TRI-CORE

INTRODUCTION

Tri-Core is a tabletop roleplaying game that focuses on the creation and customization of unique characters, and storylines. Players will utilize the Tri-Core Ability Creation System to mold and craft all of their abilities and features that define their characters. As well as an intuitive resource system that will allow for an Action Economy that rewards both reckless and careful characters alike. The Tri-Core Combat System will enable players to also compete against one another through fair and balanced gameplay while simultaneously adding the much desired, element of surprise.

However, Tri-Core's greatest feature is the Action Card System, in which Players will transcribe the abilities they create onto blank Action Cards and among those cards are Strike, Volley, Grab, Collide, Block, Dodge, and Parry. In addition players will have access to Utility Cards that provide actions to support their characters and the abilities they have. Each player, during a cycle, will place their set of Cards face down and reveal them on the same cycle. Allowing this gives the players a chance to access and utilize the element of surprise, even versus the GM(Gamemaster).

Players will pay for these Actions Cards with Action Points, Stamina, Focus, Mana and even Health Points (If necessary) to complete their actions and hope for success. Tri-Core can also allow for the transfer of abilities, features and spells from any source material using the Ability Creation System. However, the level in which these abilities may be acquired will not always be in alignment and Tri-Core does not deal in Absolutes. With that said, let it be known that in Tri-Core, everything has an equal chance to fail just as much as it can succeed. So thank you for choosing to play Tri-Core, and once more...

Thank you for choosing to play Tri-Core!

BODY & MIND

Power is the first Primary Stat listed amongst the nine Primary Stats available for a character. Power is apart of the Body Core Stat along Vitality and Endurance and affects total **Stamina Points, Unarmed Combat Bonus, Melee Offense Bonus, Reaction, Strike Action, Athletics Action, Hoist Action, Strength, and Agility.**

Vitality is the second Primary Stat listed amongst the nine Primary Stats available for a character. Vitality is apart of the Body Core Stat along Power and Endurance and affects total **Health Points, Action Points, Stamina Points, Unarmed Combat Bonus, Grab Action, Stealth Action, Craft Action, Strength, Agility and the Recover Action.**

Endurance is the third Primary Stat listed amongst the nine Primary Stats available for a character. Endurance is apart of the Body Core Stat along Power and Vitality and affects total **Health Points, Stamina Points, Physical Guard, Block Action, Athletics, Traverse, and Craft Action, Strength, and Agility.**

A character that focuses on Melee Combat will find Power, Vitality and Endurance to be major sources of investment as they advance in levels. It will directly affect the potency of their abilities and the resource needed to complete these actions. Between destructive strikes, debilitating grabs and toughened skin, these three Stats can allow you to survive the dangers of Melee combat and the frontline of otherwise inescapable situations.

Intelligence is the fourth Primary Stat listed amongst the nine Primary Stats available for a character. Intelligence is apart of the Mind Core Stat along Acuity and Finesse and affects total **Mental Armor, Action Points, Focus Points, Parry Action & Riposte, Mental Fortitude, Craft, Engineering, Technology, and Agility.**

Acuity is the second Primary Stat listed amongst the nine Primary Stats available for a character. Acuity is apart of the Mind Core Stat along Intelligence and Finesse and affects **Focus Points, React & Reaction, Traverse, Technology, Observe, Influence, Agility, and Intellect.**

Finesse is the third Primary Stat listed amongst the nine Primary Stats available for a character. Finesse is apart of the Mind Core Stat along Intelligence and Ardor and affects total **Health Points, Focus Points, Volley Action, Offense Range bonus, Stealth Action, Intellect, and Agility.**

A character that focuses on Ranged Combat and cunning tactics will find Intellect, Acuity and Finesse to be major sources of investment as they advance in levels. It will directly affect the potency of their abilities and the resource needed to complete these actions. Between long range strikes, unpredictable parries and blurred movements, these three Stats can allow you to weave between enemies to get in close or keep at distance taking down targets from afar.

SPIRIT

Ardor is the first Primary Stat listed amongst the nine Primary Stats available for a character. Ardor is apart of the Spirit Core Stat along Morale and Attunement and affects total **Health Points, Action Points, Mana Points, Collide Action, Offense Spell bonus, Energy Resistance, Athletics, Hoist, Engineering, Channel, Clarity, Strength, and Intellect.**

Morale is the second Primary Stat listed amongst the nine Primary Stats available for a character. Morale is apart of the Spirit Core Stat along Ardor and Attunement and affects **Physical Armor**, **Health Points, Mana Points, Physical Guard, Mental Fortitude, and Energy Resistance, Clarity Action, Influence Action, Meditate Action, Strength, and Intellect.**

Attunement is the third Primary Stat listed amongst the nine Primary Stats available for a character. Attunement is apart of the Spirit Core Stat along Ardor and Morale and affects total **Energy Armor, Mana Points, Reaction, Energy Effect Value, Dodge Action, Strike Target, Observe Action, Channel Action, Meditate Action, Strength, and Intellect.**

A character that focuses on Spell Combat and insightful stratagems will find Ardor, Morale and Attunement to be major sources of investment as they advance in levels. It will directly affect the potency of their abilities and the resource needed to complete these actions. Between powerful elemental abilities, crafty incantations and spells that change the landscape, these three Stats can allow to attune yourself with the internal and external energies in yourself and your surrounding environment.

ROLLING CORE STATS

Between Body, Mind, and Spirit these Core Stats are the base structure for all Character that determine the effectiveness of all Actions, Abilities and Equipment used in both Combat and Non-Combat situations.

The Standard Array for a level one Character is 9d4
and three +1 Bonuses at 1st Level, 5th Level, and 10th Level.

A GM may choose to alter or modify the Standard Array rolled for newly created Characters as they choose, typically dependent on the campaign setting. They may decide to the Characters in their story should be like Superheroes and allow 9d6 or even 9d10 to be rolled for Characters. Alternatively, a GM may not want players to roll stats at all and instead allocate their stats with a pool of points. If so, then 24 total points is what should be allowed for an array similar to what will typically occur when rolling 9d4.

Players have the option of increasing their stats through a variety of ways, such as rolling and allocating stats, applying level up bonuses at 5th and 10th level, creating Passive Abilities that increase stats of their choice, as well as equipment they create or loot as they journey throughout the campaign.

RESOURCES

Health Points or **HP** is what determines how much damage a character can take before they fall unconscious or even die. A characters total HP is an accumulation between **Vitality**, **Endurance**, **Finesse**, **Ardor and Morale**. Plus they gain **2 HP per level starting at level 1**, and if they choose they may increase it through Abilities and Items. A character may suffer two effects if they receive too much damage in one instance. This is called a **Threshold** which is **equal to 50%** of their **total Health Points**. If they do, they must roll **Resolve** and the result must **equal** or **greater** to the total damage received. **The type of Resolve rolled depends on the type of damage received.** If they fail, then they suffer the effect, Shock. When in Shock, a character will lose their total Action Points regardless of how many Action Points they currently have.

Action Points or **AP** determines how many actions a character may take during combat, encounters or challenges. Each character has a base of **6 Action points** plus the sum of **Vitality, Intelligence, and Ardor**. Any character may use Action Points beyond zero and dip into negative Action Points. However, they may suffer effects as they head to fatigue, exhaustion, and unconsciousness. For each point in negative Action Points, the character reduces their total **AP** once they use the **Recover Action**. If a character ever reaches their Total AP in negative AP, they immediately and unavoidably fall unconscious for 1d12 cycles minimum 1 cycle (duration reduced by Vitality). **An Alternate Rule** (GM's choice) can allow characters to perform and complete Actions even when they are out of Resources such as Stamina, Focus or Mana. If they do, they will take backlash damage to their HP equal to 2d12 per Resource point used. (Backlash bypasses damage reduction)

Stamina Points or **SP** is what determines how many times an Ability Action associated with the **Body** Stat can be used per day. Each character has a base total of **Power**, **Vitality**, and **Endurance**.

Focus Points or **FP** is what determines how many times an Ability Action associated with the **Mind Stat** can be used per day. Each character has a base total of **Intelligence, Acuity, and Finesse**.

Mana Points or **MP** is what determines how many times an Ability Action associated with the **Spirit Stat** can be used per day. Each character has a base that total of **Ardor, Morale, and Attunement.**

Resource points are recovered (100%) at the end of a long rest (8 Hours or more), however, any character may make a short rest (4 hours) to recover half (50%) of their resources regardless of their current totals. Any character that suffered Shock or fell unconscious due to debilitating trauma will recover Resources at a reduced rate. They will only recover 50% after a long rest, and 25% after a short rest on the following day.

Whether it's a Long Rest or a Short Rest, only one of each may be chosen per day. It's up to the GM's discretion on what constitutes the end of day and how many rests you'll be allowed. Any action cannot be completed if a character lacks the resources, that includes additional resources or costs Abilities may have when created or chosen.

REACT, ROTATION & RESOLVE

React is an Action that allows any character to perform an Action in reaction to another Character. React costs 1 Action Point and is equal to the sum of **Power, Finesse, and Attunement**. React is also required when determining which character may take their turn first. This is called Priority and is given to the character at the top of the Rotation.

A Character receives 1 Reaction plus an additional 1 Reaction per two points in Acuity.

The order of rotation is determined by highest to lowest in totals for rolled React. When a character has Priority, they can choose to perform one Action without expending an additional Action Point to do so. Any other character capable, may choose to React and perform an Action if they choose to. Any character, if capable, can perform a string of actions depending on the type of action and the costs. Being knowingly targeted by the Character with Priority, grants you a free Action as a reaction. A character may only React and affect another character that's within range of an Item, Equipment, Object, Ability or Action they have.

As an example, Character A has priority and chooses to perform a Strike Action and Character B has been targeted by Character A. Character B is not required to spend an additional Action Point but is allowed one Action in reaction to Character A's Strike. Though Character B is not aware what action Character A will be taking. Character C is an ally of Character B and chooses to assist Character B by spending an additional Action Point to act out of rotation in defense of Character B.

Physical Guard (PR), Mental Fortitude (MF), and **Energy Resistance (ER)** reduce incoming damage and effects that align with the type of Effect Value (Physical, Mental, or Energy). **PR, MF**, and **ER** can be increased by Abilities, Armor, and Items.

Resolve is a reaction to effects that affect a Character in a variety but specific ways, and can be resisted through rolling a **2d12** plus a **Core-stat** and is determined by each individual effect. These effects can be produced by the environment or by another Character. (Resolve does not cost Action Points)

POWER: Effects that force a Character to move	The **Challenge Level (CL)** of a Resolve is determined by the total Core-stat plus 4 plus Character Level or Challenge Level, depending on the source of the effect. As an example, a level One Character with 10 in Body will have a CL of 14 and would require the Resolving character to roll at minimum 14 in order to resist the effect.
VITALITY: Effects that modify Resources (HP, SP, FP, and MP)	
ENDURANCE: Effects that modify Action Points	
INTELLIGENCE: Effects that force a Character to use Action Points	
ACUITY: Effects that modify a Characters Accuracy	
FINESSE: Area of effects that require a Character's avoidance	CRITICAL SUCCESS: Effect reduced by 100%
ARDOR: Effects that modify a Characters Speed Rank	SUCCESS: Effect reduced by 50%
MORALE: Effects that modify Effect Values	FAILURE: Full effect
ATTUNEMENT: Effects that modify a Characters sense & senses	CRITICAL FAILURE: Effect increased by 100%

Damage mitigation applies when a character receives damage that targets Health Points or Action Points and only applies once damage is taken. Any Actions or Abilities that reduce damage taken such as Block and Dodge will reduce the incoming damage first and whatever is left over is reduced by Armor (Physical, Mental, and Energy). Damage received can be reduced to Zero and damage will affect Shielding and Temporary HP first before Health Points. Threshold is base total Health Points only and does not include Shielding or a temporary increase to Health Points.

UTILITY, STRIDE, & AGILITY

Recover is an Utility Action all characters have access to. Recover cannot be used as a Reaction, and can only be used on when a Character has priority. **Recovery** can be interrupted by a **Reaction**, and Recovery restores one selected Resource of the Players choosing. The resource is restored by a **base** of **1d6** plus **1d6** per **two** points in **Vitality** plus **Ardor**.

Hold is an Utility Action all characters have access to and it allows them to pass on their turn in the rotation and React instead to another action. They gain 1 Action Point and they will set a triggering event or circumstance with the GM and when the triggering event occurs they may then take the Action they held. The Action they held requires their Action Cards be placed face down and kept there until they decide to perform the Action on Hold.

Equip is a Utility Action that allows a character to equip or unequip an item, object or equipment (if applicable) for 1 Action Point(s) per weight. (Light, Moderate, or Heavy).

Stow is a Utility Action that allows a character to grab and place an item or equipment into a container for 1 Action Point(s) per weight. (Light, Moderate, or Heavy).

Drop is a Utility Action that allows a character to drop an item, object or equipment to the ground (if any) for 1 Action Point.

Use is a Utility Action that allows a character to use an item, object or equipment if capable for 1 Action Point(s) per weight. (Light, Moderate, or Heavy). The indicated use of an item is determine upon creation.

Speed Rank is what determines the amount of squares a character may move when performing the Stride Action. All characters have a base Speed Rank of 4 and is increased by 1 per 5 points in Agility. Each Square is 5 Ft. in movement and counts for both Vertical and Horizontal movement. A Stride Action has varying costs and boosts or reductions to total movement depending on the type of Stride chosen.

Sprint is a Stride Action and costs 4 Action Points and is double the character's Speed Rank.

Run is a Stride Action and costs 2 Action Points and is equal to the character's Speed Rank.

Hustle is a Stride Action and costs 1 Action Points and is half the character's Speed Rank.

Walk is a Stride Action and costs 0 Action Points and allows 1 square of movement or 5 ft.

Jump is a Stride Action and costs 2 Action Points and is equal to 1 Square per 3 Speed Rank.

Climb is a Stride Action and costs 2 Action Points and is equal to 1 Square per 4 Speed Rank.

Swim is a Stride Action and costs 2 Action Points and is equal to 1 Square per 5 Speed Rank.

Speed Rank is what determines the amount of squares a character may move when performing the Stride Action. All characters have a Speed Rank equal to Agility and is increased by 1 per point in Agility. Each Square is 5 Ft. in movement and counts for both Vertical and Horizontal movement. A Stride Action has varying costs and boosts or reductions to total movement depending on the type of Stride chosen.

STRENGTH, AND INTELLECT

STRENGTH, HOIST, AND ENCUMBERANCE

Strength is what determines how much weight a character can lift and move around. The total is an accumulation between the total of Body and Spirit . Each point of Strength allows the character to lift 20 lbs. of weight. This includes the weight of Items, Objects, and Equipment worn on the character at the time. A Character may try to move an object that weighs beyond this limit with a Resolve check equal to the difference. What a Character can lift, and the amount of Items and Equipment a Character can wear and hold on their person are two different categories. For Stowing, Equipped, and held items and equipment, a Character is allowed 10 lbs. per point in Strength, and for lifting a Character can lift up to 20 lbs. of weight per point in Strength.

As an example, with 15 Strength, Character A can lift up to 300 lbs. and wishes to push an object weighing 500 lbs. It's a 200 lb. difference and Character A would need at least 25 Strength to push it. That's a difference of 10 points in strength. So Character A has a Challenge Level or CL of 10 which is equal to the points per difference in Strength required to lift it. In order to do so, Character A will have roll their Hoist Skill and equal or exceed a CL of 10 with 10 Successes. Difficult, but not impossible.

INTELLECT, SKILL RANKS, AND LANGUAGES

Intellect is what determines how many languages and trades a character may know and have access to. The total is accumulation between Mind and Spirit. Each point of Intellect is an additional Skill Rank, a new choice of Language or Specialization. A Specialization can be a skill or craft involved in Professions, Trades, and Careers. A Specialization can also be considered a Specialty with a Character choosing an Action or Device they want to increase by 1d12 per Rank. Such as a Swordsman, who increases the effectiveness of Actions when using a Sword.

Languages known allow a character to both read and write in the language they know and are considered fluent in this language when chosen. All Characters are allowed one free bonus Language they may choose, and each additional Language will cost one Skill Rank. Deciphering a Language and other Actions requiring the use of a Language skill allows a roll of 1d12 per point in Intelligence plus each Skill rank in a language associated with it.

CRITICAL SUCCESSES

The result of an Action may be considered Critical for any action that rolls for Effect Value. When a critical is rolled, the effect value is increased by 50% and in various ways and an Action is considered critical whenever Accuracy exceeds the target by twenty or more points.

STRIKE	UPON A CRITICAL STRIKE, REFUND ACTION POINTS SPENT ON THE STRIKE ACTION
GRAB	UPON A CRITICAL, DEALS AN ADDITIONAL TWO DIE WITH UNARMED COMBAT BONUS
VOLLEY	UPON A CRITICAL VOLLEY, REFUND ACTION POINTS SPENT ON THE VOLLEY ACTION
COLLIDE	UPON A CRITICAL COLLIDE, ALLOW FOR ADDITIONAL MOVEMENT EQUAL TO HALF THEIR SPEED
BLOCK	UPON A CRITICAL BLOCK, ALLOW FOR A BONUS STRIKE ACTION TO TARGET BLOCKED
DODGE	UPON A CRITICAL DODGE, ALLOWS FOR A BONUS STRIDE ACTION
PARRY	UPON A CRITICAL PARRY, INCREASE RIPOSTE DAMAGE BY TWO DIE

OFFENSE & DEFENSE ACTIONS

Strike is an Offense Action that every character can perform and is a close range Action that deals either Physical or Energy damage vs. Health Points. A Strike can be used to damage Action Points, but only through created abilities, items, objects, and or equipment. **A Strike Action receives a bonus from Power, and dice is increased by 1 per Skill Rank in Strike Instinct. Additionally, a Strike Action can be increased by the Trade Skill, Abilities, Items, and Equipment.**

Volley is an Offense Action that every character can perform and is a ranged Action that deals either Physical or Energy damage vs. Health Points. A Strike can be used to damage Action Points, but only through created abilities, items, objects, and or equipment. **A Volley Action receives a bonus from Finesse, and dice is increased by 1 per Skill Rank in Volley Instinct. Additionally, a Volley Action can be increased by the Trade Skill, Abilities, Items, and Equipment.**

Grab is an Offense Action that every character can perform and is a close range Action that immobilizes and restrains opposing targets. A Strike can be used to damage Action Points, as part of the restraining feature draining 1 Actions Points per success. **A Grab Action receives a bonus from Vitality, and dice is increased by 1 per Skill Rank in Grab Instinct. Additionally, a Grab Action can be increased by the Trade Skill, Abilities, Items, and Equipment.**

Collide is an Offense Action that every character can perform and is a momentum Action that deals either Physical or Energy damage vs. Health Points. Collide can used to damage Action Points, but only through created abilities, items, objects, and or equipment. Collide increases a Characters Unarmed Combat Die equal to Speed Rank during the Collide Action. **A Collide Action receives a bonus from Ardor, and dice is increased by 1 per Skill Rank in Collide Instinct. Additionally, a Collide Action can be increased by the Trade Skill, Abilities, Items, and Equipment.**

Block is an Defense Action that every character can perform and is a close range Action that provides either Physical or Energy Shielding vs. Health Points. A Block can be enhanced through created abilities, items, objects, and or equipment. **A Block Action receives a bonus from Endurance plus Power, and dice is increased by 1 per Skill Rank in Block Instinct. Additionally, a Block Action can be increased by the Trade Skill, Abilities, Items, and Equipment.**

Dodge is a Defense Action that every character can perform and reduces incoming damage equal to the sum of a Character's Attunement and Finesse. A successful Dodge action grants 1 square of bonus movement plus 1 Square per 4 points in Power and a Critical Dodge grants a bonus Stride Action. **A Dodge Action receives a bonus from Attunement, and dice is increased by 1 per Skill Rank in Dodge Instinct. Additionally, a Dodge Action can be increased by the Trade Skill, Abilities, Items, and Equipment.**

Parry & Riposte is a both a Defense Action and Offense Action that every character can perform and allows the character the option to Negate an incoming Action and follow up with a Riposte. A successful Parry will negate an incoming Action and if successful grants 2 Actions Points and grants a bonus Strike Action. This bonus Strike Action is granted a bonus dice to Effect Value per two points in Intelligence. **A Parry Action receives a bonus from Intelligence (bonus dice) , and accuracy dice is increased by 1 per Skill Rank in Parry Instinct. Additionally, a Parry Action can be increased by the Trade Skill, Abilities, Items, and Equipment.**

In order to succeed at a Parry Action, the result from Parry and must match or exceed the incoming Offense Action or receive the Effect Value in full from that Action. When choosing to Parry an incoming Offense Action, a success means the Action is negated and damage was never dealt. However, a failed Parry instead increases incoming damage by increasing damage received equal to the targets key stat bonus, and depending on the difference in results, can change their Attack into a Critical. A failed Parry does not change Action Point cost used for the Parry. Choosing Light affects the outcome of a Parry and choosing Heavy affects the outcome of the Riposte.

COMBAT PHASES

Every Character will eventually find themselves in Combat, one way or another. Be it through an engaging conversation that took a wrong turn, with spoken words that ignited aggression. Or perhaps through zero precursor or context, such as an ambush by Bandits or Raiders raiding a defenseless village. Whatever the circumstance may be, Players and their Characters will enter combat and each Players, including the GM, must be familiar with the rules to keep gameplay steady and fair. As such, Combat is readily (and perhaps easier) understood through phases

PHASE ONE: ROTATION

Each Player must roll their React to see which of their Characters can act first in the rotation. They roll 2d12 and add their Power, Finesse, and Attunement and any enhancements included in their total bonus to React. The GM will sort these rolls out from highest to lowest, and any Players that end with an equal roll will determine who goes first between these Characters by comparing their Acuity. Whoever has the highest Acuity between the tied Characters will place them higher in the rotation. If they tie between their rolls and have equal Acuity, then they go at the same time in Rotation. Any Characters considered under stealth or are undetected through various and additional methods can choose to go first in the rotation but must declare to do so before actions are declared by other Characters. A hidden Character can choose to enter the rotation at any point, and that Character is inserted into the rotation and keeps that placement through the duration of combat.

PHASE TWO: ACTIONS

Once the rotation is determined, the Characters may begin declaring actions starting with the Character that acts first. All Characters receive a set of Actions they can declare, and each Action will cost resource based on Abilities & Equipment they may have created or acquired for their Character. All Characters are granted the ability to declare a Core Action (Strike, Volley, Grab, Collide, Block, Dodge, and Parry), Stride Action (Sprint, Run, Hustle, Walk, Jump, Climb, and Swim), Recover Action, and Utility Action (Hold, Equip, Stow, Drop, and Use). All Characters are allowed Three Active Actions in which they may use a Core, Stride, Recover or Utility Action in any order. Those Actions can only be used once per type per Cycle on your turn as Active Actions. However, as a Reaction a Character can use a Core Action, a Stride Action, and a Utility Action. But not a Recover Action, as a Recover Action can only be used on the recovering Characters turn.

Additionally, a Character can use Trigger Abilities (Which counts towards the total allowed Reactions in a cycle) and may also React to other declared Actions. They receive one Reaction plus one additional Reaction in a cycle per 1 point in Acuity. Any Action declared that another Character is aware of, may React to it with an Action of their own. Reactive Actions do not need to target nor affect the Action they are Reacting to. Core Actions can be used an additional time; using an Off-hand device such as a Weapon or a Shield (Or any other applicable device). The Effect Value (EV) for Actions involving Damage, Heal, or Shield is increased by the Core Stat that applies to it. Such as Power for Strike, Finesse for Volley, and Ardor Collide.

A Reaction is not required when a Character defends themselves from an Offense Action they are aware of that targets them directly or indirectly (Such as single target Action versus an Area of effect). Any Character can choose to defend themselves when attacked and must use a Defense Action (Block, Dodge, and Parry). Using any Action other than Block, Dodge, or a Parry to defend themselves does require that Character to use a Reaction in order to do so.

COMBAT PHASES CONTINUED

MAIN-HAND AND OFF-HAND ACTIONS

"If a Character has an equipment in each hand, such as dual wielding Daggers, they can declare an action with their main-hand, and then declare an action with the off-hand at reduced Accuracy.

As an example, Character A decides on a series of Strikes versus Character B. They are wielding two Weapons and with One Active Action, Character A can attempt two Strike Actions, one with a Main hand and the other with an offhand. Each Action requires a defense action if the defending character is capable of it and chooses to do so. Character A may use a Trigger Ability to increase the number of Strikes available to them in that cycle. The series of Strikes could go as follows: The first Strike Action (Main) would have 4 Accuracy Dice, the 2nd Strike Action (Off) would have 3 Accuracy Dice. Character B will have to defend themselves verse each Strike Action or risk being struck by Character A. Each Strike Action is resolved, before the next Strike Action can be declared. So, a lot can happen in between each Strike Action. Character A may very well never achieve such a numerous number of attacks, perhaps they are struck down, or their attention is diverted. Regardless of how it plays out, Character B will have to defend themself.

Characters are not required to use their Main hand or Offhand devices in any specific order.

SKILL ACTIONS IN COMBAT

Skill Actions, however, are a mixture of Active Actions, Triggering Actions, and Passive bonuses. Active Skill Actions are as follows; Stealth, Crafting, Engineering, Observe, Channel, Clarity, Influence, and Meditate. However, Athletics, Hoist, and Traverse will trigger when an Action require that they apply their Skill Rank to it. As an example, lifting boulder would require a Grab Action (Lift) and in context, a Hoist Action to determine if the Character can lift beyond their means. However, if they wish to throw this Boulder, then they would need to use a Volley Action. If they were to fail their Hoist, then they could not lift the Boulder and thus not throw the Boulder using a Volley Action.

SUB-ACTIONS IN COMBAT

When declaring Active Actions, a Sub-Action can be added to modify the Action they declared. There are three types of Sub-Actions. Agility, Intellect, and Strength. Agility Sub-Actions are Tumble, Stealth, Balance, Freerun, Ruse, and Trickery. Intellect Sub-Actions are Examine, Veracity, Insight, Aim, Track, and Detect. Strength Sub-Actions are Break, Constrict, Lift, Advance, Charge, and Blitz. All Sub-Actions cost **One Action Poin**t, and all Characters have access to Sub-Actions.

PHASE 3: REACTION

Once the Player with Priority (It's there turn in the rotation) has decided on which Actions they'd like to use, they may place their Action Cards on the table face down. They keep their Actions a secret to other players, and Actions and Abilities from opposing players may force them to reveal their actions. Otherwise, the Action Cards remain face-down. With or without revealing the Actions Cards placed face down by the Player with Priority, other Players may choose to place their Action Cards face down as well. Regardless of what their Actions and Abilities do, or who or what they target, all Players reveal their cards simultaneously. From this point, the 1st thing all Players involved must do is roll their React and a secondary Rotation is started. This rotation is tied to the Actions they are affecting. So, if the Character with Priority, namely Character A, has an Offense Action they are performing, such as a Volley Action. Then any Characters looking to React to that Volley Action would use their Reaction roll to determine who can react first to that Volley. So, let's say Character A is targeting Character C, and Character B would like to defend Character C from Character A's Volley. Character B, having rolled higher on React than Character C, can choose to step in the way and Block Character A's Volley.

NEGATIVE HEALTH POINTS

If a Character suffers enough damage to go beyond zero Health Points, they are considered Wounded. Every source of damage received beyond zero Health Points worsens the Wounded Condition by one step. The required amount of damage received to worsen a Wounded Condition equal to that Characters Vitality. Each step in a Characters Wounded Condition weakens and enfeebles the Character significantly. A Character, despite reaching zero Health Points or less, may continue to remain conscious with a successful Resolve equal to the amount of damage they received (Most recent).

Every Cycle after the first a Character remains at 0 or less Health Points requires a Resolve at a -1d12 Penalty which increases additively per cycle in Negative Hit Points. The type of Resolve is dependant on the type of Damage received, and the resolve type is between Physical Guard, Mental Fortitude, and Energy Resistance.

Wounded I: All rolls made are reduced by two die, including; Offense Actions, Defense Actions. Physical Guard, Mental Fortitude, Energy Resistance, Unarmed Combat, React, and Speed Rank are reduced by 2.

Wounded II: All rolls made are reduced by three die, including; Offense Actions, Defense Actions. Physical Guard, Mental Fortitude, Energy Resistance, Unarmed Combat, React, and Speed Rank are reduced by 4.

Wounded III: All rolls made are reduced by four die, including; Offense Actions, Defense Actions. Physical Guard, Mental Fortitude, Energy Resistance, Unarmed Combat, React, and Speed Rank are reduced by 6.

Wounded IV: The Character falls unconscious and begins dying. A dying Character must be resuscitated within 2 minutes, 120 seconds or before 240 Actions Points are spent by Characters with priority. Resuscitation, depending on the how the Character died, may be improbable or even impossible and the probability of success is to be determined by the discretion of the GM.

Resuscitation: A Character with Wounded IV may still be tended to and healed within a very short amount of time (2 minutes) and must be healed at minimum their total HP to be brought to zero Health Points. If resuscitated they remain at Wounded III until they have taken 2d4 days of Long Rest. Each count of successful Resuscitation (up to Three times) increases the required amount of days for Long Rest by 100% plus an additional 100% each attempt. Upon the Fourth attempt to Resuscitate, it automatically fails, and the Character dies and remains dead. Some Settings, based on the GM, may allow for Resurrection and other means of bringing Characters back to life.

Coup De Grace: A Character may deal a finishing blow to another dying or dead Character preventing Resuscitation at the cost of 2 Action Points and the Action is considered a critical Strike Action. The targeted Character must be helpless, unconscious and either dead or dying.

NON-LETHAL DAMAGE

Throughout campaigns and storylines, combat is eventually going to occur or is otherwise inevitable. However, Players may decide to spare the life of an enemy or another Character for varying reasons. Allowing for Non-Lethal Damage to be dealt gives the Players the options of incapacitating their enemies and removing them from combat if they so choose.

When inflicting Non-Lethal Damage or Non-Lethal Damage is inflicted, the HP of that Character cannot drop below zero. Non-Lethal Damage is only strictly inflicted with Impact, Electricity, Poison or Psychic Damage only. When making the choice to deal Lethal or Non-Lethal Damage, the Player must declare their intent before rolling dice for damage. If the Device used is designed for Non-Lethal Damage such as a Blackjack or a Taser, then the declaration need not be made, but instead informs the target or the GM of the type of Device they are using.

Non-Lethal Damage cannot be inflicted with anything other than Impact or Electricity, and Unarmed Combat Bonus, unless modified through the Alter Keyword, always deals Impact Damage when used. Fire, as an example, can only burn and the flames eventually consume whatever target is set on fire. Slice damage will sever and lacerate causing blood loss which will eventually lead to death.

While a lot of sources of damage may appear to be of an element, the source of the damage does not determine the type of damage. Such as rocks falling onto a Character does not deal Earth Damage, but Impact. A wall of rushing water that slams into a structure is not dealing water damage, but Impact.

Once a Character is at zero HP, Non-Lethal Damage that is continuously inflicted turns into Lethal Damage and reduces their HP beyond zero as normal (Applying the Wounded Modifier). A Character must stop attacking to keep their HP at zero after dealing Non-Lethal Damage. A Character may accidentally go too far, and in these instances, it's fair to reduce the Characters HP beyond 0. Such as a Character who dual wields and successfully struck their opponent with the Main-hand and the Off-hand without knowing what their targets HP was at.

As an example, Character A used their UCB to knock out Character B with successful consecutive punches. However, after Character B was already incapacitated, Character A continued to Strike them turning the intended Non-Lethal Damage into Lethal and reduced their HP further into Negative HP.

IMPACT	UNARMED COMBAT BONUS, BLUNT WEAPONS AND OBJECTS
ELECTRICITY	CONTACT WITH SOURCES OF ELECTRICITY, TASERS, LIGHTNING STRIKES
POISON	VENOMOUS OR POISONOUS FLUIDS, ALOCOHOL, SEDATIVES, TOXINS
PSYCHIC	MENTAL ANGUISH OR FATIGUE INFLICTED BY POWERFUL PSYCHICS

Non-Lethal Damage is still affected by Damage Reduction, Energy Resistance, Dodge, Block and Parry as normal. As well as any other forms of mitigation and Non-Lethal Damage also reduces Shield in the same way it reduces HP.

ADVANTAGE & DISADVANTAGE

Core Actions such as Block, Volley, Parry, Strike, Collide, Grab, and Dodge each have Advantage and or Disadvantage versus another Core Action as described on Page 15. The Semi-Circle below is a representation of the flow of Advantage to Disadvantage. Block over Volley, Volley over Parry, Parry over Strike, Strike over Collide, Collide over Grab, and Grab is over Dodge. The Tri-Core Disadvantage & Advantage system combined with Action Cards will allow players to make hidden tactical decisions with bonuses and penalties that will potentially change the outcome of battle.

STRIKE

COLLIDE

PARRY

GRAB
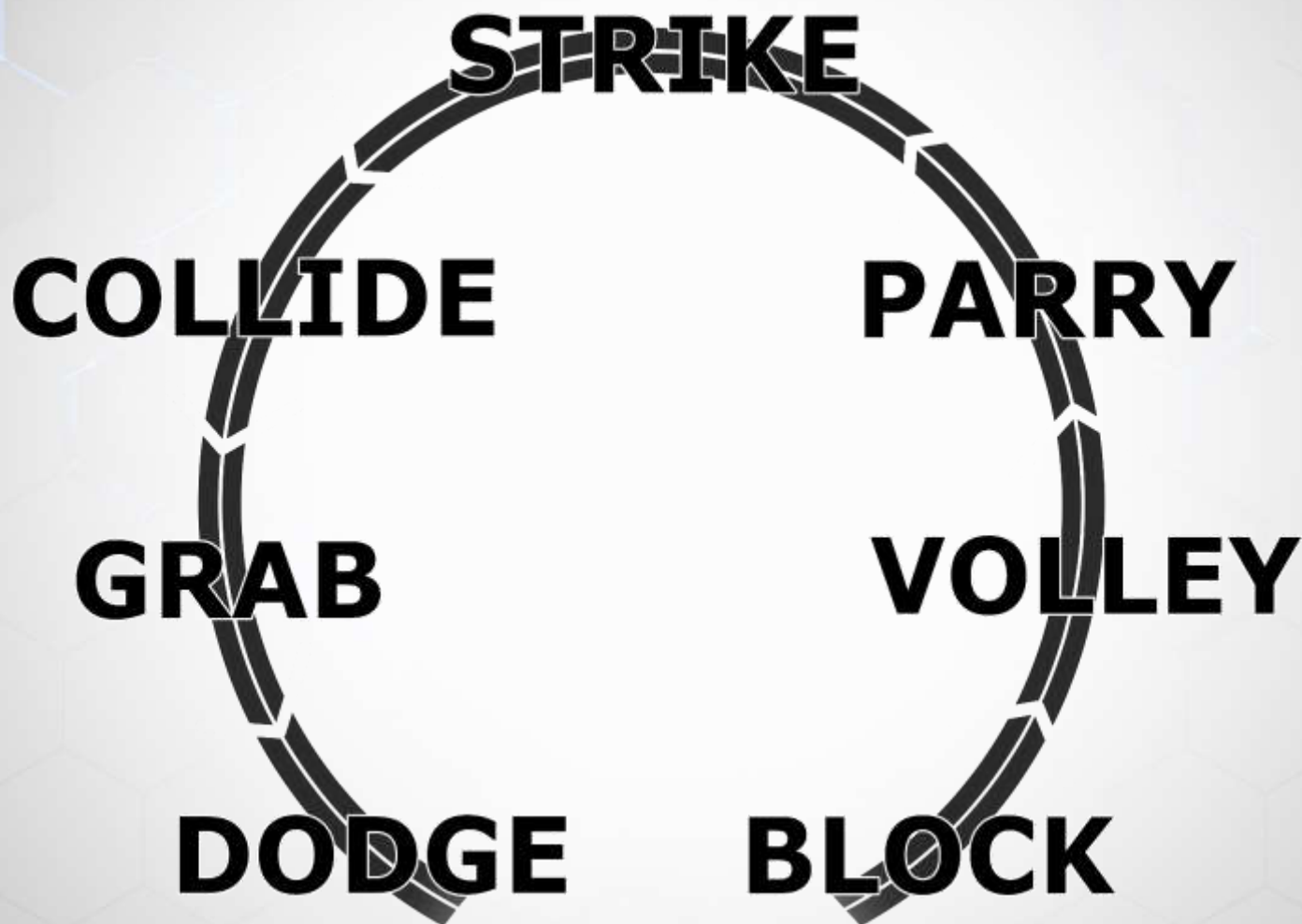
VOLLEY

DODGE

BLOCK

Unlike the Volley, Parry, Strike, Collide and Grab, Dodge and Block are treated differently when it comes to Advantage and Disadvantage. Dodge holds no Advantage over any other actions and no other Actions hold an advantage over Block.

CONDITIONAL MODIFIERS

Conditional Modifiers can greatly affect the outcome of situations both in and out of combat. However, a majority of these conditional modifiers are gained through various circumstances.

NAME	DESCRIPTION	EFFECT
ADVANTAGE:	A CHARACTER GAINS TWO DIE OF ACCURACY TO CURRENTLY PERFORMED ACTION	BONUS
DISADVANTAGE:	A CHARACTER LOSES TWO DIE OF ACCURACY TO CURRENTLY PERFORMED ACTION	PENALTY
VULNERABLE:	A CHARACTER LOSES ONE DIE VERSUS ACTIONS THEY ARE UNAWARE OF	PENALTY
STEALTH:	EFFECT VALUE FOR NEXT ACTION WHILE STEALTHED INCREASES BY TWO DICE	BONUS
RUSE:	A CHARACTER GAINS TWO DICE TO THEIR NEXT PERFORMED ACTION	BONUS
TUMBLE:	A CHARACTER GAINS A DIE TO THEIR NEXT DODGE ACTION	BONUS
CHARGE:	A CHARACTER GAINS A DIE TO THEIR NEXT STRIKE OR COLLIDE ACTION	BONUS
LIGHT:	NO CHANGE TO EFFECT VALUE, AND COST 1 ACTION POINT	TRADE
MODERATE:	INCREASE EFFECT VALUE BY ONE DIE, AND COST 2 ACTION POINTS	NONE
HEAVY:	INCREASE EFFECT VALUE BY TWO DIE, AND COST 3 ACTION POINTS	TRADE

For each point in negative Action Points, the character reduces their total AP once they use the Recover Action. If a character ever reaches their Total AP in negative AP, they immediately and unavoidably fall unconscious for 1d6 hours.

FATIGUED:	A FATIGUED CHARACTER INCREASE AP COST WITH ACTIONS BY TWO POINTS	PENALTY
EXHAUSTED:	AN EXHAUSTED CHARACTER INCREASE AP COST WITH ACTIONS BY FOUR POINTS	PENALTY

A Character suffers Fatigue whenever they begin their cycle in negative Action Points and they recover from Negative Action Points into Positive Action points and retain that penalty for 1 Cycle. A Character will suffer Exhaustion on each cycle they begin while in negative Action Points and fail to recover from Negative Action Points.

For example, Block has an advantage versus Volley. So when Character A Blocks Character B's Volley, the Block Action receives one die as a bonus and the Volley loses one die as a penalty . These opposing Actions are not guaranteed to succeed even with Advantage and Disadvantage. If Character A is Vulnerable, then the bonus they gained is negated. Leaving the Action relatively unchanged and it now comes to Bonuses, Abilities, Enhancements and of course, a bit of Luck.

Dodge has no advantages over opposing actions and Block has no disadvantages over opposing Actions. It starts and ends with Block and Dodge.

PHYSICAL SKILLS

All Characters have access to 5 different skills in the each category. Skills are independent actions that are required under specific circumstances in order to complete an objective set by the GM. All Skills, regardless of their category, combine two different stats for the bonus to rolls. As such, Skills receive a bonus equal to 2d12 plus Stat A + Stat B. Each Rank in a skill adds a 1d12 bonus to skills when used and a Character receives Skill Ranks equal to their Intellect every 5 Levels. (1st level, 5th level, 10th level, 15th level, and 20th level)

NAME	DESCRIPTION	SUB-STAT
ATHLETICS	REQUIRED FOR ANY ACTIONS THAT REQUIRE **STRIDE**	END & ARD

Athletics is a physical skill that receives a bonus equal to Endurance & Ardor plus 1d12 and an additional 1d12 per Rank. A Character will use Athletics when facing difficulty involving Jumping, Climbing, and Swimming. If any such obstacle, character or environmental effect may prevent a character from Jumping, Climbing or Swimming than Athletics would apply to such Action. Jumping, Climbing, and Swimming are determined by the Stride Action and the total Speed Rank the Character has when the action is performed.

HOIST	REQUIRED FOR ANY ACTIONS THAT REQUIRE **STRENGTH**	PWR & ARD

Hoist is a physical skill that receives a bonus equal to Power & Ardor plus 1d12 and an additional 1d12 per Rank. A Character will use Hoist when facing difficulty involving Lifting, Pulling, Holding and Dragging. The amount of weight a character can move around and manipulate is determined by a Character's Strength Score which is 1 point of Strength per 20 lbs.

TRAVERSE	REQUIRED FOR ANY **STRIDE** ACTIONS IMPEDED BY THE ENVIRONMENT	ACT & END

Traverse is a physical skill that receives a bonus equal to Acuity & Endurance plus 1d12 and an additional 1d12 per Rank. A Character will use Traverse when facing difficulty to Stride Actions due to environmental effects and dangers. The speed of a character is equal to 1 Square per Speed Rank and Speed Rank is determined by a Agility and Enhancements. The source of environmental difficulties could be due to other Characters.

STEALTH	REQUIRED FOR ANY CHARACTER THAT WANTS TO REMAIN **UNDETECTED**	VIT & FNE

Stealth is a physical skill that receives a bonus equal to Vitality & Finesse plus 1d12 and an additional 1d12 per Rank. A Character will use Stealth when they choose to remain undetected and Stealth is rolled versus Observe and success will Grant the Stealth Modifier which provides +2d12 to their next Offense Action. Stealth receives a bonus to their roll equal to the total Obstruction Modifiers. Partial Obstruction (+1d12) & Full Obstruction (+2d12)

TECHNIQUE	AFFECTS THE DIE ROLLED FOR CHOSEN EFFECT VALUES **SUB-TYPES**	VARIES

Technique is a physical skill that grants a 2 points bonus to Accuracy per Rank to Actions that use the devices chosen in Technique(s). As an example, if Character A is a Swordsman and chooses Sword as their Technique than any action that requires the Character to use a Sword will grant Character A an additional die of its type to Effect Value as long as the Action they are performing using a Device that matches their choice in **Technique**.

LIST OF EFFECT VALUE SUB-TYPES AVAILABLE
ELEMENTAL FIRE, WIND, WATER, EARTH, AND ELECTRICITY
KINETIC SLICE, PENETRATE, AND IMPACT
SPECTRUM LIGHT, DARK, PSYCHIC, AND TEMPORAL
ALCHEMIC ACID AND POISON

MENTAL SKILLS

All Characters have access to 5 different skills in the each category. Skills are independent actions that are required under specific circumstances in order to complete an objective set by the GM. All Skills, regardless of their category, combine two different stats for the bonus to rolls. As such, Skills receive a bonus equal to 2d12 plus Stat A + Stat B. Each Rank in a skill adds a 1d12 bonus to skills when used and a Character receives Skill Ranks equal to their Intellect every 5 Levels. (1st level, 5th level, 10th level, 15th level, and 20th level)

NAME	DESCRIPTION	SUB-STAT
CRAFTING	REQUIRED TO CREATE ITEMS, AND EQUIPMENT	END & INT

Crafting is a Mental skill that receives a bonus equal to Endurance & Intelligence plus 1d12 and an additional 1d12 per Rank. A Character will use Crafting when creating Items such as Objects, Tools, and Equipment. All Crafting materials and 8 hours of continuous work are required to complete desired items. Additionally Crafting requires the Character to roll a total of 25 for Level 1 Items with an additional +5 per Item Level beyond Level 1. Each Item Level beyond Level 1 adds an additional 8 hours of continuous work.

ENGINEERING	REQUIRED TO IDENTIFY AND DESIGN STRUCTURES & MACHINERY	INT & ARD

Engineering is a Mental skill that receives a bonus equal to Intelligence & Ardor plus 1d12 and an additional 1d12 per Rank. A Character will use Engineering when creating blueprints and architectural designs, identifying & appraising structures, machines, bridges, tunnels, roads, vehicles, and buildings they can observe. The GM will set the CL (Challenge Level) based on the complexity and visibility of what the Character is Observing.

OBSERVE	REQUIRE TO IMPROVE A CHARACTERS PERCEPTIVE ABILITIES	ACT & ATN

Observe is a Mental skill that receives a bonus equal to Acuity & Attunement plus 1d12 and an additional 1d12 per Rank. A Character will use Observe when facing difficulty Observing a target or area. Environmental effects, obstructions and other means may create the difficulty such as Fog, and darkness. Base Observation rolls require a 20 to simply observe a surrounding area without difficulties present. Obstructions start at Light, Moderate, and Heavy and increase the CL by 2 per Tier. These Tiers stack so long as each Obstruction are independent.

SPECIALTY	REQUIRED WHEN TAKING ACTIONS INVOLVING A CHOSEN TRADE	

Specialty is a Mental skill that grants a 2 point bonus to Effect Value per Rank to Actions that use the chosen Specialties. As an example, if Character A chose Fire as their specialty than any action that uses the Fire sub-type will grant Character A bonus +2 per Rank to the Effect Value. This bonus applies to Damage, Healing, or Shield as long as the Action uses Fire as its sub-type. An Action with a mixture of sub-types is subject to multiple points of Armor a target has.

TECHNOLOGY	REQUIRED TO OPERATE AND DESIGN COMPLEX PROGRAMS & MACHINERY	INT & ACT

Technology is a Mental skill that receives a bonus equal to Intelligence & Acuity plus 1d12 and an additional 1d12 per Rank. A Character will use Technology when creating blueprints and technological designs, identifying & appraising systems, machine processes, and automations they can observe. The GM will set the CL (Challenge Level) based on the complexity and visibility of what the Character is Observing.

Engineering, Profession and Technology are subjective to the setting the GM has chosen for their game, as some settings could be medieval and others could but modern or futuristic sci-fi. Due to this, some professions would not exist, such as a Farmer on a version of a dystopian Earth that no longer grows food on a field, but in a lab. Or a Crusading Knight, in Modern times where Knights no longer exist in the same status as you'd find them in their own era. This also applies to levels of Technology that simply do not exist in the 1200's such as Microwaves or Cars. Discuss with your GM what is available in the setting they have chosen before investing Skill Ranks.

SPIRITUAL SKILLS

All Characters have access to 5 different skills in the each category. Skills are independent actions that are required under specific circumstances in order to complete an objective set by the GM. All Skills, regardless of their category, combine two different stats for the bonus to rolls. As such, Skills receive a bonus equal to 2d12 plus Stat A + Stat B. Each Rank in a skill adds a 1d12 bonus to skills when used and a Character receives Skill Ranks equal to their Intellect every 5 Levels. (1st level, 5th level, 10th level, 15th level, and 20th level)

NAME	DESCRIPTION	SUB-STAT
CHANNEL	REQUIRED TO MANIPULATE INTERNAL AND EXTERNAL ENERGIES	ADR & ATN

Channel is a Spiritual skill that receives a bonus equal to Ardor & Attunement 1d12 and an additional 1d12 per Rank. A Character will use Channel when choosing to or when facing difficulty manipulating internal and external energies. A character may find sources of energy available to them, and they can choose to direct, redirect, extinguish and even Absorb if they succeed. Channel has a base CL of 25 for natural unattended sources of energy and the CL increases by 5 per level beyond level 1.

CLARITY	REQUIRED TO RESIST OBSCURING EFFECTS AND IMPEDEMENTS	INT & MRL

Clarity is a Spiritual skill that receives a bonus equal to Intelligence & Morale 1d12 and an additional 1d12 per Rank. A Character will use Clarity when they face difficulty thinking, such as Observing or even Meditation. Internal or external effects may cause this difficulty, a character may roll Clarity to clear their mind and soul of the disturbance with a roll equal to a CL of 25 +5 per level beyond level 1.

INFLUENCE	REQUIRED TO CONVINCE, AND SUGGEST ACTIONS TO OTHERS	ACT & MRL

Influence is a Spiritual skill that receives a bonus equal to Acuity & Morale 1d12 and an additional 1d12 per Rank. A Character will use Influence when attempting to sway a target character in a variety of ways. Such as Influencing a target character to become Friendly or Hostile to you or others. Influence requires full communication between both Characters and the CL increases when communication is limited. Influence has a base CL of 4+2 per missing sense when attempting to Influence another character.

INSTINCT	IMPROVES THE ACCURACY OF CHOSEN ACTIONS	VARIES

Instinct is a Spiritual skill that grants a bonus equal to 1d12 per Rank to Actions that use the chosen Core Actions(s) such as Block, Volley, Parry, Strike, Collide, Grab, and Dodge. As an example, if Character A chose Volley as their Instinctual Action then they receive a 1d8 bonus to the Accuracy of Volley each time they perform that Action. The 1d8 bonus granted by Instinct cannot be removed by disadvantage.

MEDITATE	ALLOWS A CHARACTER TO RESTORE A RESOURCE OF THEIR CHOICE	MRL & ATN

Meditate is a Spiritual skill that receives a bonus equal to Morale & Attunement 1d12 and an additional 1d12 per Rank. A Character will use Meditate to restore a resource of their choice. Meditate requires 10 minutes of uninterrupted Meditation and a character restores one resource of their choosing equal to Vitality plus Attunement and each success restores the chosen resource by 1 point.

LIST OF EFFECT AVAILABLE ACTIONS					
POWER	STRIKE	INTELLIGENCE	PARRY	ARDOR	COLLIDE
VITALITY	GRAB	ACUITY	ALL ACTIONS	MORALE	BLOCK
ENDURANCE	BLOCK	FINESSE	DODGE	ATTUNEMENT	PARRY

SKILL BONUSES & CHALLENGE LEVELS

Challenge Levels or **CL** and **Skill Bonuses** or **SB** represent the difficulty presented during a skill test. Specifically when Characters are using their skills in a manner requires them to. Such as Observe to detect an hidden enemy, or using craft to repair equipment. The CL is presented to a Character during a skill test, and and the SP is presented by Characters involved.

CHALLENGE LEVEL (CL)	BASE 10 PLUS 4 PER SKILL RANK REQUIRED PLUS MODIFIERS

Challenge Level is based on the level of the challenge and can be increased or decreased based on difficulty. like core actions, challenge levels also have light, moderate, or heavy. a light challenge has its total deducted by 2, a moderate challenge is increased by 4, and a heavy challenge is increased by 6. A challenge level does not require a modifier, such as light, moderate or heavy and can remain as it is. A **Level One Challenge** has an unmodified base of 14, a level 2 challenge has a base of 18 and so on.

SKILLS VERSUS SKILLS	1D12 BASE PLUS 1D12 PER SKILL RANK PLUS BOTH KEY STATS

Skills have a base of 1d12 per Skill Rank, and increased by the key stats relevant to the skill. as an example a level 1 character with key stat bonus equal to 8 and 1 skill rank will have a skill bonus of **1d12+8**. they would roll **2d12 plus 8** with their skill and compare their results versus either another target or a skill challenge. in order to succeed, the total result must match or exceed their target. whoever initiates a skill challenge is on offense and the target is always on defense and a defender must match or exceed.

As an example, Character A is wondering around a Marketplace, browsing nearby vendors for items and equipment to purchase using local currency. They have a 4 in Acuity and 3 in Attunement, and 2 Skill Ranks in Observe. Character A's Skill Bonus for Observe is 9(ACT(4) + ATN(3) + Rank(2)).

Character B is moving through the same Marketplace area, with the intention of pickpocketing someone and will use their Stealth Skill in order to achieve this goal. They have 4 Vitality and 5 Finesse with 2 Skill Rank in Stealth and 1 Skill Rank in the Profession (Thief). Character B will roll 4d12+9 versus Character A's 3d12+7. Character B can roll a minimum of 13 to a maximum of 57 (Not including bonus rolls on a 12) on Stealth to successfully pickpocket Character A without getting caught versus Character A's minimum of 10 to a maximum of 43.

Character A rolled the following; 11, 7, and 4 plus 7. A total of 29.

Character B rolled the following; 11, 10, 6, and 2 plus 9. A total of 38

With a 38 result for Character B versus the 29 for Character A, B exceeded the A's by 9 points meaning Character B successfully pickpockets Character A and can acquire an item or equipment Character A had in their possession. The result of this thievery has limits and is set by the GM. Such as items and equipment that are physically attached to Character A. Which could make pickpocketing impossible or much harder to achieve.

The Trade skill is useful and apply a circumstantial 1d12 bonus to Skill Actions but is ultimately decided by the GM if the Action declared is compatible with the chosen Trades.

Skill Totals can be increased by Abilities, and Equipment that can further enhance a Characters capability and likelihood to succeed. Character B could have spent Focus Points to increase the total d12s in their Stealth roll or used Equipment to allow for a distraction which could have put Character A at a disadvantage. All things to consider when creating Characters and when declaring Actions.

PROFESSIONS AND TRADE

Each Character has the option to choose a Profession, or a Trade. A job they have acquired or have chosen for themselves that sets them apart in a unique and beneficial way. The **Trade** skill allows for flexible choices to be made that benefits a Character when they use the Actions they choose and apply to their Trade. A Trade applies to three different Core Actions, Skill Actions, Sub-Actions, Effect Value Types, and Device Types.

CORE ACTIONS	SPECIALTY	TECHNIQUE	SUB-ACTIONS	SKILLS
OFFENSE	**ELEMENTAL**	**MELEE**	**AGILITY**	**PHYSICAL**
STRIKE	FIRE	AXES	TUMBLE	ATHLETICS
VOLLEY	WIND	GAUNTLETS	STEALTH	HOIST
GRAB	EARTH	HAMMERS	FREERUN	TRAVERSE
COLLIDE	ELECTRICITY	SHIELDS	RUSE	STEALTH
DEFENSE	WATER	SPEARS	TRICKERY	**MENTAL**
BLOCK	**KINETICS**	STAVES	**INTELLECT**	CRAFTING
DODGE	SLICE	SWORDS	EXAMINE	ENGINEERING
PARRY	PENETRATE	POLE-ARMS	VERACITY	OBSERVE
	IMPACT	**RANGED**	INSIGHT	TECHNOLOGY
	SPECTRUM	BOWS	AIM	**SPIRITUAL**
	TEMPORAL	CATALYSTS	TRACK	CHANNEL
	LIGHT	CROSSBOWS	DETECT	CLARITY
	DARK	FIREARMS	**STRENGTH**	INFLUENCE
	PSYCHIC	SLINGS	BREAK	MEDITATE
	ALCHEMIC	THROWN	CONSTRICT	
	POISON	WHIPS	LIFT	
	ACID		ADVANCE	
	MELEE		CHARGE	
	UNARMED		BLITZ	

A Character may choose any one of these categories listed as part of their Trade Skill, any of course may choose three categories per Trade.

Such as the Strike Core Action and Swords. The Skill Rank applies to either one when used and cannot apply to both if they overlap. Such as a Strike using a Sword.

Equipment with multiple Weapon Traits only apply the Trade Bonus once.

Choosing Skills as part of their Trade applies the Trade Bonus to the total die granted to that skill while performing the desired Action

The Trade Skill can only be chosen once per five levels (1st, 5th, and 10th level.) When chosen, provides three choices as a bonus Skill Rank to those actions and adds to their total die. A Character cannot duplicate their Trade Skill Bonuses, such as choosing Strike three times for Swordsman. Bonuses from Trade Skills only applies to a total once, even if there are multiple sources of an applicable type. As an example, a Character with a Fire Sword, and an Ability reinforced by the Fire Sword does not apply a bonus twice, but once to the total.

SUB-TYPES AND DEVICES

Sub-type	Description	#
DAMAGE	Reducing and or destroying a resource such as Health, Action Points, Stamina, Focus, and Mana	1
HEAL	Increase or restoring a resource such as Health, Action Points, Stamina, Focus, and Mana	2
SHIELD	Protecting or reinforcing a resource such as Health, Action Points, Stamina, Focus, and Mana	3
FIRE	Rapidly increases temperatures of Objects, Structures and Characters igniting them	1
WIND	The movement of air through heightened velocity, blustering Objects, Structures and Characters	2
EARTH	Manipulating surrounding earthen elements such as dirt, rocks, roots, and vegetation	3
ELECTRICITY	Creating and generating an electric current and shocking conductive targets	4
WATER	Manipulating surrounding sources of water, as well as rapdily reducing a targets temperature	5
SLICE	Requires an physical edge on a device, allowing a target to be cut as a result from the Action	6
IMPACT	Requires momentum and a blunted side of a device, allowing forceful contact towards a target	7
PENETRATE	Requires a point on a device, such as a Spear allowing the device pass into or through a target	8
TEMPORAL	The manipulation of time on or around a target by slowing down, speeding up or stalling time	9
LIGHT	Producing a bright and visible spectrum of light that affects targets in a variety of ways	10
DARK	Negating the visible spectrum of light or producing darkness that confuses and befouls targets	11
PSYCHIC	Manipulating a targets consciousness and affecting them through mental invasion	12
POISON	Affect a target through contact, or ingestion with impairing alchemical substances	13
ACID	Affect a target through contact or ingestion with a destructive liquid chemical substance	14

Any of the sub-types available can affect the environments around a character, but are not required to deal damage to create hazardous effects. As an example, Character A has an ability that allows them to heal Character B but the Abilities sub-type is Fire. Character B has a flammable liquid near them that could ignite if it makes contact with a source of heat such as Fire.

While generally, all Sub-types are eligible to Damage, Heal or Shield a resource, thematically it may not always make sense. Communicate your ideas and concepts with your GM about unusual combinations between Damage, Heal, and Shield and a sub-type. Such as reversing time and undoing damage a Character may have taken using Temporal to Heal. Or creating a wall of Acid to damage and destroy incoming projectiles providing a shield for friendly Characters.

DAMAGE, HEAL, & SHIELD

Increasing, decreasing, and otherwise modifying the resources of Characters is the basis of how Combat is conducted for all Characters. This can be done through a large variety of ways, such as through Actions, Abilities, and Equipment. But, in the end its done by dealing damage, healing, or providing shielding to Characters. However, not all Actions, Abilities and Equipment are eligible choices for including all three types as part of their effects.

CORE	ELIGIBLE EFFECT VALUES		
STRIKE	DAMAGE	HEAL	SHIELD
VOLLEY	DAMAGE	HEAL	SHIELD
GRAB	DAMAGE	HEAL	SHIELD
COLLIDE	DAMAGE	HEAL	SHIELD
BLOCK	DAMAGE	HEAL	SHIELD
DODGE	DAMAGE	HEAL	SHIELD
PARRY	DAMAGE	HEAL	SHIELD

Not all Core Actions are eligible for the three Effect Value types available. A Strike Action can only deal damage, from a thematic standpoint it doesn't make sense to heal or shield someone by striking them.

However, all available Core Actions have their base eligible effect values listed to the left. Any Abilities that use Core Actions are restricted, and would require the Alter Keyword in order to function in they way a Player would like. Such as changing a Strike to heal, or shield when used.

DAMAGE	HEAL	SHIELD
Dealing **damage** is to **reduce** the resources of a Character through **destruction**. These resources include **Health Points, Action Points, Stamina, Focus, and Mana**.	To apply **healing** is to **increase** the resources of a Character through **restoration**. These resources include **Health Points, Action Points, Stamina, Focus, and Mana**.	To provide **shielding** is to **protect** the resources of a Character through **reinforcement**. These resources include **Health Points, Action Points, Stamina, Focus, and Mana**.
Effects that require **damage** to be dealt, requires at least **1 point** of damage dealt in order to take **effect**.	Characters with **Afflictions** can be granted a **Resolve** if healed for at least 1 point of **healing**.	Effects that require damage to be dealt, do not activate against a shielded Resource. Such as **Afflictions**.

When preventing damage through Shields as provided by Actions, Abilities and Equipment, mitigating traits that protect characters are applied first before reducing shield due to incoming damage. As an example, if a Character has Shielding of 4, and Armor of 2, an incoming attack would need to deal at least 7 points of damage in order to deal at least 1 points of damage to HP. The attack would start at 7, be reduced to 5 by the Armor and reduce the Shield by 4 with 1 point left over to be dealt to HP.

Damage, healing, and shielding can also be accomplished through equipment (items, tools, consumables and so on...) using the Utility Action that allows interaction with equipment in a Characters possession. Such as a shield projector a Character has to place into the ground, or a potion they have to imbibe to receives its rejuvenating effects. Items with a consumable effect have a quantity that applies to their number of uses, such as ammunition.

ABILITY CREATION & ABILITY SLOTS

The Ability Creation System is the base for all Characters that are created through and exist in the Tri-Core System. Every Ability is created and modified through the Ability Creation System using Ability Creation Points (ACP) and Keywords. Each Keyword is unique with its own independent cost and each Character can have different types of Abilities. An Ability can be a Body, Mind or Spirit Ability. Which changes what resource using the Ability will cost. Stamina for Body, Focus for Mind, and Mana for Spirit. Each Ability requires an Ability Slot and each Ability will cost 1 Resource per Ability Slot used, up to two.

Each Ability as it's created, starts with a Name, Root, Cost, Type, Spectrum, Aspect, Sub-Stat, Device, Range, Duration, Target, Effect Value, and a Description. Once all of these have been chosen and filled in, and the ACP Cost is paid then the Ability may be acquired by the Character that created it.

NAME: Almost as important as what it does, it's how a Character declares what Ability they are using.

COST: Body, Mind or Spirit determines the Cost and what Sub-Stat is available for use.

TYPE: Active, Trigger, or Passive; determines when the Ability can be used.

ASPECT: Damage, Heal, Shield, Boost or Hinderance; determines how it affects the Target.

DEVICE: Required availability and functionality in order for the Ability to be used.

RANGE: Determines what targets are eligible as long as they are within range of the user.

TARGET: Natural, Self, or Single Target determines what other Characters can be chosen.

EFFECT VALUE: Determines the result of the Ability based on what Keywords the Character chose.

KEYWORDS: The Keywords create a structure for the Ability and provides limitations based on ACP Investment.

DESCRIPTION: Important for the Characters theme and concept as the design is governed by it.

All Characters are allowed a limited amount of Ability Slots to which they choose a Slot, create an Ability for that Slot. There are three types of Ability Slots a Character may acquire; An Active Ability, a Trigger Ability and a Passive Ability. A Character is granted 10 Ability Slots at 1st Level, 2 Ability Slots at 2nd Level, and 1 Ability slot per level there-after. At level 19 an additional 3 Ability slots are granted, and another 5 Ability slots at level 20. In total, a Character will have 36 Ability Slots available to them by level 20. Each Ability Slot is granted ACP equal to double the total in Body, Mind, or Spirit plus 10 per Character Level. Additionally, a Character may give up Equipment Slots and add another Ability Slot instead.

ACTIVE: Can be used in place of any Core Action available to Characters (Such as Strike or Dodge).

TRIGGER: Can be used at any time, when the Triggering event occurs. Resource cost is doubled.

PASSIVE Does not cost Resource or Action Points and remains in effect at all times.

Active, Trigger, and Passive Abilities are Ability Types that affect the cost of Keywords and determine what resources apply to those Abilities. Active Abilities have no increase or decrease to Keywords Costs, and cost Action Points based on Weight and Resource based on ABS. Trigger Abilities cost the same as Active Abilities and have no Action Point Cost, but increases Resource Point cost and Passive Abilities increase Keyword Cost by 100%, but costs zero Action Points, and zero Resources and have a permanent duration. Active Abilities, as the name implies, are actively used by Characters when taking Actions. Trigger Abilities can only be activated and used when the circumstance the player established occurs. Passive Abilities are always in effect. **A Character cannot benefit from multiple Boosts of the same type, such as an increase to damage dealt, or an increase to Maximum HP. The most recently used Boost replaces the previous, regardless of its comparable potency.**

COST & KEYWORDS

Each **Character** gets three different totals for their **Ability Creation Points (ACP) equal** to a starting **Base** Amount of **15 plus 5 per level** and the total in each Core (Body, Mind, and Spirit). Allowing them to spend up the total in ACP on a Single Ability Slot and twice that amount on a Double Ability Slot. They can choose Keywords and spend ACP on them in any way that they choose. **Enhancements to Core Stats does not contribute to total available ACP.**

However, there are limitations to what they Keywords can increase & decrease, and their effects may not stack, depending on how they affect the Characters. As an example, increasing the Damage dealt with a Strike Action can only be increased a limited amount of times. But cannot have its damage increased with multiple instances of Passive Abilities. It can only be increased Once per type of Ability Slot. Boost and Hinder, as they are referred to, is how Actions & Abilities are increased or decreased and can only be done so with **Active Abilities, Triggering Abilities, Passive Abilities**, and or **Items** & **Equipment**.

As an example, let's say **Character A** sees an opportunity to takedown an opponent with a finishing blow but wants to take no chances. **Character A** decides to use multiple resources in order to increase the damage dealt as much as possible. So, with a Strike Action, following a Parry, **Character A** boosts the Riposte with what **Character A** calls "Surge". **Character A** has an Active, Trigger, and Passive version of Surge to maximize the potential for this attack. But **Character A** is Level One and has 30 ACP Available, and each one of these Abilities are Double Slots. **Character A** increases the damage of the Riposte with the Passive by 1d12+1 (70 ACP), the Triggering Surge is set to activate upon a successful Parry and thus increases the damage further by 3d12(60 ACP) and the Active Surge (Activated in a previous turn with a Duration of 3 cycles) increases the Damage of their next Strike Action by 3d12(60 ACP). Allowing **Character A** to increase the damage of their Unarmed Combat Bonus (Which is already 4d12) by 7d12 giving **Character A** an Attack that deals 11d12 points of damage with 6 Ability Slots invested at the cost of 4 Stamina and 4 Action Points. As its a Riposte following a Heavy Parry, that's 11d12+2d12(Heavy)+3d12(INT) resulting in 16d12 as a massive Riposte which would be devastating to their target. Which places this finishing blow in the ball park of (Zero to Thirty-two Impact Damage). Well worth the resources and Ability Slots invested.

Now, while that seems like a lot (and it is), **Character A** invested a lot to accomplish such a heavy-handed hit. What happens to **Character B** when struck and what could they do to avoid being taken down so easily? Let's presume **Character B** is a defensive Character. They may be able to avoid the Knockout Punch for much less investment. Perhaps **Character B** invested a Double Ability Slot to increase their Max HP by 5 and have a Triggering Ability that grants 10 temporary HP when taking damage. Then, just to ensure survival, **Character B** has an active Ability that provides Shielding equal to 10 for 3 cycles. So, for 2 Stamina, 2 Action Points and 4 Ability Slots, **Character B** can absorb up to 7 points of damage with a Block while having 25 more HP than **Character A**. Meaning, that 32 points of Damage **Character A** could do, still has to get through **Character B**'s HP & Armor. So, while maximizing the potential of an Attack can be very intimidating, there are many ways to mitigate and otherwise neutralize incoming attacks.

There can be a lot to consider and a lot of conditional modifiers that can drastically change the outcome of a conflict between two opposing Characters. Such as the one described above. For example, perhaps Character A rolled very poorly on their Accuracy and missed the Parry all-together, despite having an advantage on Accuracy die. Or if Character B had already sustained a lot of damage, and was left with only 5 HP Left. Character needs only 5 damage to overcome Character B's defenses to potentially end the conflict all-together (80 Damage dealt). Additionally, if Character A's damage dealt had the Electricity Sub-Type, and Character B had instead used the Block Action with the Water Sub-Type, reducing incoming Fire Damage by 50% while simultaneously being able to absorb 75 incoming damage.

AFFLICTION

NAME	DESCRIPTION	COST
AFFLICTION I: AFFLICT A TARGET WITH **BURN** WHEN DEALING **FIRE** DAMAGE		COST 20 ACP PER AFFLICTION

Every 1 die rolled will build up 1 point of Fire Damage and be dealt at the start of the Characters next cycle. The Afflicted Character may roll Energy Resistance Resolve versus Legerity to reduce the Burning Affliction by Half the total amount rounded down. If the Burning Affliction is down to 1 damage, than only one resolve need be rolled. Resolve must be rolled until the Burning Affliction reaches 1 die and then zero. Every Cycle that Burning continues to Afflict a Character, the total amount of Burning dice grows by 1 point of damage.

NAME	DESCRIPTION	COST
AFFLICTION II: AFFLICT A TARGET WITH **FREEZE** WHEN DEALING **WATER** DAMAGE		COST 20 ACP PER AFFLICTION

Every 2 Dice rolled reduces Speed Rank by 1. The Freezing Affliction can be resisted with an Energy Resistance Resolve versus Legerity which reduces the Affliction Speed Rank Penalty by Half (1 minimum) and can be negated with a successful resolve once the Speed Rank Penalty is at 1. Every cycle the Freeze Affliction is not reduced, the Speed Rank Penalty grows by 1. A Character is considered immobilized once they reach zero Speed Rank.

NAME	DESCRIPTION	COST
AFFLICTION III: AFFLICT A TARGET WITH **SOAK** WHEN DEALING **WATER** DAMAGE		COST 20 ACP PER AFFLICTION

Every 2 Dice rolled will increase Action Point costs by 1 while under the Soaked Affliction. The Soak Affliction can be resisted with a Physical Guard Resolve versus Legerity. The Soak Affliction's severity is wornsened by environmental hazards such as any body of water large enough to completely envelope an Afflicted Character by one step per cycle they remain in it. Additionally, the Character is weighed down by 25 lbs. per step in the Affliction. Example: A Character at three steps would have a AP cost penalty of 3 and weigh an additional 75 lbs.

NAME	DESCRIPTION	COST
AFFLICTION IV: AFFLICT A TARGET WITH **BLUSTER** WHEN DEALING **WIND** DAMAGE		COST 20 ACP PER AFFLICTION

Every 2 Dice rolled push, lifts and pulls all Characters afflicted 2 Squares. The Blustering Affliction can be resisted with a Physical Guard Resolve versus Legerity which reduces the forced movement by half (minimum 1). The Bluster Affliction is negated with a Resolve if the forced movement reduced to zero squares. If a Blustered Target collides with another Character, Object, or Structure then they take one additional point of Impact damage per square that they traveled.

NAME	DESCRIPTION	COST
AFFLICTION V: AFFLICT A TARGET WITH **CRUSH** WHEN DEALING **EARTH** DAMAGE		COST 20 ACP PER AFFLICTION

Every 4 Dice rolled will apply 1 additional die to be rolled and then deals damage to items and equipment the Character may be holding, wielding, and wearing. If the Character either has no items or equipment, or the they have been destroyed by Crushing Damage then the Character takes that damage instead. The Crush Affliction can be avoided by a Finesse Resolve, if Afflicted, then it becomes a Power Resolve to end the Affliction. Some Crush Afflictions are not persistent, and only applied the Instant the Damage is received and ends simultaneously.

NAME	DESCRIPTION	COST
AFFLICTION VI: AFFLICT A TARGET WITH **JOLT** WHEN DEALING **ELECTRICITY** DAMAGE		COST 20 ACP PER AFFLICTION

Every 2 Dice rolled will destroy 1 Action Point. The Jolt Affliction can be resisted with an Energy Resistance Resolve versus Legerity. A Jolt Affliction can be persistent so long as the Character continues contact with a source of Electricity. If a Character remains in contact with an Electrical Source, each increases the Affliction step by one, and if at full negative Action Points will remain in contact unless removed by another means. If no Action Points remain, the Afflicted Character instead takes damage to their Health Points equal to double the Action Points they would have lost.

AFFLICTION CONTINUED

NAME	DESCRIPTION	COST

AFFLICTION VII: AFFLICT A TARGET WITH **MELT** WHEN DEALING **ACID** DAMAGE — COST 20 ACP PER AFFLICTION

Every 2 Dice rolled will deal 1 additional point of damage versus the Durability of Items and Equipment. The Melt Affliction can be negated by a Physical Guard Resolve. The Melt Affliction reduces Armor and Shield of Creatures, Items, Equipment, Objects and Structures by 1 for every step of Melt applied. Each individual step that Melt Damage is successfully dealt, increases the penalty to Armor and Shield. Each Cycle that the Melt Affliction remains increases the penalty to Armor and Shield by 1. A successful Resolve reduces the penalty by half (rounded down), and negated if the penalty is at 1.

AFFLICTION VIII: AFFLICT A TARGET WITH **BLIND** WHEN DEALING **LIGHT** DAMAGE — COST 20 ACP PER AFFLICTION

When struck by Light Damage every 2 Dice rolled reduces total d12s rolled for their Actions by 1 die for 1 Cycle per die reduced from the Afflicted. The Blind Affliction is resisted by Mental Fortitude Resolve and reduces the cycles remaining by half (minimum 1). Once there are only 1 cycle remaining, a successful resolve negates the effect.
A Blind character (Natural or otherwise is immune to this effect).

AFFLICTION IX: AFFLICT A TARGET WITH **BEFOUL** WHEN DEALING **DARK** DAMAGE — COST 20 ACP PER AFFLICTION

Every 2 points of dark damage dealt will deal prevent one point of healing the Afflicted Character would receive for 1 Cycle plus 1 additional cycle per 4 die rolled. The Befoul Affliction can be resisted by Mental Fortitude Resolve and reduces the remaining cycles by 1, and negates the effect if one cycle remains.

AFFLICTION X: AFFLICT A TARGET WITH **SEVER** WHEN DEALING **SLICE** DAMAGE — COST 20 ACP PER AFFLICTION

Every 2 Dice rolled deals an additional point of slice damage per step for 1 cycle plus the number of successful hits with a Slicing Weapon and a Character capable of applying the Sever Affliction. Sever is resisted by Physical Guard Resolve. The Damage is dealt at the end of the cycle and persists if slice damage is dealt and as long as Sever is applied per cycle.

AFFLICTION XI: AFFLICT A TARGET WITH **IMPALE** WHEN DEALING **PENETRATE** DAMAGE — COST 20 ACP PER AFFLICTION

Every 2 Dice rolled ignores up to 1 point of Physical Armor. This bypass is applied before the damage is dealt if the Offense Action or Riposte successfully hits the Target. Penetrate is resisted by a Physical Guard Resolve and negates the Physical Armor bypass.

AFFLICTION XII: AFFLICT A TARGET WITH **BASH** WHEN DEALING **IMPACT** DAMAGE — COST 20 ACP PER AFFLICTION

Every two successes rolled will reduce combat bonus by one for 1 Cycle per 2 Dice rolled. The Bash Affliction is resisted by Physical Guard Resolve and reduces the cycles remaining by half (minimum 1). Once there there is only 1 cycle remaining, a successful resolve negates the effect.

AFFLICTION XIII: AFFLICT A TARGET WITH **TOXIC** WHEN DEALING **POISON** DAMAGE — COST 20 ACP PER AFFLICTION

Every 2 Dice rolled will apply the Toxic Affliction for 1 Cycle and while a Character is Toxic, they will receive one point of Poison damage per 2 Action Points spent while Afflicted. These Action Points need not be spent all at once to receive damage, every instance a Character spends a total of 2 Action Points, they receive the damage instantly. The Toxic Affliction is resisted by Physical Guard Resolve and each step of Toxicity increases the number of cycles by 1. A successful resolve reduces remaining cycles by One: Half if remaining cycles are greater than 1.

AFFLICTION CONTINUED

AFFLICTION XIV: AFFLICT A TARGET WITH **SLOWED** WHEN DEALING **TEMPORAL** DAMAGE		COST 20 ACP PER AFFLICTION

When struck by Temporal damage, every 4 Dice rolled will decrease the targets maximum amount of Action Points by 1 while under the Slowed Affliction. This effect is countered and negated by Mental Fortitude Resolve and every step adds an additional penalty to their total Action Points. This Affliction will last for 1 Cycle per step and each step requires a successful Mental Fortitude resolve.

AFFLICTION XV: AFFLICT A TARGET WITH **PAIN** WHEN DEALING **PSYCHIC** DAMAGE		COST 20 ACP PER AFFLICTION

When struck by Psychic damage, every 4 Die rolled will decrease the targets Resolves by 1 while under the Pain Affliction. This effect is countered and negated by an Mental Fortitude Resolve. This Affliction will last for 1 Cycle per step and each time the target fails their resolve, the Affliction will last last an additional cycle.

NAME	DESCRIPTION	TYPE
FIRE: STRONG VERSUS **WIND** AND WEAKENED VERSUS **WATER**		ENERGY
WIND: STRONG VERSUS **EARTH** AND WEAKENED VERSUS **FIRE**		ENERGY
EARTH: STRONG VERSUS **ELECTRICITY** AND WEAKENED VERSUS **WIND**		ENERGY
ELECTRICITY: STRONG VERSUS **WATER** AND WEAKENED VERSUS **EARTH**		ENERGY
WATER: STRONG VERSUS **FIRE** AND WEAKENED VERSUS **ELECTRICITY**		PHYSICAL
SLICE: CAN ONLY BE APPLIED TO WEAPONS & EQUIPMENT WITH AN **EDGE**		PHYSICAL
PENETRATE: CAN ONLY BE APPLIED TO WEAPONS & EQUIPMENT WITH A **POINT**		PHYSICAL
IMPACT: CAN ONLY BE APPLIED TO **BLUNT** WEAPONS & EQUIPMENT		PHYSICAL
TEMPORAL: TEMPORAL IS WEAKENED VERSUS **TEMPORAL**		MENTAL
LIGHT: STRONG VERSUS **DARK** AND WEAKENED VERSUS **LIGHT**		MENTAL
DARK: STRONG VERSUS **LIGHT** AND WEAKENED VERSUS **DARK**		MENTAL
PSYCHIC: PSYCHIC HAS NO STRENGTH OR WEAKNESS		MENTAL
POISON: POISON HAS NO STRENGTH OR WEAKNESS		PHYSICAL OR ENERGY
ACID: ACID IS STRONG VERSUS **ACID**		PHYSICAL **OR** ENERGY

ANATOMY

NAME	DESCRIPTION	COST
ANATOMY I: INCREASE THE NUMBER OF SENSES FOR A CHARACTER BY ONE		4 ACP PER SENSE

Increase or decrease the amount of senses a Character possesses beyond Sight, Smell, Hearing, Taste and Touch by 1 per 6 ACP spent. These additional senses could include such things as Thermal Vision, Scent, Blind-Sense, Electroreception, and Night Vision. Discuss your ideas with your GM about what kind of senses are possible for your character.

ANATOMY II: INCREASE THE MODES OF MOVEMENT FOR A CHARACTER BY ONE		4 ACP PER MODE

Increase or Decrease the modes of movement your Character could possess by 1 per 6 ACP spent. Normal Modes of movement are the ability to Walk, Run, Jump, Climb and Swim. Perhaps you'd like your Character to have the Ability to Fly, Hover, Glide, or Burrow. Discuss your ideas with your GM about what kind of modes of movement are possible for your character.

ANATOMY III: MODIFY THE NUMBER OF LIMBS AVAILABLE TO A CHARACTER		4 ACP PER LIMB

Increase or decrease the number of Limbs your Characters possesses by 1 per 6 ACP spent. The normal amount of Limbs for a humanoid is two arms and two legs for a bipedal creature. However, this Keyword is intended for limbs beyond four, so if your Character is quadrupedal then no ACP need be spent as four limbs is within the limit. Limbs may include additional Arm(s), Leg(s), Wing(s), and Tail(s). Discuss your ideas with your GM about what kind of additional limbs are possible for your character.

ANATOMY IV: MODIFY THE VULNERABILITIES AND RESISTANCES OF A CHARACTER		15 ACP PER RESISTANCE

Increase or decrease natural Resistance your Character may have to Physical or Elemental harm by 15 ACP per 50% Resistance up to 100% (Immunity). Elements your Character may be immune to can be Fire (Burn), Water (Freeze), Electricity (Shock), Earth (Crush), Wind (Bluster), and Acid (Melt). IF your Character is Immune to an Element, they have the option of Absorbing that Element if they come in contact with it. They may absorb and heal 1d6 points per 10 ACP Spent once Immunity has been acquired. Total number of Immunities a Character may possess cannot exceed Three. Discuss your ideas with your GM about what kind of immunities are possible for your character.

The appearance of a Character is largely determined by Anatomical features that they possess. The Race of each Character is decided by the players as they initially begin to create their Character and any Racial Features that they'd like must be acquired through Abilities using the Anatomy Keyword. Races you find throughout Mythology and created works such as Orcs, and Elves have expected features like green skin and pointed ears. A Strong or Nimble race can be conveyed by increasing Power or Finesse through Passive Boosts. Green Skin or Pointed Ears are cosmetic features that do not require ACP to acquire.

ANATOMY II

NAME	DESCRIPTION	COST
ANATOMY V: INCREASE OR DECREASE WEIGHT OF A VALID TARGET		20 LBS. PER 1 ACP

A Character can modify the weight of a Character, Object, or Structure that's equal or smaller in size to the user. The user may target another Character, Object or Structure larger than itself, but increases the ACP cost by 2 per Size Rank larger. A targets weight cannot be reduced to zero, but it can be reduced to weightless. A Character with modified weight, increases or decreases **Speed Rank** by **1** per **100 lbs**., when the targets weight is increased above their standard wieght, or decreased below their standard weight.

NAME	DESCRIPTION	COST
ANATOMY VI: INCREASE OR DECREASE THE WEIGHT OF A VALID TARGET BY 50%		50% PER 1 ACP

Modify the weight of a Character, Object, or Structure by 50% per 1 ACP spent with each subsequent application increasing or decreasing weight additively. As an example, if 4 ACP is spent, the increase or decrease is 200% or x3 to the weight of a character, object or structure. This percentage increase is applied after the Anatomy V keyword is applied to a character, object or structure, and not before. If an Object weighs 2 lbs, and its weight is increased by 8 lbs, the weight is now 10 lbs. and is increase is increased further by 200% (3.0x) setting the weight to 30 lbs.

NAME	DESCRIPTION	COST
ANATOMY VII: INCREASE OR DECREASE THE LENGTH OF A VALID TARGET		1 FT. PER 1 ACP

A Character can modify the length of a Character, Object, or Structure that's equal or smaller in size to the user. The user may target another Character, Object or Structure larger than itself, but increases the ACP cost by 2 per Size Rank larger. As the length becomes smaller than 1 ft., the cost remains but per inch instead. A targets length cannot be reduced to a length smaller than 1 inch.

NAME	DESCRIPTION	COST
ANATOMY VIII: INCREASE OR DECREASE THE HEIGHT OF A VALID TARGET		1 FT. PER 1 ACP

A Character can modify the height of a Character, Object, or Structure that's equal or smaller in size to the user. The user may target another Character, Object or Structure larger than itself, but increases the ACP cost by 2 per Size Rank larger. As the height becomes smaller than 1 ft., the cost remains but per inch instead. A targets height cannot be reduced to a height smaller than 1 inch.

NAME	DESCRIPTION	COST
ANATOMY IX: INCREASE OR DECREASE THE WIDTH OF A VALID TARGET		1 FT. PER 1 ACP

A Character can modify the width of a Character, Object, or Structure that's equal or smaller in size to the user. The user may target another Character, Object or Structure larger than itself, but increases the ACP cost by 2 per Size Rank larger. As the width becomes smaller than 1 ft., the cost remains but per inch instead. A targets width cannot be reduced to a width smaller than 1 inch.

An intact structure can be made a valid target for modifying it's weight, height, width and length, under three condititions. The Ability has a range large enough to emcompass the structure as a whole, the size of the structure is shrunk to match the size of the user, or the user's size is increased to match the size of the structure.

Destroyed structures with debris are an invalid target, but the debris are objects which are valid targets using Anatomy II keywords. Reducing the size of an object does not decrease its weight, nor does decreasing weight apply any changes to its size. If a 300 lb object has its size reduced down to tiny, it's still a 300 lb object.

ALLY

The **Ally Keyword** allows a Character to Summon, Hire, or otherwise Employ the strength of others to aid them in any way that they need help. The Ally Keyword is a peculiar Keyword as some Characters may rely solely on their Familiars, Guardians, and or whatever the Ally Keyword is being used for. While others may use these Allies as a Support Function to further strengthen the Characters favored qualities. Allies are not required to be permanent addition to the Party and may function as an instantaneous Ability where the Ally shows up, takes 1 Action and disappears. A Character may only have **1 Ally plus 1 additional Primary Ally for every Two Character Levels (Two at Level 1) and Allies of Allies can only have 1 Ally per 3 Levels of the Ally that controls them**.

The Ally Keyword only has 1 variation (Unlike other Keywords) and the use of the Ally Keyword and Allies are separate Non-Player Characters under the control of the Character that's using it and thus solely under the Player's control. As Allies are independent NPCs to the Character, any resources the NPC uses is independent to the Character that controls it.

The amount of ACP available to an Ally, is much like a Character, except the base amount is 5 points plus 2 per Ally Level as opposed to a Character which receives 5 plus 5 per level. Allies receive 3 Ability Slots plus 1 per Two Character Levels from the Character that controls them. As a base, all Allies receive 3d4 to their Stat points and permanent Allies receives a 1 Stat point for every 10 Points invested in the Ally Keyword and 1 Stat point per 15 points invested for Allies with a Duration. Each Ally has a separate investment which requires their own locked in Ability Slots. If Character A has two Allies which both have Double Ability Slots locked in, then Character A has used 4 Ability Slots with two Allies that are independent from each other with their own stats, equipment and Abilities.

Much like a Character, an Ally has stats that they can increase based on the Characters investment into the Ability Slot(s) designated to each Ally independently. Ally stats cannot exceed 6 at 1st level, and the max increases by 1 per 3 levels. Like a Character, 4 Points in Power allows that Ally +4 Bonus to Melee and so on. However you decide to build your build your Allies is entirely up to you, discuss with your GM about how to convey the kind of Allies you're looking to create.

Allies and their Abilities have access to all Keywords available to Players and their Characters. Allies may have access to their own Allies, but follow the same rules. So if an Ally (Under the Character's Control) invests 60 ACP, then that secondary Ally will have 6 points in which to distribute throughout their stats. However, an Ally of an Ally will only receive 1 ABS per 2 ABS the Primary Ally has. This process remains as Allies of Allies increases.

The Level of an Ally is dependent on the Character that Controls them, Primary Allies are the same level of the Character controlling them (Minimum 1) but are considered half the level of the Character for controlling Allies, and Allies of Allies are half the level of the Ally that controls them (Minimum 1). So a level 10 Character would have level 10 Primary Allies, and Allies of Allies would be level 5 and then Level 2 and so on. Allies of all Tiers do not receive Level Advancement bonus rolls to stats or additional Ability Slots in the same way as Characters. At Max a level 10 Character could potentially have 6 Primary Allies, 12 Secondary Allies, and 12 Tertiary Allies and so on.

The Death of an Ally is not the loss of an Ability Slot, depending on what kind of Allies they are, such as nameless Mercenaries, Elementals or Zombies. They are resummoned, recruited or recreated after a Long rest and will appear among your Allies once the rest has ended. If your Primary Allies are named and unique, discuss with your GM how to fairly compensate the loss to the Character. Which could mean an ABS Refund or perhaps means of resurrection to restore the Primary Ally.

**Unique Primary Allies receive an additional 3d4 to their
Stat points, distributed as the Player chooses.**

ALTER

NAME	DESCRIPTION	COST
ALTER I:	ADD OR MODIFY THE SHAPE OF AN ACTION OR ABILITY EQUAL TO RANGE	2 ACP PER SQUARE

Alter I allows a Character to modify the Shape of an Action or Ability equal to the total Squares in it's Range or Area of a Effect. 6 ACP per Shape the Character would like available to the Action or Ability.

ALTER II:	ADD OR MODIFY AN EXISTING EFFECT VALUE TYPE	4 ACP PER MODIFICATION

Alter II allows a Character to change, add, and or modify the Effect Value Type (Damage, Heal, or Shield). This Modification can be applied to Actions, Abilities, and Equipment.

ALTER III:	ADD OR MODIFY THE EFFECT VALUE SUB-TYPE	4 ACP PER MODIFICATION

Alter III allows a Character to change, add, and or modify the Effect Value Sub-Type (Physical or Energy). Physical; Slice, Impact, and Penetrate. Energy; Fire, Water, Wind, Earth, and Electricity.

ALTER IV:	ADD OR MODIFY AN EXISTING ASPECT ON AN ACTION OR ABILITY	4 ACP PER MODIFICATION

Alter IV allows a Character to change, add, and or modify the Aspect (Negative, Neutral, and or Positive) of the Action or Ability. Discuss with your GM if this is an applicable choice for your Setting.

ALTER V:	ADD OR MODIFY THE DEVICE TYPE FOR ITEMS AND EQUIPMENT	4 ACP PER MODIFICATION

Alter V allows a Character to change, add, and or modify the Device Type (Weapon, Armor, and or Shield) for an Action or Ability. Refer to Equipment Creation when choosing additional forms for your Devices. Cost 4 ACP per Alteration.

ALTER VI:	ADD OR MODIFY THE DEVICE SUB-TYPE FOR ITEMS AND EQUIPMENT	4 ACP PER MODIFICATION

Alter VI allows a Character to change, add, and or modify the Device Sub-Type. May include; Axe, Bow, Catalyst, Crossbow, Dagger, Firearm, Gauntlet, Hammer, Pole-Arm, Sling, Spear, Staff, Sword, Thrown, and Whip.

Altering the features of Abilities, Actions, Equipment and even features the Character possesses can be done through the Alter Keyword. This kind of Keyword adds versatility and improvisation to a Character that may otherwise be rigid and linear. As needed, a Character may alter the function of a weapon they are wielding from a Shotgun to a Hammer. Perhaps they have come across several enemies that are immune to Electricity and can change the damage they would normally deal from Electricity to Fire. Or the Breath of Frost that is normally a 30 ft. (16 Squares) Cone, could turn into an 80 ft. (16 Squares) line of freezing energy.

BOOST

As a Character Advances in Levels, Boosts will become much more commonly used, as they become more available for use. Boosts, just as Empower or Accuracy is one of the three most important Keywords among all Keywords as it can increase or decrease every Stat available to the Character.

However, Secondary Stats such as HP, AP, React, Damage Reduction, Energy Resistance, and Core Actions may all be increased or decreased by temporary or permanent boons. Boosts that increase Stamina, Focus, and or Mana cannot be increased with the same Resource it costs. So, a Character may increase another's or their own Stamina by 2 for 1 Mana, but never 2 Mana for 1 Mana. This allows efficiency for Characters but not infinite resource.

NAME	DESCRIPTION	COST
BOOST I: INCREASE A PRIMARY **STAT** BY 1 POINT **(ALWAYS PASSIVE)**		30 ACP PER POINT
BOOST II: INCREASE **HEALTH POINTS** BY 1 POINT **(ALWAYS PASSIVE)**		4 ACP PER POINT
BOOST III: APPLY **1** POINT OF **SHIELD** TO A RESOURCE (HP, AP, SP, FP, AND MP)		2 ACP PER POINT
BOOST IV: INCREASE, DECREASE, RESTORE OR DESTROY **AP** BY 1 POINT		10 ACP PER POINT
BOOST V: INCREASE MAXIMUM **STAMINA**, **FOCUS** OR **MANA** BY 1 POINT		10 ACP PER POINT
BOOST VI: INCREASE **PHYSICAL GUARD**, **MENTAL FORTITUDE**, OR **ENERGY RESISTANCE** BY 1		15 ACP PER POINT
BOOST VII: INCREASE **SPEED RANK** BY 1 RANK		8 ACP PER RANK
BOOST VIII: INCREASE AVAILABLE **SKILL RANK** BY 1 RANK **(ALWAYS PASSIVE)**		20 ACP PER POINT
BOOST VIII: INCREASE **ARMOR** VERSUS SPECIFIC DAMAGE TYPE BY 1 POINT		8 ACP PER POINT
BOOST IX: INCREASE **STRIKE TARGET** BY 1 POINT		12 ACP PER POINT
BOOST X: INCREASE BONUS TO **LEGERITY** BY 1 POINT		15 ACP PER POINT
BOOST XI: INCREASE AVAILABLE **STRENGTH** BY 1 POINT		5 ACP PER POINT

Hinder is the exact opposite of Boost, as it decreases the stats based on Keywords chosen. These kinds of abilities are typically used towards other Targets and are intended to debilitate. However, as Increasing or Decreasing a Primary Sub-Stat can only be Passive, it is not possible to reduce the Primary Sub-Stats of others. But all other stats are viable targets for reduction, and it can be very effective when successful. Such as reducing the Action Points of a Target while they are already negative. Or reducing the Speed Rank of a Target that relies on Stride and fast movements.

CHARGE

The Charge Keyword allows Characters to expend additional resources in order to increase the Potency of an Action or Ability. In doing so will add bonus die to the Total rolled Dice regardless if it's for Damage, Healing or Shielding. This Keyword can give a Character with expendable resources, or perhaps a Character with reckless abandon to really push the limits of what they are capable of or what is expected of them. Any increase to the Dice of the Action or Ability adds Die of the same type.

Any Character that is shocked (Receives Damage equal to 50% of total HP) while Charging automatically loses any further charges and must discharge the Ability immediately. If they failed the Resolve to resist the Shock, the target any eligible targets within Range at random regardless if they are an Ally, Enemy or Object.

NAME	DESCRIPTION	COST
CHARGE I: INCREASE THE EFFECT VALUE BY ONE DIE PER CYCLE SPENT		10 ACP PER DIE ADDED

Increase the Dice of an Action or Ability by 1 Die per 20 ACP per Cycle up to 3 Cycles in Total. As an example, if a Character invested 60 ACP into Charge I and spent 2 Cycles Charging their Ability then they will add 6 Die to the total of rolled Dice. Charging by Cycle requires the Character Charges their ability for an entire Cycle, meaning they cannot discharge it until the start of the next turn, if they choose to.

CHARGE II: INCREASE THE EFFECT VALUE BY ONE DIE PER 3 ACTIONS SPENT		10 ACP PER DIE

Increase the Dice of an Action or Ability by 1 Die per 20 ACP spent per 3 AP (Up to 6 AP Spent) spent in addition to the AP Required to use the Action or Ability. As an example, if a Character invested 40 ACP into Charge II and uses a Heavy Strike for 3 AP, and then spends an additional 6 AP then they will add 7 Die to the Heavy Strike at the cost of 9 Action Points. A steep cost for great power. However, any Character may not spend more than their Total Actions Points when using Charge II.

CHARGE III: INCREASE THE EFFECT VALUE BY ONE DIE PER RESOURCE SPENT		10 ACP PER DIE

Increase the Dice of an Action or Ability by 1 Die per 20 ACP spent per Resource spent up to 3 Stamina, Focus or Mana. As an example, if a Character invested 40 ACP into Charge III and decided to spend an additional 3 Stamina on their Action or Ability then they will increase total Dice by 6 Die.

CHARGE IV: INCREASE THE EFFECT VALUE BY ONE DIE THROUGH BACKLASH		10 ACP PER DIE

Increase the Dice of an Action or Ability by 1 Die per 10 ACP and receives damage to their HP in the form of Backlash equal half of the Bonus Dice added to the Action or Ability. As an example, if a Character invested 60 ACP into Charge IV to increase the total Dice by 6d10, then they will also take 6d10 Backlash Damage divided by half to their HP. So that Character can roll a potential 6 to 60 with 6d10 (Exploding dice not included) and divides the result in half.

(Note: Rolling maximum on a die does not add an additional die when rolling for Backlash. Additionally, Backlash is no affected by Armor, Shielding, Damage Reduction, Energy Resistance and is not reduced by Block, Dodge or Parry. But it can be healed once it has been taken and resolved.)

COGNITION

The Cognition Keyword grants Characters that acquire it the ability to manipulate the process of knowledge, perception, intuition, and reasoning in the minds of themselves and others. This allows them to manipulate the perceived environments of their targets and create illusions and intangible illusions. **Cognition Keywords cannot be used as Passive Ability Slots. All Cognition Actions costs a minimum of 2 Actions Points to perform and 1 Resource per Ability Slot (Up to Two).**

NAME	DESCRIPTION	COST
COGNITION I: MANIPULATE HOW THE TARGET CHARACTER SPENDS ACTION POINTS		10 ACP PER ACTION POINT

Decide what Action or Actions a targeted Character declares and performs based on the amount of Action Points you may manipulate. Each Action Point the Targeted Character must use costs 15 ACP each and allows for an Intelligence Resolve vs. Legerity for each Action to be performed. Cognition I cannot be a Passive Ability Slot, and costs 2 Action Points to perform. Cognition I does not have a base Range beyond 5 ft. and without any additional Range added via the Range Keyword starts within arm's reach of the Character. Any Action that would put the Targeted Character in harms way immediately allows for an additional Intelligence Resolve to avoid it. If the Targeted Character once again fails their Resolve then the Action is carried out regardless of the consequences.

As an example, if Character A has a Double Ability Slot invested in Cognition I at a total of 60 ACP with a base ranged of 75 ft., then they may target another Character within 75 ft. and may manipulate 4 Action Points if Character B fails their Intelligent Resolve. Character B fails their Resolve, and Character A determines they will use 3 of their Action Points to Sprint (Speed Rank +2) in the opposite direction of Character A. Character B does this and runs away, though the Cognition I effect ends as soon as the desired action occurs. If Character B succeeds in their resolve, then the effect is negated, and Character A has wasted 2 Action Points and 2 Resource.

COGNITION II: CHANGE HOW A TARGET CHARACTER PERCEIVES YOU OR ANOTHER		8 ACP PER CHANGE

Manipulate the senses of another Target Character by deceiving their surrounding perception and creating illusions and hallucinations. You may temporarily change the appearance of yourself or other Characters according to the perception of the affected Target Character. Each Trait that you change about the Character (yourself or others) costs 10 ACP and if the Target fails their Intelligence Resolve. Cognition II does not have a base Range beyond 5 ft. and without any additional Range added via the Range Keyword starts within arm's reach of the Character as well as a base duration of 1 Cycle (Additional Cycles will need to be acquired via the Duration Keyword). Traits available to be changed are as follows: Height, Weight, Age, Gender, Facial Features, Hair Color & Style, Skin Color, Smell, Physical Features, Clothing, Armor, Weapons, and Equipment.

*When thinking in terms of a Character being in "harms way", it's best considered any instance that would lead to a loss of Resources such as Health Points, Action Point, Stamina, Focus, and Mana. The loss of resources does not need to be dealt in order to qualify an instances as harmful. The Resolves the Character is allowed is before any harm would come to them, if they fail the resolve then they fail to avoid the loss to their resources. **This is not an subjective rule, if an Action they are told to do would result in a loss of resources, they are allowed a Resolve.***

COGNITION CONTINUED

NAME	DESCRIPTION	COST
COGNITION III: MANIPULATE A TARGETS MIND TO CREATE ILLUSIONARY COPIES		12 ACP PER COPY

Manipulate the senses of another Target Character by deceiving their surrounding perception and creating illusions and hallucinations. At the cost of 24 ACP You may temporarily create an illusionary copy of yourself or others at a base of 1 Cycle and as Cognition III does not have a base Range beyond 5 ft. and without any additional Range added via the Range Keyword starts adjacent to your location. Cognition III has a base duration of 1 Cycle (Additional Cycles will need to be acquired via the Duration Keyword).

Any Character unaware of the illusion must roll an Acuity Resolve vs. Legerity to become aware but this resolve does not provide the source of the illusion. Only that that it is an illusion. Illusions have no stats of any kind and are completely intangible. If another Character fails their resolve, they feel as if the illusion is both real and tangible. If the Illusion comes in contact with another Character who believes it is real, then they are immediately granted another Acuity Resolve vs. Legerity. Other Characters who are truly aware of the illusion, if trusted or influenced, may reveal the target to be an illusion and immediately grants an additional Acuity Resolve to those it communicated this to. Successful Acuity Resolves does not grant immunity to any additional illusions created thereafter.

NAME	DESCRIPTION	COST
COGNITION IV: MANIPULATE A TARGET'S MIND TO CREATE ILLUSIONARY SURROUNDING		12 ACP PER TARGET

Manipulate the senses of another Target Character by deceiving their surrounding perception and creating illusions and hallucinations. At the cost of 24 ACP you may temporarily alter the appearance and render yourself or other Characters invisible. Other Characters may roll an Acuity Resolve to detect the presence of invisible Characters through means such as Sound, Smell, Taste, and Touch (including additional senses Characters may have acquired). Cognition IV does not have a base Range beyond 5 ft. and without any additional Range added via the Range Keyword starts within arm's reach of the Character as well as a base duration of 1 Cycle (Additional Cycles will need to be acquired via the Duration Keyword). Additionally, Cognition IV may also be used to render senses such as Sound, Smell, Taste, and Touch "invisible". Such as producing zero sound when you walk, hiding your scent, appearing tasteless, and seeming intangible (Costs 12 ACP).

NAME	DESCRIPTION	COST
COGNITION V: MANIPULATE A TARGET'S MIND TO REVEAL THEIR ACTION CARDS		12 ACP PER REVEAL

Manipulate the senses of another Target Character by deceiving their surrounding perception and creating illusions and hallucinations. At the cost of 24 ACP, you pierce the mind of another revealing their intention. The targeted Character reveals one of their face-down cards from their set of Action Cards to the Character (Player controlled) which pierced their mind using Cognition V. The Targeted Character may counteract the effect by either an Intelligence Resolve vs. Legerity, or by using Ruse to keep their Action Cards hidden. Additionally, Cognition V may be used to reveal this intention to other Characters within Range. However, Cognition V does not have a base Range beyond 5 ft. and without any additional Range added via the Range Keyword starts within arm's reach.

When a Player can use a created Ability that revolves around Cognition V can be a little tricky and hard to understand. If you use it as an Active Action, then you are no longer left with an Active Action in your Cycle and left with only a Reaction. If Cognition V is used as a Triggering Ability, then a Player could use Cognition V as a Reaction and then respond with an Active Action such as Strike, Volley, Grab, Collide, Block, Dodge or Parry.

CREATION

The Creation Keyword allows a Character to conjure, produce and create a large variety of raw or refined materials, objects, items and equipment. From Iron Ore to quasi-corporeal weaponry, the Creation Keyword is a very open ended and creative Keyword that should be thoroughly discussed when used in an Action or Ability. Anything created, conjured or provided by the Creation Keyword is not permanent, but at minimum will last exactly 1 Cycle, unless paired with the Duration Keyword. The cost of ACP may be doubled to produce permanent materials, objects, items and equipment.

__Drawback option__ : Creation keyword that only affect specific material types grants an ACP refund of 10 ACP.

NAME	DESCRIPTION	COST
CREATION I: CONJURE OR PRODUCE RAW MATERIALS IN VARYING QUANTITIES		COST 1 ACP PER 4 LB.
	Produce 4lbs of Raw Materials per 1 ACP Spent (2 ACP for permanent materials). Raw Materials could include materials such as dirt, branches, sand, and mineral ore. Discuss with your GM about what kind of materials to produce and what you are trying to convey by using this Keyword. (Not required to be solid or physical)	
CREATION II: CONJURE OR PRODUCE REFINED MATERIALS IN VARYING QUANTITIES		COST 1 ACP PER 2 LB.
	Produce 2lb of Refined Materials per 1 ACP Spent (4 ACP for permanent materials). Refined Materials could include materials such as wooden planks, metal ingots, and glass. Discuss with your GM about what kind of materials to produce and what you are trying to convey by using this Keyword.	
CREATION III: CONJURE OR PRODUCE A DEVICE VARYING IN TYPES AND QUANTITY		COST 1 ACP PER 5 ECP
	Produce a temporary device worth an 3 ECP per 1 ACP invested in Creation III. Producing a temporary or permanent device is worth the equivalent ECP, and temporary devices require at least 1 cycle in order to be used and any device created is not automatically equipped, or stowed. But upon creation, a Character must have an available action to either Equip, or stow the device or it will automatically drop to the ground in front of them. Any device produced is of common rarity and requires **Creation IV** in order to produce devices beyond **common**.	
CREATION IV: INCREASE THE RARITY RANK OF A DEVICE BASED CURRENT QUALITY		COST 10 ACP PER RANK
	Increase the Rarity Rank of an existing Device (Temporary or Permanent) by 1 per 20 ACP Spent. Increasing the Rarity of a Device increases the overall effectiveness by increasing relevant stats. Each Rank of Rarity increases available ECP by 10 up to 50. Common (10), Uncommon (20), Rare (30), Epic (40), and Legendary (50). Each Rarity Rank bonus to ECP is multiplied by Item Level. The Item Level of an Item or Equipment is equal to the Character that Crafted it. Increasing Rarity requires 3 days of crafting per rank of Rarity per Item Level. As an example, upgrading a level 6 common item to a Level 6 epic Item would require 18 Days of work. Additional ACP cost of 5 per Device Type. Amount of work required = 3 days x Rarity x item level	

COMMON:	60 ECP PLUS **20** ECP PER ITEM LEVEL	1
UNCOMMON:	60 ECP PLUS **40** ECP PER ITEM LEVEL	2
RARE:	60 ECP PLUS **60** ECP PER ITEM LEVEL	3
EPIC:	60 ECP PLUS **80** ECP PER ITEM LEVEL	4
LEGENDARY:	60 ECP PLUS **100** ECP PER ITEM LEVEL	5

(CREATION IV IS ALWAYS PASSIVE)

EMPOWER & PRECISION

When it comes to increasing the potency of an Action, nothing is more important than the Effect Value of an Action or Ability. Even if it's a Precise Action or Ability, if the Effect Value is negligible, then the precision will feel meaningless (Vice versa). As Such, the Empower Keyword focuses on increasing the Effect Value of an Action or Ability in a variety of ways.

NAME	DESCRIPTION	COST
EMPOWER I: Increase or Decrease the number of Dice with an Action (Active or Trigger only)		3 ACP PER SIDE
EMPOWER II: Increase or Decrease the bonus of an Action by one point.		5 ACP PER POINT
EMPOWER III: Increase the result by one per Die rolled with an Action.		10 ACP PER POINT
EMPOWER VI: Increase the Effect Value of an Effect, Action or Ability equal to any Sub-Stat		20 ACP PER STAT

Costs 20 ACP per Stat added up to One additional Sub-Stat. Including the PWR, FNE or ADR. As an example, you could add PWR & VIT to a Melee Strike Action which normally adds PWR as a Bonus. Similar to Empower III, Empower IV could allow a Flat Value equal both Sub-Stats for a very potent Ability or Action. Cannot choose a Sub-Stat that already applies.

NAME	DESCRIPTION	COST
PRECISION I: Increase or Decrease Accuracy Die for an Action or Ability.		3 ACP PER SIDE
PRECISION II: Increase or Decrease the bonus to Accuracy by 1.		5 ACP PER SIDE
PRECISION III: Choose a Die and roll it an additional time and choose which die to keep.		10 ACP PER DIE

*Actions and Abilities can be used to damage Action Points instead of Health Points as to take down a target by rendering them unconscious. If chosen to allow the Action or Ability to damage Action Points, the cost is increased by 2 per side of the die. **Additionally, Unarmed Combat can also be used to target Action Points or Health Points with non-lethal damage which cannot take a Character beyond 0 Health Points, but its can reduce Action Points into the negatives. Additionally, if dealt after a Character is already at 0 Health Points, the non-lethal damage will convert into Lethal damage regardless of the intent of the attacker.***

Each additional Die added beyond the 1st costs an additional 1 ACP per side of the die. As an example, to add 1d10 would initially costs 30 ACP, and the second d10 would costs 40 ACP and 40 ACP for each d10 added to the total number of die available for that Action or Ability. This increase applies to Items and Equipment as well.

DURATION

The Duration Keyword is a representation of time and deals directly with Cycles, and Action Points. As two Action Points is the equivalent of 1 second of time. Cycles themselves do not have a definitive number of seconds that they represent. But the amount of AP spent in a Cycle can equate to the amount of time that Character has spent in their Cycle.

While not all Abilities will have a Duration, any temporary Boosts or Hinderances will automatically have a Duration of 1 Cycle at minimum, and many Abilities that have an effect that changes a stat will benefit greatly from an extended Duration. However, the Duration Keyword doesn't only apply to how long an Ability is an effect, but also affects Over-Time Abilities such as Bleeds or Poisons.

NAME	DESCRIPTION	COST
DURATION I: INCREASE THE DURATION OF AN ABILITY BY ONE CYCLE		2 ACP PER CYCLE
DURATION II: RESOLVE AN ACTION OR ABILITY AT MAXIMUM EFFECT VALUE		4 ACP PER CYCLE

Resolve an Effect Value (Damage, Heal, or Shield) by maximizing and dividing the Total over the number of Cycles added to the Action or Ability (Minimum 3 Cycles). As an example, if Character A used a Poisoned Blade to Strike Character B, and if Character B fails their Vitality Resolve, then Character A will deal 3d6+9(27 Damage) over 3 Cycles. Meaning Character B will suffer 9 damage per Cycle for 3 Cycles. Each time Character A successfully poisons Character B, 27 Damage will be added to the remaining Duration. If Character A successfully poisons Character B, then that 9 damage turns into 18, 27, 36 and so on. **This keyword has an initial cost of 12 ACP.**

NAME	DESCRIPTION	COST
DURATION III: RESTORE HEALTH POINTS BY ONE POINT PER CYCLE		8 ACP PER POINT
DURATION IV: RESTORE ACTION POINTS BY ONE POINT PER CYCLE		10 ACP PER POINT
DURATION V: RESTORE STAMINA, FOCUS AND OR MANA BY ONE POINT PER CYCLE		12 ACP PER POINT

Duration III, Duration IV, and Duration V are Keywords that provide regenerative properties to a Character. They occur whether a Character is conscious or unconscious, but the Character must be alive for the Ability to take effect. However, like any Keyword available, Duration can have a hindering effect. Meaning that these Keywords can be used with Abilities to create a degenerative effect on a target, reducing that resource by a certain amount per cycle.

As an example, if Character A invested 72 ACP into Duration III to create an Ability that reduces HP by 10 per Cycle for 6 cycles, then if Character B were affected they would lose 10 HP per cycle for a total of 60 HP. Since the original wording is Restore, then losing HP would not affect their maximum HP but instead destroys it as if taking damage.

Duration is closely tied to Cycles, and the start of a Players turn with their Character(s) begins with the start of a Cycle. Any Ability which is a persistent effect such as Afflictions all have a minimum of 1 Cycle to their effect and Boosts and Hinderances start with 1 Cycle for the Duration for free. Their duration must be increased using the Keyword Duration I in order for these effects to last longer.

KINESIS

NAME	DESCRIPTION	COST
KINESIS I: MANIPULATE (PUSH, PULL, & LIFT) 6 LBS. PER 1 POINT OF ACP INVESTED		1 ACP PER 6 LBS.

Kinesis I allows a Character to push, pull, lift and fully manipulator the direction of any eligible target such as another Character, Object or Structure. Similar to Strength, Kinesis I has a limit on how much weight can be manipulated based on the investment in Kinesis I. Without accompanying keywords such as Range, and Duration, Kinesis would be limited to a close range action requiring the Character to touch it's target. Additionally, the distance a Target is manipulated and its total weight can determine its Speed Rank and damage done if collided with another Character, Structure or Object. Every four squares traveled adds 1d12 impact damage and 1d12 impact damage for every 100 lbs. the target weighs. The ACP cost for the Range Keywords is doubled for both number of targets and Shape. Limiting what Kinesis can target to what type increases available ACP for the Ability Slots by 50%. (Such as targetting only Metal or Water)

When used against the will of other Characters, to resist the effects of Kinesis I the Opposing Character must roll Power Resolve vs. Legerity or be manipulated as you choose for one Action. If the Character B fails their Resolve versus the Kinesis Action, then Character A may push, pull, and or lift Character B up to the maximum range they invested in their Ability. Characters, Objects and Environments automatically succeed their Resolve if their weight exceeds the ACP investment into Kinesis. Much like Kinesis I, Kinesis II allows a Character to freely manipulate weightless Energy Substances such as Light, fire, Wind and perhaps more metaphysical concepts such as Gravity or Magnetism. Kinesis II functions through occupied Squares and level of presence.

KINESIS I: MANIPULATE SOURCES OF ENERGY WITHIN RANGE PER SQUARE		20 ACP PER SQUARE

Increase Effect Value by 1d12 for every Squares occupied by relevant Energy Substances at the cost of 1 AP per 1d12 available. Chosen occupied squares are consumed once used and can only be used once per Action. Squares must be within Range and this Keyword is restricted by the Burst Shape for Range IV. Energy Substances that may be constantly present, such as Wind or Gravity, are consumed as well and do not return for until the start of this Characters next cycle. So, if Character A consumes the Air within a 5 Ft. Burst around them, no air will be available to breathe until the start of their next turn.

ACP Cost reduced by 50% if only a certain source can be manipulated using Kinesis.

The Kinesis Keyword is primarily used by Characters who wish to push, pull, lift or otherwise move Characters, and Objects they can perceive through their available senses. Kinesis can also be used to manipulate energy and the Characters surrounding environment. Kinesis can be described in different forms such as Telekinesis, Psychokinesis, Pyrokinesis and so on. It is entirely dependent on the concept, flavor and design of your Character that will determine how Kinesis is used. Kinesis is also dependent on other Keywords to function, Keywords such as Range and Duration.

Characters are not required to consume Energy Substances when using Kinesis II. If Character A has invested 60 ACP into Kinesis II, then the maximum amount of 1d10 he can add to the Action is 6d10 but requires 6 occupied squares of the relevant Energy Substance. Kinesis I may have a similar effect, but the Effect Value is determined by weight and momentum, which is 1d10 per 100 lbs. So, if Character A is near a source of Water, and wishes to drop 600 lbs. worth of water on a Target, they will need at least 6 squares occupied by water to complete the desired Action.

RANGE

All Actions and Abilities rely on Range to sculpt how they behave during gameplay. Each Square is considered 5 ft. of range and anything within 5 ft. or less is considered Close-Quarters or Melee. Abilities and Actions can have a large variety of shapes when it comes to Area of Effects such as a Cone, Line, Cylinder, Burst, and Cube. These shapes are important to establish when creating Abilities, so the Players know who and what their Abilities affect when successful.

Additionally, all Actions and Abilities that have an Area of Effect also have a Point of Origin, determined by the Player, when the Abilities are created. A Point of Oirigin determines where the Area of Effect starts and requires Range I if the Origin is seperate from the Character.

NAME	DESCRIPTION	COST
RANGE I: INCREASE THE RANGE OF AN ACTION OR ABILITY BY 1 SQUARE		1 ACP PER SQUARE
RANGE II: A LINE OF EFFECT AFFECTS ALL TARGETS PER SQUARE ADDED TO RANGE		2 ACP PER SQUARE
RANGE III: A CONE WILL AFFECT ALL TARGETS WITHIN THE AREA (3 SQUARES)		2 ACP PER SQUARE

A Cone will start out at 3 Squares (6 ACP) , increasing by 2 ACP per Square beyond the inital three Squares required to be considered a Cone. Every additional row of Squares each costs 2 ACP as normal. As an example, a row of 5 Squares would cost 10 ACP to add on to the existing three squares bringing the total Area of Effect for a Cone of that size to 16 ACP.

NAME	DESCRIPTION	COST
RANGE IV: A CUBE AFFECTS ALL TARGETS WITHIN ITS AREA OF EFFECT		2 ACP PER SQUARE

A Cubic Area of Effect works a differently from a Line or a Cone as it can also affect all targets within in Area of Effect beyond a horizontal plane, but also includes targets beneath and above the Point of Origin. However, the biggest difference is how ACP cost is determined when choosing to use a Cubic Area of Effect. A Cube starts off with 1 Square = 2 ACP (5 ft. Cube), to 8 Squares = 16 ACP (10 ft. Cube), 27 Squares = 54 ACP (15 ft. Cube) and 64 Squares = 128 ACP (20 ft. Cube). Cylinder, like a Cube, has its cost affected by Height but not width. And it's cost will only be increased by each square in its height.

NAME	DESCRIPTION	COST
RANGE V: A BURST AFFECTS ALL TARGETS WITHIN ITS AREA OF EFFECT		2 ACP PER SQUARE

A Burst will start out at 8 Squares (16 ACP), and it's cost for the next Tier can be calculated by rows similar to a Cone. A Burst around a single square such as a Character or an Object will start off with 3 Rows of 3 Squares (9 Total). Adding both Rows and Columns will be dependent on the previous Tier. To count the Inner burst, you exclude the center leaving you with 8 Squares. (2) + 2 + 2 + 2 (8 Squares). Each tier adds to 2 plus the previous Tier then multiplying it by 4. So, the next tier would cost 32 ACP (4 x 4 = 16 Squares) and the Tier after that would cost 48 ACP (6 x 6 = 24 Squares).

REINFORCE

NAME	DESCRIPTION	COST
REINFORCE I: INCREASE HP BY THE VALUE OF ANOTHER SUB-STAT		10 ACP PER STAT

Reinforcing Health Points can be allowed with up to two additional Sub-Stats and with Stats that are not already being used to increase Health Points.

REINFORCE II: INCREASE AP BY THE VALUE OF ANOTHER SUB-STAT		10 ACP PER STAT

Reinforcing Action Points can be allowed with up to two additional Sub-Stats and with Stats that are not already being used to increase Action Points.

REINFORCE III: INCREASE SP, FP, OR MP BY HALF THE VALUE OF ANOTHER SUB-STAT		10 ACP PER STAT

Reinforcing Resource Points can up allowed with up to two additional Sub-Stats and with Stats that are not already being used to increase Resource Points.

REINFORCE IV: INCREASE REACT BY HALF THE VALUE OF ANOTHER SUB-STAT		10 ACP PER STAT

Reinforcing Reaction can be allowed with up to two additional Sub-Stats and with Stats that are not already being used to increase Reaction.

REINFORCE V: INCREASE PG, MF, OR ER BY HALF THE VALUE OF ANOTHER SUB-STAT		10 ACP PER STAT

Reinforcing Damage Reduction or Energy Resistance can be allowed with up to two additional Sub-Stats and with Stats that are not already being used to increase DR or ER.

REINFORCE VI: INCREASE STRIKE TARGET BY HALF THE VALUE OF ANOTHER SUB-STAT		10 ACP PER STAT

Reinforcing Strike Target can be allowed with up to two additional Sub-Stats and with Stats that are not already being used to increase Strike Target.

REINFORCE VII: INCREASE EFFECT VALUE BY HALF THE VALUE OF ANOTHER SUB-STAT		10 ACP PER STAT

Reinforcing Effect Value can be allowed with up to two additional Sub-Stats and with Stats that are not already being used to increase the Effect Value. Reinforcement can be applied to EV types.

REINFORCE VIII: INCREASE EFFECT VALUE DIE BY A CHOSEN DEVICE (HELD & FUNCTIONING)		10 ACP COST

Reinforce an Active Action by applying a held or wielded device equal to the Effect Value of the device such as a Weapon, Shield or Tool. The Device must be functioning, and will apply the Effect Value you of the Device.

The Reinforce Keyword allows a Character to add additional Sub-Stats to their Resources as well as their Strike Target. This can strengthen a Character and covers weaknesses they may have due to low Sub-stats in critical locations. As an example, HP starts with Five Sub-Stats and is allowed Two additional Stats to add to it (Seven Total).

TRAVEL

The Travel Keyword represents a Characters ability to move themselves, another character or object from one location to another. The Travel Keyword can be different from Stride and Speed Rank as the Travel Keyword can also be depicted as appearing and reappearing in an instant (Depending on how the abilities are constructed).

The Travel keyword, like other keywords, is dependent on Keywords like Range, and Duration. As how these Characters or Objects travel, is how the ability is both constructed and described. Affecting Characters and Objects using the Travel Keyword, specifically for transporting, is dependent only on distance, quantity, and Size Rank. ACP Investment is required for Larger Characters and Objects as they occupy more than one Square at a time.

NAME	DESCRIPTION	COST
TRAVEL I: GRANT ADDITIONAL SQUARES OF MOVEMENT		3 ACP PER SQUARE

At the cost of 4 ACP per Square, a Character can add One Square of movement to an Action or an Ability during any point allocated as they choose during the Action or Ability. The additional movement can be used before, after or split between. This additional movement does not require a Stride Action and does not increase Strike Target or Speed Rank.

TRAVEL II: RELOCATE A **CHARACTER** FROM ONE LOCATION TO ANOTHER		12 ACP PER CHARACTER

Using the Travel II Keyword, a Character can choose to change the location of a Character from one Square to a different Square. These Locations can be adjacent, but they cannot occupy the same Square. This Keyword does not inherently have a distance that these Characters can be moved, so it still requires ACP Investment in the Range Keyword. A Character moving from one Square to another does build momentum nor cause Collision unless the Character was already in motion such as a Stride Action, falling, or if they were being forcibly moved.

TRAVEL III: RELOCATE AN **OBJECT** FROM ONE LOCATION TO ANOTHER		6 ACP PER OBJECT

Using the Travel III Keyword, a Character can choose to change the location of an Object from one Square to a different Square. These Locations can be adjacent, but they cannot occupy the same Square. This Keyword does not inherently have a distance that these Objects can be moved, so it still requires ACP Investment in the Range Keyword. An Object moving from one Square to another does build momentum nor cause Collision unless the Object was already in motion such as a Volley Action, or falling.

Transporting Characters and Objects of varying Size Ranks depends entirely on the amount of Squares they Occupy, and just as it is depicted in the Size Rank Page, Four Tiny, 2 Small, or 1 Medium Character or Object can be Transported at one time for 12 ACP. Beyond that point, ACP cost is increased by 4 ACP per Square per Character or Object they occupy. As an example, with 24 ACP invested in Travel II (2 Characters), 24 ACP invested for Size Rank, and 12 ACP invested in Range (60 ACP). That Character could transport up to two Large Characters, 4 Long Characters, 8 Medium Characters, 16 Small Characters or 32 Tiny Characters up to 20 ft.

Transporting Characters and Objects through the Travel Keyword does not require it be depicted through portals and holes in space. How it appears, is just important on how its described and how it functions within the rules of the game.

Transporting a target, such as an unwilling Character or an held Object results in a Power Resolve versus Legerity.

ABILITY CATALOG

ABSORB ENERGY 44 / 46

COST:	COST 1 MANA	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, GRAB	**SLOT #:**	2 / 10
ASPECT:	HEAL, ENERGY, ELEMENTAL	**CORE:**	SPIRIT
DEVICE:	ONE OR BOTH HANDS	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	ENERGY WITHIN 35 FT.		
TARGET:	SOURCE OF ENERGY		
EFFECT:	UP TO 3D12+ATN+VIT		

KEYWORDS	DESCRIPTION	COST	
KINESIS:	HEAL & RESTORE HP BY UP TO 1D12	20	ACP
ALTER:	CAN DAMAGE OR HEAL, OR SHIELD (1 CYCLE)	10	ACP
REINFORCE:	APPLY VITALITY TO EFFECT VALUE	10	ACP
RANGE:	INCREASE RANGE BY 2 SQUARES	4	ACP
DRAWBACK:	REDUCE PHYSICAL ARMOR BY TWO	16	ACP

DESCRIPTION

The user may consume the source of energy to deal damage, heal or shield Health Points by up to 1d12+ATN+VIT. Target and absorb up to one occupied squares of energy in the environment, with an additional cost of 1 AP per square and applying either damage, heal or shield at 1d12 per Square. Cost 1 Mana and reduce Physical Armor by 2 to initially use for 2 cycles.

ACADEMIC TRAINING 20 / 30

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	1 / 10
ASPECT:	POSITIVE, BOOST, MENTAL	**CORE:**	MIND
DEVICE:	CONCSIOUSNESS	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	INCREASE SKILL RANK WITH ENGINEERING BY 1		

KEYWORDS	DESCRIPTION	COST	
BOOST VII:	PLUS 1 SKILL RANK TO ENGINEERING	20	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Time spent in Academic studies has given the user a proclivity for Engineering and Mechanics, increasing Skill Rank with Engineering by 1 (Maximum Skill Rank limited by Character Level).

ACIDIC BLOOD 80 / 80

COST:	COST 4 STAMINA, BODY (VIT)	**SLOT(S):**	DOUBLE
TYPE:	TRIGGER, VOLLEY, DAMAGE	**SLOT #:**	2 / 10
ASPECT:	NEGATIVE, PHYSICAL, ACID	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	PERSONAL, DAMAGE VS. TARGET WITHIN 10 FT. CONE		
TARGET:	SELF, SINGLE		
EFFECT:	2D6+FNE+VIT ACID DAMAGE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE DAMAGE BY 2D6	42	ACP
BOOST IV:	RESTORE 2 STAMINA	10	ACP
RANGE:	ADD CONE OF EFFECT IN DIRECTION OF DAMAGE	18	ACP
REINFORCE:	INCREASE DAMAGE BY VITALITY	10	ACP
DRAWBACK:	COST 2 ADDITIONAL ACTION POINTS	20	ACP

DESCRIPTION

Upon receiving damage of any kind from any source, (Requires a loss of HP) and at the cost of 2 Stamina, and a 2 additional action points, the user may deal 2d6+FNE+VIT in Acid Damage to any targets, Structures or Characters in a 10 ft. Cone (9 Squares) through a Volley Action versus all targets within the area of effect.

AUGMENT 20 / 30

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	1 / 10
ASPECT:	POSITIVE, ENERGY	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	INCREASE BONUS TO EV BONUS EQUAL TO ATN		

KEYWORDS	DESCRIPTION	COST	
EMPOWER IV:	INCREASE VOLLEY ACTION EFFECT VALUE BY ATN	20	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase the Effect Value of a Volley Action equal to Attunement Sub-Stat, applies to Damage, Heal or Shield (One type only) and a chosen Core Action (Strike, Volley, Grab, Collide, Block, Dodge or Parry).

TRI-CORE

ABILITY CATALOG

BARBARIC — 90 / 90

COST:	COST 1 STAMINA,	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:			

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE POWER BY 3	90	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE INTELLIGENCE BY 1	30	ACP

DESCRIPTION

Barbaric grants the user an increase to Power by three and reduces Intelligence by one.

BLINK OF AN EYE — 33 / 40

COST:	COSTS 2 FOCUS	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, STRIDE	**SLOT #:**	N/A / N/A
ASPECT:	NEUTRAL, MOVEMENT, ENERGY	**CORE:**	MIND
DEVICE:	FUNCTIONAL LEGS	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	10 SQUARES (50 FT.)		
TARGET:	SELF		
EFFECT:	INCREASE SPEED RANK FOR A STRIDE ACTION		

KEYWORDS	DESCRIPTION	COST	
TRAVEL I:	ONE MEDIUM CHARACTER (SELF)	12	ACP
RANGE:	9 SQUARES (45 FT.)	9	ACP
COGNITINON:	HIDE WHERE TARGET IS TRANSPORTED	12	ACP
			ACP
DRAWBACK:	COSTS 1 ADDITIONAL FOCUS	10	ACP

DESCRIPTION

In a burst of speed, you cover a distance nearly in the blink of an eye to a target space within 50 ft. The movement grants temporary invisibility and Characters must roll an Observe versus Stealth to keep track of you. This ability costs 2 Focus Points.

BODY HARDENING — 46 / 46

COST:	COST 2 STAMINA	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, BOON, MITIGATION	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL, EARTH	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	INSTANT, 3 CYCLES		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS 20 SHIELD TO HP, REDUCE SPEED RANK BY 2		

KEYWORDS	DESCRIPTION	COST	
EMPOWER II:	PROTECT HEALTH POINTS WITH 20 SHIELD	40	ACP
DURATION:	INCREASE CYCLES BY 3	6	ACP
			ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 2	16	ACP

DESCRIPTION

At the cost of 2 Stamina, and upon receiving damage either Physical or Energy, increase Shield by 20 over Health Points for 3 cycles. Once Body Hardening is triggered, reduce Speed Rank by 2 for 3 Cycles. Additional uses of Body Hardening does not further increase the penalty to Speed Rank, but does prolong the duration and refreshes Shield to 20 regardless of current total.

BREATH WEAPON — 62 / 70

COST:	COST 2 STAMINA, 1 AP	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, COLLIDE, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	ABILITY TO BREATH	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	15 FT. CONE		
TARGET:	AFFECTS ALL IN CONE OF EFFECT		
EFFECT:	3D4+ADR DAMAGE IN A 15 FT. CONE		

KEYWORDS	DESCRIPTION	COST	
BOOST:	3D4 INCREASE TO DAMAGE	44	ACP
RANGE:	INCREASE RANGE BY 9 SQUARES	18	ACP
			ACP
			ACP
DRAWBACK:	INCREASE ACTION POINT COST BY 1	10	ACP

DESCRIPTION

Breath Weapon allows the user to unleash a blast of elemental damage based on the Energy type of your choosing in a 15 ft. cone dealing 3d4+VIT vs. Energy Resistance. Breath Weapon is used as an active Collide Action and costs 2 Stamina and 1 additional Action Points.

ABILITY CATALOG

CATCH AND RELEASE 40 / 40

COST:	COST 3 FOCUS	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, VOLLEY, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, NEGATIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	FUNCTIONAL HANDS	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	PERSONAL		
TARGET:	SELF & ONE OTHER TARGET		
EFFECT:	INCREASE AP BY 3 TO USE WITH GRAB & VOLLEY		

KEYWORDS	DESCRIPTION	COST	
BOOST III:	INCREASE ACTION POINTS BY 3	30	ACP
REINFORCE:	USE DEVICE GRABBED FROM FAILED VOLLEY	10	ACP
			ACP
			ACP
DRAWBACK:	INCREASE COST BY 2 FOCUS	10	ACP

DESCRIPTION

In the instance an opposing character targets the user with a Volley Action using a physical projectile that you can perceive, and misses, pay 2 Focus Point to gain up to 3 AP and perform a Grab Action on the Projectile used for the Volley. Then use a Volley Action to throw the same device using the same weapon stats against the same or another target.

CHANNEL ENERGY 64 / 70

COST:	COST 3 MANA	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, COLLIDE	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, DAMAGE, ENERGY	**CORE:**	SPIRIT
DEVICE:	OPEN HAND OR A CATALYST	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	30 FT. (6 SQUARES)		
TARGET:	SELF		
EFFECT:	2D4+ADR WITHIN 9 SQUARES		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE BY 2D4 ENERGY	28	ACP
ALTER:	INCREASE SHAPE BY TWO	8	ACP
RANGE:	NINE AVAILABLE SQUARES	18	ACP
REINFORCE:	ALLOW THE USE OF A CATALYST WITH ABILITY	10	ACP
DRAWBACK:	INCREASE MANA COST BY 1	10	ACP

DESCRIPTION

Channel Energy allows the user to make a Collide Action dealing 2d4+ADR as a bonus to Effect Value with 9 total squares of range. Channel Energy can be used as a 9 ft. Line, a 10 ft. Cone, and or a 9 square burst (3 x 3). Channel Energy uses the Effect Value and Action Point cost of a chosen Catalyst Device.

CLAIRVOYANT 40 / 40

COST:	COST 1 MANA, & 1 FOCUS	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRITUAL, INSIGHT	**CORE:**	SPIRIT
DEVICE:	VISIBILITY & LINE OF SIGHT	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:			

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE OBSERVE BY 1D12	36	ACP
DURATION:	INCREASE CYCLES BY 2	4	ACP
			ACP
			ACP
DRAWBACK:	INCREASE RESOURCE COST BY 1 FOCUS	10	ACP

DESCRIPTION

At the cost of 1 Mana, 1 Focus, and 2 Action Points increase **Observe** by 1d12 for 2 Cycles.

COLLISION 80 / 84

COST:	COST 4 STAMINA	**SLOT(S):**	DOUBLE
TYPE:	TRIGGER, COLLIDE	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, PHYSICAL, IMPACT	**CORE:**	BODY
DEVICE:	ABILITY TO STRIDE	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	2D10+PWR+ADR BONUS TO COLLIDE FOR 4 STAMINA		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE EFFECT VALUE BY 2D10	70	ACP
REINFORCE:	APPLY POWER TO EFFECT VALUE	10	ACP
			ACP
			ACP
DRAWBACK:	RECEIVE 1D8 BACKLASH ON USE	24	ACP

DESCRIPTION

At the cost of 4 Stamina Points, receive 1d8 backlash to deal an additional 2d10+PWR+ADR of Impact damage when pushing an unwilling target and it collides with another Character, object, or structure.

(This bonus is an additional set of damage and any physical armor the Target has applies to the Active Collide and Trigger Collide damage separately)

TRI-CORE

ABILITY CATALOG

CONDITIONED   60 / 60

COST:	COST 2 FOCUS	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	3 CYCLES		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS 10 SPEED RANK FOR 3 CYCLES		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE SPEED RANK BY 6	48	ACP
DURATION:	INCREASE CYCLES BY 6	12	ACP
			ACP
			ACP
			ACP

DESCRIPTION

Conditioned grants the user the ability to temporarily increase their **Speed Rank** by **6** for 6 cycles for 2 Focus.

CROWS NEST   30 / 30

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS RANK TO OBSERVE SKILL		

KEYWORDS	DESCRIPTION	COST	
BOOST:	+1 SKILL RANK TO OBSERVE	30	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Crows Nest increases Skill Rank by 1 for **Observe**.

CUNNING   30 / 30

COST:	NO RESOURCE COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS RANK TO STEALTH SKILL		

KEYWORDS	DESCRIPTION	COST	
BOOST:	+1 SKILL RANK TO STEALTH	30	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Cunning grants the user an additional Skill Rank to **Stealth**.

DASTARDLY RIPOSTE   67 / 70

COST:	COST 4 FOCUS	**SLOT(S):**	DOUBLE
TYPE:	TRIGGER, PARRY	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	DEVICE DEPENDANT	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	BASED ON DEVICE RANGE		
TARGET:	BASED ON DEVICE ALLOWED TARGETS		
EFFECT:	PLUS 2D8 TO DAMAGE WITH RIPOSTE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE EFFECT VALUE BY 2D6+1	47	ACP
REINFORCE:	INCREASE EFFECT VALUE BY FINESSE	10	ACP
REINFORCE:	APPLY BONUS TO DEVICE USED IN RIPOSTE	10	ACP
			ACP
DRAWBACK:	INCREASE COST BY 1 AP	10	ACP

DESCRIPTION

Upon a successful Parry Action, increase the damage of the following Riposte by **2d6**+**FNE** at the cost of 4 Focus Points. Appy the Weapon Effect Value in addition to the bonus, Dastardly Riposte still counts as using the chosen device and all costs tied to that equipment must also be paid.

TRI-CORE

ABILITY CATALOG

DEADEYE | 76 / 84

COST:	COST 2 FOCUS	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL, ACCURACY	**CORE:**	MIND
DEVICE:	DEVICE DEPENDANT	**DRAWBACK:**	30 / 90
DURATION:	3 CYCLES		
RANGE:	PERSONAL		
TARGET:	SINGLE		
EFFECT:	INCREASE ACCURACY BY 2D10, LOSE 2 ST		

KEYWORDS	DESCRIPTION	COST	
PRECISION:	INCREASE VOLLEY ACCURACY BY 2D10	70	ACP
DURATION:	INCREASE CYCLES BY 3	6	ACP
			ACP
			ACP
DRAWBACK:	REDUCE STRIKE TARGET BY 2	24	ACP

DESCRIPTION

Deadeye grants the user a bonus 2d10 Accuracy with Volley Actions for 3 Cycles at the cost of 2 Focus and 2 Action Points. Reduce Strike Target by 2, during Deadeyes duration.

DEEP BREATH | 40 / 40

COST:	COST 4 FOCUS	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL, RESTORE	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	PERSONAL		
TARGET:	SINGLE		
EFFECT:	RESTORE 4 ACTION POINTS		

KEYWORDS	DESCRIPTION	COST	
BOOST:	RESTORE UP TO 4 ACTION POINTS	40	ACP
			ACP
			ACP
			ACP
DRAWBACK:	COST AN ADDITIONAL FOCUS POINT	10	ACP

DESCRIPTION

Upon entering Negative Action Points, Deep Breath restores up to 1 Action Points to the user, and can be used even if the user is in their Negative Action Point pool, and if it places their total above 0, will allow the user to avoid fatigue and or exhaustion. Costs 4 Focus and a Reaction.

EFFECTIVE | 60 / 60

COST:	NO RESOURCE COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE	**CORE:**	SPIRIT
DEVICE:	CHOSE DEVICE	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	DEVICE DEPENDANT		
TARGET:	DEVICE DEPENDANT		
EFFECT:	INCREASE EFFECT VALUE BY 2 PER DIE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE EFFECT VALUE PER DIE BY 2	40	ACP
REINFORCE:	APPLY EFFECT VALUE OF CHOSEN DEVICE TYPE	20	ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase the Effect Value with a chosen Action type by 2 per die, the amount of die available is based on the chosen device.

ELEMENTAL BOLT | 40 / 40

COST:	COST 2 MANA	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, VOLLEY, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, ENERGY, ELEMENTAL	**CORE:**	SPIRIT
DEVICE:	CHOSE DEVICE	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	35 FT.		
TARGET:	SINGLE		
EFFECT:	2D4+FNE ENERGY DAMAGE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER II:	INCREASE EFFECT VALUE BY 2D4	28	ACP
RANGE I:	INCREASE RANGE BY 1 SQUARE	2	ACP
REINFORCE:	APPLY CHOSEN DEVICE TO EFFECT VALUE	10	ACP
			ACP
DRAWBACK:	INCREASE MANA COST BY 1	10	ACP

DESCRIPTION

Deal 2d4+FNE damage of an Element plus the Effect Value of a chosen Catalyst of your choice to a single enemy, targeting their Hit Points. (Once the Element is chosen for this ability, that choice cannot be changed. This ability may be acquired Multiple times, each time a different Element.)

ABILITY CATALOG

ELEMENTAL SAVANT | 40 / 60

COST:	NO RESOURCE COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	INCREASE AVAILABLE TECHNIQUE SKILL RANKS BY 2		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE TECHNIQUE BY 2 SKILL RANKS	40	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase available Technique skill ranks by 2, must be two different types.

ELFSIGHT | 56 / 60

COST:	NO RESOURCE COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	GRANTS BONUS VISION TYPES & OBSERVE RANK		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	ALLOWS VIVID VISION IN DARKNESS	8	ACP
ANATOMY:	ALLOWS VISION OF ENERGY SIGNATURES	8	ACP
BOOST:	INCREASE OBSERVE SKILL RANK BY 1	20	ACP
BOOST:	INCREASE OBSERVE SKILL BY 2	20	ACP
			ACP

DESCRIPTION

Elfsight allows the user to see and observe under any level of light and even in complete Darkness. Elfsight allows Elves to see and feel energy signatures such as Auras, and Ephemeral trails of any kind. Elfsight additionally also grants an Elf an additional Rank to Observe and a plus 2 bonus.

EMPOWERED | 40 / 40

COST:	1 MANA, 2 AP	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, RESOLVE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL	**CORE:**	SPIRIT
DEVICE:	ACTION DEPENDANT	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	INCREASE RESOLVE BY 10 AS A REACTION		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE RESOLVE BY 2	30	ACP
ALTER:	BONUS APPLIES TO PHYSICAL, MENTAL, AND ENERGY	8	ACP
DURATION:	INCREASE CYCLES BY 1	2	ACP
			ACP
DRAWBACK:	INCREASE ACTION POINT COST BY 1	10	ACP

DESCRIPTION

At the cost of 1 Mana and 2 Action Points, increase Physical Guard, Mental Fortitude, or Energy Resistance by 2 for 1 Cycle.

(This ability can be used when a hostile character or effect would require a Legerity roll versus the users resolve)

ENERGETIC | 88 / 92

COST:	NO RESOURCE COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	AP BONUS TO FINESSE+1 AND SPEED RANK +3		

KEYWORDS	DESCRIPTION	COST	
REINFORCE:	INCREASE ACTION POINTS EQUAL TO FINESSE	20	ACP
BOOST III:	INCREASE SPEED RANK BY 3	48	ACP
BOOST:	INCREASE AP BY 1	20	ACP
			ACP
DRAWBACK:	REDUCE PHYSICAL ARMOR AND ENERGY ARMOR BY 1	32	ACP

DESCRIPTION

Increase total Action Points by 1 and add a bonus equal to the users Finesse, increase Speed rank by 3, and reduce Physical Armor and Energy Armor by 1.

ABILITY CATALOG

ENERGY STREAM 40 / 40

COST:	1 MANA	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, COLLIDE, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	ENERGY, NEGATIVE, SPIRITUAL	**CORE:**	SPIRIT
DEVICE:	ONE OR BOTH OPEN HANDS	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	5 FT. BY 50 FT. LINE		
TARGET:	ANY WITHIN LINE OF EFFECT		
EFFECT:	1D4+ADR LIGHT DAMAGE IN A 50 FT. LINE		

KEYWORDS	DESCRIPTION	COST	
RANGE:	INCREASE RANGE BY 9 SQUARES	18	ACP
EMPOWER I:	INCREASE EFFECT VALUE BY 1D4	12	ACP
CHARGE I:	INCREASE DIE BY 1 PER CYCLE CHARGING	10	ACP
			ACP
DRAWBACK I:	INCREASE ACTION POINT COST BY 1	10	ACP

DESCRIPTION

At the cost of 1 Mana and 1 Action Point (Not including Action Weight), deals 1d4 Light Damage and an additional 1d14 Light Damage for each Cycle spent charging uninterrupted (up to 3 cycles) in a 5 ft. wide by a 50 ft. line. Energy Stream is considered a Collide Action and any Targets that fail their Resolve are pushed to the length of the 50 ft. line and receive bonus damage when colliding with Characters or Structures.

ENRAGE 44 / 46

COST:	COST 2 MANA	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, NEGATIVE, PHYSICAL	**CORE:**	SPIRIT
DEVICE:	CONSCIOUSNESS	**DRAWBACK:**	15 / 45
DURATION:	INSTANT, 2 CYCLES		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	INCREASE EFFECT VALUE BY 6		

KEYWORDS	DESCRIPTION	COST	
EMPOWER II:	INCREASE EFFECT VALUE BY 6	30	ACP
DURATION:	INCREASE BY 3 CYCLES	6	ACP
ALTER:	APPLIES TO VOLLEY & STRIKE ACTIONS	8	ACP
			ACP
DRAWBACK:	REDUCE PHYSICAL ARMOR & ENERGY RESISTANCE BY 1	16	ACP

DESCRIPTION

At the cost of 2 Mana Point, upon receiving damage to HP, increase effect value by 6 with Strike and Volley Actions. While Enraged, reduce Damage Reduction & Energy Resistance by 1.

ENTERTAINER 20 / 30

COST:	NO RESOURCE COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS RANK TO INFLUENCE SKILL		

KEYWORDS	DESCRIPTION	COST	
BOOST:	+1 SKILL RANK TO INFLUENCE	20	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Entertainer grants the user an increased Skill Rank to Influence.

EVASIVE 40 / 40

COST:	COST 3 FOCUS	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, DODGE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	ABLE TO USE DODGE ACTION	**DRAWBACK:**	15 / 45
DURATION:	2 CYCLES		
RANGE:	CLOSE (ADJACENT)		
TARGET:	SINGLE		
EFFECT:	INCREASE DODGE ACCURACY BY 1D12		

KEYWORDS	DESCRIPTION	COST	
PRECISION I:	INCREASE DODGE ACTION ACCURACY BY 1D12	36	ACP
DURATION:	INCREASE CYCLES BY 2	4	ACP
			ACP
			ACP
DRAWBACK:	COST 1 ADDITIONAL FOCUS POINT	10	ACP

DESCRIPTION

When using the Dodge Action as a reaction, increase Accuracy by 1d12 for 2 cycles at the cost of 3 Focus.

ABILITY CATALOG

EXOSKELETON 90 / 90

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	+3 PA AND +2 EA		

KEYWORDS	DESCRIPTION	COST	
BOOST VIII:	RESISTANCE TO IMPACT, SLICE, AND PENETRATE BY 50%	90	ACP
			ACP
			ACP
			ACP
DRAWBACK:	50% WEAKNESS VS. ELECTRICITY	30	ACP

DESCRIPTION

Increase Physical Armor Resistance by 50% versus Slice, Penetrate and Impact, and receive 50% Electricity from all sources and effects.

FABRICATE 60 / 60

COST:	COST 2 MANA	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, SKILL, CRAFT	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL, CREATION	**CORE:**	MIND
DEVICE:	CONSCIOUSNESS	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	10 FT. CONE (9 SQUARES)		
TARGET:	ANY WITHIN CONE OF EFFECT		
EFFECT:	REFINE UP TO 40 LBS. OF RAW MATERIALS		

KEYWORDS	DESCRIPTION	COST	
CREATION:	REFINE 40 LBS OF MATERIALS	20	ACP
CREATION:	CREATE 40 LBS OF RAW MATERIALS	10	ACP
RANGE:	AFFECTS MATERIALS IN A 15 FT. CONE	30	ACP
			ACP
			ACP

DESCRIPTION

At the cost of 2 mana, Fabricate allows the user to create 40 lbs. of Raw materials and Refine up to 40 lbs. of materials available within a 10 ft. Cone of Effect (9 Squares).

FIRE BREATH 90 / 60

COST:	COST 2 MANA	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, VOLLEY, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, ENERGY, ELEMENTAL	**CORE:**	MIND
DEVICE:	ABLE TO OPEN MOUTH	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	10 FT. X 35 FT. LINE (10 SQUARES)		
TARGET:	ANY WITHIN LINE OF EFFECT		
EFFECT:	1D4+FNE FIRE DAMAGE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE DAMAGE BY 1D4	12	ACP
RANGE:	10 FT. CONE (9 SQUARES)	18	ACP
CHARGE:	INCREASE DIE BY 2 PER 3 AP SPENT	40	ACP
AFFLICTION:	APPLIES 1 STACK OF BURN	20	ACP
DRAWBACK	RECEIVE 1D10 BACKLASH	30	ACP

DESCRIPTION

At the cost of 1d10 Backlash, and 2 Mana the Character breaths a large wave of scorching fire in a 10 ft. cone dealing 1d4+FNE in Fire damage plus an additional 2d4 Fire damage per 3 AP spent (up to 6 AP). Additionally, if they fail their resolve, the target burns for 1 Fire damage per 1d4 Fire damage dealt.

FLING 90 / 90

COST:	COST 2 STAMINA, 3 ACTION POINTS	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, VOLLEY	**SLOT #:**	N/A / N/A
ASPECT:	PHYSICAL, DAMAGE, THROW	**CORE:**	BODY
DEVICE:	EARTHEN DEBRIS OR MATERIAL	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	60 FT. SINGLE TARGET IMPACT		
TARGET:	ANY TARGETS IN A FOUR SQUARE RADIUS AS A BURST		
EFFECT:	DEAL 3D12+POWER+FINESSE IN EARTH DAMAGE		

KEYWORDS	DESCRIPTION	COST	
KINESIS:	INCREASE DAMAGE BY 1D12 PER SQUARE (EARTH)	60	ACP
RANGE:	INCREASE RANGE BY 12 SQUARES	12	ACP
RANGE:	APPLY BURST TO IMPACT	8	ACP
REINFORCE:	INCREASE EFFECT VALUE BY POWER	10	ACP
DRAWBACK:	INCREASE COST BY 3 ACTION POINTS	30	ACP

DESCRIPTION

At the cost of 2 Stamina, and 3 Action Points the user can grab up to 3 squares of earthen material such as stone, dirt or sand and launch it at a target point up to 60 ft. (12 Squares) and in a small explosion of debris dealing 3d12 plus Power and Finesse. Fling costs an additonal Action Point per square of earthen material thrown.

ABILITY CATALOG

FOLLOW UP — 60 / 60

COST:	COST 4 FOCUS	**SLOT(S):**	DOUBLE
TYPE:	TRIGGER, VOLLEY OR STRIKE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	(NEXT DECLARED ACTION)		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	INCREASE AP BY 2 & ACCURACY BY 1D8		

KEYWORDS	DESCRIPTION	COST	
BOOST III:	INCREASE ACTION POINTS BY 1	10	ACP
PRECISION:	INCREASE ACCURACY BY 1D12	36	ACP
REINFORCE:	APPLY DEVICE EFFECT VALUE	10	ACP
ALTER:	ALLOWS FOR A STRIKE OR A VOLLEY	4	ACP
			ACP

DESCRIPTION

Upon landing a Strike or Volley against an enemy target, this ability Triggers and you gain 2 AP AND 1d12 Accuracy at the cost of 4 Focus Point to use a Strike or Volley Action against the same Target with the same Ability, Action, or Device as used previously.

GASEOUS FORM — 90 / 90

COST:	COST 4 STAMINA	**SLOT(S):**	DOUBLE
TYPE:	TRIGGER, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, ENERGY, BONUS	**CORE:**	BODY
DEVICE:	CONSCIOUSNESS	**DRAWBACK:**	30 / 90
DURATION:	INSTANT, 4 CYCLES		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	+4 DR, +50% PHYS RESIST, -50% FIRE RESIST		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE PHYSICAL ARMOR BY 4	64	ACP
ANATOMY:	+50% PHYSICAL RESISTANCE	20	ACP
DURATION:	INCREASE CYCLES BY 3	6	ACP
			ACP
DRAWBACK:	-50% FIRE RESISTANCE & COST 1 AP ADDITIONAL	30	ACP

DESCRIPTION

At the cost of 4 Stamina Point, increase Physical Armor by 4 and reduce incoming Slice, Impact or Penetrate damage received by 50%. Fire Damage received during Gaseous Form deals an additional 50% Damage. (Persists for up to 3 Cycles)

GATE CRASHER — 30 / 30

COST:	NO RESOURCE COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	INCREASE COLLIDE EFFECT EQUAL TO POWER		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	APPLY POWER TO COLLIDE EFFECT VALUE	20	ACP
EMPOWER:	INCREASE COLLIDE EFFECT VALUE BY 1	10	ACP
			ACP
			ACP
			ACP

DESCRIPTION

Gate Crasher grants a Character a bonus to the Effect Value of Collide Actions equal to **Power** plus a **bonus** of **1**.

GLOB OF ACID — 90 / 90

COST:	COST 4 STAMINA	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, VOLLEY	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	ABILITY TO SPIT	**DRAWBACK:**	30 / 90
DURATION:	INSTANT, LAST FOR 3 CYCLES		
RANGE:	50 FT. (10 SQUARES)		
TARGET:	SINGLE (5 FT. PUDDLE)		
EFFECT:	REDUCE TARGETS PA BY 5		

KEYWORDS	DESCRIPTION	COST	
BOOST:	DECREASE PHYSICAL ARMOR BY 5	80	ACP
DURATION:	INCREASE CYCLES TO 3	6	ACP
RANGE:	INCREASE RANGE BY 4 SQUARES	4	ACP
			ACP
DRAWBACK:	INCREASE RESOURCE COST BY 2 STAMINA AND AP BY 1	30	ACP

DESCRIPTION

At the cost of **4 Stamina** Points and **1 Action Point**, reduce the **Physical Armor** by **5** and additionally it affects any Object, Character or Structure in contact with the acidic puddle it leaves behind which persists for 3 cycles.

TRI-CORE

ABILITY CATALOG

GRACE

			30 / 30
COST:	COST 2 MANA	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, DODGE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRITUAL	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	(NEXT DECLARED ACTION)		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	INCREASE PA BY 4 AND SHP BY 10 WHEN DODGING		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE PHYSICAL ARMOR BY 2	16	ACP
BOOST:	INCREASE SHIELD BY 10	10	ACP
DURATION:	INCREASE CYCLES BY 2	4	ACP
			ACP
			ACP

DESCRIPTION

On declaring a Dodge Action versus an Offense Action and at the cost of 2 Mana, increase Physical Armor by 2 and Shield to protect HP by 10 for 2 CycleS. (If the Dodge is successful, reduce incoming damage equal to double their Finesse bonus before applying this effect)

GREAT IMPACT

			90 / 90
COST:	COST 4 STAMINA	**SLOT(S):**	DOUBLE
TYPE:	TRIGGER, CORE	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	1 CYCLE		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	DESTROY 5 AP & 2 SPEED RANK UPON USE		

KEYWORDS	DESCRIPTION	COST	
BOOST II:	REDUCE TARGETS AP BY 5	50	ACP
BOOST VI:	REDUCE TARGETS SPEED RANK BY 2	16	ACP
AFFLICTION:	APPLY ONE STACK OF JOLT	20	ACP
DURATION:	INCREASE CYCLES BY 2	4	ACP
DRAWBACK:	COST 3 ADDITIONAL STAMINA	30	ACP

DESCRIPTION

Upon dealing damage to a Target with an Action or Ability, and at the cost of 4 Stamina and 3 Action Points, destroy the targets Action Points by 4 and Speed Rank by 4, and reduces the targets AP by 1 per die of Damage dealt. Effect requires Energy Resistance Resolve versus Body Legerity.

HARDY

			28 / 30
COST:	NO RESOURCE COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	INCREASE HP BY 11		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE MAXIMUM HP TOTAL BY 7	28	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase a Characters maximum HP by 7.

HEALER

			20 / 30
COST:	NO RESOURCE COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, GRAB	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRITUAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	BONUS TO HEALING EQUAL TO MORALE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE HEAL EV EQUAL TO MORALE	20	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase the Effect Value when healing equal to Morale. (Bonus will only apply when using the Grab Action to Heal)

ABILITY CATALOG

IMMOVABLE | 30 / 30

COST:	COST 1 STAMINA	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	4 CYCLES		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	1D8 BONUS TO RESOLVE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE PHYSICAL GUARD RESOLVE BY 1D8	24	ACP
DURATION:	INCREASE CYCLES BY 3	6	ACP
			ACP
			ACP
			ACP

DESCRIPTION

Immovable grants a Character a bonus 1d8 bonus to Power Resolve Rolls at the cost of 1 Stamina for 4 Cycles.

INSPIRE | 90 / 90

COST:	COST 2 MANA, 6 AP	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, BOON, INFLUENCE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL, SPIRITUAL	**CORE:**	SPIRIT
DEVICE:	ABILITY TO SPEAK	**DRAWBACK:**	30 / 90
DURATION:	5 CYCLES		
RANGE:	50 FT. RANGE		
TARGET:	UP TO 6 TARGETS (INCLUDING SELF)		
EFFECT:	+4 ACCURACY AND DAMAGE		

KEYWORDS	DESCRIPTION	COST	
PRECISION:	INCREASE ACCURACY BY 5 (Strike & Volley)	29	ACP
EMPOWER:	INCREASE DAMAGE BY 5 (Strike & Volley)	29	ACP
RANGE:	10 SQUARES & UP TO 6 TARGETS	16	ACP
DURATION:	INCREASE DURATION BY 8 CYCLES	16	ACP
DRAWBACK:	INCREASE ACTION POINT COST BY 3	30	ACP

DESCRIPTION

At the cost of 2 Mana and 3 Action Points, a Character inspires those within 50 ft. Of the user and up to five targets and increases their ACC and EV by 5 for eight Cycles. Bonus to Accuracy and Effect Value affects only Strike and Volley.

INTUITIVE | 60 / 60

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	SELF		
TARGET:	NONE		
EFFECT:	INCREASE SKILL RANK WITH CHOSEN SKILL		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE AVAILABLE SKILL RANKS BY 3	60	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

A Character may increase the Skill Rank by 1 for three different chosen Skills.

IRON SKIN | 80 / 80

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	+5 PHYSICAL ARMOR		

KEYWORDS	DESCRIPTION	COST	
BOOST V:	INCREASE PHYSICAL ARMOR BY 5	80	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE MAXIMUM FOCUS BY 1	20	ACP

DESCRIPTION

Increase Physical Armor by 5, reducing all physical damage received, and reduce maximum Focus by 1.

ABILITY CATALOG

LUNGE 89 / 90

COST:	COST 3 MANA, & 1 AP	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, STRIKE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	SPIRIT
DEVICE:	BOTH LEGS FUNCTIONAL	**DRAWBACK:**	30 / 90
DURATION:	1 CYCLE		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:			

KEYWORDS	DESCRIPTION	COST	
TRAVEL I:	ADD TWO SQUARES OF MOVEMENT TO STRIKE ACTION	12	ACP
PRECISION I:	INCREASE ACCURACY BY 1D12+1	41	ACP
BOOST VI:	REDUCE STRIKE TARGET BY 2	24	ACP
REINFORCE:	APPLY DEVICE TO EFFECT VALUE	10	ACP
DRAWBACK:	INCREASE COST BY 1 MANA & 1 AP	30	ACP

DESCRIPTION

At the cost of 3 Mana and 1 Additional Action Point, move two Squares and make a Strike Action. The Targets Strike Target is reduced by 2, and your Accuracy is increased by 1d12+1. Damage dealt is equal to the Device chosen for the Ability. Effect last for 1 cycle.

MAGNEKINESIS 77 / 90

COST:	COST 2 FOCUS, 2 AP	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, GRAB	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	CLEAR CONSCIOUS MIND	**DRAWBACK:**	30 / 90
DURATION:	INSTANT UP TO 1 CYCLE		
RANGE:	30 FT. (5 SQUARES)		
TARGET:	SINGLE		
EFFECT:	MANIPULATE 198 LBS UP WITHIN 50 FT.		

KEYWORDS	DESCRIPTION	COST	
KINESIS:	MANIPULATE UP TO 198 LBS.	33	ACP
RANGE:	INCREASE RANGE BY 10 SQUARES	10	ACP
RANGE:	MANIPULATE ALL OBJECTS IN A 4X4 SQUARE	32	ACP
			ACP
DRAWBACK:	ONLY AFFECTS METAL, COST INCREASED BY 2 AP	30	ACP

DESCRIPTION

At the cost of 2 Focus and 2 Action Points, Magnekinesis allows the user to move and manipulate objects up to 198 lbs. within range of 50 feet with the its Mind. Any Character or Object that is within the maximum weight and resists must roll Energy Resistance Resolve vs. the Characters Legerity.

MARKSMANSHIP 32 / 30

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, VOLLEY	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL	**CORE:**	MIND
DEVICE:	EQUIPMENT OR ACTION DEPENDANT	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	INCREASE RANGE OF A DEVICE BY 15 SQUARES		

KEYWORDS	DESCRIPTION	COST	
RANGE I:	INCREASE RANGE BY UP TO 15 SQUARES	30	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase Range with Volley Actions by 75 ft (15 Squares).

MIGHT 62 / 60

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, BODY	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	+7 STRENGTH BONUS		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE STRENGTH BY 6	60	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Might increases a Character's Strength Total by 6 allowing the Character to carry and manipulate an additional 150 lbs.

ABILITY CATALOG

MIND CONTROL — 75 / 80

COST:	COST 2 MANA	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, GRAB,	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, MENTAL	**CORE:**	SPIRIT
DEVICE:	EYE CONTACT	**DRAWBACK:**	30 / 90
DURATION:	1 CYCLE OR UNTIL ACTION POINTS ARE SPENT		
RANGE:	75 FT. (15 SQUARES)		
TARGET:	SINGLE		
EFFECT:	DETERMINE ACTION POINT SPENDING		

KEYWORDS	DESCRIPTION	COST	
COGNITION I:	CONTROL UP TO 6 ACTION POINTS	60	ACP
RANGE:	INCREASE RANGE BY 15 SQUARES	15	ACP
			ACP
			ACP
DRAWBACK:	INCREASE RESOURCE COST BY 2 MANA	20	ACP

DESCRIPTION

If chosen Target fails their resolve, you may then choose how they spend their next 6 Actions Points at the cost of 2 Mana Point at a 75 ft. range. Mind Control is considered a Grab Action and can be used as a Light, Moderate or Heavy Grab. Mind Control requires the user to roll Spirit Legerity versus the targets Mental Fortitude resolve.

MUSCLE MEMORY — 90 / 90

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	+9 BONUS TO DODGE		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE DODGE ACC BY 9	90	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE COLLIDE ACCURACY BY 6	30	ACP

DESCRIPTION

Increase the Characters Dodge Accuracy by 9 and reduce Accuracy with Collide by 6.

NEVER GIVE UP — 38 / 40

COST:	2 STAMINA	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	SELF		
TARGET:	NONE		
EFFECT:	INCREASE RESOLVE BY 1D8		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE RESOLVE BY 1D10	30	ACP
ALTER:	BONUS TO RESOLVE INCLUDES MF	8	ACP
			ACP
			ACP
DRAWBACK:	INCREASE COST BY 1 AP	10	ACP

DESCRIPTION

When suffering Shock and rolling Resolve versus Legerity, increase total Dice rolled for Resolve by 1d10 at the cost of 2 Stamina and 1 AP. This bonus applies to Physical Guard, Mental Fortitude or Energy Resistance.

NO FEAR — 60 / 60

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRITUAL	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	SELF		
TARGET:	NONE		
EFFECT:	INCREASE MORALE RESOLVE BY 1D10		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE RESOLVE BY 1D10	60	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

When required to roll a Mental Fortitude Resolve, increase total die roll by 1D10

ABILITY CATALOG

OPPORTUNIST   40 / 40

COST:	COST 3 FOCUS	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, STRIKE OR VOLLEY	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	FUNCTIONAL WEAPON OR DEVICE	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	BASED ON DEVICE RANGE		
TARGET:	BASED ON DEVICE RANGE		
EFFECT:	1D12 BONUS TO ACCURACY ON TRIGGER		

KEYWORDS	DESCRIPTION	COST	
PRECISION I:	INCREASE ACCURACY BY 1D8+2	34	ACP
ALTER:	INCLUDES STRIKE OR VOLLEY	4	ACP
DURATION:	INCREASE CYCLES BY 1	2	ACP
			ACP
DRAWBACK:	INCREASE COST BY 1 FOCUS	10	ACP

DESCRIPTION

At the cost of 3 **Focus Points**, increase Accuracy by **1d8+2** while Stealthed versus an unaware Target. Effect persists for 1 Cycle.

PADDED STEPS   60 / 60

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL	**CORE:**	MIND
DEVICE:	ABILITY TO HOLD BALANCE	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	NATURAL		
TARGET:	SELF		
EFFECT:			

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE STEALTH BY 6	60	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

A character increases their **Stealth** Rolls by **6.**

POWERFUL ATTACKS   90 / 90

COST:	COST 2 STAMINA	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, STRIKE OR COLLIDE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, NEGATIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	FUNCTIONAL WEAPON OR DEVICE	**DRAWBACK:**	30 / 90
DURATION:	1 CYCLE		
RANGE:	BASED ON DEVICE RANGE		
TARGET:	BASED ON DEVICE RANGE		
EFFECT:	INCREASE DAMAGE, REDUCE ACC		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 3D6	66	ACP
ALTER:	APPLIES TO STRIKE, GRAB, AND COLLIDE	8	ACP
DURATION:	INCREASE DURATION BY 3 CYCLES	6	ACP
REINFORCE:	INCREASE EFFECT VALUE BY MORALE	10	ACP
DRAWBACK:	REDUCE ACCURACY BY 6	30	ACP

DESCRIPTION

At the cost of **2 Stamina**, increase effect value with Strike, Grab and Collide Actions by **3d6** and reduce accuracy by **6** with **Strike, Grab,** and **Collide** for **3 Cycles**.

PRIMAL INSTINCT   30 / 30

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRIT	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS SUB-STAT ADDED TO DODGE ACTION EV		

KEYWORDS	DESCRIPTION	COST	
REINFORCE:	ADD PWR TO DODGE ACTION	20	ACP
PRECISION:	INCREASE DODGE EFFECT VALUE BY 1	10	ACP
			ACP
			ACP
			ACP

DESCRIPTION

Primal Instinct allows the user to add their **Power** to their **Dodge Action** plus a one point bonus.

ABILITY CATALOG

PROWESS 60 / 60

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, ANY	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS 2 TO A SUB-STAT		

KEYWORDS	DESCRIPTION	COST	
BOOST I:	INCREASE SUB-STAT BY 2	60	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase a Sub-Stat by 2 Points. Sub-Stat choices are Power, Vitality, Endurance, Intelligence, Finesse, Acuity, Ardor, Morale and Attunement.

PUGILIST 20 / 30

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS RANK TO TECHNIQUE SKILL (COLLIDE)		

KEYWORDS	DESCRIPTION	COST	
BOOST:	+1 SKILL RANK TO TECHNIQUE	20	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Pugilist grants the user an increase
Skill Rank to Technique which applies to Strike.
(Cannot exceed maximum available Skill Ranks)

REACTIVE ARMOR 79 / 80

COST:	COST 4 STAMINA	**SLOT(S):**	DOUBLE
TYPE:	TRIGGER, BLOCK	**SLOT #:**	N/A / N/A
ASPECT:	PHYSICAL, POSITIVE	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	INSTANT + 2 CYCLES		
RANGE:	SELF		
TARGET:	PERSONAL		
EFFECT:	3D10 TO INCOMING DAMAGE MITIGATION		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE MITIGATION BY 2D8	56	ACP
DURATION:	INCREASE CYCLES BY 4	8	ACP
REINFORCE:	INCREASE EV BY 3 PER DIE	15	ACP
			ACP
DRAWBACK:	-50% ELECTRICITY RESISTANCE (30 ACP REFUND)	20	ACP

DESCRIPTION

Reactive Armor allows a Character to use the Block Action and roll an additional 2d8 Shield to reduce damage received by the total amount plus 3 per die in total Block. This mitigation is rolled before applying Block, Finesse, Damage Reduction, and or Energy Resistance and costs 4 Stamina to use as a Triggering Effect. Reactive Armor cause the user to receives 50% more damage from sources of Electricity for 4 Cycles after use.

RECKLESS BASH 45 / 46

COST:	COST 1 STAMINA	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, COLLIDE	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	ABLE TO COLLIDE	**DRAWBACK:**	15 / 45
DURATION:	INSTANT, APPLY EFFECT DURING ACTION		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	1D8+1 TO COLLIDE EV		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	BONUS 1D8 TO EFFECT VALUE	29	ACP
BOOST:	INCREASE SPEED RANK BY 2	16	ACP
			ACP
			ACP
DRAWBACK:	REDUCE PA AND ER BY 1	16	ACP

DESCRIPTION

At the cost of 1 Stamina, increase the effectiveness of a Collide action by 1d8+1 and reduce Physical Armor and Energy Armor by 1.

ABILITY CATALOG

REGENERATION   80 / 80

COST: NO COST	**SLOT(S):** DOUBLE
TYPE: PASSIVE, HEAL	**SLOT #:** N/A / N/A
ASPECT: POSITIVE, PHYISCAL	**CORE:** BODY
DEVICE: NATURAL	**DRAWBACK:** 30 / 90
DURATION: PERMANENT	
RANGE: NONE	
TARGET: SELF	
EFFECT: RESTORE HP PER CYCLE	

KEYWORDS	DESCRIPTION	COST	
DURATION:	RESTORE 4 HP PER CYCLE	64	ACP
BOOST:	INCREASE HP BY 4	16	ACP
			ACP
			ACP
DRAWBACK:	REDUCE MAXIMUM STAMINA BY 1	20	ACP

DESCRIPTION

Restore 5 HP Per cycle and permanently increase Health Points by 4 but reduce maximum Stamina by 1.

RESILIENCE   40 / 40

COST: COST 2 STAMINA, 1 MANA	**SLOT(S):** SINGLE
TYPE: TRIGGER, BOON	**SLOT #:** N/A / N/A
ASPECT: POSITIVE, HEAL	**CORE:** BODY
DEVICE: NATURAL	**DRAWBACK:** 15 / 45
DURATION: INSTANT	
RANGE: SELF	
TARGET: PERSONAL	
EFFECT: RESTORE UP TO 4 ACTION POINTS	

KEYWORDS	DESCRIPTION	COST	
BOOST III:	RESTORE 3 ACTION POINTS	40	ACP
			ACP
			ACP
			ACP
DRAWBACK:	COST INCREASED BY 1 MANA	10	ACP

DESCRIPTION

In the event that you unwillingly lose Action Points due to an Ally, Enemy, or an environmental hazard, restore 4 Actions Points at the cost of 2 Stamina, and 1 Mana. A Boon costs 2 Action Points by default, but a Triggering Action refunds Action Points spent by doubling resource cost.

RESIST ENERGY   30 / 30

COST: NO COST	**SLOT(S):** SINGLE
TYPE: PASSIVE, BOON	**SLOT #:** N/A / N/A
ASPECT: POSITIVE, ENERGY	**CORE:** BODY
DEVICE: NATURAL	**DRAWBACK:** 15 / 45
DURATION: PERMANENT	
RANGE: PERSONAL	
TARGET: SELF	
EFFECT: INCREASE RESISTANCE TO SPECIFIC ENERGY BY 50%	

KEYWORDS	DESCRIPTION	COST	
ANATOMY IV:	INCREASE RESISTANCE BY 50%	30	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Increase your Resistance towards a specific Energy type by 50%. (Once the Energy Type has been chosen, it cannot be changed)

RESTORE   80 / 84

COST: COST 2 MANA	**SLOT(S):** DOUBLE
TYPE: ACTIVE, GRAB	**SLOT #:** N/A / N/A
ASPECT: POSITIVE, HEAL	**CORE:** SPIRIT
DEVICE: ONE OR BOTH HANDS	**DRAWBACK:** 30 / 90
DURATION: INSTANT WITH GRAB ACTION	
RANGE: CLOSE, WITHIN 5 FT.	
TARGET: SINGLE	
EFFECT: 1D10 HEAL ON GRAB ACTION	

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	BONUS 1D10 TO EFFECT VALUE	30	ACP
EMPOWER:	INCREASE EV BY 2 PER DIE	10	ACP
CHARGE:	INCREASE DIE BY 2 PER 3 AP	40	ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 3	24	ACP

DESCRIPTION

At the cost of 2 Mana, and a reduction of 3 Speed Rank, a Character may initially heal another Target for 1d10+2, plus an additional 2d10+4 per 3 Action Points spent up to 6 additional Action Points (5d10+10+VIT). This increase in cost is in addition to Action Weight, such as Light, Moderate and Heavy.

ABILITY CATALOG

SCENT 40 / 40

COST:	COST 1 STAMINA, 1 AP
SLOT(S):	SINGLE
TYPE:	ACTIVE, BOON, OBSERVE
SLOT #:	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL
CORE:	BODY
DEVICE:	NATURAL
DRAWBACK:	15 / 45
DURATION:	2 CYCLES
RANGE:	5 FT. RADIUS
TARGET:	SELF
EFFECT:	INCREASE TRACK ACTION BY 1D6

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE SKILL BONUS BY 1D6	18	ACP
RANGE:	5 FT. RADIUS AROUND CHARACTER	18	ACP
DURATION:	INCREASE CYCLES BY 2	4	ACP
			ACP
DRAWBACK:	INCREASE AP COST BY 1	10	ACP

DESCRIPTION

At the cost of 1 Stamina and 1 Action Point, Scent allows the user to detect other Characters and Objects holding a scent within a 5 ft. Radius centered on them and can track the locations of other Characters and Objects they have encountered. Scent increases the Observe and Track Sub-Action by 1d6. The effect of Scent last for 2 cycles.

SECOND WIND 92 / 90

COST:	COSTS 7 STAMINA
SLOT(S):	DOUBLE
TYPE:	TRIGGER, HEAL
SLOT #:	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL
CORE:	BODY
DEVICE:	NATURAL
DRAWBACK:	30 / 90
DURATION:	INSTANT
RANGE:	PERSONAL
TARGET:	SELF
EFFECT:	HEAL 2D6+2 PLUS VITALITY AS A BONUS

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	HEAL 2D6	42	ACP
EMPOWER:	INCREASE EV BY 2 PER DIE	10	ACP
CHARGE:	INCREASE DIE BY 2 PER 3 AP	40	ACP
			ACP
DRAWBACK:	COSTS AN ADDITIONAL 3 STAMINA	30	ACP

DESCRIPTION

Upon taking damage that targets HP, restore up to 2d6+2+VIT HP at the cost of 7 Stamina Points. Additional Action Points may be spent to increase the healing received by 2d6+4 per 3 additional Action Points spent up to 6 Action Points (6d6+12 bonus plus Vitality).

SHARPENED STRIKES 80 / 90

COST:	NO COST
SLOT(S):	DOUBLE
TYPE:	PASSIVE, STRIKE
SLOT #:	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL,
CORE:	BODY
DEVICE:	NATURAL
DRAWBACK:	30 / 90
DURATION:	PERMANENT (REDUCTION EFFECT LASTS FOR 1 CYCLE)
RANGE:	PERSONAL
TARGET:	SELF
EFFECT:	IGNORE 5 DR WITH UCB, REDUCE IMPACT RESISTANCE

KEYWORDS	DESCRIPTION	COST	
BOOST:	REDUCE IMPACT PHYSICAL ARMOR BY 6	48	ACP
ANATOMY:	REDUCE IMPACT RESISTANCE BY 50%	30	ACP
DRUATION:	INCREASE CYCLE BY 1	2	ACP
			ACP
DRAWBACK:	REDUCE FOCUS BY 3	30	ACP

DESCRIPTION

Upon Striking a Target using Unarmed Combat Bonus, reduce the targets Impact Resistance (If any) by 50%, and reduce the targets mitigation versus Impact Damage (If any) by 6. Subsequential hits following the 1st hit, within 1 cycle, will ignore 6 PA vs. Impact and ignore Impact Resistance up to 50%. Alternatively, if the target has no Physical Armor or mitigation towards Impact will receive 6 additional Impact Damage per Action.

SHIELDS UP 40 / 40

COST:	COST 1 STAMINA, 1 AP
SLOT(S):	SINGLE
TYPE:	ACTIVE, BLOCK, BOON
SLOT #:	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL
CORE:	SPIRIT
DEVICE:	UCB OR DEVICE
DRAWBACK:	15 / 45
DURATION:	2 CYCLES
RANGE:	PERSONAL
TARGET:	SELF
EFFECT:	1D8 BLOCK DICE FOR 1 CYCLE

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE BLOCK DICE BY 1D8	24	ACP
REINFORCE:	APPLY DEVICE EFFECT VALUE	10	ACP
DURATION:	INCREASE CYCLES BY 3	6	ACP
			ACP
DRAWBACK:	INCREASE COST BY 1 AP	10	ACP

DESCRIPTION

You may pay 1 Stamina, and 1 AP to increase the Total of a Block Action by an additional 1d8. Boon persists for 3 Cycles following the activation of Shields Up during a Block Action.

ABILITY CATALOG

SHIMMERING SCALES 80 / 80

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON, MITIGATION	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	STRENGTH & WEAKNESS TO DAMAGE		

KEYWORDS	DESCRIPTION	COST	
BOOST:	+100% RESISTANCE TO DAMAGE TYPE	80	ACP
			ACP
			ACP
			ACP
DRAWBACK:	-50% RESISTANCE TO DAMAGE TYPE	20	ACP

DESCRIPTION

Shimmering Scales grants the user a 100% resistance to a source of damage and a weakness to the opposing element. The user will reduce all effects and damage received from their choice by 100% and takes 50% increased damage from the opposing Element. (Not all damage types have an opposite, both choices of damage received must be different)

SNEAK ATTACK 40 / 40

COST:	COST 2 FOCUS	**SLOT(S):**	SINGLE
TYPE:	TRIGGER, STRIKE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	PHYSICAL, DAMAGE	**CORE:**	MIND
DEVICE:	ABLE TO PERFORM STRIKE	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	DEVICE DEPENDANT		
TARGET:	SINGLE		
EFFECT:	INCREASE DAMAGE BY 2 DIE PER CYCLE		

KEYWORDS	DESCRIPTION	COST	
CHARGE:	INCREASE EV BY 1 DIE PER CYCLE	20	ACP
REINFORCE:	APPLY DEVICE EFFECT VALUE	10	ACP
REINFORCE:	INCREASE EFFECT VALUE BY ACUITY	10	ACP
			ACP
DRAWBACK	INCREASE COST BY 1 FOCUS	10	ACP

DESCRIPTION

At the cost of 2 Focus, the user may spend 3 Cycles to charge their next Strike Action and increase the Effect Value by two die per cycle charging (Up to 6 Additional die). Additionally, increasing the Effect Value equal to the users Acuity. Taking any other actions while charging interrupts the increase to Effect Value and the bonus drops to zero.

SORCERY 40 / 60

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON,	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRITUAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	INCREASE EV WITH TWO TYPES BY ATN		

KEYWORDS	DESCRIPTION	COST	
REINFORCE:	INCREASE EV W/ TWO TYPES OF ENERGY EQUAL TO ATN	40	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Sorcery grants the user a bonus with two different energy types equal to their **Attunement**.

SPELLSTORM 80 / 80

COST:	COST 2 MANA	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, VOLLEY	**SLOT #:**	N/A / N/A
ASPECT:	NEGATIVE, ENERGY	**CORE:**	SPIRIT
DEVICE:	HAND OR CATALYST	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	25 FT. (5 SQUARES)		
TARGET:	SINGLE		
EFFECT:	DEAL UP TO 3D10 DAMAGE		

KEYWORDS	DESCRIPTION	COST	
KINESIS II:	INCREASE BY 3D10	60	ACP
RANGE:	INCREASE RANGE BY 12 SQUARES	12	ACP
RANGE:	APPLY EV INTO A FOUR SQUARE AREA	8	ACP
			ACP
DRAWBACK:	INCREASE COST BY 2 MANA	20	ACP

DESCRIPTION

Spellstorm allows the user to extinguish a source of Elemental energy up to 3 Squares within 60 ft. (6 squares) and redirect energy to deal up to **3d10 Energy** damage in a 10 ft. Burst (4 Squares) at the cost of **2 mana**.

Spellstorm is considered a Volley Action, and Light, Moderate or Heavy can affect the total Effect Value.

ABILITY CATALOG

STEADY AIM 60 / 60

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BONUS 1D10 TO ACCURACY WITH VOLLEY		

KEYWORDS	DESCRIPTION	COST	
PRECISION:	INCREASE VOLLEY ACCURACY BY 1D10	60	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Steady Aim grants a Marksman a 1d10 bonus to Accuracy with the Volley Action.

STONE FORM 80 / 80

COST:	COSTS 2 STAMINA	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	1 CYCLE		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	PHYS RESISTANCE, WEAKNESS TO WIND		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	INCREASE RESISTANCE TO PHYSICAL BY 50%	60	ACP
ANATOMY:	INCREASE RESISTANCE TO ACID BY 50%	20	ACP
			ACP
			ACP
DRWABACK:	REDUCE RESISTANCE TO WIND	20	ACP

DESCRIPTION

At the cost of 2 Stamina, increase Resistance to Acid, Slice, Penetrate, and Impact damage by 50% for 1 Cycle while receiving 50% more wind damage while Stone Form is active.

SUNDER 24 / 30

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	ENERGY, NEGATIVE	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:			

KEYWORDS	DESCRIPTION	COST	
BOOST V:	REDUCE ENERGY ARMOR TYPE BY 3	24	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

Specified Energy damage declared with Action or Abilities ignore up to 3 Energy Resistance.
(Once Energy Type is chosen it cannot be changed)

SURGING FIST 40 / 40

COST:	COST 1 MANA, 1 AP	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, STRIKE, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRITUAL	**CORE:**	SPIRIT
DEVICE:	AT LEAST ONE FUNCTIONAL HAND	**DRAWBACK:**	15 / 45
DURATION:	INSTANT		
RANGE:	40 FT. (8 SQUARES)		
TARGET:	SELF		
EFFECT:	INCREASE UCB RANGE AND DAMAGE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE DAMAGE BY 1D6	18	ACP
RANGE I:	INCREASE RANGE BY 8 SQUARES	8	ACP
REINFORCE:	APPLY UCB EFFECT VALUE TO ACTION	10	ACP
ALTER:	CHANGE UCB EFFECT VALUE TO ENERGY TYPE	4	ACP
DRAWBACK:	INCREASE COST BY 1 AP	10	ACP

DESCRIPTION

At the cost of 1 Mana and 1 Action Points, damage a single Target with Surging Fist as a Strike Action within 40 ft. dealing 1d6 Energy Damage plus Unarmed Combat Bonus.

TRI-CORE

ABILITY CATALOG

SWIFT | 80 / 80

COST: NO RESOURCE COST	**SLOT(S):** DOUBLE
TYPE: PASSIVE, STRIDE	**SLOT #:** N/A / N/A
ASPECT: POSITIVE	**CORE:**
DEVICE: NATURAL	**DRAWBACK:** 30 / 90
DURATION: PERMANENT	
RANGE: PERSONAL	
TARGET: SELF	
EFFECT: +5 SPEED RANK & +25% IMPACT RECEIVED	

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE SPEED RANK BY 5	80	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE IMPACT RESISTANCE BY 50%	20	ACP

DESCRIPTION

Swift grants a Character an additional +5 to their Speed Rank while lowering their Resistance to Impact damage and effects by 50%.

TELEKINESIS | 80 / 80

COST: COST 2 FOCUS	**SLOT(S):** DOUBLE
TYPE: ACTIVE, GRAB	**SLOT #:** N/A / N/A
ASPECT: NEUTRAL, ENERGY, MENTAL	**CORE:** MIND
DEVICE: VISIBILITY OF TARGET	**DRAWBACK:** 30 / 90
DURATION: 2 CYCLES	
RANGE: 30 FT. (6 SQUARES)	
TARGET: SINGLE	
EFFECT: LIFT TARGET WITHIN 30 FT. AND UP TO 396 LBS.	

KEYWORDS	DESCRIPTION	COST	
KINESIS I:	MANIPULATE TARGET UP TO 396 LBS	66	ACP
RANGE:	INCREASE RANGE BY 5 SQUARES	10	ACP
DURATION:	INCREASE DURATION TO 2 CYCLES	4	ACP
			ACP
DRAWBACK:	INCREASE COST BY 2 STAMINA	20	ACP

DESCRIPTION

At the cost of 2 Focus Points and 2 Stamina points, lift and manipulate the movement of Target up to 396 lbs. and continue to do so with successful Concentration (Loss of HP or AP requires Endurance Resole versus your Legerity) for up to 2 Cycles. A Collision with an object, Character, or Structure will deal 1d10 per 2 squares traveled.

TELEPORT | 72 / 80

COST: COST 2 MANA	**SLOT(S):** DOUBLE
TYPE: ACTIVE, MOVEMENT	**SLOT #:** N/A / N/A
ASPECT: NEUTRAL, SPIRITUAL, ENERGY	**CORE:** SPIRIT
DEVICE: NATURAL, CONSCIOUSNESS	**DRAWBACK:** 30 / 90
DURATION: INSTANT	
RANGE: UP TO 35 FT.	
TARGET: TARGET CHOSEN LOCATION	
EFFECT:	

KEYWORDS	DESCRIPTION	COST	
TRAVEL:	RELOCATE CHARACTER 5 SQUARES FROM THEIR LOCATION	60	ACP
COGNITION:	GRANTED INVISIBLITY	12	ACP
			ACP
			ACP
DRAWBACK:	INCREASE COST BY 2 ACTION POINTS	20	ACP

DESCRIPTION

Teleport allows a Character, at the cost of 2 Mana and 2 Action Points, to move instantly from one location to another at range of up to 25 ft. and remains undetected during the movement.

TROLL BLOOD | 90 / 90

COST: 4 STAMINA	**SLOT(S):** DOUBLE
TYPE: TRIGGER, RECOVER	**SLOT #:** N/A / N/A
ASPECT: POSITIVE	**CORE:** BODY
DEVICE: NATURAL	**DRAWBACK:** 30 / 90
DURATION: 3 CYCLES	
RANGE: NONE	
TARGET: SELF	
EFFECT: INCREASE RECOVERY EFFECTIVENESS	

KEYWORDS	DESCRIPTION	COST	
DURATION:	INCREASE CYCLES BY 3	6	ACP
EMPOWER:	INCREASE RECOVER EV BY 3D6	66	ACP
REINFORCE:	INCREASE RECOVER EV BY ARDOR	10	ACP
BOOST:	RECEIVE A SHIELD OVER HP OF 4	8	ACP
DRAWBACK:	RECEIVE 6 ADDITIONAL FIRE DAMAGE	30	ACP

DESCRIPTION

At the cost of 4 Stamina, when using the Recover Action, increase the Effect Value by 3d6+Ardor and grant a Shield of 4 over HP for 3 Cycles. While this effect persist, receive 6 additional Fire Damage when dealt Fire Damage from any source.

ABILITY CATALOG

TURRET — 90 / 80

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON, ALLY	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, MENTAL, CONSTRUCT	**CORE:**	MIND
DEVICE:	FUNCTIONING	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	DEVICE DEPENDANT		
TARGET:	DEVICE DEPENDANT		
EFFECT:	ALLOW ALLY WITH 90 ACP INVESTMENT		

KEYWORDS	DESCRIPTION	COST	
ALLY:	90 ACP INVESTMENT (3D4+10 STAT POINTS)	90	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE MANA BY 1 POINT	20	ACP

DESCRIPTION

The Turret is a Medium Sized Construct, with Exoskeleton, Reactive Armor, 3d4+10 available to roll for its Stats. It has an Active Ability called Sentry Mode that allows it to take on the form of an immobile automatic Heavy Firearm (2d6+FNE at 60 ft. Range) to protect the user at all costs.

VERSATILITY — 60 / 60

COST:	2 FOCUS, 3 ACTION POINTS	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, BOON, ACCURACY	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL	**CORE:**	MIND
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	3 CYCLES		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:			

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE EFFECT VALUE WITH OFFENSE ACTION BY 5	25	ACP
BOOST:	INCREASE ACCURACY WITH DEFENSE ACTION BY 5	25	ACP
DURATION:	INCREASE CYCLES BY 5	10	ACP
			ACP
			ACP

DESCRIPTION

At the cost of 2 Focus Points and 2 Action Points, the user can increase their Accuracy with an Offense Action by 5 and Accuracy with a Defense Action by 5. Bonus persists for 5 cycles. (Both choices made when the Ability is chosen, an Offense Action and a Defense Action)

WATCH IT BURN — 40 / 46

COST:	COST NO RESOURCE	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, BOON, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	ENERGY, NEGATIVE, FIRE	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	BURN TARGETS WITH FIRE DAMAGE DEALT		

KEYWORDS	DESCRIPTION	COST	
AFFLICTION:	APPIES BURN WITH FIRE ACTION & ABILITES	40	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE ENERGY ARMOR BY 1	16	ACP

DESCRIPTION

Apply the Affliction Keyword Burn to targets successfully struck by Actions, Abilities, and Devices that deal Fire Damage versus Health Points. Deal One additional Die of Fire Damage per die rolled. The Afflicted Character must roll their Energy Resistance Resolve versus your Legerity.

WEAPON THROW — 40 / 70

COST:	COST 1 FOCUS, 1 AP	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, VOLLEY, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	PHYSICAL, NEGATIVE	**CORE:**	MIND
DEVICE:	EQUIPMENT OR ACTION DEPENDANT	**DRAWBACK:**	30 / 90
DURATION:	INSTANT & WITHIN 1 CYCLE		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	THROW A DEVICE AT +6 RANGE & +1D8 DAMAGE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE DAMAGE BY 1D8	24	ACP
RANGE I:	INCREASE RANGE BY 6 SQUARES	6	ACP
REINFORCE:	APPLY DEVICE EFFECT VALUE TO VOLLEY	10	ACP
			ACP
DRAWBACK:	INCREASE ACTION POINT COST BY 1	10	ACP

DESCRIPTION

On your next Volley Action that involves throwing a Weapon, Equipment, or Item you receive an additional 6 Squares (30 ft.) to Range and deal an additional 1d8 Damage added to the Damage of the Device.

ABILITY CATALOG

WINGS 56 / 30

COST:	COST NO RESOURCE	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, PHYSICAL, MOVEMENT	**CORE:**	BODY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	ADD FLIGHT TO AVAILABLE MOVEMENT TYPES		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	INCREASE MOVEMENT TYPES BY 1: FLIGHT	8	ACP
ANATOMY:	INCREASE NUMBER OF LIMBS BY 2	16	ACP
BOOST:	INCREASE SPEED RANK BY 2	32	ACP
			ACP
			ACP

DESCRIPTION

Gain the Flight Movement Type (two additional limbs) and increase your Speed Rank by 2.

WINGS OF FLIGHT 40 / 40

COST:	COST 1 MP & 1 SP	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, ENERGY, MOVEMENT	**CORE:**	SPIRIT
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	4 CYCLES		
RANGE:	PERSONAL		
TARGET:	SELF		
EFFECT:	FLIGHT AND +4 SPEED RANK		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	ADD FLIGHT TO MOVEMENT TYPES	4	ACP
BOOST:	INCREASE SPEED RANK BY 3	24	ACP
DURATION:	INCREASE DURATION TO 6 CYCLES	12	ACP
			ACP
DRAWBACK:	COST 1 STAMINA	10	ACP

DESCRIPTION

You may pay 1 Stamina and 1 Mana to add Flight to your list of Movement Types for 6 Cycles and increase Speed Rank by 3.

WINGSTORM 44 / 75

COST:	COST 1 STAMINA, 1 AP	**SLOT(S):**	SINGLE
TYPE:	ACTIVE, COLLIDE, DAMAGE	**SLOT #:**	N/A / N/A
ASPECT:	PHYSICAL, WIND, MOVEMENT	**CORE:**	BODY
DEVICE:	FUNCTIONAL WINGS	**DRAWBACK:**	30 / 90
DURATION:	INSTANT		
RANGE:	10 FT. X 15 FT. LINE		
TARGET:	ALL TARGETS IN LINE OF EFFECT		
EFFECT:	DEAL 1D4+ARD WIND DAMAGE PLUS EV		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE DAMAGE DEALT BY 1D6	18	ACP
RANGE:	2 SQUARE BY 3 SQUARE LINE	12	ACP
REINFORCE:	APPLY UCB TO EFFECT VALUE	10	ACP
ALTER:	CHANGE EFFECT VALUE TO WIND	4	ACP
DRAWBACK:	INCREASE COST BY 1 AP AND -1 ACCURACY	15	ACP

DESCRIPTION

At the Cost of 1 Stamina and 1 Action Point, and as long as you retain the ability to Fly, you deal 1d4+ARD plus Unarmed Combat Bonus in Wind Damage in a 10 x 15 Ft. line, following the rules of a Collide Action but with reduced accuracy (-1).

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COST:	COST 2 MANA	**SLOT(S):**	DOUBLE
TYPE:	ACTIVE, BOON	**SLOT #:**	N/A / N/A
ASPECT:	POSITIVE, SPIRITUAL	**CORE:**	SPIRIT
DEVICE:	ABILITY TO SPEAK & HEAR	**DRAWBACK:**	30 / 90
DURATION:	3 CYCLES (6 ACP)		
RANGE:	20 FT. BURST FROM CASTER		
TARGET:	ANY WITHIN AREA OF EFFECT		
EFFECT:	BONUS 1D8 TO EV/ACC TO STRIKE, VOLLEY & BLOCK		

KEYWORDS	DESCRIPTION	COST	
EMPOWER I:	INCREASE EFFECT VALUE BY 1D8 TO STRIKE	24	ACP
PRECISION I:	INCREASE ACCURACY BY 1D8 TO STRIKE	24	ACP
ALTER:	INCLUDE VOLLEY & BLOCK ACTIONS	8	ACP
RANGE:	13 SQUARE BURST FROM CASTER	28	ACP
DRAWBACK:	INCREASE COST BY 3 ACTION POINTS	30	ACP

DESCRIPTION

At the cost of 2 Mana Point and 3 Action Points, increase the Effect Value and Accuracy of Allies within a 10 ft. Radius by 1d8 for 3 Cycles. This bonus only applies to the Strike, Volley, and Block Action and applies to Damage, Shield and Healing.

EQUIPMENT & DEVICES

For some Characters, Items and Equipment are just as vital and integral to the concept and theme of the Character as Abilities & Actions are. There may be Players who have very little interest in Active Abilities and may focus entirely on Passive Ability Slots and using Weapons and Armor for their Character concept. Whatever the case may be, Equipment can strengthen any kind of Character regardless of their concept. Whether the Character is similar to a Mage that uses a Staff to throw Fireballs and Lightning Bolts or a Champion of the Light that wields a Broadsword and a Tower Shield. This Chapter will discuss and highlight the broad variety of Devices that Characters use and have access to.

Firstly, lets identify what a Device is. The literal definition of Device is a thing made for a particular purpose; an invention or contrivance, especially mechanical or electrical one. Now in Tri-Core, a Device is a Keyword tied to Actions and Abilities that function as a requirement. When you Create an Ability, listing the Device is required in order to complete creation as well as use the Ability. So, the listed Device must be available to you and the device must be functioning. If the Device is not available or is somehow disable, then the Ability tied to it cannot be used.

As an example, Player A has a Character very similar to a Mage and uses the Staff as the primary Device for using their Abilities to which Player A refers to as Spells. If the Mage is disarmed or the Staff is broken, then any Abilities tied to the Staff as a requirement cannot be used. This allows opponents and enemy characters to have an action plan to take the Staff away from the Mage effectively neutralizing the Mage as a threat. Or so they would think. Perhaps the Mage has an Ability they rarely use that has a Device listed as Hand. When a Hand is listed as a Device, it follows the same rules. It must be available for use and it must function. That Ability could very easily be "Retrieve Staff" which sends the Staff flying back at the Mage for the exact moment they either drop it or are disarmed of it.

The Device keyword is very important and just as important as other requirements like Action Point and Resource costs. Though Devices are never required to be equipment, objects or items as the Player ultimately chooses what Devices are required for their Actions and Abilities to function. Acquiring Equipment is similar to creating abilities as Characters are given a limited amount of Equipment to choose as they go through Character Creation. Your GM Ultimately decides how many Equipment Slots you have available for your Character.

1st Level Characters have Six Equipment Slots available to them, any additional Equipment Slots beyond Six use Ability Slots instead. Equipment follow a different set of Creation Rules and you are not required to fill Equipment Slots, but you do not benefit from Empty Equipment Slots either. Any Character can wear any number of Equipment & Items so long as the weight does not exceed what they can carry and what they can wear. For example, a Character cannot wear two different Helmets, or wield Three Shields if they only have 1 Head and Two Arms (Of course in Tri-Core, they could always have additional Limbs if they so choose).

The ECP of an item determines the cost in currency, and the type of currency available depends on the Setting and location. But to keep it general its split up between three categories: Gold, Money, and Credit. Gold's cost is equal to ECP, Money is 10x ECP and Credit is 5x the ECP of the Item or Equipment.

Equipment Slots available to all Characters are as follows: Head, Neck, Shoulders, Arms, Back, Chest, Waist, Gloves, Wrist, Pants, Boots, Fingers, and Hands. The average Humanoid Character will typically have One Head, Two Arms, Ten Fingers and Two Legs. So how you wear or wield your equipment is entirely dependent on available Slots and how many Limbs and Fingers your Character may have. Discuss with your GM when creating your Character how many Limbs your Character may have and what is available to you as an additional Equipment Slot possibility.

Available Equipment Devices are: Natural, Equipment, Items, Weapons, Armor, Shields & Objects. A Natural Device is anything attached to the Characters Body that they can use and functions normally. Such as an Arm or a Leg.

AUGMENTATION

Players may choose to improve the ECP of any item through Augmentation, whether augmenting a newly crafted item or an existing item. Augmentation may also diminish the ECP of an existing or newly created item if they fail to Augment these items in their attempts. As a crafting action and when an item is created a Player may choose to Augment the item and take a chance to improve the ECP based on the number of successes (Improved or Diminished). Players receive 1d12 to their roll per skill Rank in Crafting. The Proficiency Bonus must align with the Item type they choose to specialize in. The check required is a flat check and does not change nor can it be modified. Total number of Increases and decreases cannot exceed Item Level plus Rarity

COMMON	= **1** + ITEM LEVEL
UNCOMMON	= **2** + ITEM LEVEL
RARE	= **3** + ITEM LEVEL
EPIC	= **4** + ITEM LEVEL
LEGENDARY	= **5** + ITEM LEVEL

Increases from Augmentation does not increase Drawback limit, which is still limited by the Base ECP available for an Item. Augmentation can only be attempted three times per Item, and regardless of the result the third Augmentation cannot be changed. Each Augmentation requires a Crafting roll equal to what it takes to make the item and 4 hours of work to attempt another Augmentation.

Every d12 rolled has a chance to increase or decrease ECP as well as allowing bonus rolls when an eleven or a twelve is rolled on a d12. They receive 1d12 per Skill Rank in Crafting that's pertains to the item being created or modified. It's important to note that bonus rolls cannot decrease the ECP, even if a one, two, or three is rolled and each increase is worth the equivalent to the Items Rarity bonus.

TWELVE	TWO INCREASES AND A BONUS ROLL
ELEVEN	ONE INCREASE AND A BONUS ROLL
TEN	ONE INCREASE
NINE	ONE INCREASE
EIGHT	ONE INCREASE
SEVEN	ONE INCREASE
SIX	NO INCREASE OR DECREASE
FIVE	NO INCREASE OR DECREASE
FOUR	NO INCREASE OR DECREASE
THREE	ONE DECREASE
TWO	ONE DECREASE
ONE	TWO DECREASES

COMMON	+20 ECP PER INCREASE
UNCOMMON	+40 ECP PER INCREASE
RARE	+60 ECP PER INCREASE
EPIC	+80 ECP PER INCREASE
LEGENDARY	+100 ECP PER INCREASE

Each increase or decreased gained through Augmentation is modified by the Rarity, from Common to Legendary as shown in the table to the left.

As an example, if an Advanced Character is Augmenting a Legendary Item with 10d12 available to roll on a Crafting check, and on 10d12 the rolls are 12, 12, 12, 11, 9, 7, 6, 5, 3, and 1. Then the bonus rolls are 11, 5, and 3. That's Nine Increases and Three decreases. Leaving a total of Six Increases. (+300 ECP) Augmentation can be increased with Abilities that increase the number of d12's in an action applicable to Skills.

Augmentation is a Gamble and players should feel like its something they may not always want to do. Rarely a player's Character may experience a Eureka moment and roll phenomenally and end up with a very large increase. As an example, out of 50 attempts with 10d12 rolled, the rolls were 12, 12, 11, 11, 10, 10, 9, 8, 7, and 4. The bonus rolls were 12, 11, 11, 11, and 11, 10, 9, 4 and 7. That's a total of 20 Increases and 2 Decreases leaving the augmentation at 18 increases. That's 180 for Common, 360 for Uncommon, 540 for Rare, 720 for Epic and 900 for Legendary. Which is, of course, enormous and an incredible feat.

EQUIPMENT CREATION

Similar to the Ability Creation System and for designing and creating equipment for Player Characters and Non-Player Characters alike. **ECS** Costs require **ECP** and ECP is very similar to the costs using ACP. However, Equipment have similar Stat to that of a Character, except it's called **Durability**. Durability is a combination of **Health Points**, **Damage Reduction** and **Energy Resistance**. These three stats will determine how difficult it is for your equipment to break while under the stress of specific circumstances. Accuracy (If applicable) will determine how often you'll be effective with your Equipment and Effect Value Dice will determine how effective your equipment is overall.

The **ECP** available to **Level One Characters** is equal to **60 plus** the **Rarity** of the **Item**. The **Maximum ECP** Available to **Equipment creation** is increased per **Item Level**, which is determined by the base and the **Rarity**. Similar to Characters, Items have their own levels and the ECP is increased greatly based on their level. The Quality has a base amount which is multiplied by the Item Level and added to the ECP base of 60. So a base level 1 item will typically be common and have a maximum ECP of 80. However, a level 10 common item will have an ECP of 260 compared to a Legendary item which has 1060 ECP.

Much like Keywords when creating Abilities using ACP, ECP is spent to create or modify Items to give them the stats a Character desires. Health Points, Damage Reduction, Energy Resistance, Immunities, bonuses to Accuracy, and Effect Value. However, Equipment Traits are free and must be chosen when creating Items and Equipment. The Traits are Type, Weight and Handling. The Type will add bonuses to specific actions and circumstances, weight will apply Burden, and Handling will determine Device requirements. Items may have unique abilities applied to them using the Creation Keyword when creating Abilities, the **ACP Costs are doubled** when **applying Quality** and **Abilities** to **Items** and **Equipment**. Such as a Character sheathing their Reinforced Steel Broadsword in Flames or making a new Broadsword out of Crystal.

Equipment, specifically Weapons, are seperate from Abilities and cannot be used in Tandem with Abilities. An Action to use a Weapon, including Shields and Catalysts, can of course be used with a Core Action (Strike, Volley, Grab, Collide, Block, Dodge, and Parry). And like Ability Slots, the number of Equipment slots can be increased by trading Ability Slots.

NAME	DESCRIPTION	NAME	DESCRIPTION	COST
COMMON PLUS **20** ECP PER ITEM LEVEL		**HEALTH POINTS** INCREASE OR DECREASE **HP** BY ONE POINT		**2** ECP PER HP
UNCOMMON PLUS **40** EPC PER ITEM LEVEL		**DURABILITY** INCREASE OR DECREASE **DR** OR **ER** BY ONE POINT		**2** ECP PER DR
RARE PLUS **60** EPC PER ITEM LEVEL		**MITIGATION** APPLY A **STRENGTH** OR **WEAKNESS** TO MATERIAL		**40** PER TYPE
EPIC PLUS **80** EPC PER ITEM LEVEL		**DAMAGE IMMUNITY** ADD AN IMMUNITY TO A **TYPE** OF DAMAGE		**80** ECP PER TYPE
LEGENDARY PLUS **100** EPC PER ITEM LEVEL		**WEIGHT** INCREASE OR REDUCE WEIGHT BY **50%**		**20** ECP PER 50%
LIGHT INCREASE WEIGHT & AP COST BY **1**		**COMBAT BONUS** INCREASE OR DECREASE **EV** OR **ACC** BY **1 POINT**		**10** ECP PER POINT
MODERATE INCREASE WEIGHT & AP COST BY **2**		**EFFECT VALUE DIE** INCREASE OR DECREASE **EV** BY **1 DIE**		**6** ECP PER SIDE
HEAVY INCREASE WEIGHT & AP COST BY **3**		**EFFICIENCY** MODIFY **ACTION AP COST** BY ONE POINT		**20** ECP PER POINT
LAYERED ADDS **4** LB. PER ITEM & AP REDUCED BY **2**				
REINFORCED ADDS **6** LB. PER ITEM & AP REDUCED BY **3**				
INTERWOVEN ADDS **8** LB. PER ITEM & AP REDUCED BY **4**				
PLATED ADDS **10** LB. PER ITEM & AP REDUCED BY **5**				
HEALTH WEIGHT INCREASED BY **1** PER **6 HP**				
DR & ER WEIGHT INCREASED BY **1** PER **6 DR** OR **ER**				

Drawbacks are an important aspect to creating Items, objects and Equipment as it allows Players to reduce one aspect of their Items and increase the aspect of another. Such as lowering Health Points on their Sword, to increase the number of die rolled for damage. Drawbacks for Items, Objects and Equipment are always considered Passive.

AS AN EXAMPLE, IF AN ITEM HAS AN INCREASED WEIGHT OF 100%, WHICH INCREASES AVAILABLE ECP BY 20 POINTS

EVERY MATERIAL CAN HAVE A STRENGTH OR A WEAKNESS TO A SPECIFIC DAMAGE TYPE, AND INCREASE OR DECREASES INCOMING DAMAGE. A STRENGTH VERSUS A DAMAGE TYPE REDUCES DAMAGE RECEIVED BY HALF, ROUNDED DOWN. A WEAKNESS VERSUS A DAMAGE TYPE INCREASES DAMAGE RECEIVED BY 50%, ROUNDED DOWN. IMMUNITY TO A DAMAGE TYPE MEANS ALL INCOMING DAMAGE IS NEGATED AND REDUCED TO ZERO.

MATERIALS & DURABILITY

MATERIAL	DURABILITY DESCRIPTION AND TRAITS (PER LAYER)									ECP	#
PAPER:	1 HP	&	0 DR	1 ER	STRONG VS. WIND	50 %	WEAK VS. FIRE	50 %	4	1
CLOTH:	1 HP	&	1 DR	1 ER	STRONG VS. WIND	50 %	WEAK VS. FIRE	50 %	6	2
GLASS:	2 HP	&	1 DR	1 ER	STRONG VS. ACID	50 %	WEAK VS. IMPACT	50 %	8	3
LEATHER:	3 HP	&	1 DR	1 ER	STRONG VS. SLICE	50 %	WEAK VS. EARTH	50 %	10	4
PLASTIC:	3 HP	&	2 DR	1 ER	STRONG VS. WATER	50 %	WEAK VS. FIRE	50 %	12	5
COPPER:	3 HP	&	1 DR	3 ER	STRONG VS. PEN	50 %	WEAK VS. ELEC	50 %	14	6
RUBBER:	3 HP	&	3 DR	2 ER	STRONG VS. IMPACT	50 %	WEAK VS. ACID	50 %	16	7
WOOD:	2 HP	&	4 DR	3 ER	STRONG VS. WATER	50 %	WEAK VS. FIRE	50 %	18	8
BONE:	5 HP	&	4 DR	1 ER	STRONG VS. SLICE	50 %	WEAK VS. IMPACT	50 %	20	9
SILVER:	6 HP	&	3 DR	2 ER	STRONG VS. FIRE	50 %	WEAK VS. ELEC	50 %	22	10
GOLD:	6 HP	&	2 DR	4 ER	STRONG VS. EARTH	50 %	WEAK VS. ELEC	50 %	24	11
ALUMINUM:	5 HP	&	1 DR	7 ER	STRONG VS. WATER	100 %	WEAK VS. ELEC	100 %	26	12
IRON:	6 HP	&	6 DR	2 ER	STRONG VS. FIRE	50 %	WEAK VS. ELEC	50 %	28	13
STONE:	4 HP	&	8 DR	3 ER	STRONG VS. SLICE	50 %	WEAK VS. PEN	50 %	30	14
STEEL:	7 HP	&	7 DR	2 ER	STRONG VS. FIRE	50 %	WEAK VS. ELEC	50 %	32	15
DRAGON BONE:	8 HP	&	4 DR	5 ER	STRONG VS. VARIES	100 %	WEAK VS. VARIES	100 %	34	16
OBSIDIAN:	10 HP	&	2 DR	6 ER	STRONG VS. EARTH FIRE	50 %	WEAK VS. IMPACT	100 %	16	17
MITHRIL:	7 HP	&	6 DR	6 ER	STRONG VS. IMPACT	100 %	WEAK VS. ACID	100 %	38	18
ALCHEMICAL:	10 HP	&	10 DR	0 ER	STRONG VS. SLICE IMPACT	50 %	WEAK VS. EARTH ELEC	50 %	40	19
METEORITE:	3 HP	&	9 DR	9 ER	STRONG VS. FIRE WATER	100 %	WEAK VS. PEN ACID	100 %	42	20
DAMASCUS:	14 HP	&	5 DR	3 ER	STRONG VS. SLICE	100 %	WEAK VS. FIRE	100 %	44	21
ADAMATINE:	10 HP	&	10 DR	10 ER	STRONG VS. PEN	100 %	WEAK VS. FIRE	100 %	60	22
CRYSTAL:	20 HP	&	5 DR	15 ER	STRONG VS. FIRE ELEC	100 %	WEAK VS. WIND IMPACT	100 %	80	23

The **Durability** of **Materials** is determined by **Health Points**, **Damage Reduction** and **Energy Resistance**. Certain Materials have reduced mitigation versus certains types of Damage such as Impact or Electricity. If Materials are to be used for **Structures**, the **Durability** listed above is **per inch** of **Material** in the **Structure**. So a Steel Door that is 4 inches thick (4 Layers) will have a Durability of 320 HP, 24 DR, 24 ER and a %weakness vs. Electricity. It's important to multiply the **Material Weakness**, as it implies no matter how much there is of it, it will always have that Weakness. **To decide a Material at random, roll 2d12-1 (1 to 23).** That roll may be modified based on Character Levels. Not all metrials require an inch of thickness to have increased durability, as such, Materials will have Layers and each layer proportionately increases Durability per Layer.

EQUIPMENT CATEGORIES & TRAITS

TYPE	WEAPON TRAIT DESCRIPTION	#
AXE: Increase Effect Value by **two** with Axes following a Charge Sub-Action.		1
BOW: Increase Accuracy by **two** versus Vulnerable Targets.		2
CATALYST: Increase Effect Value by **two** with Elemental Sub-type & Accuracy by **two** with Spectrum.		3
CROSSBOW Increase Effect Value by **two** versus Vulnerable Targets.		4
DAGGER: Increase Effect Value by **two** versus Targets while stealthed.		5
FIREARM: Increase Effect Value by **two** while you have Advantage		6
GAUNTLET: Increase Effect Value by **two** with Strike Action and Accuracy by **two** with Block Action.		7
HAMMER: Increase Effect Value by **two** versus targets using a Block Action.		8
SHIELD: Increase Shield Effect Value by **two** when using a Block Action.		9
SLING: Increase Accuracy by **two** versus Targets while stealthed.		10
SPEAR: Increase Effect Value by **two** versus targets using a Stride Action.		11
STAFF: Increase Accuracy by **two** versus targets using a Collide Action.		12
SWORD: Increase Effect Value by **two** following a successful Parry and using a Riposte.		13
POLE-ARM: Increase Effect Value by **two** versus a single target when using a Heavy Strike Action.		14
THROWN: Increase Accuracy by **two** when using a Light Volley Action.		15
WHIP: Increase Effect Value by **two** versus immobilized or fatigued targets.		16
LIGHT Action Point Cost increased by **2**, **d4** through **d6** die type available for 1H and 2H items		1
MODERATE Action Point Cost increased by **3**, **d8** die type available for both 1H and 2H items		2
HEAVY Action Point Cost increased by **4**, **d10** through **d12** die type available for 1H and 2H items		3
ONE-HANDED: Can be wielded in either hand and allows for an offhand item. (Effect Value unchanged)		1
TWO-HANDED: Increase the relevant stat bonus by **100%** when wielding with two hands.		2
ARCHAIC: Increase Effect Value by **two**, and increase Weight by **50**%.		1
MODERN: Increase Accuracy by **two** and reduce Weight by **50**%.		2

Wielded equipment such as a Weapon or Shield must have the following; **Weight**, **Type**, **Handling**, **Material**, and **Trait**. These Five categories determine what kind of Equipment you'll be wearing or wielding. Such as a **Light Archaic One-Handed Iron Spear**, or a **Heavy Modern Two-Handed Steel Firearm**. To decide a Weapon or Shield at random, roll for Materials (2d12-1), Weapon Trait (1d20 reroll 17 through 20), Weight (roll a 1d4 & reroll 4s), Handling (d100 or 2d10) and Type (d100 or 2d10). Roll a 1d20 to determine the Item Level and roll a 1d6 (Reroll 6s) for the Quality. **Equipment may have more than one kind of Trait, such as a Two-Handed Weapon with a Hammer on one side and an Axe on the other. These kinds of equipment cost 1 additional AP to use.**

TINY	25% WEIGHT	-2 LBS	-3D12
SMALL	50% WEIGHT	-1 LB	-2D12
MEDIUM	100% WEIGHT	NONE	NONE
LONG	200% WEIGHT	+8 LBS	+1 DIE
LARGE	300% WEIGHT	+16 LBS	+2 DIE
HUGE	400% WEIGHT	+32 LBS	+3 DIE
GARGANTUAN	800% WEIGHT	+64 LBS	+6 DIE
COLOSSAL	1,600% WEIGHT	+128 LBS	+12 DIE
TITANIC	3,200% WEIGHT	+256 LBS	+18 DIE

TRI-CORE

WEAPON DEVICE TYPES

NAME	DESCRIPTION	TYPE	#
AXE	A hand tool with one side of its head forged and sharpened to a cutting edge.	MELEE	1
BOW	A flexible strip of wood or other material, bent by a string stretched between its ends, for shooting arrows and similar projectiles.	RANGE	2
CATALYST	A slender stick, rod or any trinket with significance to the use, especially one used by a magician, conjurer, or diviner.	MELEE RANGE	3
CROSSBOW	Mounted horizontally on a main frame called a tiller, and using an elastic launching device called a prod. Crossbows shoot arrow-like projectiles called bolts or quarrels.	RANGE	4
DAGGER	A fighting knife with a very sharp point and usually one or two sharp edges, typically designed or capable of being used as a cutting or thrusting weapon.	MELEE	5
FIREARM	A barreled device that launches projectiles driven by rapidly expanding high-pressure gas produced by exothermic combustion of a chemical propellant.	RANGE	6
GAUNTLET	A leather or metal glove worn over the hand & wrist, used as a protective covering and increasing the effect of a blow from the fist.	MELEE	7
HAMMER	A tool with a heavy metal head mounted at right angles at the end of a handle, used for either construction or destruction using impactful strikes.	MELEE	8
SHIELD	A broad piece of metal or another suitable material, held by straps or a handle attached on one side, used as a protection against blows or missiles.	MELEE	9
SLING	A simple weapon with a handle and uses an elastic strap or loop to hurl stones or other small missiles and projectiles at great speeds.	RANGE	10
SPEAR	A long straight handle made of wood or another suitable material with a sharp head or blade used for throwing or jabbing.	MELEE RANGE	11
STAFF	A long stick made of wood or another suitable material used for support in walking, or as a weapon in Martial Arts and other similar techniques	MELEE	12
SWORD	A long, straight or slightly curved blade, sharp-edged on one or both sides, with one end pointed and the other fixed in a hilt or handle.	MELEE	13
POLEARM	A heavy metal head or blade fitted to the end of a long shaft, typically of wood, extending the user's effective range and striking power.	MELEE	14
THROWN	Any object, such as a javelin or throwing axe, that can be propelled with force through the air by a movement of the arm and hand.	RANGE	15
WHIP	A very long and heavy strip of leather or length of cord fastened to a handle, used for entangling or flogging targets.	MELEE RANGE	16

The descriptions above is a guide for Players and their Characters when determining what a weapon is defined as. While a weapon can be made of any material, only suitable materials are applicable.

Additionally, varying sizes in weapons changes their effectiveness and use requirements, as it gives them limitations on what kind of Characters can utilize them fully. Available Size Ranks is determined by the GM and a Character does not require the ability to use, or wield a weapon in order to hold it, move it, or otherwise manipulate as they would a very heavy or a very large object.

Accessories are a utility type of equipment that can be worn on a Character that affect Characters in a variety of ways through the addition of Keywords. Accessories are considered items, with 50% reduced available ECP and two 50% weaknesses to either Physical, Mental, or Energy Damage (two choices required).

ARMOR & CLOTHING

Armor and **Clothing** provide a **bonus** to **defenses** through an increase to **Physical, Mental, and Energy Armor**. The **Materials** used for **Armor** and Clothing use **Damage Reduction** and **Energy Resistance** combined with **Health Points** which determines it's **overall Durability**. However, the **DR** and **ER** of the Material does not provide or increase the Damage Reduction or Energy Resistance of the Character that wears it. **Only** the Physical, Mental, and Energy Armor provided by the Equipment Slot is added to the defenses of the Character. Additionally, a **Character may wear** up to **Nine Armor Items** as listed below and each Slot provides the increase to Defenses independently.

TYPE	ARMOR TRAIT DESCRIPTION	#
HELMET: Increase **Resolve** versus **Action Point destruction** by 1d12		1
SHOULDER: Increase **Physical Guard** versus **Collide Actions** by one		2
BODY: Increase **Resolve** versus **Shock** by 2		3
CLOAK: Increase **Energy Resistance** when in contact with dangerous environments by 1		4
GLOVES: Increase **Offense Bonus** with **Grab Actions** by one		5
BRACERS: Increase **Block Action** total effect value by one die		6
BELT: Increase **Strength** Score by 1(**L**), 2(**M**), 3(**H**) when lifting **Objects, Characters, Items, and Equipment**.		7
PANTS: Increase **Energy Resistance** when in contact with damaging environments by **2**		8
BOOTS: Increase **Physical Guard** or **Energy Resistance** when in contact with dangerous environments by **2**		9
MODERN Increase **PG, MF, OR ER** by **1** (Per Equipped **Armor Piece**) and **reduces** Weight by 50%.		1
ARCHAIC Increased **Durability** (+5 HP, +3 DR & +3 ER) and **increases** Weight by 50%.		2
LIGHT Increase **Armor** by **1** versus **Damage** type, with **-1** penalty to **Speed Rank.**		1
MODERATE Increase **Armor** by **2** versus **Damage** type, with **-2** penalty to **Speed Rank.**		2
HEAVY Increase **Armor** by **3** versus **Damage** type, with **-3** penalty to **Speed Rank.**		3
LAYERED **Armor** type increased by 1 per **60 ECP** with **-2 penalty to Total Action Points**		1
REINFORCED **Armor** type increased by 1 per **50 ECP** with **-3** penalty to **Total Action Points**		2
INTERWOVEN **Armor** type increased by 1 per **40 ECP** with **-4** penalty to **Total Action Points**		3
PLATES **Armor** type increased by 1 per **30 ECP** with **-5** penalty to **Total Action Points**		4

Wearing equipment such as armor must have the following; **Weight**, **Slot**, **Material**, and **Trait**. These Four categories determine what kind of Equipment you'll be wearing. Such as a **Light Layered Archaic Cotton Gambeson**, or a **Heavy Modern Steel Plate Armor**. To decide an Armor at random, roll for Materials (2d12-1), Armor Trait (1d4), Weight (roll a 1d4 & reroll 4s), and Armor Slot (roll a d10 & reroll 10s). Roll a 1d20 to determine the Item Level and roll a 1d6 (Reroll 6s) for the Quality. **Equipment may have more than one kind of Trait, such as a Breastplate with a Cloak attached to it. This only uses One Equipment Slot but these kinds of equipment cost 1 additional AP to wear.** Each Increase to Armor is specific to a Damage Type and each point has a cost depending on the Armor type such as Layered, Reinforced, Interwoven, and Plates.

AMMUNITION & ORDNANCE

Ammo and **Ordnances** provide a **bonus** to **Weapon Damage** through an increase to **weapon dice** and **Effect Value**. Ammunition requires a ranged weapon device (Bows, Crossbows, Firearms and Slings) and an Ordnance such as a Grenade requires the Character to be able to throw the device with a Volley Action. Unlike other Weapon Categories, using the Empower Keyword to increase the amount of Weapon Dice does not apply to a Weapon that requires a projectile in order to deal damage. In order to increase Weapon Dice, the Ammunition must be both compatible and with available quantities in order to do so. **Available ECP for Ammunition is increased by 50% as the items and equipment are temporary and consumed upon use.**

TYPE	AMMUNITION TYPES	#
BOWS: Compatible with Weapons that share a Bow Trait, requires a Quiver and Arrows.		1
CROSSBOWS: Compatible with Weapons that share a Crossbow Trait, requires a Quiver and Bolts.		2
FIREARMS: Compatible with Weapons that share a Firearm Trait, requires a Magazine or Belt, and Bullets.		3
SLING: Compatible with Weapons that share a Sling Trait, requires a Pouch and Sling-Bullets.		4

TYPE	ORDNANCE TYPES	#
BOMB: A pressurized vessel fused to detonate under specific condiditons, requires a Use and Volley Action.		1
GRENADE: A Small missile that contains explosives & can be thrown or launched requiring a Use or Volley Action.		2
SHELL: A projectile containing an explosive charge that requires a Weapon to be used with a Volley Action.		3

NAME	DESCRIPTION	NAME	DESCRIPTION	COST
THE WEIGHT OF CONTAINERS VARIES, HOWEVER EACH WEIGHT CATEGORY INCREASES BASE WEIGHT OF THE CONTAINER BY 3 LBS. STARTING WITH LIGHT (3 LBS), MODERATE (6 LBS), AND HEAVY (9 LBS).		**HEALTH POINTS**	INCREASE OR DECREASE **HP**	**2** ECP PER HP
		DAMAGE REDUCTION	INCREASE OR DECREASE **DR**	**2** ECP PER DR
		ENERGY RESISTANCE	INCREASE OR DECREASE **ER**	**2** ECP PER ER
EVERY 10 ECP SPENT TO INCREASE THE QUANTITY OF A CONTAINER, INCREASES TOTAL WEIGHT BY 50%		**DAMAGE RESISTANCE**	INCREASE OR DECREASE RESISTANCE BY **25**%	**40** ECP PER 50%
		DAMAGE IMMUNITY	ADD AN IMMUNITY TO A **TYPE** OF DAMAGE	**80** ECP PER TYPE
LIGHT	2 AP TO RELOAD & **1D4** TO **1D6** DAMAGE	**WEIGHT**	INCREASE OR REDUCE WEIGHT BY **50**%	**20** ECP PER 50%
MODERATE	3 AP TO RELOAD & **1D8** DAMAGE	**CONTAINER:**	INCREASE OR DECREASE AVAILABLE **QUANTITY**	VARIES
HEAVY	4 AP TO RELOAD & **1D10** TO **1D12** DAMAGE	**EFFECT VALUE DIE**	INCREASE OR DECREASE **EV** BY 1 DIE	**8** ECP PER SIDE
ARROWS:	20 ARROWS TO A QUIVER **(2 ECP)**	**EFFECT VALUE BONUS**	INCREASE OR DECREASE **EV** OR **ACC** BY **1 POINT**	**10** ECP PER POINT
BULLETS:	10 BULLETS TO A MAGAZINE **(6 ECP)**			
SLING-BULLETS:	15 SLING-BULLETS TO A POUCH **(4 ECP)**			
BOMBS:	FOUR BOMBS PER POUCH **(8 ECP)**			
GRENADES:	TWO GRENADES PER POUCH **(10 ECP)**			
SHELLS:	ONE SHELL PER POUCH **(12 ECP)**			

RANGED WEAPONRY THAT REQUIRE A CONTAINER WILL ALSO REQUIRE THE USE OF ACTION POINTS TO RELOAD THEIR CONTAINER. QUIVERS, MAGAZINES, BELTS, AND POUCHES. THE ACTION POINT COST IS INCREASED BY THE WEIGHT CATEGORY OF THE AMMUNITION WHICH ALSO INCREASES AVAILABLE DICE FOR DEAL DAMAGE. SINCE AMMUNITION AND ORDNANCES ARE CONSIDERED TO BE CONSUMED AND DESTROYED UPON USE, THE COST FOR EMPOWERING IS REDUCED.

THE USE OF RANGED WEAPONRY REQUIRES AMMUNITION SINCE IT PROVIDES THE ADVANTAGE OF DISTANCE BETWEEN THE CHARACTER AND THEIR TARGETS. AS SUCH, USING RANGED WEAPON REQUIRES A FUNCTIONING WEAPON, MATCHING WEAPON CATEGORY BETWEEN THE WEAPON, AMMUNITION, AND CONTAINER TYPE. AS WELL AS MEETING SKILL RANK RESTRICTIONS, THE ABILITY TO RELOAD, AND AVAILABLE CONTAINERS WITH AMMUNITION INSIDE IT.

ADDING THE EMPOWER KEYWORD TO RANGED WEAPONRY, WITHOUT AMMUNITION AVAILABLE IS TO PROVIDE A SOURCE OF DAMAGE TO THE WEAPON ITSELF. SUCH AS ADDING A BAYONET TO A RIFLE, OR SHARPENED SPIKES (BREACH) TO THE BARREL OF A SHOTGUN. WHICH GIVES THE RANGED WEAPONRY THE ABILITY TO BE USED EFFECTIVELY WITH A STRIKE ACTION (MELEE).

AMMUNITION CAN BE RECOVERED, SUCH AS ARROWS AND BOLTS. ORDNANCES, HOWEVER, ARE AUTOMATICALLY DESTROYED UPON USE AS THEIR DESIRED FUNCTION IS TO DETONATE AND EXPLODE.

RANGED WEAPONRY - FIRING MODES

RANGED WEAPONRY HAS THE OPTION FOR CHOOSING, CHANGING AND ALTERING THEIR FIRING MODES. AVAILABLE FIRING MODES ARE SINGLE FIRE, SEMI-AUTO FIRE, BURST FIRE, AND AUTOFIRE. WHICH IS AVAILABLE FOR CROSSBOWS AND FIREARMS ONLY. BOWS, SLINGS, AND THROWN WEAPONRY ARE NOT APPLICABLE WEAPONS FOR FIRING MODES.

CHANGE IN FIRING MODES REQUIRE THE USE ACTION AND THE WEAPON MUST HAVE THE CHOSEN FIRING MODES AVAILABLE. TO RELOAD IS A USE ACTION OF A RANGED WEAPON WITH AN AVAILABLE CONTAINER.

TYPE	FIRING MODE DESCRIPTION	AMMO COST
SINGLE-FIRE: NO ADDITIONAL AP COST	A **SINGLE-FIRE** WEAPON REQUIRES THE RELOAD ACTION BETWEEN EACH SHOT TAKEN USING A VOLLEY ACTION. SINGLE-FIRE IS LIMITED TO ONE TARGET PER SHOT AND INCREASES ITS COMBAT BONUS BY ONE.	**1 SHOT PER VOLLEY**
SEMI-AUTO: NO ADDITIONAL AP COST	A **SEMI-AUTO** WEAPON DOES NOT REQUIRE A RELOAD ACTION UNTIL THE AMMO CONTAINER IS EMPTY, OR UNTIL A CHARACTER DECIDES. SEMI-AUTO IS LIMITED TO ONE TARGET PER SHOT.	**1 SHOT PER VOLLEY**
BURST-FIRE AP COST INCREASED BY 2	A **BURST-FIRE** WEAPON DOES NOT REQUIRE A RELOAD ACTION UNTIL THE AMMO CONTAINER IS EMPTY, OR UNTIL A CHARACTER DECIDES. BURST-FIRE INCREASES DAMAGE BY 2 WEAPON DIE, AND DECREASES COMBAT BONUS BY ONE VS A SINGLE TARGET OR DEALS NORMAL DAMAGE VERSUS TWO TO THREE TARGETS.	**3 SHOTS PER VOLLEY**
AUTO-FIRE: AP COST INCREASED BY 4	AN **AUTO-FIRE** WEAPON DOES NOT REQUIRE A RELOAD ACTION UNTIL THE AMMO CONTAINER IS EMPTY, OR UNTIL A CHARACTER DECIDES. AUTO-FIRE TARGETS 4 SQUARES IN A LINE, AND DEALS ITS WEAPON DAMAGE TO ANY TARGETS WITHIN THOSE SQUARES AND HAS ITS COMBAT BONUS DECREASED BY TWO.	**8 SHOTS PER VOLLEY**

WHEN USING AUTO-FIRE; ANY TARGETS WITHIN THE LINE OF EFFECT CAN REDUCE OR AVOID INCOMING DAMAGE WITH A DODGE, OR BLOCK ACTION. ADDITIONALLY CHARACTERS CAN TAKE COVER BEHIND OBJECTS AND STRUCTURES, BUT ONLY IF THE COVER IS SUFFICIENT IN SIZE. THE INCOMING DAMAGE IS DEALT TO THE OBJECT OR STRUCTURE FIRST AND IF THE INCOMING DAMAGE EXCEEDS THE COVER'S DURABILITY THEN THE REMAINDER OF DAMAGE IS DEALT TO THE CHARACTERS BEHIND IT.

NEUTRALIZE AP COST INCREASED BY 1	USING A CROSSBOW OR A FIREARM TO NEUTRALIZE A TARGET SPLITS DAMAGE DEALT BETWEEN HEALTH POINTS AND ACTION POINTS BUT IS REDUCED BY DAMAGE REDUCTION AND RESISTANCES ONLY ONCE. NEUTRALIZE CAN BE USED WITH SINGLE-FIRE, AND SEMI-AUTO FIRING MODES ONLY.	**1 SHOT PER VOLLEY**

A TARGET'S HP AND AP CAN BE REDUCED SIMULTANEOUSLY BUT CAN STILL RESULT IN THE TARGETS DEATH DEPENDING ON THE STATUS OF THAT CHARACTER WHEN NEUTRALIZED. A TARGET FALLS UNCONSCIOUS WHEN THEIR ACTION POINTS REACHES A NEGATIVE EQUAL TO THEIR TOTAL ACTION POINTS AS WELL AS HEALTH POINTS REACHING NEGATIVE HEALTH POINTS EQUAL TO THEIR TOTAL. BUT IF THIS OCCURS, THE TARGET CHARACTER DIES INSTEAD.

TAKING COVER FROM INCOMING FIRE

USING SURROUNDING ELEMENTS SUCH AS A STRUCTURE, OBJECT, EQUIPMENT, OR CHARACTER AS COVER IMPLIES THE COVER WILL TAKE THE DAMAGE BEFORE YOUR CHARACTER DOES. AND AS EXPLAINED ABOVE, DAMAGE DEALT THAT EXCEEDS THE HP OF COVER AFTER BEING REDUCED BY DAMAGE REDUCTION IS DEALT TO THE CHARACTERS BEHIND IT AND DESTROYS THE COVER COMPLETELY. AFTER BEING DESTROYED, IT IS NO LONGER A VALID MEANS OF COVER. STRUCTURES AND OBJECTS HAVE A BASE STRIKE TARGET OF 10 WITH SIZE RANK EITHER DECREASING OR INCREASING STRIKE TARGET AND TAKING COVER BEHIND ANOTHER CHARACTER USES THE STRIKE TARGET OF THE INTERVENING CHARACTER INSTEAD.

FIRING MODES HAVE A COST OF 8 ECP, ALL CROSSBOWS AND FIREARMS ARE REQUIRED TO HAVE AT LEAST ONE FIRING MODE AVAILABLE. A DEFAULT FIRING MODE IS NOT REQUIRED TO BE SINGLE-FIRE OR SEMI-AUTO. SUCH AS A MINI-GUN OR FLAMETHROWER. THESE TYPES OF WEAPONS CAN ONLY BE FIRED CONTINUOUSLY, AS IT IS THEIR ONLY AVAILABLE FUNCTION. JUST THE OPPOSITE, A BOW IS SINGLE-FIRE AND CAN HAVE NO OTHER FIRING MODE. WHILE THROWING WEAPONS CANNOT HAVE ANY FIRING MODES AT ALL AS THE OBJECTS IS NO LONGER IN YOUR POSSESSION ONCE USED WITH A VOLLEY ACTION AND THUS CANNOT BE RELOADED.

TRI-CORE

BOW AMMUNITION – ARROWS

BONE ARROW — 92 / 110

HEALTH POINTS: 5		LEVEL:	1
DAMAGE REDUCTION: 4		WEIGHT:	1
ENERGY RESISTANCE: 1		RARITY:	COMMON
HANDLING: ONE-HANDED		SIZE:	MEDIUM
BURDEN: LIGHT	DRAWBACK: 30	/ 40	
TYPE AND TRAIT(S): ARCHAIC, BOW	DURABILITY:	10	
MATERIAL: BONE	ST:	5	
EFFECT VALUE: 2D4+2 PENETRATE			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 2D4	72	ECP
			ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN BOW	30	ECP

DESCRIPTION

SLICE	50%
IMPACT	50%

BONE ARROWS ARE LIGHT BOW AMMUNITION MADE FROM BONE THAT INCREASE DAMAGE WITH A BOW BY 2D4+2 PENETRATE DAMAGE WHEN USED. THE RANGE, AND ACTION POINT COST TO USE BONE ARROWS ARE DEPENDANT ON THE BOW USED TO FIRE EACH ARROW AND REQUIRES A VOLLEY ACTION TO FIRE. BONE ARROWS ALSO REQUIRE AT LEAST 1 SKILL RANK IN BOW AND ATHLETICS.

IRON ARROW — 188 / 200

HEALTH POINTS: 6		LEVEL:	2
DAMAGE REDUCTION: 6		WEIGHT:	1
ENERGY RESISTANCE: 2		RARITY:	UNCOMMON
HANDLING: ONE-HANDED		SIZE:	MEDIUM
BURDEN: LIGHT	DRAWBACK: 60	/ 70	
TYPE AND TRAIT(S): ARCHAIC, BOW	DURABILITY:	14	
MATERIAL: IRON	ST:	8	
EFFECT VALUE: INCREASE DAMAGE BY 2D6 PENETRATE			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 2D6	108	ECP
ANATOMY:	REDUCE PENETRATE ARMOR BY 3 WHEN STRUCK	48	ECP
DURATION:	ARMOR PENALTY TO PENETRATE LAST FOR 1 CYCLE	4	ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANK IN BOW & ATHLETICS	60	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

IRON ARROWS ARE LIGHT BOW AMMUNITION MADE FROM IRON THAT INCREASE DAMAGE WITH A BOW BY 2D6+2 PENETRATE DAMAGE WHEN USED. THE RANGE, AND ACTION POINT COST TO USE BONE ARROWS ARE DEPENDANT ON THE BOW USED TO FIRE EACH ARROW AND REQUIRES A VOLLEY ACTION TO FIRE. BONE ARROWS ALSO REQUIRE AT LEAST 1 SKILL RANK IN BOW AND ATHLETICS. ADDITIONALLY, IRON ARROWS REDUCE THE TARGETS ARMOR VS. PENETRATE BY 3 FOR 1 CYCLE.

STEEL ARROW — 360 / 360

HEALTH POINTS: 8		LEVEL:	3
DAMAGE REDUCTION: 7		WEIGHT:	2
ENERGY RESISTANCE: 3		RARITY:	RARE
HANDLING: ONE-HANDED		SIZE:	MEDIUM
BURDEN: MODERATE	DRAWBACK: 120	/ 120	
TYPE AND TRAIT(S): ARCHIAC BOW	DURABILITY:	18	
MATERIAL: STEEL	ST:	10	
EFFECT VALUE: INCREASE DAMAGE BY 5D8 PENETRATE			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 3D8	224	ECP
ANATOMY:	REDUCE PENETRATE ARMOR BY 4 WHEN STRUCK	96	ECP
DURATION:	ARMOR PENALTY TO PENETRATE LAST FOR 1 CYCLE	4	ECP
DURABILITY:	INCREASE HP BY 1, ER BY 1	4	ECP
DRAWBACK:	REQUIRES 2 SKILL RANK IN BOW & ATHLETICS	120	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

STEEL ARROWS ARE LIGHT BOW AMMUNITION MADE FROM IRON THAT INCREASE DAMAGE WITH A BOW BY 5D8 PENETRATE DAMAGE WHEN USED. THE RANGE, AND ACTION POINT COST TO USE BONE ARROWS ARE DEPENDANT ON THE BOW USED TO FIRE EACH ARROW AND REQUIRES A VOLLEY ACTION TO FIRE. BONE ARROWS ALSO REQUIRE AT LEAST 1 SKILL RANK IN BOW AND ATHLETICS. ADDITIONALLY, IRON ARROWS REDUCE THE TARGETS ARMOR VS. PENETRATE BY 4 FOR 1 CYCLE.

BLACKFIRE ARROW — 560 / 560

HEALTH POINTS: 4		LEVEL:	4
DAMAGE REDUCTION: 6		WEIGHT:	1
ENERGY RESISTANCE: 6		RARITY:	EPIC
HANDLING: TWO-HANDED		SIZE:	LONG
BURDEN: HEAVY	DRAWBACK: 180	/ 190	
TYPE AND TRAIT(S): ARCHIAC BOW	DURABILITY:	16	
MATERIAL: METEORITE	ST:	12	
EFFECT VALUE: 2D12 FIRE AND 2D12 DARK DAMAGE			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 2D12+2 CB	432	ECP
AFFLICTION:	APPLIES BURN & BEFOUL WITH FIRE DAMAGE DEALT	80	ECP
ALTER:	CHANGE PENETRATE TO FIRE & DARK	16	ECP
			ECP
DRAWBACK:	REQUIRES 3 SKILL RANK IN BOW & ATHLETICS	180	ECP

DESCRIPTION

FIRE	100%
WATER	100%
PENE	100%
ACID	100%

BLACKFIRE ARROWS ARE HEAVY TWO-HANDED ARCHAIC BOW AMMUNITION THAT DEAL 2D12+1 FIRE AND 2D12+1 DARK DAMAGE AND AN ADDITIONAL 1D12 FIRE OR DARK DAMAGE VERSUS VULNERABLE TARGETS. ADDITIONALLY, APPLIES THE BURN AND BEFOUL AFFLICTION WHEN DEALING DAMAGE. THE BURN AFFLICTION APPLIES A DAMAGE OVERTIME EFFECT AND BEFOUL PREVENTS HEALING WHILE THE TARGET IS AFFECTED.

CROSSBOW AMMUNITION - BOLTS

WOOD BOLT

	102 / 110

HEALTH POINTS:	4	LEVEL:	1
DAMAGE REDUCTION:	4	WEIGHT:	1
ENERGY RESISTANCE:	3	RARITY:	COMMON
HANDLING:	ONE-HANDED	SIZE:	MEDIUM
BURDEN:	LIGHT	DRAWBACK:	30 / 40
TYPE AND TRAIT(S):	ARCHAIC CROSSBOW	DURABILITY:	11
MATERIAL:	WOOD	ST:	7
EFFECT VALUE:	2D4 PENETRATE PLUS 1D4 BONUS		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 1D4 PENETRATE	32	ECP
BOOST:	IGNORE TARGETS PENETRATE ARMOR BY 4	48	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN CROSSBOW	30	ECP

DESCRIPTION

FIRE	50%
WATER	50%

A **WOOD BOLT** DEALS **2D4+2** PENETRATE DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A CROSSBOW WEAPON AND REQUIRES 1 SKILL RANK IN CROSSBOWS. A WOOD BOLT COSTS 2 ACTION POINTS TO RELOAD BETWEEN USES. ADDITIONALLY, A STEEL BOLT IGNORES UP TO 4 PENETRATE ARMOR.

STEEL BOLT

	200 / 200

HEALTH POINTS:	7	LEVEL:	2
DAMAGE REDUCTION:	7	WEIGHT:	2
ENERGY RESISTANCE:	6	RARITY:	UNCOMMON
HANDLING:	ONE-HANDED	SIZE:	MEDIUM
BURDEN:	MODERATE	DRAWBACK:	60 / 70
TYPE AND TRAIT(S):	ARCHAIC CROSSBOW	DURABILITY:	20
MATERIAL:	STEEL	ST:	13
EFFECT VALUE:	1D8 PENETRATE PLUS 1D8 BONUS		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 1D8 PENETRATE	64	ECP
BOOST:	IGNORE TARGETS PENETRATE ARMOR BY 6	96	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN CROSSBOW	60	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

A **STEEL BOLT** DEALS **2D8+2** PENETRATE DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A CROSSBOW WEAPON AND REQUIRES 2 SKILL RANKS IN CROSSBOWS. A STEEL BOLT COSTS 3 ACTION POINTS TO RELOAD BETWEEN USES. ADDITIONALLY, A STEEL BOLT IGNORES UP TO 6 PENETRATE ARMOR.

STUN BOLT

	360 / 360

HEALTH POINTS:	5	LEVEL:	3
DAMAGE REDUCTION:	5	WEIGHT:	1
ENERGY RESISTANCE:	2	RARITY:	RARE
HANDLING:	ONE-HANDED	SIZE:	MEDIUM
BURDEN:	MODERATE	DRAWBACK:	120 / 120
TYPE AND TRAIT(S):	MODERN CROSSBOW	DURABILITY:	12
MATERIAL:	RUBBER	ST:	7
EFFECT VALUE:	1D8 ELECTRICITY PLUS 2D8 BONUS		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 2D8 PENETRATE	144	ECP
ALTER:	CHANGE DAMAGE TO ELECTRICITY AND NON-LETHAL	32	ECP
AFFLICTION:	APPLIES THE SHOCK AFFLICTION	40	ECP
BOOST:	DESTROY UP TO 6 ADDITIONAL ACTION POINTS	120	ECP
DRAWBACK:	REQUIRES 2 SKILL IN CROSSBOW, AND TECHNOLOGY	120	ECP

DESCRIPTION

IMPACT	50%
ACID	50%

A **STUN BOLT** DEALS 3D8 ELECTRICITY NONLETHAL DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A CROSSBOW WEAPON AND REQUIRES 1 SKILL RANK IN CROSSBOW AND TECHNOLOGY. A STUN BOLT COSTS 3 ACTION POINTS TO RELOAD BETWEEN USES. A STUN BOLT DEALS DAMAGE TO ACTION POINTS INSTEAD OF HEALTH POINTS. ADDITIONALLY, A STUN BOLT APPLIES THE SHOCK AFFLICTION AND DESTROYS 6 ACTION POINTS AFTER SUCCESSFULLY LANDING A HIT.

MITHRIL BOLT

	560 / 560

HEALTH POINTS:	9	LEVEL:	4
DAMAGE REDUCTION:	9	WEIGHT:	1
ENERGY RESISTANCE:	8	RARITY:	EPIC
HANDLING:	ONE-HANDED	SIZE:	MEDIUM
BURDEN:	LIGHT	DRAWBACK:	180 / 190
TYPE AND TRAIT(S):	MODERN CROSSBOW	DURABILITY:	26
MATERIAL:	MITHRIL	ST:	17
EFFECT VALUE:	1D6 PENETRATE PLUS 5D6 BONUS		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DIE TYPE TO 1D6 AND INCREASE BY 5D6	368	ECP
EMPOWER:	INCREASE EFFECT VALUE BY 3 PER DIE	60	ECP
ANATOMY:	IGNORES PENETRATE RESISTANCE BY 100%	80	ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL IN CROSSBOW, STEALTH, AND VOLLEY	180	ECP

DESCRIPTION

IMPACT	100%
ACID	100%

A **MITHRIL BOLT** DEALS 6D6 PENETRATE DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A CROSSBOW WEAPON AND REQUIRES 2 SKILL RANKS IN CROSSBOW, STEALTH AND VOLLEY. A MITHRIL BOLT COSTS 2 ACTION POINTS TO RELOAD BETWEEN USES. ADDITIONALLY, A MITHRIL BOLT IGNORES PENETRATE ARMOR BY 100% WHEN DEALING PENETRATE DAMAGE. ADDITIONALLY, A MITHRIL BOLT ALSO DEALS 3 DAMAGE PER TWO DIE, GIVING A MINIMUM BONUS OF 9 WHEN USED.

FIREARM AMMUNITION – CARTRIDGES

PISTOL MAGAZINE 104 / 110

HEALTH POINTS: 3		**LEVEL:** 1	
DAMAGE REDUCTION: 2		**WEIGHT:** 1	
ENERGY RESISTANCE: 1		**RARITY:**	COMMON
HANDLING: ONE-HANDED		**SIZE:** MEDIUM	
BURDEN: LIGHT	**DRAWBACK:** 30	/ 40	
TYPE AND TRAIT(S): MODERN FIREARM	**DURABILITY:**	6	
MATERIAL: PLASTIC	**ST:**	3	
EFFECT VALUE: 2D4 PENETRATE PLUS 1D4 BONUS			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 1D4 PENETRATE	32	ECP
EFFICIENCY:	REDUCE AP COST WITH RELOAD BY 2 ACTION POINTS	40	ECP
EFFICIENCY:	REDUCE AP COST WITH VOLLEY BY 1 ACTION POINT	20	ECP
			ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN FIREARM	30	ECP

DESCRIPTION

WATER	50%
FIRE	50%

A **PISTOL MAGAZINE** PROVIDES FIREARM AMMUNITION AND DEALS **3D4 PENETRATE** DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A FIREARM WEAPON AND REQUIRES 1 SKILL RANK IN FIREARMS. A **PISTOL MAGAZINE** IS QUICK TO RELOAD AND EASY TO FIRE AND HAS NO ADDITIONAL COSTS TO RELOAD AND A REDUCTION TO VOLLEY ACTION AP COST BY 1.

SHOTGUN SHELLS 196 / 200

HEALTH POINTS: 2		**LEVEL:** 2	
DAMAGE REDUCTION: 1		**WEIGHT:** 0	
ENERGY RESISTANCE: 1		**RARITY:**	UNCOMMON
HANDLING: TWO-HANDED		**SIZE:** MEDIUM	
BURDEN: LIGHT	**DRAWBACK:** 60	/ 70	
TYPE AND TRAIT(S): MODERN FIREARM	**DURABILITY:**	4	
MATERIAL: PLASTIC	**ST:**	2	
EFFECT VALUE: 1D6 PENETRATE PLUS 3D6 BONUS			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 3D6 PENETRATE	176	ECP
RANGE:	APPLIES DAMAGE IN A 15 FT. LINE (3 SQUARES)	12	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN FIREARM AND ATHLETICS	60	ECP

DESCRIPTION

WATER	50%
FIRE	50%

SHOTGUN SHELLS PROVIDES FIREARM AMMUNITION AND DEALS **4D6 PENETRATE** DAMAGE TO TARGETS IN A 20 FT. LINE IN FRONT OF THE USER AND CAN ONLY BE FIRED BY A FIREARM WEAPON AND REQUIRES 1 SKILL RANK IN FIREARMS AND ATHLETICS. SHOTGUN SHELLS REQUIRE RELOAD BETWEEN SHOTS AND COST 2 ACTION POINTS.

RIFLE AMMO 344 / 360

HEALTH POINTS: 7		**LEVEL:** 3	
DAMAGE REDUCTION: 7		**WEIGHT:** 1	
ENERGY RESISTANCE: 2		**RARITY:**	RARE
HANDLING: ONE-HANDED		**SIZE:** MEDIUM	
BURDEN: MODERATE	**DRAWBACK:** 120	/ 120	
TYPE AND TRAIT(S): MODERN FIREARM	**DURABILITY:**	16	
MATERIAL: STEEL	**ST:**	9	
EFFECT VALUE: 1D8 PENETRATE PLUS 4D8 BONUS			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 4D8 PENETRATE	272	ECP
EFFICIENCY:	REDUCE AP COST WITH RELOAD BY 2 ACTION POINTS	40	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN FIREARM & TECHNOLOGY	120	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

RIFLE AMMO PROVIDES FIREARM AMMUNITION AND DEALS **5D8 PENETRATE** DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A FIREARM WEAPON AND REQUIRES 2 SKILL RANK IN FIREARMS AND TECHNOLOGY. RIFLE AMMO IS QUICK TO RELOAD AND EASY TO FIRE AND HAS NO ADDITIONAL COSTS TO RELOAD.

MACHINE GUN CARTRIDGE 544 / 560

HEALTH POINTS: 7		**LEVEL:** 4	
DAMAGE REDUCTION: 7		**WEIGHT:** 1	
ENERGY RESISTANCE: 2		**RARITY:**	EPIC
HANDLING: ONE-HANDED		**SIZE:** MEDIUM	
BURDEN: LIGHT	**DRAWBACK:** 180	/ 190	
TYPE AND TRAIT(S): MODERN FIREARM	**DURABILITY:**	16	
MATERIAL: STEEL	**ST:**	9	
EFFECT VALUE: 1D6 PENETRATE PLUS 4D6 BONUS			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 4D6 PENETRATE	304	ECP
EMPOWER:	INCREASE DIE FROM 1D4 TO 1D6 PER DIE	48	ECP
EFFICIENCY:	REDUCE AP COST WITH RELOAD BY 3 ACTION POINTS	60	ECP
EFFICIENCY:	REDUCE AP COST WITH VOLLEY BY 5 ACTION POINTS	100	ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN FIREARM, ATHLETICS & TECHNOLOGY	180	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

A **MACHINE GUN CARTRIDGE** PROVIDES FIREARM AMMUNITION AND DEALS **5D6 PENETRATE** DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A FIREARM WEAPON AND REQUIRES 2 SKILL RANK IN FIREARMS, TECHNOLOGY, AND ATHLETICS. A **PISTOL MAGAZINE** IS QUICK TO RELOAD AND EASY TO FIRE AND HAS NO ADDITIONAL COSTS TO RELOAD AND A REDUCTION TO VOLLEY ACTION AP COST BY 5.

SLING AMMUNITION - BULLETS

STONE BULLET

98 / 110

HEALTH POINTS:	4	**LEVEL:**	1
DAMAGE REDUCTION:	5	**WEIGHT:**	1
ENERGY RESISTANCE:	2	**RARITY:**	COMMON
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	HEAVY	**DRAWBACK:**	30 / 40
TYPE AND TRAIT(S):	ARCHAIC SLING	**DURABILITY:**	11
MATERIAL:	STONE	**ST:**	7
EFFECT VALUE:	2D10 IMPACT		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE COMBAT BONUS BY 2	60	ECP
ALTER:	ALLOW FOR LETHAL OR NONLETHAL DAMAGE	16	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN SLING	30	ECP

DESCRIPTION

SLICE	50%
PEN	50%

A **STONE BULLET** PROVIDES SLING AMMUNITION AND DEALS **2D10+2 IMPACT** DAMAGE TO TARGETS AND CAN ONLY BE USED BY A SLING WEAPON AND REQUIRES 1 SKILL RANK IN SLING. A **STONE BULLET** CAN DEAL BOTH LETHAL OR NONLETHAL DAMAGE.

IRON BULLET

190 / 200

HEALTH POINTS:	4	**LEVEL:**	2
DAMAGE REDUCTION:	4	**WEIGHT:**	1
ENERGY RESISTANCE:	1	**RARITY:**	UNCOMMON
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	MODERATE	**DRAWBACK:**	60 / 70
TYPE AND TRAIT(S):	ARCHAIC SLING	**DURABILITY:**	9
MATERIAL:	IRON	**ST:**	5
EFFECT VALUE:	1D6 PLUS 2D6 PENETRATE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 2D6 PENETRATE	112	ECP
EFFICIENCY:	REDUCE AP COST WITH RELOAD BY 2 ACTION POINTS	40	ECP
EFFICIENCY:	REDUCE AP COST WITH VOLLEY BY 1 ACTION POINT	20	ECP
			ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN SLING AND ATHLETICS	60	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

A **IRON BULLET** PROVIDES SLING AMMUNITION AND DEALS **3D6 PENETRATE** DAMAGE TO TARGETS AND CAN ONLY BE USED BY A SLING WEAPON AND REQUIRES 1 SKILL RANK IN SLING AND ATHLETICS. IRON BULLETS ARE QUICK TO RELOAD AND EASY TO USE AND HAVE NO ADDITIONAL COSTS TO RELOAD AND A REDUCTION TO VOLLEY ACTION AP COST BY 1.

ALCHEMICAL BULLET

342 / 360

HEALTH POINTS:	9	**LEVEL:**	3
DAMAGE REDUCTION:	8	**WEIGHT:**	1
ENERGY RESISTANCE:	0	**RARITY:**	RARE
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	MODERATE	**DRAWBACK:**	120 / 120
TYPE AND TRAIT(S):	ARCHAIC SLING	**DURABILITY:**	17
MATERIAL:	ALCHEMICAL	**ST:**	8
EFFECT VALUE:	1D8 PLUS 3D8 PENETRATE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 3D8 PENETRATE	224	ECP
RANGE:	DEALS ITS DAMAGE IN A BURST 9 SQUARE BURST	36	ECP
ALTER:	ALLOWS FOR FIRE, ELECTRICITY, OR WATER DAMAGE	48	ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANK IN SLING AND ATHLETICS	120	ECP

DESCRIPTION

SLICE	50%
IMPACT	50%
EARTH	50%
ELEC	50%

ALCHEMICAL BULLETS PROVIDES SLING AMMUNITION AND DEALS 4**D8 PENETRATE, FIRE, ELECTRICITY, OR WATER** DAMAGE TO TARGETS IN A 9 SQUARE BURST AND CAN ONLY BE USED BY A SLING WEAPON AND REQUIRES 2 SKILL RANK IN SLING AND ATHLETICS.

ADAMANTINE BULLET

536 / 560

HEALTH POINTS:	8	**LEVEL:**	4
DAMAGE REDUCTION:	8	**WEIGHT:**	2
ENERGY RESISTANCE:	8	**RARITY:**	EPIC
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	HEAVY	**DRAWBACK:**	180 / 190
TYPE AND TRAIT(S):	ARCHAIC SLING	**DURABILITY:**	24
MATERIAL:	ADAMANTINE	**ST:**	16
EFFECT VALUE:	1D10 PLUS 4D10 IMPACT		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 4D10 PENETRATE	368	ECP
ANATOMY:	IGNORES IMPACT RESISTANCE BY 100%	80	ECP
AFFLICTION:	APPLIES BASH TO TARGET STRUCK	40	ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL IN SLING, ATHLETICS, AND VOLLEY	180	ECP

DESCRIPTION

PEN	100%
FIRE	100%

AN **ADAMANTINE BULLET** PROVIDES SLING AMMUNITION AND DEALS **5D10 IMPACT** DAMAGE TO TARGETS AND CAN ONLY BE USED BY A SLING WEAPON AND REQUIRES 2 SKILL RANK IN SLING, ATHLETICS, AND VOLLEY. AN ADAMANTINE **BULLET** IGNORES IMPACT RESISTANCE BY 100% AND APPLIES BASH TO TARGETS STRUCK.

ORDNANCE - BOMBS

FIRE BOMB 120 / 120

HEALTH POINTS:	1	**LEVEL:**	1
DAMAGE REDUCTION:	1	**WEIGHT:**	2
ENERGY RESISTANCE:	1	**RARITY:**	COMMON
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	MODERATE	**DRAWBACK:**	40 / 40
TYPE AND TRAIT(S):	THROWN, ARCHAIC	**DURABILITY:**	3
MATERIAL:	GLASS	**ST:**	2
EFFECT VALUE:	6D6 FIRE DAMAGE IN 10 FT. CUBE BURST		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 5D6	90	ECP
RANGE:	8 SQUARE CUBE AREA OF EFFECT BURST	16	ECP
RANGE:	THROWN RANGE INCREASED BY 8 SQUARES	8	ECP
MATERIAL:	HP REDUCED BY 1	-	ECP
DRAWBACK:	INCREASE COST BY 2 ACTION POINTS	40	ECP

DESCRIPTION

ACID	**50%**
IMPACT	**50%**

A **FIRE BOMB** IS A ONE-HANDED MODERATE THROWN AMMUNITION MADE OF GLASS THAT EXPLODES UPON CONTACT DEALING **6D6+2 FIRE DAMAGE** IN A **4X2 SQUARE CUBE (10 FT. X 10 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE FIRE BOMB REQUIRES 2 ADDITIONAL ACTION POINTS TO USE TO ACTIVATE THE FUSE BEFORE BEING THROWN UP TO 70 FT.

LAND MINE 132 / 200

HEALTH POINTS:	3	**LEVEL:**	2
DAMAGE REDUCTION:	2	**WEIGHT:**	1
ENERGY RESISTANCE:	1	**RARITY:**	UNCOMMON
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	MODERATE	**DRAWBACK:**	60 / 70
TYPE AND TRAIT(S):	THROWN, MODERN	**DURABILITY:**	6
MATERIAL:	PLASTIC	**ST:**	3
EFFECT VALUE:	5D8 FIRE DAMAGE IN 10 FT. CUBE BURST		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 4D8 SLICE	96	ECP
RANGE:	12 SQUARE CUBE AREA OF EFFECT BURST	24	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 2 RANKS IN VOLLEY AND TECHNOLOGY	60	ECP

DESCRIPTION

WATER	**50%**
FIRE	**50%**

A **LAND MINE** IS A ONE-HANDED MODERATE THROWN AMMUNITION MADE OF PLASTIC THAT EXPLODES ACTIVATES UPON CONTACT WITH A SOLID SURFACE AND TRIGGERS WHEN AN OBJECT OR CREATURE OF SMALL OR LARGER ENTERS THE SQUARE IT WAS PLACED AND DEALS **5D8 SLICE DAMAGE** IN A **4X3 SQUARE CUBE (10 FT. X 30 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. ADDITIONALLY, A LAND MINE HAS +2 ACCURACY AND REQUIRES 2 RANKS IN VOLLEY AND TECHNOLOGY TO USE.

FROST BOMB 360 / 360

HEALTH POINTS:	20	**LEVEL:**	3
DAMAGE REDUCTION:	5	**WEIGHT:**	7
ENERGY RESISTANCE:	15	**RARITY:**	RARE
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	LIGHT	**DRAWBACK:**	120 / 120
TYPE AND TRAIT(S):	THROWN, ARCHAIC	**DURABILITY:**	40
MATERIAL:	CRYSTAL	**ST:**	20
EFFECT VALUE:	4D6 FIRE DAMAGE IN 10 FT. CUBE BURST		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 13D4	156	ECP
RANGE:	9 SQUARE CUBE AREA OF EFFECT BURST	54	ECP
RANGE:	THROWN RANGE INCREASED BY 10 SQUARES	10	ECP
AFFLICTION:	APPLIES FREEZE, REDUCE SPEED RANK BY 4 FOR 4 CYCLES	60	ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN CHANNEL, VOLLEY, AND WATER	120	ECP

DESCRIPTION

ACID	**50%**
IMPACT	**50%**

A **FROST BOMB** IS A ONE-HANDED LIGHT THROWN AMMUNITION THAT EXPLODES UPON CONTACT DEALING **14D4+2 WATER DAMAGE** IN A **9 X 3 SQUARE CUBE (15 FT. X 45 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE WATER BOMB REQUIRES 2 SKILL RANKS IN CHANNEL, VOLLEY, AND WATER TO ACTIVATE AND CAN BE THROWN AT 55 FT. RANGE AND APPLIES THE FREEZE AFFLICTION TO ANY TARGET DAMAGED AND THEIR SPEED RANK IS REDUCED BY 4 FOR FOUR CYCLES.

GRAVITY BOMB 540 / 540

HEALTH POINTS:	3	**LEVEL:**	4
DAMAGE REDUCTION:	9	**WEIGHT:**	7
ENERGY RESISTANCE:	8	**RARITY:**	EPIC
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	HEAVY	**DRAWBACK:**	160 / 190
TYPE AND TRAIT(S):	THROWN, ARCHAIC	**DURABILITY:**	20
MATERIAL:	METEORITE	**ST:**	17
EFFECT VALUE:	4D6 FIRE DAMAGE IN 10 FT. CUBE BURST		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 5D12	180	ECP
RANGE:	5 SQUARE BURST BY 25 FT. HEIGHT	50	ECP
KINESIS:	PULLS TARGETS WITHIN 900 LBS OF WEIGHT TO CENTER	150	ECP
HINDER:	DESTROY 12 ACTION POINTS VERSUS AFFECTED TARGETS	120	ECP
DRAWBACK:	INCREASE COST BY 4 AP, 4 FOCUS, AND 4 MANA	160	ECP

DESCRIPTION

FIRE	**100%**
WATER	**100%**
PEN	**100%**
ACID	**100%**

A **GRAVITY BOMB** IS A ONE-HANDED HEAVY THROWN AMMUNITION MODE OF METEORITE THAT EXPLODES UPON CONTACT DEALING **5D12+2 TEMPORAL DAMAGE** IN A **5X5 SQUARE CUBE (15 FT. X 25 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE FIRE BOMB REQUIRES 4 ADDITIONAL ACTION POINTS, FOCUS, AND MANA TO USE TO ACTIVATE BEFORE BEING THROWN UP TO 30 FT. ADDITIONALLY, A **GRAVITY BOMB** DESTROYS UP TO 12 ACTION POINTS TO ANY TARGET CAUGHT IN THE EXPLOSION.

TRI-CORE

ORDNANCE - GRENADES

HAND GRENADE
120 / 120

HEALTH POINTS: 2	**LEVEL:** 1
DAMAGE REDUCTION: 2	**WEIGHT:** 0
ENERGY RESISTANCE: 1	**RARITY:** COMMON
HANDLING: ONE-HANDED	**SIZE:** MEDIUM
BURDEN: LIGHT	**DRAWBACK:** 40 / 40
TYPE AND TRAIT(S): MODERN AUMMUNITION	**DURABILITY:** 5
MATERIAL: PLASTIC	**ST:** 3
EFFECT VALUE:	

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 6D4 PENETRATE	72	ECP
RANGE:	4X4 SQUARE CUBE AREA OF EFFECT BURST	32	ECP
RANGE:	THROWN RANGE INCREASED BY 6 SQUARES	6	ECP
			ECP
DRAWBACK:	INCREASE COST BY 2 ACTION POINTS	40	ECP

DESCRIPTION

WATER	50%
FIRE	50%

A **HAND GRENADE** IS A ONE-HANDED LIGHT THROWN GRENADE MADE OF PLASTIC THAT EXPLODES UPON CONTACT DEALING **6D4+2 PENETRATE DAMAGE** IN A **2X2 SQUARE CUBE (20 FT. X 20 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE HAND GRENADE REQUIRES 2 ADDITIONAL ACTION POINTS TO USE TO ACTIVATE THE FUSE BEFORE BEING THROWN UP TO 60 FT.

FLASH BANG
180 / 180

HEALTH POINTS: 6	**LEVEL:** 2
DAMAGE REDUCTION: 5	**WEIGHT:** 1
ENERGY RESISTANCE: 3	**RARITY:** UNCOMMON
HANDLING: ONE-HANDED	**SIZE:** MEDIUM
BURDEN: LIGHT	**DRAWBACK:** 40 / 70
TYPE AND TRAIT(S): MODERN AUMMUNITION	**DURABILITY:** 14
MATERIAL: STEEL	**ST:** 8
EFFECT VALUE:	

KEYWORDS	DESCRIPTION	COST	
HINDER:	DESTROY 12 ACTION POINTS (LIGHT)	120	ECP
RANGE:	12 SQUARES CUBE AREA OF EFFECT BURST	24	ECP
RANGE:	THROWN RANGE INCREASED BY 8 SQUARES	8	ECP
			ECP
DRAWBACK:	INCREASE COST BY 2 ACTION POINTS	40	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

A **FLASH BANG** IS A ONE-HANDED LIGHT THROWN GRENADE MADE OF STEEL THAT EXPLODES UPON CONTACT DEALING **LIGHT AND WIND DAMAGE AND DESTROYING 12 ACTION POINTS** IN A **4X4 BURST AREA (20 FT. X 20 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITH ACTION POINTS WITHIN THE AREA OF EFFECT. THE FLASH BANG REQUIRES 2 ADDITIONAL ACTION POINTS TO USE TO ACTIVATE THE FUSE BEFORE BEING THROWN UP TO 70 FT.

INCINDERARY GRENADE
284 / 280

HEALTH POINTS: 8	**LEVEL:** 3
DAMAGE REDUCTION: 8	**WEIGHT:** 2
ENERGY RESISTANCE: 2	**RARITY:** RARE
HANDLING: ONE-HANDED	**SIZE:** MEDIUM
BURDEN: MODERATE	**DRAWBACK:** 40 / 120
TYPE AND TRAIT(S): MODERN AUMMUNITION	**DURABILITY:** 18
MATERIAL: STEEL	**ST:** 10
EFFECT VALUE:	

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 10D6 FIRE	198	ECP
RANGE:	12 SQUARES CUBE AREA OF EFFECT BURST	24	ECP
RANGE:	THROWN RANGE INCREASED BY 6 SQUARES	6	ECP
AFFLICTION:	APPLY BURN TO FIRE DAMAGE DEALT	20	ECP
DRAWBACK:	INCREASE COST BY 2 ACTION POINTS	40	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

AN **INCINDERARY GRENADE** IS A ONE-HANDED MODERATE THROWN GRENADE MADE OF PLASTIC THAT EXPLODES UPON CONTACT DEALING **10D6+2 FIRE DAMAGE** IN A **4X4 BURST AREA (20 FT. X 20 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT AND APPLIES BURN AFFLICTION. THE INCINDERARY GRENADE REQUIRES 2 ADDITIONAL ACTION POINTS TO USE TO ACTIVATE THE FUSE BEFORE BEING THROWN UP TO 70 FT.

FRAGMENTATION GRENADE
420 / 420

HEALTH POINTS: 7	**LEVEL:** 4
DAMAGE REDUCTION: 7	**WEIGHT:** 1
ENERGY RESISTANCE: 2	**RARITY:** EPIC
HANDLING: ONE-HANDED	**SIZE:** MEDIUM
BURDEN: MODERATE	**DRAWBACK:** 40 / 190
TYPE AND TRAIT(S): MODERN AUMMUNITION	**DURABILITY:** 16
MATERIAL: STEEL	**ST:** 9
EFFECT VALUE:	

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 11D10 SLICE	330	ECP
RANGE:	16 SQUARES CUBE AREA OF EFFECT BURST	32	ECP
RANGE:	THROWN RANGE INCREASED BY 6 SQUARES	6	ECP
AFFLICTION:	APPLY SEVER TO SLICE DAMAGE DEALT	20	ECP
DRAWBACK:	INCREASE COST BY 2 ACTION POINTS	40	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

A **FRAGMENTATION GRENADE** IS A ONE-HANDED MODERATE THROWN GRENADE MADE OF PLASTIC THAT EXPLODES UPON CONTACT DEALING **11D10+2 SLICE DAMAGE** IN A **4X4 CUBE AREA (20 FT. X 20 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT AND APPLIES SEVER AFFLICTION. THE FRAGMENTATION GRENADE REQUIRES 2 ADDITIONAL ACTION POINTS TO USE TO ACTIVATE THE FUSE BEFORE BEING THROWN UP TO 70 FT.

ORDNANCE - SHELLS

BRONZE SHELL

120 / 120

HEALTH POINTS:	5	**LEVEL:**	1
DAMAGE REDUCTION:	2	**WEIGHT:**	4
ENERGY RESISTANCE:	4	**RARITY:**	COMMON
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	HEAVY	**DRAWBACK:**	40 / 40
TYPE AND TRAIT(S):	ARCHAIC FIREARM	**DURABILITY:**	11
MATERIAL:	COPPER AND ALUMINUM	**ST:**	6
EFFECT VALUE:	2D10 PENETRATE AT 80 FT. IN A 20 FT. LINE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 2D10 PENETRATE	60	ECP
RANGE:	4 SQUARES IN A LINE AREA OF EFFECT	8	ECP
AFFLICTION:	APPLIES IMPALE WHEN DEALING PENETRATE DAMAGE	20	ECP
RANGE:	INCREASE VOLLEY RANGE BY 50 FT.	10	ECP
DRAWBACK:	REQUIRES 1 SKILL IN FIREARM AND ATHLETICS	40	ECP

DESCRIPTION

PEN	50%
ELEC	150%
WATER	100%

A **BRONZE SHELL** IS A ONE-HANDED HEAVY FIREARM SHELL MADE OF COPPER AND ALUMINIUM THAT EXPLODES UPON CONTACT DEALING **2D10 PENETRATE DAMAGE** IN A **20 FT. LINE** STARTING AT POINT OF IMPACT TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE BRONZE SHELL REQUIRES 1 SKILL RANK IN FIREARM AND ATHLETICS TO USE TO ACTIVATE THE FUSE BEFORE BEING FIRED UP TO 80 FT.

WROUGHT IRON SHELL

200 / 200

HEALTH POINTS:	6	**LEVEL:**	2
DAMAGE REDUCTION:	6	**WEIGHT:**	4
ENERGY RESISTANCE:	2	**RARITY:**	UNCOMMON
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	HEAVY	**DRAWBACK:**	60 / 70
TYPE AND TRAIT(S):	ARCHAIC FIREARM	**DURABILITY:**	14
MATERIAL:	IRON	**ST:**	8
EFFECT VALUE:	4D10 PENETRATE AT 130 FT. IN A 30 FT. LINE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 4D10 PENETRATE	120	ECP
RANGE:	6 SQUARES IN A LINE AREA OF EFFECT	12	ECP
AFFLICTION:	APPLIES IMPALE WHEN DEALING PENETRATE DAMAGE	20	ECP
RANGE:	INCREASE VOLLEY RANGE BY 100 FT.	20	ECP
DRAWBACK:	REQUIRES 2 SKILLS IN FIREARM AND ATHLETICS	60	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

A **WROUGHT IRON SHELL** IS A ONE-HANDED HEAVY FIREARM SHELL MADE OF IRON THAT EXPLODES UPON CONTACT DEALING 4D10 **PENETRATE DAMAGE** IN A **30 FT. LINE** STARTING AT POINT OF IMPACT TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THEWROUGHT IRON SHELL APPLIES IMPALE WHEN DAMAGE IS DEALT AND REQUIRES 2 SKILL RANK IN FIREARM AND 1 SKILL RANK IN ATHLETICS TO USE TO ACTIVATE THE FUSE BEFORE BEING FIRED UP TO 130 FT.

STEEL SHELL

360 / 360

HEALTH POINTS:	7	**LEVEL:**	3
DAMAGE REDUCTION:	7	**WEIGHT:**	4
ENERGY RESISTANCE:	2	**RARITY:**	RARE
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	HEAVY	**DRAWBACK:**	120 / 120
TYPE AND TRAIT(S):	ARCHAIC FIREARM	**DURABILITY:**	16
MATERIAL:	STEEL	**ST:**	9
EFFECT VALUE:	6D10 PENETRATE AT 130 FT. IN A 30 FT. LINE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 6D10 PENETRATE	180	ECP
RANGE:	8 SQUARES IN A LINE AREA OF EFFECT & RANGE BY 150 FT	46	ECP
AFFLICTION:	APPLIES IMPALE WHEN DEALING PENETRATE DAMAGE	20	ECP
BOOST:	REDUCE PHYSICAL ARMOR BY 8 FOR 1 CYCLE	82	ECP
DRAWBACK:	REQUIRES 3 SKILLS IN FIREARM AND ATHLETICS	120	ECP

DESCRIPTION

FIRE	50%
ELEC	50%

A **STEEL SHELL** IS A ONE-HANDED HEAVY FIREARM SHELL MADE OF STEEL THAT EXPLODES UPON CONTACT DEALING **6D10 PENETRATE DAMAGE** IN A **40 FT. LINE** STARTING AT POINT OF IMPACT TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE STEEL SHELL APPLIES THE IMPACT AFFLICTION AND REQUIRES 3 SKILL RANKS IN FIREARM AND 3 SKILL RANKS IN ATHLETICS TO USE TO ACTIVATE THE FUSE BEFORE BEING FIRED UP TO 180 FT.

CHROMIUM SHELL

540 / 540

HEALTH POINTS:	13	**LEVEL:**	4
DAMAGE REDUCTION:	10	**WEIGHT:**	5
ENERGY RESISTANCE:	6	**RARITY:**	EPIC
HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN:	HEAVY	**DRAWBACK:**	160 / 190
TYPE AND TRAIT(S):	ARCHAIC FIREARM	**DURABILITY:**	29
MATERIAL:	CHROMIUM	**ST:**	16
EFFECT VALUE:	8D10 PENETRATE AT 130 FT. IN A 30 FT. LINE		

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 8D10 PENETRATE	240	ECP
RANGE:	10 SQUARES IN A LINE AREA OF EFFECT/RANGE BY 200 FT	60	ECP
AFFLICTION:	APPLIES IMPALE WHEN DEALING PENETRATE DAMAGE	20	ECP
BOOST:	REDUCE PHYSICAL ARMOR BY 20 FOR 1 CYCLE	162	ECP
DRAWBACK:	REQUIRES 4 SKILLS IN FIREARM AND ATHLETICS	160	ECP

DESCRIPTION

FIRE	100%
ELEC	100%

A **CHROMIUM SHELL** IS A ONE-HANDED HEAVY FIREARM SHELL MADE OF CHROMIUM THAT EXPLODES UPON CONTACT DEALING **8D10 PENETRATE DAMAGE** IN A **40 FT. LINE** STARTING AT POINT OF IMPACT TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE STEEL SHELL APPLIES THE IMPACT AFFLICTION AND REQUIRES 3 SKILL RANKS IN FIREARM AND 3 SKILL RANKS IN ATHLETICS TO USE TO ACTIVATE THE FUSE BEFORE BEING FIRED UP TO 230 FT.

EQUIPMENT CREATION - AXES

HAND AXE | 80 / 80

HEALTH POINTS:	9	**LEVEL:**	1
DAMAGE REDUCTION:	10	**WEIGHT:**	2
ENERGY RESISTANCE:	5	**RARITY:**	COMMON

ACTION POINT COST INCREASE +1

HANDLING:	ONE-HANDED	**SIZE:**	SMALL
BURDEN	LIGHT	**DRAWBACK:** 0 / 40	
TYPE AND TRAIT(S):	AXE, MODERN	**DURABILITY:**	24
RARITY & MATERIAL:	WOOD & IRON	**ST:**	15
EFFECT VALUE:	1D4 DAMAGE AT MELEE RANGE		

KEYWORDS

AXE:	BONUS 2 EV WITH A CHARGE ACTION	0	ECP
MODERN	ACCURACY INCREASED BY 1	0	ECP
PRECISION:	ACCURACY INCREASED BY 2	32	ECP
			ECP
			ECP

DURABILITY · DESCRIPTION

ELEC 50%	
WATER 50%	THE **HAND AXE** IS A COMMON LIGHT MODERN ONE-HANDED WOOD & IRON MELEE WEAPON THAT DEALS **1D4 SLICING** AND A +1 INCREASE TO COMBAT BONUS. THE HAND AXE RECEIVES A +2 BONUS TO EV WITH A CHARGE ACTION. ADDITIONALLY THE HAND AXE HAS A +3 BONUS TO ACCURACY. THE **HAND AXE** INCREASES ACTION POINT COST BY **2** WITH ALL ACTIONS USING **THE HAND AXE.**

FIREMAN'S AXE | 180 / 180

HEALTH POINTS:	17	**LEVEL:**	2
DAMAGE REDUCTION:	14	**WEIGHT:**	13
ENERGY RESISTANCE:	7	**RARITY:**	UNCOMMON

ACTION POINT COST INCREASE +2

HANDLING:	TWO-HANDED	**SIZE:**	MEDIUM
BURDEN	MODERATE	**DRAWBACK:** 40 / 70	
TYPE AND TRAIT(S):	AXE, MODERN	**DURABILITY:**	38
RARITY & MATERIAL:	WOOD, RUBBER & STEEL	**ST:**	21
EFFECT VALUE:	2D8 DAMAGE AT MELEE RANGE		

KEYWORDS

AXE:	BONUS 2 EV WITH A CHARGE ACTION	0	ECP
MODERN	ACCURACY INCREASED BY 1	0	ECP
EMPOWER:	INCREASE DAMAGE BY 1D8	64	ECP
EFFICIENCY:	REDUCE ACTION POINTS COST BY 1	40	ECP
DRAWBACK:	INCREASE WEIGHT PENALTY BY 200%	40	ECP

DURABILITY · DESCRIPTION

ELEC 50%	
WATER 50%	THE **FIREMANS AXE** IS AN UNCOMMON MODERATE MODERN TWO-HANDED WOOD, RUBBER, & STEEL MELEE WEAPON THAT DEALS **2D8 SLICING** DAMAGE AND A +1 TO ACCURACY. THE **FIREMANS AXE** RECEIVES A +2 EV BONUS TO DAMAGE WITH A CHARGE ACTION. **FIREMAN'S AXE** INCREASES ACTION POINT COST BY 2 WITH ALL ACTIONS USING THE **FIREMAN'S AXE**
IMPACT 50%	
ACID 50%	

BATTLE AXE | 360 / 360

HEALTH POINTS:	13	**LEVEL:**	3
DAMAGE REDUCTION:	12	**WEIGHT:**	5
ENERGY RESISTANCE:	7	**RARITY:**	RARE

ACTION POINT COST INCREASE +2

HANDLING:	MAINHAND OR TWO-HANDED	**SIZE:**	MEDIUM
BURDEN	MODERATE	**DRAWBACK:** 120 / 120	
TYPE AND TRAIT(S):	AXE, THROWN, ARCHAIC	**DURABILITY:**	32
MATERIAL:	WOOD, LEATHER, & STEEL	**ST:**	19
EFFECT VALUE:	3D8 DAMAGE AT MELEE OR WITHIN 30 FT.		

KEYWORDS

AXE:	BONUS 2 EV WITH A CHARGE ACTION	0	ECP
THROWN:	INCREASE ACCURAC BY 2 WITH LIGHT ACTIONS	0	ECP
EMPOWER:	BONUS 2D8 WEAPON DIE PLUS	176	ECP
EFFICIENY:	REDUCE AP COST WITH WEAPON BY 4	120	ECP
DRAWBACK:	REQUIRES SKILL RANK IN AXE, VOLLEY, ATHLETICS	120	ECP

DURABILITY · DESCRIPTION

SLICE 50%	
EARTH 50%	THE **BATTLE AXE** IS A RARE MODERATE ARCHAIC ONE OR TWO-HANDED WOOD, LEATHER, & STEEL MELEE WEAPON THAT DEALS **3D8 SLICING DAMAGE**. THE BATTLE AXE RECEIVES A **+2 EV** BONUS TO DAMAGE WITH A **CHARGE** ACTION AND CAN BE USED AS A **THROWN** RANGED WEAPON WITH A **30 FT**. **RANGE** AND RECEIVES A +1 TO ACCURACY AND +2 ACCURACY WHEN USED TO THROW WITH A LIGHT ACTION. ACTION POINT COST INCREASED BY THREE WITH ALL ACTIONS WHEN USING THE BATTLE AXE.
WATER 50%	
ELEC 50%	
FIRE 50%	

DRAGONSCALE GREAT AXE | 570 / 570

HEALTH POINTS:	35	**LEVEL:**	4
DAMAGE REDUCTION:	25	**WEIGHT:**	151
ENERGY RESISTANCE:	25	**RARITY:**	EPIC

ACTION POINT COST INCREASE +3

HANDLING:	TWO-HANDED	**SIZE:**	LONG
BURDEN	HEAVY	**DRAWBACK:** 190 / 190	
TYPE AND TRAIT(S):	ARCHAIC, AXE	**DURABILITY:**	85
MATERIAL:	BONE, LEATHER & DRAGONBONE	**ST:**	50
EFFECT VALUE:	3D12 SLICE AND 2D12 FIRE AT MELEE RANGE		

KEYWORDS

AXE:	BONUS +1 EV WITH A CHARGE ACTION	0	ECP
ARCHAIC:	EV INCREASED BY 1, WEIGHT INCREASED BY 50%	0	ECP
ALTER:	MAY BE USED TO BLOCK, WITH A SHIELD TRAIT	16	ECP
EMPOWER:	BONUS 2D12 FIRE & 1D12 SLICE DAMAGE & PLUS 3 EV	384	ECP
DRAWBACK:	INCREASE WEIGHT PENALTY BY 950%	190	ECP

DURABILITY · DESCRIPTION

EARTH 50%	
SLICE 100%	THE **DRAGONSCALE GREAT AXE** IS AN EPIC HEAVY ARCHAIC TWO-HANDED BONE, LEATHER, AND DRAGONBONE MELEE WEAPON THAT DEALS **3D12+2 SLICING** AND **2D12+2 FIRE DAMAGE**. THE DRAGONSCALE GREAT AXE RECEIVES A +1 EV BONUS TO DAMAGE WITH A CHARGE ACTION. ACTIONS WITH THE DRAGONSCALE GREAT AXE COST **4** ADDITIONAL ACTION POINTS. ADDITIONALLY, THE **DRAGONSCALE GREAT AXE** MAY BE USED TO BLOCK WITH FOR +7D12 (MIXTURE OF SLICE AND FIRE).
IMPACT 50%	
FIRE 100%	

EQUIPMENT CREATION - BOWS

SHORT BOW | 100 / 80

HEALTH POINTS: 3	**ACTION POINT COST INCREASE**		**LEVEL:** 1	
DAMAGE REDUCTION: 5			**WEIGHT:** 3	
ENERGY RESISTANCE: 4	+1		**RARITY:** COMMON	
HANDLING: TWO-HANDED			**SIZE:** SMALL	
BURDEN LIGHT		**DRAWBACK:** 40 / 40		
TYPE AND TRAIT(S): ARCHAIC BOW		**DURABILITY:** 12		
MATERIAL: CLOTH & WOOD		**ST:** 9		
EFFECT VALUE: DEALS ARROW DAMAGE AT 80 FT. RANGE				

KEYWORDS

BOW:	+2 EV VS. VULNERABLE TARGET	0	ECP
RANGE:	10 SQUARES 50 FT. DISTANCE	20	ECP
EFFICIENCY:	REDUCE AP COST WITH ACTION BY 1	40	ECP
PRECISION:	INCREASE ACCURACY BY 1	16	ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN BOW & VOLLEY TO USE	40	ECP

DESCRIPTION

FIRE 100%
WIND 50%
WATER 50%

THE **SHORT BOW** IS A COMMON LIGHT ARCHAIC TWO-HANDED CLOTH & WOOD RANGE WEAPON THAT INCREASES EFFECT VALUE BY 1 WITH ARROWS FIRED AND DEALS '+2 DAMAGE VERSUS VULNERABLE TARGETS AT A RANGE OF 80 FT. OR 16 SQUARES. ADDITIONALLY ACCURACY IS INCREASED BY 1 AND REQUIRES A SKILL RANK IN BOW AND VOLLEY TO BE USED EFFECTIVELY. ACTIONS USING THE SHORT BOW INCREASED BY 1.

COMPOSITE LONGBOW | 200 / 140

HEALTH POINTS: 7	**ACTION POINT COST INCREASE**		**LEVEL:** 2	
DAMAGE REDUCTION: 7			**WEIGHT:** 2	
ENERGY RESISTANCE: 6	+2		**RARITY:** UNCOMMON	
HANDLING: TWO-HANDED			**SIZE:** MEDIUM	
BURDEN MODERATE		**DRAWBACK:** 60 / 70		
TYPE AND TRAIT(S): MODERN BOW		**DURABILITY:** 20		
MATERIAL: LEATHER & WOOD		**ST:** 13		
EFFECT VALUE: DEALS ARROW DAMAGE AT 130 FT.				

KEYWORDS

BOW:	+2 EV VS. VULNERABLE TARGET	0	ECP
RANGE:	20 SQUARES 100 FT. DISTANCE	40	ECP
EFFICIENCY:	REDUCE AP COST WITH ACTION BY 2	80	ECP
REINFORCE:	APPLY POWER TO EFFECT VALUE	40	ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN BOW, HOIST, & VOLLEY TO USE	60	ECP

DESCRIPTION

FIRE 100%
EARTH 50%
WATER 50%
SLICE 50%

THE **COMPOSITE LONGBOW** IS AN UNCOMMON MODERATE MODERN TWO-HANDED LEATHER & WOOD RANGE WEAPON THAT INCREASES EFFECT VALUE BY 1 WITH ARROWS FIRED AND DEALS '+2 DAMAGE VERSUS VULNERABLE TARGETS AT A RANGE OF 100 FT. OR 20 SQUARES. ADDITIONALLY EFFECT VALUE IS INCREASED BY POWER AND REQUIRES A SKILL RANK IN HOIST, BOW, AND VOLLEY TO BE USED EFFECTIVELY. ACTIONS USING THE COMPOSITE LONGBOW INCREASED BY 1.

RECURVE HORN BOW | 360 / 240

HEALTH POINTS: 22	**ACTION POINT COST INCREASE**		**LEVEL:** 3	
DAMAGE REDUCTION: 10			**WEIGHT:** 8	
ENERGY RESISTANCE: 8	+2		**RARITY:** RARE	
HANDLING: TWO-HANDED			**SIZE:** LONG	
BURDEN MODERATE		**DRAWBACK:** 120 / 120		
TYPE AND TRAIT(S): ARCHAIC BOW		**DURABILITY:** 40		
MATERIAL: CLOTH, LEATHER, & BONE		**ST:** 18		
EFFECT VALUE: DEALS ARROW DAMAGE AT 200 FT. RANGE				

KEYWORDS

BOW:	+2 EV VS. VULNERABLE TARGET	0	ECP
RANGE	40 SQUARES 200 FT. DISTANCE	80	ECP
EFFICIENCY:	REDUCE AP COST WITH VOLLEY ACTIONS BY 5	200	ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN BOW, HOIST, & VOLLEY TO USE	120	ECP

DESCRIPTION

FIRE 100%
SLICE 50%
EARTH 50%
ELEC 50%
WIND 50%

THE **COMPOSITE LONGBOW** IS AN UNCOMMON MODERATE MODERN TWO-HANDED LEATHER & WOOD RANGE WEAPON THAT INCREASES EFFECT VALUE BY 1 WITH ARROWS FIRED AND DEALS '+2 DAMAGE VERSUS VULNERABLE TARGETS AT A RANGE OF 150 FT. OR 30 SQUARES. ADDITIONALLY ACTION POINT COST USING THE RECURVE HORN BOW REDUCED BY 2 WITH ALL ACTIONS, INCLUDING RELOAD.

MITHRIL LONG BOW | 560 / 380

HEALTH POINTS: 17	**ACTION POINT COST INCREASE**		**LEVEL:** 4	
DAMAGE REDUCTION: 20			**WEIGHT:** 4	
ENERGY RESISTANCE: 13	+3		**RARITY:** EPIC	
HANDLING: TWO-HANDED			**SIZE:** LONG	
BURDEN HEAVY		**DRAWBACK:** 180 / 190		
TYPE AND TRAIT(S): MODERN BOW		**DURABILITY:** 50		
MATERIAL: LEATHER & MITHRIL		**ST:** 33		
EFFECT VALUE: DEALS ARROW DAMAGE AT 280 FT. RANGE				

KEYWORDS

BOW:	+2 EV VS. VULNERABLE TARGET	0	ECP
RANGE:	100 SQUARES 500 FT. DISTANCE	200	ECP
ANATOMY:	CHANGE SIZE DOWN TO TINY AND ALLOWS TO BE STOWED	20	ECP
EFFICENCY:	REDUCE AP COST WITH VOLLEY ACTION BY 6	240	ECP
DRAWBACK:	REQUIRES 3 SKILL RANKS IN BOW, HOIST, & ATHLETICS	180	ECP

DESCRIPTION

IMPACT 100%
ACID 100%
SLICE 50%
EARTH 50%

THE **MITHRIL LONGBOW** IS AN EPIC HEAVY MODERN TWO-HANDED LEATHER & MITHRIL RANGE WEAPON THAT INCREASES ACCURACY BY 1 WITH ARROWS FIRED AND DEALS '+2 DAMAGE VERSUS VULNERABLE TARGETS AT A RANGE OF 530 FT OR 106 SQUARES. THE MITHRIL LONGBOW CAN COLLAPSE AND BE STOWED AS A TINY OBJECT. ADDITIONALLY, ALL ACTION POINT COSTS ARE INCREASED BY 4, EXCEPT FOR VOLLEY ACTIONS WHICH HAS ITS AP COST REDUCED BY 6. 1 AP FOR LIGHT, 1 AP FOR MODERATE, AND 1 AP FOR HEAVY ACTIONS.

TRI-CORE

EQUIPMENT CREATION - CATALYSTS

CONJURER'S TALISMAN | 100 / 100

HEALTH POINTS:	9	**LEVEL:**	1
DAMAGE REDUCTION:	5	**WEIGHT:**	4
ENERGY RESISTANCE:	2	**RARITY:**	COMMON

ACTION POINT COST INCREASE: +1

HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN	LIGHT	**DRAWBACK:**	20 / 40
TYPE AND TRAIT(S):	CATALYST, ARCHAIC	**DURABILITY:**	16
MATERIAL:	CLOTH & BONE	**ST:**	7
EFFECT VALUE:	3D4 BONUS TO EFFECT VALUE		

KEYWORDS

CATALYST:	+1 EV WITH ELEMENTAL, +1 ACC WITH SPECTRUM	0	ECP
EMPOWER:	BONUS 2D4 TO EFFECT VALUE	56	ECP
RANGE:	INCREASE RANGE BY 6 SQUARES (30 FT.)	12	ECP
			ECP
DRAWBACK:	INCREASE AP COST BY 1 WITH ACTIONS	20	ECP

DESCRIPTION

FIRE **100%**
IMPACT **50%**
SLICE **50%**
WIND **+50%**

THE **CONJURER'S TALISMAN** IS A COMMON LIGHT ARCHAIC ONE-HANDED CLOTH & BONE **CATALYST** THAT INCREASES EFFECT VALUE BY **3D4** WITH A +1 BONUS TO ELEMENTAL OR A +1 ACCURACY WITH A SPECTRUM TYPE AT A RANGE OF **60 FT.** OR **12** SQUARES. ACTIONS WITH THE CONJURER'S TALISMAN IS INCREASED BY 3 ACTION POINTS.

TRICKSTER'S WAND | 180 / 180

HEALTH POINTS:	7	**LEVEL:**	2
DAMAGE REDUCTION:	7	**WEIGHT:**	4
ENERGY RESISTANCE:	6	**RARITY:**	UNCOMMON

ACTION POINT COST INCREASE: +2

HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN	MODERATE	**DRAWBACK:**	40 / 70
TYPE AND TRAIT(S):	CATALYST, ARCHAIC	**DURABILITY:**	20
MATERIAL:	WOOD & LEATHER	**ST:**	13
EFFECT VALUE:	3D8 BONUS TO EFFECT VALUE		

KEYWORDS

CATALYST:	+1 EVWITH ELEMENTAL, +1 ACC WITH SPECTRUM	0	ECP
EMPOWER:	BONUS 2D8 TO EFFECT VALUE	112	ECP
BOOST:	REDUCE AP COST WITH VOLLEY ACTION BY 1	20	ECP
RANGE:	INCREASE RANGE BY 4 SQUARES (20 FT.)	8	ECP
DRAWBACK:	REQUIRES SKILL RANK IN CATALYSTS & VOLLEY	40	ECP

DESCRIPTION

FIRE **100%**
EARTH **50%**
SLICE **50%**
WATER **50%**

THE **TRICKSTER'S WAND** IS AN UNCOMMON MODERATE ARCHAIC ONE-HANDED WOOD & LEATHER **CATALYST** THAT INCREASES ENERGY DAMAGE BY 3D8 WITH A +1 BONUS TO ELEMENTAL OR A +1 ACCURACY WITH A SPECTRUM TYPE AT A RANGE OF **50 FT.** OR **10** SQUARES. ACTIONS WITH THE **TRICKSTER'S TALISMAN** IS INCREASED BY 3 ACTION POINTS.

ARTISAN'S BOOK | 240 / 240

HEALTH POINTS:	10	**LEVEL:**	3
DAMAGE REDUCTION:	13	**WEIGHT:**	7
ENERGY RESISTANCE:	9	**RARITY:**	RARE

ACTION POINT COST INCREASE: +2

HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN	MODERATE	**DRAWBACK:**	80 / 120
TYPE AND TRAIT(S):	CATALYST, ARCHAIC	**DURABILITY:**	32
MATERIAL:	CLOTH, LEATHER, & IRON	**ST:**	22
EFFECT VALUE:	4D8 BONUS TO EFFECT VALUE		

KEYWORDS

CATALYST:	+1 EVWITH ELEMENTAL, +1 ACC WITH SPECTRUM	0	ECP
EMPOWER:	BONUS 3D8 TO EFFECT VALUE	176	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN CATALYSTS & VOLLEY	80	ECP

DESCRIPTION

ELEC **100%**
EARTH **50%**
SLICE **50%**
WIND **50%**

THE **ARTISAN'S BOOK** IS AN UNCOMMON MODERATE ARCHAIC ONE-HANDED WOOD & LEATHER **CATALYST** THAT INCREASES ENERGY DAMAGE BY 3D8 WITH A +1 BONUS TO ELEMENTAL OR A +1 ACCURACY WITH A SPECTRUM TYPE AT A RANGE OF **30 FT.** OR **6** SQUARES. ACTIONS WITH THE **ARTISAN'S BOOK** IS INCREASED BY 3 ACTION POINTS.

MENDER'S SCEPTER | 380 / 380

HEALTH POINTS:	16	**LEVEL:**	4
DAMAGE REDUCTION:	12	**WEIGHT:**	10
ENERGY RESISTANCE:	12	**RARITY:**	EPIC

ACTION POINT COST INCREASE: +3

HANDLING:	ONE-HANDED	**SIZE:**	MEDIUM
BURDEN	HEAVY	**DRAWBACK:**	120 / 190
TYPE AND TRAIT(S):	CATALYST, ARCHAIC	**DURABILITY:**	40
MATERIAL:	WOOD, SILVER, & GOLD	**ST:**	24
EFFECT VALUE:	4D10 BONUS TO EFFECT VALUE		

KEYWORDS

CATALYST:	+1 EVWITH ELEMENTAL, +1 ACC WITH SPECTRUM	0	ECP
EMPOWER:	BONUS 3D10 TO EFFECT VALUE	220	ECP
REINFORCE:	INCREASE EV BY MORALE WITH VOLLEY	20	ECP
BOOST:	REDUCE AP COST WITH VOLLEY ACTION BY 3	60	ECP
DRAWBACK:	REQUIRES 3 SKILL RANKS IN CATALYSTS & VOLLEY	120	ECP

DESCRIPTION

ELEC **100%**
WATER **100%**
EARTH **50%**

THE **MENDER'S SCEPTER** IS AN EPIC HEAVY ARCHAIC ONE-HANDED WOOD, SILVER, & GOLD **CATALYST** THAT INCREASES ENERGY DAMAGE BY 4D10 WITH A +1 BONUS TO ELEMENTAL OR A +1 ACCURACY WITH A SPECTRUM TYPE. ACTIONS WITH THE **MENDER'S SCEPTER** IS INCREASED BY 1 ACTION POINT.

EQUIPMENT CREATION - CROSSBOWS

HAND CROSSBOW 56 / 80

HEALTH POINTS:	7	**ACTION POINT COST INCREASE**	LEVEL: 1
DAMAGE REDUCTION:	7		WEIGHT: 3
ENERGY RESISTANCE:	6	+1	RARITY: COMMON
HANDLING:	LIGHT		SIZE: SMALL
BURDEN:	CROSSBOW, ARCHAIC	DRAWBACK:	0 / 40
TYPE AND TRAIT(S):	ONE-HANDED	DURABILITY:	20
MATERIAL:	WOOD & LEATHER	ST:	13
EFFECT VALUE:	1D4 PENETRATE		

KEYWORDS

CROSSBOW:	INCREASE EV BY TWO VS VULNERABLE TARGETS	0	ECP
RANGE	INCREASE RANGE BY 8 SQUARES	16	ECP
			ECP
			ECP
			ECP

DESCRIPTION

FIRE 100%	
EARTH 50%	THE **HAND CROSSBOW** IS A COMMON LIGHT ARCHAIC ONE-HANDED WOOD &
WATER 50%	LEATHER **CROSSBOW** THAT INCREASES IMPACT DAMAGE BY **1D4+2** AT A RANGE OF 70 FT. (14 SQUARES) AND INCREASES EV BY TWO VS VULNERABLE TARGETS.
SLICE +50%	INCREASE AP COST BY 1 WITH ACTIONS.

REPEATING CROSSBOW 180 / 180

HEALTH POINTS:	8	**ACTION POINT COST INCREASE**	LEVEL: 2
DAMAGE REDUCTION:	10		WEIGHT: 6
ENERGY RESISTANCE:	9	+2	RARITY: UNCOMMON
HANDLING:	MODERATE		SIZE: MEDIUM
BURDEN:	CROSSBOW, MODERN	DRAWBACK:	40 / 70
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	27
MATERIAL:	WOOD & IRON	ST:	19
EFFECT VALUE:	1D8 PENETRATE		

KEYWORDS

CROSSBOW:	INCREASE EV BY TWO VS VULNERABLE TARGETS	0	ECP
RANGE	INCREASE RANGE BY 13 SQUARES	26	ECP
BOOST:	REDUCE AP COST WITH VOLLEY BY 5	100	ECP
			ECP
DRAWBACK:	INCREASE AP COSTS BY 1 & WEIGHT BY 100%	40	ECP

DESCRIPTION

ELEC 100%	
WATER 50%	THE **REPEATING CROSSBOW** IS AN UNCOMMON MODERATE MODERN TWO-HANDED WOOD & IRON **CROSSBOW** THAT INCREASES IMPACT DAMAGE BY **1D8** AT
50%	A RANGE OF 95 FT. AND INCREASES EV BY TWO VS VULNERABLE TARGETS AND INCREASE TO ACCURACY BY 2 . ADDITIONALLY, REDUCE AP COST WITH VOLLEY
50%	ACTIONS BY 1.

STONE CROSSBOW 240 / 240

HEALTH POINTS:	12	**ACTION POINT COST INCREASE**	LEVEL: 3
DAMAGE REDUCTION:	12		WEIGHT: 4
ENERGY RESISTANCE:	6	+2	RARITY: RARE
HANDLING:	MODERATE		SIZE: MEDIUM
BURDEN:	CROSSBOW, ARCHAIC	DRAWBACK:	80 / 120
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	30
MATERIAL:	WOOD, LEATHER & STEEL	ST:	18
EFFECT VALUE:	1D8 PENETRATE		

KEYWORDS

CROSSBOW:	INCREASE EV BY TWO VS VULNERABLE TARGETS	0	ECP
RANGE	INCREASE RANGE BY 10 SQUARES	20	ECP
ANATOMY:	REDUCE PHYSICAL ARMOR BY 10 FOR 4 CYCLES	160	ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN CROSSBOW AND VOLLEY	80	ECP

DESCRIPTION

ELEC 100%	
EARTH 50%	THE **STONE CROSSBOW** IS A RARE MODERATE ARCHAIC TWO-HANDED WOOD,
WATER 50%	LEATHER, AND STEEL **CROSSBOW** THAT INCREASES IMPACT DAMAGE BY **1D8+2** AT A RANGE OF 80 FT. (16 SQUARES) AND INCREASES EV BY TWO VS VULNERABLE
SLICE 50%	TARGETS. ADDITIONALLY, DAMAGE DEALT WITH A STONE CROSSBOW REDUCES PHYSICAL ARMOR BY 10 FOR 4 CYCLES.

COMPOUND CROSSBOW 380 / 380

HEALTH POINTS:	30	**ACTION POINT COST INCREASE**	LEVEL: 4
DAMAGE REDUCTION:	20		WEIGHT: 3
ENERGY RESISTANCE:	20	+3	RARITY: EPIC
HANDLING:	HEAVY		SIZE: MEDIUM
BURDEN:	CROSSBOW, MODERN	DRAWBACK:	0 / 190
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	70
MATERIAL:	PLASTIC, RUBBER, & ALUMINUM	ST:	40
EFFECT VALUE:	1D12 PENETRATE		

KEYWORDS

CROSSBOW:	INCREASE EV BY TWO VS VULNERABLE TARGETS	0	ECP
RANGE	INCREASE RANGE BY 30 SQUARES	60	ECP
REINFORCE:	APPLY ACUITY TO EFFECT VALUE	20	ECP
CHARGE:	INCREASE EFFECT VALUE BY 4D12 PER 3 AP UP TO 6 AP	160	ECP
			ECP

DESCRIPTION

FIRE 100%	
ACID 100%	THE **COMPOUND CROSSBOW** IS AN EPIC HEAVY MODERN TWO-HANDED PLASTIC, RUBBER, AND ALUMINUM **CROSSBOW** THAT INCREASES IMPACT DAMAGE BY 1D12
ELEC 50%	AT A RANGE OF 180 FT. AND PROVIDES AN ADDITIONAL WEAPON DIE VERSUS VULNERABLE TARGETS AND INCREASES DAMAGE DEALT BY 4D12 PENETRATE PER 3
WATER 50%	ADDITIONAL AP SPENT UP TO 6 AP AND A TOTAL BONUS OF 8D12.
IMPACT 50%	

EQUIPMENT CREATION - DAGGERS

KARAMBIT | 80 / 80

HEALTH POINTS: 10	**ACTION POINT COST INCREASE**	**LEVEL:** 1	
DAMAGE REDUCTION: 10		**WEIGHT:** 5	
ENERGY RESISTANCE: 8	+1	**RARITY:** COMMON	
HANDLING: LIGHT		**SIZE:** SMALL	
BURDEN DAGGER. ARCHAIC		**DRAWBACK:** 0 / 40	
TYPE AND TRAIT(S): ONE-HANDED		**DURABILITY:** 28	
MATERIAL: WOOD & IRON		**ST:** 18	
EFFECT VALUE: 1D4 SLICING			

KEYWORDS

DAGGER: INCREASE EV BY TWO VERSUS TARGETS WHILE STEALTHED	0	ECP
EMPOWER: BONUS 2D4 TO EFFECT VALUE	24	ECP
		ECP
		ECP
		ECP

DESCRIPTION

ELEC 50%

WATER 50%

THE **KARAMBIT** IS A COMMON LIGHT ARCHAIC ONE-HANDED WOOD & IRON **DAGGER** THAT INCREASES SLICE DAMAGE BY **2D4+2** AND INCREASES EFFECT VALUE BY TWO VERSUS TARGETS WHILE STEALTHED.

KUKRI | 140 / 140

HEALTH POINTS: 11	**ACTION POINT COST INCREASE**	**LEVEL:** 2	
DAMAGE REDUCTION: 11		**WEIGHT:** 2	
ENERGY RESISTANCE: 10	+2	**RARITY:** UNCOMMON	
HANDLING: MODERATE		**SIZE:** MEDIUM	
BURDEN DAGGER. ARCHAIC		**DRAWBACK:** 0 / 70	
TYPE AND TRAIT(S): ONE-HANDED		**DURABILITY:** 32	
MATERIAL: WOOD, LEATHER & IRON		**ST:** 21	
EFFECT VALUE: 3D4 SLICING			

KEYWORDS

DAGGER: INCREASE EV BY TWO VERSUS TARGETS WHILE STEALTHED	0	ECP
MODIFY: REDUCE WEIGHT BY 50%	20	ECP
EMPOWER: BONUS 2D4 TO EFFECT VALUE	56	ECP
		ECP
		ECP

DESCRIPTION

EARTH 50%

ELEC 50%

WATER 50%

SLICE 50%

THE **KUKRI** IS AN UNCOMMON MODERATE ARCHAIC ONE-HANDED WOOD, LEATHER, & IRON **DAGGER** THAT INCREASES SLICE DAMAGE BY **3D4+2** AND INCREASES EFFECT VALUE BY TWO VERSUS TARGETS WHILE STEALTHED.

BOWIE KNIFE | 240 / 240

HEALTH POINTS: 11	**ACTION POINT COST INCREASE**	**LEVEL:** 3	
DAMAGE REDUCTION: 10		**WEIGHT:** 2	
ENERGY RESISTANCE: 7	+2	**RARITY:** RARE	
HANDLING: MODERATE		**SIZE:** MEDIUM	
BURDEN DAGGER, MODERN		**DRAWBACK:** 0 / 120	
TYPE AND TRAIT(S): ONE-HANDED		**DURABILITY:** 28	
MATERIAL: WOOD, LEATHER & STEEL		**ST:** 17	
EFFECT VALUE: 3D8 SLICING			

KEYWORDS

DAGGER: INCREASE EV BY TWO VERSUS TARGETS WHILE STEALTHED	0	ECP
EMPOWER: BONUS 2D8 TO EFFECT VALUE	112	ECP
PRECISION: INCREASE ACCURACY BY 1D12	72	ECP
		ECP
		ECP

DESCRIPTION

EARTH 50%

ELEC 50%

WATER 50%

SLICE 50%

THE **BOWIE KNIFE** IS A RARE MODERATE MODERN ONE-HANDED WOOD, LEATHER, & STEEL **DAGGER** THAT INCREASES SLICE DAMAGE BY **3D8**, AN INCREASED ACCURACY OF TWO AND INCREASES EFFECT VALUE BY TWO VERSUS TARGETS WHILE STEALTHED.

OBSIDIAN SEAX | 460 / 460

HEALTH POINTS: 20	**ACTION POINT COST INCREASE**	**LEVEL:** 4	
DAMAGE REDUCTION: 10		**WEIGHT:** 10	
ENERGY RESISTANCE: 10	+3	**RARITY:** EPIC	
HANDLING: HEAVY		**SIZE:** LONG	
BURDEN DAGGER. ARCHAIC		**DRAWBACK:** 80 / 190	
TYPE AND TRAIT(S): ONE-HANDED		**DURABILITY:** 40	
MATERIAL: LEATHER & OBSIDIAN		**ST:** 20	
EFFECT VALUE: 4D10 SLICING			

KEYWORDS

DAGGER: INCREASE EV BY TWO VERSUS TARGETS WHILE STEALTHED	0	ECP
EMPOWER: BONUS 2D10 TO EFFECT VALUE	220	ECP
BOOST: IGNORE UP TO 10 PHYSICAL ARMOR VERSUS SLICE	80	ECP
ANATOMY: IGNORES SLICE RESISTANCE UP TO 100%	80	ECP
DRAWBACK: REQUIRES SKILL 2 SKILL RANKS IN SWORD AND ATHLETICS	80	ECP

DESCRIPTION

SLICE 50%

FIRE 50%

IMPACT 100%

THE **OBSIDIAN SEAX** IS A EPIC MODERATE ARCHAIC ONE-HANDED LEATHER & OBSIDIAN **DAGGER** THAT INCREASES SLICE DAMAGE BY **4D10+2** AND INCREASES EFFECT VALUE BY TWO VERSUS TARGETS WHILE STEALTHED. ADDITIONALLY, AN OBSIDIAN SEAX IGNORES UP TO 10 PHYSICAL ARMOR VERSUS SLICE DAMAGE DEALT AND IGNORES UP TO 100% SLICE RESISTANCE WITH THE OBSIDIAN SEAX

TRI-CORE

EQUIPMENT CREATION - FIREARMS

FLINTLOCK PISTOL — 120 / 120

HEALTH POINTS:	11	**LEVEL:**	1
DAMAGE REDUCTION:	11	**WEIGHT:**	9
ENERGY RESISTANCE:	10	**RARITY:**	COMMON
HANDLING:	LIGHT	**SIZE:**	MEDIUM
BURDEN	FIREARM, ARCHAIC	**DRAWBACK:**	40 / 40
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	32
MATERIAL:	WOOD, LEATHER & IRON	**ST:**	21
EFFECT VALUE:	3D4 IMPACT		

ACTION POINT COST INCREASE: +1

KEYWORDS

FIREARM:	INCREASE EV BY TWO WITH ADVANTAGE	0	ECP
EMPOWER:	INCREASE EV BY 2D4 IMPACT	56	ECP
			ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 100%	40	ECP

DESCRIPTION

ELEC 50%
WATER 50%
EARTH 50%
SLICE 50%

THE **FLINTLOCK PISTOL** IS A COMMON LIGHT ARCHAIC ONE-HANDED WOOD & IRON **FIREARM** THAT INCREASES SLICE DAMAGE BY **3D4+2** WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT A RANGE OF 30 FT. (6 SQUARES) AND INCREASES EV BY TWO WITH ADVANTAGE. WHILE POWERFUL.

SUBMACHINE GUN — 200 / 200

HEALTH POINTS:	12	**LEVEL:**	2
DAMAGE REDUCTION:	10	**WEIGHT:**	2
ENERGY RESISTANCE:	8	**RARITY:**	UNCOMMON
HANDLING:	MODERATE	**SIZE:**	MEDIUM
BURDEN	FIREARM, MODERN	**DRAWBACK:**	60 / 70
TYPE AND TRAIT(S):	ONE-HANDED OR TWO-HANDED	**DURABILITY:**	30
MATERIAL:	LEATHER & STEEL	**ST:**	18
EFFECT VALUE:	1D8 IMPACT		

ACTION POINT COST INCREASE: +2

KEYWORDS

FIREARM:	INCREASE EV BY TWO WITH ADVANTAGE	0	ECP
BOOST:	REDUCE VOLLEY ACTION POINT COST BY 5	100	ECP
AFFLICTION:	APPLY IMPALE TO PENETRATE DAMAGE WHEN FIRING	40	ECP
			ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN FIREARM AND 1 IN ATHLETICS	60	ECP

DESCRIPTION

FIRE 50%
EARTH 50%
SLICE 50%
ELEC 50%

THE **SUBMACHINE GUN** IS AN UNCOMMON MODERATE MODERN ONE-HANDED AND TWO-HANDED LEATHER & STEEL **FIREARM** THAT INCREASES IMPACT DAMAGE BY **1D8** WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT INCREASED ACCURACAY BY TWO AND INCREASES EV BY TWO WITH ADVANTAGE. REDUCS THE COSTS BY FOUR ACTION POINTS WITH VOLLEY ACTIONS. ADDITIONALLY, IGNORES 1 POINT OF PHYSICAL ARMOR PER 2 WEAPON DIE ROLLED.

PUMP SHOTGUN — 340 / 340

HEALTH POINTS:	34	**LEVEL:**	3
DAMAGE REDUCTION:	24	**WEIGHT:**	13
ENERGY RESISTANCE:	24	**RARITY:**	RARE
HANDLING:	MODERATE	**SIZE:**	LONG
BURDEN	FIREARM, ARCHAIC	**DRAWBACK:**	100 / 120
TYPE AND TRAIT(S):	TWO-HANDED	**DURABILITY:**	82
MATERIAL:	WOOD, LEATHER, & STEEL	**ST:**	48
EFFECT VALUE:	1D8 IMPACT		

ACTION POINT COST INCREASE: +2

KEYWORDS

FIREARM:	INCREASE EV BY TWO WITH ADVANTAGE	0	ECP
ALTER:	RANGE IS CHANGED TO A 2 X 4 SQUARE LINE	16	ECP
AFFLICTION:	PUSH TARGETS BY 2 SQUARES PER TWO DIE ROLLED	40	ECP
CHARGE:	INCREASE DIE BY 3 RESOURCE UP TO 3 RESOURCES	120	ECP
DRAWBACK:	AP COST INCREASED BY 5 WITH RELOAD	100	ECP

DESCRIPTION

EARTH 50%
ELEC 50%
WATER 50%
SLICE 50%

THE **PUMP SHUTGON** IS AN UNCOMMON MODERATE MODERN TWO-HANDED WOOD, LEATHER & STEEL **FIREARM** THAT INCREASES IMPACT DAMAGE BY **1D8+2** WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION IN TWO 20 FT. LINES AND INCREASES EV BY TWO WITH ADVANTAGE. INCREASE AP COST BY 5 WITH RELOADING ACTIONS AND CAN INCREASE WEAPON DIE BY 3 PER RESOURCE SPENT UP TO 3 RESOURCES WITH AN ACTION.

HIGH-POWERED RIFLE — 460 / 460

HEALTH POINTS:	20	**LEVEL:**	4
DAMAGE REDUCTION:	15	**WEIGHT:**	15
ENERGY RESISTANCE:	15	**RARITY:**	EPIC
HANDLING:	HEAVY	**SIZE:**	LONG
BURDEN	FIREARM, MODERN	**DRAWBACK:**	80 / 190
TYPE AND TRAIT(S):	TWO-HANDED	**DURABILITY:**	50
MATERIAL:	LEATHER, RUBBER, & STEEL	**ST:**	30
EFFECT VALUE:	1D12 IMPACT		

ACTION POINT COST INCREASE: +3

KEYWORDS

FIREARM:	INCREASE EV BY TWO WITH ADVANTAGE		ECP
CHARGE:	BONUS 3D12 PER CYCLE SPENT UP TO 3 CYCLES	120	ECP
PRECISION:	INCREASE ACCURACY BY 2D12	168	ECP
RANGE:	INCREASE RANGE BY 36 SQUARES	72	ECP
DRAWBACK:	INCREASE WEIGHT BY 200%	80	ECP

DESCRIPTION

FIRE 50%
ELEC 50%
ACID 50%
SLICE 50%
FIRE 100%

THE **HIGH-POWERED RIFLE** IS AN EPC HEAVY MODERN TWO-HANDED LEATHER, RUBBER & STEEL **FIREARM** THAT INCREASES IMPACT DAMAGE BY **1D12+2** WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT A RANGE OF 36 SQUARES AND INCREASES EV BY TWO WITH ADVANTAGE. A **HIGH-POWERED RIFLE** HAS 2D12 INCREASED ACCURACY WITH VOLLEY ACTIONS AND INCREASE WEAPON DIE BY 3 PER CYCLE SPENT CHARGING UP TO 3 CYCLES TOTAL.

EQUIPMENT CREATION - GUARD

WRAPS

		140 / 140

HEALTH POINTS:	10	**ACTION POINT COST INCREASE**	**LEVEL:**	1
DAMAGE REDUCTION:	3		**WEIGHT:**	6
ENERGY RESISTANCE:	3	+1	**RARITY:**	COMMON
HANDLING:	LIGHT		**SIZE:**	MEDIUM
BURDEN	GAUNTLET, ARCHAIC	**DRAWBACK:**	60 / 40	
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	16	
MATERIAL:	CLOTH AND LEATHER	**ST:**	6	
EFFECT VALUE:	2D6 IMPACT			

KEYWORDS

GUARD:	+1 ACCURACY WITH STRIKE AND BLOCK ACTIONS	0	ECP
KEYWORD:	REDUCE AP COST WITH STRIKES, GRAB, AND PARRY	60	ECP
KEYWORDS:	INCREASE DAMAGE TO A D6, INCREASE DAMAGE BY 1D6	48	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 150%	60	ECP

DESCRIPTION

FIRE 50%	
WIND 50%	**WRAPS** ARE A **COMMON** LIGHT ONE HANDED CLOTH AND LEATHER ARCHAIC **GUARDS** THAT DEAL **2D6+2** IMPACT DAMAGE WITH A REDUCTION TO ACTION POINT COSTS BY 1 WITH STRIKE, GRAB, AND PARRY ACTIONS. ADDITIONALLY, INCREASE EFFECT VALUE BY 2 WITH ALL ACTIONS AND ACCURACY BY 1 WITH STRIKE AND BLOCK ACTIONS.
EARTH 50%	
SLICE 50%	

KNUCKLEDUSTERS

		140 / 140

HEALTH POINTS:	6	**ACTION POINT COST INCREASE**	**LEVEL:**	2
DAMAGE REDUCTION:	6		**WEIGHT:**	5
ENERGY RESISTANCE:	4	+2	**RARITY:**	UNCOMMON
HANDLING:	MODERATE		**SIZE:**	MEDIUM
BURDEN	GAUNTLET, ARCHAIC	**DRAWBACK:**	0 / 70	
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	16	
MATERIAL:	IRON	**ST:**	10	
EFFECT VALUE:	2D8 IMPACT DAMAGE & DESTROY 1 AP			

KEYWORDS

GUARD:	+1 ACCURACY WITH STRIKE AND BLOCK ACTIONS	0	ECP
KEYWORD:	REDUCE AP COSTS WITH STRIKE ACTIONS BY 1 AP	40	ECP
KEYWORD:	DESTROY 1 AP UPON STRIKING	20	ECP
KEYWORD:	INCREASE DAMAGE BY 1D8 IMPACT	48	ECP
			ECP

DESCRIPTION

ELEC 50%	
FIRE 50%	**KNUCKLDUSTERS** ARE A **UNCOMMON** MODERATE ONE HANDED IRON ARCHAIC **GUARDS** THAT DEAL **2D8+2** IMPACT DAMAGE WITH A REDUCTION TO STRIKE ACTION POINT COSTS EQUAL TO ONE POINT. ADDITIONALLY **KNUCKLDUSTERS** WILL DESTROY 1 AP FROM THE TARGET WHEN STRUCK. ADDITIONALLY, INCREASE EFFECT VALUE BY 2 WITH ALL ACTIONS AND ACCURACY BY 1 WITH STRIKE AND BLOCK ACTIONS.

CAESTUS

		240 / 240

HEALTH POINTS:	16	**ACTION POINT COST INCREASE**	**LEVEL:**	3
DAMAGE REDUCTION:	10		**WEIGHT:**	8
ENERGY RESISTANCE:	10	+2	**RARITY:**	RARE
HANDLING:	MODERATE		**SIZE:**	MEDIUM
BURDEN	GAUNTLET, ARCHAIC	**DRAWBACK:**	0 / 120	
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	36	
MATERIAL:	LEATHER AND IRON	**ST:**	20	
EFFECT VALUE:	2D8 IMPACT			

KEYWORDS

GUARD:	+1 ACCURACY WITH STRIKE AND BLOCK ACTIONS	0	ECP
KEYWORD:	INCREASE DAMAGE BY 1D8 IMPACT	48	ECP
KEYWORD:	DESTROY 3 AP UPON STRIKING	60	ECP
KEYWORD:	REDUCE AP COSTS WITH STRIKE ACTIONS BY 3 AP	60	ECP
			ECP

DESCRIPTION

EARTH 50%	
SLICE 50%	**CAESTUS** ARE A **RARE** MODERATE ONE HANDED LEATHER AND IRON ARCHAIC **GUARDS** THAT DEAL **2D8+2** IMPACT DAMAGE WITH A REDUCTION TO STRIKE ACTION POINT COSTS EQUAL TO THREE POINTS. ADDITIONALLY **CAESTUS** WILL DESTROY 3 AP FROM THE TARGET WHEN STRUCK. ADDITIONALLY, INCREASE EFFECT VALUE BY 2 WITH ALL ACTIONS AND ACCURACY BY 1 WITH STRIKE AND BLOCK ACTIONS.
ELEC 50%	
FIRE 50%	

OBSIDIAN BATTLE-GLOVE

		380 / 380

HEALTH POINTS:	10	**ACTION POINT COST INCREASE**	**LEVEL:**	4
DAMAGE REDUCTION:	15		**WEIGHT:**	3
ENERGY RESISTANCE:	15	+3	**RARITY:**	EPIC
HANDLING:	HEAVY		**SIZE:**	MEDIUM
BURDEN	GAUNTLET, MODERN	**DRAWBACK:**	0 / 190	
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	40	
MATERIAL:	OBSIDIAN	**ST:**	30	
EFFECT VALUE:	4D10 PENETRATE OR SLICE DAMAGE			

KEYWORDS

GUARD:	+1 ACCURACY WITH STRIKE AND BLOCK ACTIONS	0	ECP
PRECISION	INCREASE PARRY ACCURACY BY 1D12	72	ECP
KEYWORD	INCREASE DAMAGE BY 3D10 PENETRATE	220	ECP
ALTER	CHANGE DAMAGE TYPE TO PENETRATE	8	ECP
			ECP

DESCRIPTION

FIRE 50%	
EARTH 50%	THE **OBSIDIAN BATTLE-GLOVES** IS AN **EPIC** MODERATE MODERN ONE-HANDED OBSIDIAN **GUARDS** THAT INCREASES PENETRATE OR SLICE DAMAGE BY **4D10**. INCREASE ACTION POINT COSTS BY 3 WITH ALL ACTIONS AND ACCURACY WITH PARRY BY 1D12. ADDITIONALLY, ACCURACY BY 2 WITH ALL ACTIONS AND ACCURACY BY 1 WITH STRIKE AND BLOCK ACTIONS.
IMPACT 100%	

EQUIPMENT CREATION - HAMMERS

BATON

	80 / 80

HEALTH POINTS: 3	**ACTION POINT COST INCREASE**	**LEVEL:** 1	
DAMAGE REDUCTION: 5		**WEIGHT:** 3	
ENERGY RESISTANCE: 4	+1	**RARITY:** COMMON	
HANDLING: LIGHT		**SIZE:** MEDIUM	
BURDEN: HAMMER, MODERN	**DRAWBACK:**	40 / 40	
TYPE AND TRAIT(S): ONE-HANDED	**DURABILITY:**	12	
MATERIAL: CLOTH AND WOOD	**ST:**	9	
EFFECT VALUE: 3D4 IMPACT			

KEYWORDS

HAMMER: INCREASE EV VERSUS BLOCK ACTIONS BY TWO		0	ECP
EMPOWER: INCREASE EV BY 2D4		56	ECP
			ECP
			ECP
DRAWBACK: INCREASE WEIGHT BY 100%		40	ECP

DESCRIPTION

FIRE **100%**
WIND **50%**
WATER **50%**

A **BATON** IS A LIGHT MODERN ONE-HANDED CLOTH AND WOOD HAMMER THAT DEALS **3D4 IMPACT DAMAGE** AND AN ADDITIONAL +2 BONUS VERSUS BLOCK AND DURABILITY. ADDITIONALLY IT RECEIVES A +2 BONUS TO ACCURACY WITH ALL ACTIONS

MORNING STAR

	138 / 140

HEALTH POINTS: 10	**ACTION POINT COST INCREASE**	**LEVEL:** 2	
DAMAGE REDUCTION: 8		**WEIGHT:** 6	
ENERGY RESISTANCE: 3	+2	**RARITY:** UNCOMMON	
HANDLING: MODERATE		**SIZE:** MEDIUM	
BURDEN: HAMMER, ARCHAIC	**DRAWBACK:**	0 / 70	
TYPE AND TRAIT(S): ONE-HANDED	**DURABILITY:**	21	
MATERIAL: CLOTH AND IRON	**ST:**	11	
EFFECT VALUE: 2D8 SLICE OR IMPACT DAMAGE			

KEYWORDS

HAMMER: INCREASE EV VERSUS BLOCK ACTIONS BY TWO			ECP
KEYWORDS BLEED AFFLICTION DEALS 1WD PER 2 WD IN BLEED		40	ECP
EMPOWER: INCREASE EV BY 1D8		48	ECP
ALTER: ALLOW DAMAGE TYPE TO SLICE		8	ECP
			ECP

DESCRIPTION

WIND **50%**
ELEC **50%**

A **MORNING STAR** IS A MODERATE MODERN ONE-HANDED CLOTH AND IRON HAMMER THAT DEALS **2D8+2 SLICE OR IMPACT DAMAGE** AND AN ADDITIONAL +2 BONUS VERSUS BLOCK, AND A PLUS TWO BONUS WITH EFFECT VALUE. ADDITIONALLY IT DEALS 1 POINT OF DAMAGE AS A BLEED PER TWO WEAPON DIE ROLLED (DAMAGE DEALT AT THE END OF THE CYCLE).

FLAIL

	240 / 240

HEALTH POINTS: 20	**ACTION POINT COST INCREASE**	**LEVEL:** 3	
DAMAGE REDUCTION: 12		**WEIGHT:** 9	
ENERGY RESISTANCE: 12	+2	**RARITY:** RARE	
HANDLING: MODERATE		**SIZE:** MEDIUM	
BURDEN: HAMMER, ARCHAIC	**DRAWBACK:**	0 / 120	
TYPE AND TRAIT(S): ONE-HANDED	**DURABILITY:**	44	
MATERIAL: WOOD, LEATHER AND STEEL	**ST:**	24	
EFFECT VALUE: 2D8 IMPACT			

KEYWORDS

HAMMER: INCREASE EV VERSUS BLOCK ACTIONS BY TWO		0	ECP
AFFLICTION: APPLIES BASH TO STRIKES		40	ECP
CHARGE: DEAL 2D8 ADDITIONAL DAMAGE PER 3 AP SPENT TO STRIKE		112	ECP
			ECP
			ECP

DESCRIPTION

EARTH **50%**
ELEC **50%**
WATER **50%**
SLICE **50%**

THE **FLAIL** IS AN RARE MODERATE MODERN ONE-HANDED WOOD, LEATHER & STEEL **HAMMER** THAT INCREASES IMPACT DAMAGE BY 6D8 AND ADDITIONAL WEAPON DIE VERSUS BLOCK & DURABILITY. REDUCES DEFENSES BY UP TO 2D8 WHEN STRIKING, AND DEALS AN ADDITIONAL 2D8 IMPACT DAMAGE PER 3 AP SPENT (UP TO 12).

STONE WARHAMMER

	540 / 540

HEALTH POINTS: 30	**ACTION POINT COST INCREASE**	**LEVEL:** 4	
DAMAGE REDUCTION: 30		**WEIGHT:** 57	
ENERGY RESISTANCE: 28	+3	**RARITY:** EPIC	
HANDLING: HEAVY		**SIZE:** LONG	
BURDEN: HAMMER, ARCHAIC	**DRAWBACK:**	160 / 190	
TYPE AND TRAIT(S): TWO-HANDED	**DURABILITY:**	88	
MATERIAL: LEATHER & STONE	**ST:**	58	
EFFECT VALUE: 5D12 IMPACT OR EARTH			

KEYWORDS

HAMMER: INCREASE EV VERSUS BLOCK ACTIONS BY TWO		0	ECP
KEYWORDS DEAL IMPACT OR EARTH DAMAGE, HITS ALL IN 5 SQUARES		20	ECP
KEYWORDS APPLIES CRUSH AFFLICTION TO DAMAGE		40	ECP
KEYWORDS INCREASED DAMAGE BY 3D12 & REDUCE AP COST BY 2		264	ECP
DRAWBACK: INCREASE WEIGHT BY 400%		160	ECP

DESCRIPTION

PEN **50%**
SLICE **100%**
EARTH **50%**

A **STONE WARHAMMER** IS AN EPIC HEAVY ARCHAIC TWO-HANDED LEATHER AND STONE HAMMER THAT DEALS **5D12+2 IMPACT DAMAGE OR EARTH DAMAGE** AND INCREASE EV VERSUS BLOCK ACTIONS BY TWO. ADDITIONALLY IT DEALS **1D12** BONUS DAMAGE AS EARTH PER 2D12 DAMAGE DEALT IN A 10 FT. BURST WHEN DAMAGING DURABILITY, OBJECTS AND STRUCTURES. A STONE WARHAMMER REDUCES AP COSTS TO **STRIKE** BY TWO.

EQUIPMENT CREATION - SHIELDS

WOODEN BUCKLER | 120 / 120

		ACTION POINT COST INCREASE		
HEALTH POINTS:	15		LEVEL:	1
DAMAGE REDUCTION:	5	+1	WEIGHT:	5
ENERGY RESISTANCE:	4		RARITY:	COMMON
HANDLING:	LIGHT		SIZE:	MEDIUM
BURDEN:	SHIELD, MODERN	DRAWBACK:	40 / 40	
TYPE AND TRAIT(S):	ONE-HANDED	DURABILITY:	24	
MATERIAL:	CLOTH AND WOOD	ST:	9	
EFFECT VALUE:	2D4 SHIELD ON BLOCK			

KEYWORDS

SHIELD:	INCREASE SHIELD EV BY TWO WITH BLOCK ACTIONS	0	ECP
PRECISION	INCREASE ACCURACY BY 1D12 WITH BLOCK	72	ECP
			ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 100%	40	ECP

DESCRIPTION

FIRE 100%	
WIND 50%	A **WOODEN BUCKLER** IS A LIGHT MODERN ONE-HANDED CLOTH AND WOOD SHIELD THAT PROVIDES **3D4+2 SHIELD** WHEN BLOCKING. ADDITIONALLY IT RECEIVES **1D12+2** BONUS TO ACCURACY WITH BLOCK ACTIONS.
WATER 50%	

IRON RONDACHE | 200 / 200

		ACTION POINT COST INCREASE		
HEALTH POINTS:	12		LEVEL:	2
DAMAGE REDUCTION:	14	+2	WEIGHT:	8
ENERGY RESISTANCE:	14		RARITY:	UNCOMMON
HANDLING:	MODERATE		SIZE:	MEDIUM
BURDEN:	SHIELD, ARCHAIC	DRAWBACK:	60 / 70	
TYPE AND TRAIT(S):	ONE-HANDED	DURABILITY:	40	
MATERIAL:	CLOTH, WOOD, AND IRON	ST:	28	
EFFECT VALUE:	3D8			

KEYWORDS

SHIELD:	INCREASE SHIELD EV BY TWO WITH BLOCK ACTIONS	0	ECP
EMPOWER:	INCREASE SHIELD EV 2D8	112	ECP
ALTER:	CAN BE USED TO STRIKE WITH IMPACT DAMAGE	8	ECP
			ECP
DRAWBACK:	INCREASE SKILL RANKS BY 2 WITH BLOCK AND SHIELD BY 1	60	ECP

DESCRIPTION

FIRE 50%	
WIND 50%	A **IRON RONDACHE** IS A MODERATE ARCHAIC ONE-HANDED CLOTH, WOOD AND IRON SHIELD THAT PROVIDES **3D8+4 SHIELD** WHEN BLOCKING OR **1D8+2** AS IMPACT DAMAGE WITH STRIKE ACTION.
WATER 50%	
ELEC 50%	

KITE SHIELD | 340 / 340

		ACTION POINT COST INCREASE		
HEALTH POINTS:	30		LEVEL:	3
DAMAGE REDUCTION:	10	+2	WEIGHT:	20
ENERGY RESISTANCE:	6		RARITY:	RARE
HANDLING:	MODERATE		SIZE:	MEDIUM
BURDEN:	SHIELD, MODERN	DRAWBACK:	100 / 120	
TYPE AND TRAIT(S):	ONE-HANDED	DURABILITY:	46	
MATERIAL:	LEATHER AND STEEL	ST:	16	
EFFECT VALUE:	2D8 SLICING AND 2D8 SHIELD			

KEYWORDS

SHIELD:	INCREASE SHIELD EV BY TWO WITH BLOCK ACTIONS	0	ECP
EMPOWER:	INCREASE SLICE DAMAGE BY 2D8 AND SHIELD BY 2D8	240	ECP
ALTER:	KITE SHIELD CAN DEAL SLICE DAMAGE	8	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 250%	100	ECP

DESCRIPTION

FIRE 50%	
EARTH 50%	A **KITE SHIELD** IS A MODERATE MODERN ONE-HANDED LEATHER AND STEEL SHIELD THAT PROVIDES **3D8** SLICING WHEN STRIKING AND **3D8+2** SHIELD WHEN BLOCKING. ADDITIONALLY IT RECEIVES **+2** BONUS TO **ACCURACY** WITH STRIKE AND BLOCK ACTIONS.
SLICE 50%	
ELEC 50%	

TOWER SHIELD | 660 / 660

		ACTION POINT COST INCREASE		
HEALTH POINTS:	60		LEVEL:	4
DAMAGE REDUCTION:	40	+3	WEIGHT:	43
ENERGY RESISTANCE:	36		RARITY:	EPIC
HANDLING:	HEAVY		SIZE:	MEDIUM
BURDEN:	SHIELD, ARCHAIC	DRAWBACK:	180 / 190	
TYPE AND TRAIT(S):	ONE-HANDED	DURABILITY:	136	
MATERIAL:	LEATHER AND ALCHEMICAL	ST:	76	
EFFECT VALUE:	4D10 SHIELD & 2D10 IMPACT			

KEYWORDS

SHIELD:	INCREASE SHIELD EV BY TWO WITH BLOCK ACTIONS	0	ECP
ALTER:	MAY BE USED TO STRIKE & COLLIDE	8	ECP
EMPOWER:	INCREASE SHIELD EV BY 3D10 SHIELD & 2D10 IMPACT	380	ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN BLOCK, ATHLETICS, AND STRIKE	100	ECP
DRAWBACK:	INCREASE WEIGHT BY 200%	80	ECP

DESCRIPTION

EARTH 50%	
ELEC 50%	A **TOWER SHIELD** IS A HEAVY ARCHAIC ONE-HANDED LEATHER AND ALCHEMICAL STEEL SHIELD THAT DEALS **3D10+2 IMPACT** WHEN STRIKING AND COLLIDING AND PROVIDES **4D10+4 SHIELD** WHEN **BLOCKING**.
IMPACT 50%	
SLICE 100%	

EQUIPMENT CREATION - SLINGS

ROCK-SLING

		80 / 80
HEALTH POINTS: 14	**ACTION POINT COST INCREASE**	**LEVEL:** 1
DAMAGE REDUCTION: 3		**WEIGHT:** 4
ENERGY RESISTANCE: 3	+1	**RARITY:** COMMON
HANDLING: LIGHT		**SIZE:** SMALL
BURDEN SLING, ARCHAIC	**DRAWBACK:** 0 / 40	
TYPE AND TRAIT(S): TWO-HANDED	**DURABILITY:** 20	
MATERIAL: CLOTH AND LEATHER	**ST:** 6	
EFFECT VALUE: 1D6 IMPACT		

KEYWORDS

SLING: INCREASE ACCURACY BY TWO WHILE STEALTHED	0	ECP
PRECISION: INCREASE ACCURACY BY 4 WITH VOLLEY ACTION	40	ECP
		ECP
		ECP
		ECP

DESCRIPTION

FIRE 50%
WIND 50%
EARTH 50%
SLICE 50%

A **ROCK-SLING** IS A COMMON LIGHT ARCHAIC TWO-HANDED CLOTH AND LEATHER **SLING** THAT DEALS **1D6 IMPACT+2** DAMAGE WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT A RANGE OF 30 FT. (6 SQUARES). ADDITIONALLY THE ROCK-SLING INCREASES **ACCURACY** BY **4** WITH **VOLLEY** ACTIONS AND A +2 ACCURACY BONUS TO ALL ACTIONS WHILE STEALTHED.

KESTROS

		140 / 140
HEALTH POINTS: 8	**ACTION POINT COST INCREASE**	**LEVEL:** 2
DAMAGE REDUCTION: 8		**WEIGHT:** 6
ENERGY RESISTANCE: 4	+2	**RARITY:** UNCOMMON
HANDLING: MODERATE		**SIZE:** MEDIUM
BURDEN SLING, ARCHAIC	**DRAWBACK:** 0 / 70	
TYPE AND TRAIT(S): TWO-HANDED	**DURABILITY:** 20	
MATERIAL: WOOD, CLOTH, AND LEATHER	**ST:** 12	
EFFECT VALUE: 1D8 IMPACT		

KEYWORDS

SLING: INCREASE ACCURACY BY TWO WHILE STEALTHED	0	ECP
RANGE: INCREASE RANGE BY 14 SQUARES	28	ECP
PRECISION: INCREASE VOLLEY ACCURACY BY 1D12	72	ECP
		ECP
		ECP

DESCRIPTION

FIRE 100%
WIND 50%
EARTH 50%
SLICE 50%
WATER 50%

A **KESTROS** IS AN UNCOMMON MODERATE ARCHAIC TWO-HANDED CLOTH, LEATHER, AND WOOD **SLING** THAT DEALS 1D8+2 IMPACT DAMAGE WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT A RANGE OF 100 FT. (20 SQUARES). ADDITIONALLY THE KESTROS INCREASES **ACCURACY** BY **1D12** WITH **VOLLEY** ACTIONS AND A +2 ACCURACY BONUS TO ALL ACTIONS WHILE STEALTHED.

FUSTIBALUS

		240 / 240
HEALTH POINTS: 9	**ACTION POINT COST INCREASE**	**LEVEL:** 3
DAMAGE REDUCTION: 6		**WEIGHT:** 6
ENERGY RESISTANCE: 5	+2	**RARITY:** RARE
HANDLING: MODERATE		**SIZE:** MEDIUM
BURDEN SLING, ARCHAIC	**DRAWBACK:** 0 / 120	
TYPE AND TRAIT(S): TWO-HANDED	**DURABILITY:** 20	
MATERIAL: CLOTH, LEATHER, AND WOOD	**ST:** 11	
EFFECT VALUE: 1D8 IMPACT		

KEYWORDS

SLING: INCREASE ACCURACY BY TWO WHILE STEALTHED	0	ECP
PRECISION: INCREASE ACCURACY BY 2D12 WITH VOLLEY	168	ECP
RANGE: INCREASE RANGE BY 16 SQUARES	32	ECP
		ECP
		ECP

DESCRIPTION

FIRE 100%
WIND 50%
EARTH 50%
SLICE 50%
WATER 50%

A **FUSTIBALUS** IS A RARE MODERATE ARCHAIC TWO-HANDED CLOTH, LEATHER, AND WOOD **SLING** THAT DEALS **1D8+2** IMPACT DAMAGE WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT A RANGE OF 110 FT. (22 SQUARES). ADDITIONALLY THE **FUSTIBALUS** INCREASES ACCURACY BY 2D12 WITH VOLLEY ACTIONS AND A +2 ACCURACY BONUS TO ALL ACTIONS WHILE STEALTHED.

FENGBO'S PIAO SHI

		512 / 560
HEALTH POINTS: 20	**ACTION POINT COST INCREASE**	**LEVEL:** 4
DAMAGE REDUCTION: 14		**WEIGHT:** 11
ENERGY RESISTANCE: 14	+3	**RARITY:** EPIC
HANDLING: HEAVY		**SIZE:** LONG
BURDEN SLING, ARCHAIC	**DRAWBACK:** 180 / 190	
TYPE AND TRAIT(S): TWO-HANDED	**DURABILITY:** 48	
MATERIAL: CLOTH, LEATHER, AND SILVER	**ST:** 28	
EFFECT VALUE: 1D12 IMPACT		

KEYWORDS

SLING: INCREASE ACCURACY BY TWO WHILE STEALTHED	0	ECP
ALTER: CREATE ONE AMMUNITION WORTH 90 ECP DURING VOLLEY	180	ECP
PRECISION: INCREASE ACCURACY BY 2D12 WITH VOLLEY	168	ECP
RANGE: INCREASE RANGE BY 34 SQUARES	68	ECP
DRAWBACK: REQUIRES 2 SKILL RANKS IN VOLLEY, SLINGS, ATHLETICS	180	ECP

DESCRIPTION

ELEC 50%
WIND 50%
EARTH 50%
SLICE 50%

FENGBO'S PIAO SHI IS AN EPIC HEAVY ARCHAIC TWO-HANDED CLOTH, LEATHER, AND SILVER **SLING+2** THAT DEALS 1D12 IMPACT DAMAGE WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT A RANGE OF 200 FT. (40 SQUARES). ADDITIONALLY THE **FENGBO'S PIAO SHI** INCREASES **ACCURACY** BY **2D12** WITH **VOLLEY** ACTIONS AND A +2 ACCURACY BONUS TO ALL ACTIONS WHILE STEALTHED. ADDITIONALLY, CREATES AMMUNITION COMPOSED OF WIND ENERGY THAT DEALS **2D6+2+FNE** IN WIND DAMAGE IF AMMUNITION IS NOT AVAILABLE OR WILL INCREASE DAMAGE DEALT BY 2D6.

EQUIPMENT CREATION - SPEARS

JAVELIN 120 / 120

HEALTH POINTS:	10	**ACTION POINT COST INCREASE**	**LEVEL:** 1
DAMAGE REDUCTION:	7		**WEIGHT:** 2
ENERGY RESISTANCE:	5	+1	**RARITY:** COMMON
HANDLING:	LIGHT		**SIZE:** MEDIUM
BURDEN	SPEAR, MODERN	**DRAWBACK:**	40 / 40
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	22
MATERIAL:	WOOD AND IRON	**ST:**	12
EFFECT VALUE:	3D4 PENETRATE AT MELEE OR 30 FT. RANGE		

KEYWORDS

SPEAR:	INCREASE EV BY TWO VERSUS STRIDING TARGETS	0	ECP
RANGE:	MAY USE AS A VOLLEY ACTION AT 6 SQUARES	20	ECP
EMPOWER:	INCREASE DAMAGE BY 2D4	56	ECP
			ECP
DRAWBACK:	REQUIRES SKILL RANK IN SPEAR AND THROW	40	ECP

DESCRIPTION

ELEC 50%

WATER 50%

A **JAVELIN** IS A COMMON LIGHT ONE-HANDED MODERN WOOD AND IRON SPEAR THAT DEALS **3D4 PENETRATE** DAMAGE AT MELEE OR AT A 30 FT. RANGE AND DEALS TWO ADDITIONAL DAMAGE VERSUS STRIDING TARGETS. ADDITIONALLY A **JAVELIN** HAS AN INCREASE TO ACCURACY EQUAL TO 1D12 WITH ALL ACTIONS.

YARI 178 / 200

HEALTH POINTS:	8	**ACTION POINT COST INCREASE**	**LEVEL:** 2
DAMAGE REDUCTION:	10		**WEIGHT:** 2
ENERGY RESISTANCE:	5	+2	**RARITY:** UNCOMMON
HANDLING:	MODERATE		**SIZE:** MEDIUM
BURDEN	SPEAR, ARCHAIC	**DRAWBACK:**	60 / 70
TYPE AND TRAIT(S):	ONE-HANDED OR TWO-HANDED	**DURABILITY:**	23
MATERIAL:	WOOD AND IRON	**ST:**	15
EFFECT VALUE:	3D8 PENETRATE		

KEYWORDS

SPEAR:	INCREASE EV BY TWO VERSUS STRIDING TARGETS	0	ECP
EMPOWER:	INCREASE DAMAGE BY 1D8	112	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 50%	20	ECP
DRAWBACK:	REQUIRES SKILL RANK IN SPEAR AND STRIKE	40	ECP

DESCRIPTION

ELEC 50%

WATER 50%

A **YARI** IS AN UNCOMMON MODERATE ONE-HANDED OR TWO-HANDED ARCHAIC WOOD AND IRON SPEAR THAT DEALS **3D8 PENETRATE** DAMAGE AT MELEE RANGE AND DEALS TWO ADDITIONAL DAMAGE VERSUS STRIDING TARGETS. A **YARI'S** DURABILITY SUFFERS 50% ADDITIONAL DAMAGE FROM ELECTRICITY AND REDUCES INCOMING WATER DAMAGE BY 50%.

GOLDEN TRIDENT 280 / 280

HEALTH POINTS:	20	**ACTION POINT COST INCREASE**	**LEVEL:** 3
DAMAGE REDUCTION:	7		**WEIGHT:** 3
ENERGY RESISTANCE:	9	+2	**RARITY:** RARE
HANDLING:	MODERATE		**SIZE:** MEDIUM
BURDEN	SPEAR, ARCHAIC	**DRAWBACK:**	40 / 120
TYPE AND TRAIT(S):	ONE-HANDED OR TWO-HANDED	**DURABILITY:**	36
MATERIAL:	WOOD, LEATHER AND GOLD	**ST:**	16
EFFECT VALUE:	3D8 PENETRATE OR ELECTRICITY		

KEYWORDS

SPEAR:	INCREASE EV BY TWO VERSUS STRIDING TARGETS	0	ECP
ALTER:	CAN CHANGE DAMAGE TO ELECTRICITY AT 24 SQUARES	56	ECP
EMPOWER:	INCREASE DAMAGE BY 2D8	112	ECP
AFFLICTION:	ADD JOLT TO DAMAGE DEALT WITH ELECTRICITY	40	ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN SPEAR AND STRIKE	40	ECP

DESCRIPTION

SLICE 50%

WATER 50%

FIRE 50%

ELEC 50%

A **GOLDEN TRIDENT** IS A RARE MODERATE ONE-HANDED ARCHAIC WOOD, LEATHER, AND GOLD SPEAR THAT DEALS 3D8 PENETRATE OR ELECTRICITY DAMAGE AT MELEE OR AT A 120 FT. RANGE AND DEALS TWO ADDITIONAL DAMAGE VERSUS STRIDING TARGETS. **ADDITIONALLY A GOLDEN TRIDENT CAN DEAL 3D8 ELECTRICITY DAMAGE AS A BEAM AT 120 FT. RANGE AND APPLIES JOLT**.

DRAGON BONE PIKE 500 / 500

HEALTH POINTS:	14	**ACTION POINT COST INCREASE**	**LEVEL:** 4
DAMAGE REDUCTION:	9		**WEIGHT:** 8
ENERGY RESISTANCE:	7	+3	**RARITY:** EPIC
HANDLING:	HEAVY		**SIZE:** LONG
BURDEN	SPEAR, ARCHAIC	**DRAWBACK:**	120 / 190
TYPE AND TRAIT(S):	TWO-HANDED	**DURABILITY:**	30
MATERIAL:	LEATHER, BONE, AND DRAGON BONE	**ST:**	16
EFFECT VALUE:	5D12 PENETRATE AT MELEE RANGE		

KEYWORDS

SPEAR:	INCREASE EV BY TWO VERSUS STRIDING TARGETS	0	ECP
KEYWORDS:	INCREASE DAMAGE BY 4D12 & IMPALE AFFLICTION	400	ECP
AFFLICTION:	ADD IMPALE TO DAMAGE DEALT WITH PENETRATE	8	ECP
BOOST:	INCREASE SPEED RANK BY 2	32	ECP
DRAWBACK:	REQUIRES 2 SKILL RANSK IN SPEAR, ATHLETICS, AND THROW	120	ECP

DESCRIPTION

IMPACT 50%

SLICE 100%

EARTH 50%

PEN 100%

A **DRAGON BONE PIKE** IS AN EPIC HEAVY TWO-HANDED ARCHAIC LEATHER, BONE, AND DRAGON BONE SPEAR THAT DEALS **5D12 PENETRATE** DAMAGE AT MELEE RANGE AND DEALS TWO ADDITIONAL DAMAGE VERSUS STRIDING TARGETS. **ADDITIONALLY A DRAGON BONE PIKE BYPASSES 1 DAMAGE REDUCTION PER TWO WEAPON DIE WITH SUCCESSFUL DAMAGING ACTIONS.**

TRI-CORE

EQUIPMENT CREATION - STAVES

HANBO 80 / 80

HEALTH POINTS:	7	LEVEL:	1
DAMAGE REDUCTION:	5	WEIGHT:	1
ENERGY RESISTANCE:	4	RARITY:	COMMON

ACTION POINT COST INCREASE: +1

HANDLING:	LIGHT
SIZE:	MEDIUM
BURDEN:	STAFF, MODERN
DRAWBACK:	0 / 40
TYPE AND TRAIT(S):	ONE-HANDED OR TWO-HANDED
DURABILITY:	16
MATERIAL:	CLOTH & WOOD
ST:	9
EFFECT VALUE:	1D4 OR 1D6 IMPACT

KEYWORDS

STAFF:	INCREASE ACCURACY BY TWO VERSUS COLLIDING TARGETS	0	ECP
PRECISION:	INCREASE ACCURACY BY 1D8	48	ECP

DESCRIPTION

FIRE 100%
WIND 50%
WATER 50%

A **HANBO** IS A COMMON LIGHT MODERN ONE-HANDED OR TWO-HANDED CLOTH AND WOOD STAFF THAT DEALS **1D4** OR **1D6** IMPACT DAMAGE WITH 1D8 TO ACCURACY WITH STRIKE ACTIONS. A HANBO HAS INCREASED ACTION POINT COST EQUAL TO 1 POINTS WITH PLUS TWO ACCURACY VERSUS COLLIDING TARGETS.

BASTON 132 / 140

HEALTH POINTS:	7	LEVEL:	2
DAMAGE REDUCTION:	7	WEIGHT:	6
ENERGY RESISTANCE:	6	RARITY:	UNCOMMON

ACTION POINT COST INCREASE: +2

HANDLING:	MODERATE
SIZE:	MEDIUM
BURDEN:	STAFF, ARCHAIC
DRAWBACK:	0 / 70
TYPE AND TRAIT(S):	ONE-HANDED OR TWO-HANDED
DURABILITY:	20
MATERIAL:	LEATHER & WOOD
ST:	13
EFFECT VALUE:	2D8 IMPACT

KEYWORDS

STAFF:	INCREASE ACCURACY BY TWO VERSUS COLLIDING TARGETS	0	ECP
BOOST:	REDUCE ACTION POINT COST WITH STRIKE BY 1	20	ECP
PRECISION:	INCREASE ACCURACY BY 1D12 WITH STRIKE ACTION	72	ECP

DESCRIPTION

EARTH 50%
FIRE 50%
SLICE 50%
WATER 50%

A **BASTON** IS AN UNCOMMON MODERATE ARCHAIC ONE-HANDED OR TWO-HANDED LEATHER AND WOOD STAFF THAT DEALS **2D8** IMPACT DAMAGE WITH 1D6 TO ACCURACY TO ACTIONS. A **BASTON** HAS INCREASED ACTION POINT COST EQUAL TO 1 POINT WITH STRIKES AND 2 WITH OTHER ACTIONSWITH PLUS TWO ACCURACY VERSUS COLLIDING TARGETS..

DRUID'S QUARTERSTAFF 210 / 240

HEALTH POINTS:	11	LEVEL:	3
DAMAGE REDUCTION:	8	WEIGHT:	6
ENERGY RESISTANCE:	6	RARITY:	RARE

ACTION POINT COST INCREASE: +2

HANDLING:	MODERATE
SIZE:	MEDIUM
BURDEN:	STAFF, ARCHAIC
DRAWBACK:	0 / 120
TYPE AND TRAIT(S):	ONE-HANDED OR TWO-HANDED
DURABILITY:	25
MATERIAL:	LEATHER, WOOD, AND SILVER
ST:	14
EFFECT VALUE:	3D8 IMPACT

KEYWORDS

STAFF:	INCREASE ACCURACY BY TWO VERSUS COLLIDING TARGETS	0	ECP
EMPOWER:	INCREASE DAMAGE DEALT BY 1D8	48	ECP
PRECISION:	INCREASE ACCURACY BY 1D12 WITH STRIKE ACTION	72	ECP
BOOST:	REDUCE AP COST WITH STRIKE BY 2 W/ STRIKE ACTION	40	ECP

DESCRIPTION

EARTH 50%
ELEC 50%
SLICE 50%
WATER 50%

A **DRUID'S QUARTERSTAFF** IS AN RARE MODERATE ARCHAIC ONE-HANDED OR TWO-HANDED LEATHER, WOOD, AND SILVER STAFF THAT DEALS **2D8** IMPACT DAMAGE WITH 1D12 TO ACCURACY WITH STRIKE ACTIONS WITH PLUS TWO ACCURACY VERSUS COLLIDING TARGETS.

METEORITE BO-STAFF 500 / 500

HEALTH POINTS:	20	LEVEL:	4
DAMAGE REDUCTION:	16	WEIGHT:	40
ENERGY RESISTANCE:	16	RARITY:	EPIC

ACTION POINT COST INCREASE: +3

HANDLING:	HEAVY
SIZE:	MEDIUM
BURDEN:	STAFF, SHIELD, MODERN
DRAWBACK:	120 / 190
TYPE AND TRAIT(S):	ONE HANDED OR TWO-HANDED
DURABILITY:	52
MATERIAL:	METEORITE
ST:	32
EFFECT VALUE:	4D10 OR 4D12 IMPACT AT MELEE RANGE

KEYWORDS

STAFF:	INCREASE ACCURACY BY TWO VERSUS COLLIDING TARGETS	0	ECP
PRECISION:	INCREASE ACCURACY BY 2D12 WITH STRIKE ACTION	168	ECP
EMPOWER:	INCREASE DAMAGE BY 3D10 IMPACT	220	ECP
ALTER:	BO-STAFF CAN BE USED TO BLOCK	8	ECP
DRAWBACK:	INCREASE WEIGHT BY 300%	120	ECP

DESCRIPTION

FIRE 100%
WATER 100%
PEN 100%
ACID 100%

THE **METEORITE BO-STAFF** IS AN EPIC HEAVY ARCHAIC ONE-HANDED OR TWO-HANDED METEORITE STAFF THAT DEALS **4D10** OR **4D12 IMPACT DAMAGE** AND **4D12 SHIELD** WHEN BLOCKING. ADDITIONALLY THE **METEORITE BO-STAFF** ALSO RECEIVES 2D12 BONUS TO ACCURACY WITH STRIKES WITH PLUS TWO ACCURACY VERSUS COLLIDING TARGETS.

EQUIPMENT CREATION - SWORDS

RAPIER 120 / 120

HEALTH POINTS:	21	**ACTION POINT COST INCREASE**	LEVEL: 1
DAMAGE REDUCTION:	11		WEIGHT: 6
ENERGY RESISTANCE:	6	+1	RARITY: COMMON
HANDLING:	LIGHT		SIZE: MEDIUM

BURDEN	SWORD, ARCHAIC	DRAWBACK:	40 / 40
TYPE AND TRAIT(S):	ONE-HANDED	DURABILITY:	38
MATERIAL:	LEATHER, WOOD, & IRON	ST:	17
EFFECT VALUE:	2D6 SLICE OR PENETRATE AT MELEE RANGE		

KEYWORDS

SWORD:	INCREASE EV BY TWO WITH A RIPOSTE	0	ECP
ALTER:	CAN USE SLICE OR PENETRATE DAMAGE	8	ECP
PRECISION:	INCREASE ACCURACY WITH PARRY BY 1D4	24	ECP
EMPOWER:	INCREASE DAMAGE TYPE FROM 1D4 TO 1D6	12	ECP
DRAWBACK:	REQUIRES SKILL RANK IN STRIKE AND PARRY	40	ECP

DESCRIPTION

EARTH 50%
ELEC 50%
SLICE 50%
WATER 50%

A **RAPIER** IS A COMMON LIGHT ARCHAIC ONE-HANDED LEATHER, WOOD, AND IRON **RAPIER** DEALING **2D6+2** SLICE OR PENETRATE DAMAGE AND DEALS AN ADDITIONAL WEAPON DIE ON A SUCCESSFUL RIPOSTE. ADDITIONALLY THE **RAPIER** HAS INCREASED ACCURACY WITH PARRY EQUAL TO 1D4. THE RAPIER HAS AN INCREASE ACTION POINT COST OF 1 POINT.

SABRE 180 / 180

HEALTH POINTS:	20	**ACTION POINT COST INCREASE**	LEVEL: 2
DAMAGE REDUCTION:	12		WEIGHT: 9
ENERGY RESISTANCE:	14	+2	RARITY: UNCOMMON
HANDLING:	MODERATE		SIZE: MEDIUM

BURDEN	SWORD, ARCHAIC	DRAWBACK:	40 / 70
TYPE AND TRAIT(S):	ONE-HANDED	DURABILITY:	46
MATERIAL:	LEATHER, WOOD, & STEEL	ST:	26
EFFECT VALUE:	2D8 SLICE OR PENETRATE		

KEYWORDS

SWORD:	INCREASE EV BY TWO WITH A RIPOSTE	0	ECP
ALTER:	CAN USE SLICE OR PENETRATE DAMAGE	8	ECP
BOOST:	REDUCE AP COST BY 2 WITH STRIKE ACTION	40	ECP
AFFLICTION:	ADD BLEED TO DAMAGE DEALT WITH SLICING	40	ECP
DRAWBACK:	REQUIRES SKILL RANK IN STRIKE AND PARRY	40	ECP

DESCRIPTION

EARTH 50%
ELEC 50%
WATER 50%
SLICE 50%

A **SABRE** IS A UNCOMMON MODERATE ARCHAIC ONE-HANDED LEATHER, WOOD, AND STEEL **SABRE** DEALING **2D8+2** SLICE OR PENETRATE DAMAGE AND 'INCREASES EV BY TWO WITH A RIPOSTE. THE SABRE HAS A REDUCED ACTION POINT COST WITH STRIKE ACTIONS BY 2.

DAMASCUS CLAYMORE 320 / 320

HEALTH POINTS:	14	**ACTION POINT COST INCREASE**	LEVEL: 3
DAMAGE REDUCTION:	15		WEIGHT: 7
ENERGY RESISTANCE:	3	+2	RARITY: RARE
HANDLING:	MODERATE		SIZE: MEDIUM

BURDEN	SWORD, ARCHAIC	DRAWBACK:	80 / 120
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	32
MATERIAL:	LEATHER & DAMASCUS	ST:	18
EFFECT VALUE:	4D8+16 SLICE DAMAGE AT MELEE RANGE		

KEYWORDS

SWORD:	INCREASE EV BY TWO WITH A RIPOSTE	0	ECP
EMPOWER:	INCREASE DAMAGE BY 3D8	176	ECP
BOOST:	DAMAGE INCREASED BY 4 PER DIE	80	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 200%	80	ECP

DESCRIPTION

EARTH 50%
FIRE 100%
SLICE 100%

A **DAMASCUS CLAYMORE** IS A RARE MODERATE ARCHAIC TWO-HANDED LEATHER AND **DAMASCUS CLAYMORE** DEALING **4D8+18** (4 DAMAGE PER DIE) SLICE DAMAGE AND 'INCREASES EV BY TWO WITH A RIPOSTE.

ADAMANTINE GREATSWORD 234 / 520

HEALTH POINTS:	11	**ACTION POINT COST INCREASE**	LEVEL: 4
DAMAGE REDUCTION:	11		WEIGHT: 9
ENERGY RESISTANCE:	11	+3	RARITY: EPIC
HANDLING:	HEAVY		SIZE: MEDIUM

BURDEN	SWORD, ARCHAIC	DRAWBACK:	140 / 190
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	33
MATERIAL:	CLOTH & ADAMANTINE	ST:	22
EFFECT VALUE:	4D12 AT MELEE RANGE & 4 ADJACENT SQUARES		

KEYWORDS

SWORD:	INCREASE EV BY TWO WITH A RIPOSTE	0	ECP
EMPOWER:	INCREASE DAMAGE BY 2D12	168	ECP
ALTER I:	MODIFY TARGET TO SWEEP INTO 4 ADJACENT SQUARES		ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 200% & AP COSTS BY 3	140	ECP

DESCRIPTION

FIRE 100%
WIND 50%
PEN 50%

A **ADAMANTINE GREATSWORD** IS A RARE MODERATE ARCHAIC TWO-HANDED LEATHER AND ADAMANTINE GREATSWORD DEALING **4D12+2** SLICE DAMAGE AND 'INCREASES EV BY TWO WITH A RIPOSTE AS WELL AS DEALS DAMAGE IN A 4 SQUARE SWEEP. THE **ADAMANTINE GREATSWORD** HAS AN INCREASE ACTION POINT COST OF 2 POINTS.

TRI-CORE

EQUIPMENT CREATION - POLEARMS

NAGINATA — 96 / 120

HEALTH POINTS:	9	LEVEL:	1
DAMAGE REDUCTION:	11	WEIGHT:	2
ENERGY RESISTANCE:	6	RARITY:	COMMON
HANDLING:	LIGHT	SIZE:	MEDIUM
BURDEN	POLEARM, ARCHAIC	DRAWBACK:	40 / 40
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	26
MATERIAL:	CLOTH, WOOD & IRON	ST:	17
EFFECT VALUE:	2D6 PENETRATE & SLICE		

ACTION POINT COST INCREASE +1

KEYWORDS

POLE-ARM:	INCREASE EV BY TWO WITH HEAVY STRIKE ACTION	0	ECP
ALTER:	DAMAGE TYPE CAN BE SLICE OR PENETRATE	8	ECP
EMPOWER:	INCREASE DAMAGE BY 1D6	36	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 100%	40	ECP

DESCRIPTION

FIRE 50% | ELEC 50% | WIND 50% | WATER 50%

A **NAGINATA** IS A COMMON LIGHT ARCHAIC TWO-HANDED CLOTH, WOOD, AND IRON **POLEARM** DEALING **2D6+2 SLICE** OR **PENETRATE DAMAGE** AND INCREASES EFFECT VALUE WITH HEAVY STRIKE ACTIONS BY TWO.

HALBERD — 176 / 200

HEALTH POINTS:	11	LEVEL:	2
DAMAGE REDUCTION:	11	WEIGHT:	13
ENERGY RESISTANCE:	6	RARITY:	UNCOMMON
HANDLING:	MODERATE	SIZE:	MEDIUM
BURDEN	POLEARM, ARCHAIC	DRAWBACK:	60 / 70
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	28
MATERIAL:	WOOD, LEATHER AND IRON	ST:	17
EFFECT VALUE:	3D8 SLICE OR PENETRATE		

ACTION POINT COST INCREASE +2

KEYWORDS

POLE-ARM:	INCREASE EV BY TWO WITH HEAVY STRIKE ACTION	0	ECP
ALTER:	DAMAGE TYPE CAN BE SLICE OR PENETRATE	8	ECP
EMPOWER:	INCREASE DAMAGE BY 2D8	112	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 150%	60	ECP

DESCRIPTION

EARTH 50% | ELEC 50% | SLICE 50% | WATER 50%

A **HALBERD** IS A UNCOMMON MODERATE ARCHAIC TWO-HANDED LEATHER, WOOD, AND IRON POLEARM DEALING **3D8+2 SLICE** OR **PENETRATE** DAMAGE AND INCREASES EFFECT VALUE WITH HEAVY STRIKE ACTIONS BY TWOS.

BARDICHE — 212 / 340

HEALTH POINTS:	12	LEVEL:	3
DAMAGE REDUCTION:	12	WEIGHT:	14
ENERGY RESISTANCE:	6	RARITY:	RARE
HANDLING:	MODERATE	SIZE:	MEDIUM
BURDEN	POLEARM, MODERN	DRAWBACK:	100 / 120
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	30
MATERIAL:	WOOD, LEATHER AND STEEL	ST:	18
EFFECT VALUE:	3D8 SLICE		

ACTION POINT COST INCREASE +2

KEYWORDS

POLE-ARM:	INCREASE EV BY TWO WITH HEAVY STRIKE ACTION	0	ECP
BOOST:	REDUCE ACTION POINT COST WITH STRIKING BY 2	40	ECP
EMPOWER:	INCREASE DAMAGE BY 2D8	112	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 250%	100	ECP

DESCRIPTION

EARTH 50% | ELEC 50% | SLICE 50% | WATER 50%

A **BARDICHE** IS A RARE MODERATE ARCHAIC TWO-HANDED LEATHER, WOOD, AND STEEL POLEARM DEALING **3D8 SLICE DAMAGE** AND INCREASES EFFECT VALUE WITH HEAVY STRIKE ACTIONS BY TWO. ADDITIONALLY, INCREASE ACCURACY BY TWO WITH ALL ACTIONS.

LUCERNE — 520 / 520

HEALTH POINTS:	20	LEVEL:	4
DAMAGE REDUCTION:	15	WEIGHT:	25
ENERGY RESISTANCE:	15	RARITY:	EPIC
HANDLING:	HEAVY	SIZE:	LONG
BURDEN	POLEARM, ARCHAIC	DRAWBACK:	140 / 190
TYPE AND TRAIT(S):	TWO-HANDED	DURABILITY:	50
MATERIAL:	LEATHER & STEEL	ST:	30
EFFECT VALUE:	4D12 IMPACT OR PENETRATE		

ACTION POINT COST INCREASE +3

KEYWORDS

POLE-ARM:	INCREASE EV BY TWO WITH HEAVY STRIKE ACTION	0	ECP
BOOST:	REDUCE AP COST WITH HEAVY STRIKES BY 5	100	ECP
EMPOWER:	INCREASE DAMAGE BY 3D12 IMPACT OR PENETRATE OR SLICE	280	ECP
AFFLICTION:	APPLIES BASH WITH IMPACT DAMAGE	40	ECP
DRAWBACK:	INCREASE WEIGHT BY 200% & REQUIRES 3 SKILL IN POLEARM	140	ECP

DESCRIPTION

EARTH 50% | ELEC 50% | SLICE 50% | FIRE 50%

A **LUCERNE** IS AN EPC MODERATE ARCHAIC TWO-HANDED LEATHER, WOOD, AND STEEL POLEARM DEALING **4D12+2 IMPACT, SLICE** OR **PENETRATE DAMAGE** AND INCREASES EFFECT VALUE WITH HEAVY STRIKE ACTIONS BY TWO. ADDITIONALLY, THE LUCERNE REDUCES AP COST WITH STRIKE ACTIONS BY 5 ACTION POINTS AND APPLIES **BASH** WHEN DEALING IMPACT DAMAGE (REDUCES DEFENSE ACCURACY BY 1 PER 2 WEAPON DIE).

EQUIPMENT CREATION - THROWN

DART — 120 / 120

HEALTH POINTS: 8	**ACTION POINT COST INCREASE**	**LEVEL:** 1	
DAMAGE REDUCTION: 5		**WEIGHT:** 1	
ENERGY RESISTANCE: 5	+1	**RARITY:** COMMON	
HANDLING: LIGHT		**SIZE:** SMALL	
BURDEN THROWN, MODERN	**DRAWBACK:** 40 / 40		
TYPE AND TRAIT(S): ONE-HANDED	**DURABILITY:** 18		
MATERIAL: PLASTIC AND ALUMINUM	**ST:** 10		
EFFECT VALUE: 2D4 PENETRATE DAMAGE			

KEYWORDS

THROWN:	INCREASE ACCURACY BY TWO WITH LIGHT VOLLEY ACTIONS	0	ECP
EMPOWER:	BONUS 1D4 DAMAGE	24	ECP
MODERN:	INCREASE ACCURACY BY 4	40	ECP
BOOST:	REDUCE AP COST BY 1 WITH VOLLEY ACTION	20	ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN THROWN AND VOLLEY	40	ECP

DESCRIPTION

ELEC 50%

FIRE 50%

WATER +100%

A **DART** IS A COMMON LIGHT ARCHAIC ONE-HANDED PLASTIC AND ALUMINUM **THROWN** WEAPON THAT DEALS **2D4 PENETRATE DAMAGE** AND INCREASES **ACCURACY** WITH LIGHT VOLLEY ACTIONS BY **TWO**. ADDITIONALLY, THE DART REDUCES AP COST WITH VOLLEY ACTIONS BY 1. THE DART REQUIRES AT LEAST 1 SKILL RANK IN THROWN AND VOLLEY.

SHADOWMELD SHURIKEN — 200 / 200

HEALTH POINTS: 7	**ACTION POINT COST INCREASE**	**LEVEL:** 2	
DAMAGE REDUCTION: 7		**WEIGHT:** 7	
ENERGY RESISTANCE: 6	+2	**RARITY:** UNCOMMON	
HANDLING: MODERATE		**SIZE:** MEDIUM	
BURDEN THROWN, ARCHAIC	**DRAWBACK:** 60 / 70		
TYPE AND TRAIT(S): ONE-HANDED	**DURABILITY:** 20		
MATERIAL: STEEL	**ST:** 13		
EFFECT VALUE: 2D8 PENETRATE IN 30 FT. RANGE			

KEYWORDS

THROWN:	INCREASE ACCURACY BY TWO WITH LIGHT VOLLEY ACTIONS	0	ECP
BOOST:	REDUCE AP COST WITH VOLLEY BY 3	60	ECP
EMPOWER:	BONUS 1D8+2 DAMAGE	68	ECP
COGNITION:	INVISIBLE AND SILENT DURING FLIGHT WITH VOLLEY ACTION	32	ECP
DRAWBACK:	INCREASE WEIGHT BY 50% & 2 SKILL RANKS IN THROWN	60	ECP

DESCRIPTION

ELEC 50%

FIRE 50%

THE **SHADOWMELD SHURIKEN** IS A UNCOMMON MODERATE ARCHAIC ONE-HANDED STEEL **THROWN** WEAPON DEALING **2D8+2 PENETRATE** DAMAGE AND INCREASES ACCURACY WITH LIGHT VOLLEY ACTIONS BY TWO. REDUCE THE AP COST WITH VOLLEY ACTIONS BY 3. THE SHADOWMELD SHURIKEN BECOMES INVISIBLE AND SILENT ONCE THROWN USING A VOLLEY ACTION AND DURING FLIGHT. THE USER ROLLS LEGERITY VERSUS THE TARGETS MENTAL FORTITUDE TO DETERMINE IF THE SHADOWMELD SHURIKEN RETAINS ITS CAMOFLAUGE.

SAPPHIRE TOMAHAWK — 280 / 280

HEALTH POINTS: 10	**ACTION POINT COST INCREASE**	**LEVEL:** 2	
DAMAGE REDUCTION: 5		**WEIGHT:** 2	
ENERGY RESISTANCE: 5	+2	**RARITY:** UNCOMMON	
HANDLING: MODERATE		**SIZE:** MEDIUM	
BURDEN THROWN, ARCHAIC	**DRAWBACK:** 100 / 90		
TYPE AND TRAIT(S): ONE-HANDED	**DURABILITY:** 20		
MATERIAL: LEATHER & DRAGONBONE	**ST:** 10		
EFFECT VALUE: 3D8 ELECTRICITY IN 30 FT. RANGE			

KEYWORDS

THROWN:	INCREASE ACCURACY BY TWO WITH LIGHT VOLLEY ACTIONS	0	ECP
AFFLICTION:	JOLTS WHEN DEALING ELECTRICITY/DAMAGE CHANGE	40	ECP
EMPOWER:	BONUS 2D8 DAMAGE ELECTRICITY	120	ECP
BOOST:	DESTROY TARGETS AP BY 4 UPON STRIKING	80	ECP
DRAWBACK:	INCREASE WEIGHT BY 250%	100	ECP

DESCRIPTION

EARTH 50%

WATER 100%

SLICE 50%

ELEC 100%

THE **SAPPHIRE TOMAHAWK** IS A RARE MODERATE ARCHAIC ONE-HANDED DRAGON BONE **THROWN** WEAPON DEALING **3D8+2 ELECTRICITY** DAMAGE AND INCREASES ACCURACY WITH LIGHT VOLLEY ACTIONS BY TWO. DESTROY UP TO 4 ACTION POINTS UPON STRIKING AS WELL AS 1 ADDITIONAL POINT PER 2 DIE OF ELECTRICITY DAMAGE DEALT WITH THAT ACTION.

MITHRIL CHAKRAM — 480 / 480

HEALTH POINTS: 5	**ACTION POINT COST INCREASE**	**LEVEL:** 4	
DAMAGE REDUCTION: 15		**WEIGHT:** 3	
ENERGY RESISTANCE: 15	+3	**RARITY:** EPIC	
HANDLING: HEAVY		**SIZE:** MEDIUM	
BURDEN THROWN, MODERN	**DRAWBACK:** 100 / 190		
TYPE AND TRAIT(S): ONE-HANDED	**DURABILITY:** 35		
MATERIAL: MITHRIL	**ST:** 30		
EFFECT VALUE: 3D10+9 SLICE AT A RANGE OF 60 FT.			

KEYWORDS

THROWN:	INCREASE ACCURACY BY TWO WITH LIGHT VOLLEY ACTIONS	0	ECP
CHARGE:	INCREASE DIE BY 3 PER 3 AP SPENT UP TO 6 AP	120	ECP
KEYWORDS:	INCREASE ACCURACY BY 1D12, +2D10 & 3 DAMAGE PER DIE	272	ECP
KEYWORDS:	+6 SQUARES TO RANGE, WEAPON RETURNS AFTER THROWN	18	ECP
DRAWBACK:	COST 1 FP AND MP, REQUIRES THROWN, VOLLEY, CHANNEL	100	ECP

DESCRIPTION

ACID 100%

IMPACT 100%

FIRE 100%

SLICE 100%

THE **MITHIRIL CHAKRAM** IS AN EPIC HEAVY MODERN ONE-HANDED MITHRIL **THROWN** WEAPON DEALING 3D10+9 SLICING DAMAGE AND INCREASES ACCURACY WITH LIGHT VOLLEY ACTIONS BY TWO AND ALL ACTIONS BY TWO AT 60 FT. RANGE (10 SQUARES). INCREASE DAMAGE BY 1D10+3 PER ADDITIONAL AP SPENT UP TO 6 AP (UP TO 9D10+27), WEAPON RETURNS TO THE USER AFTER BEING THROWN USING A VOLLEY ACTION. EACH USE COSTS AN ADDITIONAL FOCUS AND MANA POINT. THE MITHRIL CHAKRAM REQUIRES A SKILL RANK IN THROWN, VOLLEY, AND CHANNEL.

EQUIPMENT CREATION - WHIPS

QUIRT — 120 / 120

HEALTH POINTS:	7	LEVEL:	1
DAMAGE REDUCTION:	5	WEIGHT:	2
ENERGY RESISTANCE:	6	RARITY:	COMMON

ACTION POINT COST INCREASE: +1

HANDLING:	LIGHT
SIZE:	MEDIUM
BURDEN:	WHIP, MODERN
DRAWBACK:	40 / 40
TYPE AND TRAIT(S):	ONE-HANDED
DURABILITY:	18
MATERIAL:	CLOTH AND LEATHER
ST:	11
EFFECT VALUE:	2D4+4 SLICE

KEYWORDS

WHIP:	+2 EV VS IMMOBILIZED OR FATIGUED TARGETS	0	ECP
EMPOWER:	INCREASE DAMAGE BY 1D4 AND 2 DAMAGE PER DIE	64	ECP
PRECISION:	INCREASE ACCURACY BY 2 WITH GRAB ACTIONS	20	ECP
			ECP
DRAWBACK:	REQUIRES SKILL RANK IN GRAB AND WHIP	40	ECP

DESCRIPTION

FIRE 50%
EARTH 50%
WIND 50%
SLICE 50%

A **QUIRT** IS A COMMON LIGHT MODERN ONE-HANDED LEATHER WHIP WEAPON DEALING **2D4+4** SLICE DAMAGE AND RECEIVES AN ADDITIONAL +4 ACCURACY WITH GRAB ACTIONS AND +2 ACCURACY WITH ALL OTHER ACTIONS. USE REQUIRES 1 SKILL RANK IN GRAB, AND WHIP. ADDITIONALLY A QUIRT WHIP WEAPON APPLIES 1 POINT OF BLEED PER TWO WEAPON DIE ROLLED AND DEALS 2 ADDITIONAL DAMAGE PER DIE.

KNOUT — 160 / 160

HEALTH POINTS:	6	LEVEL:	1
DAMAGE REDUCTION:	6	WEIGHT:	1
ENERGY RESISTANCE:	5	RARITY:	UNCOMMON

ACTION POINT COST INCREASE: +2

HANDLING:	MODERATE
SIZE:	MEDIUM
BURDEN:	WHIP, ARCHAIC
DRAWBACK:	60 / 50
TYPE AND TRAIT(S):	ONE-HANDED
DURABILITY:	17
MATERIAL:	WOOD, CLOTH, AND LEATHER
ST:	11
EFFECT VALUE:	3D6+9 SLICE

KEYWORDS

WHIP:	+2 EV VS IMMOBILIZED OR FATIGUED TARGETS	0	ECP
EMPOWER:	INCREASE DAMAGE BY 1D6 AND 3 DAMAGE PER DIE	96	ECP
PRECISION:	INCREASE ACCURACY BY 3 WITH GRAB ACTIONS	30	ECP
			ECP
DRAWBACK:	REQUIRES SKILL 1 RANK IN GRAB AND 2 IN WHIP	60	ECP

DESCRIPTION

FIRE 100%
EARTH 50%
WIND 50%
SLICE 50%
WATER 50%

A **KNOUT** IS A UNCOMMON LIGHT ARCHAIC ONE-HANDED LEATHER WHIP WEAPON DEALING **3D6+11** SLICE DAMAGE AND RECEIVES AN ADDITIONAL +3 ACCURACY WITH GRAB ACTIONS. USE REQUIRES 2 SKILL RANKS IN WHIP, AND 1 SKILL RANK IN GRAB. ADDITIONALLY A KNOUT WHIP WEAPON APPLIES 1 POINT OF BLEED PER TWO WEAPON DIE ROLLED AND DEALS 3 ADDITIONAL DAMAGE PER DIE.

NINE-TAILS — 360 / 360

HEALTH POINTS:	13	LEVEL:	3
DAMAGE REDUCTION:	9	WEIGHT:	2
ENERGY RESISTANCE:	6	RARITY:	RARE

ACTION POINT COST INCREASE: +2

HANDLING:	MODERATE
SIZE:	MEDIUM
BURDEN:	WHIP, ARCHAIC
DRAWBACK:	120 / 120
TYPE AND TRAIT(S):	ONE-HANDED
DURABILITY:	28
MATERIAL:	CLOTH, LEATHER, AND BONE
ST:	15
EFFECT VALUE:	3D8+12 SLICE

KEYWORDS

WHIP:	+2 EV VS IMMOBILIZED OR FATIGUED TARGETS	0	ECP
AFFLICTION:	APPLIES BLEED PER 2 DIE DAMAGE DEALT	40	ECP
EMPOWER:	INCREASE DAMAGE BY 2D8 AND 4 DAMAGE PER DIE	192	ECP
PRECISION:	INCREASE ACCURACY WITH GRAB BY 1D12	72	ECP
DRAWBACK:	REQUIRES SKILL 2 RANKS IN GRAB, ATHLETICS AND WHIP	120	ECP

DESCRIPTION

FIRE 50%
EARTH 50%
IMPACT 50%
WIND 50%
SLICE 100%

A **NINE-TAILS** IS A RARE MODERATE ARCHAIC ONE-HANDED CLOTH, LEATHER, AND BONE WHIP WEAPON DEALING 3D8+24 SLICE DAMAGE AND RECEIVES AN ADDITIONAL 1D12 ACCURACY WITH GRAB ACTIONS. ADDITIONALLY A NINE-TAILS WHIP WEAPON APPLIES BLEED WHEN DEALING SLICE DAMAGE. USE REQUIRES SKILL 2 RANKS IN GRAB, ATHLETICS AND WHIP AND AND DEALS 4 ADDITIONAL DAMAGE PER DIE.

BULLWHIP — 560 / 560

HEALTH POINTS:	27	LEVEL:	4
DAMAGE REDUCTION:	15	WEIGHT:	5
ENERGY RESISTANCE:	14	RARITY:	EPIC

ACTION POINT COST INCREASE: +3

HANDLING:	HEAVY
SIZE:	MEDIUM
BURDEN:	WHIP, ARCHAIC
DRAWBACK:	180 / 190
TYPE AND TRAIT(S):	ONE-HANDED
DURABILITY:	56
MATERIAL:	LEATHER, WOOD, AND RUBBER
ST:	29
EFFECT VALUE:	3D10+15 SLICE

KEYWORDS

WHIP:	+2 EV VS IMMOBILIZED OR FATIGUED TARGETS	0	ECP
AFFLICTION:	APPLIES BLEED PER DIE DAMAGE DEALT	40	ECP
EMPOWER:	INCREASE DAMAGE BY 2D10 AND 5 DAMAGE PER DIE	240	ECP
PRECISION:	INCREASE ACCURACY WITH GRAB BY 2D12	168	ECP
DRAWBACK:	REQUIRES SKILL 3 RANKS IN GRAB, ATHLETICS AND WHIP	180	ECP

DESCRIPTION

EARTH 50%
FIRE/ACID 50%
SLICE 50%
WATER 50%
IMPACT 50%

A **BULLWHIPS** IS AN EPIC HEAVY ARCHAIC ONE-HANDED LEATHER, WOOD, AND RUBBER WHIP WEAPON DEALING **3D10+17** SLICE DAMAGE AND RECEIVES AN ADDITIONAL 2D10 ACCURACY WITH GRAB ACTIONS. ADDITIONALLY, A **BULLWHIP** APPLIES 1 POINT OF BLEED PER TWO WEAPON DIE ROLLED. USE REQUIRES SKILL 3 RANKS IN GRAB, ATHLETICS AND WHIP AND AND DEALS 5 ADDITIONAL DAMAGE PER DIE.

EQUIPMENT CREATION - HELMET

CLOTH HOOD 80 / 80

HEALTH POINTS: 3	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 1	
DAMAGE REDUCTION: 1			**WEIGHT:** 1	
ENERGY RESISTANCE: 1	−1	0	**RARITY:**	COMMON

BURDEN: LIGHT	**SIZE:** MEDIUM
HANDLING: HEAD ARMOR	**DRAWBACK:** 0 / 40
TYPE AND TRAIT(S): LAYERED, MODERN	**DURABILITY:** 5
MATERIAL: CLOTH	**ST:** 2
EFFECT VALUE: NONE	

KEYWORDS

HELMET: INCREASE RESOLVE VERSUS AP DESTRUCTION BY 2	–	ECP
LAYERED: INCREASE ENERGY ARMOR BY 1	60	ECP
BOOST: INCREASE STEALTH BONUS BY 1	10	ECP
MATERIAL: INCREASE DURABILITY HEALTH POINTS BY 2	–	ECP
		ECP

DESCRIPTION

WIND	50%
FIRE	50%

THE **HOOD** IS A MODERN LIGHT CLOTH HEAD ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 1, AND INCREASES RESOLVE VERSUS ACTION POINT DESTRUCTION BY TWO. ADDITIONALLY, THE HOOD ALSO INCREASES **STEALTH** BONUS BY **ONE** WHILE WORN, AND **MAXIMUM ACTION POINTS** ARE REDUCED BY **ONE**.

LEATHER BLACWIN 140 / 140

HEALTH POINTS: 12	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 2	
DAMAGE REDUCTION: 3			**WEIGHT:** 5	
ENERGY RESISTANCE: 3	−2	−1	**RARITY:**	UNCOMMON

BURDEN: MODERATE	**SIZE:** MEDIUM
HANDLING: HEAD ARMOR	**DRAWBACK:** 0 / 70
TYPE AND TRAIT(S): REINFORCED ARCHAIC	**DURABILITY:** 18
MATERIAL: LEATHER	**ST:** 6
EFFECT VALUE: NONE	

KEYWORDS

HELMET: INCREASE RESOLVE VERSUS AP DESTRUCTION BY 2	–	ECP
REINFORCED: INCREASE PHYSICAL ARMOR BY 2	100	ECP
MATERIAL: INCREASE DURABILITY HEALTH POINTS BY 5	–	ECP
BOOST: INCREASE MAXIMUM ACTION POINTS BY 1	20	ECP
		ECP

DESCRIPTION

SLICE	50%
EARTH	50%

THE **BLACWIN** IS ARCHAIC MODERATE LEATHER HEAD ARMOR THAT INCREASES **PHYSICAL ARMOR** BY **3**, AND INCREASES RESOLVE VERSUS ACTION POINT DESTRUCTION BY TWO. ADDITIONALLY, A BLACWIN WHILE WORN, ALSO REDUCES **MAXIMUM ACTION POINTS** BY **TWO** AND SPEED RANK BY **ONE**.

IRON SALLET 240 / 240

HEALTH POINTS: 10	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 3	
DAMAGE REDUCTION: 11			**WEIGHT:** 8	
ENERGY RESISTANCE: 7	−3	−1	**RARITY:**	RARE

BURDEN: MODERATE	**SIZE:** MEDIUM
HANDLING: HEAD ARMOR	**DRAWBACK:** 0 / 120
TYPE AND TRAIT(S): PLATED, ARCHAIC	**DURABILITY:** 28
MATERIAL: IRON	**ST:** 18
EFFECT VALUE: NONE	

KEYWORDS

HELMET: INCREASE RESOLVE VERSUS AP DESTRUCTION BY 2	–	ECP
PLATED: INCREASE PHYSICAL ARMOR BY 3 AND ENERGY ARMOR BY 3	180	ECP
MATERIAL: INCREASE DR AND ER BY 3	–	ECP
BOOST: INCREASE MAXIMUM ACTION POINTS BY 1	20	ECP
		ECP

DESCRIPTION

FIRE	50%
ELEC	50%

THE **SALLET** IS ARCHAIC MODERATE PLATED HEAD ARMOR THAT INCREASES **PHYSICAL ARMOR** BY **3**, **ENERGY ARMOR** BY **2** AND INCREASES RESOLVE VERSUS ACTION POINT DESTRUCTION BY TWO. ADDITIONALLY, A SALLET WHILE WORN, ALSO REDUCES **MAXIMUM ACTION POINTS** BY **THREE** AND SPEED RANK BY **ONE**.

STEEL CASQUE 380 / 380

HEALTH POINTS: 11	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 4	
DAMAGE REDUCTION: 9			**WEIGHT:** 3	
ENERGY RESISTANCE: 8	−4	−2	**RARITY:**	EPIC

BURDEN: HEAVY	**SIZE:** MEDIUM
HANDLING: HEAD ARMOR	**DRAWBACK:** 0 / 190
TYPE AND TRAIT(S): PLATED, ARCHAIC	**DURABILITY:** 28
MATERIAL: STEEL	**ST:** 17
EFFECT VALUE: NONE	

KEYWORDS

HELMET: INCREASE RESOLVE VERSUS AP DESTRUCTION BY 2	–	ECP
PLATED: INCREASE PHYSICAL ARMOR BY 10	300	ECP
MATERIAL: INCREASE ER BY 4	–	ECP
ANATOMY: REDUCE WEIGHT BY 100%	40	ECP
		ECP

DESCRIPTION

FIRE	50%
ELEC	50%

THE **CASQUE** IS ARCHAIC HEAVY PLATED HEAD ARMOR THAT INCREASES **PHYSICAL ARMOR** BY 13 AND INCREASES RESOLVE VERSUS ACTION POINT DESTRUCTION BY TWO. ADDITIONALLY, A SALLET WHILE WORN, ALSO REDUCES **MAXIMUM ACTION POINTS** BY **FOUR** AND SPEED RANK BY **TWO**.

EQUIPMENT CREATION - SHOULDER

EPAULET 80 / 80

HEALTH POINTS: 12	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 1		
DAMAGE REDUCTION: 3			**WEIGHT:** 4		
ENERGY RESISTANCE: 3	-1	0	**RARITY:**	COMMON	
BURDEN: LIGHT			**SIZE:** MEDIUM		
HANDLING: SHOULDER ARMOR			**DRAWBACK:** 0 / 40		
TYPE AND TRAIT(S): LAYERED, ARCHAIC			**DURABILITY:** 18		
MATERIAL: LEATHER			**ST:** 6		
EFFECT VALUE: NONE					

KEYWORDS

SHOULDER: INCREASE PG RESOLVE VERSUS COLLIDE BY ONE	–	ECP
LAYERED: INCREASE PA BY 1, MA BY 0, AND ER BY 0	60	ECP
MATERIAL: INCREASE HP BY 5, DR BY 0, AND ER BY 0	–	ECP
		ECP
		ECP

DESCRIPTION

SLICE	**50%**
EARTH	**50%**

THE **EPAULET** IS ARCHAIC LIGHT LEATHER SHOULDER ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 1, AND INCREASE PHYSICAL GUARD RESOLVE VERSUS COLLIDE BY ONE. AN EPAULET REDUCES MAXIMUM ACTION POINTS BY ONE WHILE WORN.

SPAULDER 140 / 140

HEALTH POINTS: 10	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 2		
DAMAGE REDUCTION: 8			**WEIGHT:** 7		
ENERGY RESISTANCE: 10	-2	-1	**RARITY:**	UNCOMMON	
BURDEN: MODERATE			**SIZE:** MEDIUM		
HANDLING: SHOULDER ARMOR			**DRAWBACK:** 0 / 70		
TYPE AND TRAIT(S): REINFORCED, ARCHAIC			**DURABILITY:** 28		
MATERIAL: IRON			**ST:** 18		
EFFECT VALUE: NONE					

KEYWORDS

SHOULDER: INCREASE PG RESOLVE VERSUS COLLIDE BY ONE	–	ECP
REINFORCED: INCREASE PA BY 1, MA BY 0, AND ER BY 1	100	ECP
MATERIAL: INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
		ECP
		ECP

DESCRIPTION

FIRE	**50%**
ELEC	**50%**

THE **SPAULDER** IS ARCHAIC MODERATE IRON SHOULDER ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR BY 2**, AND INCREASE PHYSICAL GUARD RESOLVE VERSUS COLLIDE BY ONE. AN EPAULET REDUCES MAXIMUM ACTION POINTS BY TWO WHILE WORN.

STEEL GUARDBRACE 240 / 240

HEALTH POINTS: 11	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 3		
DAMAGE REDUCTION: 9			**WEIGHT:** 8		
ENERGY RESISTANCE: 8	-2	-1	**RARITY:**	RARE	
BURDEN: MODERATE			**SIZE:** MEDIUM		
HANDLING: SHOULDER ARMOR			**DRAWBACK:** 0 / 120		
TYPE AND TRAIT(S): REINFORCED, ARCHAIC			**DURABILITY:** 28		
MATERIAL: STEEL			**ST:** 17		
EFFECT VALUE: NONE					

KEYWORDS

SHOULDER: INCREASE PG RESOLVE VERSUS COLLIDE BY ONE	–	ECP
INTERWOVEN: INCREASE PA BY 5, MA BY 0, AND ER BY 0	200	ECP
MATERIAL: INCREASE HP BY 0, DR BY 0, AND ER BY 4	–	ECP
		ECP
		ECP

DESCRIPTION

FIRE	**50%**
ELEC	**50%**

THE **GUARDBRACE** IS ARCHAIC MODERATE STEEL SHOULDER ARMOR THAT INCREASES **PHYSICAL BY 5** AND **ENERGY ARMOR BY 2**, AND INCREASE PHYSICAL GUARD RESOLVE VERSUS COLLIDE BY ONE. THE GUARDBRACE REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN.

DRAGONBONE PAULDRON 500 / 500

HEALTH POINTS: 20	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:** 4		
DAMAGE REDUCTION: 16			**WEIGHT:** 38		
ENERGY RESISTANCE: 16	-4	-2	**RARITY:**	EPIC	
BURDEN: HEAVY			**SIZE:** MEDIUM		
HANDLING: SHOULDER ARMOR			**DRAWBACK:** 120 / 190		
TYPE AND TRAIT(S): PLATED, ARCHAIC			**DURABILITY:** 52		
MATERIAL: DRAGONBONE			**ST:** 32		
EFFECT VALUE: NONE					

KEYWORDS

SHOULDER: INCREASE PG RESOLVE VERSUS COLLIDE BY ONE	–	ECP
PLATED: INCREASE PA BY 6, MA BY 2, AND ER BY 2	300	ECP
MATERIAL: INCREASE HP BY 8, DR BY 10, AND ER BY 9	–	ECP
EMPOWER: INCREASE COLLIDE BY 2D6 WATER PLUS FREEZE	112	ECP
DRAWBACK: REQUIRES 3 SKILL RANKS IN ATHLETICS, WEIGHT BY 300%	120	ECP

DESCRIPTION

WATER	**100%**
FIRE	**100%**

THE **PAULDRON** IS ARCHAIC HEAVY DRAGONBONE SHOULDER ARMOR THAT INCREASES **PHYSICAL BY 6, MENTAL BY 2,** AND **ENERGY ARMOR BY 5,** AND INCREASE PHYSICAL GUARD RESOLVE VERSUS COLLIDE BY ONE. THE PAULDRON REDUCES MAXIMUM ACTION POINTS BY FOUR AND SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, THE **DRAGONBONE PAULDRON** INCREASES COLLIDE WITH UNARMED COMBAT BONUS BY 2D6 WATER AND APPLIES THE FREEZE AFFLICTION REDUCING SPEED RANK BY 1 PER TWO DIE ROLLED. REQUIRES 3 SKILL RANKS IN ATHLETICS TO BE WORN.

EQUIPMENT CREATION - BODY

GAMBESON — 80 / 80

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	8			**LEVEL:**	1
DAMAGE REDUCTION:	6			**WEIGHT:**	4
ENERGY RESISTANCE:	4	-1	0	**RARITY:**	COMMON
BURDEN:	LIGHT			**SIZE:**	MEDIUM
HANDLING:	CHEST ARMOR		**DRAWBACK:**	0 / 40
TYPE AND TRAIT(S):	LAYERED, ARCHAIC		**DURABILITY:**	18
MATERIAL:	CLOTH		**ST:**	10
EFFECT VALUE:	NONE			

KEYWORDS

BODY:	INCREASE RESOLVE BY 2 VERSUS SHOCK	-	ECP
LAYERED:	INCREASE PA BY 1, MA BY 0, AND ER BY 1	60	ECP
MATERIAL:	INCREASE HP BY 3, DR BY 3, AND ER BY 2	-	ECP
			ECP
			ECP

DESCRIPTION

WIND	50%
FIRE	50%

THE **GAMBESON** IS ARCHAIC LIGHT CLOTH CHEST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 1, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A GAMBESON REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.

LAMELLAR — 180 / 180

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	12			**LEVEL:**	2
DAMAGE REDUCTION:	3			**WEIGHT:**	7
ENERGY RESISTANCE:	3	0	0	**RARITY:**	UNCOMMON
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	CHEST ARMOR		**DRAWBACK:**	40 / 70
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC		**DURABILITY:**	18
MATERIAL:	LEATHER		**ST:**	6
EFFECT VALUE:	NONE			

KEYWORDS

BODY:	INCREASE RESOLVE BY 2 VERSUS SHOCK	-	ECP
REINFORCED:	INCREASE PA BY 2, MA BY 0, AND ER BY 0	100	ECP
MATERIAL:	INCREASE HP BY 5, DR BY 0, AND ER BY 0	-	ECP
BOOST:	INCREASE MAX ACTION POINTS BY 2 AND SPEED BY 1	60	ECP
DRAWBACK:	INCREASE WEIGHT BY 50% AND REQUIRES 1 ATHLETICS	40	ECP

DESCRIPTION

SLICE	50%
EARTH	50%

THE **LAMELLAR** IS ARCHAIC LIGHT CLOTH CHEST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 2, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A LAMELLAR RECEIVES NO PENALTY TO MAXIMUM ACTION POINTS AND SPEED RANK WHILE WORN.

MITHRIL CHAINLINK SHIRT — 280 / 280

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	8			**LEVEL:**	3
DAMAGE REDUCTION:	7			**WEIGHT:**	2
ENERGY RESISTANCE:	7	0	0	**RARITY:**	RARE
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	CHEST ARMOR		**DRAWBACK:**	40 / 120
TYPE AND TRAIT(S):	INTERWOVEN, MODERN		**DURABILITY:**	22
MATERIAL:	MITHRIL		**ST:**	14
EFFECT VALUE:	NONE			

KEYWORDS

BODY:	INCREASE RESOLVE BY 2 VERSUS SHOCK	-	ECP
INTERWOVEN:	INCREASE PA BY 2, MA BY 0, AND ER BY 2	160	ECP
MATERIAL:	INCREASE HP BY 1, DR BY 1, AND ER BY 1	-	ECP
BOOST:	INCREASE MAX AP BY 3 & SPEED RANK BY 1	76	ECP
DRAWBACK:	REQUIRES 2 SKILL RANKS IN ATHLETICS	40	ECP

DESCRIPTION

IMPACT	100%
ACID	100%

THE **CHAINLINK SHIRT** IS ARCHAIC LIGHT CLOTH CHEST ARMOR THAT INCREASES **PHYSICAL, MENTAL** AND **ENERGY ARMOR BY 2**, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A CHAINLINK SHIRT RECEIVES NO PENALTY TO MAXIMUM ACTION POINTS AND SPEED RANK WHILE WORN.

ADAMANTINE BREASTPLATE — 540 / 540

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	10			**LEVEL:**	4
DAMAGE REDUCTION:	10			**WEIGHT:**	29
ENERGY RESISTANCE:	10	-4	-2	**RARITY:**	EPIC
BURDEN:	HEAVY			**SIZE:**	MEDIUM
HANDLING:	CHEST ARMOR		**DRAWBACK:**	160 / 190
TYPE AND TRAIT(S):	PLATED, MODERN		**DURABILITY:**	30
MATERIAL:	ADAMANTINE		**ST:**	20
EFFECT VALUE:	NONE			

KEYWORDS

BODY:	INCREASE RESOLVE BY 2 VERSUS SHOCK	-	ECP
PLATED:	INCREASE PA BY 16, MA BY 0, AND ER BY 0	480	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	-	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 400% AND 4 RANKS IN ATHLETICS	160	ECP

DESCRIPTION

PEN	100%
FIRE	100%

THE **BREASTPLATE** IS MODERN HEAVY ADAMANTINE CHEST ARMOR THAT INCREASES **PHYSICAL ARMOR BY 19**, AND INCREASE RESOLVE BY 2 VERSUS SHOCK. THE BREASTPLATE REDUCES MAXIMUM ACTION POINTS BY FOUR AND SPEED RANK BY TWO WHILE WORN.

TRI-CORE

EQUIPMENT CREATION - CLOAK

CAPE — 80 / 80

HEALTH POINTS: 12		LEVEL: 1
DAMAGE REDUCTION: 3	MAX ACTION POINTS / SPEED RANK	WEIGHT: 4
ENERGY RESISTANCE: 3	-1 / 0	RARITY: COMMON
BURDEN: LIGHT		SIZE: MEDIUM
HANDLING: BACK ARMOR		DRAWBACK: 0 / 40
TYPE AND TRAIT(S): LAYERED, ARCHAIC		DURABILITY: 18
MATERIAL: CLOTH		ST: 6
EFFECT VALUE: NONE		

KEYWORDS

CLOAK:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 2	–	ECP
LAYERED:	INCREASE PA BY 0, MA BY 0, AND ER BY 1	60	ECP
MATERIAL:	INCREASE HP BY 7, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

WIND 50%
FIRE 50%

THE **CAPE** IS ARCHAIC LIGHT CLOTH BACK ARMOR THAT INCREASES **ENERGY ARMOR** BY 2, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY TWO. A CAPE REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.

COWL — 180 / 180

HEALTH POINTS: 10		LEVEL: 2
DAMAGE REDUCTION: 10	MAX ACTION POINTS / SPEED RANK	WEIGHT: 7
ENERGY RESISTANCE: 10	-1 / -1	RARITY: UNCOMMON
BURDEN: MODERATE		SIZE: MEDIUM
HANDLING: BACK ARMOR		DRAWBACK: 40 / 70
TYPE AND TRAIT(S): LAYERED, MODERN		DURABILITY: 30
MATERIAL: LEATHER AND RUBBER		ST: 20
EFFECT VALUE: NONE		

KEYWORDS

CLOAK:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 2	–	ECP
LAYERED:	INCREASE PA BY 2, MA BY 0, AND ER BY 0	120	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 4, AND ER BY 5	–	ECP
			ECP
DRAWBACK:	INCREASE WEIGHT BY 100%	40	ECP

DESCRIPTION

SLICE 50%
IMPACT 50%
EARTH 50%
ACID 50%

THE **COWL** IS MODERN MODERATE LEATHER AND RUBBER BACK ARMOR THAT INCREASES **PHYSICAL BY 3** AND **ENERGY ARMOR BY 1**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY TWO. A COWL REDUCES MAXIMUM ACTION POINTS BY ONE AND REDUCES SPEED RANK BY ONE WHILE WORN.

SHAWL — 202 / 240

HEALTH POINTS: 11		LEVEL: 3
DAMAGE REDUCTION: 4	MAX ACTION POINTS / SPEED RANK	WEIGHT: 7
ENERGY RESISTANCE: 4	-1 / -1	RARITY: RARE
BURDEN: MODERATE		SIZE: MEDIUM
HANDLING: BACK ARMOR		DRAWBACK: 0 / 120
TYPE AND TRAIT(S): LAYERED, ARCHAIC		DURABILITY: 19
MATERIAL: CLOTH AND LEATHER		ST: 8
EFFECT VALUE: NONE		

KEYWORDS

CLOAK:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 2	–	ECP
LAYERED:	INCREASE PA BY 1, MA BY 0, AND ER BY 1	180	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

WIND 50%
SLICE 50%
EARTH 50%
FIRE 50%

THE **SHAWL** IS ARCHAIC MODERATE CLOTH AND LEATHER BACK ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 2, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY TWO. A SHAWL REDUCES MAXIMUM ACTION POINTS BY ONE AND REDUCES SPEED RANK BY ONE WHILE WORN.

ENCHANTED PELISSE — 380 / 380

HEALTH POINTS: 14		LEVEL: 4
DAMAGE REDUCTION: 10	MAX ACTION POINTS / SPEED RANK	WEIGHT: 10
ENERGY RESISTANCE: 8	2 / 0	RARITY: EPIC
BURDEN: HEAVY		SIZE: MEDIUM
HANDLING: BACK ARMOR		DRAWBACK: 0 / 190
TYPE AND TRAIT(S): LAYERED, ARCHAIC		DURABILITY: 32
MATERIAL: CLOTH, AND SILVER		ST: 18
EFFECT VALUE: NONE		

KEYWORDS

CLOAK:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 2	–	ECP
LAYERED:	INCREASE PA BY 0, MA BY 4, AND ER BY 0	240	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 3, AND ER BY 2	–	ECP
BOOST:	INCREASE MAX AP BY 1 AND SPEED RANK BY 2	92	ECP
			ECP

DESCRIPTION

WIND 50%
ELEC 50%

AN **ENCHANTED PELISSE** IS ARCHAIC HEAVY CLOTH AND SILVER BACK ARMOR THAT INCREASES **PHYSICAL BY 2, MENTAL ARMOR BY 4** AND **ENERGY ARMOR BY 2**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY TWO. AN ENCHANTED PELISSE RECEIVES NO PENALTY TO MAXIMUM ACTION POINTS AND SPEED RANK WHILE WORN. ADDITIONALLY, AN ENCHANTED PELISSE ALSO INCREASE MAXIMUM ACTION POINTS BY TWO.

EQUIPMENT CREATION - GLOVES

HANDWRAPS

		120 / 120

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	5			**LEVEL:**	1
DAMAGE REDUCTION:	5			**WEIGHT:**	1
ENERGY RESISTANCE:	5	0	0	**RARITY:**	COMMON
BURDEN:	LIGHT			**SIZE:**	MEDIUM
HANDLING:	HAND ARMOR			**DRAWBACK:**	40 / 40
TYPE AND TRAIT(S):	LAYERED, MODERN			**DURABILITY:**	15
MATERIAL:	CLOTH			**ST:**	10
EFFECT VALUE:	NONE				

KEYWORDS

GLOVES:	INCREASE ACCURACY BY 1 WITH GRAB ACTION	–	ECP
LAYERED:	INCREASE PA BY 1, MA BY 0, AND ER BY 0	60	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
BOOST:	INCREASE MAXIUM ACTION POINTS BY 1 AND SPEED RANK BY 2	52	ECP
DRAWBACK:	REQUIRES 1 SKILL RANKS IN ATHLETICS, AND GUARD	40	ECP

DESCRIPTION

WIND	50%
FIRE	50%

THE **HANDWRAPS** IS MODERN LIGHT CLOTH HAND ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 1, AND INCREASE ACCURACY BY 1 WITH GRAB ACTION. A HANDWRAPS REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN. ADDITIONALLY, HANDWRAPS REQUIRE 1 SKILL RANK IN BOTH ATHLETICS AND GUARD.

HAN-KOTE

		140 / 140

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	11			**LEVEL:**	2
DAMAGE REDUCTION:	5			**WEIGHT:**	6
ENERGY RESISTANCE:	5	-2	-2	**RARITY:**	UNCOMMON
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	HAND ARMOR			**DRAWBACK:**	0 / 70
TYPE AND TRAIT(S):	LAYERED, ARCHAIC			**DURABILITY:**	21
MATERIAL:	LEATHER			**ST:**	10
EFFECT VALUE:	NONE				

KEYWORDS

GLOVES:	INCREASE ACCURACY BY 1 WITH GRAB ACTION	–	ECP
LAYERED:	INCREASE PA BY 1, MA BY 0, AND ER BY 1	120	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

SLICE	50%
EARTH	50%

THE **HAN-KOTE** IS ARCHAIC MODERATE LEATHER HAND ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 3, AND INCREASE ACCURACY BY 1 WITH GRAB ACTION. A HAN-KOTE REDUCES MAXIMUM ACTION POINTS BY ONE AND SPEED RANK BY ONE WHILE WORN.

GAUCHE-GLOVES

		240 / 240

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	17			**LEVEL:**	3
DAMAGE REDUCTION:	7			**WEIGHT:**	8
ENERGY RESISTANCE:	7	-2	-1	**RARITY:**	RARE
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	HAND ARMOR			**DRAWBACK:**	0 / 120
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC			**DURABILITY:**	31
MATERIAL:	LEATHER			**ST:**	14
EFFECT VALUE:	NONE				

KEYWORDS

GLOVES:	INCREASE ACCURACY BY 1 WITH GRAB ACTION	–	ECP
REINFORCED:	INCREASE PA BY 2, MA BY 0, AND ER BY 2	200	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

SLICE	50%
EARTH	50%

THE **GAUCHE-GLOVES** IS ARCHAIC MODERATE LEATHER HAND ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 2, AND INCREASE ACCURACY BY 1 WITH GRAB ACTION. A GAUCHE-GLOVES REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN.

GAUNTLETS

		500 / 500

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	14			**LEVEL:**	4
DAMAGE REDUCTION:	10			**WEIGHT:**	10
ENERGY RESISTANCE:	5	0	1	**RARITY:**	EPIC
BURDEN:	HEAVY			**SIZE:**	MEDIUM
HANDLING:	HAND ARMOR			**DRAWBACK:**	120 / 190
TYPE AND TRAIT(S):	PLATED, ARCHAIC			**DURABILITY:**	29
MATERIAL:	LEATHER, AND STEEL			**ST:**	15
EFFECT VALUE:	NONE				

KEYWORDS

GLOVES:	INCREASE ACCURACY BY 1 WITH GRAB ACTION	–	ECP
PLATED:	INCREASE PA BY 7, MA BY 0, AND ER BY 4	330	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
BOOST:	INCREASE MAX AP BY 5 AND SPEED RANK BY 2	134	ECP
DRAWBACK:	REQUIRES 3 SKILL RANKS IN ATHLETICS, AND GUARD	120	ECP

DESCRIPTION

SLICE	50%
FIRE	50%
EARTH	50%
ELEC	50%

THE **GAUNTLETS** IS ARCHAIC HEAVY LEATHER AND STEEL HAND ARMOR THAT INCREASES **PHYSICAL ARMOR** BY 10 AND **ENERGY ARMOR** BY 4, AND INCREASE ACCURACY BY 1 WITH GRAB ACTION. GAUNLETS RECEIVE NO PENALTY TO ACTION POINTS AND REDUCE SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, GAUNTLETS REQUIRE 3 SKILL RANKS IN BOTH ATHLETICS AND GUARD.

EQUIPMENT CREATION - BRACERS

WRISTGUARD | 106 / 120

HEALTH POINTS:	7	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:**	1
DAMAGE REDUCTION:	3			**WEIGHT:**	3
ENERGY RESISTANCE:	3	−1	0	**RARITY:**	COMMON
BURDEN:	LIGHT			**SIZE:**	MEDIUM
HANDLING:	WRIST ARMOR			**DRAWBACK:**	40 / 40
TYPE AND TRAIT(S):	LAYERED, ARCHAIC			**DURABILITY:**	13
MATERIAL:	LEATHER			**ST:**	6
EFFECT VALUE:	NONE				

KEYWORDS

BRACER:	INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2	–	ECP
LAYERED:	INCREASE PA BY 1, MA BY 0, AND ER BY 0	60	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, ER BY 0	–	ECP
EMPOWER:	INCREASE BLOCK EV W/ UCB BY 1D6	36	ECP
DRAWBACK:	REQUIRE 1 SKILL RANK IN BLOCK AND PARRY	40	ECP

DESCRIPTION

SLICE	50%
EARTH	50%

THE **WRISTGUARD** IS ARCHAIC LIGHT LEATHER WRIST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 1, AND INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2. A WRISTGUARD REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN. ADDITIONALLY, INCREASE BLOCK ACTION EFFECT VALUE WHILE UNARMED BY 1D6 SHIELD.

FOREGUARD | 180 / 180

HEALTH POINTS:	16	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:**	2
DAMAGE REDUCTION:	9			**WEIGHT:**	7
ENERGY RESISTANCE:	5	−2	−1	**RARITY:**	UNCOMMON
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	WRIST ARMOR			**DRAWBACK:**	40 / 70
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC			**DURABILITY:**	30
MATERIAL:	LEATHER, AND IRON			**ST:**	14
EFFECT VALUE:	NONE				

KEYWORDS

BRACER:	INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2	–	ECP
REINFORCED:	INCREASE PA BY 1, MA BY 0, AND ER BY 1	100	ECP
MATERIAL:	INCREASE HP BY 3, DR BY 0, AND ER BY 0	–	ECP
EMPOWER:	INCREASE BLOCK EV W/ UCB BY 1D6	36	ECP
DRAWBACK:	REQUIRE 1 SKILL RANK IN BLOCK AND PARRY	40	ECP

DESCRIPTION

SLICE	50%
FIRE	50%
EARTH	50%
ELEC	50%

THE **FOREGUARD** IS ARCHAIC LEATHER AND IRON WRIST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 2, AND INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2. A FOREGUARD REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, INCREASE BLOCK ACTION EFFECT VALUE WHILE UNARMED BY 1D6 SHIELD.

VAMBRACE | 320 / 320

HEALTH POINTS:	24	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:**	3
DAMAGE REDUCTION:	10			**WEIGHT:**	9
ENERGY RESISTANCE:	5	−2	−1	**RARITY:**	RARE
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	WRIST ARMOR			**DRAWBACK:**	80 / 120
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC			**DURABILITY:**	39
MATERIAL:	LEATHER, AND STEEL			**ST:**	15
EFFECT VALUE:	NONE				

KEYWORDS

BRACER:	INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2	–	ECP
REINFORCED:	INCREASE PA BY 1, MA BY 0, AND ER BY 3	150	ECP
MATERIAL:	INCREASE HP BY 13, DR BY 0, AND ER BY 0	–	ECP
EMPOWER:	INCREASE BLOCK EV W/ UCB BY 3D6	108	ECP
DRAWBACK:	REQUIRE 2 SKILL RANKS IN BLOCK AND PARRY	80	ECP

DESCRIPTION

SLICE	50%
FIRE	50%
EARTH	50%
ELEC	50%

THE **VAMBRACE** IS ARCHAIC MODERATE LEATHER AND STEEL WRIST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 3, AND INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2. A VAMBRACE REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, INCREASE BLOCK ACTION EFFECT VALUE WHILE UNARMED BY 3D6 SHIELD.

BAZUBAND | 500 / 500

HEALTH POINTS:	23	**MAX ACTION POINTS**	**SPEED RANK**	**LEVEL:**	4
DAMAGE REDUCTION:	21			**WEIGHT:**	4
ENERGY RESISTANCE:	11	−4	−2	**RARITY:**	EPIC
BURDEN:	HEAVY			**SIZE:**	MEDIUM
HANDLING:	WRIST ARMOR			**DRAWBACK:**	120 / 190
TYPE AND TRAIT(S):	PLATED, MODERN			**DURABILITY:**	55
MATERIAL:	LEATHER, AND ALCHEMICAL STEEL			**ST:**	32
EFFECT VALUE:	NONE				

KEYWORDS

BRACER:	INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2	–	ECP
PLATED:	INCREASE PA BY 7, MA BY 0, AND ER BY 0	210	ECP
MATERIAL:	INCREASE HP BY 10, DR BY 10, AND ER BY 8	–	ECP
EMPOWER:	INCREASE BLOCK EV W/ UCB BY 3D10	180	ECP
DRAWBACK:	REQUIRE 3 SKILL RANK IN BLOCKS AND PARRYS	120	ECP

DESCRIPTION

SLICE	100%
IMPACT	50%
EARTH	100%
ELEC	50%

THE **BAZUBAND** IS MODERN HEAVY LEATHER AND ALCHEMICAL WRIST ARMOR THAT INCREASES **PHYSICAL ARMOR BY 10**, AND INCREASE BLOCK EFFECT VALUE WHILE UNARMED BY 2. A BAZUBAND REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, INCREASE BLOCK ACTION EFFECT VALUE WHILE UNARMED BY 3D10 SHIELD.

TRI-CORE

EQUIPMENT CREATION - BELT

WARSKIT

		100 / 100

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	8			**LEVEL:**	1
DAMAGE REDUCTION:	7			**WEIGHT:**	4
ENERGY RESISTANCE:	8	-2	0	**RARITY:**	COMMON
BURDEN:	LIGHT			**SIZE:**	MEDIUM
HANDLING:	WAIST ARMOR			**DRAWBACK:**	20 / 40
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC			**DURABILITY:**	23
MATERIAL:	CLOTH, AND LEATHER			**ST:**	15
EFFECT VALUE:	NONE				

KEYWORDS

BELT:	INCREASE STRENGTH BY ONE WHEN LIFTING	–	ECP
REINFORCED:	INCREASE PA BY 1, MA BY 0, AND ER BY 0	50	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 3, AND ER BY 4	–	ECP
BOOST:	INCREASE STRENGTH BY 2	20	ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN ATHLETICS	20	ECP

DESCRIPTION

WIND	50%
SLICE	50%
EARTH	50%
FIRE	50%

THE **WARSKIT** IS ARCHAIC LIGHT CLOTH AND LEATHER WAIST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 1, AND INCREASE STRENGTH BY ONE WHEN LIFTING. A WARSKIT REDUCES MAXIMUM ACTION POINTS BY TWO WITH NO PENALTY TO SPEED RANK WHILE WORN. ADDITIONALLY, INCREASE STRENGTH BY TWO AND REQUIRES 1 SKILL RANK IN ATHLETICS.

GIRDLE

		180 / 180

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	13			**LEVEL:**	2
DAMAGE REDUCTION:	9			**WEIGHT:**	7
ENERGY RESISTANCE:	6	-2	-1	**RARITY:**	UNCOMMON
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	WAIST ARMOR			**DRAWBACK:**	40 / 70
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC			**DURABILITY:**	28
MATERIAL:	LEATHER, AND IRON			**ST:**	15
EFFECT VALUE:	NONE				

KEYWORDS

BELT:	INCREASE STRENGTH BY ONE WHEN LIFTING	–	ECP
REINFORCED:	INCREASE PA BY 2, MA BY 0, AND ER BY 0	100	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 1	–	ECP
BOOST:	INCREASE STRENGTH BY 4	40	ECP
DRAWBACK:	REQUIRES 2 SKILL RANK IN ATHLETICS	40	ECP

DESCRIPTION

SLICE	50%
FIRE	50%
EARTH	50%
ELEC	50%

THE **GIRDLE** IS ARCHAIC MODERATE LEATHER AND IRON WAIST ARMOR THAT INCREASES **PHYSICAL ARMOR** BY 4, AND INCREASE STRENGTH BY ONE WHEN LIFTING. A GIRDLE REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, INCREASE STRENGTH BY FOUR AND REQUIRES 2 SKILL RANKS IN ATHLETICS.

FAULD & TASSET

		294 / 300

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	11			**LEVEL:**	3
DAMAGE REDUCTION:	9			**WEIGHT:**	8
ENERGY RESISTANCE:	5	-3	-1	**RARITY:**	RARE
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	WAIST ARMOR			**DRAWBACK:**	60 / 120
TYPE AND TRAIT(S):	INTERWOVEN, ARCHAIC			**DURABILITY:**	25
MATERIAL:	LEATHER, AND IRON			**ST:**	14
EFFECT VALUE:	NONE				

KEYWORDS

BELT:	INCREASE STRENGTH BY ONE WHEN LIFTING	–	ECP
INTERWOVEN:	INCREASE PA BY 3, MA BY 0, AND ER BY 2	200	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
BOOST:	INCREASE STRENGTH BY 6	60	ECP
DRAWBACK:	REQUIRES 3 SKILL RANK IN ATHLETICS	60	ECP

DESCRIPTION

SLICE	50%
FIRE	50%
EARTH	50%
ELEC	50%

THE **FAULD & TASSET** IS ARCHAIC MODERATE LEATHER AND IRON WAIST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR BY 4**, AND INCREASE STRENGTH BY ONE WHEN LIFTING. A FAULD & TASSET REDUCES MAXIMUM ACTION POINTS BY THREE AND SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, INCREASE STRENGTH BY SIX AND REQUIRES 3 SKILL RANKS IN ATHLETICS.

BARBARIAN WARBELT

		460 / 460

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	28			**LEVEL:**	4
DAMAGE REDUCTION:	12			**WEIGHT:**	12
ENERGY RESISTANCE:	11	-4	-2	**RARITY:**	EPIC
BURDEN:	HEAVY			**SIZE:**	MEDIUM
HANDLING:	WAIST ARMOR			**DRAWBACK:**	80 / 190
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC			**DURABILITY:**	51
MATERIAL:	LEATHER, BONE, AND GOLD			**ST:**	23
EFFECT VALUE:	NONE				

KEYWORDS

BELT:	INCREASE STRENGTH BY ONE WHEN LIFTING	–	ECP
REINFORCED:	INCREASE PA BY 6, MA BY 0, AND ER BY 0	300	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
BOOST:	INCREASE STRENGTH BY 8	80	ECP
DRAWBACK:	REQUIRES 4 SKILL RANK IN ATHLETICS	80	ECP

DESCRIPTION

SLICE	100%
IMPACT	50%
ELEC	50%

THE **BARBARIAN WARBELT** IS ARCHAIC HEAVY LEATHER, BONE, AND GOLD WAIST ARMOR THAT INCREASES **PHYSICAL ARMOR** BY 10, AND INCREASE STRENGTH BY ONE WHEN LIFTING. THE BARBARIAN WARBELT REDUCES MAXIMUM ACTION POINTS BY FOUR AND SPEED RANK BY TWO WHILE WORN. ADDITIONALLY, INCREASE STRENGTH BY EIGHT AND REQUIRES 4 SKILL RANKS IN ATHLETICS.

EQUIPMENT CREATION – PANTS

HOSEN | 80 / 80

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	11			**LEVEL:**	1
DAMAGE REDUCTION:	5			**WEIGHT:**	4
ENERGY RESISTANCE:	5	-1	0	**RARITY:**	COMMON
BURDEN:	LIGHT			**SIZE:**	MEDIUM
HANDLING:	LEG ARMOR			**DRAWBACK:**	0 / 40
TYPE AND TRAIT(S):	LAYERED, ARCHAIC			**DURABILITY:**	21
MATERIAL:	CLOTH			**ST:**	10
EFFECT VALUE:	NONE				

KEYWORDS

PANTS:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1	–	ECP
LAYERED:	INCREASE PA BY 0, MA BY 0, AND ER BY 0	60	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

WIND	50%
FIRE	50%

HOSEN ARE ARCHAIC LIGHT CLOTH PANTS ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR BY 1**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. A HOSEN REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.

CHAUSSES | 140 / 140

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	9			**LEVEL:**	2
DAMAGE REDUCTION:	6			**WEIGHT:**	6
ENERGY RESISTANCE:	6	-3	-1	**RARITY:**	UNCOMMON
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	LEG ARMOR			**DRAWBACK:**	0 / 70
TYPE AND TRAIT(S):	INTERWOVEN, ARCHAIC			**DURABILITY:**	21
MATERIAL:	CLOTH AND LEATHER			**ST:**	12
EFFECT VALUE:	NONE				

KEYWORDS

PANTS:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1	–	ECP
INTERWOVEN:	INCREASE PA BY 3, MA BY 0, AND ER BY 2	120	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

WIND	50%
SLICE	50%
EARTH	50%
FIRE	50%

CHAUSSES ARE ARCHAIC MODERATE CLOTH AND LEATHER PANTS ARMOR THAT INCREASES **PHYSICAL ARMOR** BY 2 AND **ENERGY ARMOR BY 3**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. A CHAUSSES REDUCES MAXIMUM ACTION POINTS BY THREE AND SPEED RANK BY ONE WHILE WORN.

HALF-GREAVES | 240 / 240

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	16			**LEVEL:**	3
DAMAGE REDUCTION:	8			**WEIGHT:**	8
ENERGY RESISTANCE:	4	-2	-1	**RARITY:**	RARE
BURDEN:	MODERATE			**SIZE:**	MEDIUM
HANDLING:	LEG ARMOR			**DRAWBACK:**	0 / 120
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC			**DURABILITY:**	28
MATERIAL:	IRON			**ST:**	12
EFFECT VALUE:	NONE				

KEYWORDS

PANTS:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1	–	ECP
REINFORCED:	INCREASE PA BY 1, MA BY 0, AND ER BY 3	200	ECP
MATERIAL:	INCREASE HP BY 5 DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

FIRE	50%
ELEC	50%

HALF-GREAVES ARE ARCHAIC MODERATE IRON PANTS ARMOR THAT INCREASES **PHYSICAL ARMOR BY 3** AND **ENERGY ARMOR BY 3**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. HALF-GREAVES REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN.

CUISSES | 380 / 380

		MAX ACTION POINTS	SPEED RANK		
HEALTH POINTS:	16			**LEVEL:**	4
DAMAGE REDUCTION:	16			**WEIGHT:**	12
ENERGY RESISTANCE:	16	-4	-2	**RARITY:**	EPIC
BURDEN:	HEAVY			**SIZE:**	MEDIUM
HANDLING:	LEG ARMOR			**DRAWBACK:**	0 / 190
TYPE AND TRAIT(S):	PLATED, ARCHAIC			**DURABILITY:**	48
MATERIAL:	STEEL			**ST:**	32
EFFECT VALUE:	NONE				

KEYWORDS

PANTS:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1	–	ECP
PLATED:	INCREASE PA BY 7, MA BY 0, AND ER BY 3	300	ECP
MATERIAL:	INCREASE HP BY 5, DR BY 7, AND ER BY 12	–	ECP
			ECP
			ECP

DESCRIPTION

FIRE	50%
ELEC	50%

CUISSES ARE ARCHAIC HEAVY STEEL PANTS ARMOR THAT INCREASES **PHYSICAL ARMOR BY 7** AND **ENERGY ARMOR BY 6**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. CUISSES REDUCES MAXIMUM ACTION POINTS BY FOUR AND SPEED RANK BY TWO WHILE WORN.

EQUIPMENT CREATION - BOOTS

MARUGO | 80 / 80

HEALTH POINTS:	7	**MAX ACTION POINTS**	**SPEED RANK**	LEVEL:	1
DAMAGE REDUCTION:	7			WEIGHT:	4
ENERGY RESISTANCE:	7	-1	0	RARITY:	COMMON

BURDEN:	LIGHT
HANDLING:	FEET ARMOR
TYPE AND TRAIT(S):	LAYERED, ARCHAIC
MATERIAL:	CLOTH
EFFECT VALUE:	NONE

	SIZE:	MEDIUM
	DRAWBACK:	0 / 40
	DURABILITY:	21
	ST:	14

KEYWORDS

BOOTS:	INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO	–	ECP
LAYERED:	INCREASE PA BY 0, MA BY 0, AND ER BY 0	60	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

WIND	50%
FIRE	50%

MARUGOS ARE ARCHAIC LIGHT CLOTH BOOT ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 1, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. A MARUGO REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.

ROPERS | 140 / 140

HEALTH POINTS:	11	**MAX ACTION POINTS**	**SPEED RANK**	LEVEL:	2
DAMAGE REDUCTION:	10			WEIGHT:	7
ENERGY RESISTANCE:	10	-2	-1	RARITY:	UNCOMMON

BURDEN:	MODERATE
HANDLING:	FEET ARMOR
TYPE AND TRAIT(S):	REINFORCED, ARCHAIC
MATERIAL:	LEATHER, AND RUBBER
EFFECT VALUE:	NONE

	SIZE:	MEDIUM
	DRAWBACK:	0 / 70
	DURABILITY:	31
	ST:	20

KEYWORDS

BOOTS:	INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO	–	ECP
REINFORCED:	INCREASE PA BY 0, MA BY 0, AND ER BY 0	100	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
			ECP

DESCRIPTION

SLICE	50%
IMPACT	50%
EARTH	50%
ACID	50%

ROPERS ARE ARCHAIC MODERATE LEATHER AND RUBBER BOOT ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **2**, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. ROPERS REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN.

GREAVES | 240 / 240

HEALTH POINTS:	11	**MAX ACTION POINTS**	**SPEED RANK**	LEVEL:	3
DAMAGE REDUCTION:	9			WEIGHT:	8
ENERGY RESISTANCE:	8	-2	0	RARITY:	RARE

BURDEN:	MODERATE
HANDLING:	FEET ARMOR
TYPE AND TRAIT(S):	PLATED, ARCHAIC
MATERIAL:	LEATHER, AND IRON
EFFECT VALUE:	NONE

	SIZE:	MEDIUM
	DRAWBACK:	0 / 120
	DURABILITY:	28
	ST:	17

KEYWORDS

BOOTS:	INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO	–	ECP
PLATED:	INCREASE PA BY 5, MA BY 0, AND ER BY 0	150	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
BOOST:	INCREASE MAX AP BY 2 AND SPEED RANK BY 1	56	ECP
			ECP

DESCRIPTION

SLICE	50%
FIRE	50%
EARTH	50%
ELEC	50%

GREAVES ARE ARCHAIC MODERATE LEATHER AND IRON BOOT ARMOR THAT INCREASES **PHYSICAL ARMOR BY 8**, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. GREAVES REDUCES MAXIMUM ACTION POINTS BY TWO AND NO PENALTY TO SPEED RANK WHILE WORN.

SABATONS | 380 / 380

HEALTH POINTS:	30	**MAX ACTION POINTS**	**SPEED RANK**	LEVEL:	4
DAMAGE REDUCTION:	13			WEIGHT:	13
ENERGY RESISTANCE:	12	0	0	RARITY:	EPIC

BURDEN:	HEAVY
HANDLING:	FEET ARMOR
TYPE AND TRAIT(S):	PLATED, ARCHAIC
MATERIAL:	LEATHER, AND STEEL
EFFECT VALUE:	NONE

	SIZE:	MEDIUM
	DRAWBACK:	0 / 190
	DURABILITY:	55
	ST:	25

KEYWORDS

BOOTS:	INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO	–	ECP
PLATED:	INCREASE PA BY 5, MA BY 0, AND ER BY 1	180	ECP
MATERIAL:	INCREASE HP BY 15, DR BY 1, AND ER BY 7	–	ECP
BOOST:	INCREASE MAX AP BY 4 AND SPEED RANK BY 2	112	ECP
			ECP

DESCRIPTION

SLICE	50%
FIRE	50%
EARTH	50%
ELEC	50%

SABATONS ARE ARCHAIC MODERATE LEATHER AND STEEL BOOT ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY 5, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. SABATONS RECEIVES NO PENALTIES TO MAXIMUM ACTION POINTS OR SPEED RANK WHILE WORN.

AGILITY SUB-ACTIONS

TUMBLE: At the **cost of One Action Point**, a Character may increase the Accuracy of their next **Dodge Action by 1d12**. This bonus 1d12 is added to the total number of d12s used for Accuracy before deductions are made.

STEALTH: Requires a Stealth Roll and if successful grants a plus **2d12 to Accuracy** to the next Action vs. a Target that is completely unaware of your presence. Countered by the Detect Sub-Acton. **Costs 1 Action Point.**

BALANCE: Requires an Athletics Roll and if successful allows the Character to Stride over thin and partial surfaces and Terrains. If the Character fails, their Stride ends and the Character slips and or falls. **Costs 1 Action Point.**

FREERUN: Requires an Athletics Roll and if successful allows the Character to Stride over, through, and around obstacles. If the Character fails, their Stride ends and the Character cannot move any further. **Costs 1 Action Point.**

RUSE: Requires a Stealth Roll and allows the Characters next set of Action Cards to remain hidden instead of being flipped and revealed. If successful, grants a plus **1d12 to Accuracy** to the current set of Action Cards. Countered by the Insight Sub-Action. **Costs 1 Action Point.**

TRICKERY: Requires a Stealth Roll and if successful allows the Characters to declare their Action Card as another and once the Set of Action Cards are revealed, they may substitute a card with another from their hand. If successful, grants a plus **1d12 to Accuracy** to the current set of Action Cards. Countered by the Veracity Sub-Action. **Costs 1 Action Point.**

Ruse allows a Character to create uncertainty and doubt in the choices of their opponents. As there are Keywords and Abilities that can allow Characters to force their Targets to reveal their Set of Cards and allowing them to choose their own Set of Cards accordingly. Ruse can prevent their cards from being revealed and simultaneously deceive that Character by misleading them if they fail to reveal the intention of their Target.

As an example, Character A tries to penetrate the mind of Character B, revealing their intention to place down a Heavy Strike. Character A counters with a Heavy Parry for a significant Advantage. However, Character B may attempt at a Ruse to hide their intention and keeping their set of Action Cards hidden. If the Ruse succeeds, Character A is mislead and grants Character B a 1d12 bonus to Accuracy. Character A may avoid this with an Insight roll. The Cards remain hidden.

Trickery can also mislead a Target with a successful Stealth vs. Veracity and once their set of cards are revealed, they swap their set of Action Cards with another. This can create an Advantage or Disadvantage for the Character attempting to Trick their Target. *As an example, Character A decides to Trick their Target into thinking they are using Heavy Strike versus Character B's Moderate Parry. Which would lead to a significant disadvantage. However, Character A instead places Heavy Volley vs. a Moderate Parry which would grant a significant Advantage in Character A's favor. If Character A were to fail their attempt at Trickery, they would instead grant a plus 1d12 to Character B's Parry. Character A still performs a Heavy Volley instead of the Strike versus Character B's Parry.*

INTELLECT SUB-ACTIONS

EXAMINE: **Requires an Observe Roll** and if successful grants information about the Target **traits** and **stats** available on a Character Sheet. **Costs 1 Action Point. CL equals 12 + Character Level + Stealth Bonus**.

VERACITY: **Requires an Observe Roll vs. Trickery** and if successful counters their attempt at Trickery and revealing their true set of Action Cards and preventing a disadvantage. If the Trickery fails, then the Character attempting Veracity is granted a 1d12 to Accuracy instead. **Costs 1 Action Point**.

INSIGHT: **Requires an Clarity Roll vs. Ruse** and if successful counters their attempt at Ruse and preventing a significant disadvantage. If the Ruse fails, then the Character attempting Insight is granted a 1d12 to Accuracy instead. **Costs 1 Action Point**.

AIM: At the **cost of One Action Point**, a Character may increase the Accuracy of their next **Volley Action by 1d12**. This bonus 1d12 is added to the total number of d12s used for Accuracy before deductions are made.

TRACK: **Requires an Observe Roll** vs. the Targets **Stealth Roll** and if successful provides and reveals the location of the Stealthed Character within 4 squares of the targets location. **Costs 1 Action Point**.

DETECT: **Requires an Observe Roll** vs. the Targets **Stealth Roll** and if successful counters the Stealth of another Character and prevents a 2d12 disadvantage to their next action towards you but not towards another Character unless their Target is made aware. **Costs 1 Action Point**.

Examine allows information about a Target to be acquired, the Target may be an Object or Character and the information acquired is determined by the GM. However, eligible information for Characters to be provided are traits and stats found on their Character Sheet. These stats are as follows: **Appearance, Name, Class, Race, Character Level, Strengths, Immunities, Resistances, and Weaknesses**. The GM may also allow Examine to reveal such things as equipment and items they may be hold, wielding or wearing. Affiliations and acquaintances they may have, their history and backgrounds and anything else the GM may feel is significant.

A Critical Success on an Examine grants two additional pieces of information (Three Total), and a critical failure grants two pieces of false information about the Target.

Critical Success and Critical Failures double the advantage and disadvantage granted by eligible Sub-Actions such as Ruse, Trickery, Veracity and Insight.

STRENGTH SUB-ACTIONS

BREAK: At the **cost of 1 Action Point** and the **loss of 1d12 to Accuracy**, you may target an Item or Equipment worn, held or wielded by another Character. The Strike Target is equal to the Characters Strike Target that's wearing, holding or wielding the target Item or Equipment.

CONSTRICT: At the **cost of 1 Action Point**, you may **deal Unarmed Combat Damage** to a target currently grabbed. This damage is doubled if the Grab was a Critical Success.

LIFT: At the **cost of 1 Action Point**, you may fully **move and manipulate a Target** that's within the weight of your Strength Total. Strength allows a Character to lift 25 lbs. per 1 point in Strength.

ADVANCE: At the **cost of 1 Action Point**, and a successful **Hoist Roll vs. Athletics**, you may force the Target to move squares backwards equal to your Stride. Each Stride requires a reroll costing an additional Action Point. If the Target collides with an object, structure or Character deal Collide damage.

CHARGE: At the **cost of 2 Action Points** and a **Stride Action**, you are granted an additional **2d12 bonus** to **Accuracy** on an Offense Action directly following the Stride Action towards a Target within range. You must have moved at a **minimum of 2 Squares** prior to declaring your Offense Action.

BLITZ: At the **cost of 1 Action Point** and a **successful Collide Action**, you may continue your movement with an additional **Stride Action** or finishing your Stride Action. You must have moved at a **minimum of 2 Squares** before your successful Collide Action to use the **Blitz** Sub-Action.

Additionally, a Character may throw an Object or Character within the maximum of their Strength Total One Square for every **4 Points in Strength**. Any Character or Object **equal to or less than 5 lbs.** may be thrown **2 Squares per 1 Point in Strength**. The weight of Characters or Objects may be thrown additional squares based on **25%**(1 Square per 1 Strength), **50%** (1 Square per 2 Strength), **75%** (1 Square per 3 Strength), and **100%** (1 Square per 4 Strength) of maximum weight.

Deal 1d10 Impact Damage per square traveled, and additional damage equal to your Power. Additionally a Character or Object takes 1d10 for every 100 lbs. that they weigh if they fall more than 10 feet. A Character may roll **Finesse Resolve versus your Legerity** to tumble into the throw and reduce damage equal to double their Finesse. If they Critically fail, then they instead double the amount of damage they receive.

If they Collide with a Character, Object or Structure then they share the damage with that Character, Object or Structure. If the Object or Structure is destroyed by the impact, the Character continues their movement until they either move the full distance or they hit the ground. Whichever comes first. A Character may also attempt to catch another Character with an Athletics Roll. **The Challenge Level is equal to 15 plus the number of Squares the Character has traveled plus 2 per 100 lbs. that they weigh.** If the Character attempting to catch another Character fails, they share the damage, if that Character critically fails, they both instead take the damage equally.

SIZE RANKS

TINY	A Tiny character or object has reduced size, height, length and weight down to **1 to 50 lbs** with a height from **1 to 2 ft**. Tiny Objects can be even smaller as needed by the Story or the GM.	
SIZE RANK: 1		
1/4 SQUARES	Up to **four tiny Characters** can fit into **one square**. (Tiny Objects can exceed this limit as needed)	
STRENGTH -2	A Tiny character increases their Speed Rank and Action points by 2, and reduces HP by 2.	
SMALL	A Small character or object has reduced size, height, length and weight down to **50 to 100 lbs** with a height from **2 to 4 ft**. Small Objects can be even smaller as needed by the Story or the GM.	
SIZE RANK: 2		
1/2 SQUARES	Up to **two small Characters** can fit into **one square**. (small Objects can exceed this limit as needed)	
STRENGTH -1	A Small character increases their Speed Rank and Action points by 1 and reduces HP by 1.	
MEDIUM	A Medium character or object has no change to size which includes height, length and weight. A medium character will be between **4 to 8 ft.** tall and weigh between **100 to 400 lbs**.	
SIZE RANK: 3		
1 SQUARE	Up to one medium Character can fit into **one square**.	
NO MODIFIER	A Medium Size Rank does not require any Ability Slots	
LONG	A Long character or object has similar height to a medium Character or Object, but with increased weight of **400 lb. to 1,000 lbs.** and increased length by **1 ft. to 5 ft.**.	
SIZE RANK: 4		
2 SQUARES	Up to one long character can fit into **two squares**. (Long objects can exceed this limit as needed)	
1ST LEVEL	A Long character reduces their Speed Rank and AP by 1, but increases HP 4, PA by 1, and Strength by 2.	
LARGE	A Large character or object has increased size, height, length and weight up to **1,000 to 2,000 lbs** with a height from **8 to 12 ft.** tall, and can increase length by **5 ft. to 10 ft.**	
SIZE RANK: 5		
4 SQUARES	Up to one Large character can fit into **four squares**. (Large objects can exceed this limit as needed)	
1ST LEVEL	A Large character reduces their Speed Rank and AP by 2, but increases HP 5 & Physical Armor by 2.	
HUGE	A Huge character or object has increased size, height, length and weight up to **2,000 to 5,000** lbs with a height from **12 to 20 ft.** tall, and can increase length by **10 ft. to 15 ft.**	
SIZE RANK: 6		
9 SQUARES	Up to one Huge character can fit into **nine squares**. (Huge objects can exceed this limit as needed)	
1ST LEVEL	A Huge character reduces their Speed Rank and AP by 3, but increases HP 10, PA by 3 & STR by 4.	
GARGANTUAN	A Gargantuan character or object has increased size, height, length and weight up to **5,000 to 10,000** lbs with a height from **20 to 40 ft.** tall, and can increase length by **15 ft. to 20 ft.**	
SIZE RANK: 7		
16 SQUARES	Up to one Gargantuan character can fit into **16 squares**. (Huge objects can exceed this limit as needed)	
5TH LEVEL	A Gargantuan character reduces their Speed Rank and AP by 4, but increases HP 20, PA by 4, & STR by 12.	
COLOSSAL	A Colossal character or object has increased size, height, length and weight up to **10,000 to 20,000** lbs with a height from **40 to 60 ft.** tall, and can increase length by **20 ft. to 25 ft.**	
SIZE RANK: 8		
25 SQUARES	Up to one Colossal character can fit into **25 squares**. (Colossal objects can exceed this limit as needed)	
7TH LEVEL	A Colossal character reduces their Speed Rank and AP by 5, but increases HP 25, PA by 5, & STR by 16.	
TITANIC	A Titanic character or object has increased size, height, length and weight up to **20,000 to 40,000+** lbs with a height from **60 to 80 ft.** tall, and can increase length by **25 ft. to 30 ft.**	
SIZE RANK: 9		
36 SQUARES	Up to one Colossal character can fit into **36 squares**. (Colossal objects can exceed this limit as needed)	
10TH LEVEL	A Colossal character reduces their Speed Rank and AP by 6, but increases HP 80, PA by 7, & STR by 20.	

A Striding Character receives additional Squares equal to the number of Squares beyond one. As an example, a Gargantuan Creature occupies a 4 x 4 Area (16 Squares) and it's Speed Rank reduced by 4 based on its Size Rank. All Characters have a base Speed Rank of 4 before Agility is applied, so a Gargantuan Creature will have a base Speed Rank of 1(Minimum), and when it takes the Stride Action will move 1 Square plus 4 additional Squares based on the Squares it occupies. This increase to movement does not affect the Effect Value of Collide.

SIZE RANKS – TINY, SMALL, LONG, AND LARGE

SIZE: TINY | 86 / 88

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO TINY		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 50 LB. WEIGHT	10	ACP
ANATOMY:	CHARACTER OR OBJECT HEIGHT AT 2 FT.	4	ACP
BOOST:	INCREASE SPEED RANK & ACTION POINTS BY 2	72	ACP
			ACP
DRAWBACK:	STRENGTH -2 AND MAX HP REDUCED BY 2	28	ACP

DESCRIPTION

A Tiny character or object has reduced size, height, length and weight down to 1 to 50 lbs with a height from 1 to 2 ft. A Tiny character increases their Speed Rank and Action points by two, and reduces Strength and maximum HP by two.

SIZE: SMALL | 64 / 74

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO SMALL		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 100 LB. WEIGHT	20	ACP
ANATOMY:	CHARACTER OR OBJECT HEIGHT AT 4 FT.	8	ACP
BOOST:	INCREASE SPEED RANK & ACTION POINTS BY 1	36	ACP
			ACP
DRAWBACK:	REDUCE STRENGTH AND MAX HP BY 1	14	ACP

DESCRIPTION

A Small character or object has reduced size, height, length and weight down to 50 to 100 lbs with a height from 2 to 4 ft. A Small character increases their Speed Rank and Action points by 1 and reduces Strength and maximum HP by 1.

SIZE: LONG | 90 / 96

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	30 / 90
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO LONG		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 200 LB. +100% WEIGHT	28	ACP
ANATOMY:	CHARACTER OR OBJECT HEIGHT AT 5 FT.	10	ACP
BOOST:	HEALTH POINTS AND PHYSICAL ARMOR INCREASED BY 1	32	ACP
BOOST:	INCREASE STRENGTH BY 2	20	ACP
DRAWBACK:	REDUCE SPEED RANK & ACTION POINTS BY 1	36	ACP

A Long character or object has similar height to a medium Character or Object, but with increased weight of 400 lb. to 1,000 lbs. and increased length by 1 ft. to 5 ft. A Long character reduces their Speed Rank and AP by 1, but increases HP 4, Physical Armor by 1, and Strength by 2.

SIZE: LARGE I | 48 / 46

COST:	NO COST	**SLOT(S):**	SINGLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	15 / 45
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO LARGE		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 300 LB. WEIGHT	30	ACP
ANATOMY:	INCREASE WEIGHT BY 200%	4	ACP
ANATOMY:	CHARACTER OR OBJECT HEIGHT AT 10 FT.	2	ACP
BOOST:	INCREASE HP BY 3	12	ACP
DRAWBACK:	REDUCE SPEED RANK BY 1	16	ACP

DESCRIPTION

A Large character or object has increased size, height, length and weight up to 1,000 to 2,000 lbs with a height from 8 to 12 ft. tall, and can increase length by 5 ft. to 10 ft. A Large character reduces their Speed Rank and AP by 1, but increases HP 5.

SIZE RANKS – LARGE AND HUGE

SIZE: LARGE II — 94 / 96

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 30 / 90	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO LARGE			

KEYWORDS	DESCRIPTION	COST	
BOOST:	PHYSICAL ARMOR INCREASED BY 2	52	ACP
BOOST:	INCREASE STRENGTH BY 3	30	ACP
RANGE:	INCREASE REACH BY 1 SQUARE	4	ACP
BOOST:	INCREASE HP BY 2	8	ACP
DRAWBACK:	REDUCE SPEED RANK BY 1 & ACTION POINTS BY 1	36	ACP

DESCRIPTION

A Large Character increases Physical Armor by 2, Strength by 3, their reach is increased by 1 Square but reduces Speed Rank and Action points by 1.

SIZE: HUGE I — 90 / 96

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 30 / 90	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO HUGE			

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 600 LB. WEIGHT	60	ACP
ANATOMY:	INCREASE WEIGHT BY 750%	30	ACP
			ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 1 & ACTION POINTS BY 1	36	ACP

DESCRIPTION

A Huge character weighs between 2,000 to 5,000 lbs. but reduces their Speed Rank and Action points by 1.

SIZE: HUGE II — 88 / 96

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 30 / 90	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO HUGE			

KEYWORDS	DESCRIPTION	COST	
BOOST:	PHYSICAL ARMOR INCREASED BY 3	48	ACP
BOOST:	INCREASE HP BY 10	40	ACP
			ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 1 & ACTION POINTS BY 1	36	ACP

DESCRIPTION

A Huge character increases their Physical Armor by 3 and maximum HP by 10, but further reduces their Speed Rank and Action points by 1.

SIZE: HUGE III — 88 / 96

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 30 / 90	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO HUGE			

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT HEIGHT AT 20 FT.	40	ACP
BOOST:	INCREASE STRENGTH BY 4	40	ACP
RANGE:	INCREASE REACH BY 2 SQUARES	8	ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 1 & ACTION POINTS BY 1	36	ACP

DESCRIPTION

A Huge Character has a height between 12 to 10 ft., increases their reach by two squares and increases their strength by four. But further reduces their Speed Rank and Action points by 1.

SIZE RANK – GARGANTUAN

SIZE: GARGANTUAN I 130 / 148

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:**	2 /
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:**	50 / 150
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO HUGE			

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 640 LB. WEIGHT	60	ACP
ANATOMY:	INCREASE WEGHT BY 1450%	58	ACP
RANGE:	INCREASE REACH BY 3 SQUARES	12	ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 2	48	ACP

DESCRIPTION

A Gargantuan character weighs between 5,000 to 10,000 lbs, and increases their reach by three squares. but reduces their Speed Rank by 2.

SIZE: GARGANTUAN II 144 / 160

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:**	2 /
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:**	50 / 150
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO HUGE			

KEYWORDS	DESCRIPTION	COST	
BOOST:	PHYSICAL ARMOR INCREASED BY 4	64	ACP
BOOST:	INCREASE HP BY 20	80	ACP
			ACP
			ACP
DRAWBACK:	REDUCE ACTION POINTS BY 3	60	ACP

DESCRIPTION

A Gargantuan character increase Phyiscal Armor by 4, HP by 20, but reduces their Action points by 3.

SIZE: GARGANTUAN III 120 / 142

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:**	2 /
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:**	50 / 150
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO HUGE			

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE STRENGTH BY 12	120	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE ACTION POINTS BY 1 AND SPEED RANK BY 2	42	ACP

DESCRIPTION

A Gargantuan character increase strength by 12, but further reduces their Action points by 1 and Speed Rank by 2.

SIZE: GARGANTUAN IV 50 / 50

COST: NO COST		**SLOT(S):** SINGLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:**	1 /
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:**	25 / 75
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO HUGE			

KEYWORDS	DESCRIPTION	COST	
BOOST:	CHARACTER OR OBJECT HEIGHT AT 20-40 FT.	50	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

A Gargantuan Character has a height between 20 to 40 ft.

SIZE RANK – COLOSSAL

SIZE: COLOSSAL I — 184 / 184

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 60 / 180	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO COLOSSAL			

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 880 LB. WEIGHT	88	ACP
ANATOMY:	INCREASE WEGHT BY 2000%	80	ACP
RANGE:	INCREASE REACH BY 4 SQUARES	16	ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 4	64	ACP

DESCRIPTION

A Gargantuan character weighs between 10,000 to 20,000 lbs, and increases their reach by four squares. but reduces their Speed Rank by 4.

SIZE: COLOSSAL II — 180 / 180

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 60 / 180	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO COLOSSAL			

KEYWORDS	DESCRIPTION	COST	
BOOST:	PHYSICAL ARMOR INCREASED BY 5	80	ACP
BOOST:	INCREASE HP BY 25	100	ACP
			ACP
			ACP
DRAWBACK:	REDUCE ACTION POINTS BY 3	60	ACP

DESCRIPTION

A Gargantuan character increase Phyiscal Armor by 5, HP by 25, but reduces their Action points by 3.

SIZE: COLOSSAL III — 160 / 176

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 60 / 180	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO COLOSSAL			

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE STRENGTH BY 16	160	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE ACTION POINTS BY 2 AND SPEED RANK BY 1	56	ACP

DESCRIPTION

A Gargantuan character increase strength by 16, but further reduces their Action points by 2 and Speed Rank by 1.

SIZE: COLOSSAL IV — 120 / 120

COST: NO COST		**SLOT(S):** DOUBLE	
TYPE: PASSIVE, MODIFICATION		**SLOT #:** 2	
ASPECT: PHYSICAL		**CORE:** ANY	
DEVICE: NATURAL		**DRAWBACK:** 60 / 180	
DURATION: PERMANENT			
RANGE: NONE			
TARGET: SELF			
EFFECT: HEIGHT, AND WEIGHT CHANGED TO COLOSSAL			

KEYWORDS	DESCRIPTION	COST	
BOOST:	CHARACTER OR OBJECT HEIGHT AT 40-60 FT.	120	ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

A Colossal Character has a height between 40 to 60 ft.

SIZE RANK - TITANIC

SIZE: TITANIC I — 230 / 230

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	75 / 225
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO TITANIC		

KEYWORDS	DESCRIPTION	COST	
ANATOMY:	CHARACTER OR OBJECT AT 1000 LB. WEIGHT	100	ACP
ANATOMY:	INCREASE WEGHT BY 2750%	110	ACP
RANGE:	INCREASE REACH BY 5 SQUARES	20	ACP
			ACP
DRAWBACK:	REDUCE SPEED RANK BY 5	80	ACP

DESCRIPTION

A Titanic character weighs between 20,000 to 40,000+ lbs, and increases their reach by four squares. but reduces their Speed Rank by 4.

SIZE: TITANIC II — 232 / 230

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	75 / 225
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO TITANIC		

KEYWORDS	DESCRIPTION	COST	
BOOST:	PHYSICAL ARMOR INCREASED BY 6	112	ACP
BOOST:	INCREASE HP BY 30	120	ACP
			ACP
			ACP
DRAWBACK:	REDUCE ACTION POINTS BY 4	80	ACP

DESCRIPTION

A Titanic character increase Phyiscal Armor by 6, HP by 30, but reduces their Action points by 4.

SIZE: TITANIC III — 200 / 206

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	75 / 225
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO TITANIC		

KEYWORDS	DESCRIPTION	COST	
BOOST:	INCREASE STRENGTH BY 20	200	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE ACTION POINTS BY 2 AND SPEED RANK BY 1	56	ACP

DESCRIPTION

A Titanic character increase strength by 20, but further reduces their Action points by 2 and Speed Rank by 1.

SIZE: TITANIC IV — 200 / 206

COST:	NO COST	**SLOT(S):**	DOUBLE
TYPE:	PASSIVE, MODIFICATION	**SLOT #:**	2
ASPECT:	PHYSICAL	**CORE:**	ANY
DEVICE:	NATURAL	**DRAWBACK:**	75 / 225
DURATION:	PERMANENT		
RANGE:	NONE		
TARGET:	SELF		
EFFECT:	HEIGHT, AND WEIGHT CHANGED TO TITANIC		

KEYWORDS	DESCRIPTION	COST	
BOOST:	CHARACTER OR OBJECT HEIGHT AT 100 FT.	200	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE ACTION POINTS BY 2 AND SPEED RANK BY 1	56	ACP

DESCRIPTION

A Titanic character increase strength by 20, but further reduces their Action points by 2 and Speed Rank by 1.

SQUARES BY SIZE RANK

TINY: FOUR CREATURES PER OCCUPIED SQUARE

SMALL: TWO CREATURES PER OCCUPIED SQUARE

MEDIUM: ONE CREATURE PER OCCUPIED SQUARE
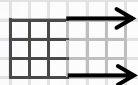
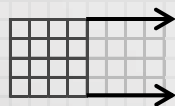**LONG:** ONE CREATURE PER TWO OCCUPIED SQUARES

LARGE: ONE CREATURE PER FOUR OCCUPIED SQUARES

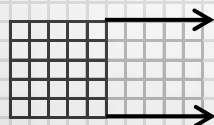**HUGE:** ONE CREATURE PER NINE OCCUPIED SQUARES

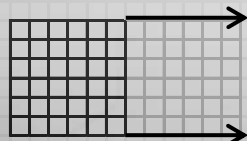**GARGANTUAN:** ONE CREATURE PER SIXTEEN OCCUPIED SQUARES

COLOSSAL:
1 CREATURE PER 25 SQUARES — ONE CREATURE PER TWENTY FIVE OCCUPIED SQUARES

TITANIC:
1 CREATURE PER 36 SQUARES — ONE CREATURE PER THIRTY SIX OCCUPIED SQUARES

RACES & CLASSES

Paired, but not required with Races are Nine Classes available for Players to choose from or to be influence by when creating their Characters. These Races and Classes are premade using the Ability Creation System and are made available to choose by Level One Characters. The Ability Slot Refunds allow the Races to stay within Five Ability Slots required for a Character which allows the remaining Ability Slots to be used for newly created Ability Slots or Ability Slots used by a chosen Class.

AVAILABLE SIZES	TINY, SMALL, MEDIUM, LONG, LARGE, HUGE, COLOSSAL, AND TITANIC
AVAILABLE RACES	BEASTKIN, CONSTRUCT, DWARF, ELF, GIANT, HUMAN, SERPENT, SPRITE AND TROLL
AVAILABLE CLASSES	ARTISAN, CHALLENGER, CONJURER, MARKSMAN, SENTINEL, SOLDIER, SWINDLER, AND TROUBADOR

A player may choose to use none of these Races or Classes for their Characters or one of each to make the creation process a little bit easier. Along with these 27 varying choices for their Characters, in addition to, will be Player-created Abilities and Equipment available for all Level One Characters.

Additionally, players may modify the Races and Classes available as they choose, for some Players it could be a starting point as they make changes that convey the Character they truly desire. Other players may choose to change nothing about Races and Classes and play them as is, which is of course perfectly acceptable and viable.

PWR	GIANT CHALLENGER
VIT	TROLL SOLDIER
END	DWARF SENTINEL
INT	CONSTRUCT ARTISAN
ACT	HUMAN MARKSMAN
FNE	ELF SWINDLER
ADR	SERPENT CONJURER
MRL	SPRITE TROUBADOUR
ATN	BEASTKIN MENDER

These Race and Class combinations is can be used by any player providing them with a Character with 10 Ability Slots and 6 Equipment Slots already chosen for them. (Potential for 16 Ability Slots or 4 Ability Slots and 12 Equipment Slots)

However, each Race or Class will not have an even spread of Ability Slots between them and can be chosen in any combination with investment in any of the Nine stats that the choose. Tri-Core is about customization but also about freedom of choice.

BEASTKINS

A Beastkin is an available Race a player may choose to apply to their Character during Character creation. A Beastkin whose physical traits and appearance are that of varying Beasts of any kind. These physical traits and appearances can be partial to one kind of animal, or share features of multiple animals--much like a Chimera. A Beastkin, very unlike a Serpent, is a Mammal and will typically have fur or feathers akin to a Wolf, or an Eagle.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A **Large** character weighs from **1,000** to **2,000** lbs. with a height from **8** to **12 ft. tall**, and reach from 5 ft. to 10 ft. A Large Character fits into 4 Squares, their **Speed Rank** and **Action Points** are **reduced** by **two**, and **increases** their **HP** by **5** and **Physical Armor** by **two**.	**THREE ABILITY SLOTS**
PRIMAL INSTINCT (PASSIVE)	**Primal Instinct** allows a Beastkin to increase Damage Reduction equal to their Power, in addition to the Damage Reduction provided by a Dodge Action (Double their Finesse). Additionally provides a plus one bonus to the effect Value. This is a Passive Ability and has no resource cost and is a permanent effect.	**ONE ABILITY SLOT**
SCENT (ACTIVE)	At the cost of 1 Stamina and 1 Action Points, **Scent** allows a Beastkin to detect other Characters and Objects holding a scent within a 5 ft. Radius centered on them and can track the locations of other Characters and Objects they have encountered. Scent increases the Observe and Track Sub-Action by 1d6. The effect of Scent last for 2 cycles.	**ONE ABILITY SLOT**
SHARPENED STRIKES (PASSIVE)	Upon Striking a Target using Unarmed Combat Bonus, reduce the targets Impact Resistance (If any) by 50%, and reduce the targets mitigation versus Impact Damage (If any) by 6. Subsequential hits following the 1st hit, within 1 cycle, will ignore 6 PA vs. Impact and ignore Impact Resistance up to 50%. Alternatively, if the target has no Physical Armor or mitigation towards Impact will receive 6 additional Impact Damage per Action.	**ONE ABILITY SLOTS**

Beastkin Characters as described above, are Characters that resemble animals that could be found within the Story Setting, but aren't required to be animals the Characters or Players are familiar with. These choices can be limited or increased as needed by the GM. Beastkins as Characters are not required to be of Large Size, and can be any size the Player desires, but the size rank listed is a default size for a Beastkin.

Additionally, the appearance of a Beastkin can widely vary from Beastkin to Beastkin and is not required to be a specific animal. Nor are they required to look like Hybrids and can be identical to the species of the animal chosen. The modes of movement are not limited to bipedal, but much like the Size Rank, the default is bipedal movement. However, a player may choose to be Quadrapedal if they choose, but to have Flight as a mode of movement requires an Ability Slot to be used to grant the Character the ability to Fly.

Beastkin Characters require an investment of 6 Ability Slots.

Beastkins, by default, are bipedal animalistic creatures with physical features that grant them the ability to track through scent, with claws, talons, or other similar features which they can use for Sharpened Strikes. They are Large, and favor investment into Power which increases their Unarmed Combat Bonus and their Dodge Action through Primal Instincts.

SIZE RANK	LARGE SIZE
HEIGHT	8 FT. TO 12 FT.
WEIGHT	1,000 LBS TO 2,00 LBS
LENGTH	5 FT
SPACE	TWO SQUARES
REACH	5 FT. BEYOND SPACE
MOVEMENT	BIPEDAL, GROUND

CONSTRUCTS

A Construct is a Character whose physical traits and appearance are that of varying Machines, Cyborgs, Androids, Golems and Robots of any kind. These physical traits and appearances can be conveyed through the materials they're made of, the complexity of their design and the era in which they represent. Such as Medieval, Magical, Modern, and Futuristic. The source of energy can be unique or readily available such as Steam, Electricity, and even Nuclear.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A Medium character has no change to size which includes height, length and weight. A medium character will be between **4** to **8 ft**. tall and weigh between **100** to **400 lb**s.	**NONE**
ABSORB ENERGY (ACTIVE)	A Construct may consume the source of energy to deal damage, heal or shield Health Points by up to 3d12+ATN+VIT. Target and absorb up to three occupied squares of energy in the environment, with an additional cost of 1 AP per square and applying either damage, heal or shield at 1d12 per Square. Cost 2 Mana and 3 Action points to initially use. (If shielding, last for 1 cycle)	**ONE ABILITY SLOT**
ENERGY STREAM (PASSIVE)	At the cost of 1 Mana and 1 Action Point (Not including Action Weight), deals 1d4 Light Damage and an additional 1d14 Light Damage for each Cycle spent charging uninterrupted (up to 3 cycles) in a 5 ft. wide by a 50 ft. line. Energy Stream is considered a Collide Action and any Targets that fail their Resolve are pushed to the length of the 50 ft. line and receive bonus damage when colliding with Characters or Structures.	**ONE ABILITY SLOT**
EXOSKELETON (PASSIVE)	Increase Physical Armor Resistance by **50**% versus Slice, Penetrate and Impact, and receive **50**% Electricity from all sources and effects.	**TWO ABILITY SLOTS**
REACTIVE ARMOR (ACTIVE)	Reactive Armor allows the Construct to use the Block Action as a Triggering Action and roll an additional 2d8 plus 3 per die. Reactive Armor costs 4 Stamina to use as a Triggering Effect and causes the Construct to receives 50% more damage from sources of Electricity for 4 Cycles after use in addition to an other weaknesses to Electricity.	**TWO ABILITY SLOTS**

Constructs as Characters are not required to be of Medium Size, and can be any size the Player desires, but the size rank listed is a default size for a Construct. Constructs are bipedal humanoids in appearance with physical features that resemble Robots, Golems, and Cyborgs. They are Medium, and invest into Intelligence which increases their available Languages, Skills Ranks and the Parry Action. Constructs may be required to be created as apart of their origin in order to be categorized as a Construct. wether created by another, self-assembled, or spontaneous creation through a miraclous event. Contructs can have a power source which can vary greatly from Construct to Construct, but the Abilities they have reflect their design. **Construct Characters require an investment of 6 Ability Slots.**

SIZE RANK	MEDIUM SIZE
HEIGHT	4 FT. TO 8 FT.
WEIGHT	100 LBS TO 400 LBS
LENGTH	NONE
SPACE	ONE SQUARE
REACH	5 FT. BEYOND SPACE
MOVEMENT	BIPEDAL, GROUND

DWARF

A Dwarf is a Character whose physical traits and appearance are that of short, stocky, humanlike creatures of varying kinds. These physical traits and appearances can be conveyed through anatomical features such as large bulbous noses, unusually large and hairy hands and feet, tightknit beards, wild and or thick hair but generally and noticeably small in size compared to a Medium Sized Creature.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A Small character has reduced size, height, length and weight down to **50** to **100** lbs with a height from **2** to **4** ft. A Small character increases their Speed Rank and Action points by **1** and reduces HP by **1**.	**TWO ABILITY SLOTS**
STONE FORM (ACTIVE)	At the cost of 2 Stamina, increase Resistance to Slice, Penetrate, and Impact damage by 50% for 1 Cycle while receiving 50% more wind damage while Stone Form is active.	**TWO ABILITY SLOTS**
RESILIENCE (ACTIVE)	If the user loses Action Points through destruction due to an Ally, Enemy, or an environmental hazard, as a triggering effect restore 4 Actions Points at the cost of 1 Reaction, 2 Stamina, and 1 Mana.	**ONE ABILITY SLOT**
RESIST ENERGY (PASSIVE)	Increase your Resistance towards a specific Energy type by 50%. (Once the Energy Type has been chosen, it cannot be changed)	**ONE ABILITY SLOT**

Dwarf as Characters are required to be Small Size, and cannot be any size the Player desires, and the size rank listed is a default size for a Dwarf. Dwarves are bipedal humanoids in appearance with physical features that resemble smaller stout beareded Humans. They are Small, and favor investment into Vitality which increases their available Health Points, Physical Guard, and Block Action.

Dwarves have the ability to turn their skin to stone temporarily to greatly increase their resistance to physical damage but it makes them vulnerable to wind damage and effects.

Dwarf Characters require an investment of 6 Ability Slots.

SIZE RANK	SMALL SIZE
HEIGHT	2 FT. TO 4 FT.
WEIGHT	50 LBS TO 100 LBS
LENGTH	NONE
SPACE	HALF SQUARE
REACH	ADJACENT SQUARES
MOVEMENT	BIPEDAL, GROUND

TRI-CORE

ELF

An Elf is a Character whose physical traits and appearance are that of tall and slender humanlike creatures of varying kinds. These physical traits and appearances can be conveyed through anatomical features such as pointed ears, delicate features, slanted eyes, fine and beautiful hair and noticeable grace to their movements.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A Medium character has no change to size which includes height, length and weight. A medium character will be between 4 to 8 ft. tall and weigh between 100 to 400 lbs.	NONE
CUNNING (PASSIVE)	Cunning grants the Elf an additional Skill Rank to Stealth.	TWO ABILITY SLOTS
ELFSIGHT (PASSIVE)	Elfsight allows the user to see and observe under any level of light and even in complete Darkness. Elfsight allows Elves to see and feel energy signatures such as Auras, and Ephemeral trails of any kind. Elfsight additionally also grants an Elf an additional Rank to Observe and a plus 2 bonus.	TWO ABILITY SLOTS
SWIFT (PASSIVE)	Swift grants a Character an additional +5 to their Speed Rank while lowering their Resistance to Impact damage and effects by 50%.	TWO ABILITY SLOTS

Elf as Characters are required to be Medium Size, and cannot be any size the Player desires, but the size rank listed is a default size for a Elves. Elves are bipedal humanoids in appearance with physical features that resemble taller and thinner Humans with soft and graceful features. Elves favor investment into Finesse which increases the effectiveness their Stealth, Volley, and Dodge Actions.

Elves have the ability to see under any condition of light as well as the ability to perceive energy and energy signatures in as any other source of light even if it would normally be invisible.

Elf Characters require an investment of 6 Ability Slots.

SIZE RANK	MEDIUM SIZE
HEIGHT	4 FT. TO 8 FT.
WEIGHT	100 LBS TO 400 LBS
LENGTH	NONE
SPACE	ONE SQUARE
REACH	5 FT. BEYOND SPACE
MOVEMENT	BIPEDAL, GROUND

GIANT

A Giant is a Character whose physical traits and appearance are that of very tall and large bipedal creature of varying kinds. A Giant take on the appearance of Ogres, Cyclops, and Ents. These physical traits and appearances can be conveyed through anatomical features such as extreme height, barbaric features, a large eye or eyes, and unusually long limbs.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A Huge character or object has increased size, height, length and weight up to **2,000** to **5,000** lbs with a height from **12 to 20 ft**. tall, and can increase length by **10 ft. to 15** ft. A **Huge** character reduces their **Speed Rank** and **Action Points** by **three**, but increases **Health Points** by **10**, **Physical Armor** by **three** & **Strengt**h by **four**.	**SIX ABILITY SLOTS**
BARBARIC (PASSIVE)	Increase Power by **Three** and reduce Intelligence by **one**.	**TWO ABILITY SLOTS**
ENRAGE (TRIGGER)	At the cost of 2 Mana Point, upon receiving damage to HP, increase effect value by 6 with Strike and Volley Actions. While Enraged, reduce Damage Reduction & Energy Resistance by 1.	**ONE ABILITY SLOT**
FLING (ACTIVE)	At the cost of 2 Stamina, and 3 Action Points the user can grab up to 3 squares of earthen material such as stone, dirt or sand and launch it at a target point up to 60 ft. (12 Squares) and in a small explosion of debris dealing 3d12 plus Power and Finesse. Fling costs an additonal Action Point per square of earthen material thrown.	**TWO ABILITY SLOTS**

Giants as Characters are required to be Huge Size, and cannot be any size the Player desires but the size rank listed its default size for Giants. Giants are bipedal humanoids in appearance with physical features that resemble wide and large Humans with hard and mythical features taking on appearances similar to Cyclops, Orgres, and Treants. Giants favor investment into Power which increases the effectiveness their Strike, Unarmed Combat Bonus, and Athletic Actions.

While a typical Giant is considered Barbaric, and Aggressive, a Giant Character is not required to be unintelligent or mundane. They can wield any variety of Abilities and Equipment as they choose, within the limits of their character concept and design.

Huge Characters require an investment of 11 Ability Slots.

SIZE RANK	HUGE SIZE
HEIGHT	12 FT. TO 20 FT.
WEIGHT	2,000 LBS TO 5,000 LBS
LENGTH	10 FT. TO 15 FT.
SPACE	NINE SQUARES
REACH	10 FT. BEYOND SPACE
MOVEMENT	BIPEDAL, GROUND

HUMAN

An Human is a Character whose physical traits and appearance are the most widely varied between other races and each other. Humans are typically the most widespread of Primates and are characterized by rounded ears, average size and height, strictly two eyes, two arms, bipedalism and well known versatility with their roles in society as well as technology, and professions. However, Humans can be quite large or quite small when compared to other races such as Dwarves and Giants.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A Medium character has no change to size which includes height, length and weight. A medium character will be between **4** to **8 ft**. tall and weigh between **100** to **400 lb**s.	**NONE**
INTUITIVE (PASSIVE)	A Character may increase the Skill Rank by 1 for three different chosen Skills.	**TWO ABILITY SLOTS**
PROWESS (PASSIVE)	Increase a Sub-Stat by 2 Points. Sub-Stat choices are Power, Vitality, Endurance, Intelligence, Finesse, Acuity, Ardor, Morale and Attunement.	**TWO ABILITY SLOTS**
VERSATILITY (ACTIVE)	At the cost of 2 Focus Points and 4 Action Points, the user can increase their Accuracy with an Offense Action by 5 and Accuracy with a Defense Action by 5. Bonus to Accuracy persists for 5 cycles. (Both choices made when the Ability is chosen, an Offense Action and a Defense Action)	**TWO ABILITY SLOTS**

Humans as Characters are not required to be of Medium Size, and can be any size the Player desires, but the size rank listed is a default size for a Humans. Humans are bipedal humanoids in appearance with physical features that are of average height and weight with a wide variety in hair, skin, and eye color. Humans favor investment into Acuity which increases the effectiveness of their Observe, and Influence Actions, as well as their React Bonus and Reactions they're allowed per Cycle.

Human Characters have many options, and are flexibile with Actions they can take while remaining an effective combatant under a wide variety of situations.

Human Characters require an investment of 6 Ability Slots.

SIZE RANK	MEDIUM SIZE
HEIGHT	4 FT. TO 8 FT.
WEIGHT	100 LBS TO 400 LBS
LENGTH	NONE
SPACE	ONE SQUARE
REACH	5 FT. BEYOND SPACE
MOVEMENT	BIPEDAL, GROUND

SERPENT

A Serpent is a Character whose physical traits and appearance are that of long and large bipedal or quadrupedal creature of varying kinds. A Serpent take on the appearance of Reptiles, Amphibians, and Dragons. These physical traits and appearances can be conveyed through anatomical features such as chromatic scales, large fanged teeth, claws, tails, and slitted eyes.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A **Long** character or object has similar height to a medium Character or Object, but with increased weight of **400** lb. to 1,**000** lbs. and increased length by **1 ft. to 5 ft**. A Long character reduces their **Speed Rank** and **AP** by **1**, but increases **Health Points** by **4** & **Physical Armor** by **1**.	**TWO ABILITY SLOTS**
BREATH WEAPON (ACTIVE)	Breath Weapon allows the user to unleash a blast of elemental damage based on the Energy type of your choosing in a 15 ft. cone dealing 3d4+VIT vs. Energy Resistance. Breath Weapon is used as an active Collide Action and costs 2 Stamina and 1 additional Action Points.	**TWO ABILITY SLOTS**
SHIMMERING SCALES (PASSIVE)	Shimmering Scales grants the user a 100% resistance to a source of damage and a weakness to the opposing element. The user will reduce all effects and damage received from their choice by 100% and takes 50% increased damage from the opposing Element. (Not all damage types have an opposite, both choices of damage received must be different)	**TWO ABILITY SLOTS**

Serpents as Characters are required to be Long Size, and can be a size larger than Long but still requires Length to exceed Height in order to retain the concept of a "Long Character". The size rank listed is a default size for a Serpents. Serpents are quadrapedal and reptillian in appearance with physical features that resemble lengthy lizard or draconic creatures with long bodies and numerous limbs. Serpents favor investment into Ardor which increases the effectiveness their Collide as well as Spiritual Skills.

Serpents are typically scaled, and can reduce the effectiveness damage and effects of their choice. This choice is not required to be an Elemental energy, but a choice for a weakness is still required.

Serpent Characters require an investment of 6 Ability Slots.

SIZE RANK	LONG SIZE
HEIGHT	4 FT. TO 8 FT.
WEIGHT	400 LBS TO 1000 LBS
LENGTH	+1 FT. TO +5 FT.
SPACE	TWO SQUARES
REACH	5 FT. BEYOND SPACE
MOVEMENT	QUADRAPEDAL, GROUND

SPRITE

A Sprite is a Character with physical traits and appearances similar to small and short bipedal creature of varying kinds. A Sprite may resemble Fairies, Gnomes, Goblins, and Halflings. These physical traits and appearances can be conveyed through anatomical features akin to tiny creatures and like a Human, have a wide degree of varying appearances. They typically have a very small frame, short limbs and large eyes and ears.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A Tiny character has reduced size, height, length and weight down to **1 to 50 lbs.** with a height from **1 to 2 ft.** Up to four tiny Characters can fit into one square. A Tiny character increases their Speed Rank and Action points by 2, and reduces Health Points by 2.	TWO ABILITY SLOTS
BLINK OF AN EYE (ACTIVE)	In a burst of speed, the user covers a distance nearly in the blink of an eye to a target space within a 50 ft range the user can see. The movement grants temporary invisibility and Characters must roll an Observe versus Stealth to keep track of the user. This ability costs 2 Focus Points and is considered a Stride Action in terms of Action Point cost.	ONE ABILITY SLOT
ENERGETIC (PASSIVE)	Increase total Action Points by 1 and add a bonus equal to the users Finesse, and increase Speed rank by 3. However, the user also reduces their Physical Armor and Energy Armor by 1.	TWO ABILITY SLOTS
ENTERTAINER (PASSIVE)	Entertainer grants the user an increased Skill Rank to Influence.	ONE ABILITY SLOT

Sprites as Characters are required to be Tiny Size, and cannot be any size other than the size rank listed as it is a default size for Sprites. Sprites are bipedal humanoids in appearance with physical features that resemble very small fragile creatures and could even have unsettling appearances especially if encountered in the dark or the forest. Sprites favor investment into Morale which increases their available Health Points, Mental Fortitude, and the Influence Action.

Sprites have the strange ability to seemingly teleport or vanish from Observers in an attempt to either escape detection or to catch an onlooker off-guard using the ability Blink of an Eye.

Sprites Characters require an investment of 6 Ability Slots.

SIZE RANK	TINY SIZE
HEIGHT	1 FT. TO 2 FT.
WEIGHT	01 LBS TO 50 LBS
LENGTH	NONE
SPACE	QUARTER OF A SQUARE
REACH	ADJACENT SQUARES
MOVEMENT	BIPEDAL, GROUND

TRI-CORE

TROLL

A Troll is a Character whose physical traits and appearance are that of Monsters and Demons of varying kinds. These physical traits and appearances can be conveyed by a brutish and large frame, a wide variety of darker skin colors akin to their environments--Forests and mountainous regions. A Troll may typically have physical features resembling Orcs and Hobgoblins with horns, tusks, fanged teeth, and a thick fur hide.

NAME	DESCRIPTION	COST
SIZE RANK (PASSIVE)	A **Large** character weighs from **1,000** to **2,000** lbs. with a height from **8** to **12 ft. tall**, and reach from 5 ft. to 10 ft. A Large Character fits into 4 Squares, their **Speed Rank** and **Action Points** are **reduced** by **two**, and **increases** their **HP** by **5** and **Physical Armor** by **two**.	THREE ABILITY SLOTS
GREAT IMPACT (TRIGGER)	Upon dealing damage to a Target with an Action or Ability, and at the cost of 4 Stamina and 3 Action Points, destroy the targets Action Points by 4 and Speed Rank by 4, and reduces the targets AP by 1 per die of Damage dealt. Effect requires Energy Resistance Resolve versus Body Legerity.	TWO ABILITY SLOTS
REGENERATION (PASSIVE)	Restore 4 HP Per cycle and permanently increase Health Points by 4 but reduce maximum Stamina by 1.	TWO ABILITY SLOTS
TROLL BLOOD (ACTIVE)	At the cost of 4 Stamina, when using the Recover Action, increase the Effect Value by 3d6+Vitality+Ardor and grant a Shield of 4 over HP for 3 Cycles. While this effect persist, receive 6 additional Fire Damage when dealt Fire Damage from any source.	TWO ABILITY SLOTS

Trolls as Characters are not required to be Large Size, and can be medium size or larger in addition to Large. Trolls are bipedal humanoids in appearance with physical features that resemble very large robust creatures with elongated limbs, and primal characteristics. Trolls favor investment into Vitality which increases their available Health Points, and increases the effectivness of Grab, and the Recovery Action.

Trolls have the ability to increase the effectiveness of the Recovery Action by a significant amount, allowing Trolls to keep the fight going and it makes them very durable. However difficult a Troll may be to put down, they're susceptible to fire during their Recovery.

Troll Characters require an investment of 9 Ability Slots.

SIZE RANK	LARGE SIZE
HEIGHT	8 FT. TO 12 FT.
WEIGHT	1,000 LBS TO 2,00 LBS
LENGTH	5 FT
SPACE	TWO SQUARES
REACH	5 FT. BEYOND SPACE
MOVEMENT	BIPEDAL, GROUND

ARTISAN

Artisans are a supportive Class capable of both providing ranged damage and creating useful items and equipment for their allies. An Artisan will focus on Mind sub-stats such as Intelligence, Acuity, and Finesse and Skills such as Crafting, Profession and Technology. An Artisan may choose to specialize in Crossbows, Firearms and other ranged weapons and may swap out Equipment Slots for additional Ability Slots to increase their versatility.

NAME	DESCRIPTION	COST
TURRET (PASSIVE)	The Turret is a Medium Sized Construct, with Exoskeleton, Reactive Armor, 3d4+10 available to roll for its Stats. It has an Active Ability called Sentry Mode that allows it to take on the form of an immobile automatic Heavy Firearm (2d6+FNE Penetrate at 60 Ft.) to protect the user at all costs.	**TWO ABILITY SLOTS**
FABRICATE (ACTIVE)	At the cost of 2 mana, Fabricate allows the user to create 40 lbs. of Raw materials and Refine up to 40 lbs. of materials available within a 10 ft. Cone of Effect (9 Squares).	**TWO ABILITY SLOTS**
MAGNEKINESIS (ACTIVE)	At the cost of 2 Focus and 2 Action Points, Magnekinesis allows the user to move and manipulate objects up to 198 lbs. within range of 50 feet with its Mind. Any Character or Object that is within the maximum weight and resists must roll Power Resistance Resolve vs. the users Mind Legerity.	**TWO ABILITY SLOTS**

EQUIPMENT

Artisans wear an array of Equipment, such as a Hand Crossobow with wooden bolts, fire bombs, and wearing a Leather Cowl, Leather Pants and Leather Boots.

			DR	ST
HAND CROSSBOW (CROSSBOW)	THE **HAND CROSSBOW** IS A COMMON LIGHT ARCHAIC ONE-HANDED WOOD & LEATHER CROSSBOW THAT INCREASES IMPACT DAMAGE BY 1D4+2 AT MELEE RANGE AND REQUIRES CROSSBOW BOLTS TO FIRE AT A RANGE OF 70 FT. (14 SQUARES) AND INCREASES EV BY TWO VS VULNERABLE TARGETS. INCREASE AP COST BY 1 WITH ACTIONS.	**RANGED WEAPON**	20	12
WOOD BOLT (CROSSBOW)	A **WOOD BOLT** DEALS **2D4+2 PENETRATE DAMAGE** TO TARGETS AND CAN ONLY BE FIRED BY A CROSSBOW WEAPON AND REQUIRES 1 SKILL RANK IN CROSSBOWS. A WOOD BOLT COSTS 2 ACTION POINTS TO RELOAD BETWEEN USES. ADDITIONALLY, A WOOD BOLT IGNORES UP TO 4 PENETRATE ARMOR.	**AMMO**	11	8
ALCHEMY BOMBS (BOMB)	AN **ALCHEMY BOMB** IS A ONE-HANDED MODERATE THROWN AMMUNITION MADE OF GLASS THAT EXPLODES UPON CONTACT DEALING 4D6 FIRE, WATER, OR ELECTRICITY DAMAGE IN A 3X2 SQUARE CUBE (15 FT. X 15 FT.) TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE FIRE BOMB REQUIRES 2 ADDITIONAL ACTION POINTS TO USE TO ACTIVATE THE FUSE BEFORE BEING THROWN UP TO 70 FT.	**THROWN**	4	2
GLASSES (ACCESSORY)	**GLASSES** INCREASE **ACUITY** BY **2 POINTS** AND INCREASE THE **OBSERVE** SKILL BY **1D12**.	**UTILITY**	6	3
LEATHER GLOVES (ARMOR)	**LEATHER GLOVES** ARE MODERN LIGHT LEATHER HAND ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR BY 1**, ANDINCREASE ACCURACY BY 1 WITH GRAB ACTION. **LEATHER GLOVES** REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	**HAND ARMOR**	11	6
LEATHER PANTS (ARMOR)	**LEATHER PANTS** ARE ARCHAIC LIGHT CLOTH PANTS ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR BY 1**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. LEATHER PANTS REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	**LEG ARMOR**	11	6

An Artisan uses Six Ability Slots and up to Six Equipment Slots.

CHALLENGER

Challengers are a Defender Class capable of both providing melee and ranged damage and a threatening presence to their enemies with potent martial maneuvers. Challengers will focus on Body sub-stats such as Power, Vitality, and Endurance and Skills such as Athletics, Technique and Instinct. A Challenger may choose to specialize in Unarmed Combat and thrown ranged weapons such as Shuriken's and Kunai.

NAME	DESCRIPTION	COST
PUGILIST (PASSIVE)	Pugilist grants the user an increase Skill Rank to Technique which applies to Strike. (Cannot exceed maximum available Skill Ranks)	**ONE** ABILITY SLOT
IMMOVABLE (ACTIVE)	Immovable grants a Character a bonus 1d8 bonus to Power Resolve Rolls at the cost of 1 Stamina for 4 Cycles.	**ONE** ABILITY SLOT
CONDITIONED (ACTIVE)	Conditioned grants the user the ability to temporarily increase their Speed Rank by 6 for 6 cycles for 2 Focus.	**TWO** ABILITY SLOTS
GATE CRASHER (PASSIVE)	Gate Crasher grants a Character a bonus to the Effect Value of Collide Actions equal to Power plus a bonus of 1.	**ONE** ABILITY SLOT

EQUIPMENT

Challenger wear an array of Equipment, such as a Wraps, Hanbo (Quarterstaff), Gi, Obi (Belt) and a Kunai (Throwing Dagger).

			DR	ST
WRAPS (WEAPON)	**WRAPS** ARE A COMMON LIGHT ONE HANDED CLOTH AND LEATHER ARCHAIC GAUNTLETS THAT DEAL **2D6+2 IMPACT DAMAGE** WITH A REDUCTION TO ACTION POINT COSTS BY 1 WITH STRIKE, GRAB, AND PARRY ACTIONS. ADDITIONALLY, INCREASE EFFECT VALUE BY 2 WITH ALL ACTIONS AND ACCURACY BY 1 WITH STRIKE AND BLOCK ACTIONS.	GUARD	DR 6	ST 3
HANBO (WEAPON)	A **HANBO** IS A COMMON LIGHT MODERN ONE-HANDED OR TWO-HANDED CLOTH AND WOOD STAFF THAT DEALS **1D4 OR 1D6 IMPACT DAMAGE** WITH 1D8 TO ACCURACY WITH STRIKE ACTIONS. A HANBO HAS INCREASED ACTION POINT COST EQUAL TO 1 POINTS WITH PLUS TWO ACCURACY VERSUS COLLIDING TARGETS.	STAFF	DR 16	ST 9
GI (ARMOR)	THE **GI** IS ARCHAIC LIGHT CLOTH CHEST ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A **GI** REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	BODY ARMOR	DR 18	ST 10
OBI (ARMOR)	THE **OBI** IS ARCHAIC LIGHT CLOTH AND LEATHER WAIST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR BY 1**, AND INCREASE STRENGTH BY ONE WHEN LIFTING. AN **OBI** REDUCES MAXIMUM ACTION POINTS BY TWO WITH NO PENALTY TO SPEED RANK WHILE WORN. ADDITIONALLY, INCREASE STRENGTH BY TWO AND REQUIRES 1 SKILL RANK IN ATHLETICS.	WAIST ARMOR	DR 18	ST 10
KUNAI (WEAPON)	A **KUNAI** IS A COMMON LIGHT ARCHAIC ONE-HANDED PLASTIC AND ALUMINUM THROWN WEAPON THAT DEALS **2D4 PENETRATE DAMAGE** AND INCREASES ACCURACY WITH LIGHT VOLLEY ACTIONS BY TWO. ADDITIONALLY, THE KUNAI REDUCES AP COST WITH VOLLEY ACTIONS BY 1. THE DART REQUIRES AT LEAST 1 SKILL RANK IN THROWN AND VOLLEY.	THROWN	DR 18	ST 10

A Challenger uses Five Ability Slots and up to Six Equipment Slots.

CONJURER

Conjurers are a supportive Class capable of both providing elemental damage at all ranges and creating environmental effects that will create difficulty for their enemies. A Conjurer will focus on Spirit sub-stats such as Ardor, Morale, and Attunement and Skills such as Channel, Observe and Instinct. A Conjurer may choose to specialize in Catalyst and ranged weapons and may swap out Equipment Slots for additional Ability Slots to increase their potency.

NAME	DESCRIPTION	COST
SORCERY	**Sorcery** grants the user a bonus with two different energy types equal to their **Attunement** when using a chosen Core Action. (ACP cost increased by 8 per additional Core Action this bonus applies to)	TWO ABILITY SLOT
CHANNEL ENERGY	**Channel Energy** allows the user to make a Collide Action dealing 2d4+ADR as a bonus to Effect Value with 9 total squares of range. Channel Energy can be used as a 9 ft. Line, a 10 ft. Cone, and or a 9 square burst (3 x 3).	ONE ABILITY SLOT
SPELLSTORM	**Spellstorm** allows the user to extinguish a source of Elemental energy up to 3 Squares within 60 ft. (6 squares) and redirect energy to deal up to 3d10 Energy damage in a 10 ft. Burst (4 Squares) at the cost of 2 mana.	ONE ABILITY SLOT
ELEMENTAL BOLT	**Elemental Bolt** Deals 2d4+FNE in damage of an Energy type plus the Effect Value of a wielded Catalyst to a single enemy, targeting their Hit Points.	ONE ABILITY SLOT

EQUIPMENT

Conjurers wear an array of Equipment, such as a Wand, Waistcoat, Breeches, Leather Boots and a Mantle.

			DR	ST
CONJURERS TALISMAN (WEAPON)	THE **CONJURER'S TALISMAN** IS A COMMON LIGHT ARCHAIC ONE-HANDED CLOTH & BONE CATALYST THAT INCREASES EFFECT VALUE BY 3D4 WITH A +1 BONUS TO ELEMENTAL OR A +1 ACCURACY WITH A SPECTRUM TYPE AT A RANGE OF 60 FT. OR 12 SQUARES. ACTIONS WITH THE CONJURER'S TALISMAN IS INCREASED BY 2 ACTION POINTS.	CATALYST	16	7
WAISTCOAT (ARMOR)	THE **WAISTCOAT** IS ARCHAIC LIGHT CLOTH CHEST ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A WAISTCOAT REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	BODY	18	10
BREECHES (ARMOR)	**BREECHES** ARE ARCHAIC LIGHT CLOTH PANTS ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. A BREECHES REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	PANTS	11	6
LEATHER BOOTS (ARMOR)	**LEATHER BOOTS** ARE ARCHAIC MODERATE LEATHER AND RUBBER BOOT ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. ROPERS REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN.	BOOTS	21	11
MANTLE (ARMOR)	THE **MANTLE** IS ARCHAIC LIGHT CLOTH BACK ARMOR THAT INCREASES ENERGY ARMOR BY 2, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY TWO. A MANTLE REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	CLOAK	18	6

A Conjurer uses Five Ability Slots and up to Five Equipment Slots.

MARKSMAN

Marksman are a combative Class capable of both providing physical damage at long ranges and dealing devastating damage to priority targets. A Marksman will focus on Mind sub-stats such as Intelligence, Acuity, and Finesse and Skills such as Technique, Stealth and Observe. A Conjurer may choose to specialize in Firearms and varying ranged weapons and may swap out Equipment Slots for additional Ability Slots to increase their Accuracy.

NAME	DESCRIPTION	COST
DEEP BREATH (TRIGGER)	Upon entering Negative Action Points, **Deep Breath** restores up to 1 AP to the user, and can be used even if the user is in their Negative Action Point pool, and if it places their total above 0, will allow the user to prevent fatigue and or exhaustion. Costs 4 Focus and a Reaction.	ONE ABILITY SLOT
CROWS NEST (PASSIVE)	**Crows Nest** increases Skill Rank by 1 for Observe.	ONE ABILITY SLOT
STEADY AIM (PASSIVE)	**Steady Aim** grants a Marksman a 1d10 bonus to Accuracy with the Volley Action.	TWO ABILITY SLOTS
DEADEYE (ACTIVE)	**Deadeye** grants the user a bonus 2d10 Accuracy with Volley Actions for 3 Cycles at the cost of 2 Focus and 2 Action Points. Reduce Strike Target by 2, during Deadeyes duration.	ONE ABILITY SLOT

EQUIPMENT

Marksman wear an array of Equipment, such as a Pistol, Pistol Magazine, Gambeson, Bandolier, and Logger Boots.

			DR	ST
PISTOL (WEAPON)	THE **PISTOL** IS A COMMON LIGHT ARCHAIC ONE-HANDED WOOD & STEEL FIREARM THAT INCREASES PENETRATE DAMAGE BY 3D4+2 WHEN USED AS A MELEE WEAPON AND FIRES AMMUNITION AT A RANGE OF 30 FT. (6 SQUARES) AND INCREASES EV BY TWO WITH ADVANTAGE. WHILE POWERFUL.	FIREARM	32	21
PISTOL MAGAZINE (CARTRIDGE)	A **PISTOL MAGAZINE** PROVIDES FIREARM AMMUNITION AND DEALS 3D4 PENETRATE DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A FIREARM WEAPON AND REQUIRES 1 SKILL RANK IN FIREARMS. A PISTOL MAGAZINE IS QUICK TO RELOAD AND EASY TO FIRE AND HAS NO ADDITIONAL COSTS TO RELOAD AND A REDUCTION TO VOLLEY ACTION AP COST BY 1.	AMMO	6	3
GAMBESON (ARMOR)	THE **GAMBESON** IS ARCHAIC LIGHT CLOTH CHEST ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A GAMBESON REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	BODY	18	10
BANDOLIER (ARMOR)	THE **BANDOLIER** IS ARCHAIC LIGHT CLOTH AND LEATHER WAIST ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASE STRENGTH BY ONE WHEN LIFTING. A BANDOLIER REDUCES MAXIMUM ACTION POINTS BY TWO WITH NO PENALTY TO SPEED RANK WHILE WORN. ADDITIONALLY, INCREASE STRENGTH BY TWO AND REQUIRES 1 SKILL RANK IN ATHLETICS.	BELT	23	15
LOGGER BOOTS (ARMOR)	**LOGGER BOOTS** ARE ARCHAIC LIGHT CLOTH BOOT ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. LOGGER BOOTS REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	BOOTS	11	6

A Marksman uses Five Ability Slots and up to Five Equipment Slots.

MENDER

Menders are a supportive Class capable of providing both healing and shielding for themselves and allies under any circumstance. Additionally a Mender may also focus their efforts on not just their allies but items, equipment, structures and vehicles. A Mender will focus on Spirit sub-stats such as Ardor, Morale, and Attunement and Skills such as Traverse, Observe and Instinct.

NAME	DESCRIPTION	COST
RESTORE (ACTIVE)	At the cost of 2 Mana, and a reduction of 3 Speed Rank, a Character may initially heal another Target for 1d10+2, plus an additional 2d10+4 per 3 Action Points spent up to 6 additional Action Points.	**TWO ABILITY SLOTS**
HEALER (PASSIVE)	**Healer** increases the Effect Value when healing equal to Morale. (Bonus will only apply when using the Grab Action to Heal)	**ONE ABILITY SLOT**
GRACE (TRIGGER)	On declaring a Dodge Action versus an Offense Action and at the cost of 2 Mana, increase Physical Armor by 2 and Shield to protect HP by 10 for 2 CycleS.	**ONE ABILITY SLOT**
CLAIRVOYANT (ACTIVE)	At the cost of 1 Mana, 1 Focus, and 2 Action Points increase Observe by 1d12 for 2 Cycles.	**ONE ABILITY SLOT**

EQUIPMENT

Menders wear an array of Equipment, such as a Quarterstaff, Robe, Hood, and Boots.

			DR	ST
QUARTERSTAFF (WEAPON)	A **QUARTERSTAFF** IS A COMMON LIGHT MODERN ONE-HANDED OR TWO-HANDED CLOTH AND WOOD STAFF THAT DEALS **1D4** OR **1D6 IMPACT** DAMAGE WITH 1D8 TO ACCURACY WITH STRIKE ACTIONS. A QUARTERSTAFF HAS INCREASED ACTION POINT COST EQUAL TO 1 POINTS WITH PLUS TWO ACCURACY VERSUS COLLIDING TARGETS.	**STAFF**	16	9
HEALER'S ROBE (ARMOR)	THE **HEALER'S ROBE** IS ARCHAIC LIGHT CLOTH CHEST ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **ONE**, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A HEALER'S ROBE REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	**AMMO**	18	10
HOOD (ARMOR)	THE **HOOD** IS A MODERN LIGHT CLOTH HEAD ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **ONE**, AND INCREASES RESOLVE VERSUS ACTION POINT DESTRUCTION BY TWO. ADDITIONALLY, THE HOOD ALSO INCREASES STEALTH BONUS BY ONE WHILE WORN, AND MAXIMUM ACTION POINTS ARE REDUCED BY ONE.	**BODY**	5	2
BOOTS (ARMOR)	**BOOTS** ARE ARCHAIC LIGHT CLOTH BOOT ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **ONE**, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. A BOOTS REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	**BELT**	11	6

Menders are the Healers, Clerics, and Paladins of Tri-Core, in that they provide powerful healing magic and abilities that can protect and restore the Health Points, Action Points and Resources of their Allies. A Mender may choose to specialize in Catalyst and Melee weapons and may swap out Ability Slots for additional Equipment Slots to increase their survivability.

A Mender uses Five Ability Slots and up to Five Equipment Slots.

SENTINEL

Sentinel are a Defender Class capable of both providing melee damage and shielding and providing a comforting presence to their Allies with heavy armor and shields. A Sentinel will focus on Body sub-stats such as Power, Vitality, and Endurance and Skills such as Hoist, Technique and Profession. A Sentinel may choose to specialize in Armed Combat and bucklers and heavy shields. A Sentinel may swap out Ability Slots for additional Equipment Slots to increase their toughness.

NAME	DESCRIPTION	COST
BLINK OF AN EYE (ACTIVE)	In a burst of speed, you cover a distance nearly in the blink of an eye to a target space within 50 ft. The movement grants temporary invisibility and Characters must roll an Observe versus Stealth to keep track of you. This ability costs 2 Focus Points.	ONE ABILITY SLOTS
NO FEAR (TRIGGER)	When required to roll a Mental Fortitude Resolve, increase total die roll by 1D10.	TWO ABILITY SLOT
ACADEMY TRAINING (PASSIVE)	Time spent in Academic studies has given the user a proclivity for a career path and a job, increasing Skill Rank with Skill of their choice by 1 (Maximum Skill Rank limited by Character Level).	ONE ABILITY SLOT
FOLLOW UP (TRIGGER)	Upon landing a Strike or Volley against an enemy target, this ability Triggers and you gain 2 AP AND 1d12 Accuracy at the cost of 4 Focus Point to use a Strike or Volley Action against the same Target with the same Ability, Action, or Device as used previously.	ONE ABILITY SLOT

EQUIPMENT

Sentinels wear an array of Equipment, such as a Short Sword,
Round Shield, Breastplate, Gauntlets, and Greaves.

			DR	ST
SHORT SWORD (WEAPON)	A **SHORT SWORD** IS A COMMON LIGHT ARCHAIC ONE-HANDED LEATHER, WOOD, AND IRON RAPIER DEALING **2D6+2 SLICE** OR **PENETRATE DAMAGE** AND DEALS AN ADDITIONAL WEAPON DIE ON A SUCCESSFUL RIPOSTE. ADDITIONALLY THE SHORT SWORD HAS INCREASED ACCURACY WITH PARRY EQUAL TO 1D4. THE SHORT SWORD HAS AN INCREASE ACTION POINT COST OF 1 POINT.	SWORD	38	17
ROUND SHIELD (WEAPON)	A **ROUND SHIELD** IS A LIGHT MODERN ONE-HANDED CLOTH AND WOOD SHIELD THAT PROVIDES **3D4+2 SHIELD** WHEN **BLOCKING**. ADDITIONALLY IT RECEIVES 1D12+2 BONUS TO ACCURACY WITH BLOCK ACTIONS.	SHIELD	24	9
BREASTPLATE (ARMOR)	THE **BREASTPLATE** IS ARCHAIC MODERATE IRON CHEST ARMOR THAT INCREASES **PHYSICAL ARMOR** BY **FOUR**, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A BREASTPLATE REDUCES MAXIMUM ACTION POINTS BY TWO AND REDUCES SPEED RANK BY ONE WHILE WORN. REQUIRES 1 SKILL RANK IN ATHLETICS AND HOIST IN ORDER TO BE WORN.	BODY	25	14
GAUNTLETS (ARMOR)	THE **GAUNTLETS** IS ARCHAIC MODERATE IRON HAND ARMOR THAT INCREASES **PHYSICAL ARMOR** BY **FOUR**, AND INCREASE ACCURACY BY 1 WITH GRAB ACTION. GAUNTLETS REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN. REQUIRES 1 SKILL RANK IN ATHLETICS AND HOIST IN ORDER TO BE WORN.	GLOVES	25	14
GREAVES (ARMOR)	**GREAVES** ARE ARCHAIC MODERATE IRON BOOT ARMOR THAT INCREASES **PHYSICAL ARMOR** BY **FOUR**, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. A GREAVES REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN. REQUIRES 1 SKILL RANK IN ATHLETICS AND HOIST IN ORDER TO BE WORN.	BOOTS	25	14

A Sentinel uses Five Ability Slots and
up to Five Equipment Slots.

A Sentinel will focus on Blocking and Parrying their enemies as often as they can, which will require reliable Accuracy with Strike, Block and Parry. Additionally a Sentinel will need a sufficient amount of React as stepping between enemies and allies is a priority for a Sentinel. To protect others from harm.

SOLDIER

Soldiers are a combative Class capable of both providing physical damage at close and long ranges and dealing significant damage to a variety of enemies with knowledge over a wide breadth of weaponry. A Solider will focus on Body sub-stats such as Power, Vitality, and Endurance and Skills such as Athletics, Hoist and Technique. A Solider may choose to specialize in Melee Weapons and Firearms and varying weapons and may swap out either Equipment or Ability Slots for whatever they feel they made need as the Soldier advances in Levels.

NAME	DESCRIPTION	COST
EFFECTIVE (PASSIVE)	Increase the Effect Value with a chosen Action type by 2 per die, the amount of die available is based on the chosen device.	TWO ABILITY SLOTS
POWERFUL ATTACKS (ACTIVE)	At the cost of 2 Stamina, increase effect value with Strike, Grab and Collide Actions by 3d6 and reduce accuracy by 6 with Strike, Grab, and Collide for 3 Cycles.	ONE ABILITY SLOT
MUSCLE MEMORY (PASSIVE)	Increase the Characters Dodge Accuracy by 9 and reduce Accuracy with Collide by 6.	ONE ABILITY SLOT
SECOND WIND (TRIGGER)	Upon taking damage that targets HP, restore up to 2d6+2+VIT HP at the cost of 7 Stamina Points. Additional Action Points may be spent to increase the healing received by 2d6+4 per 3 additional Action Points spent up to 6 Action Points (6d6+12 bonus plus Vitality).	ONE ABILITY SLOT

EQUIPMENT

Soldiers wear an array of Equipment, such as a Great Axe, Chainlink Shirt, Reinforced Gloves, and a War Skirt.

	DESCRIPTION	TYPE	DR	ST
GREAT AXE (WEAPON)	THE **GREAT AXE** IS A COMMON LIGHT MODERN ONE-HANDED WOOD & IRON MELEE WEAPON THAT DEALS 1D12 SLICING AND A +1 INCREASE TO COMBAT BONUS. THEGREAT AXE RECEIVES A +2 BONUS TO EV WITH A CHARGE ACTION. THE **GREAT AXE** INCREASES ACTION POINT COST BY 2 WITH ALL ACTIONS USING THE GREAT AXE. REQUIRES 1 SKILL RANK IN AXE AND STRIKE IN ORDER TO BE USED.	AXE	DR 30	ST 10
CHAINLINK SHIRT (ARMOR)	THE **CHAINLINK SHIRT** IS ARCHAIC LIGHT IRON CHEST ARMOR THAT INCREASES **PHYSICAL**, AND **ENERGY ARMOR** BY **2**, AND INCREASES RESOLVE BY TWO VERSUS SHOCK. A CHAINLINK SHIRT RECEIVES NO PENALTY TO MAXIMUM ACTION POINTS AND SPEED RANK WHILE WORN.	BODY	DR 22	ST 14
REINFORCED GLOVES (ARMOR)	**REINFORCED GLOVES** ARE ARCHAIC MODERATE LEATHER HAND ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **2**, AND INCREASE ACCURACY BY 1 WITH GRAB ACTION. REINFORCED GLOVES REDUCE MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN.	GLOVES	DR 17	ST 6
GIRDLE (ARMOR)	THE **GIRDLE** IS ARCHAIC MODERATE LEATHER AND IRON WAIST ARMOR THAT INCREASES **PHYSICAL ARMOR** BY **4**, AND INCREASE STRENGTH BY ONE WHEN LIFTING. A GIRDLE REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN. ADDITIONALLY, INCREASE STRENGTH BY FOUR AND REQUIRES 2 SKILL RANKS IN ATHLETICS.	BELT	DR 28	ST 15
HOSEN (ARMOR)	**HOSEN** ARE ARCHAIC LIGHT CLOTH PANTS ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **1**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. A HOSEN REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	PANTS	DR 11	ST 6

A Soldier uses Five Ability Slots and up to Six Equipment Slots.

Soldiers are sturdy, aggressive, and disciplined. They will often choose to achieve their goals by any means possible, with any weapon that's suitable for the mission at hand. Soldiers prefer to have allies to which they can rely on and find themselves leading the pack long with Challengers and Sentinels.

SWINDLER

Swindlers are a cunning Class capable of both providing strong physical damage at a variety of ranges and disabling environmental dangers for their allies. A Swindler will focus on Mind sub-stats such as Intelligence, Acuity, and Finesse and Skills such as Athletics, Stealth and Instinct. A Swindler may choose to specialize in Melee Weapons, Throwing Weapons and varying ranged weaponry and may swap out Equipment Slots for additional Ability Slots to increase their Accuracy.

NAME	DESCRIPTION	COST
PADDED STEPS (PASSIVE)	A character increases their Stealth Rolls by 6.	ONE ABILITY SLOTS
DASTARDLY RIPOSTE (TRIGGER)	Upon a successful Parry Action, increase the damage of the following Riposte by 2d6+FNE at the cost of 4 Focus Points. Appy the Weapon Effect Value in addition to the bonus, Dastardly Riposte still counts as using the chosen device and all costs tied to that equipment must also be paid.	TWO ABILITY SLOT
SNEAK ATTACK (TRIGGER)	At the cost of 2 Focus, the user may spend 3 Cycles to charge their next Strike Action and increase the Effect Value by two die per cycle charging (Up to 6 Additional die). Additionally, increasing the Effect Value equal to the users Acuity.	ONE ABILITY SLOT
EVASIVE (TRIGGER)	When using the Dodge Action as a reaction, increase Accuracy by 1d12 for 2 cycles at the cost of 3 Focus.	ONE ABILITY SLOT

EQUIPMENT

Swindlers wear an array of Equipment, such as a Karambit, Kurki, Cowl, Han-Kote, and Marugos.

NAME	DESCRIPTION	TYPE	DR	ST
KARAMBIT (WEAPON)	THE **KARAMBIT** IS A COMMON LIGHT ARCHAIC ONE-HANDED WOOD & IRON DAGGER THAT INCREASES **SLICE DAMAGE** BY **2D4+2** AND INCREASES EFFECT VALUE BY TWO VERSUS TARGETS WHILE STEALTHED.	DAGGER	28	18
KUKRI (WEAPON)	THE **KUKRI** IS AN UNCOMMON MODERATE ARCHAIC ONE-HANDED WOOD, LEATHER, & IRON DAGGER THAT INCREASES **SLICE DAMAGE** BY **3D4+2** AND INCREASES EFFECT VALUE BY TWO VERSUS TARGETS WHILE STEALTHED.	DAGGER	32	21
COWL (ARMOR)	THE **COWL** IS MODERN MODERATE LEATHER AND RUBBER BACK ARMOR THAT INCREASES **PHYSICAL** BY **3** AND **ENERGY ARMOR** BY **1**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY TWO. A COWL REDUCES MAXIMUM ACTION POINTS BY ONE AND REDUCES SPEED RANK BY ONE WHILE WORN.	CLOAK	30	20
HAN-KOTE (ARMOR)	THE **HAN-KOTE** IS ARCHAIC MODERATE LEATHER HAND ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY** ARMOR BY **1**, AND INCREASE ACCURACY BY 1 WITH GRAB ACTION. A HAN-KOTE REDUCES MAXIMUM ACTION POINTS BY ONE AND SPEED RANK BY ONE WHILE WORN.	GLOVE	13	6
MARUGO (ARMOR)	**MARUGOS** ARE ARCHAIC LIGHT CLOTH BOOT ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **1**, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. A MARUGO REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	BOOT	11	6

A Swindler uses Five Ability Slots and up to Five Equipment Slots.

Swindlers are the Rogues, Thief's, and Pirates of Tri-Core, in that they provide distractions and opportunities for their Allies to take advantage of as well as removing items, and equipment from their enemies.

TROUBADOUR

Troubadours are a supportive Class capable of providing both boosts and mobility for themselves and allies under most circumstance. Additionally a Troubadour may also focus their efforts only on themselves to temporarily increase their potency to extreme degrees. A Troubadour will focus on Spirit sub-stats such as Ardor, Morale, and Attunement and Skills such as Technique, Influence, and Instinct.

NAME	DESCRIPTION	COST
ENTERTAINER (PASSIVE)	Entertainer grants the user an increased Skill Rank to Influence.	ONE ABILITY SLOTS
INSPIRE (ACTIVE)	At the cost of 2 Mana and 3 Action Points, a Character inspires those within 50 ft. Of the user and up to five targets and increases their ACC and EV by 5 for eight Cycles. Bonus to Accuracy and Effect Value affects only Strike and Volley.	ONE ABILITY SLOT
NEVER GIVE UP (TRIGGER)	When suffering Shock and rolling Resolve versus Legerity, increase total Dice rolled for Resolve by 1d10 at the cost of 2 Stamina and 1 AP. This bonus applies to Physical Guard, Mental Fortitude or Energy Resistance.	TWO ABILITY SLOT
SURGING FIST (ACTIVE)	At the cost of 1 Mana and 1 Action Points, damage a single Target with Surging Fist as a Strike Action within 40 ft. dealing 1d6 Energy Damage plus Unarmed Combat Bonus.	ONE ABILITY SLOT

EQUIPMENT

Troubadours wear an array of Equipment, such as a
Mascara, Hand-wraps, Cowl, Laced Boots, and a Tumbaknari.

			DR	ST
TUMBAKNARI (WEAPON)	A **TUMBAKNARI** IS A LIGHT ARCHAIC ONE-HANDED CLOTH AND WOOD CATALYST & HAMMER THAT DEALS 3D4 IMPACT DAMAGE AND AN ADDITIONAL +2 BONUS VERSUS BLOCK AND DURABILITY. ADDITIONALLY IT RECEIVES A +2 BONUS TO ACCURACY WITH ALL ACTIONS AND +1 EV WITH ELEMENTAL, +1 ACC WITH SPECTRUM. REQUIRES 1 SKILL RANK IN CATALYST AND HAMMERS IN ORDER TO BE USED.	CATALYST HAMMER	12	9
HAND-WRAPS (WEAPONS)	**WRAPS** ARE A COMMON LIGHT ONE HANDED CLOTH AND LEATHER ARCHAIC GAUNTLETS THAT DEAL 2D6+2 IMPACT DAMAGE WITH A REDUCTION TO ACTION POINT COSTS BY 1 WITH STRIKE, GRAB, AND PARRY ACTIONS. ADDITIONALLY, INCREASE EFFECT VALUE BY 2 WITH ALL ACTIONS AND ACCURACY BY 1 WITH STRIKE AND BLOCK ACTIONS.	GUARD	16	6
MASCARA (ARMOR)	THE **MASCARA** IS A MODERN LIGHT CLOTH HEAD ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASES RESOLVE VERSUS ACTION POINT DESTRUCTION BY TWO. ADDITIONALLY, THE **MASCARA** ALSO INCREASES STEALTH BONUS BY ONE WHILE WORN, AND MAXIMUM ACTION POINTS ARE REDUCED BY ONE.	HELMET	5	2
CAPE (ARMOR)	THE CAPE IS ARCHAIC LIGHT CLOTH BACK ARMOR THAT INCREASES ENERGY ARMOR BY 2, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY TWO. A CAPE REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.	CLOAK	18	6
LACED BOOTS (ARMOR)	**LACED BOOTS** ARE ARCHAIC MODERATE LEATHER AND RUBBER BOOT ARMOR THAT INCREASES PHYSICAL AND ENERGY ARMOR BY 1, AND INCREASE PHYSICAL ARMOR VS TERRAIN BY TWO. LACED BOOTS REDUCES MAXIMUM ACTION POINTS BY TWO AND SPEED RANK BY ONE WHILE WORN.	BOOT	21	11

A Troubadours uses Five Ability Slots and
up to Six Equipment Slots.

Troubadours are the Entertainers, Bards, Marshals, and Luchadores of Tri-Core, in that they provide powerful boosting magic and abilities that can increase the potency for themselves and for their Allies in battle. A Troubadour may choose to specialize in a wide variety of catalysts and weaponry and may swap out either Equipment or Ability Slots for whatever they feel they made need as the Troubadour advances in Levels.

TRI-CORE

AVAILABLE ACP DOES NOT INCLUDE ENHANCEMENTS TO CORE STATS

PWR	VIT	END	BODY
1	4	2	7
ENH	ENH	ENH	

INT	ACT	FNE	MIND
4	3	3	10
ENH	ENH	ENH	

ADR	MRL	ATN	SPIRIT
3	1	4	8
ENH	ENH	ENH	

CHARACTER INFORMATION

	BODY	MIND	SPRT	
SINGLE	27	30	28	CHARACTER EXAMPLE
DOUBLE	54	60	56	ARTISAN

MEDIUM SIZE CONSTRUCT

CORE PLUS 15 + 5 PER LEVEL
15 HP AT 1ST LEVEL PLUS 10 HP PER LEVEL (2ND LEVEL AND FORWARD) PLUS THE SUM OF VIT, END, FNE, MRL & ADR

LVL	HP	AP	STAMINA	FOCUS	MANA	PG	MF	ER
	10 HP X LEVEL	BASE	VIT / PWR	INT / VIT	ARD / ACT	PHYSICAL / LVL / BDY	MENTAL / LVL / MND	ENERGY / LVL / SPR
1	28	15	7	10	8	12	15	13
		INT / ARD	END / BODY	ACT / MIND	MRL / ATN / SPIRIT			
	BASE 15	+6				BASE OF 4 PLUS CHARACTER LEVEL		

RESOURCES / STATIC DEFENSE VERSUS ABILITIES

PHYSICAL	MENTAL	ENERGY	SPD RANK	UCB	REACTION	STRENGTH	INTELLECT	AGILITY
ARMOR VS. DAMAGE TYPES			BASE	DICE INCREASE			ENCUMBERANCE = 20 LBS PER STR	
5	2	5	7	BODY PLUS MIND DIVIDED BY 4: 1 D 6	4 (ACT +1)	15	15 (BDY / SPR, MND / SPR)	4 (MND / BDY)
MITIGATION APPLIED AFTER DEFENSE ACTIONS			+4	TOTAL IN BODY			SKILL RANKS EQUALS INTELLECT PLUS 4	

MORALE ÷ 2   INTELLIGENCE ÷ 2   ATTUNEMENT ÷ 2

CORE / 2 + EQUIPMENT

PHYSICAL SKILLS (1D12 PLUS 1D12 PER SKILL RANK)

ATHLETICS	0	HOIST	1	TRAVERSE	0	STEALTH	1
1 + 5 END		2 + 4 PWR		1 + 5 END		2 + 7 VIT	
d12 19 ARD		d12 18 ARD		d12 19 ACT		d12 21 FNE	

MENTAL SKILLS (1D12 PLUS 1D12 PER SKILL RANK)

CRAFTING	1	ENGINEERING	1	OBSERVE	1	TECHNOLOGY	1
2 + 6 INT		2 + 7 INT		2 + 7 ACT		2 + 7 INT	
d12 20 END		d12 21 ARD		d12 21 ATN		d12 21 ACT	

PHYSICAL SKILLS (1D12 PLUS 1D12 PER SKILL RANK)

CHANNEL	0	CLARITY	0	INFLUENCE	1	MEDITATE	0
1 + 7 ARD		1 + 4 ARD		2 + 4 ACT		1 + 5 MRL	
d12 21 ATN		d12 18 MRL		d12 18 MRL		d12 19 ATN	

SPECIALTIES & TECHNIQUES

CROSSBOW	1	ELECTRICITY	1
THROWN	1	WATER	1
FIRE	1	LIGHT	1

INSTINCT

STRIKE	
VOLLEY	1
GRAB	1
COLLIDE	
BLOCK	
DODGE	1
PARRY	
TRADE (THREE CHOICES)	1
CRAFT	1
TECHNOLOGY	1
THROWN	1

Action Blocks

STRIKE — POWER

STRIKE	PWR / ACT	BONUS	CARDS	
1 D12 + 4	1	1	COLLIDE	ADV
	3		PARRY	DIS

VOLLEY — FINESSE

VOLLEY	FNE / ACT	BONUS	CARDS	
2 D12 + 7	3	3	PARRY	ADV
	3		BLOCK	DIS

GRAB — VITALITY

GRAB	VIT / ACT	BONUS	CARDS	
2 D12 + 8	4	4	DODGE	ADV
	3		COLLIDE	DIS

COLLIDE — ARDOR

COLLIDE	ADR / ACT	BONUS	CARDS	
1 D12 + 6	3	3	GRAB	ADV
	3		STRIKE	DIS

BLOCK — ENDURANCE

BLOCK	END / ACT	BONUS	CARDS	
1 D12 + 5	2	1 D6	NONE	ADV
	3	+ 2	VOLLEY	DIS

DODGE — FINESSE & ATTUNEMENT

DODGE	ATN / ACT	BONUS	CARDS	
2 D12 + 8	4	7	NONE	ADV
	3		GRAB	DIS

PARRY — POWER & INTELLIGENCE

PARRY	INT / ACT	BONUS	CARDS	
1 D12 + 7	4	RIPOSTE	COLLIDE	ADV
	3	+ 5	PARRY	DIS

STR	INTL		AGI	STRIKE TARGET
15	16	16	4	21

ABILITIES, ACTIONS, & EQUIPMENT

NAME	DESCRIPTION	COST	TYPE	ACTION	SUB
ABSORB ENERGY (ACTIVE)	HEAL OR SHIELD THE ARTISAN FOR 3D12+8 OR INCREASE DAMAGE WITH NEXT ACTION BY 3D12+8. LAST FOR 1 CYCLE.	2 MP / 3 AP	HEAL SHIELD	GRAB BOON	ATN VIT
ENERGY STREAM (PASSIVE)	DEAL 1D4 LIGHT DAMAGE PLUS 1D4 PER CYCLE CHARGING UP TO 4D4 IN A 50 FT. LINE, CAN BE INCREASED BY ABORB ENERGY.	1 MP / 1 AP	DAMAGE	COLLIDE	ARD
EXOSKELETON (PASSIVE)	INCREASE PHYSICAL ARMOR RESISTANCE BY 50%, REDUCE ELECTRICITY RESISTANCE BY 50%.	NONE	RESIST	NONE	ARMOR
REACTIVE ARMOR (TRIGGER)	INCREASE ACTIVE BLOCK ACTION BY 2D8+9 (14 – 36 SHIELD) AS A TRIGGERING EFFECT DURING A BLOCK ACTION. REDUCE ELECTRICITY RESISTANCE BY AN ADDITIONAL 50% DURING BLOCK.	4 AP	SHIELD	BLOCK	END
TURRET (PASSIVE)	ACTIVATE TURRET WHICH BECOMES A HEAVY FIREARM THAT DEALS 2D6+6 PENETRATE WITH VOLLEY AT 2D12+10 ACCURACY.	NONE	DAMAGE	VOLLEY	FNE
FABRICATE (ACTIVE)	CREATE 40 LBS. OF RAW MATERIALS AND REFINE UP TO 20 LBS. OF MATERIALS WITHIN A 10 FT. CONE OF EFFECT	2 MP	PHYSICAL	CRAFT	INT
MAGNEKINESIS (ACTIVE)	MOVE AND MANIPULATE OBJECTS WITHIN 50 FT. RANGE WEIGHING UP TO 200 LBS. REQUIRES POWER RESOLVE ROLL TO RESIST.	2 FP / 2 AP	MENTAL	GRAB VOLLEY	INT
HAND CROSSBOW (WEAPON)	DEAL 1D4+1 IMPACT DAMAGE AS A STRIKE WITH THE CROSSBOW OR DEAL 2D4+5 PENETRATE BY SHOOTING TARGETS WITH VOLLEY ACTIONS AT 70 FT. RANGE.	1 AP PLUS WEIGHT	DAMAGE	STRIKE VOLLEY	PWR FNE
ALCHEMY BOMBS (BOMB)	4D6+9 FIRE, WATER OR ELECTRICITY DAMAGE IN A 15 FT. CONE IN FRONT OF IMPACT LOCATION. ALCHEMY BOMBS EXPLODE AFTER 1 CYCLE IF IGNITED.	2 AP PLUS WEIGHT	DAMAGE	VOLLEY	INT FNE
GLASSES (ACCESSORY)	INCREASE OBSERVE ACTION BY 5 WHILE GLASSES ARE WORN AND OBSERVE REDUCED BY 3 WHILE THEY AREN'T.	NONE	BOON HINDER	USE	SKILL
LEATHER ARMOR & PANTS	INCREASE PHYSICAL ARMOR BY 4, ENERGY ARMOR BY 3, REDUCE MAXIMUM AP BY 2 AND SPEED RANK BY 1.	NONE	DEFENSE	USE	ARMOR

EQUIPMENT WEIGHT	MAXIMUM WEIGHT	CURRENCY
TOTALED WEIGHT BETWEEN ALL EQUIPPED ITEMS, WEAPONS, AND ARMOR	EQUALS STRENGTH X 20 LBS. WEIGHT BEYOND MAXIMUM REDUCES TOTAL AP BY 50% — 300	

TRI-CORE

ARTISAN

TURRET — 90 / 50

COST: NO COST	**SLOT(S):** DOUBLE		
TYPE: PASSIVE, BOON, ALLY	**SLOT #:** N/A / N/A		
ASPECT: POSITIVE, MENTAL, CONSTRUCT	**CORE:** MIND		
DEVICE: FUNCTIONING	**DRAWBACK:** 15 / 45		
DURATION: PERMANENT			
RANGE: DEVICE DEPENDANT			
TARGET: DEVICE DEPENDANT			
EFFECT: ALLOW ALLY WITH 90 ACP INVESTMENT			

KEYWORDS	DESCRIPTION	COST	
ALLY:	90 ACP INVESTMENT (3D4+10 STAT POINTS)	90	ACP
			ACP
			ACP
			ACP
DRAWBACK:	REDUCE MANA BY 1 POINT	20	ACP

DESCRIPTION

The Turret is a Medium Sized Construct, with Exoskeleton, Reactive Armor, 3d4+10 available to roll for its Stats. It has an Active Ability called Sentry Mode that allows it to take on the form of an immobile automatic Heavy Firearm (2d6+FNE at 60 ft. Range) to protect the user at all costs.

FABRICATE — 60 / 30

COST: COST 2 MANA	**SLOT(S):** DOUBLE		
TYPE: ACTIVE, SKILL, CRAFT	**SLOT #:** N/A / N/A		
ASPECT: POSITIVE, PHYSICAL, CREATION	**CORE:** MIND		
DEVICE: CONSCIOUSNESS	**DRAWBACK:** 15 / 45		
DURATION: INSTANT			
RANGE: 10 FT. CONE (9 SQUARES)			
TARGET: ANY WITHIN CONE OF EFFECT			
EFFECT: REFINE UP TO 40 LBS. OF RAW MATERIALS			

KEYWORDS	DESCRIPTION	COST	
CREATION:	REFINE 40 LBS OF MATERIALS	20	ACP
CREATION:	CREATE 40 LBS OF RAW MATERIALS	10	ACP
RANGE:	AFFECTS MATERIALS IN A 15 FT. CONE	30	ACP
			ACP
			ACP

DESCRIPTION

At the cost of 2 mana, Fabricate allows the user to create 40 lbs. of Raw materials and Refine up to 40 lbs. of materials available within a 10 ft. Cone of Effect (9 Squares).

MAGNEKINESIS — 75 / 60

COST: COST 2 FOCUS, 2 AP	**SLOT(S):** DOUBLE		
TYPE: ACTIVE, GRAB	**SLOT #:** N/A / N/A		
ASPECT: POSITIVE, PHYSICAL	**CORE:** MIND		
DEVICE: CLEAR CONSCIOUS MIND	**DRAWBACK:** 15 / 45		
DURATION: INSTANT UP TO 1 CYCLE			
RANGE: 30 FT. (5 SQUARES)			
TARGET: SINGLE			
EFFECT: MANIPULATE 198 LBS UP WITHIN 50 FT.			

KEYWORDS	DESCRIPTION	COST	
KINESIS:	MANIPULATE UP TO 198 LBS.	33	ACP
RANGE:	INCREASE RANGE BY 10 SQUARES	10	ACP
RANGE:	MANIPULATE ALL OBJECTS IN A 4X4 SQUARE	32	ACP
			ACP
DRAWBACK:	ONLY AFFECTS METAL, COST INCREASED BY 2 AP	30	ACP

DESCRIPTION

NONE — 0 / 30

COST:	**SLOT(S):**		
TYPE:	**SLOT #:** N/A / N/A		
ASPECT:	**CORE:**		
DEVICE:	**DRAWBACK:** 15 / 45		
DURATION:			
RANGE:			
TARGET:			
EFFECT:			

KEYWORDS	DESCRIPTION	COST	
			ACP
			ACP
			ACP
			ACP
			ACP

DESCRIPTION

EQUIPMENT CREATION

HAND CROSSBOW | 56 / 80

HEALTH POINTS:	7	**AP COST INCREASE**	**LEVEL:**	1
DAMAGE REDUCTION:	7		**WEIGHT:**	3
ENERGY RESISTANCE:	6	+1	**RARITY:**	COMMON
HANDLING:	LIGHT		**SIZE:**	SMALL
BURDEN:	CROSSBOW, ARCHAIC	**DRAWBACK:**	0 / 40	
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	20	
MATERIAL:	WOOD & LEATHER	**ST:**	13	
EFFECT VALUE:	1D4 PENETRATE			

KEYWORDS

CROSSBOW:	INCREASE EV BY TWO VS VULNERABLE TARGETS	0	ECP
RANGE	INCREASE RANGE BY 8 SQUARES	16	ECP
			ECP
			ECP
			ECP

DESCRIPTION

FIRE	100%
EARTH	50%
WATER	50%
SLICE	+50%

THE **HAND CROSSBOW** IS A COMMON LIGHT ARCHAIC ONE-HANDED WOOD & LEATHER **CROSSBOW** THAT INCREASES IMPACT DAMAGE BY **1D4+2** AT A RANGE OF 70 FT. (14 SQUARES) AND INCREASES EV BY TWO VS VULNERABLE TARGETS. INCREASE AP COST BY 1 WITH ACTIONS.

WOOD BOLT | 102 / 90

HEALTH POINTS:	4		**LEVEL:**	1
DAMAGE REDUCTION:	4		**WEIGHT:**	1
ENERGY RESISTANCE:	3		**RARITY:**	COMMON
HANDLING:	ONE-HANDED		**SIZE:**	MEDIUM
BURDEN:	LIGHT	**DRAWBACK:**	30 / 30	
TYPE AND TRAIT(S):	ARCHAIC CROSSBOW	**DURABILITY:**	11	
MATERIAL:	WOOD	**ST:**	7	
EFFECT VALUE:	2D4 PENETRATE PLUS 1D4 BONUS			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE DEALT BY 1D4 PENETRATE	32	ECP
BOOST:	IGNORE TARGETS PENETRATE ARMOR BY 4	48	ECP
			ECP
			ECP
DRAWBACK:	REQUIRES 1 SKILL RANK IN CROSSBOW	30	ECP

DESCRIPTION

FIRE	50%
WATER	50%

A **WOOD BOLT** DEALS **2D4+2** PENETRATE DAMAGE TO TARGETS AND CAN ONLY BE FIRED BY A CROSSBOW WEAPON AND REQUIRES 1 SKILL RANK IN CROSSBOWS. A WOOD BOLT COSTS 2 ACTION POINTS TO RELOAD BETWEEN USES. ADDITIONALLY, A STEEL BOLT IGNORES UP TO 4 PENETRATE ARMOR.

ALCHEMY BOMB | 84 / 60

HEALTH POINTS:	5	**AP COST INCREASE**	**LEVEL:**	1
DAMAGE REDUCTION:	3		**WEIGHT:**	2
ENERGY RESISTANCE:	3	2	**RARITY:**	COMMON
HANDLING:	MODERATE		**SIZE:**	
BURDEN:	THROWN, ARCHAIC	**DRAWBACK:**	30 / 30	
TYPE AND TRAIT(S):	ONE-HANDED	**DURABILITY:**	11	
RARITY & MATERIAL:	PLASTIC AND GLASS	**ST:**	6	
EFFECT VALUE:	DEALS 4D6 FIRE, WATER, OR ELECTRICITY DAMAGE			

KEYWORDS	DESCRIPTION	COST	
EMPOWER:	INCREASE DAMAGE BY 4D6 FIRE, WATER, OR ELECTRICITY DAMAGE	64	ECP
RANGE:	6 SQUARE CUBE AREA OF EFFECT BURST	12	ECP
RANGE:	THROWN RANGE INCREASED BY 8 SQUARES	8	ECP
MATERIAL:	HP REDUCED BY 1	-	ECP
DRAWBACK:	INCREASE COST BY 2 ACTION POINTS	30	ECP

DESCRIPTION

ACID	50%
IMPACT	50%

AN **ALCHEMY BOMB** IS A ONE-HANDED MODERATE THROWN AMMUNITION MADE OF GLASS THAT EXPLODES UPON CONTACT DEALING **4D6 FIRE, WATER, OR ELECTRICITY DAMAGE** IN A **3X2 SQUARE CUBE (15 FT. X 15 FT.)** TO ANY TARGETS, OBJECTS, OR STRUCTURES WITHIN THE AREA OF EFFECT. THE FIRE BOMB REQUIRES 2 ADDITIONAL ACTION POINTS TO USE TO ACTIVATE THE FUSE BEFORE BEING THROWN UP TO 70 FT.

THE ARTISAN KEEPS AN ASSORTMENT OF ALCHEMICAL INGREDIENTS TO CHANGE THE ENERGY TYPE TO THE DESIRED EFFECT BEFORE THROWING BOMBS.

GLASSES | 60 / 60

HEALTH POINTS:	2	**MAX AP**	**SPEED RANK**	**LEVEL:**	1
DAMAGE REDUCTION:	2			**WEIGHT:**	0.4
ENERGY RESISTANCE:	1	0	0	**RARITY:**	COMMON
BURDEN:	LIGHT			**SIZE:**	MEDIUM
HANDLING:	ACCESSORY		**DRAWBACK:**	30 / 15	
TYPE AND TRAIT(S):	MODERN		**DURABILITY:**	5	
MATERIAL:	PLASTIC, GLASSES		**ST:**	3	
EFFECT VALUE:	INCREASE OBSERVE SKILL BY 1D10				

KEYWORDS

EMPOWER:	INCREASE OBSERVE SKILL RANK BY 5	50	ECP
			ECP
			ECP
			ECP
DRAWBACK:	REDUCES OBSERVE BY 3 WHILE NOT WEARING GLASSES	30	ECP

DESCRIPTION

GLASSES IS A LIGHT MODERN PLASTIC AND GLASS ACCESSORY FIT OVER THE USERS EYES TO INCREASE THE USERS VISION, INCREASING OBSERVE BY 1D10.

TRI-CORE

EQUIPMENT CREATION

LEATHER GLOVES   60 / 60

HEALTH POINTS: 5		**MAX AP**	**SPEED RANK**	**LEVEL:** 1	
DAMAGE REDUCTION: 3				**WEIGHT:** 4	
ENERGY RESISTANCE: 3		-1	-1	**RARITY:**	**COMMON**
BURDEN: MODERATE				**SIZE:** MEDIUM	
HANDLING: HAND ARMOR				**DRAWBACK:** 0 / 30	
TYPE AND TRAIT(S): LAYERED, ARCHAIC				**DURABILITY:** 11	
MATERIAL: LEATHER				**ST:** 6	
EFFECT VALUE: NONE					

KEYWORDS

GLOVES:	INCREASE ACCURACY BY 1 WITH GRAB ACTION	–	ECP
LAYERED:	INCREASE PA BY 0, MA BY 0, AND ER BY 1	60	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
MODERATE:	INCREASE PHYSICAL AND ENERGY ARMOR BY ONE	–	ECP
DRAWBACK:	REDUCE HEALTH POINTS BY 3		ECP

DESCRIPTION

SLICE	**50%**
EARTH	**50%**

LEATHER GLOVES ARE ARCHAIC MODERATE LEATHER HAND ARMOR THAT INCREASES **PHYSICAL** AND **ENERGY ARMOR** BY **TWO**, AND INCREASE **ACCURACY** BY **ONE** WITH **GRAB** ACTION. LEATHER GLOVES REDUCES MAXIMUM ACTION POINTS BY ONE AND SPEED RANK BY ONE WHILE WORN.

LEATHER PANTS   60 / 60

HEALTH POINTS: 5		**MAX AP**	**SPEED RANK**	**LEVEL:** 1	
DAMAGE REDUCTION: 3				**WEIGHT:** 3	
ENERGY RESISTANCE: 3		-1	0	**RARITY:**	**COMMON**
BURDEN: LIGHT				**SIZE:** MEDIUM	
HANDLING: LEG ARMOR				**DRAWBACK:** 0 / 30	
TYPE AND TRAIT(S): LAYERED, ARCHAIC				**DURABILITY:** 11	
MATERIAL: LEATHER				**ST:** 6	
EFFECT VALUE: NONE					

KEYWORDS

PANTS:	INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1	–	ECP
LAYERED:	INCREASE PA BY 0, MA BY 0, AND ER BY 1	60	ECP
MATERIAL:	INCREASE HP BY 0, DR BY 0, AND ER BY 0	–	ECP
			ECP
DRAWBACK:	REDUCE HEALTH POINTS BY 3		ECP

DESCRIPTION

SLICE	**50%**
EARTH	**50%**

LEATHER PANTS ARE ARCHAIC LIGHT CLOTH PANTS ARMOR THAT INCREASES **PHYSICAL ARMOR BY TWO** AND **ENERGY ARMOR BY ONE**, AND INCREASE ENERGY ARMOR VERSUS ENVIRONMENT BY 1. LEATHER PANTS REDUCES MAXIMUM ACTION POINTS BY ONE WITH NO PENALTY TO SPEED RANK WHILE WORN.

NONE   0 / 60

HEALTH POINTS:		**AP COST INCREASE**	**LEVEL:**
DAMAGE REDUCTION:			**WEIGHT:**
ENERGY RESISTANCE:		0	**RARITY:**
HANDLING:			**SIZE:**
BURDEN:			**DRAWBACK:** 0 / 30
TYPE AND TRAIT(S):			**DURABILITY:** 0
RARITY & MATERIAL:			**ST:** 0
EFFECT VALUE:			

KEYWORDS

		ECP
		ECP
		ECP
		ECP
		ECP

DURABILITY	DESCRIPTION

NONE   0 / 60

HEALTH POINTS:		**AP COST INCREASE**	**LEVEL:**
DAMAGE REDUCTION:			**WEIGHT:**
ENERGY RESISTANCE:		0	**RARITY:**
HANDLING:			**SIZE:**
BURDEN:			**DRAWBACK:** 0 / 30
TYPE AND TRAIT(S):			**DURABILITY:** 0
RARITY & MATERIAL:			**ST:** 0
EFFECT VALUE:			

KEYWORDS

		ECP
		ECP
		ECP
		ECP
		ECP

DURABILITY	DESCRIPTION

TRI-CORE

VEHICLES & TRAVEL

A vehicle is a machine that transports people or cargo. A machine is any physical system with ordered structural and functional properties. It may represent human-made or naturally occurring device molecular machine that uses power to apply forces and control movement to perform an action. Machines can be driven by animals and people, by natural forces such as wind and water, and by chemical, thermal, or electrical power, and include a system of mechanisms that shape the actuator input to achieve a specific application of output forces and movement.

A Vehicle is a Construct and inactive unless used as part of the Characters Actions. The Vehicle is required to be the same Size Rank or Larger than the Character that **Uses** it. Vehicles have a source of energy that allows it to be used such as Petrol, and Electricity. Vehicles must have a sufficient source of fuel or energy in order to be used. Vehicles require knowledge and training to be used. Vehicles have Rank requirements in Technology to be used otherwise the Character can improvise using **Acuity** or **Intelligence**. If the Character can use the Vehicle, no rolls are required to use it. **Offense** and **Defense Actions** in Vehicles have reduced **Accuracy Die** based on the Vehicle and its Type and Size. Action Point costs are increased or Decrease overall based on the Action type. As Action Points are a mixture of Time and Effort. Vehicles protect the Character inside as a barrier between the Character and the incoming harm. Durability varies between different locations on Vehicles such as Windows and Frames.

The average **Vehicle** accelerates at **4 Speed Rank** gaining **4 Speed Rank** per **2 Action Points** spent. **1 Speed Rank = 3 mph**. A Vehicle gains its Speed Rank additively per 2 AP Spent with varying limits on maximum speed. Vehicles reduce reaction time and accuracy based on Size Rank. Collision while moving in the same direction deals 1d10 per 2 Speed Rank in Difference plus 1d10 per 200lbs of the Vehicle. Collision in opposing directions add the Speed Rank and Weight together for both vehicles and the Damage is split between both Vehicles. Collision damage equals 1d10 per 2 Speed Rank and 1d10 per 100lbs. Coming to a complete stop reduces Speed Rank by 3 per second (2 AP). If the distance needed to brake exceeds the distance until collision, calculate the Speed Rank at moment of collision for Collide Damage.

As an example a Car going 68 mph is traveling at a Speed Rank of 20. Each second 3 Speed Rank is deducted until the Vehicle reaches Zero Speed Rank. So each Second the Vehicle travels the current Speed Rank it is at. 100 feet, 85 feet, 70 feet, 55 feet, 40 feet, 25 feet, 10 feet and finally 0. The Vehicle will have traveled 385 feet (77 Squares), before coming to a complete stop. Any Characters, Objects or Vehicles with 385 will result in a collision.

A Character can increase Braking Strength by rolling Technology, if successful can double the Speed Rank reduction per second to 6. If they fail, they risk spinning out and even tumbling. CL equals 15+Half the Speed Rank Speed rounded down. Vehicles can perform maneuvers and actions much like a Character can but is limited to Strike, Collide, Block and Dodge. All require the Vehicle to be in motion and functional. Maneuvers require a Technology roll and the difficulty is 12+Half the Speed Rank rounded down. **Maneuvers are changes in direction and speed without slowing down and traversing ramps and clearings.**

Structures vs. Vehicles: A Vehicle if Colliding and Striking a Structure & has no intention of slowing down or reducing Speed Rank will continue to move through until it fails to take the durability of a Structure down to zero. A Steel Wall for example has 1500 HP and 120 DR, which means the Vehicle will have to deal at least 1500 damage to punch through and splits any damage it deals with itself. Even moving at 60 mph and weighing 3,000 lbs. the average vehicle can only amass 40d10 in Collide Damage making it impossible for it to punch through a reinforced Steel Wall without destroying itself first. However, a Glass Window and Wooden or Drywall would provide very little resistance. Listed Durability is for a Quarter of an Inch of Material. Certain items such as a Sheet of Paper still has exactly 1 HP.

VEHICLE TYPES

NAME	DESCRIPTION	TRAVEL
MOTORBIKE	ONE ENGINE, TWO TO THREE WHEELS, & ONE TO TWO SEATS	LAND
MOTORCAR	ONE ENGINE, FOUR WHEELS, & ONE TO EIGHT SEATS	LAND
MOTORTRUCK	ONE ENGINE, FOUR TO TEN WHEELS, & ONE TO TEN SEATS	LAND
CARRIER	ENGINE(S), WHEELED OR TRACKED OR TREADS, & VARIED SEATING	LAND
WATERCRAFT	ENGINE(S) OR SAILS, & VARIED SEATING	WATER
AIRCRAFT	MULTIPLE ENGINES, WINGED, & VARIED SEATING	WATER & AIR
SPACECRAFT	MULTIPLE ENGINES, ROCKETS, WINGED, & VARIED SEATING	WATER, AIR & SPACE

VEHICLES CAN BE LIGHT, MODERATE AND HEAVY

VEHICLES FOLLOW THE SAME RULES ON DURABILITY, BASED ON THE MATERIAL USED TO CONSTRUCT THEM. SPEED AND WEIGHT ARE BIGGER FACTORS WHEN IT COMES TO VEHICLES

VEHICLES HAVE THE SAME CREATION RULES AS EQUIPMENT, BUT START AT A HIGHER LEVEL TO ALLOW FOR SUFFICIENT HP, ER, DR, AND SPEED RANK TO REFLECT THEM MORE ACCURATELY

THERE IS A LIGHT, MODERATE, AND HEAVY VERSION FOR EACH TYPE OF VEHICLE, BUT EACH VEHICLE TYPE ARE DRASTICALLY DIFFERENT BASED ON THEIR WEIGHT TYPE

WEAPONS AND FIREARMS FUNCTION THE SAME WHEN USED WITHIN A VEHICLE OR WHEN THE WEAPONS AND FIREARMS ARE ATTACHED TO THE VEHICLE. ALL REQUIRE STRIKE OR VOLLEY

VEHICLE TYPES DO NOT INHERENTLY ALLOW FOR WEAPONS, THUS ECP BASE REMAINS LEVEL 1

USING WEAPONS AND FIREARMS IN A MOVING VEHICLE APPLIES A PENALTY TO ACCURACY AS WELL AS TARGETING A MOVING VEHICLE WHILE STATIONARY. THE PENALTY VARIES BETWEEN DIFFERENT CIRCUMSTANCES, SUCH AS TWO MOVING VEHICLES MOVING IN THE SAME DIRECTION AND ARE CLOSELY PARRALEL TO EACH OTHER.

TWO MOVING VEHICLES MOVING IN THE SAME DIRECTION BUT DIFFERENT SPEED RANKS WILL ALSO AFFECT ACCURACY WHEN PERFORMING OFFENSE ACTIONS SUCH AS STRIKE, COLLIDE, AND VOLLEY. IN SOME CASES, GRAB.

AS VEHICLES ARE CREATED USING THE SAME METHOD AS ITEMS AND EQUIPMENT, THEIR ECP WILL INCREASE BY RARITY. WHICH IS BETWEEN COMMON AND LEGENDARY. HOWEVER, EACH VEHICLE IS A COMBINATION OF LARGER COMPONENTS AND WILL HAVE A BASE ECP OF 350, INSTEAD OF 70.

VEHICLES, SUCH AS EQUIPMENT MAY INCREASE TOTAL ECP BY 50% THROUGH DRAWBACKS.

EACH VEHICLE WILL HAVE A BASE SPEED RANK THAT INCREASES ADDITIVELY EACH SECOND THE SPEED IS MAINTAINED UP TO THE MAXIMUM SPEED RANK THAT VEHICLE CAN ATTAIN. BASE SPEED RANK AND MAXIMUM SPEED RANK AND ACCELERATION IS DEPENDANT ON TYPE AND WEIGHT. IF A VEHICLE HAS A SPEED RANK OF 4, THEN EACH SECOND ACCELERATING INCREASES IT BY 4. SO AFTER 10 ACTIONS POINTS SPENT, WHICH IS 5 SECONDS, THEN THAT VEHICLE WILL BE AT 24 SPEED RANK OR 72 MPH.