

Heroics

Daring	Genius	Spirit
Gaining		
Entering combat and not running.	Taking Time to Perform Research in a Library or other Place of Study & Learning	Providing Aid to heal another character of their injuries.
Challenging another to a just and honorable duel.	Starting an Investigation.	Suffering the consequences of another character's failed rolls.
Tackling a dangerous problem head on.	Overcoming a challenge using specialized inventions, spells or prepared tools.	Negotiating with, charming, or tricking an enemy.
Saving an ally or an innocent from death or certain doom.	Studying ancient texts and relics, uncovering hidden treasures or secrets.	Answering a call for help from an ally or a stranger.
Spending		
Add 1 Success to any Physical Check.	Add 1 success to any mental check or investigation check.	Add 1 success to any social check.
Automatically overcome fear, terror, and the penalties of Physical injuries for 1 scene.	Receive an answer from the GM to a current problem, receive a sudden burst of inspiration or knowledge.	Overcome confusion, mind-control, or the penalties of Mental injuries for 1 scene.
Reroll any failed Physical Check.	Reroll any failed Mental check.	Reroll any failed Social check.

Experience

Circumstance	EXP
Spend a point of Daring, Genius, or Spirit	+1
Complete an Investigation (Threshold 1-10)	+1
Complete an Investigation (Threshold 11+)	+2
Complete a Journey (Length 2-3)	+1
Complete a Journey (Length 4+)	+2
Complete a Delve (2-4 Locations)	+1
Complete a Delve (5+ Locations)	+2
Wealth Calling (Party Gains 8 Treasure)	+1
Knowledge Calling (Complete an Investigation)	+1 / 3 Threshold
Adventure Calling (Complete a Journey)	+ [Length]
Adventure Calling (Complete a Delve)	+ [Locations] / 2
Action Calling (Enter a Combat Encounter)	+1
Action Calling (Kill or Maim an Enemy)	+1

Advancement	EXP
+1 to 1 Attribute	[Level Gained] x 3
+1 to 1 Skill	[Level Gained] x 8
+1 to 1 Magical College or Technology Discipline	[Level Gained] x 5
+1 to 1 Trait	[Level Gained] x 4

Success & Failure

Success
A new advantage is created, giving +1 to a further action or an allies action.
The character finds Treasure (generally 1-3 unless the situation calls for more.
An established complication is eliminated or nullified for now.
The character gains a Heroics point (the player narrates how).
Any possible side-effects of the action are mitigated or avoided (within reason).
The action is particularly potent or effective.

Failure
The character does not accomplish their goal.
The character or an ally suffers 1 Injury.
A new threat is introduced to the situation.
The character loses access to a piece of equipment for the scene.
A current advantage that the character had in the scene is now unavailable.

Injuries

Effects of Injuries		
Type	Level	Effect
Physical	Wounded	+2TN to all checks that require significant physical exertion.
	Incapacitated	Cannot perform strenuous physical activity, and Dodge/Toughness are both considered 0.
Mental	Wounded	+2TN to all checks that require significant through or strenuous mental exercise.
	Incapacitated	Cannot perform any strenuous mental activity, and Vigilance/Will are both considered 0.

Physical Injuries	Injuries
Falling a great distance without aid.	1 / 10ft.
Pushing themselves despite failing a Fortitude check.	1
Eating spoiled or rotten food.	1-3
Touching an open flame or extremely cold object.	1
Cutting oneself with a bladed weapon.	1

Mental Injuries	Injuries
Receiving extreme stress from tense situations or deadly encounters.	1
Narrowly surviving certain death.	3
Forced to perform heinous actions that go against their morals.	1+
Witnessing a close friend or family member die.	3
Witnessing or seeing something truly grotesque (the aftermath of a big battle, etc.)	2+
Something of intimate personal value is taken.	2
Something of intimate personal value is destroyed in front of you.	3
Caught in a burning building.	1-3
Betraying friends, allies, or family members willingly.	1
Being forced to betray friends, allies, or family.	2
Being the victim of mental manipulation or mental domination.	4
Humiliated in public.	1+
A dark secret is revealed to the public (e.g. the character is a murderer)	2+

Treasure and Purchases

Scavenging	
Circumstance	Treasure
Scavenging the city streets or searching through the trash to find something.	1
Scavenging a destroyed wagon on the road.	1-3
Looting a destroyed farm or rural house.	1d5-1
Carving and dressing a day's haul of furs.	2
Looting a battlefield.	1d10-1

Business	
Circumstance	Treasure
Selling a schematic for a new technological invention.	1d10
Selling a formula for a new spell.	1d10
Successfully negotiating a business deal with a middle class business owner.	10
Successfully negotiating a business deal with a nobleman or wealthy businessman.	20
Performing a day's work at a labor job.	2
Getting a story published in a major	5
Publishing a penny dreadful in a major	3
Publishing a paper in a respected sciences publication.	6
Publishing a paper in a respected magic studies publication.	8

Games and Competition	
Circumstance	Treasure
Winning an official strength or athletic competition.	1d5+3
Winning a bare-knuckle brawling tournament.	1d10+2
Having a good night at a gambling den.	1d5
Having a good night at a major gambling house.	1d10+1
Winning a bet at the races.	1d5+1

Crime	
Circumstance	Treasure
Robbing a random person on the street or on the road.	1d5-2
Looting a random residence.	1d5
Signing a deal with a crime boss.	10
Robbing a coach on the road.	1d5+1
Robbing a wage wagon.	3d10+20

Adventuring	
Circumstance	Treasure
Finding buried treasure or a hidden cache of goods.	1d10
Looting a bandit camp or a small gang's hideout.	1d5+1
Completing a favor for a wealthy individual who will reward them.	1d10
Carving and selling the body of a mythical creature	1d10+3
Turning in a minor bounty.	1d5+2
Turning in a major bounty.	1d10+5

Equipment/Service Value(s)	DC	Equipment/Service Value(s)	DC
1-7	None	1-15	None
8-11	2	16-30	2
12-15	3	31-45	3
16-19	4	46-60	4
20-24	5	61-75	5
25+	6	76+	6

Objects

Size		Load			Value		Material Resistance	
Size	Example	Load	Weight	Example	Treasure	Value	Material	Resistance
-4	Rat	1	2.5lb.	Sack of Coins	Handful of Coins	1	Wood and Timber	5
-3	House Cat	2	6lb.	Standard Rifle	Bottle of Perfume	2	Stone, Rock, Sheet Rock	6
-2	Fox	3	9lb.	Two-Handed Axe	Silver Pocket Watch	3	Steel and Iron	7
-1	Sheep, Domestic Dog	4	12lb.	2 Silver Bars	Small Clockwork Animal	4	Gold and Gold Creations	4
0	Average Humanoid, Pony	5	14lb.	Cast Iron Pot	Sack of Gems	5	Silver and Silver Creations	4
1	Large Humanoids	6	17lb.	Steamer Trunk	Jade Carving	6	Brass and Bronze	7
2	Cart, Horse	7	20lb.	Heavy Sledgehammer	Oil on Canvas Portrait	7	Dirt and Earthworks	5
3	Cow	8	22lb.	Extension Ladder	Box of Jewelry	9	Hard Woods	6
4	Carriage, Large Horse	9	26lb.	Bar of Gold	Gold Bar	10	Solid Ice	6
5	Large Bear	10	30lb.	Box of Hand Tools	Ancient Elven Sword	15	Steel Wire	7
6	Moose	15	50lb.	Penny Farthing Bicycle	Bronze Bust	8	Glass Panes and Windows	3
7	Elephant	20	70lb.	Miniature Steam Engine	Box of Jewelry	9	Mithrin (Mana Infused Silver)	7
8	Train Car	25	100lb.	Standard Bag of Coal	Gold Bar	10	Adamantine (Mana Infused Steel)	13
		30	120lb.	Average Human Female	Wagon of Gold Valuables	20	Auranite (Mana Infused Gold)	6
		35	150lb.	Average Human Male			Orichalcum (Mana Infused Brass)	10
		40	180lb.	Full Gunny Sack of Grain			Sylvium (Mana Infused Wood)	8
		50	250lb.	Solid Steel Door				
		+5	+50lb.	-				

Forces & Energies

Fire	Description
1	Candle Flame
2	Gas Lantern
3	Campfire
4	Oven Flame
5	Large Campfire
6	Bonfire
7	Forge Fire
8	Welding Torch

Sound	Description
1	Passing Train
2	Loud Factory
3	Power Tools
4	Gunfire
5	Dynamite Explosion
6	Electric Sirens
7	Artillery Fire
8	Demolition in a Tunnel

Heat	Temp Ranges
1	32-35C (90-95F)
2	36-38C (96-101F)
3	39-41C (102-106F)
4	42-44C (107-111F)
5	45-48C (112-118F)
6	49-52C (120-126F)
7	53-56C (127-133F)
8	57-60C (134-140F)

Cold	Temp Ranges
1	9C to 4C (48F to 39F)
2	4C to -5C (39F to 23F)
3	-6C to -10C (21F to 14F)
4	-11C to -15C (13F to 5F)
5	-16C to -20C (4F to -4F)
6	-20C to -30C (-4F to -22F)
7	-30C to -40C (-22F to -40F)
8	-41C and below (-42F)

Power Draw	Object
1	Small Light Bulb,
2	Small Electronics
3	Small Automata,
4	Street Lights
5	Heavy Automata,
6	Electric Searchlights,
7	Industrial
8	Electric Lighthouse,
9	Heavy Industry,
10	Electric Trains
11	Lightning Towers,
12	Light Gates

Light Intensity	Description	Effects
0	Complete Darkness	Characters cannot make checks that require sight.
1	Near Darkness	-2D to all checks requiring sight
2	Dim Moonlight	-1D to all checks requiring sight
3	Bright Moonlight	No changes
4	Street Lamps	
5	Average Sunlight	
6	Very Bright Lights	-1D to all checks requiring sight
7	Tower Searchlights	-2D to all checks requiring sight
8	Lightning Flash	Blinded and unable to make checks that require sight

Equipment

Weapon Qualities

- **Artillery:** This weapon reduces Size bonuses to Toughness by its Artillery rating.
- **Automatic:** This weapon can spend 1 MOS to deal damage to an additional target within Close range to the initial target instead of dealing +1 Damage.
- **Bludgeon:** When this weapon deals damage to an enemy, they also suffer 1 Mental Injury.
- **Deadly:** This weapon's damage dice succeed on a 5+.
- **Defensive:** When wielding this weapon, you gain +1 Dodge vs Melee Attacks.
- **Disorienting:** When this weapon deals an injury, this weapon gives -1D to all of their attacks for 1 turn.
- **Double Handed:** This weapon requires both hands to wield.
- **Ensnaing:** This weapon halves the target's movement upon a successful attack.
- **Explosive:** The attacks of this weapon deal damage to all targets in Close range to your target.
- **Hidden:** This weapon gives +1D to Roguery checks to hide it.
- **Intimidating:** This weapon gives +1D to Brutality checks when wielded.
- **Piercing:** This weapon ignores half of the toughness bonus of armor (rounded down).
- **Slow:** This weapon costs a minor action each turn to load.
- **Sundering:** Upon dealing an injury, this weapon damages armor, removing 1 point of toughness bonus.
- **Very Slow:** This weapon costs a major action to load.
- **Vulgar:** The wielder of this weapon suffers -1D to Congeniality checks within cities and most public spaces. Weapons with this quality would never be allowed inside most homes, society events, restaurants, etc.

Melee Weapon	Dmg	Range	Load	Val	Qualities
Fist	T+2	C	0	-	-
Brass Knuckles	T+3	C	0	3	Disorienting, Hidden, Vulgar
Dagger/Knife	T+3	C	0	5	Deadly, Hidden
Club	T+4	C	1	3	Bludgeoning, Hidden, Vulgar
Truncheon	T+4	C	1	7	Bludgeoning
Sword	T+4	C	1	10	Deadly, Defensive
Hatchet	T+4	C	1	7	Sundering
Axe	T+5	C	3	10	Double Handed, Intimidating, Vulgar
Maul	T+5	C	3	11	Double-Handed, Vulgar, Artillery 2
Greatsword	T+5	C	2	12	Deadly, Double Handed

Ranged Weapon	Dmg	Range	Load	Val	Qualities
Pistol	6	M	1	6	Hidden
Heavy Pistol	7	M	1	10	Disorienting
Carbine	7	M	2	12	Piercing, Double Handed
Rifle	8	L	2	15	Deadly, Piercing, Double Handed, Vulgar
Anti-Vehicle Rifle	8	F	3	25	Piercing, Double Handed, Vulgar, Artillery 4
Buckshot Rifle	10	M	2	14	Intimidating, Double Handed, Vulgar
Bow	7	L	1	9	Deadly, Double Handed, Slow
Grenade Rifle	10	M	3	20	Explosive, Double Handed, Vulgar, Artillery 3
Throwing Knife	5	S	1/5	4	Piercing, Hidden
Gatling Gun	8	M	10	40	Deadly, Vulgar, Artillery 2, Automatic

Name	+T	-D	Load	Val
Lined Coat	1	0	3	5
Cuirass	2	-1	7	15
Steel Suit	3	-2	15	25

Ship Weapon	Dmg	Range	Qualities
Light Ship Battery	8	L	Explosive, Artillery 2
Heavy Ship Battery	10	F	Explosive, Very Slow, Artillery 6
Boarding Gun	6	M	Deadly, Piercing
Aerial Bomb	16	D	Explosive (Short), Deadly, Very Slow, Artillery 8
Sea Mine	16	C	Explosive (Short), Deadly, Very Slow, Artillery 8
Ship Ram	T+4	C	Piercing, Deadly, Artillery 2

Investigations

Difficulty	
Description	#
Simple (A Common Murder)	1-2
Very Difficult (Dwarven Puzzle Box)	5-6
Difficult (Imperial Court Intrigue)	3-4
Incredibly Difficult (An Ancient Elven Poetic Riddle)	7-9

Threshold	
Description	#
Small (Break a Cryptic Cypher)	1-5
Complex (Solve an Ancient Puzzle)	11-15
Large (Find a Gang Hideout)	6-10
Byzantine (Uncovering a Criminal Conspiracy)	16+

Clue Questions

- Does this clue provide context for the question?
- Does this clue tie previously unrelated evidence?
- Does this clue further inform the question in some way?
- Does this clue imply how further information may be gleaned about the investigation?

Clues

Minor Clue: Answers 1 Question (1 Threshold)

Major Clue: Answers 2-3 Questions (2 to 3 Threshold).

Critical Clue: Answers all 4 (Half Total Threshold, no less than 4)

Journeys

Hazard Level 1	
Roll	Encounter
2	Dangerous Human Encounter
3	Dangerous Wildlife Encounter
4	Simple Human Encounter
5	Simple Human Encounter
6	Simple Wildlife Encounter
7	Simple Wildlife Encounter
8	Wilderness Hazard (1d5)
9	Wilderness Hazard (1d5-1)
10	Wilderness Hazard (1d5-2)
11	Wilderness Obstacle (1d5)
12	Wilderness Obstacle (1d5-1)
13	Wilderness Obstacle (1d5-2)
14	Neutral Location
15	Neutral Location
16	Neutral Location
17	Neutral Location
18	Nothing Happens
19	Nothing Happens
20	Friendly Encounter

Hazard Level 2	
Roll	Encounter
2	Dangerous Human Encounter
3	Dangerous Human Encounter
4	Dangerous Wildlife Encounter
5	Dangerous Wildlife Encounter
6	Simple Human Encounter
7	Simple Human Encounter
8	Simple Wildlife Encounter
9	Simple Wildlife Encounter
10	Wilderness Hazard (1d10)
11	Wilderness Hazard (1d10-1)
12	Wilderness Hazard (1d5)
13	Wilderness Obstacle (1d10)
14	Wilderness Obstacle (1d5+1)
15	Neutral Location
16	Neutral Location
17	Neutral Location
18	Nothing Happens
19	Nothing Happens
20	Friendly Encounter

Hazard Level 3	
Roll	Encounter
2	Dangerous Human Encounter
3	Dangerous Human Encounter
4	Dangerous Human Encounter
5	Dangerous Wildlife Encounter
6	Dangerous Wildlife Encounter
7	Dangerous Wildlife Encounter
8	Simple Human Encounter
9	Simple Human Encounter
10	Simple Wildlife Encounter
11	Simple Wildlife Encounter
12	Wilderness Hazard (1d10+2)
13	Wilderness Hazard (1d10+1)
14	Wilderness Hazard (1d10)
15	Wilderness Hazard (1d5+1)
16	Wilderness Obstacle (1d10+1)
17	Wilderness Obstacle (1d10)
18	Neutral Location
19	Neutral Location
20	Nothing Happens

Complications		
Roll	Complication	Description
1	Bad Weather	Characters suffer -1D on all rolls made in any encounters in this weather. If they have no shelter, they suffer -2D and 1 Physical Injury unless they find shelter.
2	Hostile Region	Any combat encounters automatically turn Dangerous in this region, and any other encounters are made much deadlier.
3	Little Natural Resources	The "Survive" and "Find Shelter" actions are impossible in this region.
4	Dangerous Landscape	Characters automatically suffer 1 Mental or 1 Physical Injury.
5	Confusing Landscape	The party becomes lost and must "Navigate" to find the path again.

Speed	Nearby	Same Region	Nearby Region	Same Continent	Cross Continent	Cross Planet
0	2 Days	1 Week	1 Month	4 Months	8 Months	1 Year
1	1 Day	1 Week	1 Month	3 Months	7 Months	11 Months
2	1 Day	6 Days	3 Weeks	2 Months	6 Months	10 Months
3	1 Day	5 Days	3 Weeks	1.5 Months	4 Months	9 Months
4	<1 Day	4 Days	2 Weeks	1 Month	2 Months	7 Months
5	<1 Day	3 Days	2 Weeks	3 Weeks	1 Month	5 Months
6	<1 Day	2 Days	1 Weeks	2 Weeks	3 Weeks	3 Months
7	<1 Day	1 Day	5 Days	1.5 Weeks	3 Weeks	1.5 Months
8	<1 Day	1 Day	3 Days	1 Week	2 Weeks	1 Month
9	<1 Day	<1 Day	2 Days	5 Days	1 Week	2.5 Weeks
10	<1 Day	<1 Day	1 Day	3 Days	1 Week	1 Week
11	<1 Day	<1 Day	1 Day	2 Days	4 Day	5 Days
12	<1 Day	<1 Day	<1 Day	1 Day	2 Days	3 Days