

### Step 1: Gather Materials

Research, Prototyping, and Invention require raw materials. Basic materials come in 6 varieties with quality rated from T0-6. They can be found, purchased, made, scrapped, etc.

**Example** A deer pelt gives a T0 Flex resource. Harvesting a rare giant spider may give Silk (T2 Soft) and Venom (T2 React)

**Unique Resources** are special, irreplaceable ingredients. These are tracked individually, and can be Researched or used in Intentions.

## Step 2: Research

Choose a topic to research. Spend a night researching that topic to create Progress (1/Tier). With 6 Progress, T1 Research is complete. Further research upgrades the Tier.

**Experiment:** Expend 1 Basic Resource relevant to the research topic; roll  $\diamond$ Ingenuity

**Engineer:** Examine an existing device, material, etc. Roll  $\diamond$ Ingenuity. Roll twice if you destroy the object being studied.

**Study:** Examine books, notes, research, etc.  
Roll ♦ Knowledge, may also Experiment.

### Step 3: Prototyping

Determine the thing you wish to invent, its Tier (how powerful it is) and the features you want it to have. For new inventions, you must have 2 pieces of relevant research. To replicate an existing item, you must have 1 relevant research.

Unique Materials can be used as the basis of a prototype to create a one-of-a-kind invention.

The materials needed for the prototype are determined by the GM, but always includes 1 or 2 resources of equal tier and several lower tier resources.

Expend the resources and roll  $\diamond$ Ingenuity to build a working prototype.

### Step 3: Field Testing

The prototype is a working version of the item you want to use, but it is likely to fail in a catastrophic way. You must use the item in the field (not being fully aware of its stats) to Test it.







### Step 4: Refinement

After testing, roll to prototype the invention again. If successful, the invention is complete. You can now build, fix, and replicate the item.

## Research

[illegible]

## Materials

	T0	T1	T2	T3	T4	T5	T6	Basic Material
								<b>Rigid:</b> Foundation of inventions <i>Metal, wood, bone, stone, etc</i>
								<b>Flex:</b> Pliable & versatile materials <i>Textiles, leather, plant, chain, etc</i>
								<b>React:</b> Chemicals to react, alter, fuel <i>Powders, oils, herbs, organs, resins, etc</i>
								<b>Gizmo:</b> Assembly and Moving Parts <i>Clasps, cogs, hinges, locks, screws, scrap</i>
								<b>Magic:</b> Elemental Power Sources <i>Essences, Artifacts, Leystones, etc</i>
								<b>Ornate:</b> For Style, Magic, & Glamor <i>Gems, Rare Metals, Glass, Inks, Stains</i>

### Unique Materials


## Prototypes

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