Fame and *Fortune* are the two predominant *Currencies* that are used. These **Affinities** are meant to be spent, bartered, and earned through the course of the game.

- *Fame* is how widely known a character is. This is a resource that can be bartered with and used to negotiate situations of identity.

- *Fortune* represents how well off a character is materialistically. This affinity is meant to fluctuate with the character's spending and earning habits.

Martial **Affinities** represent how good your character is within a certain few physical traits.

- *Weapon Training* demonstrates how skilled the character is with simple or military grade weapons.
- *Martial Arts* demonstrates your knowledge of how bodies work, both to use yours to the highest extent, but also to know how to exploit others.
- *Resistance* demonstrates the characters ability to get back up after a heavy hit and push on when the whole world is weighing them down.
- *Evasiveness* demonstrates your ability to be where you are needed as well as avoid enemies, both physically and mentally.

Mental **Affinities** exist entirely within the mind of the character and sometimes the player as well. When trying to figure out if any of these **Affinities** apply to the current situation, try to frame the thoughts of the character within any of the following categories.

- *Acuity* demonstrates how sharp the perception of the character is through using all of their senses.
- *Prowess* demonstrates your character's ability to learn things and pick up tricks quickly.
- *Determination* demonstrates your mental fortitude and self-control.
- *Haggling* demonstrates the character's ability to get what they want out of a situation.

Magic is everywhere. Anyone anywhere can tap into the magical energies around them to influence the world, but some are better than others. Through tenacity, determination, and much practice, one can master certain aspects of *Magic*:

- *Earth* concerns itself with the manipulation of the very earth itself.
- *Water* concerns itself with the manipulation and flow of most fluids.
- *Air* concerns itself with the manipulation and flow of gases.

- *Fire* concerns itself with the manipulation of flames.
- *Light* concerns itself with the enhancement of natural energies.
- *Dark* concerns itself with the manipulations of natural energies.

Overflow Table

Spend *Overflow*	Gain *Overflow*
(1) Increase damage output by 1	(1) Decrease damage output by 1
(1) Character takes 1 less damage	(1) Character takes 1 damage
(1) Increase the degree of effectiveness	(1) Decrease the degree of effectiveness
(1) Increase the length of the effect	(1) Decrease the length of the effect
(1) Reduce one **Affinity** of any targets affected by 1, either permanently or temporarily (ask GM)	(1) Reduce one **Affinity** of the current character by 1, either permanently or temporarily (ask GM)
(2) Increase the size of the area/Number of targets	(2) Reduce the size of the area/Number of targets
(2) Heal 1 damage from any target	

The following table should help with a generic guideline of setting *Cost*:

(1-*Cost*) Anything that any person could accomplish with a reasonable chance at success.

(2-*Cost*) A difficult task that someone with a bit of experience could do consistently.

(4-*Cost*) This is an expert level task that even a professional would fail occasionally.

(8-*Cost*) This task is beyond that of even the mightiest of heroes in the largest of tales.

For each situational complexity or shortcut, add or subtract one, respectively, from the base *Cost* of the action. As a few examples, consider the scenarios in the list below:

The character is by a readily available source of *Magic* (-1 *Cost* for the type of magic)

The character just watched someone else perform the action (-1 *Cost*)

The character is wearing something that makes the action more difficult (+1 *Cost*)

The target is outside of the optimal range (+1 *Cost*)

The target is obscured or taking cover (+1 *Cost*)