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INTRODUCTION

CRIME AND PUNISHMENT

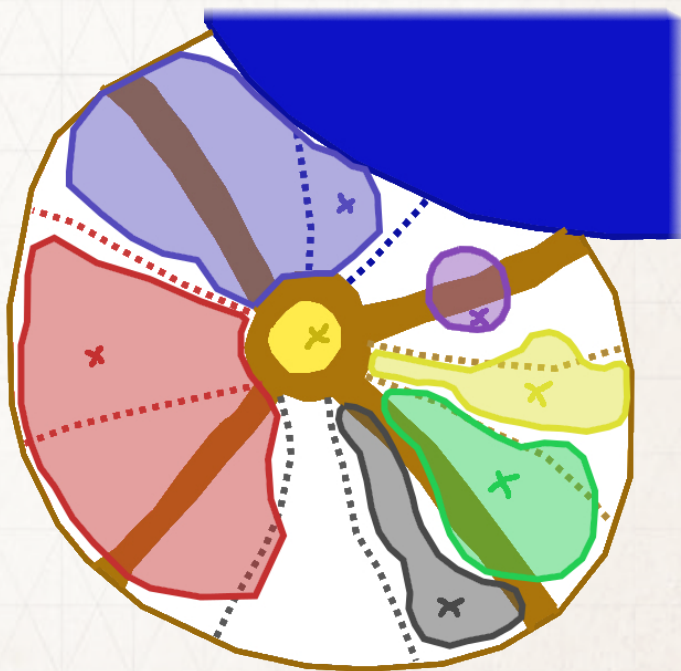
GOING TO JAIL

Crimes in Vitia are often left unpunished, that being said there is a trick to getting away with murder. All you have to do is realise that most of the police officers work for a syndicate, usually the one that controls the area you've been arrested in. If you work for that syndicate too, they probably won't arrest you, or they'll let you off. If you don't however, either they want to random you back to your boss, in which case your in for a bad time, or they don't, in which case a small bribe will probably solve your problem unless you've pissed them off. If they do chose to detain you, you're probably going to end up in a rug floating down the river, or working manual labour at gunpoint, whichever is better for the syndicate.

THE FACTIONS

THE SYNDICATES

There are 8 large syndicates that operate within Vitia, each of which are known by an associated colour that matches the crown their leaders, dubbed 'Kings', bear.



A map of the Syndicate's territories within Vitia

BOUNTIES

It is worth noting there are worse punishments than being arrested. Notably people like to put bounties out when they want someone punished. Bounties aren't just dead or alive, often you find bounties to break people's legs, or to kidnap and torture a target. Bounties are functionally just a public job posting. They're a good way for new groups to make a name for themselves and get the opportunity to be invited on jobs that require more discretion, and higher pay.

THE KINGS AND THEIR CROWNS

Each of the eight syndicates has a king, who bears a crown. These crowns look like simple three pointed crowns tattooed onto the kings left forearm (or elsewhere, if there is no such arm). However they are much more than a tattoo. The exact nature of the crowns is unknown but they allow a king to give power to their underlings, in the form of increasingly large and ornate bands of colour around a persons left wrist.

When a King is slain, the Crown is *supposed* to be inherited by whoever killed the king that bore it, however in certain cases this does not occur, in which case the crown goes to someone within the city that shares the king's mentality at death.

Because the crowns allow the kings to give their people power, whenever a crown goes missing, which isn't all that often, the syndicate is weakened and often actively looking for whoever has the crown, so that they can regain the power they lost when the last king died.

There is an urban legend that if anyone ever manages to possess all eight crowns then they can become a literal god. Because of this, and the fact that they're direct business competitors, the kings do not trust each other, and actively conceal their identities.

THE RED SYNDICATE

The Red Syndicate, based in Vitia's western industrial district they control the largest portion of the city, both in terms of area and population. They primarily make money by manufacturing and selling weapons, magical and mundane, across the world. Under the table contracts with governments, shady trades with pirates in the south china sea, morally grey deals with rebels and freedom fighters. If you want weapons, and you've got money, the Red Syndicate will provide.

The Red King, however, was recently killed by *The King Slayer* which subsequently leaves the syndicate looking for whoever inherited the crown.

THE BLUE SYNDICATE

The Blue Syndicate is based in Vitia's northern docks and directly contest The Red Syndicate for territory and the claim of being the largest syndicate. They smuggle drugs and other black market goods into the rest of the world, if you want to move a ship in Vitia you'd better know someone in the blues, or be really quiet about it. The Blue King claims to be clairvoyant, and is allegedly able to see into the future, although he vehemently denies any such claims. He is a business man first, and a King second, he will often sell his own people to their enemies if he thinks it's a better decision than protecting them.

THE GREEN SYNDICATE

The Green Syndicate is based in Vitia's richer eastern residential district and is in direct conflict with the Yellow and Black syndicates for territory. The services they provide are very broad, often described more like private military contractors than a crime syndicate. The greens offer several services to people in the city, and the wider world. Including arbitrating wireless kill switches, assassinations and espionage, ransoms, money laundering, and many more sketchy business ventures.

The Green King is surprisingly young given his occupation, the exact nature of his magic isn't totally known, but he's been observed to walk through walls, teleport himself and others, and alter the properties of things around him. He's ambitious and greedy, claiming to have already killed The Silver King, with the crown to prove it, although he refuses to give a silver mark to anyone in his employ.

THE YELLOW SYNDICATE

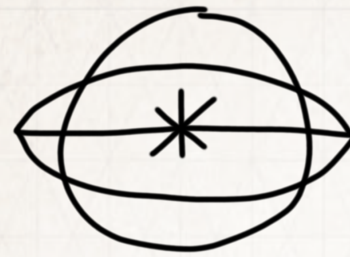
The Yellow Syndicate is based in Vitia's richer eastern residential district and as such is in conflict with the Green Syndicate for territory. They provide Vitia's 1% with recreational services, access to designer drugs (often purchased from the Blue Syndicate), high end whores, and debased sex clubs all fall under their umbrella as well as several more things. When it comes to pleasure the Yellow Syndicate have things sorted.

The Yellow King is an aloof woman. She's known for flights of fancy and generally being a nightmare to predict and work with. She's quite open about her ability to manipulate minds in the form of illusions. She claims that all she wants is for everyone to get along, although that doesn't stop her from skinning people who cross her.

THE BLACK SYNDICATE

The Black Syndicate are a weird bunch, they're based in the cities southern residential district, which houses the more middle class folk who can afford not to squat; They contest the Green Syndicate for territory in the eastern district. Calling the Black Syndicate a syndicate is generous, they share more features with a cult than an organised crime ring. Most of their income comes from protection rackets and 'generous donations'.

The Black King is a force to be reckoned with well known for making her enemies disappear never to be seen again, the only people who have survived such a 'black bagging' claim to have walked through a door only to find themselves in a poorly lit black room with a single heavy metal door. The Black King herself is manipulative, she made excellent use of religious rhetoric to build up her cult and continues to use it to this day. She claims to be an agent of 'The Watcher' whatever the hell that is.



The Watcher's Symbol. Often seen inside the Black Syndicate's territories

THE PURPLE SYNDICATE

The Purple Syndicate is the smallest operational syndicate, they lay claim to a small part of the docks and eastern residential districts. The Purple Syndicate suffered a brutal defeat at the hands of the late Red King and ended up unable to maintain control of their territory, they fell from being the most affluent and powerful of the syndicates to the least in a few short months. When *The King Slayer* killed the Purple King, it was salt in the wound. The few remaining members of the syndicate can only hope that the new king, wherever they are, will make things better.

THE GOLD SYNDICATE

The Gold Syndicate is hardly a syndicate, they control a single building in the city centre, a theatre, and have only a few dozen people in their roster. The Gold King's seat is used to host semi-regular meetings between the Syndicates, in the form of a masquerade ball. The Gold King himself is a very powerful mage, although wholly unmotivated to use his power for nought other than making sure that there are no fights inside his theatre. The Gold King has sat on his throne for far longer than any mortal should, his records go back two centuries to Vitia's Founders. It is well known that he has ties to the Founder's Foundation, although the details of this relationship is a closely guarded secret.

THE SILVER SYNDICATE

The Silver Syndicate is even less of a syndicate than the Gold Syndicate, which is to say it doesn't exist. The Silver King is missing, dead if the Green King is to be believed. This being said, behind closed doors and certainly not on record, the Gold King has said that he is certain that his old friend, the Silver King, cannot be dead.

The Silver King is as old as the Gold, if not slightly older. They're stood side by side, crowns visible if you squint, in the background of the photo that shows Vitia's opening ceremony just over two centuries ago.

WITCHES

Witches in Vitia either operate alone, or with one of two covens. There's the **Benecci** coven and the **Malochio** coven. The Benecci are generally considered to be philanthropic, or at least not malicious. They primarily live off their own backs, growing their own food and selling recreational drugs as well as mundane healing services. The Benecci provide a great deal of support for the homeless in the industrial district that don't rely on the Red Syndicate. The Malochio on the other hand are less benign, secretive and dangerous they sell black magic to anyone with the money, acting as assassins and kidnappers, selling weapons and poisons they seek to profit off of the conflict generated by the syndicate's fighting. The Malochio are among the few groups that know how to produce void dust.

ZED'S BAR

Not really a faction, but a very important player to consider, Zed is something not quite human. He literally eats sins for power, so naturally he runs a bar that doubles as a den of debauchery. Zed's exceptionally well connected and affluent, he serves as one of the only ways to smuggle things into and out of Vitia without using the Blue Syndicate's assets.

FOUNDER'S FOUNDATION

The Founder's Foundation, or FF for short, are the closest thing Vitia has to a non-corrupt police department. Ran by the four eldest direct descendants of Vitia's founders, the FF seeks to ensure the gang warfare doesn't escalate too far. They use their secret police as a threat to extract 'taxes' from the city's various extra-judiciary organisations, as well as receiving actual taxes from the legal establishments inside Vitia. They are effectively Vitia's government.

INSIDE VITIA

LINKS

Links are how people get into and out of Vitia, they are undetectable save for when you travel through them and you relocate from Vitia, the exact location of which is unknown, to wherever the link leads. Often links are one-way and rely on certain psychological factors to function, such as not knowing your current geographical location, actively looking for Vitia, and other such things. There are currently three known always-active, two-way, links being from just over the northern horizon to the Bermuda triangle; 10 miles north-east to the south-china sea, and finally 30 miles south to rural England. Attempting to leave the city by travelling in a direction until something is found, either leads you in circles or through some other link.

THE KESSLER GROUP

In a building where there is nothing built. in a room where there is no space, meets the group that doesn't exist.

The Kessler Group is more or less unknown by outsiders, they rarely communicate with each other, and meet even less frequently. The members of the Kessler Group are all scientists, of some description or another, who value knowledge above petty things like morals and money. They often fight amongst themselves to prove their worth to the group's founder. Doctor William Douglas Kessler. Doctor Kessler discovered how to perform a fully functional brain transplant before he turned 30. Since then he has lived 120 years in 8 different bodies, the members of the Kessler Group seek his approval in exchange for the promise that they too can receive such a transplant to extend their own lives. Kessler, on the other hand, is looking for a way to achieve true immortality, to avoid the reaper's gaze.

REAPERS

Less a faction, more a force of nature, Reapers are monsters that exist solely to cut off lives that should have ended years ago. Most people will never see one, and nobody has ever seen two. They possess the rare ability to manipulate souls, or a functional equivalent, and as such when they decide you are going to die. You die.

WITCH HUNTERS

Best thought of as the international secret police for mages. Witch hunters were first created at some point in the 15th century by a mage who managed to splice Reaper DNA into that of a human, although he didn't know that was what he'd done. The result is humans who are extremely well tuned to combat mages. By blood a Witch Hunter can never use magic, although they are exceptionally resistant to it. As an organisation the Witch Hunters aim to prevent mages from growing too powerful for the environment they live in. Mostly they work outside of Vitia, and the few times they have intervened a king has died. Most recently, the King Slayer is an ex Witch Hunter who retired after bringing low the Purple and Red Kings.

THE DISTRICTS

Vitia consists of five main districts, each of which serves a different roles in the city. Unfortunately Vitia exists in a state of perpetual underpopulation, partially due to rampant gang violence and partially due to the city's magical nature.

THE FIRE DISTRICT

Located on the western side of Vitia the fire district consists largely apartment buildings, abandoned by paying citizens in favour of more desirable housing in the Stone and Wind districts, and manufacturing facilities. The apartment buildings being abandoned is not technically true, as there are a fair few squatters who are unwilling or unable to live in the other districts. The Red Syndicate calls the fire district home and makes excellent use of the factories

that are not used by the Founder's Foundation and other legitimate businesses.

THE WATER DISTRICT

The most appropriately named district, the Water District is located north of Vitia, by the coast. The water district consists largely of warehouses with a smattering of bars and clubs

CHARACTER CREATION

ARCHETYPES

CAREERS

PARAGON

Paragons are natural leaders, they stay calm and collected in tense situations able to deescalate a conflict to stop bullets from being fired. They know the rhetoric to get what they want, and they know how to keep their team cohesive. Whether they should be trusted is a complicated question, but it normally looks like they should.

A Paragon counts the following skills as career skills: **Charm, Coercion, Cool, Leadership, Negotiation, Discipline, Ranged (Light), Perception**

A Paragon also starts with Heavy Clothing and a Revolver, in addition to £200

ARCANIST

Arcanists aren't explicitly mages, however they certainly know how magic works. They know how to stop a gunshot wound from getting infected and what a mage can do to ruin your day. Arcanists are smart people who can save your life in more ways than one. Arcanists make for good artificers, if they're magically inclined.

An Arcanist counts the following skills as career skills: **Knowledge (Mundane), Knowledge (Mana), Cool, Discipline, Alchemy, Medicine, Streetwise, Vigilance**

An Arcanist starts with Heavy Clothing and £250

ENGINEER

Engineers are drivers and mechanics. They'll rig up a car bomb, or disable security cameras. Engineers are more combat ready than Arcanists but aren't as well versed in magical knowledge. Engineers won't be able to make powerful arcane artifacts, but they can mass produce grenades in the right situations.

An Engineer counts the following skills as career skills: **Knowledge (Mundane), Mechanics, Driving, Ranged (Light), Resilience, Streetwise, Computers, Perception**

An Engineer starts with Heavy Clothing, A Flash Grenade, and £200

SUBTERRANEAN SEWER SYSTEM

The sewers in Vitia are dangerous and labyrinthine, due to some quirk of magic they are constantly shifting and moving which makes mapping and navigating hard enough even if they weren't full of various creatures capable of wielding magic and claw equally well. Malochio witches have been known to use the city's sewers to travel around unmolested, although how they navigate the ever-changing mass of tunnels is unknown. Allegedly the tunnels contain some hidden links to various rivers across the globe, there is anecdotal evidence of links to the Ganges, the Nile, and the Amazon.

MARKSMAN

Marksmen are dedicated shooters, snipers and riflemen. A Marksman can get into position and watch for the perfect opportunity to take a shot. People that have walked away from a sniper ambush will tell you that a marksman on a rooftop is one of the most terrifying things you'll ever see, or not as it stands.

A Marksman counts the following skills as career skills: **Streetwise, Skulduggery, Ranged (Heavy), Ranged (Light), Cool, Perception, Stealth, Discipline.**

A Marksman starts play with Combat Rigging, an Assault Rifle, and £50. They can trade their assault rifle and combat rigging for a Sniper Rifle instead.

SOLDIER

Soldiers are the grit that makes Vitia work. They get stuff done with startling efficiency, barely flinching when shots are fired able to calmly assess the most important target and do what needs doing to complete their mission.

A Soldier counts the following skills as career skills: **Melee, Ranged (Heavy), Streetwise, Perception, Resilience, Vigilance, Driving, Athletics.**

A Soldier starts with Combat Armour, a Shotgun, and £50

ASSASSIN

Assassins are a mix of stealth and deadliness like no other. Assassins can sneak, climb, and talk their way into almost anywhere and once they're there they can slip a knife between someone's ribs and get out before anyone even notices. If you've earned an Assassin's ire, sleep with one eye open.

An Assassin counts the following skills as career skills: **Melee, Perception, Athletics, Deception, Ranged (Light), Stealth, Coordination, Streetwise.**

An Assassin starts with Heavy Clothing, A Military Knife, A Revolver and £150


THIEF

Thieves are quiet and light handed. They've got sharp eyes and a quick wit, a Thief will always be on their toes, and keep you on yours they wield a silver tongue as well as a knife or a gun.

A Thief counts the following skills as career skills: **Stealth, Charm, Deception, Melee, Ranged (Light), Streetwise, Skulduggery, Perception.**

A Thief starts with Heavy Clothing, A Commercial Knife, A Revolver, and £200

TALENTS

A note, many talents allow you to reduce the difficulty of Weaving and Manaflow checks, these effects remove  and do not downgrade the difficulty. Apply them before any difficulty upgrades, additionally these effects cannot reduce the difficulty of a check by more than half its initial difficulty

CAREFUL AIM

Tier: 1

Activation: Passive

Ranked: Yes

You can aim one additional time per rank in Careful Aim (3 -> 4 -> 5)

ARCANE STUDY

Tier: 1

Activation: Passive

Ranked: Yes

This talent requires your character to be able to cast spells with Weaving to benefit from it.

Select two additional effects. You can add them to spells

FOCUSED AIM

Tier: 2

Activation: Passive

Ranked: Yes

For each rank you have in Dead Eye, your first aim action counts as two aim actions (so your first 1 action, 2 actions etc.)

FOCUSED AIM

Tier: 2

Activation: Active (Manoeuvre)

Ranked: Yes

Once per encounter, you may use this manoeuvre to immediately take a number of aim manoeuvres equal to your ranks in Dead Eye (ignoring the normal limit on manoeuvres)

ARTIFICER

Artificers are more magically inclined even than Arcanists, they understand both how magic and mechanics works. Able to make intricate arcane devices as well as mechanical tools. An artificer is always a useful addition for their unique understanding.

An Artificer counts the following skills as career skills: **Mechanics, Knowledge (Mana), Ranged (Light), Perception, Driving, Operating, Perception, Vigilance.**

An Artificer starts with a Heavy Coat, a Revolver, and £200


GATHER MANA

Tier: 2

Activation: Active (Manoeuvre)

Ranked: Yes

This talent requires your character to be able to cast spells to benefit from it.

Activate this talent to gain  on your next Manaflow or Weaving check, stacks up to twice your ranks in Gather Mana, if you take an action to do anything other than cast a spell, lose this bonus.


PREFERRED SPELL

Tier: 2

Activation: Passive

Ranked: No

This talent requires your character to be able to cast spells with Weaving to benefit from it.

Select a spell (A specific combination of additional effects). When you cast this spell, reduce the difficulty by 

EMPOWERED TRANSFORMATION

Tier: 3

Activation: Passive

Ranked: Levelled

Your character must have purchased Transformation from Terrinoth to benefit from this talent. Pick one of the pieces of equipment or abilities listed below. Whilst transformed your character has that equipment or ability. When you take multiple levels of this talent, pick another. These effects are biological and can't be given away.



WEAPON NAME	SKILL	DAMAGE	CRITICAL	RANGE	QUALITIES
Venomous Fangs	Brawl	+1	3	Engaged	Burn 2, Pierce 3
Crushing Limbs	Brawl	+3	4	Engaged	Concussive 1, Inaccurate 2
Scything Claws	Melee	+2	2	Engaged	Blast 3, Vicious 2
Bone Spines	Ranged (Light)	5	2	Short	Pierce 1, Vicious 3
Acid Cannon	Ranged (Heavy)	12	4	Medium	Burn 6, Prepare 5, Inaccurate 3

ADVANCED PREFERRED SPELL

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased Preferred Spell to benefit from this talent. Reduce the difficulty of casting your preferred spell by up to  , this effect replaces Preferred Spell




SECOND NATURE

Tier: 5

Activation: Active (incidental)

Ranked: No

This talent requires your character to be able to cast spells with Manaflow to benefit from it.

When you get this talent, pick a spell. If you would ever cast this spell for a difficulty of  or less you may instead use this talent to act as if you had rolled a number of  and  equal to your ranks in Manaflow. You still have to spend 2 strain

VERSATILE TARGETING

Tier: 1

Activation: Passive

Ranked: No

This talent requires your character to be able to cast spells to benefit from it.

When you add Additional Targets or Range additional effects to a spell, it is considered the same spell



SYNDICATE MEMBER I

Tier: 1

Activation: Passive

Ranked: No

Your character must have been granted this talent by someone with Syndicate Member III or higher in addition to paying the exp for it

Whenever a story point is spent, add   to your next check

SYNDICATE MEMBER II

Tier: 2

Activation: Active (Action)

Ranked: No

Your character must have been granted this talent by someone with Syndicate Member IV or higher in addition to paying the exp for it, they must also have Syndicate Member I

Create a spell with the GM, you may spend a story point to use this talent and cast that spell with Manaflow (even if you can't normally use Manaflow to cast spells). Upgrade the check once.

SYNDICATE MEMBER III

Tier: 3

Activation:

Ranked: No

Your character must have been granted this talent by someone with Syndicate Member V or higher in addition to paying the exp for it, they must also have Syndicate Initiate

WEAVER

Tier: 2

Activation: Passive

Ranked: No

This talent costs 5 less exp if you already have Knowledge(Mana) as a class skill

You gain Knowledge (Mana) and Weaving as career skills.

NATURAL CASTER

Tier: 2

Activation: Passive

Ranked: No

This talent costs 5 less exp if you already have Knowledge (Mana) as a class skill

You gain Knowledge (Mana) and Manaflow as career skills.

CONDUIT

Tier: 3

Activation: Active (Manoeuvre)

Ranked: Yes

This talent requires your character to be able to cast spells with Manaflow to benefit from it.

Before casting a spell you can use this talent to reduce the difficulty by ◆

DISCHARGE

Tier: 3

Activation: Active (Manoeuvre)

Ranked: Yes

This talent requires your character to be able to cast spells with Manaflow to benefit from it.

use this talent to add ▲▲ to the next spell you cast, stacks twice per rank

SPECIALIST

Tier: 4

Activation: Passive

Ranked: No

This talent requires your character to be able to cast spells with Manaflow to benefit from it.

Select an additional effect you can add. When you cast a spell that uses that effect reduce the difficulty by up to ◆◆, but upgrade the difficulty of all other spells once

ARCANO-CIRCEAN STUDY

Tier: 3

Activation: Active (Varies)

Ranked: No

This talent requires your character to be able to cast spells with Weaving to benefit from it.

You can weave mana into magic traps. Declare a spell, and a trigger condition for the trap then roll Knowledge (Mana) with the same difficulty as the spell, plus up to ◆◆ if the trigger condition is complex. If you succeed you make the trap additional ★ after the first generate the same number of ▲ when the spell is resolved. Crafting a circle takes a number of minutes equal to the difficulty of the check and costs 2 strain. When the circle triggers you may cast the spell, with additional advantages, using your Weaving skill. This does not cause strain or require your presence. A circle must be anchored to a living thing, or the earth, if it moves relative to its anchor the magic breaks and the trap ceases to function.

MAGIC

MANA

OVERVIEW

Mana is what you use to cast spells, sort of. Most casters only have an intuitive understanding of how mana works, and that tends to differ from reality pretty drastically. The short version is that mana is like a cloud of gas with different colours, if there's too much cloud then casting spells is dangerous, if there's not enough cloud then casting spells is difficulty, and if the cloud is the same colour as the magic you're trying to use it's even harder.

MANA IN THE WORLD

Mana is often modelled as a cloud of coloured gas, and much like the earth's atmosphere gets thinner the higher up you are, mana gets less dense the further away from living things you are. In addition to there being less mana the further away from life you are most forms of life undergo *mana leaking* where the lifeform passively recolours the mana around it over time, because of mana leaking this means that over a large time span or with enough people with similar auras (the term to describe how a lifeform's mana leaking changes the mana around them) can cause a very distinct colouration to the mana in an area, this is most often found in communities with shared beliefs and similar personalities since auras are vaguely derived from a person's personality as well as the nature of their magical capabilities.

CASTING SPELLS

When you cast a spell, the actual effect is caused by mana changing colours, which is done by exerting control over it in an area around yourself to change its colour, this is why using spells at a greater range is harder. Changing the colour of mana is often called shifting and different types of spells involve shifting mana in different ways, attack spells typically involve a sudden and rapid change in mana, whereas augment and barrier spells usually involve a continuous shifting whilst the spell lasts.

MANA OVERFLOWS

Sometimes mana coalesces in areas of very high density. Each caster learns to cast magic at specific densities, typically the one they live in, because of this what's quantified as a high mana density varies from caster to caster and as such is defined as the mana density being more than two standard deviations above a caster's natural casting level, when this happens casting spells becomes increasingly dangerous as it becomes increasingly difficult to limit how much mana you shift at a time which leads to spells becoming empowered and uncontrolled, which is sometimes desirable but often not. Mana overflows quite often lead to the immediate and violent death of the caster. Additionally when mana densities exceed a critical point casting any spell becomes exponentially likely to cause a spellquake. Spellquakes are when, as a result of the mass shifting of mana, more mana shifts in response which causes random spell-like effects to occur which in turn creates more shifting. Spellquakes are, unsurprisingly, exceptionally dangerous to literally everything caught inside them; reality tends to stop working as expected. When a caster is attempting to cast in a mana overflow, consider upgrading the difficulty or even automatically generating a ⚡ in extreme cases

MANA DROUGHTS

Sometimes mana is extremely lacking in an area. Much like mana overflows a mana drought is defined as whenever the mana density is two standard deviations below a caster's natural casting level, casting in a mana drought is very difficult as the caster has to shift mana over a much larger area than they otherwise would to exhibit the same effects. When a caster is attempting to cast in a mana drought consider upgrading the difficulty.

MANA BLOCKING

Sometimes mana becomes heavily tinted in one colour. For most casters this really won't matter, but if the spell you are attempting to cast requires you to shift mana towards that colour, you're going to struggle as if you were casting in a mana drought although mana blocking can make it completely impossible to cast in extreme cases. Conversely if the spell you are attempting to cast requires you to shift mana directly away from that colour the spell is going to be unexpectedly powerful, comparable to casting in a mana overflow although without the risk of a spellquake. When a caster is attempting to cast through mana blocking use effects similar to mana droughts and overflows.

MANA STORMS

Mana Storms are described as when the mana in an area is continuously shifting, usually due to a large amount of spell casting or occasionally the presence of a spellquake. Similar to Spellquakes, when mana is shifting very rapidly it becomes very challenging to use the precise control over mana required to cast most spells, as such more complex spells become impossible to cast as the mana is whipped out of a caster's control before they can take control of it. Generally mana storms do not last long and will calm down on their own. When a caster is casting in a mana storm, consider reducing the maximum difficulty from Impossible [◆◆◆◆◆], more so for spells that have a duration, also consider requiring a Manaflow or Weaving check to use the concentrate manoeuvre

WEAVERS

Weavers use their knowledge of magic to implement a wide range of abilities; their access to magic is shallow but wide. Weavers know how to use the Range and Additional targets extra abilities, as well as a number of additional effects equal to their intelligence plus their ranks in Knowledge (Mana). They can cast any spell that has no more than one additional effect besides range and additional targets, except for bespoke spells (such as alter memories or teleport). Weavers provide a lot of utility and diversity to a team's magical capabilities. Weavers also make excellent artificers since they are able to craft most magic items.

FIRE MAGIC

ATTACK SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Fireburst	Attack gains Blast equal to your ranks in Knowledge (Mana)	+◆
Range	Increase the range by one band, can be taken multiple times.	+◆
Incinerate	Spend <advantage> to ignore one soak, or <triumph> to ignore all soak	+◆◆
Catching	Attack gains Burn equal to your ranks in knowledge (Mana)	+◆
Wreath of Flame	Attack targets everything that is engaged with you, except yourself. You ignore penalties for attacking and casting in engaged	+◆
Plasma	Attack deals double base damage	+◆◆

AUGMENT SPELLS

Natural casters who use Fire magic cannot cast these spells.

BARRIER SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Flaming Flesh	Spend ☹️ or ☹️ to cause anyone that attacks the target takes damage equal to your ranks in knowledge (Mana)	+◆
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆

METAMAGIC

Metamagic is described as the process of manipulating mana without causes a spell effect. Metamagic is often much easier for weavers than natural casters due to the complexity of the technique. In general a caster can intentionally create a small scale mana drought or overflow if they have enough time, although it is certainly not easy. Likewise a caster can take the time to unwind small scale droughts, overflows, and blocks.

COUNTERSPELLING

When a caster counters another spell or ongoing spell effect, what they are doing is taking the mana used in the spell, and shifting it to either cancel out the spell, render it uncontrollable, or powerless. It is possible to counter spells as they are being cast but it is much harder compared to breaking down an ongoing spell.

NATURAL CASTERS

Natural casters use an innate ability to manipulate magic in specific ways; their access to magic is deep but narrow. When they learn how to cast spells, a weaver gains access to a single type of magic listed here, or a new one if the GM allows it. They can cast any spells indicated in that section, and add any number of additional effects. Natural casters are often much more powerful than weavers but much less versatile. A pyromancer is very good at blowing things up, but not much else.

CONJURE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Burning Summons	Summoned creatures and weapons deal additional damage equal to your ranks in knowledge (Mana)	+◆
Range	Increase the range by one band, can be taken multiple times.	+◆
Summon Ally	The creature the character summons is friendly to them and obeys their commands. The character may spend a manoeuvre to direct the creature, allowing them to determine its action and manoeuvre. (If the character summons multiple creatures, the character may spend one manoeuvre on their turn to direct the turns of all summoned creatures.)	+◆
Binding	The summoned creature stays for a number of weeks equal to your ranks in knowledge (Mana), when summoned it is not necessarily allied with the summoner. incompatible with Summon Ally	+◆◆◆
Medium Summon	The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1 or a two-handed melee weapon.	+◆
Grand Summon	The character may summon a rival of up to silhouette 3.	+◆◆

CURSE SPELLS

Natural casters who use Fire magic cannot cast these spells.

HEAL SPELLS

Natural casters who use Fire magic cannot cast these spells.

DISPELLING

Can only target effects naturally opposed to fire, like ice or water

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆

PSYCHIC (MEMORY) MAGIC

ATTACK SPELLS

Natural casters who use Psychic (Memory) magic cannot cast these spells.

AUGMENT SPELLS





EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend ▲ to target another (any number of times)	+◆
Clarity	On each roll you may change the face of any die not showing ☉ or ☿ to another face	+◆◆

BARRIER SPELLS

Natural casters who use Psychic (Memory) magic cannot cast these spells.

CURSE SPELLS

Curse spells from Psychic (Memory) Magic are resisted with discipline instead of what they normally would be.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend  to target another (any number of times)	+◆◆
Dominate	As a part of the concentrate manoeuvre issue a command to the target, they obey that command to the best of their ability. At the start of each turn the target attempts a discipline check with difficulty equal to your ranks in knowledge (Mana) to end the effect	+◆◆◆
Mental Mire	On each roll you may change the face of any die not showing  or  to another face	+◆◆
Severe Lapse	The target forgets the basics of how to use their weaponry. reduce their skill in the weapons they wield by an additional 1 for each 2 uncanceled 	+◆

CONJURE SPELLS

Natural casters who use Psychic (Memory) magic cannot cast these spells.

HEAL SPELLS

Natural casters who use Psychic (Memory) magic cannot cast these spells.

DISPEL SPELLS

Only other mental effects

ALTER MEMORY SPELLS

Alter Memory is a bespoke spell that allows the caster to alter memories. By default this only effects memories within the last day, only in some small way, and only whilst you concentrate. They have a base difficulty of Simple (-)

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Magnitude	Allows the caster to alter either the nature or circumstance of a memory, if taken twice allows them to alter both	+◆
Time-Gap	Increases the amount of time in the past the caster can alter, if taken once they can change any memory from the last month, if twice any memory	+◆
Duration	Allows the caster to extend the duration of the spell without concentration. If taken once the duration is one day, one month if taken twice, and permanent if taken thrice	+◆

DIMENSIONAL MAGIC

ATTACK SPELLS

Natural casters who use Dimensional magic cannot cast these spells.

AUGMENT SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆
Flowing Time	The target gains an additional manoeuvre each round	+◆
Juxtapose	When you cast this spell, swap places with the target (target must be willing)	+◆
Dimensional Slide	The target enters an adjacent plane for the duration or until they take an action	+◆◆

BARRIER SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆
Defensive Blink	Target gains ranged and melee defence equal to your ranks in Knowledge (Mana)	+◆
Juxtapose	When you cast this spell, swap places with the target (pick one if applicable)	+◆
Bullet Holes	When the target is attacked with a ranged attack, spend 3 <threat> or <despair> to cause the target to take the same damage as well	+◆◆
Dimensional Fissure	When struck the target may spend <threat> to teleport the attacker one range band away	+◆

CURSE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆◆
Juxtapose	When you cast this spell, swap yourself or another target places with the target.	+◆
Flowing Time	The target loses their second manoeuvre each round	+◆
Hostile Reposition	When cast move the target up to 1 range band per <success> in any direction	+◆◆

CONJURE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
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DISPELLING

Only other Dimensions affects

TELEPORTATION SPELLS

Teleportation is a bespoke spell that, by default, has an Average [◆◆] difficulty and allows you to teleport one willing target anywhere within medium range

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	increases the range of location by one band, after extreme double from 1km. Can be taken multiple times	+◆
Multiple Targets	can target a number of people up to linked characteristic	+◆

WATER

ATTACK SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Cold Snap	Attack gains disorient and ensnare qualities equal to your ranks in knowledge (Mana)	+◆
Hailstorm	Attack gains blast equal to your ranks in knowledge (Mana), if you cast the same spell next turn decrease the difficulty by 1 (doesn't stack)	+◆
Close Combat	May select a target engaged with your character	+◆
Hydraulic Force	Spend <advantage> to move the target one range band away from you	+◆
Thermal Shock	Attack gains the burn quality equal to your ranks in Knowledge (Mana)	+◆

AUGMENT SPELLS

Natural casters who use Water magic cannot cast these spells.

BARRIER SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Cryostasis	Target gains soak equal to the number of uncanceled <success> instead of defence, however they cannot take manoeuvres. Can only be used on willing targets	+◆
Icy Aura	Everyone engaged with the target adds <difficulty> to their rolls	+◆◆
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆

CURSE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend ▲ to target another (any number of times)	+◆◆
Deep Freeze	Target is staggered for the duration of the spell	+◆◆◆
Brumal	Target must spend one manoeuvre per round or be unable to act	+◆
Permafrost	Target adds <Fail> to all of their checks	+◆
Numbing	The target gains 1 additional strain each time they suffer strain	+◆
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆◆

HEAL SPELLS

Natural casters who use Water magic cannot cast these spells.

DISPELLING

can only target things that are ice aligned or are opposed to ice (Like fire or lightning)

LIGHTNING

ATTACK SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Close Combat	May select a target engaged with your character	+◆
Snap Shock	The spell can be cast as a manoeuvre. This must be applied to all spells you cast this round	+◆◆◆
Chain Lightning	The attack also gains the Auto-fire quality	+◆
Convulsion	The attack gains the Stun quality with a rating equal to the character's ranks in Knowledge (Mana).	+◆
Storm	If the last action you took was to successfully cast the same spell; this spell has one less difficulty (stacks). If combined with snap shock then the last manoeuvre must also have been used	+◆◆
Shockwave	The attack gains the blast quality equal to your ranks in Knowledge (Mana)	+◆

AUGMENT SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Accelerate	The target gains an additional manoeuvre each turn and ignore the affects of difficult terrain	+◆
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆
Crackle	The target's attacks gain the disorient quality with a rating equal to your ranks in Knowledge (Mana)	+◆

BARRIER SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆
Static Shock	When the target is struck, spend 2 <disadvantage> or <despair> to deal damage equal to your ranks in knowledge (Mana) to the attacker	+◆

CURSE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆◆
Shut Down	The target becomes staggered for the duration	+◆◆◆
Spasm	The reduce the target's agility by 1 for the duration	+◆

HEAL SPELLS

Natural casters who use Lightning magic cannot cast these spells.

DISPELLING

Only other Lightning effects and effects from opposing types of magic

FLESH

ATTACK SPELLS

Natural casters who use Flesh magic cannot cast these spells.

AUGMENT SPELLS

Flesh augment spells can only target the caster by default, the same applies to Weavers using flesh effects.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times. <i>This effect requires alternate target to be used</i>	+◆
Alternate Target	The spell can target someone other than the caster in Engaged. <i>Treat this effect as if it were additional targets for the purpose of talents and other effects</i>	+◆
Claws	The target gains bonus damage on unarmed attacks equal to their ranks in knowledge (Mana) and gains a critical rating of 3	+◆
Senses	Increase the targets perception by one for the duration	+◆
Stable Transformation	The transformation loses concentration and lasts for one minute. if added a second time the duration increases to one hour	+◆
Exert	For the duration the target can double any melee damage the deal, but take wounds equal to half the base damage. This is not damage and as such ignores soak	+◆◆
Limbs	The target can take an additional manoeuvre each turn, and gains an additional method of movement (Like flight, swimming, or burrowing) when using this movement they ignore difficult terrain	+◆

BARRIER SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times. Requires alternate target	+◆
Alternate Target	The spell can target someone other than the caster	+◆
Hardened flesh	The target gains soak equal to the number of uncanceled ★ instead of the normal effect	+◆

CURSE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times. Requires alternate target	+◆
Softened Muscles	Decrease the target's brawn by 2 (min 1) for the duration	+◆◆
Warped Limbs	Decrease the target's agility by 2 (min 1) for the duration	+◆◆
Rage	The target attacks anyone they are engaged with each turn, if they cannot then they move such that they can. each turn the target may attempt a discipline check with difficulty equal to your ranks in knowledge (Mana) to ignore this effect this turn	+◆◆
Glass Jaw	Reduce the target's soak by one (min 0) for the duration	+◆
Dumb	The target can only make garbled noises, like an animal	+◆

CONJURE SPELLS

Natural casters who use Flesh magic cannot cast these spells.

HEAL SPELLS


Flesh mages can learn healing spells.

DISPELLING

Only other transformation affects.

NEGATIVE ENERGY


ATTACK SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Necrosis	If the attack deals damage, the target must immediately make a Resilience check with difficulty equal to ranks in Knowledge (Mana) and suffer wounds equal to their net and strain equal to their net  , this counts as a poison.	+◆
Crippling	The attack gains a critical rating of 2 and the disorient quality	+◆
Drain	If the attack deals damage, you regain strain equal to half the damage dealt	+◆

AUGMENT SPELLS




Natural casters who use Negative Energy magic cannot cast these spells.

BARRIER SPELLS



EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend  to target another (any number of times)	+◆
Necrotic Aura	At the start of each of the target's turns, anyone engaged with them makes a Resilience check with difficulty equal to your ranks in Knowledge (Mana), for each uncanceled the gain one strain.	+◆

CONJURE SPELLS

Negative Energy mages can temporarily animate dead bodies by filling them with negative energy, the larger the body the harder it is.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times	+◆
Additional Targets	Can animate one additional corpse and may spend  to animate another	+◆◆
Strong Corpses	Increase the animated deads' Brawn by one, plus one more for each uncanceled 	+◆
Robust Corpses	Increase the animated deads' Wounds by 2, plus two more for each uncanceled 	+◆
Lasting Corpses	The magic lasts until the end of the encounter or an hour of narrative time (whichever is shorter) and does not need concentration	+◆

CURSE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend  to target another (any number of times)	+◆◆
Dread	Creatures affected by this spell are filled with a sense of impending doom, add a  for each rank of Knowledge (Mana) you have to each skill check they make	+◆
Death Chills	The warmth saps out of the targets, causing them to shake uncontrollably. The targets must spend one manoeuvre per round or be unable to use actions.	+◆
Hollowing	The targets internal mana is flooded with negative energy, making it impossible to use magic without exertion. in order to use magic they must make a discipline check with difficulty equal to your ranks in Knowledge (Mana).	+◆

CONCUSSION

ATTACK SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Blast	Attack gains blast equal to your ranks in Knowledge (Mana) it triggers for free	+◆
Powerful	Attack gains the Concussive quality with levels equal to your ranks in Knowledge (Mana)	+◆◆
Pierce	Attack gains the pierce with level equal to your ranks in Knowledge (Mana)	+◆◆
Resonance	Attack gains a critical rating of 2 and the Vicious quality equal to your ranks in Knowledge (Mana)	+◆
Shockwave	Attack gains Breach 1	+◆◆◆
Shatter	Attack gains Sunder with level equal to your ranks in Knowledge (Mana)	+◆

AUGMENT SPELLS

Natural casters who use Concussion magic cannot cast these spells.

BARRIER SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend ▲ to target another (any number of times)	+◆
Deflection	When targeted by a range attack spend 2 <threat> or <despair> to deal damage do the opponent as well	+◆◆◆

CURSE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆◆
Silence	The target cannot make any sound for the duration	+◆
Reverberate	The target shudders uncontrollably, upgrade the difficulty of all physical checks once for each ★★, some things that did not require a roll may do whilst affected	+◆◆

HAEMOMANCY

ATTACK SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Haemorrhage	Attack gains burn quality equal to your ranks in knowledge (Mana)	+◆
Bypass	Attack gains pierce quality equal to your ranks in knowledge (Mana)	+◆◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆◆
Blood loss	The target takes strain damage in addition to physical damage	+◆◆

AUGMENT SPELLS

BARRIER SPELLS

CONJURE SPELLS

CURSE SPELLS

DISPELLING

HEALING SPELLS

Can learn to cast.

SPATIAL DISTORTION MAGIC

ATTACK SPELLS

Natural Casters who use Reality Warping Magic can't cast attack spells.

AUGMENT SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆◆
Folding Space	When the target spends a manoeuvre to move, increase the distance they move by one band.	+◆
Seeking	The target adds a number of ▲ to their ranged combat checks equal to your ranks in Knowledge (Mana)	+◆

BARRIER SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend <advantage> to target another (any number of times)	+◆
Repulsion	Add ranged and melee defence equal to your ranks in Knowledge (Mana).	+◆
Untouchable	Reduce the damage the target takes by the number of uncanceled ★ instead of the normal effect	+◆◆

CONJURE SPELLS

Natural casters who use Phasing magic cannot cast these spells.

CURSE SPELLS

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend ▲ to target another (any number of times)	+◆◆
Tactile Severing	add one ♣ to the targets checks for each uncanceled ★★	+◆

DISPELLING

Only other phasing effects

HEALING SPELLS

Natural casters who use Reality Warping magic cannot cast these spells.

PHASING SPELLS

Phasing spells are bespoke spells available to Natural Casters who use Reality Warping magic. The default difficulty for phasing spells is Easy [◆]. If the spell is successful one inanimate object in Engaged range can phase through objects as per the caster's discretion. The following additional affects are available for Phasing Spells. Phasing can be used with concentration.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Additional Targets	The spell affects one additional target within range, spend ▲ to target another (any number of times). Alternately you can spend ▲ equal to a vehicle's silhouette to affect the vehicle and everything inside.	+◆◆
Duration	The spell lasts 2 round for each concentrate manoeuvre, or the entire encounter if this modifier is added twice	+◆
Living Target	The spell may target living things in range	+◆

OBJECT ENHANCEMENT MAGIC

ATTACK SPELLS

Attack spells cast by with Object Enhancement Magic are manoeuvres that affect the next attack the caster makes, bonuses from attack spells do not stack with each other. By default an attack spell has a difficulty of Easy [◆] and increases the damage of the associated attack by the number of uncanceled ✨.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Wounding	The attack gains vicious X. Reduce the critical rating of the weapon by one (minimum 2)	+◆
Burning	The attack gains burn X	+◆
Blunted	The attack gains Stun Damage and Stun X	+◆
Homing	The attack check gain Superior X	+◆

AUGMENT SPELLS

Augment spells cast using these additional modifiers must affect an object, and the effects associated with the spell apply only when using that object.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Energy Bomb	Attacks gain Blast X	+◆
Shocking	Attacks gain Disorient X and Stun X	+◆
Icy	Attacks gain Ensnare X	+◆
Quicken	Allows an extra manoeuvre per turn	+◆
Lasting Magic	The spell lasts two rounds per concentrate manoeuvre, or until the end of the encounter if this modifier is taken twice	+◆
Quicken	Allows an extra manoeuvre per turn	+◆

BARRIER SPELLS

Barrier spells cast using these additional modifiers must affect an object, and the effects associated with the spell apply only when using that object.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Empower	Reduce incoming damage equal to the number of uncanceled ✨ instead of the normal effect	◆◆
Deflection	Gain defense X	◆◆
Reflection	Spend ✨ or 🌀🌀🌀 to cause an attacker to take damage as if struck by their attack as well	◆◆◆
Lasting Magic	The spell lasts two rounds per concentrate manoeuvre, or until the end of the encounter if this modifier is taken twice	+◆

CONJURE SPELLS

Natural casters who use Object Enhancement magic cannot cast these spells.

CURSE SPELLS

Natural casters who use Object Enhancement magic cannot cast these spells.

HEALING SPELLS

Natural casters who use Object Enhancement magic cannot cast these spells.

DISPELLING SPELLS

Object enhancement casters can dispel any augment or barrier spell, in addition to other object enhancement spells.

VEHICLE MAGIC

ATTACK SPELLS

By summoning objects in proximity to people damage can be caused. However this kind of magic is ephemeral and the summoned object disappears shortly after contact.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Knockdown	By summoning sufficiently large objects you can pin someone to the ground. The spell gains the knockdown quality	+◆
Explosive Components	The spell gains blast X	+◆
Range	Increase the range by one band, can be taken multiple times.	+◆

AUGMENT SPELLS

Vehicles can be augmented with magic, the effects of the spell only apply whilst driving the vehicle.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Haste	Gain an extra manoeuvre per turn	+◆

BARRIER SPELLS

Natural casters who use Vehicle Magic magic cannot cast these spells.

CONJURE SPELLS

Vehicle Mages can summon vehicles, this is treated as a bespoke spell for Weavers. By default it can summon a silhouette 2 vehicle and has base difficulty Hard [◆◆◆]. These spells last until the end of the encounter and have a range of engaged. You may spend ▲ to have the vehicle be armed with weaponry as per GM discretion.

EFFECT NAME	EFFECT	DIFFICULTY INCREASE
Range	Increase the range by one band, can be taken multiple times.	+◆
Empower	Increase the maximum Silhouette by 1, and once more for each uncanceled ✨	+◆
Cover	The Vehicle has good cover for attacking at range from, in such situations people gain ranged defense X	+◆
Bound	Summons a vehicle previously bound to the caster, this spell is instantaneous instead of having a duration.	-◆

CURSE SPELLS

Natural casters who use Vehicle Magic magic cannot cast these spells.

HEALING SPELLS

Natural casters who use Vehicle Magic magic cannot cast these spells.

DISPELLING SPELLS

Natural casters who use Vehicle Magic magic cannot cast these spells.

EQUIPMENT

WEAPONS

WEAPON NAME	TYPE	DAMAGE	CRITICAL	RANGE	PRICE	MODIFIERS
Revolver	Light	6	4	Medium	£300	Accurate 1
Shotgun	Heavy	8	3	Short	£500	Inaccurate 1, Blast 2, Vicious 1
Assault Rifle	Heavy	7	3	Medium	£800	Auto-fire
Shotgun, Sawn off	Light	7	4	Short	£400	Inaccurate 2, Blast 1
Stun Gun	Light	5	2	Short	£700	Stun 1, Stun damage
Taser, Military	Melee	6	2	Engaged	£40	Stun 2, Stun damage
Taser, Commercial	Melee	5	3	Engaged	£20	Stun 1, Stun damage
Air Rifle	Light	5	4	Medium	£30	Stun Damage
Sniper Rifle	Heavy	8	2	Long	£4000	Accurate 2, Vicious 2, Pierce 2, Prepare 1
Flamethrower, Military	Heavy	6	-	Short	£8000	Burn 4, Blast 4, Pierce 4
Flamethrower, Handmade	Heavy	4	-	Engaged	£300	Burn 3, Blast 4, Pierce 3
Bayonet	Melee	+2	3	Engaged	£80	Inaccurate 1
Baton	Melee	+1	4	Engaged	£20	Defensive 1
Knife, Commercial	Melee	+1	3	Engaged	£10	Vicious 1
Knife, Military	Melee	+2	2	Engaged	£80	Vicious 2, Pierce 1
Sword, Two-Handed	Melee	+4	3	Engaged	£500	Cumbersome 3
Sledgehammer	Melee	+3	4	Engaged	£50	Cumbersome 3, Knockdown, Inaccurate 2
Grenade Launcher	Heavy	*	*	Medium	£800	Ammo 1, Inaccurate 1, Use stats for grenade
Rocket Launcher	Heavy	*	*	Medium	£100k	Ammo 1, Inaccurate 2, Cumbersome 3
Flash Grenade	Light	4	4	Short	£50	Ammo 1, Stun damage, Blast 2, Concussive 2, Pierce 4
Smoke Grenade	Light	-	-	Short	£30	Ammo 1, Makes smoke
Incendiary Grenade	Light	4	3	Short	£150	Ammo 1, Burn 3, Blast 3
Frag Grenade	Light	8	3	Short	£90	Ammo 1, Vicious 2, Blast 5
Explosive Grenade	Light	10	2	Short	£150	Ammo 1, Pierce 4, Blast 2, Sunder
Incendiary Rocket	-	8	3	-	£50k	Ammo 1, Pierce 4, Blast 4, Burn 4
Frag Rocket	-	10	2	-	£50k	Ammo 1, Vicious 5, Blast 8, Blast also does 2+ to targets in Short , Blast always triggers
Explosive Rocket	-	14	3	-	£50k	Ammo 1, Breach 2, Blast 6, Sunder
Machine Gun	Gun-nery	8	3	Medium	£20k	Superior, Auto-Fire

ARTIFICING

Artificing is a large business in Vitia, drugs, weapons, and tools powered by magic can be exceptionally useful. Some are listed here, but magic is a complex system that could make almost anything. A character may learn to make an item by taking a talent of the indicated tier, crafting an item is usually time consuming and a fairly involved process sometimes requiring bespoke or hard to find ingredients in addition to challenging checks.

The GM should scale the difficulty of creating an item based on its tier. Tier one items should be readily makeable using materials bought above board. Tier two items should require some digging to make, shady deals in dark allies for blacklisted chemicals or parts, access to less common magic knowledge, that sort of thing. Tier three items should be meaningfully difficult to make, requiring specific ingredients that can't be bought without owing favours to dangerous people. Tier four and five items require more than just specific parts, the circumstances required to make them are hard to come by; high grade chemistry equipment, a specific magical event, factory grade metalworking machinery, those sorts of things.

AMPS

Tier: 4

Cost: £1000/£5000/£10000/£- for each grade

Description: AMPs, or Anti Magic Projectors, are technologically based devices that, despite the name, don't actually project anything. AMPs forcibly stabilise the mana in an area around them, making casting spells much harder. They exist in one of four grades, a fourth grade AMP is roughly the size of a large backpack, a third grade AMP is just small enough to fit in the boot of a car and run off its battery, a second grade AMP is the size of a large dining table and is often mounted onto armoured personnel carriers and similar sized vehicles, a first grade AMP is the size of a small room and requires an industrial power connection to even function.

Casters often describe the feeling of being close to an AMP as comparable to a sudden stop in a summer breeze. Subtle, but unmistakable

Effect: AMPs make casting near them harder, fourth and third grade AMPs affect anywhere within Short range whereas second and first grade affect medium range. AMPs increase the difficulty of casting spells based on their grade, fourth grade by +◆ third grade by +◆◆ and so on. This means casting near a first grade AMP is almost impossible without disabling it

DRUGS

There's a lot of different drugs making the rounds in Vicia, some are used recreationally, others are spliced into smoke grenades for a little extra kick and some are laced into drinks and cigarettes as poisons. The ability to infuse magic into certain receptive chemicals allows for many potent and mind altering drugs, if only you know how.

VOID SAND

Tier: 4

Cost: Too rare to buy

Description: A coarse black powder that seems to absorb light around it. The production process of void sand is a closely guarded secret by those who know it, it is likely different for each person

Effect: When a caster comes into contact with void sand their casting is heavily interrupted, when first contacting the drug they must make a Hard [◆◆◆] Resilience test. If they fail whenever they attempt to cast a spell, increase the difficulty by +◆ and generate a ☒ this may make some spells uncastable. If inhaled the effects last for 3 combat rounds, if ingested 8 hours, and if injected 2 weeks (unless otherwise removed)

MANA LENSES

Tier: 2

Cost: £100 or £1000 if focused

Description: Mana Lenses are pieces of transparent material comparable to glass. They are manufactured in distinctly similar ways as well, by processing certain crystals infused with mana lenses that allow folk to see ambient mana in the air can be produced. In general they are made to be roughly the size of the lens in a pair of glasses although some scientists have had larger ones manufactured for their research. The ability to see mana is both very useful and very challenging to use. To a layman they work more like rainbow tinted goggles than anything else, however to someone who is practised they can make identifying casters exceptionally easy.

Effect: When using a mana lens, you can make a Average [◆◆] perception test to identify if someone or something is magically active. A Hard [◆◆◆] test might reveal the nature of a magic device or spell as it is being cast. A Daunting [◆◆◆◆] test might allow you to pick a specific person's mana signature out from a crowd and follow it, assuming you know what mana signature to look for. A Formidable [◆◆◆◆◆] test might allow you to decode the specific location a mage teleported to.

MANA PHOSPHOR

Tier: 2

Cost: £10 per dose

Description: A bright powder, often found dissolved into a thick solution. Produced with through a mostly magical process involving channelling magic into commonplace organic compounds, such as glucose

Effect: When imbibed by someone Mana phosphor does two things. If they have a syndicate mark, their eyes, mouths, and noses glow with the associated colour, or white if there is no such mark. Additionally mana phosphor has unpredictable interactions with spellcasting, whenever someone under the effects of mana phosphor attempts to cast a spell flip a coin, on a heads add ☘ on a tails add ☒. Additionally mana phosphor deeply strengthens the senses magical and otherwise of the user, electromancers can sense the presence of phones, hydromancers can feel the fluid in someone's gullet add [■] to all appropriate perception checks. Mana phosphor lasts 8 hours when ingested and takes around 10 minutes to take effect.

DEVIL DUST

Tier: 2

Cost: £15 per dose

Description: A fine, dark red, powder that burns to produce a crimson smoke. Produced with a mixture of chemical and magical processes often involving mixing the blood of a mage with sulphated organic compounds

Effect: Devil dust is an incredibly psychoactive drug, when inhaled it causes the user to experience vivid hallucinations. The smell of sulphur and burning flesh are common, as well as looming visions of devils and demons. Each turn the user must take a Hard [◆◆] Discipline test or be unable to act, even on a success the hallucinations are vivid enough to be distracting add +■■■ to all tests. The effects of inhaling devil dust lasts from 1 to 4 hours. Despite its terrifying nature devil dust is strangely addictive

NOVA

Tier: 1

Cost: £5 per dose

Description: A sugar-like powder produced chemically

Effect: Nova is a powerful stimulant, primarily used recreationally. It is most commonly taken by inhalation although it can be injected as well. Nova causes a heightened sense of focus making the user much more aware of their surroundings, however it often makes them erratic and twitchy. Add ■ to all perception and social checks. After coming down from a nova high the user is often lethargic and melancholic, add ■■■ to all checks for the following hour. Nova lasts roughly one hour per dose, but this can be extended with additional doses. Nova is addictive.