 1: Slash 2, damage W+2d6 Electric. RANK 2: Slash 3, damage W+2d8 Electric. RANK 3: Slash 5, damage W+2d10 Electric.

10 Thunder Cloud

REQUISITE LEVEL 9

LONG ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

This black cloud releases claps of thunder and arcs of lightning. When the cloud successfully hits it causes either Electric or Sonic damage (roll 1d4; 1–2 electric; 3–4 sonic).

RANK 1: Cloud 3, damage W+2d8 Electric or W+2d6 Sonic. **RANK 1:** Cloud 4, damage W+3d8 Electric or W+3d6 Sonic. **RANK 1:** Cloud 5, damage W+4d8 Electric or W+4d6 Sonic.

8 DISCHARGE

REQUISITE LEVEL 12

DEFENSE ACTION: PERSISTENT / NO CHECK

Any and all targets that make contact with you (strike, touch, barge, etc.) during the ability duration take electrical damage as the energy grounds through the attacker. This doesn't require any check and it doesn't work on a creature that isn't grounded.

RANK 1: Self, damage W+1d4 Electric, duration 1 round. RANK 2: Self, damage W+1d6 Electric, duration 2 rounds. RANK 3: Self, damage W+1d8 Electric, duration 3 rounds.

13 Sheet Lightning

REQUISITE LEVEL 17

ATTACK ACTION: INSTANT / WEAPON VS. WITS

A sheet of white lightning flashes, blinding on a successful hit (-5 Dex, -5 Wits, -4 all checks, ranged attacks automatically miss). This ability has no effect on targets that your check failed against.

RANK 1: Blast 3, damage W+3d6 Light, blinded 1 round. RANK 2: Blast 4, damage W+4d6 Light, blinded 2 rounds. RANK 3: Blast 5, damage W+5d6 Light, blinded 3 rounds.

16 ELECTROCUTION

REQUISITE LEVEL 19

ATTACK ACTION: INSTANT / WEAPON VS. DEX

A powerful electricity attack that stuns on a successful hit (-5 all defenses, free actions only).

RANK 1: Melee, damage W+4d8 Electric, stunned 1 round. RANK 2: Melee, damage W+5d8 Electric, stunned 2 rounds. RANK 3: Melee, damage W+6d8 Electric, stunned 3 rounds.

15 TELEPORT ARC

REQUISITE LEVEL 21

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You become pure electrical energy, travel through a line of enemies and then return to your normal form. Deal damage to the enemies in the lance area (half on a failed check) and move to the end of the lance effect. You can move through any obstacles except solid walls—there has to be enough room for your energy shape to pass through.

RANK 1: Lance 8, damage W+2d12 Electric. RANK 2: Lance 9, damage W+3d12 Electric. RANK 3: Lance 10, damage W+4d12 Electric.

17 VOLTAIC WHIP

REQUISITE LEVEL 24

ATTACK ACTION: INSTANT / WEAPON VS. WITS

A continuous stream of electricity flows from your weapon through the target.

RANK 1: Combo 3, damage W+3d6 Electric. RANK 2: Combo 4, damage W+3d8 Electric.

RANK 3: Combo 5, damage W+3d10 Electric.

20 LIGHTNING LANCE

REQUISITE LEVEL 28

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A blinding current of pure lightning rips through your enemies.

RANK 1: Lance 10, damage W+4d10 Electric

RANK 2: Lance 15, damage W+5d10 Electric RANK 3: Lance 20, damage W+6d10 Electric



The discipline of lore governs the extraction, transferral and application of archived knowledge.

MAJOR DISCIPLINE: Bard, Explorer MINOR DISCIPLINE: Arcanist, Channeler, Necrolyte

1 MEMORIZE

REQUISITE: LEVEL 1 **UTILITY ACTION:** PERSISTENT / NO CHECK

You memorize pages of text, minutes of speech or a similar volume of information in an instant. However, you forget it when the ability duration expires. If this is dispelled, you instantly forget.

RANK 1: Self, duration 1 week, 1 page text, 1 minute speech. **RANK 2:** Self, duration 1 month, 5 pages text, 5 minutes speech. **RANK 3:** Self, duration 1 year, 100 book text, 10 hour speech.

2 COMPREHEND

REQUISITE: LEVEL 2

LONG UTILITY ACTION: PERSISTENT / NO CHECK

You can read, listen and understand (but not speak or write) all languages that you have the capacity to perceive (not ultrasonic frequencies, tremors in the ground, etc.).

RANK 1: Self, duration 1 minute.

RANK 2: Self, duration 1 hour.

RANK 3: Self, duration 1 day.

5 ASTUTE ATTACK REQUISITE: LEVEL 6

ATTACK ACTION: INSTANT / WEAPON VS. [CHOOSE]

You can choose which defense score to attack (Dex, Guts or Wits). A failed attack has no effect.

RANK 1: Melee, damage W+1d6 Physical, +1 check bonus. **RANK 2:** Melee, damage W+2d6 Physical, +2 check bonus. **RANK 3:** Melee, damage W+3d6 Physical, +3 check bonus.

8 EXPRESS DELIVERY

REQUISITE: LEVEL 8

UTILITY ACTION: INSTANT / NO CHECK

You can send a letter of no more than one page to any location via magical teleportation. The letter arrives at the location you desire but doesn't guarantee a target will find and open it.

RANK 1: Other, deliver up to 100 miles.

RANK 2: Other, deliver up to 1,000 miles.

RANK 3: Other, deliver infinite distance (even other planes).

7 BIOLOGIST

REQUISITE: LEVEL 12

ATTACK ACTION: INSTANT / NO CHECK

You recall information about the target creature. If the target differs from the example in the Creature Codex, you are not aware of this—you only know about the typical creature.

RANK 1: Ranged, Learn the Load, Reflex, Speed, Dex, Guts and Wits for this type of target creature.

RANK 2: Ranged, you also learn the names the creature's abilities. **RANK 3:** Ranged, also learn the 5 highest skills, Health and Steam.

11 SUMMON BOOK REQUISITE: LEVEL 15 MUNITE ACTION: DEDISTRIFT / No. CO

MINUTE ACTION: PERSISTENT / NO CHECK

You instantly retrieve a book from the nearest library and sign your name into the library register. The library must be within a certain range. If you read the book for 1 hour to make a better informed lore check with a bonus, even allowing you to reroll a failed check. The book teleports back when the duration ends.

RANK 1: Other, dur. 1 hour, +3 check, library within 100 miles. **RANK 2:** Other, dur. 2 hours, +6 check, library within 1,000 miles. **RANK 3:** Other, dur. 3 hours, +9 check, library distance infinite.

13 KNOWN WEAKNESS

REQUISITE: LEVEL 19

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You target the creature's weak spot, inflicting any damage type you choose.

RANK 1: Melee, damage W+4d4 Any. RANK 2: Melee, damage W+4d6 Any. RANK 3: Melee, damage W+4d8 Any.

20 BREAKTHROUGH

REQUISITE: LEVEL 23

DAY ACTION: INSTANT / NO CHECK

After 1 day of research in a library, laboratory, workshop, guild house or other appropriate research facility, you make a breakthrough. You request a true answer from the GM on any topic you like. However, the GM can only answer 'yes', 'no', a number, a time or a name. This can reveal secrets, spoilers and special GM's lore. The difficulty in using this ability lies in finding the appropriate location to make the breakthrough. A shack in the wilderness and a few summoned books are not sufficient to use this ability.

RANK 1: Other, ask GM 1 question. **RANK 2:** Other, ask GM 2 questions, one after the other.

RANK 3: Other, ask GM 3 questions, one after the other.

12 CALCULATED DEFENSE REQUISITE: LEVEL 24

LONG DEFENSE ACTION: PERSISTENT / NO CHECK

You calculate your enemy's next moves, gaining enduring defense and armor bonuses.

RANK 1: Self, duration 3 rounds, +3 all defenses, +3 armor. RANK 2: Self, duration 4 rounds, +4 all defenses, +4 armor. RANK 3: Self, duration 5 rounds, +5 all defenses, +5 armor.

15 CALCULATED ATTACK

REQUISITE: LEVEL 27

LONG UTILITY ACTION: PERSISTENT / NO CHECK

You take a long attack action to prepare your attack next turn. Any attack checks you make in the following round gain bonuses to check, range or reach, critical range and damage bonus.

- RANK 1: Self, duration 2 rounds, +4 check, +1 reach, +4 range, +2 critical, +6 damage.
- RANK 2: Self, duration 2 rounds, +6 check, +2 reach, +6 range, +3 critical, +12 damage.
- RANK 3: Self, duration 3 rounds, +8 check, +3 reach, +8 range, +4 critical, +16 damage.

CHAPTER 8: ABILI

MARKSMANSHIP



The discipline of marksmanship has abilities that can extend range, improve accuracy and make amazing sniper shots. These abilities are also very efficient in terms of ammunition usage.

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MAJOR DISCIPLINE: Bard, Gunner MINOR DISCIPLINE: Rogue, Warder

3 DEAD AIM

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REQUISITE: LEVEL 1

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

You make a ranged attack with a bonus to your base range (double the bonus to medium range and triple to long range).

RANK 1: Ranged, damage W+1d4 Physical, +10 range. RANK 2: Ranged, damage W+1d6 Physical, +20 range. RANK 3: Ranged, damage W+1d8 Physical, +30 range.

6 HUNTER'S PATIENCE

REOUISITE: LEVEL 3

LONG ATTACK ACTION: PERSISTENT / WEAPON VS. WITS

You aim at the target, but only release the shot on a condition stated by you-"I fire as soon as he moves out from cover" for example. When that condition happens, you roll your interrupt attack before the enemy can resolve their action. If you don't get to fire, then you don't expend any ammunition.

RANK 1: Ranged, damage W+3d4 Physical, duration 1 round. RANK 2: Ranged, damage W+3d6 Physical, duration 2 rounds. RANK 3: Ranged, damage W+3d8 Physical, duration 3 rounds.

5 RANGER STANCE **REOUISITE:** LEVEL 8

UTILITY ACTION: PERSISTENT / NO CHECK

You stand straight and take careful aim. You gain a +1 bonus to attack checks and a +5 bonus to the range of all weapons but take a -2 penalty to all defenses. You can only use one stance at a time. However, stances can be used in conjunction with styles (modifiers stack).

RANK 1: Self, duration 1 minute, +1 check, +5 range, -2 defenses. RANK 2: Self, duration 2 minutes, +2 check, +10 range, -4 defenses. RANK 3: Self, duration 3 minutes, +3 checks, +15 range, -6 defenses.

7 TRACER

REOUISITE: LEVEL 9

ATTACK ACTION: INSTANT / WEAPON VS. DEX

The glowing tracer shot explodes into sparkling dust. The dust brightly illuminates the target, granting a bonus to any attack rolls upon the target for a number of rounds (attacks made by you and the attacks of others).

RANK 1: Ranged, dmg W+2d6 Physical, dur. 3 rounds, +3 checks. RANK 2: Ranged, dmg W+3d6 Physical, dur. 4 rounds, +4 checks. RANK 3: Ranged, dmg W+4d6 Physical, dur. 5 rounds, +5 checks.

8 SNIPE

REQUISITE: LEVEL 13

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

You ignore bonuses granted to the target from light, medium or heavy cover and gain a +30 range bonus (+60 medium range, +90 long range).

RANK 1: Ranged, damage W+3d8 Physical, +30 range. RANK 2: Ranged, damage W+4d8 Physical, +40 range. RANK 3: Ranged, damage W+5d8 Physical, +50 range.

10 SWEET SPOT

REOUISITE: LEVEL 16

ATTACK ACTION: INSTANT / WEAPON VS. WITS

Your attack finds the kink in your enemy's armor. You ignore some of the target's armor and gain a bonus to your attack check.

RANK 1: Ranged, dmg W+4d4 Physical, ignore 1/2 armor, +1 check. RANK 2: Ranged, dmg W+4d6 Physical, ignore 1/2 armor, +2 check. RANK 3: Ranged, dmg W+4d8 Physical, ignore 1/2 armor, +3 check.

11 SILENT KILL

REQUISITE: LEVEL 18 ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You knock the wind out of your target's lungs. Neither your shot, nor the enemy that it hits makes a noise. The enemy is silenced (can't use arcane, divine or occult abilities nor any skill that requires a voice). If you miss, you still deal half damage, but the target is not silenced.

RANK 1: Ranged, damage W+4d6 Physical, silenced 3 rounds. RANK 2: Ranged, damage W+5d6 Physical, silenced 4 rounds. RANK 3: Ranged, damage W+6d6 Physical, silenced 5 rounds.

15 DOUBLE UP

REOUISITE: LEVEL 22

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You make two attacks upon a single target with a range bonus.

RANK 1: Combo 2, damage W+2d8, +10 range.

RANK 2: Combo 2, damage W+3d8, +15 range.

RANK 3: Combo 2, damage W+4d8, +20 range.

16 MARKSMAN'S TOUCH

REOUISITE: LEVEL 24

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

You make a precise attack with a check and range bonus.

RANK 1: Ranged, damage W+5d8 Physical, +1 check, +5 range. RANK 2: Ranged, damage W+6d8 Physical, +2 check, +10 range. RANK 3: Ranged, damage W+7d8 Physical, +3 check, +15 range.

20 Two Birds, One Stone

REQUISITE: LEVEL 29

ATTACK ACTION: INSTANT / WEAPON VS. WITS

Employing skill that borders on magic, you somehow manage to attack two targets with only one bullet (or one unit of ammunition).

RANK 1: Split 2, damage W+3d10 Physical. RANK 2: Split 2, damage W+4d10 Physical. RANK 3: Split 2, damage W+5d10 Physical.

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MECHANIST



The mechanist discipline focuses on unarmed attacks and cooperative melee tactics. Remember that your unarmed attacks are counted as martial weapons.

MAJOR: Mechanist MINOR: None

3 PNEUMATIC PUNCH

REQUISITE: LEVEL 0

ATTACK ACTION: INSTANT / GAUNTLET OR UNARMED VS. DEX

Your fist or gauntlet weapon extends on a pneumatic ram—you make an attack with a reach bonus.

RANK 1: Melee, damage W+1d4 Physical, +3 reach bonus. RANK 2: Melee, damage W+1d6 Physical, +4 reach bonus. RANK 3: Melee, damage W+1d8 Physical, +5 reach bonus.

5 HURL

REQUISITE: LEVEL 0

ATTACK ACTION: INSTANT / MARTIAL.W OR GRENADE VS. TN A powerful, long range throw. The target number is usually Guts

for grenades and Dex for thrown martial weapons.

RANK 1: Ranged, damage W+1d4 Physical, +5 range. RANK 2: Ranged, damage W+2d4 Physical, +10 range. RANK 3: Ranged, damage W+3d4 Physical, +15 range.

4 CRUSH

REQUISITE: LEVEL 0

ASSIST ACTION: INSTANT / WEAPON VS. GUTS

You and your allies surround and crush an enemy. Any allies within melee reach of your chosen target make an interrupt attack with their readied weapon against the enemy's Guts (add bonuses for surrounding). A failed check still deals half damage

RANK 1: Melee, damage W+1d8 Physical.

RANK 2: Melee, damage W+2d8 Physical. RANK 3: Melee, damage W+3d8 Physical.

10 INDESTRUCTIBLE

REQUISITE: LEVEL 3

UTILITY ACTION: PERSISTENT / NO CHECK

The aura grants immunity to dents for you and your allies. It won't negate critical hits nor repair existing dents.

RANK 1: Aura 5, duration 1 minute.

RANK 2: Aura 6, duration 2 minutes.

RANK 3: Aura 7, duration 3 minutes.

7 BARGE

REQUISITE: LEVEL 9

LONG ATTACK ACTION: INSTANT / GAUN. OR UNAR. VS. GUTS

You storm through a line of enemies move to the end of the line effect. On a successful hit, you deal damage and push each target in the direction of your choice. Failed attacks deal half damage.

RANK 1: Lance 3, damage W+3d6 Physical, push [1 - size] yards. **RANK 2:** Lance 4, damage W+4d6 Physical, push [2 - size] yards. **RANK 3:** Lance 5, damage W+5d6 Physical, push [3 - size] yards.

13 TURMOIL

REQUISITE: LEVEL 11

ATTACK ACTION: INSTANT / GAUNTLET OR UNARMED VS. DEX

A flurry of rapid strikes on several targets within your melee reach. Each of the targets in your split receives a combo attack.

RANK 1: Split 2 & Combo 2, damage W+1d6 Physical. RANK 2: Split 3 & Combo 2, damage W+1d8 Physical. RANK 3: Split 4 & Combo 2, damage W+1d10 Physical.

11 SHOVE

REQUISITE: LEVEL 15

ASSIST ACTION: INSTANT / GAUNTLET OR UNARMED VS. DEX

In a coordinated effort, you push an enemy into the attacks of your allies. On a successful gauntlet or unarmed check you push the target in any direction you want (no damage). Any ally that can reach the target at any point of its pushed movement gets an interrupt melee attack (weapon vs. Dex), dealing the noted damage.

RANK 1: Melee, damage W+1d 10 Default, push [3 - size] yards. RANK 2: Melee, damage W+2d10 Default, push [4 - size] yards. RANK 3: Melee, damage W+3d10 Default, push [5 - size] yards.

14 IRON FIST

REOUISITE: LEVEL 22

ATTACK ACTION: INSTANT / GAUNTLET OR UNARMED VS. DEX

You send creatures flying away with a mighty swing of your fist. If you hit, you deal damage and push the target.

RANK 1: Melee, damage W+4d8 Physical, push [4 - size] yards. **RANK 2:** Melee, damage W+5d8 Physical, push [5 - size] yards. **RANK 3:** Melee, damage W+6d8 Physical, push [6 - size] yards.

14 GROUND SLAM

REQUISITE: LEVEL 24

LONG ATTACK ACTION: INSTANT / GAUN. OR UNAR. VS. GUTS

You smash the ground with your fist (unarmed or gauntlet). The ripple of force shakes the ground, causing targets to lose their balance (friendly and enemy targets). A successful check deals damage and knocks targets off guard until the beginning of their next turn. Airborne creatures are unaffected. Without solid ground beneath your feet, the ability fails.

RANK 1: Cleave 3, damage W+5d6 Physical, knocked off guard. RANK 2: Cleave 4, damage W+6d6 Physical, knocked off guard. RANK 3: Cleave 5, damage W+7d6 Physical, knocked prone.

17 ELEMENTAL GRASP **REQUISITE:** LEVEL 28

UTILITY ACTION: PERSISTENT / NO CHECK

Your fists glow with elemental energy until the end of the duration. Choose an element when you use this ability (Acid, Electric, Flame, Ice, Sonic). Any gauntlet or unarmed melee attacks cause your chosen damage type. The damage of abilities or standard attacks is replaced with your new elemental damage type.

RANK 1: Self, duration 1 minute.

RANK 2: Self, duration 10 minute.

RANK 3: Self, duration 1 hour.

NATURE



The discipline of nature grants powers from the darkest wealds to summon malevolent trow blighters, corrupt vines and sentient undergrowth and take on aspects of bestial predators.

MAJOR DISCIPLINE: Berserker, Necrolyte MINOR DISCIPLINE: Explorer, Rogue

5 BARK SKIN **REQUISITE:** LEVEL 1

DEFENSE ACTION: PERSISTENT / NO CHECK

Thick tree bark grows over you, covering skin from head to toe.

RANK 1: Self, duration 10 minutes, +3 armor. RANK 2: Self, duration 1 hour, +4 armor. RANK 3: Self, duration 1 day, +5 armor.

5 GILLS

REQUISITE: LEVEL 2 UTILITY ACTION: PERSISTENT / NO CHECK

You or an ally grows gills. This allows the target to breathe either water or air.

RANK 1: Self, duration 10 minutes. RANK 2: Self, duration 1 hour. RANK 3: Self, duration 1 day.

3 UNDERGROWTH **REOUISITE:** LEVEL 6

UTILITY ACTION: INSTANT / NO CHECK

Undergrowth, vines and brambles rise up from the ground. The undergrowth is permanent once conjured.

RANK 1: Square 3, minor obstacle (1 yard costs 2 Speed). RANK 2: Square 4, average obstacle (1 yard costs 3 Speed). RANK 3: Square 5, major obstacle (1 yard costs 4 Speed).

8 COMMAND ANIMAL

REOUISITE: LEVEL 10 ATTACK ACTION: INSTANT / WEAPON VS. WITS

If your ability succeeds, you can control a beast, insect or reptile when its next turn comes up. You can make the target do anything that wouldn't bring harm to it, including forcing it to attack its allies. If the target is unwilling to do what you want it will try to resist, imposing a -5 penalty to any weapon or skill check (it will try not to damage it's master for example). The target can also resist unwanted movement, imposing a -5 Speed penalty upon itself (to a minimum of 1 yard).

RANK 1: Ranged, duration 1 round. RANK 2: Ranged, duration 2 rounds. RANK 3: Ranged, duration 3 rounds.

11 TROW SWARM

REQUISITE: LEVEL 13 UTILITY ACTION: INSTANT / NO CHECK

Creates 1d12 trow saplings from sticks, vines, trees, brush or undergrowth. The plant creatures follow you and aid you in any way (you control them). When summoned they are mere saplings

but can gnarl together to create more powerful trow or unfurl to split apart. The trow can't speak but can snicker, creak, chatter or make other responsive noises. See the creature codex for details.

RANK 1: Other, duration 1 minute, creates 1d12 trow saplings. RANK 2: Other, duration 2 minutes, creates 2d12 trow saplings. RANK 3: Other, duration 3 minutes, creates 3d12 trow saplings.

10 TANGLING VINES

REOUISITE: LEVEL 16

UTILITY ACTION: PERSISTENT / WEAPON VS. GUTS

- Several square areas of whipping, strangle-vines spring up out of the ground. Like a cloud effect, the vines attack hostiles in the area. Any hit by the vines are damaged and stuck (-2 to all defenses, can't take move actions). Whe areas can't overlap.
- RANK 1: Split 2 & Square 2, damage W+2d8 Physical, duration 1 minute, stuck duration 1 round.
- RANK 2: Split 3 & Square 2, damage W+2d10 Physical, duration 2 minutes, stuck duration 1 round.
- RANK 3: Split 4 & Square 2, damage W+2d12 Physical, duration 3 minutes, stuck duration 1 round.

12 RAGE NETTLES

REOUISITE: LEVEL 19

ATTACK ACTION: INSTANT / WEAPON VS. DEX

Your arm doubles in size and grows thorny, nettle-like claws just for an instant. You make a melee attack with a +3 critical range bonus. A successful hit deals diminishing damage and enrages the target (-2 defenses, -2 weapon checks, +5 damage, can't use assist, defense or utility actions)

RANK 1: Melee, damage W+4d6 Poison Dim, +3 critical range. RANK 2: Melee, damage W+4d8 Poison Dim, +4 critical range. RANK 3: Melee, damage W+4dl0 Poison Dim, +5 critical range.

14 Speed of The Paragons

REQUISITE: LEVEL 23 FREE ACTION: INSTANT / NO CHECK

You move as the wind, gaining an incredible speed bonus.

RANK 1: Self, duration 1 round, +10 Speed bonus. RANK 2: Self, duration 2 rounds, +20 Speed bonus. RANK 3: Self, duration 3 rounds, +30 Speed bonus.

20 Shapechange

REQUISITE: LEVEL 24

UTILITY ACTION: INSTANT / NO CHECK

You can transform into any beast, insect or reptile creature of your level or lower and of similar size for the duration of the ability. All your statistics (vitals, passives, abilities, skills, etc.) temporarily become identical to the creature, but your Health and Steam are unchanged and your character's abilities are barred until you change back. You change back to your natural form at will.

RANK 1: Self, duration 10 minutes, new size up to 2 larger/smaller. RANK 2: Self, duration 1 hour, new size up to 3 larger/smaller. RANK 3: Self, duration 1 day, new size up to 4 larger/smaller

19 THORN WHIP

REQUISITE: LEVEL 26

ATTACK ACTION: INSTANT / WEAPON VS. DEX

Thorned vines spin around, whipping and slashing all enemies, missing all your allies (allies are not affected by this ability).

RANK 1: Combo 2 & Cleave 2, damage W+2d8 Physical Dim. RANK 2: Combo 2 & Cleave 3, damage W+3d8 Physical Dim. RANK 3: Combo 2 & Cleave 4, damage W+4d8 Physical Dim.

NECROLYTE



The necrolyte discipline is the most focused occult discipline, allowing necromantic abilities that sap, drain or deplete the enemies strength.

MAJOR: Necrolyte MINOR: None

2 BLOOD TOLL

REQUISITE: LEVEL 0

FREE ACTION: PERSISTENT / NO CHECK

You drain your own Health to empower all occult abilities you use this round. Take special damage (bypasses armor) and add a bonus to all occult weapon damage this round.

RANK 1: Self, duration 1 round, take 1d4 Special, gain +5 damage. RANK 2: Self, duration 1 round, take 2d4 Special, gain +10 damage. RANK 3: Self, duration 1 round, take 3d4 Special, gain +15 damage.

10 SPIRIT TALK

REQUISITE: LEVEL 0

MINUTE ACTION: PERSISTENT / NO CHK OR CONV.VS.WITS

You force the ethers of a dead being to return to their body—you make the dead talk. The spirit can answer you freely, but if it is unwilling to talk you must convince it (convince vs. the creature's Wits). The spirit has all the memories of its life. If the corpse is too old, the ability may fail.

RANK 1: Other, duration 1 minute, corpse up to 1 week old. **RANK 2:** Other, duration 2 minutes, corpse up to 1 month old. **RANK 3:** Other, duration 3 minutes, corpse up to 1 year old.

4 ROT SWARM

REQUISITE: LEVEL 0

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You summon a swarm of spider-like insects that consumes flesh. It deals half damage on a failed check.

RANK 1: Ranged, damage W+2d4 Necrotic Dim. RANK 2: Ranged, damage W+2d6 Necrotic Dim. RANK 3: Ranged, damage W+2d8 Necrotic Dim.

6 STEAM DRAIN

REQUISITE: LEVEL 4

ATTACK ACTION: INSTANT / WEAPON VS. DEX

The target's Steam is drained away. The target loses Steam and you gain it. This attack ignore's armor.

RANK 1: Ranged, drain 1d6 Steam. RANK 2: Ranged, drain 2d6 Steam. RANK 3: Ranged, drain 3d6 Steam.

13 WRAITH HAND

REQUISITE: LEVEL 9

UTILITY ACTION: PERSISTENT / NO CHECK

You summon a floating undead hand to deliver melee attacks for any of your occult abilities. It will never move outside your censer/relic's close range and is immune to all attacks. While the wraith hand is summoned, you can deliver occult melee attacks to any target within the hand's range—it touches the target for you but takes the ranged penalties of your censer or relic if the target is far away. Otherwise, the ability is used as per normal.

RANK 1: Ranged, duration 1 minute. RANK 2: Ranged, duration 1 hand. RANK 3: Ranged, duration 1 day. **10** VAMPIRE SYNERGY **REQUISITE:** LEVEL 12

ASSIST ACTION: INSTANT / NO CHECK

You place a momentary vampiric enchantment on the weapon of any ally within range. The ally immediately makes an interrupt attack (weapon versus Dex) of an enemy within their range/reach. If the ally hits, they deal the Necrotic damage noted above and gain Healing equal to half that dealt to the enemy (after armor). On a beaten target, you gain no healing.

RANK 1: Ranged, damage W+1d8 Necrotic. RANK 2: Ranged, damage W+2d8 Necrotic. RANK 3: Ranged, damage W+3d8 Necrotic.

15 RAISE THRALL

REQUISITE: 16

ATTACK ACTION: PERSISTENT / NO CHECK

This animates undead thralls in your service. You can raise a beast, fey, humanoid, insect or reptile. Fresh corpse thralls are zombies and completely decomposed thralls are skeletons. Broken or incomplete corpses are of no use. The undead thrall has the stats of a skeleton or zombie, as from the Creature Codex. It has full Health and Steam and you can control it with a handle check (it is completely loyal). Your thralls are a number of levels lower than you (add or subtract quick levels from the base monster). You can only raise up to [Energy] thralls at any time. When the duration expires the thrall reverts to a dead corpse.

RANK 1: Other, 1 thrall, duration 1 day, 10 levels lower. **RANK 2:** Other, 2 thralls, duration 1 day, 8 levels lower. **RANK 3:** Other, 3 thralls, duration 1 day, 6 levels lower.

22 SIPHON

REQUISITE: LEVEL 19

ATTACK ACTION: PERSISTENT / WEAPON VS. DEX

Your occult magics continually attack the target, dealing damage each round on a successful hit. You gain half the damage dealt as Healing. On a beaten target, you gain no healing.

RANK 1: Ranged, damage W+1d4 Necrotic, duration 3 rounds. RANK 2: Ranged, damage W+1d6 Necrotic, duration 4 rounds. RANK 3: Ranged, damage W+1d8 Necrotic, duration 5 rounds.

18 DEATH BONDS

REQUISITE: 24

UTILITY ACTION: PERSISTENT / NO CHECK

Any undead thralls you raise or control gain a bonus to all checks, all defenses and all damage rolls.

RANK 1: Self, duration 1 hour, +1 checks, +1 defenses, +1 damage. RANK 2: Self, duration 2 hours, +2 checks, +2 defenses, +2 damage. RANK 3: Self, duration 3 hours, +3 checks, +3 defenses, +3 damage.

30 ENSCONCE SOUL

REQUISITE: LEVEL 29 **DAY ACTION:** PERSISTENT / NO CHECK

You attach your soul to an object of your choice. The object must be of flawless quality. By doing so, you become immune to death. The only way to truly die is to completely disintegrate your body. A death dealing blow simply deducts more and more Health (further into negative numbers). However, if the object containing your soul is broken, damaged, dispelled or otherwise harmed, you take 10d10 damage, your soul instantly returns to your body and the ability ends. This does not make you an undead creature,

so Healing and Necrotic damage are not reversed.

RANK 1: Other, duration 1 year. RANK 2: Other, duration 2 years. RANK 3: Other, duration 3 years.

POISON

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The discipline of poison has abilities that can create vile toxins, deathly poison clouds, slicks of infectious ooze and can also make you immune to such effects.

MAJOR DISCIPLINE: Necrolyte, Rogue MINOR DISCIPLINE: Bard, Berserker, Explorer

3 NEUTRALIZE

REQUISITE: LEVEL 1

ATTACK ACTION: INSTANT / NO CHECK

Reduces the severity of poisons and acids. This ability lowers the current diminishing damage on the target and can negate all status effects that were attached to poison or acid damage.

RANK 1: Other, reduce Acid Dim and Poison Dim damage by 5. RANK 2: Other, reduce Acid Dim and Poison Dim damage by 10,

RANK 3: Other, reduce Acid Dim and Poison Dim damage by 15, negates status effects that were attached to poison or acid damage.

5 POISON BLOOM

REQUISITE: LEVEL 4

HAPTER 8:

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

A glass globe containing green smoke bursts over enemies.

RANK 1: Cloud 3, damage W+1d4 Poison Dim, duration 3 rounds. RANK 2: Cloud 3, damage W+2d4 Poison Dim, duration 4 rounds. RANK 3: Cloud 3, damage W+3d4 Poison Dim, duration 5 rounds.

8 BITE BACK

REQUISITE: LEVEL 6

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The target becomes susceptible to its own poison (any immunity ceases for an instant). On a successful attack check, apply one of the target's own poison attacks to itself immediately (select one at random if there are more than one). Only works on creatures with poison attacks.

RANK 1: Ranged.

RANK 2: Split 2 (affects 2 targets within range). RANK 3: Split 3 (affects 3 targets within range).

7 SLIME

REQUISITE: LEVEL 11 **ATTACK ACTION:** PERSISTENT / WEAPON VS. GUTS

Poisonous slime covers the surface of your choice (floor, walls, etc.). The slime attacks as a trap, dealing the noted damage above and causing the target to become stuck until the beginning of

their next turn (-2 all defenses, can't take move actions). **RANK 1:** Square 3, damage W+2d4 Poison Dim, duration 1 hour. **RANK 2:** Square 4, damage W+2d6 Poison Dim, duration 1 day. **RANK 3:** Square 5, damage W+2d8 Poison Dim, duration 1 week.

10 TOXIN'S EMBRACE

REQUISITE: LEVEL 13

DEFENSE ACTION: PERSISTENT / NO CHECK

You become immune to Poison damage. Whenever an enemy succeeds on a melee attack against you, they take the Poison damage listed above with no attack necessary.

RANK 1: Self, damage 3d4 Poison, duration 1 round. RANK 2: Self, damage 3d6 Poison, duration 2 rounds. RANK 3: Self, damage 3d8 Poison, duration 3 rounds.

15 CIRCLE OF VENOM

REQUISITE: LEVEL 17

LONG ATTACK ACTION: PERSISTENT / NO CHECK

A green misty aura of follows you, choking and infecting enemies.

RANK 1: Aura 3, damage W+2d6 Poison, duration 3 rounds. RANK 2: Aura 3, damage W+2d8 Poison, duration 4 rounds. RANK 3: Aura 3, damage W+2d10 Poison, duration 5 rounds.

17 VAPOR VOID

REQUISITE: LEVEL 18

DEFENSE ACTION: PERSISTENT / NO CHECK

You become immune to the damage and status effects of all cloud effects. This also grants immunity to effects that are gaseous but not clouds (determined by the GM).

RANK 1: Self, duration 1 minute.

RANK 2: Self, duration 1 hour.

RANK 3: Self, duration 1 day.

18 WYVERN STRIKE

REQUISITE: LEVEL 22

ATTACK ACTION: INSTANT / WEAPON VS. DEX

The target is struck by a deadly poison and immediately sickened by its vigorous effects (-5 Guts, -2 to all checks).

RANK 1: Ranged, damage W+3d6 Poison Dim, sickened 3 rounds. RANK 2: Ranged, damage W+4d6 Poison Dim, sickened 4 rounds. RANK 3: Ranged, damage W+5d6 Poison Dim, sickened 5 rounds.

11 LETHAL DOSE

REQUISITE: LEVEL 25

FREE ACTION: PERSISTENT / NO CHECK

The next poison attack you make gains a damage bonus. This bonus is only applied if your attack deals Poison damage.

RANK 1: Self, duration 1 round, +10 damage to next Poison attack. **RANK 2:** Self, duration 1 round, +20 damage to next Poison attack. **RANK 3:** Self, duration 1 round, +30 damage to next Poison attack.

19 WRITHING CLOUD

REQUISITE: LEVEL 27

LONG ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

You conjure a cloud of toxic, necrotic darkness. Each round on your turn, you move the cloud. When it hits an enemy, you choose the damage type: Dark, Necrotic or Poison.

RANK 1: Cloud 3, damage W+4d6 Dark/Necrotic/Poison, duration 3 rounds, moves 3 yards per turn.

- RANK 2: Cloud 4, damage W+4d8 Dark/Necrotic/Poison, duration 4 rounds, moves 4 yards per turn.
- RANK 3: Cloud 5, damage W+4d10 Dark/Necrotic/Poison, duration 5 rounds, moves 5 yards per turn.



The discipline of power grants massive and brutal strikes best employed with weighty double-handed weapons.

MAJOR DISCIPLINE: Berserker, Mechanist, Warder MINOR DISCIPLINE: Channeler, Gunner, Rogue

4 CHARGE

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REQUISITE: LEVEL 1

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You move double your Speed directly toward an enemy and make a melee attack (or a combo at higher levels). If your enemy is already within melee reach, this ability fails.

RANK 1: Melee, damage W+1d4 Physical. RANK 2: Combo 2, damage W+1d6 Physical. RANK 3: Combo 3, damage W+1d8 Physical.

3 ARMOR CRUSHER

REQUISITE: LEVEL 3

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You deal physical damage and buckle armor on this attack. If you score a critical hit, add the bonus dents to the total.

RANK 1: Melee, damage W+1d4 Physical, +1 dent.

RANK 2: Melee, damage W+2d4 Physical, +2 dents.

RANK 3: Melee, damage W+3d4 Physical, +3 dents.

15 EXHAUSTING BLOW

REQUISITE: LEVEL 6

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

By exerting many times more force than required, you are able to increase the damage dealt with a single blow.

RANK 1: Melee, damage W+3d8 Physical.RANK 2: Melee, damage W+3d10 Physical.RANK 3: Melee, damage W+3d12 Physical.

5 POWER STANCE

REQUISITE: LEVEL 10 **UTILITY ACTION:** PERSISTENT / NO CHECK

You adopt a forward, powerful stance, gaining a bonus to damage with martial weapons but taking a penalty to all defenses. You can only use one stance at a time. However, stances can be used in conjunction with styles (modifiers stack).

RANK 1: Self, duration 1 minute, -1 all defenses, +2 damage. RANK 2: Self, duration 2 minute, -2 all defenses, +4 damage. RANK 3: Self, duration 3 minute, -3 all defenses, +6 damage.

8 BASH

REQUISITE: LEVEL 13

ATTACK ACTION: INSTANT / WEAPON VS. DEX

On a successful check, deal damage and push the target back. If the target it too large (the movement comes out negative) you can't push them.

RANK 1: Melee, damage W+3d6 Physical, push [2 - size] yards. RANK 2: Melee, damage W+4d6 Physical, push [3 - size] yards. RANK 3: Melee, damage W+5d6 Physical, push [4 - size] yards.

10 DOUBLE SMASH

REQUISITE: LEVEL 15

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You make several melee attacks upon a single target. If any attack hits, the target is knocked off guard. If an attack is successful, the target is stunned for 1 round (-5 all defenses, free actions only).

RANK 1: Combo 2, damage W+1d4 Physical, stunned 1 round. RANK 2: Combo 3, damage W+1d6 Physical, stunned 1 round. RANK 3: Combo 4, damage W+1d8 Physical, stunned 1 round.

12 RIVE

REQUISITE: LEVEL 17 **ATTACK ACTION:** INSTANT / WEAPON VS. GUTS

A deadly and powerful slash fells enemies in a broad arc.

RANK1: Slash3, damageW+3d8Physical.RANK2: Slash4, damageW+4d8Physical.RANK3: Slash5, damageW+5d8Physical.

14 ONSLAUGHT

REQUISITE: LEVEL 22

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You move double your Speed directly toward an enemy and make a melee attack. If you are already within reach, this ability automatically fails.

RANK 1: Melee, damage W+2d8 Physical.

RANK 2: Combo 2, damage W+2dl0 Physical. RANK 3: Combo 3, damage W+2dl2 Physical.

15 ECLIPSE OF DOOM

REQUISITE: LEVEL 24

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A great cleave rips through enemies, releasing a ripple of force around you. A successful check also knocks targets off guard.

RANK 1: Cleave 3, damage W+5d8 Physical. RANK 2: Cleave 4, damage W+5d10 Physical. RANK 3: Cleave 5, damage W+5d12 Physical.

22 MIGHTY BLOW

REQUISITE: LEVEL 28

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You strike a sundering blow to your enemy. This ability lacks accuracy and is slow to activate, but deals high damage.

RANK 1: Melee, damage W+6d8 Physical, -3 check. RANK 2: Melee, damage W+6d10 Physical, -3 check. RANK 3: Melee, damage W+6d12 Physical, -3 check.

PROTECTION



The discipline of protection can enhance and repair armor, forbid your enemies from harming you or fortify your ally's defenses.

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MAJOR DISCIPLINE: Channeler, Warder MINOR DISCIPLINE: Bard, Necrolyte

3 DON ARMOR **REQUISITE:** LEVEL 1

UTILITY ACTION: INSTANT / NO CHECK

This ability instantly equips armor (requires available armor slots). If the armor is in the possession of another, the ability fails.

RANK 1: Other, don 1 piece of unattended armor. **RANK 2:** Other, don 2 pieces of unattended armor. **RANK 3:** Other, don 3 pieces of unattended armor.

5 STRENGTH

REQUISITE: LEVEL 2 **ATTACK ACTION:** PERSISTENT / NO CHECK

You gain a bonus to your Load. This means you can carry more before you take a -1 penalty from your burden.

RANK 1: Self, duration 1 minute, +10 Load bonus. RANK 2: Self, duration 1 hour, +20 Load bonus. RANK 3: Self, duration 1 day, +30 Load bonus.

8 SEAM WELDER

REQUISITE: LEVEL 5 **UTILITY ACTION:** INSTANT / NO CHECK

This ability welds, sews, tightens and repairs small kinks in armor. RANK 1: Other, removes 1 dent.

RANK 2: Other, removes 2 dents. **RANK 3:** Other, removes 3 dents.

9 REINFORCE

Requisite: Level 10 **Defense Action:** Persistent / No Check

You gain a massive bonus to your armor for a single round.

RANK 1: Self, duration 1 round, +10 armor bonus. RANK 2: Self, duration 1 round, +15 armor bonus. RANK 3: Self, duration 1 round, +20 armor bonus.

10 SUMMON ARMOR

REQUISITE: LEVEL 12

MINUTE ACTION: PERSISTENT / WEAPON VS. WITS

You summon a single piece of armor, of any type or rank you choose. The armor is common quality, obviously a summoned item (not permanent or real). The armor cannot be summoned as equipped, so you must take time to attach the armor properly. When the duration expires, the armor disappears.

RANK 1: Other, duration 1 day, summon 1 piece of armor. RANK 2: Other, duration 2 days, summon 2 pieces of armor. RANK 3: Other, duration 3 days, summon 3 pieces of armor.

12 HELM OF LIFE

REQUISITE: LEVEL 16

UTILITY ACTION: PERSISTENT / NO CHECK

You use this ability on a helmet, either yours or an ally's. At the beginning of each turn, the helmet heals the amount noted above (as it is on the target's head). The helmet could be any armor type, but not jewelry or other headgear.

RANK 1: Persistent Other, damage 1d4 Healing, duration 1 minute. RANK 2: Persistent Other, damage 1d6 Healing, duration 1 minute. RANK 3: Persistent Other, damage 1d8 Healing, duration 1 minute.

15 AURA OF STEEL

REQUISITE: LEVEL 18

ATTACK ACTION: PERSISTENT / NO CHECK

All allies within range gain an armor bonus.

RANK 1: Persistent Aura 3, duration 1 minute, +3 armor bonus. RANK 2: Persistent Aura 4, duration 1 hour, +4 armor bonus. RANK 3: Persistent Aura 5, duration 1 day, +5 armor bonus.

16 FORBIDDANCE

REQUISITE: LEVEL 21

ATTACK ACTION: PERSISTENT / WEAPON VS. WITS

On a successful check you forbid the target to harm you by any means, including indirect damage as a consequence of your actions. If the target accidentally harms you, it takes special damage and the ability ends. If you harm the target, the ability ends harmlessly.

RANK 1: Ranged, duration 1 minute, damage 4d8 Special. RANK 2: Ranged, duration 2 minutes, damage 4d10 Special. RANK 3: Ranged, duration 3 minutes, damage 6d12 Special.

18 ENERGY PROTECTION

REQUISITE: LEVEL 24

LONG DEFENSE ACTION: PERSISTENT / NO CHECK

Your armor becomes 100% effective against all damage types (Acid, Dark, Electric, Flame, Healing, Ice, Light, Necrotic, Physical and Poison)—subtract your full armor from damage of any type.

RANK 1: Self, duration 1 minute. RANK 2: Self, duration 2 minutes. RANK 3: Self, duration 3 minutes.

21 REVERSE DAMAGE

REQUISITE: LEVEL 28

LONG DEFENSE ACTION: PERSISTENT / NO CHECK

Choose a damage type other than physical (Acid, Dark, Electric, Flame, Healing, Ice, Light, Necrotic, Poison, Sonic). Instead of taking damage from that type, you are healed half the amount that is inflicted. You can't use this ability twice to reverse more than one damage type—a second activation ends the existing one.

RANK 1: Self, duration 1 minute. RANK 2: Self, duration 1 hour. RANK 3: Self, duration 1 day.

RADIANCE

The discipline of radiance brings light and purity to places of darkness, creating arrays of spectacular chromaticism and illumination that sear, dazzle or confuse.

1

MAJOR DISCIPLINE: Bard, Channeler MINOR DISCIPLINE: Arcanist, Explorer, Warder

3 BLINDNESS

REQUISITE: LEVEL 1

ATTACK ACTION: INSTANT / WEAPON VS. DEX

In addition to the noted damage, you blind the target for a number of rounds (-5 Dex, -2 all checks, no ranged attacks).

RANK 1: Ranged, damage W+1d4 Light, blinded 3 rounds. **RANK 2:** Ranged, damage W+1d6 Light, blinded 4 rounds. **RANK 3:** Ranged, damage W+1d8 Light, blinded 5 rounds.

2 DARKVISION

REQUISITE: LEVEL 4 **UTILITY ACTION:** PERSISTENT / NO CHECK

The target can see perfectly in darkness, even total darkness, as far as their normal vision would allow.

RANK 1: Self, duration 1 minute. RANK 2: Self, duration 1 hour. RANK 3: Self, duration 1 day.

10 GLITTER

REQUISITE: LEVEL 7

ATTACK ACTION: INSTANT / WEAPON VS. WITS

Glittering lights damage and distract the targets (-2 to all checks, -2 to all defenses, cannot use long actions).

RANK 1: Split 2, damage W+2d4 Light Dim, distracted 2 rounds. RANK 2: Split 3, damage W+3d4 Light Dim, distracted 3 rounds. RANK 3: Split 4, damage W+4d4 Light Dim, distracted 4 rounds.

8 ETERNAL LIGHT

REQUISITE: LEVEL 8

UTILITY ACTION: PERSISTENT / NO CHECK

Creates a 1-inch diameter stone that sheds light as an oil lantern. The illumination makes colors seem pale and lusterless, causing -2 to medicine, mercantile, repair, search and traps skill checks made under this light. Darkness magics can temporarily extinguish this light, but only a dispel can end this ability.

RANK 1: Other, duration 1 year. RANK 2: Other, duration 1 chronicle (30 years). RANK 3: Other, duration infinite.

12 SEARING BEAMS

REQUISITE: LEVEL 12

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

All targets in the lance area are attacked twice (you roll two attacks and compare the result to all targets in the area).

RANK 1: Combo 2 & Lance 6, damage W+2d4 Light.RANK 2: Combo 2 & Lance 8, damage W+2d6 Light.RANK 3: Combo 2 & Lance 10, damage W+2d8 Light.

10 LIGHT SHIELD **REQUISITE:** LEVEL 14

DEFENSE ACTION: PERSISTENT / NO CHECK

The ability grants immunity to Dark damage and offers sturdy bonuses to all your defenses and your armor.

RANK 1: Self, duration 1 round, +3 all defenses, +3 armor. RANK 2: Self, duration 2 rounds, +4 all defenses, +4 armor. RANK 3: Self, duration 3 rounds, +5 all defenses, +5 armor.

13 RADIANCE REQUISITE: LEVEL 19 ATTACK ACTION: PERSI

ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

You radiate searing light, damaging all nearby. **RANK 1:** Aura 5, damage W+2d6 Light, dur 5 rounds. **RANK 2:** Aura 6, damage W+2d8 Light, dur 6 rounds. **RANK 3:** Aura 7, damage W+2d10 Light, dur 7 rounds.

16 CHROMATIC GIFT REQUISITE: LEVEL 21 LONG ATTACK ACTION: PERSISTENT / NO CHECK

You release a multicolored burst that adds random beneficial effects to all allies for a number of minutes. Roll 1d6 to determine the effect for each ally. Roll 1d6: 1-blessed (+2 to all checks, +2 to all damage); 2-hasted (+2 to all defenses, +5 Speed, +1 action every round); 3-regenerating Steam (+1d10 Steam/turn); 4-lucky (+3 critical range bonus to all checks); 5-protected (+2 to all defenses, +2 armor bonus); 6-regenerating (+1d6 Health/minute). Enemies are not affected by this ability.

RANK 1: Blast 3, duration 1 minute. RANK 2: Blast 3, duration 2 minutes. RANK 3: Blast 3, duration 3 minutes.

14 LIGHT LANCE

REQUISITE: LEVEL 25

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A beam of pure, searing light cuts cleanly through enemy ranks

RANK 1: Lance 10, damage W+4d6 Light. RANK 2: Lance 15, damage W+4d8 Light. RANK 3: Lance 20, damage W+4d10 Light.

20 KALEIDOSCOPE

REQUISITE: LEVEL 26

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A cone of scintillating colors causes different damage types and effects—roll a d6 for each creature in the cone to determine the damage type and status effect. Roll 1d6: 1-Acid, stuck (-2 all defenses, can't take move actions); 2-Ice, slowed (-2 all defenses, ½ Speed, -1 action/round); 3-Electric, stunned (-5 all defenses, free actions only); 4-Flame, sickened (-5 Guts, -2 all checks); 5-Light, blinded (-5 Dex, -2 all checks, ranged attacks fail); 6-Dark, confused (roll 1d10, 1-3 act normally, 4-7 do nothing, 8-10 attack an ally). All effects have a duration noted below. A failed check deals half damage but•no status effects.

RANK 1: Cone 6, damage W+2d10 Random, status effect 3 rounds. RANK 2: Cone 8, damage W+3d10 Random, status effect 4 rounds. RANK 3: Cone 10, damage W+4d10 Random, status effect 5 rounds.

ROGUE



The rogue discipline is one of tricks, stealth and foul play. You can move from shadow to shadow, backstab or run up walls.

MAJOR: Rogue MINOR: None

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2 PLUCK **REQUISITE:** LEVEL 0

UTILITY ACTION: INSTANT / THIEVERY VS. DEX

You steal something in plain sight, even from someone who is on their guard and in combat. You can grab any item you see or take a chance at one of the target's pockets. If the item you grab fastened to the target, you may need to make a Break skill check to pull it free, requiring another utility action next round.

RANK 1: Melee, -5 check penalty. RANK 2: Melee, -2 check penalty. RANK 3: Melee, no check penalty.

5 DIRTY TRICK **REOUISITE:** LEVEL 0

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You bluff, fool or dupe an enemy in melee combat, impairing and debilitating an enemy. On a successful check, you deal damage and choose 1 status effect (blinded, deafened, sickened, stuck).

RANK 1: Melee, damage W+1d8, status effect 2 rounds. RANK 2: Melee, damage W+1d10, status effect 3 rounds. RANK 3: Melee, damage W+ldl2, status effect 4 rounds.

8 FINESSE

REQUISITE: LEVEL 0 UTILITY ACTION: PERSISTENT / NO CHECK

You gain a critical range bonus to all skill checks and attacks.

RANK 1: Self, duration 2 rounds, +2 critical bonus. RANK 2: Self, duration 3 rounds, +3 critical bonus. RANK 3: Self, duration 4 rounds, +4 critical bonus.

5 TAKE DOWN

REOUISITE: LEVEL 3 ASSIST ACTION: INSTANT / WEAPON VS. DEX

When your enemy is surrounded, you and your allies can easily tear it to shreds. You and up to 3 allies within melee reach of your target make melee interrupt attacks (add bonuses for teamwork).

RANK 1: Melee, damage W+1d6 Default. RANK 2: Melee, damage W+2d6 Default. RANK 3: Melee, damage W+3d6 Default.

7 GIANT LEAP

REOUISITE: LEVEL 7 MOVE ACTION: INSTANT / JUMP VS. JUMP TN

You leap a massive distance with agility and speed.

RANK 1: Self, +10 J ump check bonus. RANK 2: Self, +20 Jump check bonus. RANK 3: Self, +30 Jump check bonus.

10 BACKSTAB

REQUISITE: LEVEL 10

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

If you can sneak up on a target without them noticing, you can deliver a fatal blow. Any one-handed martial weapon can be used but one-handed projectile weapons can also be used within 10 yards of the target. This ability works on any helpless or prone target and is also effective against off guard targets that don't know you are there (you have to sneak up on them). If you fail your check, the target noticed you and evaded the attack.

RANK 1: Melee or Ranged, damage W+4d12 Physical. RANK 2: Melee or Ranged, damage W+6d12 Physical. RANK 3: Melee or Ranged, damage W+8d12 Physical.

11 SHADOW DOOR

REQUISITE: LEVEL 16

MOVE ACTION: INSTANT / NO CHECK

You move through any enemies or obstacles, passing persistent area effects, traps and non-physical walls without harm. However, you can only move along the slope of the ground, not teleport to high ledges or upper balconies.

RANK 1: Self, move 5 yards. RANK 2: Self, move 10 yards. RANK 3: Self, move 15 yards.

13 TRADE PLACES

REOUISITE: LEVEL 21 ASSIST ACTION: INSTANT / NO CHECK

An nearby ally steps forward to take your place and attacks. There must be an unobstructed path between you and your ally. You and the ally swap places (as close as possible if sizes don't match). The ally who takes your place makes a standard interrupt attack on a creature within range/reach and deals the noted damage.

RANK 1: Ranged, damage W+2d8 Default, any ally within 5 yards. RANK 2: Ranged, damage W+3d8 Default, any ally within 10 yards. RANK 3: Ranged, damage W+4d8 Default, any ally within 15 yards.

14 WALL RUN

REQUISITE: LEVEL 23 MOVE ACTION: INSTANT / NO CHECK

Run along or dash up walls. You can move on vertical surfaces (though not upside down) as long as you begin and end your movement on a flat, level surface of at least 1×1 yard. The total distance can't exceed your Speed.

RANK 1: Self, +2 Speed bonus. RANK 2: Self, +6 Speed bonus. RANK 3: Self, +10 Speed bonus.

16 HAMSTRINGER

REOUISITE: LEVEL 28

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You attack an enemy's legs, hampering their movement and maneuverability. A successful check deals damage and slows the target (-2 defenses, ½ Speed, lose the first action of each round).

RANK 1: Melee, damage W+5d6 Physical, slowed 3 rounds. RANK 2: Melee, damage W+6d6 Physical, slowed 4 rounds. RANK 3: Melee, damage W+7d6 Physical, slowed 5 rounds.

SUPPORT



The devastating discipline of support details the abilities of back-line, artillery-style heavy weapon support fire.

-

MAJOR DISCIPLINE: Gunner MINOR DISCIPLINE: Channeler, Rogue, Warder

3 SPOUT

-

REQUISITE: LEVEL 1

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You perform an encompassing short blast and gain a check bonus. **RANK 1:** Cone 3, damage W+ld4 Physical, +1 check bonus. **RANK 2:** Cone 4, damage W+ld6 Physical, +2 check bonus. **RANK 3:** Cone 5, damage W+ld8 Physical, +3 check bonus.

10 Power Shot

REQUISITE: LEVEL 3

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

A slow, heavy, costly shot against the target's dex. You deal high damage and gain an additional damage bonus on this attack.

RANK 1: Ranged, damage W+2d8 Physical, -1 check. RANK 2: Ranged, damage W+2d10 Physical, -1 check. RANK 3: Ranged, damage W+2d12 Physical, -1 check.

7 POWDER COUGH

REQUISITE: LEVEL 7

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

Your weapon coughs a cone of smoke and ember. On a successful check, targets are distracted by the soot that covers them (-2 all defenses, -2 all checks, cannot use long actions).

RANK 1: Cone 5, damage W+1d8 Physical, distracted 3 rounds. RANK 2: Cone 6, damage W+2d8 Physical, distracted 4 rounds. RANK 3: Cone 7, damage W+3d8 Physical, distracted 5 rounds.

6 SUPPORT STANCE

REQUISITE: LEVEL 10

UTILITY ACTION: NO CHECK

You prop your projectile weapon to absorb the shock of firing. You gain a bonus to projectile weapon damage but take a penalty to all defenses. You can only use one stance at a time. However, stances can be used in conjunction with styles (modifiers stack).

RANK 1: Self, duration 1 minute, -1 all defenses, +2 damage. RANK 2: Self, duration 2 minutes, -2 all defenses, +4 damage. RANK 3: Self, duration 3 minutes, -3 all defenses, +6 damage.

10 SUSTAINED FIRE

REQUISITE: LEVEL 12

LONG ATTACK ACTION: PERSISTENT / WEAPON VS. GUTS

You continuously paint the target area with gunshot until the beginning of your next turn.

RANK 1: Cloud 4, damage W+3d6, duration 1 round, 4 ammo. RANK 3: Cloud 5, damage W+4d6, duration 1 round, 5 ammo. RANK 2: Cloud 6, damage W+5d6, duration 1 round, 6 ammo.

12 LINE OF FIRE

REQUISITE: LEVEL 14

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

Your shots rip through a straight line of enemies, shredding them rank by rank.

RANK 1: Lance 8, damage W+2dl0 Physical. RANK 2: Lance 12, damage W+3dl0 Physical. RANK 3: Lance 16, damage W+4dl0 Physical.

14 STRAFE

REQUISITE: LEVEL 17

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You strafe sideways, firing as you run. This allows you to move X yards and cover an X yard by X yard square area in your firespray. The square area begins from you (zero range) and you move along one edge of the square to the next corner while firing sideways.

RANK 1: Square 5, damage W+4d6 Physical, 5 ammunition. RANK 2: Square 6, damage W+5d6 Physical, 6 ammunition. RANK 3: Square 7, damage W+6d6 Physical, 7 ammunition.

15 MOUNTING

REOUISITE: LEVEL 22

LONG UTILITY ACTION: PERSISTENT / NO CHECK

You set up a fixture for a two-handed projectile weapon (no other weapon type), granting a check bonus, damage bonus and range bonus to all attacks. The ability ends as soon as you move from your current position (voluntary or forced movement).

RANK 1: Self, duration 1 minute, +1 check, +2 damage, +3 range. RANK 2: Self, duration 2 minutes, +2 check, +4 damage, +6 range. RANK 3: Self, duration 3 minutes, +3 check, +6 damage, +9 range.

17 FULL AUTO REQUISITE: LEVEL 23

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You give everything your weapon has got, hurling gunshot, bolts, pellets or arrows over a large conical area.

RANK 1: Cone 10, damage W+5d8 Physical, 10 ammunition. RANK 2: Cone 12, damage W+6d8 Physical, 12 ammunition. RANK 3: Cone 14, damage W+7d8 Physical, 14 ammunition.

18 SMART BLAST

REQUISITE: LEVEL 27

LONG ATTACK ACTION: INSTANT / WEAPON VS. GUTS

You expertly paint the target area with your weapon. Your attack only harms enemies—all allies in the area are completely unscathed by this ability.

RANK 1: Blast 3, damage W+4d6 Physical, 5 ammunition. RANK 2: Blast 4, damage W+5d6 Physical, 6 ammunition. RANK 3: Blast 5, damage W+6d6 Physical, 7 ammunition.

TACTICS



The discipline of tactics makes the most of cover, allows defensive reloading, conservation of ammunition and defensive volleys.

- 1

MAJOR DISCIPLINE: Gunner, Rogue MINOR DISCIPLINE: Bard, Explorer

3 GUN JAB

REQUISITE: LEVEL 1 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

You club or whip the enemy with your projectile weapon (1 yard reach) and push them back. Very large can't be moved.

RANK 1: Melee, damage W+1d4 Physical, push [1 - size] yards.
RANK 2: Melee, damage W+1d6 Physical, push [2 - size] yards.
RANK 3: Melee, damage W+1d8 Physical, push [4 - size] yards.

4 DEFENSIVE RELOAD

REQUISITE: LEVEL 3

UTILITY OR LONG UTILITY ACTION: INSTANT / NO CHECK

You reload your weapon, taking care to avoid enemy attacks. This is either a utility or long utility action depending on your weapon type. You are on your guard while reloading.

RANK 1: Self, on guard reload.

RANK 2: Self, on guard reload, +2 to all defenses while reloading. RANK 3: Self, on guard reload, +5 to all defenses while reloading.

14 RETURN FIRE

REQUISITE: LEVEL 6

DEFENSE ACTION: PERSISTENT / WEAPON VS. WITS

Each time an enemy makes an attack at you but misses, you can return fire. This is a ranged attack that consumes 1 ammunition. The enemy attack could be any area type so long as it is at range. You can't return fire against a target that is within reach of you. You must also be able to see them, have enough ammo loaded and be within firing range. If you are damaged by an attack, you can't retaliate.

RANK 1: Self, damage W+1d8 Physical, duration 1 round. RANK 2: Self, damage W+1d10 Physical, duration 2 rounds. RANK 3: Self, damage W+1d12 Physical, duration 3 rounds.

7 ALERT STANCE REQUISITE: LEVEL 10

UTILITY ACTION: PERSISTENT / NO CHECK

A low, defensive stance. Gain a bonus to all defenses but suffering a penalty to all damage. You can only use one stance at a time. Stances can be used in conjunction with styles (modifiers stack).

RANK 1: Self, duration 1 minute, +2 defenses, -3 damage. RANK 2: Self, duration 1 minute, +3 defenses, -4 damage. RANK 3: Self, duration 1 minute, +4 defenses, -5 damage.

7 CONSERVE

REQUISITE: LEVEL 11

UTILITY ACTION: PERSISTENT / NO CHECK

You consume less steam and ammunition on projectile abilities. **RANK 1:** Self, duration 1 minute, reduce projectile ability cost by 1. **RANK 2:** Self, duration 2 minutes, reduce projectile ability cost by 2. **RANK 3:** Self, duration 3 minutes, reduce projectile ability cost by 3, reduce the ammunition cost of abilities by 1 (to a minimum of 1).

8 DEFENSIVE VOLLEY

REQUISITE: LEVEL 16

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You spread your attack over a large 180° arc, then move 5 yards in any direction. You can move through one enemy with this ability to avoid getting surrounded.

RANK 1: Slash 5, damage W+2d10 Physical, move 5 yards. RANK 2: Slash 6, damage W+3d10 Physical, move 6 yards. RANK 3: Slash 7, damage W+4d10 Physical, move 7 yards.

12 CRIPPLING SHOT

REQUISITE: LEVEL 17

ATTACK ACTION: INSTANT / WEAPON VS. WITS

Your shot cripples the target for several rounds—in addition to the damage noted above (instant) the target is slowed (-2 all defenses, $\frac{1}{2}$ Speed, lose the first action each round).

RANK 1: Ranged, damage W+3d8 Physical, slowed 3 rounds. RANK 2: Ranged, damage W+4d8 Physical, slowed 5 rounds. RANK 3: Ranged, damage W+5d8 Physical, slowed 5 rounds.

13 DODGE PROJECTILES

REQUISITE: LEVEL 21

DEFENSE ACTION: PERSISTENT / NO CHECK

You gain a massive Wits defense bonus for the ability duration.

RANK 1: Self, duration 1 round, +10 Wits defense. RANK 2: Self, duration 2 rounds, +15 Wits defense. RANK 3: Self, duration 3 rounds, +20 Wits defense.

18 GUT BUSTER

REQUISITE: LEVEL 24

ATTACK ACTION: INSTANT / NO CHECK

You aim for the stomach, dealing diminishing damage and sickening the target (-5 Guts, -2 all checks).

RANK 1: Ranged, damage W+4d8 Physical Dim, sickened 3 rounds. RANK 2: Ranged, damage W+5d8 Physical Dim, sickened 4 rounds. RANK 3: Ranged, damage W+6d8 Physical Dim, sickened 5 rounds.

15 HAVEN'S SHELTER

REQUISITE: LEVEL 26

DEFENSE ACTION: PERSISTENT / NO CHECK

Double the bonuses that you gain from any type of cover, but only versus ranged or area attacks (not melee attacks)—light cover (+4 defenses & armor), medium cover (+10 defenses & armor), heavy cover (+20 defenses & armor).

RANK 1: Self, duration 1 round. RANK 2: Self, duration 2 rounds. RANK 3: Self, duration 3 rounds.

TECHNOMANCY



The discipline of technomancy is the authority on matters of metallurgy, steamworks, mechanical construction and conjuration of metallic items.

MAJOR DISCIPLINE: Arcanist, Mechanist MINOR DISCIPLINE: Explorer

5 SUMMON TOOL

REQUISITE: LEVEL 1

UTILITY ACTION: PERSISTENT / NO CHECK

Creates a tool of your choice. It can't be more than 50 shillings in value-it is simply functional, not lavish.

RANK 1: Other, duration 1 hour. RANK 2: Other, duration 1 day. RANK 3: Other, duration 1 week.

3 MAINTENANCE

REQUISITE: LEVEL 2

LONG UTILITY ACTION: INSTANT / NO CHECK

Your touch welds, aligns, tightens and performs general repairs on anything mechanical. Only machines are affected by this ability.

RANK 1: Other, damage W+ld4 Healing to a machine. RANK 2: Other, damage W+2d6 Healing to a machine. RANK 3: Other, damage W+3d8 Healing to a machine.

6 STEAM JET

REQUISITE: LEVEL 7

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A jet of steam with a max range of close (1×). A failed attack causes half damage. Scalding damage is special-armor counts as double against it. Otherwise, it is identical to physical damage.

RANK 1: Ranged (close), damage W+3d8 Scalding. RANK 2: Ranged (close), damage W+3d10 Scalding. RANK 3: Ranged (close), damage W+3d12 Scalding.

8 SMEAR GREASE

REQUISITE: LEVEL 8

UTILITY ACTION: PERSISTENT / WEAPON VS. DEX

Covers the surface (ground, wall, ceiling, etc.) in grease. A successful attack check ends the target's turn immediately and makes them fall off guard until the beginning of their next turn.

RANK 1: Square 5, duration 1 minute.

RANK 2: Square 6, duration 2 minutes.

RANK 3: Square 7, duration 3 minutes.

13 CONTROL MACHINE **REQUISITE:** LEVEL 13

LONG ATTACK ACTION: PERSISTENT / HANDLE VS. WITS

On a successful check you can control the machine creature(s) during their next round. Thralls are easily controlled, several at a time, and can be forced to do anything with no resistance (even force them to leap off a cliff). Thralls that you raised are already loyal, so you don't need to use this. Any other role (stalker, brute, tank, etc.) is much more difficult to control. You can only control one at a time and can't force it to do anything that would knowingly bring harm to it. If the target is unwilling, it will resist, imposing a -5 penalty to any skill check (it will try not to damage it's allies for example). The target can also resist movement, imposing a -5 Speed penalty on itself (to a minimum 1 yard).

RANK 1: Split 3, duration 1 round, control up to 3 thralls at once. RANK 2: Split 4, duration 2 rounds, control up to 4 thralls at once. RANK 3: Split 5, duration 3 rounds, control up to 5 thralls at once.

11 STEAM BORE

REQUISITE: LEVEL 14 ATTACK ACTION: INSTANT / WEAPON VS. GUTS

A lance of steam knocks targets off guard, or causes half damage on a failed check. Steam jet ability has details on Scalding damage.

RANK 1: Lance 6, damage W+4d8 Scalding.

RANK 2: Lance 8, damage W+4d10 Scalding.

RANK 3: Lance 10, damage W+4d12 Scalding.

14 RUSTING GRASP

REQUISITE: LEVEL 18

ATTACK ACTION: INSTANT / WEAPON VS. DEX

On a successful check, you rust the target's armor (you choose which piece from what you can see). Against metal creatures or constructs, your attack deals Acid Dim damage on a successful hit.

RANK 1: Melee, dmg W+5d6 Acid Dim, vehicle 1d8 dents. RANK 2: Melee, dmg W+5d8 Acid Dim, vehicle 1d10 dents. RANK 3: Melee, dmg W+5d10 Acid Dim, vehicle 1d12 dents.

17 CONE OF STEAM

REOUISITE: LEVEL 22

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

Boiling steam scalds your enemies. A failed attack results in half damage. Targets that are too large are not affected by the knockback. Steam damage is special (see the 'steam jet' ability for details).

RANK 1: Cone 6, damage W+5d8 Scalding Dim. RANK 2: Cone 7, damage W+5d10 Scalding Dim. RANK 3: Cone 8, damage W+5d12 Scalding Dim.

20 RAISE CONSTRUCT

REQUISITE: LEVEL 23

LONG UTILITY ACTION: PERSISTENT / NO CHECK

This animates machine thralls in your service. This requires a destroyed construct or a pile of junk with at least the same weight as your new one. The machine thrall stats are found in the creature codex. It has full Health and Steam and you can control it with a handle check (it is completely loyal). Your machine thralls are a number of levels lower than you (add or subtract quick levels from the base creature). You can only raise up to [Logic] thralls at any time. When the duration expires the thrall reverts to a pile of scrap metal.

RANK 1: Other, 1 thrall, duration 1 day, 10 levels lower. RANK 2: Other, 2 thralls, duration 1 day, 8 levels lower. RANK 3: Other, 3 thralls, duration 1 day, 6 levels lower.

18 STEAM BLAST

REQUISITE: LEVEL 27

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

An explosion of steam that pushes targets back.

RANK 1: Blast 5, dmg W+6d8 Scalding Dim, push [1 - size] yards. RANK 2: Blast 6, dmg W+7d8 Scalding Dim, push [2 - size] yards. RANK 3: Blast 7, dmg W+8d8 Scalding Dim, push [3 - size] yards.

TERROR



The discipline of terror plays upon the fears of your enemies, inciting horrid phobias, confusion, silence, hallucinations and unearthly dissonance.

MAJOR DISCIPLINE: Necrolyte MINOR DISCIPLINE: Arcanist, Berserker, Rogue

2 SILENCE

REQUISITE: LEVEL 1 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

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Target is silenced (can't speak or use voice, gains +10 stealth and thievery). If used on an object or willing ally, no check is required. **RANK 1:** Ranged, silenced 3 rounds.

RANK 2: Ranged, silenced 3 rounds. **RANK 3:** Ranged, silenced 3 rounds.

4 DEATHLY SHAKES

REQUISITE: LEVEL 2

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

The target shakes uncontrollably with fear. This works as per the distracted status effect (-2 all defenses, -2 all checks).

RANK 1: Ranged, duration 1 hour.

RANK 2: Ranged, duration 1 day.

RANK 3: Ranged, duration 1 week.

7 PARALYZE

REQUISITE: LEVEL 5

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

Damages and stuns target (-5 all defenses, only take free actions).

RANK 1: Ranged, damage W+2d4 Dark, stunned 3 rounds. RANK 2: Ranged, damage W+3d4 Dark, stunned 4 rounds. RANK 3: Ranged, damage W+4d4 Dark, stunned 5 rounds.

8 CONE OF TERROR

REQUISITE: LEVEL 9

ATTACK ACTION: INSTANT / WEAPON VS. WITS

Affected targets in the cone suddenly become scared of you. They cannot make attack actions against you and must try to stay 5 yards from you at all until the end of the ability duration.

RANK 1: Cone 6, terror 3 rounds. RANK 2: Cone 7, terror 4 rounds. RANK 3: Cone 8, terror 5 rounds.

8 DISSONANCE

REQUISITE: LEVEL 12 **ATTACK ACTION:** INSTANT / WEAPON VS. GUTS

A tear in the fabric of time and space leaks the dissonance. A successful hit causes a random type of damage--roll 1d4: 1-Sonic, 2-Necrotic, 3-Dark; 4-Poison.

RANK 1: Blast 2, damage W+2d8 Random. RANK 2: Blast 3, damage W+2d10 Random. RANK 3: Blast 4, damage W+2d12 Random.

9 CLOUD OF CONFUSION

REQUISITE: LEVEL 16

ATTACK ACTION: PERSISTENT / WEAPON VS. WITS

All enemies in the area are damaged and confused (roll 1d10: 1-3 act normally; 4-7 take no actions; 8-10 move and attack an ally). A failed check deals half damage with no confusion.

RANK 1: Cloud 4, W+3d6 Sonic, dur 5 rounds, confused 1 round. RANK 2: Cloud 5, W+4d6 Sonic, dur 6 rounds, confused 2 rounds. RANK 3: Cloud 6, W+5d6 Sonic, dur 7 rounds, confused 3 rounds.

15 PHOBIA

REQUISITE: LEVEL 18

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

Choose one specific thing for the target to be scared of. If successful, whenever the target knows it is within 10 yards of that thing it takes damage and is stunned (-5 all defenses, only take free actions). After the stun wears off, it can act ignore the phobia for 1 minute. The phobia must be specific—faeries is okay but fey creatures is too general, sweetcakes is okay but food is too broad.

RANK 1: Ranged, dmg W+4d6 Dark, dur 1 week, stunned 1 round. RANK 2: Ranged, dmg W+4d8 Dark, 1 month, stunned 2 rounds. RANK 3: Ranged, dmg W+4d10 Dark, 1 year, stunned 3 rounds.

14 HALLUCINATE

REQUISITE: LEVEL 20

ATTACK ACTION: INSTANT / WEAPON VS. WITS

You assault the minds of all enemy targets in the area, causing wild hallucinations. Targets are distracted, deafened and silenced (-2 Dex, -2 Guts, -7 Wits, -4 all checks, can't use long actions, can't speak or use voice, can't use arc/div/occ abilities). In addition, the target is also confused (roll 1d10: 1-3 act normally; 4-7 take no actions; 8-10 move and attack an ally).

RANK 1: Cone 5, distracted+deafened+silenced+confused 3 rounds. RANK 2: Cone 6, distracted+deafened+silenced+confused 4 rounds. RANK 3: Cone 7, distracted+deafened+silenced+confused 5 rounds.

24 NIGHTMARE

REQUISITE: LEVEL 23

LONG ATTACK ACTION: INSTANT / WEAPON VS. WITS

You send a horrible nightmare with the potential to kill. The nightmare has unlimited range but you must know the full name and approximate location of the target (name of city is enough). Target must also be sleeping or the ability fails. Target is damaged, awakens abruptly (doesn't gain Health from resting) and suffers a penalty to all checks for a day. You design the images and sounds of the nightmare. Shrouded targets are immune to this.

RANK 1: Other, dmg W+3d4 Special, duration 1 day, -2 all checks. RANK 2: Other, dmg W+6d4 Special, duration 1 day, -3 all checks. RANK 3: Other, dmg W+9d4 Special, duration 1 day, -4 all checks.

20 AURA OF WOE

REQUISITE: LEVEL 29

ATTACK ACTION: PERSISTENT / WEAPON VS. WITS

The aura assaults the minds of all targets within its area. A successful check deals damage and terrifies the target for 1 round (as per cone of terror-must stay 5 yards away, can't attack you).

RANK 1: Aura 3, dmg W+1d6 Dark, dur 1 minute, terror 1 round. RANK 2: Aura 3, dmg W+1d8 Dark, dur 2 minutes, terror 2 rounds. RANK 3: Aura 3, dmg W+1d10 Dark, dur 3 minutes, terror 3 rnds.

HAPTER 8:

ABILITIES

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The discipline of time (chronokinesis) allows the manipulation of time and relative space.

MAJOR DISCIPLINE: Arcanist, Bard MINOR DISCIPLINE: Explorer, Necrolyte

3 SKIP

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REQUISITE: LEVEL 1

ATTACK ACTION: INSTANT / WEAPON VS. DEX

Target loses its first action on its next turn (typically renders an enemy unable to use long actions).

RANK 1: Ranged, duration 1 round. RANK 2: Ranged, duration 2 rounds. RANK 3: Ranged, duration 3 rounds.

7 HASTE

REQUISITE: LEVEL 3 LONG UTILITY ACTION: INSTANT / NO CHECK

Haste yourself or one of your allies (+2 bonus to all defenses, +5 bonus to Speed, +1 action each round). If you use this upon yourself, you may immediately use your extra action this round.

RANK 1: Other, duration 3 rounds.

RANK 2: Other, duration 4 rounds, extra +1 all defenses (+3 total). RANK 3: Other, duration 5 rounds, extra +2 all defenses (+4 total).

9 CHIME

REQUISITE: LEVEL 7

ATTACK ACTION: INSTANT / WEAPON VS. GUTS

An ear-splitting clock chime damages all within the short cone.

RANK 1: Cone 3, damage W+2d6 Sonic. RANK 2: Cone 4, damage W+3d6 Sonic. RANK 3: Cone 5, damage W+4d6 Sonic.

6 SYNCHRONIZE

REOUISITE: LEVEL 10

ATTACK ACTION: INSTANT / NO CHECK

You can pull any ally's Reflex score up to match your own. This only works in combat and only for allies who scored lower than you on their Reflex roll. They can take their turn immediately after you finish your turn.

RANK 1: Ranged.

RANK 2: Split 2 (improve 2 ally's reflex scores). RANK 3: Split 3 (improve 3 ally's reflex scores).

10 SLOW

REQUISITE: LEVEL 11

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You slow all enemies in the blast (-2 to all defenses, half Speed, lose 1 action each round). This does not affect allies.

RANK 1: Blast 3, slowed 3 rounds. RANK 2: Blast 4, slowed 4 rounds. RANK 3: Blast 5, slowed 5 rounds.

11 BLINK

REQUISITE: LEVEL 15

DEFENSE ACTION: PERSISTENT / NO CHECK

You blink in and out of time, making it very difficult for enemies to attack or harm you. You gain a bonus to all defenses.

RANK 1: Self, duration 3 rounds, +3 all defenses. RANK 2: Self, duration 4 rounds, +4 all defenses. RANK 3: Self, duration 5 rounds, +5 all defenses.

16 GROUP HASTE

REQUISITE: LEVEL 17 LONG UTILITY ACTION: INSTANT / NO CHECK

You haste all allies in the ability blast for a short time. You also get to use your extra action immediately if you are within the blast area but others must wait their turn. Doesn't affect enemies.

RANK 1: Blast 3, duration 3 rounds.

RANK 2: Blast 5, duration 5 rounds, extra +1 all defenses (+3 total). RANK 3: Blast 7, duration 7 rounds, extra +2 all defenses (+4 total).

14 QUANTUM LEAP

REQUISITE: LEVEL 21

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You throw the target a short distance into the future (a number of rounds). The target disappears, reappearing unharmed after the ability expires. If the target reappears in solid matter (due to something occupying the target's space), the target is shunted to the nearest free space and both target and obstruction suffer 3d12 special damage. This ability can target an ally or an enemy.

RANK 1: Ranged, duration 3 rounds.

RANK 2: Split 2, duration 5 rounds (send 2 targets into the future). RANK 3: Split 3, duration 7 rounds (send 2 targets into the future).

25 HOUR OF EXCELLENCE

REQUISITE: LEVEL 25

UTILITY ACTION: PERSISTENT / NO CHECK

Experience excellence in all endeavors for an hour. You or an ally gains a bonus to all checks, damage and critical ranges of all skills.

RANK 1: Other, dur 1 hour, +1 checks, +2 damage, +1 critical. RANK 2: Other, dur 1 hour, +2 checks, +3 damage, +1 critical. RANK 3: Other, dur 1 hour, +3 checks, +4 damage, +2 critical.

25 TIME STOP

REQUISITE: LEVEL 30

UTILITY ACTION: INSTANT / NO CHECK

You stop time. You immediately gain extra actions. You can take one more of any type of action this round, even if you've already used an action of that type. The entire world around you, including all objects and targets, is petrified while you take your actions (+30 armor, armor fully effective vs. all damage types, can't take actions, don't age, weight doubles). Liquids like water become as hard as thick mud. Gases become still but not inert (dangerous gases are still dangerous) No other character can interrupt you so assist and interrupt actions are impossible. While time is stopped, other Quantum Leap and Time Stop abilities automatically fail.

RANK 1: Self, gain 3 extra actions.

- RANK 2: Self, gain 4 extra actions, can take two more of any type of action this round, even if you've already used one of that type.
- RANK 3: Self, gain 5 extra actions, can take two more of any type of action this round, even if you've already used one of that type.

CHAPTER 8: ABILIT

TRANSMUTATON



The discipline of transmutation alters the natural order of things, with powers that transform objects to gold, grow or shrink items, shape stone work and perform feats of engineering and masonry in moments.

MAJOR DISCIPLINE: Arcanist, Explorer MINOR DISCIPLINE: Mechanist, Necrolyte

2 FEATHER TOUCH Requisite: Level 1 Utility Action: Persistent / No Check

You reduce the weight of an object (to a minimum of half its original weight). This reduces the weight of a single object, not a container full of other items.

RANK 1: Other, duration 1 hour, reduce 15 lbs. RANK 2: Other, duration 1 hour, reduce 40 lbs. RANK 3: Other, duration 1 hour, reduce 100 lbs.

3 PHLOGISTICATE **REQUISITE:** LEVEL 2

UTILITY ACTION: INSTANT / NO CHECK

Burning dephlogisticates objects (removes phlogiston). When you add phlogiston, objects can be 'unburnt'. This reverts a burnt object to its former state. This can revert a pile of ashes into a book but can't unburn Flame damage to creatures.

RANK 1: Other, revert an object of up to 10 lbs. **RANK 2:** Other, revert an object of up to 20 lbs. **RANK 3:** Other, revert an object of up to 30 lbs.

5 MEND

REQUISITE: LEVEL 6 **UTILITY ACTION:** INSTANT / NO CHECK

Repairs small tears, holes or breaks in your equipment.

RANK 1: Other, repairs 1 break or 1 dent. **RANK 2:** Other, repairs 2 breaks or 2 dents. **RANK 3:** Other, repairs 3 breaks or 3 dents.

8 GROW/SHRINK

REQUISITE: LEVEL 9 **UTILITY ACTION:** PERSISTENT / NO CHECK

You, or an ally increases or decreases in size (you choose). Adjust your skills and passives temporarily for the new size.

RANK 1: Other, duration 1 minute, size change ±1 to ±2. **RANK 2:** Other, duration 1 hour, size change ±1 to ±4. **RANK 3:** Other, duration 1 day, size change ±1 to ±6.

10 WARP

Requisite: Level 11 Attack Action: Instant / Weapon vs. Dex

Twists, pulls and warps objects and creatures. **RANK 1:** Melee, damage W+3d6 Physical. **RANK 2:** Melee, damage W+3d8 Physical. **RANK 3:** Melee, damage W+3d10 Physical.

13 TRANSMUTE TO GOLD

REQUISITE: LEVEL 16

UTILITY ACTION: INSTANT / NO CHECK

Instantly transform one item into gold, equal in value to ½ of the items actual market value (one fifth of its retail price). The gold can be changed into currency at any bank and weighs 1 pound per 100 shillings worth.

RANK 1: Other, transforms items into gold worth ½ actual value. **RANK 2:** Other, transforms items into gold worth ½ actual value. **RANK 3:** Other, transforms items into gold worth ½ actual value.

11 MASONRY

REQUISITE: LEVEL 17

LONG UTILITY ACTION: INSTANT / NO CHECK

With your hands you can mold any mass of stone, plaster or wood into a single architectural feature—a door, a staircase, a pillar, a dividing wall, etc. The feature must be able to fit within the area. Shaped wood or stone is rough, unlike the fine workmanship of a carpenter or stone mason.

RANK 1: Square 2. RANK 2: Square 3. RANK 3: Square 4.

16 PETRIFICATION

REQUISITE: LEVEL 22

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

You turn your enemy stone—petrify them (+30 armor, cannot take any actions, armor is fully effective against all damage types, doesn't age). You must succeed on a check to petrify an enemy.

RANK 1: Melee, duration 1 day. RANK 2: Melee, duration 1 week. RANK 3: Melee, duration 1 month.

15 STONE TO MUD

REQUISITE: LEVEL 24

ATTACK ACTION: INSTANT / NO CHECK OR WEAPON VS. DEX

You transmute solid stone to mud. This causes special damage to stone structures and earth-based creatures such as elemental primordials or golems but is harmless to others. Against a petrified creature, this deals damage but cancels out the petrification (doesn't turn the statue to mud). It degrades cover by one step or destroys light cover. Against walls and structures, it instantly halves their Armor and Health.

RANK 1: Ranged, damage W+1d12 Special. RANK 2: Ranged, damage W+2d12 Special. RANK 3: Ranged, damage W+3d12 Special.

19 DISINTEGRATE

REQUISITE: LEVEL 29

ATTACK ACTION: INSTANT / WEAPON VS. DEX

You deal unblockable, undeniable damage to your enemy. If you reduce the target to zero or less Health, it is completely disintegrated with all its items—nothing is left save a trace of fine dust.

RANK 1: Melee, damage W+2d8 Special. RANK 2: Melee, damage W+3d8 Special. RANK 3: Melee, damage W+4d8 Special.



The dedication of the warder grants their martial prowess a drop of divine power. The abilities allow healing, tactical combat moves and the righteousness of vengeance and retribution.

12

MAJOR: Warder MINOR: None

3 SLASH STEP

REQUISITE: LEVEL 0 **ATTACK ACTION:** INSTANT / WEAPON VS. DEX

Make a slash attack then move to a defensive position.

RANK 1: Slash 2, damage W+1d4 Physical, move 3 yards. RANK 2: Slash 3, damage W+1d6 Physical, move 4 yards. RANK 3: Slash 4, damage W+1d8 Physical, move 5 yards.

5 POMMEL BASH

REQUISITE: LEVEL 0

ATTACK ACTION: INSTANT / WEAPON VS. DEX

On a successful check, you deal damage and shove the enemy back. This can only be used at 1 yard reach even if your weapon has greater reach. If a creature is too large, it can't be moved.

RANK 1: Melee, damage W+2d4 Physical, push [1 - size] yards. RANK 2: Melee, damage W+2d6 Physical, push [2 - size] yards. RANK 3: Melee, damage W+2d8 Physical, push [3 - size] yards.

9 CELESTIAL TOWER

REQUISITE: LEVEL 0

FREE ACTION: PERSISTENT / NO CHECK

This stance grants a bonus to all weapon checks, Speed, and martial weapon critical ranges. You can only use one stance at a time and can end a stance at any time. Stances can be used in conjunction with styles.

RANK 1: Self, duration 1 minute, +1 checks, +1 speed, +1 critical. RANK 2: Self, duration 2 minutes, +2 checks, +2 speed, +2 critical. RANK 3: Self, duration 3 minutes, +3 checks, +3 speed, +3 critical.

7 BRITTLE GUARD

REQUISITE: LEVEL 3

DEFENSE ACTION: PERSISTENT / NO CHECK

You gain a large bonus to all defenses versus one target of your choice but take a penalty to all defenses versus any other target.

RANK 1: Self, duration 1 round, +4/-4 all defenses. **RANK 2:** Self, duration 2 rounds, +6/-6 all defenses.

RANK 3: Self, duration 3 rounds, +8/-8 all defenses.

9 FORTRESS OF STEEL

REQUISITE: LEVEL 7

FREE ACTION: PERSISTENT / NO CHECK

This stance grants a bonus to all defenses and armor. You can only use one stance at a time and can end a stance at any time. Stances can be used in conjunction with styles.

RANK 1: Self, duration 1 minute, +1 all defenses, +3 armor. **RANK 2:** Self, duration 1 minute, +2 all defenses, +4 armor. **RANK 3:** Self, duration 1 minute, +3 all defenses, +5 armor.

10 SAFE PASSAGE **REQUISITE:** LEVEL 10

ASSIST ACTION: INSTANT / NO CHECK

You grant safe passage to one ally within melee reach. The ally can move 4 yards through enemies and obstacles (though not walls) to remove herself from danger and use a single defense action as an interrupt.

RANK 1: Other, ally moves 4 yards. RANK 2: Other, ally moves 7 yards. RANK 3: Other, ally moves 10 yards.

9 TITAN'S GATE

REQUISITE: LEVEL 15

FREE ACTION: PERSISTENT / NO CHECK

This stance grants a damage bonus to all martial weapon attacks and . You can only use one stance at a time and can end a stance at any time. Stances can be used in conjunction with styles.

RANK 1: Self, duration 1 minute, +2 damage. RANK 2: Self, duration 2 minutes, +4 damage. RANK 3: Self, duration 3 minutes, +6 damage.

13 VENGEANCE REQUISITE: LEVEL 19

ASSIST ACTION: INSTANT / WEAPON VS. GUTS

You inspire an ally to take revenge on any enemy that has damaged them. Your ally can make an interrupt attack (standard weapon attack, melee or ranged) upon the enemy's guts. The attack deals the noted damage. If the enemy hasn't hurt your ally, the ability fails.

RANK 1: Ranged, damage W+2d10 Physical, +1 check. RANK 2: Ranged, damage W+3d10 Physical, +2 check. RANK 3: Ranged, damage W+4d10 Physical, +3 check.

15 DEVOTION **REQUISITE:** LEVEL 23

UTILITY ACTION: PERSISTENT / NO CHECK

Attacks that deal physical damage with a martial weapon now cause Light damage for the noted duration. However, you take a damage penalty to all attacks.

RANK 1: Self, duration 3 rounds, -6 damage penalty. **RANK 2:** Self, duration 4 rounds, -4 damage penalty. **RANK 3:** Self, duration 5 rounds, -2 damage penalty.

17 RETRIBUTION

REQUISITE: LEVEL 27

LONG ATTACK ACTION: INSTANT / WEAPON VS. DEX

If you have been damaged by an enemy, you can attempt a retribution strike on that enemy. You can only do this on your next turn—the turn following the one in which you were damaged. If the enemy gets another turn (and doesn't damage you), you can't use the retribution strike on them.

RANK 1: Melee, damage W+3d12 Physical Dim, +1 check. RANK 2: Melee, damage W+4d12 Physical Dim, +2 check. RANK 3: Melee, damage W+5d12 Physical Dim, +3 check.

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NAME RACE: CULTURE: GENDER: HEIGHT: WEIGHT: A ge: Size: VISION: LANGUAGES:

PERSONALITY TRAITS:

BASE CLASS:	LEVEL:		
Advanced Class:	LEVEL:		
Faction Class:	LEVEL:		

CLASS FEATURES:

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