# Table of Contents

[**Table of Contents**](#_rrqigh4j8192) **1**

[**Character Creation**](#_sw8exxe6j62n) **8**

[Step 0: Pre-Creation](#_uj6l9e1zs0bm) 8

[Step 1: Background](#_7zt8qz9jt9eo) 8

[Step 2: Attributes](#_xx8jghzhk5e5) 8

[Step 3: Skills](#_sfn93lwjspft) 8

[Step 4: Traits](#_x2538o8dzlht) 8

[Step 5: Purchases](#_cvi5m6x923hl) 8

[Step 6: Final Steps](#_qsdic2i3mwi2) 8

[Backgrounds](#_xiurzyygsn4b) 9

[Lower Class](#_sk1r1wylnbjh) 9

[Middle Class](#_dpv71t83eos6) 10

[Upper Class](#_qha00uabh6qm) 12

[**Races**](#_c25xein185qy) **13**

[**Attributes and Skills**](#_9lo8cq52tttv) **14**

[Attributes](#_sxdf9vwbrp0r) 14

[Core Attributes](#_8a5t4lfbpavx) 14

[Strength](#_2bu1iddmvnb) 14

[Agility](#_yd7tn81ee3wv) 14

[Fortitude](#_w4g8kic2krr5) 14

[Perception](#_rc4mpsg8jtin) 14

[Intellect](#_vq0i7g38naz2) 14

[Willpower](#_k5pnuwgk7f3t) 14

[Charisma](#_tze90o4bhiqt) 14

[Attributes at 0](#_7wci0uop1abb) 15

[Derived Attributes](#_ge78k7ojrod1) 15

[Dodge](#_rs4tbp3x8fwv) 15

[Toughness](#_q5wrv45k8gvc) 15

[Vigilance](#_synaykdadct1) 15

[Will](#_y6kmipyh2ce7) 15

[Max Load](#_5kmqq6lhof8m) 15

[Skills](#_urahlmmou4xd) 16

[Innate Skills](#_154fsdh74dhy) 16

[Melee Combat](#_d06urj5rdsif) 16

[Ranged Combat](#_atnosm4qahcs) 16

[Athleticism](#_meaks44hvy2) 16

[Observation](#_owoe3vkl6to) 16

[Vehicles](#_qt6mkm7vn2sx) 16

[Outdoorsman](#_e73y90m9sz3t) 17

[Roguery](#_x52ik4h7rs0u) 17

[Congeniality](#_xnpul5hjhwfl) 17

[Brutality](#_64pbkpmrajck) 17

[Trained Skills](#_s7zvu7jbogcv) 18

[Medicine](#_hfjq5upnosjv) 18

[Engineering](#_oojdez7j8xat) 18

[Spellcasting](#_ufo1cxd3b5gm) 18

[Science](#_s2syc61m5ypp) 18

[Arcana](#_2hmvegssq1k3) 18

[Lore](#_j7uhvqwftuai) 18

[Leadership](#_18uogxvf4mjw) 18

[**Magic and Technology**](#_8ahx1eijp1jq) **19**

[Spell Colleges](#_s9ixk6ndxx9t) 19

[Technological Disciplines](#_d278i2dit3mc) 19

[**Traits**](#_r3gahmmugzlw) **20**

[**Animal Companion/Familiar Builder**](#_pz03ap26ssy6) **21**

[Step 1: Attributes and Skills](#_gj72i4t419g2) 21

[Step 3: Special Abilities and Attacks](#_vf79x3nd2s8x) 22

[**Rules**](#_i5chthdw5csr) **23**

[Core Resolution](#_1kwebsyo6rxf) 23

[Success & Failure](#_5kws59rcut9z) 23

[Success](#_ht4mmn4tyunc) 23

[Failure](#_f653x1jxkv5b) 23

[Injuries](#_kuifcl1yl2t) 24

[Effects of Injuries](#_az6esymwhbwr) 24

[Assigning Injuries](#_pwyrmdmmgjt6) 24

[Physical Injuries](#_cronsqdv7723) 24

[Mental Injuries](#_haemtv3koqdf) 24

[Healing Injuries](#_fpqmhv6y84yq) 25

[Healing Physical Injuries](#_k65iars24nuv) 25

[Healing Mental Injuries](#_h616lwio7an7) 25

[Providing Aid](#_9cgr9ltoraps) 25

[Aid for Physical Injuries](#_tu516u39ra7c) 25

[Aid of Mental Injuries](#_wjqc1p6gy8xl) 25

[Heroics](#_tgrv295xv7jn) 26

[Daring](#_804zwwm8zh5z) 26

[Genius](#_kqs3aniaxreh) 26

[Spirit](#_htq1gli4uedj) 26

[Combat](#_sit1p1d4x171) 27

[Turn Order](#_vqg5pi3n4h6) 27

[Actions in Combat](#_id4f8l5n0gt0) 27

[Attacks](#_rfciv5s2k96o) 27

[Common Minor Actions](#_vednyk3aaq01) 27

[Surprise and Unarmed Defense](#_fm2oata2bqyf) 27

[Answering Questions](#_3anpp6obvmdh) 28

[Intrigue](#_u6vw3f13olc2) 28

[Investigations](#_achz6fuapndt) 29

[Setting up an Investigation](#_6jz1azg9q63u) 29

[Large Investigations and Benchmarks](#_u09s13vvmiox) 29

[Common Investigation Checks](#_k3lrg4z8mta3) 30

[Time in Investigations](#_s3g9dhxk12ox) 30

[Failed Investigation Checks](#_hl81vz765f0a) 30

[Key Clues and Breakthroughs](#_ru8r55d2yq3y) 30

[Adventure](#_gmsgrnilcxgi) 31

[Journeys](#_xvsmj4k4delq) 32

[Beginning a Journey](#_vloqvgf0t1xt) 32

[Journey Actions](#_cc68d02o36ak) 32

[Encounter Rolls](#_i8yoiwsh5shi) 33

[Complications](#_o90mgzti362p) 33

[Delves](#_swluzcpyfzku) 34

[Structure of a Delve](#_owkltyrvqr8n) 34

[Designing a Delve](#_uquflozas01w) 34

[Rules of a Delve](#_at9bzd4q2id7) 34

[Delve Rewards](#_m1jw4chdl1gb) 35

[Delve Hazards/Obstacles](#_qqvssogrpf7t) 35

[Delves and Investigations](#_rykwtw6fh0mb) 35

[Range](#_knxukyv87173) 36

[Size & Load](#_lwb8nw9jh0qc) 37

[Size](#_vjns6fnehavm) 37

[Load](#_5bvz8nn33oju) 37

[Benefits and Setbacks](#_3s333ep6v8ny) 38

[Experience & Advancement](#_6hbp9y7tnmq) 38

[Callings](#_e51waevdjwob) 39

[Wealth](#_xrg08vaouf2m) 39

[Adventure](#_wr59eiyzov3v) 39

[Knowledge](#_7fsk191ux416) 39

[Action](#_cupocvobgct) 39

[Forces & Energies](#_o57lgsi5yj18) 40

[Energies](#_5jx0dgj6vma5) 40

[Fire](#_g087kwlh2poj) 40

[Heat](#_yn3zsbqb45em) 40

[Radiation](#_kag1e5f3sq11) 40

[Electricity & Power](#_54dr3fkztwcp) 41

[Mana](#_9vk1h5y0s7r) 41

[Cold](#_mivak238pwbi) 41

[Light](#_4cxyqph04ddy) 41

[Forces](#_co4g804qkuf5) 42

[Sound](#_lg5320aw9iyp) 42

[Speed](#_jmpcrxohg4hc) 42

[NPC’s and Common Materials](#_eiykstbpd4zf) 43

[NPCs](#_ui2ywpn7p3b1) 43

[Designing a Background NPC](#_9p3l6hoqr2dh) 43

[Designing a Minor or Dangerous NPC](#_m5uhm0lhclim) 43

[Common Materials](#_nb5npln7xjhc) 43

[**Wealth**](#_7k6i3d5ti5s0) **43**

[Funds and Value](#_sv6sdzdyxmj) 43

[Making Purchases](#_tq8x1rp3jmrd) 44

[Sourcing Purchases](#_ii1h84vpk4rm) 44

[Treasure & Funds](#_ns5t4qdyw2zx) 44

[Ingredients Scavenging](#_21thg0z0s270) 44

[Ways to Earn Treasure](#_rhee2szrmug) 45

[Equipment](#_o069xvtga7m6) 46

[Weapons](#_z732depai6k4) 46

[Melee Weapons](#_n0q3qgatyabv) 46

[Ranged Weapons](#_smfo5o3s0xqa) 46

[Weapon Qualities](#_vise8v224omp) 46

[Armor](#_dh060pwteh2w) 46

[Miscellaneous](#_piavqe1q1b5s) 47

[Apparel](#_xo07cvhqhhnc) 47

[Useful Mundane Items](#_3ugghqoyped7) 47

[Gear and Accessory Kits](#_7cgon2eh2ibf) 47

[Services](#_hw7soci54gqq) 48

[Miscellaneous Services & Expenses](#_yysyvj8rhv0k) 49

[Travel](#_skuve6ll12b5) 49

[Communication](#_hpyenyk7tsz3) 49

[Rentals](#_o8ov4kg24tqr) 49

[Hirelings and Personnel](#_tsye6tf7i5jz) 50

[Leisure and Entertainment](#_d9wpcvkajrby) 50

[Lifestyle](#_3wwx6wbf7m7c) 51

[Assets](#_qqqesn2id0fp) 51

[Vehicles](#_qs1g3qpwvlns) 52

[Property](#_gjv9ky4h0txq) 52

[Housing](#_fvb91gnlkam0) 52

[Housing Features](#_aff97q3w7irp) 53

[Example Housing](#_v2ub7syqniu8) 53

[Ships & Airships](#_opv5d3dohyoy) 55

[Miscellaneous](#_nyqlnm1sabze) 56

[Access](#_eng12sl31xxf) 56

[Contacts & Friends](#_vptqzwymh07d) 56

[Privileges](#_dpa26pfzcz58) 57

[**Pets, Companions, and Summons**](#_3vhd1ts000u) **58**

[Pets](#_frgoqcbkkyp1) 58

[Summons](#_7e1ptcpkvlr) 61

[Companions and Hirelings](#_v3jqncwsoz3u) 62

[**Magic**](#_e7nf6qvkr6bq) **63**

[Casting Spells](#_ce2tqhamjhfp) 63

[Modifying a Spell](#_nnz4k6oj18t8) 63

[Miscasting](#_j4bl8uy22wa5) 63

[Crafting Spells](#_g3en2v8ptb3j) 63

[Spells and Complexity](#_cubwktbc7266) 64

[Crafting in Brief](#_2ebi30770rv9) 64

[Collaboration](#_ainfcbw4xnqq) 64

[Working Together](#_4vj7isjz1n1u) 64

[Tomes and Scrolls](#_7jcix4nhhqi) 64

[Casting from a Tome](#_1lro8bmsa13d) 64

[Step 1: Spell Effects](#_rmfjh412gf09) 64

[Generic Spell Effects](#_lvmw9pbw6voy) 66

[College of Death](#_s8gi0d4rewbd) 66

[College of Divination](#_ril6ds17fpzc) 67

[College of the Elements](#_bcdiphltilzw) 69

[College of Energy](#_v3hcdmdtrptq) 69

[College of Forces](#_pkcgnfr6br57) 70

[College of Life](#_4n18sqizizdw) 71

[College of Light](#_mzhq1fgkshr4) 72

[College of Metamagic](#_c79gstjai0io) 73

[College of the Mind](#_ippcuwwftoal) 74

[College of Space](#_efndl52ow123) 75

[College of Summoning](#_okpi6mro89uy) 76

[College of Time](#_qrhmpysvdi0y) 77

[Step 2: Power](#_b8pn082sxwsy) 78

[Step 3: Duration](#_grrd3nektvq0) 79

[Step 4: Targeting](#_efdsxtoqqjjo) 80

[Step 5: Casting Range](#_5mz3sj572287) 82

[Step 6: Triggers](#_faix1qz6mgjn) 82

[Step 7: Recharge](#_q4ehrv9kiw5l) 83

[Step 8: Costs & Limitations](#_r4mds9l9g6hm) 84

[Casting Time](#_t60fmnhgnknk) 84

[Material Cost and Foci](#_2f3dqllviq3p) 84

[Circumstance Limitations](#_yunixv95f8e7) 85

[Target Limitations](#_qldqnklfmnoo) 85

[Ritual Assistants](#_tzr9fh97xm2w) 85

[Step 9: Final Complexity](#_7arjk24k26ta) 85

[**Technology**](#_hxj507jjam7a) **87**

[Using Technology](#_6568t5p2vzao) 87

[Crafting Technology](#_yvc4t5foljse) 87

[Technology and Complexity](#_q6gvdd3xkfab) 87

[Technological Disciplines](#_g0rubffujoke) 87

[Materials](#_9ju6fhwn2816) 87

[Scavenging and Salvaging](#_5ebcmgba8a20) 88

[Reverse Engineering](#_byabduveyzhi) 88

[Technological Crafting in Brief](#_nroubqciwis7) 88

[Step 1: Form](#_ir7te4rzu6zf) 89

[Step 2: Modules](#_gp1k6cyfw6kv) 89

[Generic Modules](#_vau5wh710wrb) 90

[Armor Modules](#_vtel6s40q5z8) 90

[Automata Modules](#_q843p8jsbozy) 91

[Dimensional Science Modules](#_qz2ceefh6v05) 91

[Energy/Elements Modules](#_w6st8s6edcsh) 92

[Object Modules](#_5ckkf8crg9cz) 92

[Information Modules](#_z0i4h2i4bmc9) 93

[Light Modules](#_sn0w96l7tby9) 93

[Living Things Modules](#_lds8z3fgz159) 93

[Locomotion Modules](#_66hw8g1r48zr) 95

[Magic Modules](#_b61ue7lbre26) 96

[Mind Modules](#_cm6euba9t0mj) 96

[Miscellaneous Modules](#_uo4r0rwi338a) 96

[Spatial Science Modules](#_u0dhsp284wib) 96

[Weapons Modules](#_i47d152i4m63) 97

[Temporal Science Modules](#_nwtawe4vjdmn) 98

[Vehicles Modules](#_ayrl3libhi6o) 98

[Step 3: Templates](#_rhm2avr2fxn) 98

[Step 4: Duration](#_b8dyqv8y5n59) 100

[Step 5: Targeting](#_tvuw3i7ocid7) 101

[Step 6: Range](#_outp9qifhi6j) 102

[Step 7: Size](#_ukmwgm15zg3t) 102

[Step 8: Triggers](#_dkn7ne8e2kqr) 103

[Step 9: Build Time](#_q8gb4p1t7qhq) 104

[Step 10: Costs and Limitations](#_mfte11vdm21p) 105

[Required Tools](#_d6tuefho0wp5) 105

[External Power Requirements](#_bfqf96w5gaea) 105

[Circumstance Limitations](#_oncr8favj7a5) 105

[Target Limitations](#_6h7e8iexyk5g) 106

[Build Assistants](#_3zw0wymayhre) 106

[Step 11: Reference Complexity Table](#_afo1fy7u9ylf) 107

# Character Creation

### Step 0: Pre-Creation

The player creates a concept for their character. The character concept should be no more than a sentence or a few words at most. If you are having trouble, fit the concept to the following sentence: “My Character is a(n) [Adjective] [Noun] that [Verb]”.

* Each attribute begins at 1, all skills begin at 0.
* The GM must approve of the character concept before the creation process can begin.
* At this time the player chooses their race, which provides a single special ability.

### Step 1: Background

The player chooses their character’s background and assigns the attributes and skills. Record the special ability, and the total number of trait points and starting funds.

### Step 2: Attributes

The player assigns a total of 8 extra attribute points.

* Each point raises an attribute by 1.
* No attribute can be raised above 6 at this time.

### Step 3: Skills

The player assigns a total of 5 extra skill points.

* Each point raises a skill by 1.
* No skill can be raised above 2 at this time.
* A player may also spend a skill point to instead give their character the ability to communicate in another language.

### Step 4: Traits

The player assigns a number of Trait Points as dictated in their background.

* Each Trait point can be used to acquire
  + 1 rank of a Trait
  + +1 rank to one magical college
  + +1 rank to one technological discipline.
* No magical college or technological discipline can be raised above 3 at this time.

### Step 5: Purchases

Characters receive their Starting Funds to purchase starting equipment. This can be used to purchase equipment, property, housing, ships, and all Lifestyle purchases.

Character’s cannot start the game with more than 5 Funds.

### Step 6: Final Steps

The following secondary attributes are calculated as below.

* Dodge = 1 (+1 at Agility 2, 5, and 8)
* Toughness = 1 (+1 at Strength 2, 5, and 8)
* Will = 1 (+1 at Willpower 2, 5, and 8)
* Vigilance = 1 (+1 at Perception 2, 5, and 8)
* Max Load = 10 + ([Strength] x 2)

## Backgrounds

### Lower Class

* Poverty
  + Attributes: Perception +4, Agility +3, Strength +2, Willpower +2, Charisma +1
  + Skills: Athleticism +1, Observation +1, Brutality +1, Roguery +2, Congeniality +2, Melee Combat +1, Outdoorsman +1
  + Talent Points: 8
  + Starting Funds: 15
  + Special: You suffer half as many physical and mental injuries from lack of food and/or sleep.
* Streetworker
  + Attributes: Perception +3, Willpower +2, Charisma +4, Strength +1, Agility +2,
  + Skills: Congeniality +2, Melee Combat +1, Observation +2, Brutality +1, Roguery +2, Leadership +1
  + Talent Points: 8
  + Starting Funds: 20
  + Special: You have a free criminal contact from your time on the streets.
* Farming
  + Attributes: Strength +4, Agility +2, Fortitude +3, Willpower +2, Perception +1
  + Skills: Ranged Combat +1, Athleticism +2, Science +1, Outdoorsman +2, Observation +1, Vehicles +1
  + Talent Points: 7
  + Starting Funds: 20
  + Special: You gain a permanent +1D to interact with rural people and (non-magical) animals.
* Laborer
  + Attributes: Strength +3, Fortitude +4, Agility +2, Perception +2, Willpower +1
  + Skills: Athleticism +2, Melee Combat +2, Roguery +1, Brutality +1, Science +1, Outdoorsman +1
  + Talent Points: 8
  + Starting Funds: 20
  + Special: You gain +1D to interact with laborers, and do not suffer mental injuries from long days of work.
* Sailor
  + Attributes: Perception +3, Strength +3, Willpower +3, Fortitude +2, Agility +1
  + Skills: Ranged Combat +1, Athleticism +2, Vehicles +2, Science +1, Outdoorsman+1, Leadership +1
  + Talent Points: 7
  + Starting Funds: 30
  + Special: You gain +1D to interact with seaman, sailors, and dockworkers. In addition, you can always find passage aboard seagoing ships at half-cost.
* Crime
  + Attributes: Agility +4, Perception +3, Strength +2, Intellect +1, Charisma +2
  + Skills: Melee Combat +1, Observation +1, Roguery +2, Brutality +1, Ranged Combat +2, Athleticism +1, Vehicles +1
  + Talent Points: 8
  + Starting Funds: 35
  + Special: You gain a free criminal contact from your criminal life and a free pistol.
* Soldier
  + Attributes: Perception +4, Fortitude +3, Agility +2, Willpower +1, Strength +2
  + Skills: Melee Combat +2, Ranged Combat +2, Medicine +1, Leadership +1, Outdoorsman +1, Science +1
  + Talent Points: 8
  + Starting Funds: 30
  + Special: You begin the game with a free carbine, a military uniform (apparel), and Survival Kit.
* Sky Sailor
  + Attributes: Agility +3, Perception +3, Strength +2, Charisma +2, Fortitude +2
  + Skills: Vehicles +2, Melee Combat +1, Ranged Combat +1, Roguery +1, Athleticism +2, Congeniality+1
  + Talent Points: 8
  + Starting Funds: 35
  + Special: You begin the game with training to operate Airships. In addition, you gain +1D to interact with other sky sailors and airshipmen.
* Vendor
  + Attributes: Charisma +4, Perception +3, Intellect +2, Willpower +2, Agility +1
  + Skills: Congeniality +2, Observation +2, Vehicles +1, Lore +1, Roguery +1, Brutality +1
  + Talent Points: 8
  + Starting Funds: 35
  + Special: Your vendor contacts reduce the DC of all Sourcing Rolls by 1 permanently.
* Street Performer
  + Attributes: Agility +4, Charisma +3, Willpower +1, Strength +3, Intellect +1
  + Skills: Athleticism +2, Congeniality +2, Leadership +1, Brutality +1, Observation +1, Melee Combat +1
  + Talent Points: 7
  + Starting Funds: 30
  + Special: You gain +1D to interact with street performers. In addition, you can choose to perform on the streets to earn 2 Funds when you go to a new location or new city.
* Constable
  + Attributes: Perception +3, Strength +4, Willpower +2, Intellect +1, Agility +2
  + Skills: Ranged Combat +2, Melee Combat +1, Athleticism +1, Observation +1, Vehicles +1, Leadership +2
  + Talent Points: 7
  + Starting Funds: 30
  + Special: You have a free Government Contact and start the game with a free pistol.
* Clerk
  + Attributes: Perception +3, Charisma +3, Intellect +2, Willpower +3, Strength +1
  + Skills: Congeniality +2, Observation +1, Leadership +2, Roguery +1, Medicine +1, Lore +1
  + Talent Points: 7
  + Starting Funds: 30
  + Special: You gain +2D to research through official records and sift large amounts of data.
* The Wilds
  + Attributes: Agility +4, Strength +2, Fortitude +3, Perception +2, Willpower +1
  + Skills: Melee Combat +1, Ranged Combat +2, Outdoorsman +2, Observation +1, Athleticism +1, Brutality +1, Roguery +1
  + Talent Points: 9
  + Starting Funds: 15
  + Special: You gain +1D to all Outdoorsman checks, and start the game with a free Trained Pet.
* Mage’s Assistant
  + Attributes: Charisma +2, Willpower +3, Intellect +3, Agility +3, Fortitude +1
  + Skills: Spellcasting +1, Congeniality +2, Athleticism +1, Observation +2, Outdoorsman +1, Arcana +1
  + Talent Points: 7
  + Starting Funds: 35
  + Special: You gain +1D to interacting with mages and start the game with a free Tower Contact.
* Inventor’s Assistant
  + Attributes: Charisma +2, Willpower +3, Intellect +3, Strength +2, Fortitude +1, Agility +1
  + Skills: Invention +1, Science +1, Athleticism +1, Congeniality +2, Lore +1, Observation +2
  + Talent Points: 7
  + Starting Funds: 35
  + Special: You gain +1D to interact with Technologists/Inventors, and gain a free Technologist Contact.
* Gutter Magic
  + Attributes: Willpower +4, Agility +2, Strength +1, Charisma +2, Fortitude +3
  + Skills: Spellcasting +2, Athleticism +1, Roguery +2, Brutality +1, Congeniality +1, Arcana +1, Lore +1
  + Talent Points: 8
  + Starting Funds: 25
  + Special: You gain +1D to interacting with other gutter mages half cost for material components.

### Middle Class

* Tradesman
  + Attributes: Strength +3, Intellect +3, Willpower +2, Agility +2, Fortitude +1, Charisma +1
  + Skills: Athleticism +2, Vehicles +1, Science +2, Invention +1, Melee Combat +1, Congeniality +1
  + Talent Points: 8
  + Starting Funds: 50
  + Special: You gain a free Syndicate Membership lifestyle or a free Modest Storefront.
* Law
  + Attributes: Charisma +3, Intellect +4, Willpower +2, Perception +2, Agility +1
  + Skills: Congeniality +2, Brutality +1, Lore +2, Observation +1, Leadership +1, Vehicles +1
  + Talent Points: 7
  + Starting Funds: 45
  + Special: You have access to legal networks, legal libraries, and gain +1D when interacting with the law and lawyers.
* Church
  + Attributes: Intellect +3, Willpower +4, Charisma +3, Fortitude +1, Perception +1
  + Skills: Congeniality +2, Lore +2, Arcana +1, Medicine +1, Observation +1, Leadership +1
  + Talent Points: 7
  + Starting Funds: 60
  + Special: You can access the cloistered areas of the church; +1D to interact with church members.
* Business
  + Attributes: Charisma +4, Intellect +3, Willpower +2, Fortitude +1, Perception +2
  + Skills: Observation +1, Vehicles +1, Lore +1, Leadership +2, Congeniality +2
  + Talent Points: 7
  + Starting Funds: 70
  + Special: You have a free Investments lifestyle, and gain +1D to interact with other businessmen.
* Art
  + Attributes: Charisma +2, Willpower +3, Intellect +1, Perception +4, Agility +2
  + Skills: Athleticism +1, Congeniality +2, Brutality +1, Invention +1, Observation +2, Melee Combat +1
  + Talent Points: 8
  + Starting Funds: 45
  + Special: You begin with a free Artist’s Toolkit and gain +1D to interact with other Artists.
* Inventor
  + Attributes: Intellect +4, Strength +2, Agility +1, Willpower +2, Fortitude +3
  + Skills: Invention +2, Science +2, Vehicles +1, Observation +1, Lore +1
  + Talent Points: 7
  + Starting Funds: 60
  + Special: You have a free Basic Technologists Workshop and free Hand Tools.
* The Press
  + Attributes: Agility +3, Charisma +3, Intellect +2, Perception +3, Strength +1
  + Skills: Lore +1, Observation +2, Congeniality +1, Roguery +2, Outdoorsman +1, Melee Combat +1
  + Talent Points: 7
  + Starting Funds: 50
  + Special: You have a free contact of your choice and gain +1D to interact with other members of the press.
* Medicine
  + Attributes: Intellect +4, Agility +3, Willpower +2, Perception +1, Fortitude +2
  + Skills: Medicine +2, Lore +2, Congeniality +1, Melee Combat +1, Lore +1, Athleticism +1
  + Talent Points: 7
  + Starting Funds: 60
  + Special: You gain +1D to checks to provide Aid for Physical Injuries, and have a free Doctor’s Bag.
* Government
  + Attributes: Intellect +4, Charisma +3, Willpower +2, Perception +2, Fortitude +1
  + Skills: Medicine +1, Lore +2, Brutality +1, Leadership +2, Congeniality +1, Roguery +1
  + Talent Points: 6
  + Starting Funds: 60
  + Special: You gain +1D to interact with other Government Officials; you have a free Government Contact.
* Tower Mage
  + Attributes: Intellect +3, Agility +2, Willpower +4, Perception +2, Fortitude +1
  + Skills: Spellcasting +2, Arcana +2, Lore +1, Congeniality +1, Athleticism +1,
  + Talent Points: 7
  + Starting Funds: 65
  + Special: You have a free Tower Society Membership and gain +1D to interact with other Tower mages.
* Military Officer
  + Attributes: Charisma +3, Perception +3, Intellect +3, Agility +2, Fortitude +1
  + Skills: Brutality +2, Leadership +2, Lore +1, Ranged Combat +1, Melee Combat +1
  + Talent Points: 7
  + Starting Funds: 60
  + Special: You have a free Military Commission and a free Pistol.
* Sky Captain
  + Attributes: Agility +4, Perception +3, Strength +2, Charisma +2, Fortitude +1
  + Skills: Vehicles +1, Melee Combat +1, Ranged Combat +1, Roguery +1, Athleticism +1, Leadership +2
  + Talent Points: 7
  + Starting Funds: 55
  + Special: You begin the game with a Super-Light Frame Airship with 1 Light Weapon Mount.

### Upper Class

* Nobility
  + Attributes: Charisma +4, Intellect +3, Agility +1, Willpower +3, Perception +1
  + Skills: Congeniality +2, Leadership +2, Lore +1, Ranged Combat +1, Brutality +1
  + Talent Points: 5
  + Starting Funds: 90
  + Special: You gain +1D to interact with other Nobles and begin with a free Investment lifestyle.
* Politics
  + Attributes: Charisma +3, Intellect +4, Willpower +3, Fortitude +1, Perception +1
  + Skills: Observation +1, Roguery +1, Congeniality +2, Brutality +2, Leadership +1, Lore +1
  + Talent Points: 6
  + Starting Funds: 75
  + Special: You gain a free Government Station privilege and gain +1D to interact with other politicians.
* Academia
  + Attributes: Intellect +4, Willpower +3, Perception +2, Fortitude +1, Charisma +2
  + Skills: Science +2, Lore +2, Arcana +1, Congeniality +1, Observation +1
  + Talent Points: 6
  + Starting Funds: 75
  + Special: You have a free Doctoral Degree, and gain +1D to interact with other academics and students.
* High Tower Mage
  + Attributes: Willpower +4, Perception +1, Agility +1, Intellect +3, Charisma +3
  + Skills: Arcana +2, Spellcasting +2, Lore +1, Observation +1, Congeniality +1, Science +1
  + Talent Points: 6
  + Starting Funds: 75
  + Special: Free Tower Society Membership; 1/session, may order the services of any Tower Mage for free.

## Races

* **Human** – The most versatile race, humans have a relatively long adventuring life and are the most populous race in the world.
  + Humans reduce the EXP cost of Attributes, Skills, and Talents by 1.
  + Humans gain a permanent +1 Vigilance.
* **Elf** – Elves are a mysterious and ancient people who claim to be the very first intelligent race to live upon the earth. Elves live a very long time and have a natural connection to the world around them as well as an intuitive understanding of magic.
  + Elves gain a permanent +1 Will.
  + Elves do not truly sleep. They must rest, maintaining no motion and entering a fugue state for up to 6 hours. During this time, they are fully capable of hearing and sensing the world around them as if they were awake.
* **Dwarf** – Dwarves are a tough and proud race who reside primarily in subterranean cities. Dwarves are a hardy and industrious people who possess the greatest and foremost engineers and technologists in the world. They build massive machines and enact gargantuan architectural projects to reshape caverns and delve deep mines to parts of the earth no other race has seen.
  + Dwarves gain a permanent +5 Max Load.
  + Dwarves can see in darkness, and do not suffer dice penalties for low light.
* **Gnome** – Gnomes, who live deep in the forests nearer to elves, are a strange and reclusive people who have only very recently begun to interact with humans and other races. Only the elves have a true understanding of gnomish society and their ancient natural mystic traditions.
  + Gnomes gain a permanent +1 Dodge.
  + Gnomes gain +1D to Healing Checks for Mental Injuries.
* **Orc** – Orcs have historically been the enemy of human society. Now, with the advent of advanced technology, many orc civilizations have been overrun and orcs have been forced to integrate into human societies. Orcs however, are adaptable. They have taken to living in this new world well, and have adopted technology nearly as well as humans have.
  + Orcs gain a permanent +1 Toughness.
  + Orcs gain +1D to Healing Checks for Physical Injuries.

# Attributes and Skills

## Attributes

### Core Attributes

#### Strength

Strength is a measure of a character’s ability to lift, push, pull, hit hard, and leverage their brawn.

* Strength gives +1 to Toughness at 2, 5, and 8.
* Strength contributes to damage with Melee Weapons.
* Strength can be used socially when strength, brawn, or musculature is used as part of a point.
* Strength directly determines a character’s maximum Load.

#### Agility

Agility is a measure of a character’s ability to move quickly, carefully, and nimbly.

* Agility gives +1 to Dodge at 2, 5, and 8.
* Agility can be used to attack with ranged weapons that are thrown or drawn like bows and slings.
* Agility can be used to attack with melee weapons if the character has the *Weapon Finesse* talent.

#### Fortitude

Fortitude is a character’s ability to resist damage and exhaustion, as well as their ability to go beyond their own physical limitations.

* Fortitude is rolled when attempting to heal from injury.
* Fortitude can also be used to resist poisons, diseases, and other things that may cause exhaustion.
* Fortitude is rolled when a character is attempting to perform a tough physical action over a long period of time.

#### Perception

Perception is a character’s ability to notice things and to be aware of their surroundings.

* Perception gives +1 to Vigilance at 2, 5, and 8.
* Perception is used to attack with Firearms.
* Perception can be used when extreme accuracy or precision on any check is required.
* Perception is also used when detecting something through touch, smell, or taste.

#### Intellect

Intellect is a character’s logical abilities, memory, and speed of thought.

* Intellect is rolled in Invention rolls to create Technology.
* Intellect is tested to remember past events when the memory is contested or unclear.
* Intellect determines a character’s ability to study, solve problems, and analyze puzzles.

#### Willpower

Willpower is a character’s wilful nature, determination, and mental toughness.

* Willpower gives +1 to Will at 2, 5, and 8.
* Willpower is rolled in Spellcasting checks for casting magic.
* Willpower is a character’s ability to continue doing something that may be mentally taxing.
* Willpower can be used in social situations that may require determination and stoicism.

#### Charisma

Charisma is a character’s ability to charm, argue, and also their presence and force of personality.

* Charisma is rolled for most social checks that rely on charm or personal magnetism.
* Charisma is also rolled when active social interaction is required as part of another action.

### Attributes at 0

When any attribute drops to 0 through any number of effects, it means something different for each attribute.

* If **Strength** or **Agility** are dropped to 0, it means that the character becomes weak and unable to move themselves quickly, swing weapons, or lift heavy objects at all.
* If **Perception** or **Fortitude** is dropped to 0, the character falls asleep and/or into a mild comatose state as they are unable to sustain themselves or sense the world around them.
* If **Intellect** or **Willpower** is dropped to 0, the character becomes incredibly confused and can no longer determine friend from foe or put any meaningful thinking power toward any problem.
* If **Charisma** is dropped to 0, the character becomes wretched and irate, unable to meaningfully communicate their thoughts and hostile to even their closest friends; beastly in nature.

### Derived Attributes

#### Dodge

Dodge is the measure of this character’s ability to avoid physical attacks, projectiles, or physical threats.

**Dodge begins at 1 (2 for Gnomes), and gains +1 at Agility 2, 5, and 8.**

* Anything that can be dodged or physically avoided uses this character’s Dodge as its DC.
* Cover, protection, and obfuscation give bonuses to Dodge.

#### Toughness

Toughness is a measure of this character’s ability to resist physical damage or other threats.

**Toughness begins at 1 (2 for Orcs), and gains +1 at Strength 2, 5, and 8.**

* If an attack cannot be dodged, then it is checked against Toughness.
* Damage dice also check against Toughness, dealing Injuries if it surpasses the character’s Toughness.
* Toughness receives bonuses from armor or other physical barriers that protect a character.
* Toughness is also the DC for any active poisons, diseases, or other physical effects. (Not passive, passive poisons and diseases would call for a Fortitude check)

#### Vigilance

Vigilance is a measure of the characters ability to remain aware of their surroundings and also to realize subterfuge or lies.

**Vigilance begins at 1 (2 for Humans), and gains +1 at Perception 2, 5, and 8.**

* Anything that would check against the characters senses would check against Vigilance.
* Hidden things that are actively attempting to hide will check against this character’s Vigilance.
* Anyone attempting to misdirect the character will check against Vigilance.

#### Will

Will is this character’s ability to resist mental influence, hold fast against various forms of persuasion, and to resist intense hardship.

**Will begins at 1 (2 for Dwarves), and gains +1 at Willpower 2, 5, and 8.**

* Anyone attempting to affect the character's mind checks against their Will.
* Will is also the DC for any checks meant to lie to the character or to intimidate them.

#### Max Load

Maximum Load is a character's ability to carry around heavy equipment for long periods of time.

**Max Load is equal to 10 (15 for Elves) + [Strength x 2].**

* A character's maximum load is that character's point at which they will begin to tire or struggle from carrying stuff around.
* For every few hours the character operates above Maximum Load, they surfer 1 Physical Injury.

## Skills

### Innate Skills

The following set of innate skills can be rolled even if the character does not have any ranks in the skill.

#### Melee Combat

Melee combat is used when fighting with and using all manner of melee weapons.

* **Strength:** Attacking with heavy weapons, punching, swinging heavy objects.
* **Agility:** Attacking with the *Weapon Finesse* talent with light weapons.
* **Perception:** Attacking precisely with small and exact weapons.
* **Charisma:** Combat including witty puns and presence, a fashionable duel.

#### Ranged Combat

Ranged combat is used to fire or fight with any manner of ranged weapon and firearms.

* **Strength:** Attacking with a heavy weapon that provides a ton of kick.
* **Agility:** Attacking with thrown weapons and bows.
* **Perception:** Combat using most types of firearms.
* **Intellect:** Using complicated machinery in combat, complex guns, artillery, etc.
* **Charisma:** Dueling using puns and presence along with weapons.

#### Athleticism

Athleticism is checked for all actions requiring athletic achievement, tough physical actions, and endurance.

* **Strength:** Lifting, throwing far, heaving, pushing, and wrestling.
* **Agility:** Sprinting, jumping, balancing, and dancing.
* **Fortitude:** Swimming, long-distance running, hiking.
* **Perception:** Throwing accurately, tossing, hitting a mark.
* **Intellect:** Analyzing athletic performance or athletic tasks.
* **Willpower:** Holding position, rote practice, managing pain.
* **Charisma:** Performance, physical showmanship.

#### Observation

Observation is checked to notice things, sense hidden objects, and focus on faraway sounds or sights.

* **Agility:** Searching in hard to reach places or while balancing.
* **Fortitude:** Tasting and feeling.
* **Perception:** Listening and looking, noticing things.
* **Intellect:** Recalling details, noticing complex details, piecing together puzzle pieces.
* **Willpower:** Watching and waiting, staking out a place.
* **Charisma:** Intuition, noticing lies or inconsistencies, body language.

#### Vehicles

Vehicles determines a character’s ability to drive or ride vehicles or mounts in tense situations.

* **Strength:** Wresting control of a vehicle that is out of control.
* **Agility:** Riding animals and steering around tight obstacles.
* **Perception:** Driving precisely around soft obstacles, avoiding pedestrians.
* **Intellect:** Using complex vehicles with unintuitive controls.
* **Willpower:** Driving over long distances without weariness, breaking horses.

#### 

#### Outdoorsman

The Outdoorsman skill is used for all things surviving in the wilds, navigating, hunting, and tracking.

* **Strength:** Overcoming heavy obstacles, climbing up walls.
* **Agility:** Hunting and stalking, leaping obstacles, sneaking through the wilds.
* **Fortitude:** Trekking over long distances, going through tough landscapes.
* **Perception:** Scouting, seeing long distance, observation, navigation.
* **Intellect:** Identification, dressing and butchering.
* **Willpower:** Foraging, waiting, making camp.

#### Roguery

Roguery is rolled for anything relating to subterfuge, stealth, sneakiness, skullduggery, etc.

* **Strength:** Choking someone out, knocking someone out with a blow, smashing locks.
* **Agility:** Sneaking and moving silently, climbing and leaping silently, knifing someone.
* **Perception:** Assassination with ranged weapons, disarming and spotting traps.
* **Intellect:** Picking or breaking locks, poisoning someone, sabotaging something delicate.
* **Willpower:** Maintaining silence through duress or pain.
* **Charisma:** Lying, obfuscation, misdirection.

#### Congeniality

Congeniality is used for social interaction that is friendly, helpful, positive, truthful, and/or diplomatic.

* **Strength:** Helping or impressing someone through physical exertion.
* **Agility:** Helping or impressing someone through physical exertion.
* **Perception:** Noticing hidden motives or information.
* **Intellect:** Diplomacy, intellectual discussion and argument.
* **Willpower:** Negotiation, persistent conversation.
* **Charisma:** Most positive social interaction, charm, and romance.

#### Brutality

Brutality is used for intimidation, interrogation, humiliation, and other negative social interactions.

* **Strength:** Brutalizing someone, beating them up without intent to kill.
* **Perception:** Precisely causing someone pain, torture, grotesque “surgery”.
* **Intellect:** Blackmail, insincere argumentation, gaslighting someone.
* **Willpower:** Intimidation through presence, silent stares, persistent threats.
* **Charisma:** Insults, taunts, and intimidation through creative threats.

### Trained Skills

Trained skills are not innately possessed by those who are untrained. A character must have at least 1 rank in the skill to be allowed to roll a check requiring any of these skills.

#### Medicine

Medicine is used to check for healing and curing others of sickness, injury, and other ailments.

* **Agility:** Performing surgery, first-aid.
* **Intellect:** Complicated diagnoses, identifying disease, poison, or other issues
* **Willpower:** Long healing procedures and surgeries, mixing medicines.
* **Charisma:** Psychological healing and counseling.

#### Engineering

Engineering is used to build craftworks, repair objects and inventions,

* **Strength:** Repairing and or breaking heavy inventions and technological objects.
* **Agility:** Working with delicate machinery, performing fine repairs on small objects or working quickly.
* **Perception:** Observing and analyzing machines and other works of engineering.
* **Willpower**: Making repairs over long periods of time, working on rote inventions.
* **Charisma**: Utilizing engineering knowledge in a social situation, talking shop.

#### Spellcasting

Spellcasting is used to cast spells and magic.

* **Willpower:** Spellcasting rolls.

#### Science

Science is checked to determine the character’s knowledge and logic surrounding any type of scientific discovery and mathematical skill.

* **Perception:** Analyzing objects and inventions, searching laboratories.
* **Intellect:** Knowing and recalling scientific facts.
* **Willpower:** Study of scientific or engineering texts and designs.
* **Charisma:** Speaking using scientific terms, debating science and engineering.

#### Arcana

Arcana is the character’s ability to identify, analyze, recall, and know spells, magical objects, and magical phenomena.

* **Perception:** Noticing magical effects, identifying magic.
* **Intellect:** Analyzing spells and magic, or magical effects.
* **Willpower:** Studying magic, reading magical texts, researching magic.
* **Charisma:** Talking to magical creatures, speaking magical languages, debating magic.

#### Lore

Lore is a character’s knowledge of history, lost knowledge, philosophy, and their ability to gather information and/or perform general research.

* **Perception:** Noticing important historical evidence, identifying artifacts.
* **Intellect:** Knowing and recalling lore and facts.
* **Willpower:** Study, long research, reading historical texts.
* **Charisma:** Debating historical fact, using philosophical quotes.

#### Leadership

Leadership is used to inspire and lead others in tense situations, as well as gather and organize groups.

* **Strength:** Inspiring through physical exertion or prowess.
* **Agility:** Inspiring through physical exertion or prowess.
* **Perception:** Directing a group to a specific target or point.
* **Intellect:** Tactics and analyzing a group or battlefield.
* **Willpower:** Leading a group through tough conditions.
* **Charisma:** Inspiring others, gathering a group of people together.

# Magic and Technology

Magical skill and Technological expertise are represented as a rating of 0-5 in various spell colleges and technological disciplines.

Higher ratings in magical colleges represents a character's increased knowledge of the type of magical energies used in that college as well as a better philosophical understanding of that type of magic. It also allows a character to invent and craft new spells using higher level effects in that magical college. For each effect in a specific magical college there will be a Level value. That Level value denotes the required rating a character must have in that magical college before they can use that spell effect for inventing spells.

The same for technology. For all technical modules, the level value is the required value in a technological discipline to be able to use that module for designing a new invention.

## Spell Colleges

* **Death**: the study of death, the undead, harm, pain, and killing.
* **Divination**: the study of knowledge, how to acquire it, how to discern it, and what it means.
* **The Elements**: the study of the 4 primary elements and how to manipulate them.
* **Energy**: the study of energies (heat, electricity, radiation, etc.) and how to manipulate them.
* **Forces**: the study of mechanical forces (movement and sound) and how to manipulate them.
* **Life**: the study of life, the living, healing, creatures, plants, and growth.
* **Light**: the study of light, darkness,and illusions.
* **Metamagic**: the study of magic itself and how to manipulate magical energies.
* **Mind**: the study of the mind, mental control, mental suggestion, memory, and thoughts.
* **Space**: the study of space and spatial relations, location, and distance.
* **Summoning**: the study of other worlds, travel to them, and interaction with them.
* **Time**: the study of time and temporal manipulation.

## Technological Disciplines

* **Biology**: The study of medicines and living things. Appears as tinctures, salves, surgeries, plants, animals, vials of goo, and ashes. Biology is required to create biological, poison, animal, or plant based inventions.
* **Chemistry**: The study of non medicinal chemicals and explosives. Appears as vials, beakers of liquid, acids, caustic powders, bombs, alchemical setups, and gases. Chemistry is required to make inorganic chemical, acid, or explosive inventions.
* **Electricity**: The study of electrical creations and their myriad uses. Appears as electrical components, coils, shocking weapons, batteries, and other devices. Electricity is required to create inventions that utilize electrical power.
* **Gunsmithing**: The study of firearms, rifling, and cannon. Gunsmithing is required to create inventions that utilize firearms or gun technology.
* **Smithing**: The study of materials and simple machines. Appears as hyper dense weapons, powerful armors, and housings. Smithing is required to create inventions of armor and archaic weapons, as well as simple machines.
* **Machinery**: The study of complex mechanics, gears, and engineering. Appears as spinning gears, whirring sprockets, and large machines. Machinery is required to create inventions of mechanical wonder, gears, sprockets, and steam power.

When creating a character, gaining levels in technological disciplines and/or magical colleges are gained via the spending of Talent points.

# Traits

Traits are special descriptors that offer more ways to differentiate characters, describe them better, and provide them the following bonuses.

* Traits offer bonus dice to a character when they become relevant for a roll.
* Traits also offer bonuses to defenses when they become relevant.
* Traits may allow a character to bypass obstacles or attempt actions that would normally be unavailable to them.

Traits are all ranked 1-3. Traits are meant to be somewhat specific, but shouldn’t be so specific as to be useless.

| Trait | Description |
| --- | --- |
| Famous | You are famous for something and gain a bonus in situations in which you can leverage your fame. |
| Burly | Tough as nails and incredibly strong. Bonus to checks for heaving, pushing, and lifting heavy items. |
| Double-Jointed | You can bend yourself into any shape you wish, gaining a bonus to moving in confined spaces. |
| Logical | Gain a bonus when it comes to thinking through a problem or solving a logical conundrum. |
| Humble | When you attempt to charm or negotiate with someone of higher station, you gain a bonus. |
| Loyal | You gain a bonus to resist temptation or effects that would make you commit betrayal of friends. |
| Code of Honor | You gain a bonus to anything that directly pursues your code of honor. |
| Good Vision | Your eyes are better than most, and you gain a bonus to checks made to see details or far off objets. |
| Good Hearing | Any check made to hear things around you or to listen purposefully, you gain a bonus. |
| Amazing Memory | You have a nearly perfect memory, gaining a bonus to remember fine details of past experiences. |
| Iron Will | Your will is beyond that of normal people. You gain a bonus to defenses and checks to resist mind control and supernatural mental influence. |
| Animal Lover | Animals love you, giving you a bonus when interacting with animals in a positive way. |
| Precise | Your amazing dexterity gives you a bonus when performing precise movements. |
| Well-Traveled | You have traveled around the world, and you gain a bonus to checks to know foreign lands. |
| Cultured | A vast base of cultural understanding gives you a bonus when understanding foreign cultures. |
| Scholar | You are well educated in a specific academic field, and gain bonus dice when recalling info within that. |
| Daredevil | You have a mind for danger and action. You gain a bonus in any situation that would risk great danger. |
| Graceful | Your grace and ease of movement gives you a bonus to any action that requires delicate and graceful movement or a light and subtle touch. |
| Mysterious | Your mystique provides you a bonus anytime hiding your true intentions or keeping secrets is required. |
| Menacing | You look scary and gain a bonus to scaring others or intimidating them. |
| Lucky | Stuff just works out for you, giving you a bonus anytime completely random chance would be checked. |
| Prophetic | You can see the future, at least others tell you so. You gain a bonus when attempting to discern the future or to get a feeling about something that hasn’t happened yet. |
| Faithful | You are a person of faith, and gain a bonus when dealing with others of the faith, and when attempting actions pursuant to the tenants of your faith. |
| Sociable | You are simply a sociable person, and gain a bonus to situations of sociality and small talk. |
| Beautiful | You are very attractive, and gain a bonus when you can leverage your beauty. |
| Innocent | Others never assume you could possibly do wrong, and gain a bonus when leveraging this quality. |
| Infamous | You have a infamous reputation, gaining a bonus when you can utilize your infamy. |
| Paranoid | Your paranoia provides you a bonus when someone sneaks up on you or you sense danger. |
| Poison Resistant | Your body gains a bonus to resist any types of poisons and diseases. |
| Heat Resistant | Your body gains a bonus to resist heat and hot environments. |
| Formal | Your formal nature provides you a bonus when you can dress up and use your social graces. |
| Quick-Witted | Your quick wit is impressive, and you gain a bonus in stressful situations that require quick thinking. |
| Fast Reflexes | Your reflexes are unreal, and you gain a bonus when you must check for quick action and reflexes. |
| Marathoner | You can run forever, you just keep going, and gain a bonus for any checks to run long distances. |
| Investigator | You’ve got an eye for details, and gain a bonus to any situation for observing or investigating a scene. |
| Climber | You are a climber, and gain a bonus for checks to climb anything anywhere. |
| Courageous | You are a courageous person, and gain a bonus anytime your bravery will be tested. |
| Businessman | A good eye for business is useful, and you’ve got it. You gain a bonus to anything related to haggling and business deals. |

# Animal Companion/Familiar Builder

Characters with an Animal Companion or Familiar have a special animal or familiar with them that has a greater bond to the character than a simple pet. Each animal companion/familiar is unique, and are built using the following builder.

## Step 1: Attributes and Skills

Take the following NPC template, consider this the base that you work from as you build out your animal companion/familiar.

| Template | Defense | Max Load | Resistance | Size | Attacks/Abilities |
| --- | --- | --- | --- | --- | --- |
| Animal Companion/Familiar | 1 | 3 | 1 | -2 | Melee Attack:  1 dmg, Range C |
| Description | Attributes | | Skills | |
| - | Physical: 1  Mental: 1  Social: 1 | |  | |

The character now assigns 6 Attribute points to the animal companion into the 3 following attributes

* Physical
* Mental
* Social

The character now assigns 5 Skill Points to the animal companion into the following skills:

* Combat
* Movement
* Observation
* Survival
* Problem-Solving
* Social Skills

Now add to the derived statistics based upon the following calculations:

* **Defense**: Add +1 at Mental 2, 4, and 6.
* **Max Load**: Add (Physical x 2)
* **Resistance**: Add +1 at Physica 2, 4, and 6.

## Step 3: Special Abilities and Attacks

The character can now choose special abilities and attacks for their animal companion/familiar. The animal companion gains a total of 10 special ability points. Each special ability will have a different cost to acquire spent out of the animal companions special ability points.

Each creature begins with a total of 10 Special Ability Points.

| Special Ability | Point Cost | Effect |
| --- | --- | --- |
| Flight | 3 | This creature is capable of free flight at will. |
| Burrowing | 3 | The creature can burrow through the ground freely and can only be inhibited by dense rock or metal. |
| Elemental-Form | 3 | This creature is actually an elemental. This gives them immunity to damage from their chosen element, and all of their attacks take on the element of their form. |
| Size | 1 | This creature gains +1 or -1 Size. (Each size gaining +1 Resistance, and +3 |
| Defense | 2 | This creature gains +1 Defense. |
| Resistance | 2 | This creature gains +1 Resistance. |
| Load | 1 | This creature adds +4 Max Load |
| Automaton | 2 | This creature is actually an automaton, made of steam and metal. It cannot be poisoned, considers the effects of extreme heat, cold, fire, and radiation to be 4 less. |
| Resonance | 2 | This creature is magically resonant with a specific college of magic. All spells targeting this creature using that Magic College are at +4 Power. |
| Hyper-Intelligent | 4 | This creature is as intelligent as any humanoid, able to converse, learn languages, use tools, solve problems, and engage in philosophy and science. |
| Climber | 3 | This creature can climb any surface at will. |
| Melee Attack | 1 | This creature gains a melee attack with a damage = Resistance + 2. Each time this ability is taken again increases the damage of this attack by +1. |
| Ranged Attack | 1 | This creature gains a ranged attack with a damage = 4 and a range of short. Each time this ability is taken again increases the damage by + 1 or increases the range by 1 Range Band. |
| Darksight | 2 | This creature can see in the dark, and suffers no penalties for darkness and low-light. |
| Special Vision | 3 | This creature can see with special sight, choose 1:  Heat-Sight: This creature can see heat, and gives them the ability to see hot things even in total darkness.  Magic-Sight: This creature can see and detect ongoing magical effects and magical objects easily.  Electric-Sight: This creature can see power flowing to objects and how the power flows to a powered object.  Sound-Sight: This creature can see sound and sound waves in the air physically, and can trace any sound to its location. |
| Cloaking | 1 | This creature is very good at staying hidden. This creature gains bonus dice to checks for hiding from detection = ranks in Cloaking |
| Shapechange | 4 | This creature can change its form to appear like any other animal or object with a similar size and shape. |
| Attack Quality | 2 | One of this creature’s attacks gains a Weapon Quality. |
| Extreme Senses | 1 | Choose a sense; this creature gains bonus dice to checks using that sense = ranks in Extreme Senses. |
| Speed | 2 | This creature gains a Speed Rating = ranks in Speed. |

# Rules

## Core Resolution

* A check is called as an Attribute[Skill] check that can match any attribute with any skill as agreed upon by the player and GM.
  + Gather a number of d10’s = Attribute
  + Roll dice
* The **Target Number (TN)** [the minimum number each die must show to be considered a *success*] for each die is based upon the skill used in the roll.
  + Skill 0 = TN 7
  + Skill 1 = TN 6
  + Skill 2 = TN 5
  + Skill 3 = TN 4
* Compare the number of **Successes** [dice that are equal to or greater than the TN] vs the **Difficulty (DC)** [number of *successes* that must be shown across all rolled dice to succeed at the check].
  + If Successes = or > DC, the check is a success.
  + If Successes < DC, the check is a failure.
  + If the check is a success, the difference between the number of Successes and the DC is the **Margin of Success**.
  + If the check is a failure, the difference between the DC and the number of Successes is the **Margin of Failure**.

## Success & Failure

### Success

When a character succeeds at a roll, they accomplish their goal. Determine the Margin of Success.

If the Margin of Success is 0-1, there is no special effect, they achieve their goal and nothing else.

If the Margin of Success is 2-3, choose 1 of the following bonuses:

* 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.

If the Margin of Success is 4+, choose 2 of the previous bonuses, a single result cannot be chosen twice.

### Failure

When a character fails a roll, determine the Margin of Failure.

If the Margin of Failure is 1-2, choose 1 of the following consequences:

* 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.

If the Margin of Failure is 3-4, choose 2 from the list above, no result can be chosen twice.

If the Margin of Failure is 5+, choose 3 from the list above, a single result can be chosen twice but not 3 times.

## Injuries

Characters manage their wellbeing through 3 seperate injury tracks. Each injury track represents different forms of damage and consequences, they are gained in different ways, and they are also healed in different ways.

Each injury track is rated 1-8, players fill in their character’s appropriate injury track as they receive injuries of that type. When a character accumulates 4 injuries of the same type, they are considered “Wounded”. When a character accumulates 8 injuries of the same type, they are considered “Incapacitated”.

* **Physical**: Physical injuries represent cuts, bruises, wounds, strains, sprains, and other physical degradation. Physical injuries are gained from combat and other physical strain. Any time a physical attack is suffered, it will deal physical injuries.
* **Mental**: Mental injuries represent stress, mania, insanity, exhaustion, and damage to the psyche. Mental injuries can be gained through mental attacks from supernatural forces, but also from extended stressful situations, complex puzzles, horrifying sights, and extreme social degradation or trauma.

### Effects of Injuries

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

### Assigning Injuries

The GM can also just assign injuries based upon actions within the fiction even if no roll is made.

#### Physical Injuries

| Circumstances | 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

| Circumstances | 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 members. | 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+ |

### Healing Injuries

#### Healing Physical Injuries

Physical: Physical injuries can be healed through bedrest and medicine.

* Characters may heal physical injuries by spending a day doing nothing physically strenuous or dangerous. If they do so, at the end of the day, they make a Fortitude check (TN6) vs a DC = number of Physical injuries.
* If the character spends the entire day in bedrest or around the house or a camp, reduce the DC by 1.
* If a character succeeds at this check, they may heal 1 injury. Should a character succeed with a Margin of Success of 3 or more, the character heals 2 injuries.
* If a character fails at this check, they do not heal. Should a character fail with a margin of Failure of 3 or more, the character actually suffers 1 more injury. Should this happen when the character is already at 8 physical injuries, they perish.

#### Healing Mental Injuries

Mental: Mental injuries can be healed through relaxation and quiet.

* Characters may heal mental injuries by spending a day of time doing nothing mentally strenuous, demanding, or stressful. If they do so, they may make an Intellect check (TN6) vs a DC = number of Mental Injuries.
* If the character spends an entire day in reading, relaxation, or study, reduce the DC by 1.
* If a character succeeds at this check, they may heal 1 injury. Should a character succeed with a Margin of Success of 3 or more, the character heals 2 injuries.
* If a character fails at this check, they do not heal. Should a character fail with a margin of Failure of 3 or more, the character actually suffers 1 more injury. Should this happen when the character is already at 8 mental injuries, the character is driven insane or dies of massive mental trauma.

### Providing Aid

When a character is grievously injured, the DC of the Healing Check may become too high for them to pass on their own reliably, or perhaps characters simply want to heal more quickly than natural recovery. In this case, other characters can provide aid to the injured character.

No matter what, characters can only make one healing check per day, assisted or not.

#### Aid for Physical Injuries

Characters may engage in healing through the use of diagnosis, surgery, first aid, and other forms of classic medical care.

* Make an Agility[Medicine] check or Intellect[Medicine] against a DC based on the level of injury.
  + If the injured character is below Wounded, DC = 3.
  + If the injured character is Wounded, DC = 4.
  + If the injured character is Incapacitated, DC = 5.
* The injured character gains bonus dice on their Healing check = Margin of Success.
* Characters can gain bonus dice to this aid roll based upon quality of facilities and tools.

#### Aid of Mental Injuries

Characters may engage in healing through the use of counseling and psychological care.

* Make a Willpower[Medicine] or Charisma [Medicine] check against a DC based on the level of injury.
  + If the injured character is below Wounded, DC = 3.
  + If the injured character is Wounded, DC = 4.
  + If the injured character is Incapacitated, DC = 5.
* The injured character gains bonus dice on their Healing check = Margin of Success.
* Characters can gain bonus dice to this aid roll based upon the location, and amount of time available to perform counseling.

## Heroics

Player characters are not just the ones who tell the story, they are adventurous men and women with a special quality that gives them an edge over the rest. They are heroic figures with 3 traits that make them able to overcome difficult odds, pull off amazing feats, and survive dangerous places with ease and panache.

Heroics can be gained in the following ways:

* **Player Actions**: Players can take actions within the fiction that are clearly defined, and they will always gain Heroics by doing so.
* **GM Award**: The GM has a set of criteria by which they should award Heroics to players.

Heroics can be spent in various ways, differently for each heroic point type.

### Daring

Men and women of adventure must show bravery and a willingness to go into danger at a moment’s notice.

Players can gain Daring in the following ways:

* Player Actions
  + Entering combat and not running.
  + Challenging another to a just and honorable duel.
* GM Award
  + Tackling a dangerous problem head on.
  + Saving an ally or an innocent from death or certain doom.

Daring can be spent in the following ways:

* Add 1 Success to any Physical Check (Or Re-roll a Failed Check)
* Automatically overcome fear, terror, and the penalties of Physical injuries for 1 scene.

### Genius

Heroes must be problem solvers and people of higher thought to solve the many predicaments they will encounter.

Players can gain Genius in the following ways:

* Player Actions
  + Taking Time to Perform Research in a Library or other Place of Study & Learning
  + Starting a Worthwhile Investigation
* GM Award
  + Overcoming a challenge using specialized inventions, spells or prepared tools.
  + Uncovering hidden treasures, secrets, ancient texts, and relics.

Genius can be spent in the following ways:

* Add 1 success to any mental check or investigation check. (Or Re-roll a Failed Check)
* Receive an answer from the GM to a current problem, receive a sudden burst of inspiration or knowledge.
* Ask the GM about an upcoming action, and whether it is a good idea or likely to succeed.

### Spirit

Adventurers must have an unconquerable spirit in the face of adversity, able to weather all storms.

Spirit can be gained in the following ways:

* Player Actions
  + Providing Aid to heal another character of their injuries.
  + Suffering the consequences of another character’s failed rolls.
* GM Award
  + Negotiating with, charming, or tricking an enemy.
  + Answering a call for help from an ally or a stranger.

Spirit can be spent in the following ways:

* Add 1 success to any social check. (Or Re-roll a Failed Check)
* Overcome confusion, mind-control, or the penalties of Mental injuries for 1 scene.

## Combat

All characters in a combat scenario can act as they wish, and each can take 1 action each turn.

### Turn Order

* Turn order is established in the narrative.
* All characters in a combat allied with each other are considered a team.
* Each team acts in unison, taking their turns one after another. The teams determine the order in which they act.
* The order of teams is determined using the following criteria in order:

1. If a team is ambushing another, the ambushing team goes first.
2. If a team is on alert and the other is not, the alert team goes first.
3. If a team is considered to be more cohesive or closer allies, that team goes first.
4. If a team is considered to have better training or skills, that team goes first.
5. The player’s team goes first.

### Actions in Combat

Characters can take many actions during a turn that are not attacking.

**Minor Actions** are those actions that do not require a roll to accomplish or do not take significant effort. (e.g. Moving, Taking Cover, etc.) Characters can perform 1 minor action each turn.

#### Attacks

* Choose Attack and Weapon
  + Physical Attacks (Deals Physical Injuries)
    - Heavy Melee Weapon = Strength[Melee Combat]
    - Light Melee Weapon/Unarmed = Strength OR Agility[Melee Combat]
    - Bow or Thrown Weapon = Agility[Ranged Combat]
    - Firearms = Perception[Ranged Combat]
  + Non-Physical Attacks (Deals Mental Injuries)
    - Intimidation = Strength OR Willpower[Brutality]
    - Confusion = Charisma OR Intellect[Roguery]
    - Humiliation = Charisma[Brutality]
* Make attack roll vs defense attribute
  + Physical = VS Dodge
  + Mental = VS Vigilance
* Make Damage Roll (Damage Dice = TN6), add Margin of Success to Damage Roll.
  + Physical = Weapon Damage + Margin of Success from Attack Roll vs Toughness
  + Mental = Will + [Skill] + Margin of Success from Attack Roll vs Will
* If the attack succeeds, deal Injuries = Margin of Success + 1

#### Common Minor Actions

* **Taking Cover**: Taking cover behind something sturdy provides +1 Dodge vs ranged attacks.
* **Moving**: Moving in or out one range band, described later in the [Range](#_knxukyv87173) section.
* **Aiming**: Aiming gains +1D to your next attack.
* Targeted Attack: A character can choose to aim a targeted attack against a certain body part of their target, or perhaps something they’re holding. The character suffers -1D for attacking most targets but -2D for much smaller targets. Attack a normal, and should the attack deal 3 damage or more, the targeted body part is disabled or the item is lost. Half of the damage of the normal attack
* **Assist**: Assisting an ally provides +1D to their next action.
* **Draw Weapon**: Drawing a weapon from a holster/scabbard or from a pack.

#### Surprise and Unarmed Defense

If a character is surprised or unaware of their attackers, the defenders Dodge drops to 0 for the purposes of the attack roll.

Characters with Melee Weapons attacking a character who does not have a melee weapon in their hand attack with +2D to their attack roll.

This can stack with surprise and most often will unless attacking characters who are wary about attack and carrying weapons around or attacking characters in combat carrying ranged weapons.

## Answering Questions

The player’s will often have questions about the game world. “What is this?” “How are these things connected?” “How can I do X” “Who is doing this?”

All of these questions are common, and the GM can respond broadly in 1 of 4 ways:

1. **This Question Cannot be Answered**: Flatly, if the question has no answer or no feasible way to be answered, or is entirely outside of the realm of the characters capability to answer, the GM must flatly tell them so. Don’t speak quietly about this, let the players know if the question they want answered is impossible.
2. **This is Common Knowledge**: Questions that should be easily known can just be given to the player simply because they should know. No roll is necessary for these kinds of questions. Character’s, based on their background, may know different things (i.e. common knowledge for a nobleman will not be the same as common knowledge for a criminal).
3. **This Question is Not Complicated**: A question that the characters shouldn’t know immediately but can be acquired relatively easily should be abstracted into a single roll. The player generally proposes the way they wish to answer this question, and the GM must decide whether that approach is applicable or not. The conversation continues until an agreement is reached. Once an agreement is reached, the character makes the agreed upon roll. Note, a character does not have to be able to answer a question themselves. Social skills and rolls can be used to simulate networking or locating a proper person to ask, and Contacts can be utilized to answer these questions without the characters theoretical input.
4. **This Question is Complicated**: If the question is far too complicated to be adjudicated in a single roll, the character can open an “Investigation” into the matter. The rules for Investigations are detailed later.

## Intrigue

Characters will often find themselves in situations where adventure, combat, and action cannot solve their problems. These situations - whether they be deep negotiations, countering the efforts of a greedy nobleman, or attempting to discredit a rival, they can all be solved in the same way.

To adjudicate these tense political and social conflict scenes, the GM and the players must define their goals. Do they wish to drive a nobleman out of town? Do they instead want to force a rival to the negotiating table? Or do they want to disgrace a noble in the eyes of the court?

Then the players and the GM should outline the steps they would need or want to take to accomplish their goal. If the characters do not have any idea for this step, either attempt a roll to find out or open an Investigation to do so.

If the players and GM agree on something that could accomplish their goal, then the characters will either execute this action or open an investigation to find out how to do so.

(i.e. The player’s want to bring an antagonistic nobleman to the negotiating table so they can get access to a private dig he owns.

They ask the question “How can we bring this nobleman to the table?”. This, being a simple roll question, receives an answer after a roll, “You could blackmail him by finding out a dark secret.”

The characters now have a choice: they could break into the nobleman’s house directly to find out a secret, or open an Investigation to do the same with the question, “What is one of this nobles dark secrets?”

The former option is dangerous, but faster in the fiction and more lucrative. The second is faster at the table, but slower in fiction and doesn’t offer as many chances for treasure gathering. The players and the GM should agree upon which approach they wish to take, both approaches are valid.)

## Investigations

Investigations are used to resolve scenarios involving complex problems, secrets that must be uncovered, puzzles that must be solved, and mysteries that must be revealed. Whenever the characters must perform research, attempt to work out text or meaning of obscure facts, observe a scene, tinker with a puzzling object, etc., the scenario may be resolved through an Investigation.

To begin an investigation, there must be an ultimate question that needs to be answered, this is the **Goal**. The goal is often phrased as a question, but doesn’t have to be. In addition, the question can actually be multiple questions that are of a related nature.

(e.g. Who murdered this woman? What is this object and what does it do? How can we get around this obstacle?)

### Setting up an Investigation

The next step is to define how difficult the investigation will be by setting a **Difficulty** and a **Threshold.**

* **Difficulty**: This is the DC of all checks made during this investigation. High difficulties imply a very difficult or pernicious problem that gives few clues or requires an incredibly high level of thought.
* **Threshold**: This is the number of successful checks that must be made during the investigation to complete it. A high threshold implies a multi-layered problem or complex issue.

Then, the GM opens the investigation up to the characters.

1. Players will suggest actions (and the checks they wish to make) in order to contribute to the investigation (characters cannot make the same check twice unless there is a meaningful difference in the action).
2. Upon GM approval, the players will make those checks at a DC = Difficulty of the investigation. These are called **Investigation Rolls*.***
3. If a character succeeds at their check, increase the completion of the investigation by 1. For every 2 margin of success, increase the completion of the Investigation by +1.
4. When the completion equals the Threshold, the investigation is fully resolved and the goal is achieved.

For each roll in an investigation, the player should be allowed to narrate a scene that represents that roll. The GM may or may not have bits of information that may be gained from each roll, though it does make the investigation more interesting if each successful check uncovers a meaningful clue that the GM can describe.

| Difficulty | |  | Threshold | |
| --- | --- | --- | --- | --- |
| Description | # |  | Description | # |
| Simple (A Common Murder) | 1-2 |  | Small (Break a Cryptic Cypher) | 1-5 |
|
| Difficult (Imperial Court Intrigue) | 3-4 |  | Large (Find a Gang Hideout) | 6-10 |
|
| Very Difficult (Dwarven Puzzle Box) | 5-6 |  | Complex (Solve an Ancient Puzzle) | 11-15 |
|
| Incredibly Difficult  (An Ancient Elven Poetic Riddle) | 7-9 |  | Byzantine  (Uncovering a Criminal Conspiracy) | 16+ |
|
|

### Large Investigations and Benchmarks

Larger investigations or incredibly high threshold investigations (16+) should be split up into multiple investigations. Or, if the GM and the players wish, they may add **Benchmarks** to the investigation.

* A benchmark represents milestones within a large investigation that mark a breakthrough or dramatic reveal that contributes to the overall goal.
* A benchmark is achieved whenever 5 Completion is achieved within the total investigation.
* Whenever a benchmark is achieved, the GM should stage a structured scene or action set piece.
* In an investigation long enough to include benchmarks, the GM should allow the player character to repeat checks once 1 or 2 benchmarks have been achieved.

### Common Investigation Checks

Many methods of information gathering can be utilized during an investigation, and not all are applicable at all times. Some of the most common investigation checks are outlined below:

* Intellect + Lore: Used for many things including studying texts and solving a physical puzzle.
* Willpower + Lore: Library research, reading long texts, and other such things that require concentration.
* Charisma + Brutality: Go find someone who knows and beat out the information from them.
* Charisma + Congeniality: Find someone who knows more than you and talk them into giving you information.
* Perception + Outdoorsman: Go out and find a clue in the wild, search for a nearby hidden thing.
* Intellect + Engineering: Attempt to understand and read schematics or other drawings.
* Willpower + Science: Perform exploratory experiments attempting to create or recreate a helpful compound.
* Agility + Athleticism: Make your way to a hard to reach place attempting to survey the area.
* Strength + Athleticism: Break open something to see what’s inside.
* Perception + Engineering: Diagnose the problem with a machine.
* Intellect + Arcana: Attempt to understand a spell that you have encountered.
* Willpower + Vehicles: Find something inside the inner workings of a vehicle you have available.
* Intellect + Medicine: Attempt to perform an autopsy on a body you have available.

### Time in Investigations

Many investigation checks take time, though it may appear that some investigations take more or less time than others, and this may cause players to gravitate to those actions that they can continually cram into a single day.

Assume that a character can make a single Investigation check in a day.

A character CAN push themselves to make a 2nd Investigation check in a single day, but they suffer 1 Mental Injury for the stress it puts on them. A character cannot go beyond 4 Mental Injuries through this unless in extreme circumstances.

### Failed Investigation Checks

When a character fails an Investigation roll, it is often not recommended that they not contribute to the investigation. Instead, choose some of the other consequences to their failed roll as dictated in the [Failure](#_f653x1jxkv5b) section instead of not accomplishing their task.

### Key Clues and Breakthroughs

Characters and players are not limited to completing investigations through investigation rolls. In fact, investigation rolls are only necessary when players have a question they want to answer but cannot think of a way to go about the investigation. If players know how to complete an investigation or have a concrete lead to pursue, there is no need to make investigation rolls.

Instead, simply play out a roleplay scene and adjudicate **Clues**.

A clue is any piece of information or evidence that would reasonably contribute to one or more investigations. If characters uncover anything that they and the GM agree would help solve the main question or contribute to the goal of an investigation, then it should reduce the threshold of the investigation by an amount based upon the following criteria:

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

Based on the number of criteria this clue satisfies, it can fall into one of 3 categories:

* **Minor Clue**: If the clue answers only one of the criteria, it is a minor clue and reduces the threshold of any relevant investigations by 1.
* **Major Clue**: If the clue answers 2 -3 of the criteria above, it is considered a Major clue, and will reduce the Threshold of any relevant investigations by the number of criteria it meets (2 to 3 Threshold).
* **Critical Clue**: If the clue answers all 4 of the criteria above, it is considered a Critical clue. A Critical clue reduces the threshold of any relevant investigations by half of its total Threshold, but no less than 4.

Sometimes, a clue can be such a direct or obvious piece of evidence that outright solves an Investigation. In this case, simply mark the investigation as complete, give the players the requisite information, and award Heroics points and Experience points as normal.

## Adventure

Adventures are those times that characters make a journey across land, delve down into dungeons, explore caverns, charge up a tower, or navigate through a city in search of glory and mystery.

There are 2 types of adventures that this game considers:

* **Journey** - A Journey is used overland where large distances are considered.
  + A Journey adventure is only tracked when characters are moving slowly (usually through slow vehicles or on foot) across large spaces of land, where their resources are dwindling and they could be subjected to danger every day.
  + Travel by rail is not an adventure, because there is no danger and dwindling of resources.
  + When undertaking a Journey, players must have a location they are traveling toward. Aimlessly wandering through the wilderness is dangerous, reckless, and pointless. The players may be searching for something in the wilderness and may not know where it is, but this should be considered a series of Journeys undertaken to different places where they suspect their prize resides.
* **Delve** - A Delve is used in relatively close spaces where the adventurers are exploring unknown spaces.
  + As opposed to a Journey which covers distant spaces in overland travel, a Delve covers those times that the adventurers move into a defined cavern or a hidden dungeon.
  + A Delve also requires that the characters are in danger and do not know what lies ahead of them. Moving through a safe space is not a Delve adventure because the characters are not threatened and they do not need to move cautiously.

There is a 3rd type of adventure that can be integrated into the other 2 forms of adventure called a **Search**. A Search is used when characters must move through a dangerous environment while seeking a specific target.

* A search is solved by running an Investigation alongside a Journey or Delve.
* Depending upon the circumstances, players may make rolls to contribute to an Investigation before or after a Hazard Roll in a Journey, and before or after resolving a Location during a Delve.
* If the investigation is finished during a Journey, the target will be at the Journey’s Destination.
* If an investigation is finished during a Delve, the next time the characters visit a location or uncover a Reward, they will find their target.

An adventure is not a short mechanic to be used for a few minutes and left behind. An adventure is undertaken to track progress toward a goal that may not be resolved for an entire session, and may even take multiple sessions to resolve. An adventure may include multiple combat scenes, investigations, and other narrative scenes throughout.

### Journeys

To undertake a journey, characters must have a **Destination**. This is the place where the players are ultimately going toward. In a long travel sequence, each leg of the travel would be considered a separate Journey with a distinct destination.

If the characters are searching through the wilderness for something hidden, they must at least have an idea of where to begin looking. This palace is, then, the destination. GM’s should never force the characters to undertake a journey without giving them a proper destination.

Once a journey’s destination is set, define the following parameters:

* **Hazard Level**: The Hazard Level of a journey is rated 1-3. Higher rating means that a journey is increasingly more hazardous due to threat from nature, the elements, obstacles, and banditry.
* **Travel Time**: Travel Time is rated generally 2-6, and represents how many **steps** there are in this journey. This is the number of times the characters can expect to encounter obstacles or hazards that they will need to solve to continue forward on their journey.

#### Beginning a Journey

When characters have identified a destination and their mode of travel, they can begin the Journey.

A Journey is only necessary if there is risk of danger and the journey will take a while. Many methods of modern travel bypass the dangers of the natural world, and thus do not count as an adventure. Some characters with a calling for adventure may opt to actually take the hard way specifically for the chance of adventure.

Character will need 3 things before they begin their journey, but they are not strictly necessary:

* **Map**: The traveling troupe obviously needs a map or other navigational aid to help them make their way through the landscape. If not, they will need to repeatedly navigate as the journey continues. A map to a known location can be purchased for a cost in Funds = Journey Travel Time. If the location is unknown, the characters will need to complete an Investigation with a Threshold = Travel Time x 2 to make their own map before setting off.
* **Rations**: Everyone needs to eat. If a character doesn’t have rations, they will need to forage for rations every day. Characters require an amount of Rations = Travel Time, each ration costing 1 Funds.
* **Shelter**: Shelter is necessary for survival. Shelter can be provided by some abilities or by a Survivalists Kit. Traveling without shelter confers a -1D to any Journey action checks and disallows the Rest action. In addition, certain hazards or complications are worse if you don’t have shelter.

#### Journey Actions

At each step of a Journey, characters may take a Journey Action from the list of actions below:

| Journey Actions | |
| --- | --- |
| Action | Description |
| Survive | If a character has run out of food or has no rations, they will need to spend their action surviving. Make an Agility/Intelligence/Perception(Outdoorsman) check (DC2), or suffer 1 Physical Injury. |
| Prepare for Encounter | The character can choose to prepare themselves for a possible Encounter. Choose 1 of the types of negative Encounter Roll results(Wildlife Encounter, Human Encounter, Wilderness Hazard, Wilderness Obstacle). If they are correct, the party begins in a better position vs that encounter type due to preparation (Generally having surprise on the enemy, -1DC for DC 2-4, or -2DC for DC >5) |
| Aid Ally | This character can give an ally +1D to their roll on their Journey action. |
| Trade | If there are nearby settlements, the character can take this action to buy or sell items with the nearby settlements along the path. |
| Navigate | If the characters become lost, or do not have a map, one character must take this action to be able to continue the Journey. Make a Perception/Intellect(Outdoorsman) check (DC3) to find the path. |
| Search for Treasure | Search for treasure, make an appropriate check vs (DC3) and gain 1d5 Treasure. |
| Investigate | Take this action to make an Investigation roll to contribute to any ongoing investigations. |
| Rest | This action allows a character to make a Healing check. |
| Find Shelter | If a character has no shelter, they may want to spend their action finding shelter. Make a Fortitude/Intelligence/Willpower(Outdoorsman) check (DC2). If they do not find shelter, certain hazards and complications become significantly worse. |
| Work on Project | If a technologist or other characters have a long term project or invention, they can take this action to work on it. This contributes 8 hours of work. |

#### Encounter Rolls

Characters will make a number of **Encounter Rolls** equal to the Travel Time of the journey. After each Encounter Roll, a scene should play out to resolve the obstacle that is rolled. The GM or a player rolls 2d10 on the table below corresponding to the Hazard Level of the Journey.

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

* **Dangerous Human Encounter/Dangerous Wildlife Encounter**: This is a combat encounter with foes that pose a significant threat to the PC’s or at least are likely to deal many injuries to the party.
* **Simple Human Encounter/Simple Wildlife Encounter**: This is a combat encounter that is unlikely to significantly injure the PC’s or kill them, but still poses a risk to a party that is already injured or haggard.
* **Wilderness Hazard**: A wilderness hazard is a freak storm, a flood, a heat wave, etc. Some hazards will need to be overcome such as a flood, others will not. Should characters choose to wait out a storm or hazard, they will make a Fortitude(Outdoorsman) check, but if they have no shelter, all DC’s are doubled. The dice roll listed with each entry refers to the difficulty of the hazard. This is either the intensity of the weather that the characters are experiencing, or the DC of any checks made to overcome the hazards without injury.
* **Wilderness Obstacle**: A wilderness obstacle is a neutral blockage such as a landslide or river or other blockage that must be overcome to continue the journey. The dice roll listed with each entry refers to the difficulty of the obstacle. This is generally the DC required to overcome the obstacle.
* **Neutral Location**: A neutral location doesn’t pose a threat, but a chance for exploration. There may be other hazards should the characters attempt to investigate deep into this neutral location.
* **Friendly Encounter**: A friendly encounter poses no threat, and may even provide a chance for healing, rest, trading, and finding new information.

#### Complications

If a GM wishes to include a complication to any leg of a journey, they either choose from or roll 1d5 on the following table before the characters take their Travel Actions.

| 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 simple combat encounters automatically turn Dangerous in this region, and any dangerous 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. |

### Delves

A Delve is a procedural method for traversing enclosed and dangerous locations. Delves are the traditional dungeon, but can also be used any time the characters will need to traverse a dangerous or treacherous location that can be split up into multiple locales.

Note, the Delve mechanic is purely a way to organize location based adventures for the GM. The GM should let players know that they are initiating or planning to initiate a Delve, but should not directly tell the players about specific delve mechanics, or let the players see the Delve tracking sheet.

#### Structure of a Delve

A Delve is split into **Locations**.

* Locations are separate and self-enclosed places within the overall delve.
* Locations cannot affect each other, though they may lead to each other.
* In general, it is assumed that characters can access any location from any other location.
* Some locations are considered **Restricted**. Meaning that they are inaccessible for some reason. This could be because another location must be explored before this restricted location is revealed, perhaps a puzzle must be solved to uncover the restricted location, or simply that this location is somehow blocked.

A Delve also has **Hazards**/**Obstacles.**

* Hazards are the list of things that players may face during the delve that pose a risk to their health.
* Obstacles are non-threatening blockages to gaining the reward from a location.
* At each location, players will find an obstacle, a hazard, or both.

At each location, a Delve has a **Reward** of some kind:

* Rewards can take the form of treasure, information, or captives; it is location dependent.
* Each location must have a reward, no matter how small the reward is.

#### Designing a Delve

When designing a Delve, the GM must decide the following components of the Delve:

* **Danger Level**: The Danger Level of the Delve generally describes how threatening each of the delves' hazards will be, and how difficult it will be to avoid the hazards in each location, generally 2-8.
* **Size**: The size of the delve determines the number of locations within the Delve, generally 3 - 10.

Then GM will design the Delve in the following way:

1. Write the name and a general description of each location within the Delve.
2. At each location, record 1 -2 hazards and obstacles that will be present there.
3. At each location, record 1-2 Rewards to be found there.
4. Note any locations that are hidden and how they can be accessed.

#### Rules of a Delve

When characters begin a Delve, the GM should place them in one of the locations as determined in the fiction. When a character travels to a location, the player should be made aware of the danger there and the reward if it isn’t hidden.

When characters attempt to overcome or bypass an obstacle or hazard within a specific location, the GM should set a DC that is appropriate to the level of danger that the hazard presents. If the GM doesn’t have a specific DC in mind, simply default to the DC = Danger Level of the delve. If the hazard or obstacle is overcome by a specific item, ability, or spell, or through combat, resolve that as appropriate. The previous recommendation is only appropriate in situations where the players don’t have a specific solution.

Likewise, characters shouldn’t be able to loot a location or find its reward without at least addressing or overcoming that location’s obstacle. Characters can attempt to bypass the hazard/obstacle as mentioned in the previous paragraph, and that may allow them to loot the reward for a location without directly addressing the hazard/obstacle. But, once a hazard/obstacle is dealt with, characters should be able to acquire the reward automatically (unless the reward is inaccessible or hidden in some way).

#### Delve Rewards

When designing and/or awarding rewards, GM’s should consider 4 distinct types of rewards that can be given in a delve.

* **Plot Relevant Rewards**: Plot relevant rewards are obviously up to the GM, players, and the circumstances of the game being played. These can take the form of special items that are relevant to the plot, clues that contribute to a plot critical investigation, or any other reward that may be necessary to satisfy the needs of the plot.
* **Intra-Delve Rewards**: These types of rewards either enhance or reveal information about the rest of the Delve that isn’t already known. Don’t have more than 1 of these in a Delve. Perhaps a map or a piece of evidence that may hint at or reveal the types of rewards or threats that may be faced later.
* **Equipment Rewards**: Characters can loot equipment from the Equipment section for free from locations as long as it seems relevant and reasonable that the equipment might be there. If it makes sense, the GM might also offer one free usage of a service or even a free Lifestyle purchase.
* **Random Treasure**: Finally, if no other reward makes sense, the GM can simply award random loot as Treasure for the characters to collect. The GM can also include random loot with other rewards as a way to further reward players efforts. Depending upon the location, the GM can assign a dice to the location dependent upon how much value may be contained at that location. Then the GM rolls the die they assigned, and awards that much Treasure to the players when they acquire the award.
  + **1d10**: It’s unlikely you’ll find something of real value here, but who knows you may get lucky. (An office, an army barracks, a small storage room, a steam tunnel, a rooftop, a poor persons room, a kitchen)
  + **2d10**: This location shows real promise, and it’s likely you’ll find something of good value here. (A storage room, a nice looking office, a middle class persons study or quarters, an academic study, a library, a laboratory)
  + **3d10**: There’s some great stuff here, and it is likely you’ll get something extremely valuable. Who knows, you might even hit the jackpot! (A rich man’s study, a secret storage room, a vault, a powerful mages laboratory, an ancient armory, a full warehouse floor)

#### Delve Hazards/Obstacles

When designing a delves hazards and obstacles, they will take 4 main forms:

* **Enemies**: Enemies are a dynamic hazard that will react to changes in the location, investigate disturbances, and most likely attack the characters when they discover them. Attempts to avoid or bypass enemies through stealth or subterfuge are rolled vs the Vigilance of the enemy as normal. Failing the roll to bypass enemies will most likely result in a combat.
* **Traps**: Traps are a static hazard that may or may not be known to the characters. If the character knows about the trap, they may or may not require a roll to bypass it depending upon the design of the trap. If the characters do not know about the trap, then a roll is required to bypass the trap. Should the character fail the roll, they will suffer injuries = Margin of Failure. When a trap is sprung, however, it cannot be sprung again and is therefore removed as a hazard.
* **Terrain**: Terrain is a static hazard that acts nearly the same as traps but is most likely obvious, and probably cannot be removed as a hazard without special circumstances or powerful abilities.
* **Blockages**: Blockages are non-hazardous obstacles that bar passage or otherwise obstruct the capabilities of the characters. These blockages do not oppose the characters actively, and generally will not deal injuries. If a character fails any roll to bypass these blockages or cannot come up with another way to negate them, they simply cannot navigate through this location.

Some locations may have multiple hazards, and each hazard/obstacle is unique to its location. Characters should be free to bypass obstacles/hazards using their abilities within the fiction. If the characters do not have abilities that easily bypass an obstacle, fall back on a skill roll with DC = Danger Level of the delve.

#### Delves and Investigations

If characters are concerned about preparing for a Delve, they can perform an Investigation. Open an investigation with a Difficulty = Delve’s Danger Level, and a Threshold = Delve’s Size. Upon completion, the characters should have any hazards/obstacles and any rewards that aren’t hidden revealed to them. The players should also know all of the Delve’s locations that aren’t restricted.

## Range

Ranges between targets are measured in range bands. Range bands are rough measurements of distance, defined only as the relative distance between two things.

* **Close** – Anything within an immediate step or two. Characters within Close range can engage in melee combat.
* **Short** – Anything within a 5 second jog. Characters within Short range can have a comfortable conversation with only slightly elevated voices. Short range encompasses most small rooms.
* **Medium** – A distance that may require a 10-20 second jog to reach. Conversations at Medium range are mostly shouting, and medium range would encompass most small houses or perhaps the length of a manorial dining hall.
* **Long** – Long distance is as it is named, and would definitely take a minute or so to cross at a good jogging pace. Characters at long range may scream at each other and still struggle to hear each other correctly. The grand ballroom or imperial feasting halls may encompass long range if measured end to end.
* **Far** – Far distance is the limit of even long-range hand-held weaponry, and encompasses distances from 200 or more yards away. At this distance, conversation is impossible, and even gunshots sound distant and muffled. Only visual communication could possibly work at this range.
* **Distant** – Distant is a catch-all term for everything near to the horizon and beyond. At this range, even visual communication such as semaphores or flags become difficult to see, and humanoid sized things become specks in the distance.

## Speed & Travel

Speed rating refers to how fast something can go when compared to the movement capabilities of a humanoid. Faster or slower humanoids are represented by differences in their Agility attribute, but certain animals (such as horses) will always be able to move faster than even the fastest humanoids.

Speed is important for two reasons:

* Speed determines the length of travel times.
* A vehicle/creature with a higher speed rating adds the difference in speed to their dice pools for movement, racing, and chases.

Travel is measured according to the relative distance between two objects, and the speed of the vehicle.

| 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 |

## Size & Load

### Size

Size is a measurement of a character’s or object's physical stature. Each size rating does not correspond to an actual set of dimensions, but a range of dimensions. Each size category can be considered to be roughly equivalent in physical capabilities, though they may differ in size somewhat.

When comparing larger vs smaller creatures, use the following points.

* Larger creatures add the difference in size vs a smaller creature to their Toughness, Strength, and Damage.
* Smaller creatures add half of the difference in size vs a larger creature to their Attack Rolls and Dodge.

In addition, any creature multiplies their Max Load by their Size category (or divides it if their Max Load is below 0).

| Size | Example | Max Load Change |
| --- | --- | --- |
| -4 | Rat | -9 Max Load |
| -3 | House Cat | -9 Max Load |
| -2 | Fox | -6 Max Load |
| -1 | Sheep, Domestic Dog | -3 Max Load |
| 0 | Average Humanoid, Pony | No Change |
| 1 | Large Humanoids | +5 Max Load |
| 2 | Cart, Horse | +10 |
| 3 | Horse | +20 |
| 4 | Carriage, Large Horse | +35 |
| 5 | Large Bear, Steam Engine | +60 |
| 6 | Elephant | +100 |
| 7 | Train Car | +200 |
| 8 | Small Airship | +400 |

### Load

Load is a measurement of how heavy items that a character can carry.

* Load is determined as 10 + [Strength x 2].
* If a character ends up carrying more than their load, they suffer 1 Physical Injury every few hours they decide to operate actively above Max Load.
* Characters are considered to only consider the load of items they are currently carrying.
* Vehicle Load limits are listed along with the vehicle entry.

| Load | Weight | Example |
| --- | --- | --- |
| 1 | 2.5lb. | Sack of Coins |
| 2 | 6lb. | Standard Rifle |
| 3 | 9lb. | Two-Handed Axe |
| 4 | 12lb. | 2 Silver Bars |
| 5 | 14lb. | Cast Iron Pot |
| 6 | 17lb. | Steamer Trunk |
| 7 | 20lb. | Heavy Sledgehammer |
| 8 | 22lb. | Extension Ladder |
| 9 | 26lb. | Bar of Gold |
| 10 | 30lb. | Box of Hand Tools |
| 15 | 50lb. | Penny Farthing Bicycle |
| 20 | 70lb. | Miniature Steam Engine |
| 25 | 100lb. | Standard Bag of Coal |
| 30 | 120lb. | Average Human Female |
| 35 | 150lb. | Average Human Male |
| 40 | 180lb. | Full Gunny Sack of Grain |
| 50 | 250lb. | Solid Steel Door |
| +5 | +50lb. | - |

## Callings

Adventuring heroes do not simply enter the life of dangerous exploration for no reason. They are called to the dangerous places of the world at the edges of the map for a reason. These callings bring them out of their safe and dull lives and into the spotlight of history.

Callings provide background for why a character may travel the world, but also provides them with a special way to earn Experience points in the fiction of the game.

### Wealth

The most common and most mercenary calling to adventure is the search for wealth. Characters who search for wealth want for nothing more than to gather treasure and hoard it.

Characters with a Wealth calling gain EXP in the following ways:

* Whenever this character or their party acquires 8 Treasure, they gain 1 EXP.

### Adventure

Characters who seek adventure look for the next thing to do, the next place to see, and the next best experience they can have. For them, the very act of adventuring is a call enough to adventure.

Characters with an Adventure calling gain EXP in the following ways:

* Whenever this character completes a Journey, they gain EXP = Length of the Journey. Whenever this character completes a Delve, they gain EXP = # of Locations they Explored / 2.

### Knowledge

The thirst for knowledge calls many a scholar, academic, and curious lore enthusiast into the wilds. For these people, understanding and uncovering the secrets of the world are the only true reasons to brave the world’s dangers.

Characters with a Knowledge calling gain EXP in the following ways:

* Whenever this character completes an Investigation, they gain 1 EXP per 3 Threshold of the Investigation.

### Action

Some have very simple desires, and that is simply to experience the thrill of armed conflict. This kind of danger is unavoidable, and thus those who seek it are guaranteed to find it wherever they go.

Characters with a Action calling gain EXP in the following ways:

* This character gains 1 EXP for entering into a combat, and another EXP if they kill or grievously injure an opponent in that combat.

## Benefits and Setbacks

Many talents and special abilities give bonuses to various rolls. But not all situations are denoted in this document. For all other situations that may affect a character's roll, the players and GM’s can adjudicate them as varying levels of Benefits or Setbacks.

For all situations that aid a character’s roll, it is called a **Benefit**.

* A Minor Benefit is one that provides only a small boost and generally helps the character but is not usually enough to get a character to attempt actions they wouldn't otherwise attempt. Minor benefits provide +1D to any applicable rolls.
* A Moderate Benefit is one that provides a noticeable headwind to a character’s attempts at an action. Circumstances that might make a hesitant character attempt a dangerous feat count as a moderate benefit. Moderate benefits provide +2D to any applicable rolls or may provide +1 to one Defense.
* A Major Benefit is one that provides a significant benefit that may allow a character without any skill or chance at success to attempt a dangerous feat. Major Benefits provide +3D to any applicable roll, or +2 to one Defense.

For all situations that hurt a character’s roll, it is called a **Setback**.

* A Minor Setback is one that may frustrate a skilled character's plans, but otherwise provide only minor hindrance. Minor setbacks inflict -1D to applicable rolls.
* A Moderate Setback is a significant hindrance to moderately skilled characters, and may completely dissuade less capable characters from their attempts. Moderate setbacks inflict -2D to applicable rolls, or -1 to one Defense.
* A Major Setback would be considered significant even to highly skilled characters, and completely bar unskilled or moderately skilled characters from even attempting their actions. Major setbacks inflict -3D to applicable rolls, or -2 to one Defense.

If there is no guidance as to how a character’s actions will be affected by a talent or some effect or circumstance, then adjudicate it according to one of the categories above.

## Experience & Advancement

Characters advance their character through the spending of **Experience**. Experience is tracked as a pool of points that are spent whenever a player wishes to do so.

There are multiple ways to gain Experience points:

| 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 |

Experience points can be spent as they are acquired to increase all components of a character.

| Advancement | EXP |
| --- | --- |
| +1 to 1 Attribute | [Level Gained] x 2 |
| +1 to 1 Skill | [Level Gained] x 8 |
| +1 to 1 Magical College or Technology Discipline | [Level Gained] x 5 |
| New Talent | 10 |

## Vehicles, Mounts, and Vehicle Combat

All vehicles are meant to be something that characters use to get around faster, and all vehicles will have a number of statistics:

* **Size**: This is the size of the vehicle.
* **Load Limit**: This is the amount of load the vehicle can carry beyond its crew rating.
* **Defense**: This is equivalent to the dodge rating of the vehicle.
* **Resistance**: This is equivalent to the toughness rating of the vehicle.
* **Speed**: This is the speed rating of the vehicle.
* **Crew**: The crew is how many average humanoids that the vehicle can hold comfortably. Any more humanoids or creatures that are in the vehicle beyond its Crew rating take up Load.

| Vehicle | Size | Load Limit | Defense | Resistance | Speed | Crew |
| --- | --- | --- | --- | --- | --- | --- |
| Bicycle | 0 | 20 | 1 | 2 | 3 | 1 |
| Cart | 3 | 100 | 3 | 4 | 2 | 2 |
| Carriage | 4 | 150 | 3 | 4 | 2 | 6 |
| Automobile | 4 | 100 | 4 | 6 | 7 | 4 |
| Rowboat | 4 | 75 | 1 | 4 | 4 | 5 |

| Mounts | Size | Load Limit | Defense | Resistance | Speed | Crew |
| --- | --- | --- | --- | --- | --- | --- |
| Mule | 1 | 40 | 4 | 2 | 2 | 1 |
| Horse | 2 | 30 | 4 | 3 | 4 | 2 |

### Vehicle Health and Repair

Mounts follow the same rules as NPC’s. Vehicles follow the same health and injury rules as normal creatures, except for 2 distinct differences:

* Vehicles do not have a Mental Injury track.
* Vehicles do not suffer any detriments for becoming “wounded”, and become inoperable instead of dying at becoming “incapacitated”.

When a mechanic wishes to repair a vehicle, they can make an Intelligence(Engineering) check vs DC = [Number of Injuries]. A success heals 1 Injury, and if the roll succeed with a MOS of 2 or more, it heals 1 additional injury. Only a single check to repair a vehicle can be made per day.

The mechanic gains +1D to their roll if they have a repair team to make the repairs, and another +1D if they have a repair bay to utilize.

Failing a repair check does not damage the vehicle any further, and unlike living creatures, vehicles are not subject to death and bleeding out over time.

### Vehicle Combat

When attacking a vehicle, a character makes a combat check as normal. Normally, however, vehicles are so much larger than normal humanoids that normal sized weapons are not particularly effective due to Toughness/Resistance bonuses.

Certain weapons may carry an **Artillery** quality with a number. This means that the weapon ignores differences in size up to the number of the artillery quality, allowing the weapon to be much more effective vs larger vehicles. Vehicle mounted weapons count as the same size as the vehicle for the purposes of determining Toughness/Resistance. When attacking with large vehicle mounted weapons (especially ship weapons), the character can no longer use their Agility to attack, instead they are required to use their Perception or Intellect for their attack.

When vehicles engage each other, each vehicle is considered to be a single front in the fight, and so they act together.

Large vehicles at Size 8 or above (generally referring to Airships and Ships) are so large that they have multiple damage tracks for their multiple systems. Each track has 8 injuries as normal. Attacking the ship requires the attacker to declare which system they are striking, and targeted strikes may target subsystems, weapons, or even crew on the ship.

* **Hull**: The hull refers to the body and armor. If the hull is destroyed, the Resistance of the ship drops to 0.
* **Helm**: The helm refers to controls and direction. If the helm is destroyed, the Defense of the ship drops to 0.
* **Engines**: The engines move the ship. If the engines are destroyed, the Speed of the ship drops to 0.

Targeting crewmembers on a ship confers a -2D with shipboard weapons, and gains no size bonus to damage.

## Forces & Energies

Forces and Energies are a catch-all term for various energy sources that create possibly hazardous environments. All forces and energies are rated 1-8 (though higher intensities do exist, 8 is generally the highest one will naturally find), and higher intensities of forces generally mean that the force is both more powerful and generally more dangerous.

### Energies

#### Fire

Fire is an equally dangerous and useful tool. Fire gives off an intense heat and will heat up an environment as well as damaging those exposed.

* Touching a fire cautiously instantly deals 1 Physical Injury to an exposed body party.
* Being engulfed or submerged in flames deals damage = Intensity + 2. This damage is reduced by the armor bonus of any armor.

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

#### Heat

Ambient heat can pose a danger to anyone who spends too much time in that environment. Higher intensities of heat refer to hotter environments, though even a Heat of 1 means that the environment is hot enough to require a Fortitude check. Heat of 8 would refer to an environment that is dangerously hot, and would kill nearly any individual in a few hours.

* Whenever a character enters a hot environment, they must succeed on a Fortitude check vs a DC(Intensity) or suffer Physical Injuries = Margin of Failure.
* For Intensities 1-2, characters will repeat this check twice each day.
* For Intensities 3-6, characters will repeat this check every few hours.
* For intensities 7+, characters will repeat this check every hour.

| Heat Intensity | Temp Ranges |
| --- | --- |
| 1 | 33-35C (92-95F) |
| 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) |

#### Radiation

Radiation is an invisible but dangerous enemy that can often be found around rare materials. Some materials glow and emit radiation into the environment around them.

* Not all forms of radiation are dangerous, and some types of radiation only damage electrical devices while others only damage living beings. The GM should choose what, if any, materials this type of radiation will affect.
* If the radiation is harmful, the character must succeed on a Fortitude check vs a DC(Intensity) or suffer Physical Injuries = Margin of Failure / 2.
* Radiation is rare and shouldn’t often be harmful or noticeable without a very obvious or sinister reason.

#### Electricity & Power

Electricity is a useful power source for many things, but it primarily provides electrical power to technological devices. However, it can also damage those devices if they receive too much power.

* Any electrical device will require power, and will require an intensity of power based on the following table. This is called its Power Rating (this may not apply to Wondrous Technological Inventions)
* If a character or object that cannot channel electricity is exposed to electricity, they must succeed on a Fortitude check vs a DC(Intensity) or suffer Physical Injuries = Margin of Failure.
* If a device that requires power is not exposed to a power source = Power Rating, it becomes inoperable.
* If a device is exposed to power beyond its power rating it becomes inoperable. If it suffers exposure to power double its Power Rating, the device is destroyed.
* Damage from electricity ignores toughness from armor.

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

#### Mana

Mana is raw magical energy that has become so concentrated that it manifests visibly into the world. Mana exists everywhere at all times, but is so dilute that it is invisible and is essentially useless. However, should mana gather (or be gathered) into a concentration strong enough to manifest, it will affect the world in the following ways.

* Characters exposed to raw mana must succeed on a Fortitude check vs a DC(Intensity) or suffer Physical Injuries = Margin of Failure.
* For Mana Fields of Intensity 1-4, they will repeat this check each day.
* For Mana Fields of Intensity 5+, this check will be repeated each hour.
* Characters who are inside a concentrated mana environment gain a dice pool bonus to all Casting checks = Intensity.
* Intense mana environments will warp the world around them in strange and impossible ways, and the higher the mana concentration, the stranger the environment will be.

#### Cold

Ambient cold can pose a danger to anyone who spends too much time in that environment. Higher intensities of cold refer to frigid environments, though even a cold of 1 means that the environment is cold enough to require a Fortitude check. Cold of 8 would refer to an environment that is so dangerously cold that one would freeze solid in less than an hour.

* Cold works identically to heat, except that often warm clothing can negate cold environments.

| Cold Intensity | 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) |

#### Light

Light sources are important and ambient lighting is important for characters to be able to see appropriately.

The Intensity of light is measured 1-8, and has different effects based upon the Intensity of the light available. Light is defined by the illumination available within an area. Objects close to each other, unless obscured or under special circumstances, are always illuminated the same.

| 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 |

### Forces

#### Sound

Loud and harsh sounds are often annoying, but at higher volumes can become dangerous; even to the point of causing permanent deafness.

* Characters who are exposed to loud noises must make a Fortitude check vs DC[Intensity], and suffer damage = Margin of Failure. If the character is unable to turn away or cover their ears, they do not get to resist this damage.
* Characters can be exposed to sounds up to Intensity 4 for up to an hour before they need to make Fortitude checks, anything above that requires a check each round.

| Sound Intensity | 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 |

#### Speed

Vehicles, some animals, and special technologies and spells will reference a Speed Rating. This is a measure of how much faster this object can move than the average humanoid.

Humanoids do not start with a Speed rating, they essentially have a Speed of 0. They move at the average speed of a humanoid.

Having a Speed Rating confers the following benefits:

* When two characters or objects are racing or in a chase, they gain bonus dice on any check in the chase or race = Speed rating.
* When a character hits another character with a melee weapon while in a vehicle, they gain bonus damage on the attack = Speed rating of the vehicle.
* When a humanoid character or creature has a speed rating, they gain a bonus to their Dodge = [Speed Rating/2].

## NPC’s and Common Materials

NPCs and non-living materials do not have the same in-depth stats that a player character has. Only the most important NPCs will have a full attribute spread, skill spread, and injury track.

### NPCs

There are 4 types of NPCs:

* **Background**: Background NPCs are those NPCs that never enter the narrative in a meaningful way but appear as description in a scene, or they only appear as a very minor obstacle to be overcome.
* **Minor**: Minor NPCs appear in the story, and may or may not have a name. They have a reduced stat block and a smaller injury track that makes them easier to defeat than a major NPC.
* **Dangerous:** Dangerous NPCs are supposed to be major obstacles to the PCs without necessarily needing a full stat block. They are mostly minor NPCs but have greatly increased defenses and/or injury tracks to represent their tough nature and their threat. These are most often applied to giant monsters and other entities that are supposed to be significantly stronger than a PC.
* **Major**: Major NPCs are important to the story or at least appear as a significant challenge that is meant to be on par with a player character or perhaps greater than them. Major NPCs have a full stat block the same as a PC, including 2 separate injury tracks and a full list of attributes and skills.

#### Designing a Background NPC

When designing a background NPC, the GM only needs 3 numbers:

* **Good Actions**: This number is the pool used for all actions the NPC should be good at.
* **Bad Actions**: This number is the pool used for all actions the NPC should be bad at.
* **Injuries**: This is the number of injuries the NPC can take before they are defeated. Physical and Mental injuries alike are considered identical here. Background NPCs generally should have greatly reduced injury pools (4 Injuries at Most).

All actions that a background NPC makes are rolled at TN6, as if they had a skill of 1 at all times.

#### Designing a Minor or Dangerous NPC

When designing a Minor or Dangerous NPC, the GM should design a stat block in the following format:

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | |  | |  |  |  |
| Description | Attributes | | Skills | | Special Abilities | |
|  | Physical |  | Combat |  |  | |
| Movement |  |
| Mental |  | Observation |  |
| Survival |  |
| Social |  | Problem Solving |  |
| Social Skills |  |

### Common Materials

Common inert materials only need to be considered when they are going to potentially be broken or damaged in some way. In that case, most objects will have a **Resistance** rating which acts as its toughness and its **Body** rating, which is the number of injuries it can receive before being destroyed. Larger objects such as walls and buildings have no Body rating because they are simply too large. Destruction of something so large should be a narrative function determined by the GM and players. To make a hole in a large structure, a character only needs to deal 2 injuries to do so.

| Material | Toughness | Material | Toughness |
| --- | --- | --- | --- |
| Wood and Timber | 5 | Solid Ice | 6 |
| Stone, Rock, Sheet Rock | 6 | Steel Wire | 7 |
| Steel and Iron | 9 | Glass Panes and Windows | 3 |
| Solid Gold and Gold Creations | 4 | Mithrin (Mana Infused Silver) | 7 |
| Silver, Silver Coins, Silver Creations | 4 | Adamantine (Mana Infused Steel) | 13 |
| Brass and Bronze | 7 | Auranite (Mana Infused Gold) | 6 |
| Dirt and Earthworks | 5 | Orichalcum (Mana Infused Brass) | 10 |
| Hard Woods (Hickory and Iron Wood) | 6 | Sylvium (Mana Infused Wood) | 8 |

# Wealth

## Funds and Value

Character’s money and valuables are measured by their **Funds**. A character’s funds is an abstraction of the amount of money they possess and is used to make purchases.

Purchasable items are measured according to their **Value**, which is a measure of the Funds someone must have to easily purchase it.

* In general, a character can purchase anything with a Value rating equal to or less than their Funds rating.
* Characters cannot make purchases that they do not have the necessary funds to cover.

### Making Purchases

There are three types of purchases that can be made regularly with Funds:

* **Equipment**: Carryable items that are purchased permanently once acquired.
* **Services**: Transient purchases that provide something in the moment for the purchaser and the purchaser only.
* **Lifestyle**: Lifestyle purchases are much more expensive purchases that represent large investments on the part of the character. These purchases are permanent, and help to broadly define what a character is capable of; they are the wealth of resources that a character can draw upon during adventure.

#### Sourcing Purchases

Just because someone has the capability of buying something doesn’t mean it is available to purchase. In small towns, rural communities, or with any purchase of value 8 or more, the GM may prompt a Sourcing Roll to find their intended purchase. The roll is usually Perception[Congeniality] or Intellect[Observation].

| Equipment/Service | DC |  | Lifestyle | 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 |

### Treasure & Funds

Characters collect **Treasure** and valuables to increase their Funds, and thus make new purchases. Treasure is an abstraction of the value of all items that the character has looted on their journey, but has not yet sold for Funds. Every 2 Treasure adds 1 to Load.

| Treasure | Example | Treasure | Example |
| --- | --- | --- | --- |
| 1 | Handful of Coins | 6 | Small Jade Carving |
| 2 | Bottle of Perfume | 7 | Bag of Gems |
| 3 | Small Clockwork Animal | 8 | Marble Statue |
| 4 | Silver Pocket Watch | 9 | Small Gold Bar |
| 5 | Box of Jewelry | 10 | Large Gold Bar |

#### Ingredients Scavenging

When looting treasure, the player can also choose to convert treasure to scavenged ingredients to pay for the materials cost of spells, rare ingredients of technological inventions, and/or spell foci. The player can only convert this treasure that is looted at the same time, they cannot combine two loot rolls together.

| Ingredient/Material | Treasure Cost | Foci | Treasure Cost |
| --- | --- | --- | --- |
| Common | 1 | Common | 2 |
| Uncommon | 2 | Uncommon | 5 |
| Rare | 5 | Rare | 8 |
| Very Rare | 10 | Very Rare | 15 |
| Extremely Rare | 18 | Extremely Rare | 30 |

#### Ways to Earn Treasure

| 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 |

| 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 |

| 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 |

| 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 newspaper. | 5 |
| Publishing a penny dreadful in a major periodical. | 3 |
| Publishing a paper in a respected scientific journal. | 6 |
| Publishing a paper in a respected magic studies publication. | 8 |

| 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 |

## Equipment

### Weapons

#### Melee Weapons

| Name | Damage | 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 | Bludgeon, Hidden, Vulgar |
| Truncheon | T+4 | C | 1 | 7 | Bludgeon |
| 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 |
| Two-Handed Sword | T+5 | C | 2 | 12 | Deadly, Double Handed, Vulgar |

#### Ranged Weapons

| Name | Damage | 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 Knives | 5 | S | 1/5 | 4 | Piercing, Hidden |
| Gatling Gun | 8 | M | 10 | 40 | Deadly, Vulgar, Artillery 2, Automatic |

#### 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.
* **Ensnaring**: 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.

### Armor

| Name | +Toughness | Dice Penalty | Load | Val |
| --- | --- | --- | --- | --- |
| Lined Coat | 1 | 0 | 3 | 5 |
| Cuirass | 2 | -1 | 7 | 15 |
| Steel Suit | 3 | -2 | 15 | 25 |

### Miscellaneous

#### Apparel

| Apparel | | | | |
| --- | --- | --- | --- | --- |
| Item | Description | Effects | Load | Val |
| Machinist Wear | A plain workman’s outfit with tough cloth, leather gloves and boots for working in heavy machinery. | +1T against hazards from machines. | 3 | 10 |
| Scientists Outfit | A set of well-fitting clothing for respectability, a thick lab coat and a set of goggles, for protection. | +1T vs chemicals, +1D to interact with academics | 2 | 12 |
| Thief’s Cloak | A dark cloak with plenty of pockets for carrying various tools of skullduggery while remaining hidden from the constables. | +1D to sneaking, -2D to interact with constables. | 2 | 8 |
| Daytime Wear | A respectable outfit meant for day use. Perfect for business work or a trip about town. | +1D to Congeniality checks in daytime. | 2 | 10 |
| Evening Wear | An expensive and fancy set of clothing meant for formal events and opera house performances. | +1D Congeniality checks at night, -1D to sneaking. | 2 | 20 |
| Mages Apparel | A respectable outfit with a large pocket lined robe meant to carry ingredients, notes, etc. | +1D to interacting with other mages | 2 | 15 |
| Outdoorsman’s Gear | A set of rugged material meant for traveling over rough terrain, providing protection from scratches/bruises. | +1T against natural hazards or bad weather. | 3 | 12 |
| Winter Outfit | A heavy coat and other apparel meant for wintry weather, perfect for use in snow or on the tundra. | Reduces ambient Cold by 3, but increases Heat by 3. | 3 | 15 |
| Low-Class Wear | A plain loose woven set of clothing that would fit in quite well on a farm or in the workhouse. | +1D to interact with the poor, -2D with the rich. | 1 | 4 |
| Soldiers Uniform | A set of military wear that includes both a formal and informal version. This cannot be bought normally. | +1D to interact with soldiers and patriots. | 2 | 15 |
| Tropical Outfit | A loose, light, and airy fabric made into a set of breathable clothing meant for use in hot or humid environments. | Reduces ambient Heat by 2, but increases Cold by 2. | 1 | 12 |
| Discrete Outfit | This outfit is perfect for walking around at nighttime while being able to hide something or remain discrete. It won’t aid you in skulking through the shadows | +1D to hiding items in the outfit. | 2 | 10 |

#### Useful Mundane Items

| Useful Mundane Items | | | | |
| --- | --- | --- | --- | --- |
| Item | Description | Effects | Load | Val |
| Lantern | A gas fed or oil lantern for lighting the way at night. | Negates darkness (20ft) | 2 | 6 |
| Perfume | A bottle of perfumed oil that provides a pleasant and distracting smell. | +1D to social checks in respectable environments | 0 | 4 |
| Spyglass | A long tube of gradually more focused lenses to bring items in the distance closer to the viewer. | +1D to Observation checks vs far objects | 0 | 10 |
| Folding Ladder | A folding or sliding wooden later that can extend up to 20ft. | No special effect | 8 | 15 |
| Electric Lantern | Similar to the gas lantern but fed by a battery, this electric light is brighter by quite a margin. | Negates darkness out to 30ft. | 2 | 12 |
| Spade | A simple tool for digging holes, much better than hands. | No special effect | 2 | 8 |
| Microscope | A scientist’s tool for examining very small things. | +1D to seeing small objects | 1 | 18 |
| Textbook | Any of the thousands of professional texts used as reference material for practitioners and instruction books for students. | +1D to any check as long as the book is relevant. | 1 | 10 |
| Gas Mask | A full face-mask with a seal around the mouth and nose and a filter to protect against toxins or caustic pollutants. | +1T against toxins or airborne poisons. | 1 | 8 |
| Manacles | A set of heavy iron bindings around the hands, useful for binding and holding prisoners in place. | -3D to all checks that require hands. | 1 | 6 |
| Heat Canister | A can that when punctured and shaken will release heat for a short amount of time. | +2D to the next Fortitude check to resist Cold | 0 | 5 |
| Batteries | Small electrical devices that can deliver Power to any powered device. Batteries can only deliver up to Power 4. | Provides 1 power to a device (can stack). | 0 | 2 |

#### Gear and Accessory Kits

| Gear & Accessories Sets | | | | |
| --- | --- | --- | --- | --- |
| Item | Description | Effects | Load | Val |
| Adventurers Kit | Hatchets, machetes, climbing gear and hooks, a compass, and other tools necessary for trudging through the brush and exploring dark and mysterious places. | Useful tools for exploring | 4 | 10 |
| Trapping Gear | All tools and a set of small traps necessary for a survivalist to trap, kill, harvest, and preserve small animal carcasses. | +1D to checks for hunting animals | 5 | 8 |
| Survival Kit | The basics of survival, this kit includes basic fire starting tools, a tent and bedroll, and other tools necessary for surviving and sleeping in the brush. | A set of basic tools, and satisfies Shelter requirements for Journeys | 2 | 8 |
| Formal Accessories | A set of necessary accessories including canes, hats, jewelry, or other accoutrements necessary to really show your wealth at a formal event. | +1D to interact in high-class situations. | 1 | 12 |
| Seaman’s Kit | Astrolabe, map, portable windlass, and other tools needed to run and navigate on the sea. | +1D to navigate on a boat. | 2 | 14 |
| Professional Tools | Tools for the performance of a specific profession. | No special effects | Varies | Varies |
| Investigators Kit | Magnifiers, brushes, and other tools for proper investigative work and the analysis of evidence. | +1D to gather and analyze evidence | 2 | 8 |
| Doctors Bag | All necessary cutting tools, saws, and bottles for practicing medicine outside of a hospital. | Allows use of medicine beyond first-aid | 4 | 15 |
| Photography Kit | Camera, lens, flash bulb, and plates for photography. | No special effects | 3 | 10 |
| Cooks Utensils | A small set of cooking tools and camp stove. | Provides +2D to Survive checks during Journeys. | 6 | 6 |
| Mages Casting Kit | A grab bag of various components that will satisfy some of the most common spell materials.. | Provides Common Material Costs and Foci for spells. | 3 | 15 |
| Merchants Case | A set of scales, measuring tools, weights, and logs for performing transactions and making sales. | +1D to haggling with merchants or buyers | 3 | 8 |
| Artists Bag | Brushes, pencils, stencils, and workbooks as well as various paints to allow an artist to work anywhere. | No special effects | 4 | 8 |
| Medical Kit | A set of usable bandages and disinfectants for use in the application of first aid of field medical procedures. | +1D to checks to provide Aid for Physical Injuries | 3 | 4 |
| Repair Kit | A set of screws, bolts, washers, grease tubes, and other useful materials to repair all manner of machinery. | +1D to checks to repair machines and inventions | 5 | 4 |
| Personal Gaming Set | A set of dice and cards for all proper and/or raucous games of chance and skill. | +1D to checks for gaming with this set. | 2 | 8 |
| Technologist Hand Tools | A set of hand tools for crafting in one of the six Technological Disciplines. | Satisfies tool requirements for inventions | 3 | 10 |
| Technologist Bench Tools | A set of bench tools for crafting in one of the six Technological Disciplines. | Satisfies tool requirements for inventions | 8 | 20 |
| Technologists Material Pack | This item is a pack of materials used for crafting technology. The player chooses one of the 5 material types. | Character gains 10 of the chosen material. | - | 4 |
| Magic Ingredients 0 | Any of a myriad of materials to satisfy all Common material costs for spells. | Counts as Common Materials Cost for 1 spell. | 0 | 1 |
| Magic Foci 0 | Any materials to satisfy Common Focus costs for spells. | Counts as 1 Common Focus | 0 | 3 |
| Magic Ingredients I | Any of a myriad of materials to satisfy all Uncommon material costs for spells. | Counts as Uncommon Materials Cost for 1 spell. | 0 | 3 |
| Magic Foci I | Any materials to satisfy Uncommon Focus costs for spells. | Counts as 1 Uncommon Focus | 1 | 6 |
| Magic Ingredients II | Any of a myriad of materials to satisfy all Rare material costs for spells. | Counts as Rare Materials Cost for 1 spell. | 0 | 6 |
| Magic Foci II | Any materials to satisfy Rare Focus costs for spells. | Counts as 1 Rare Focus | 1 | 10 |

## Services

### Miscellaneous Services & Expenses

#### Travel

| Travel | | |
| --- | --- | --- |
| Name | Description/Effects | Val |
| Coach Fare (Across Town) | This coach can be called from the road or ordered, and chartered to transport across town quickly. In addition, the coachman will prevent their passengers from harassment or beggars. This coach can carry 2 passengers. In addition, society events will expect you to show up by coach. | 8 |
| Coach Fare (Next Town) | This kind of coach must be chartered beforehand, and can carry 4 people to the next town. The coachman usually rides with a hand who will defend the passengers, but highwayman may still attack. This coach is fast and can go anywhere with roads. | 12 |
| Trolley Ride Across Town | The trolley is a fast way to get around town, but provides no protection or privacy. It is quite common for pickpockets to steal from passengers getting onto the trolley hoping that they can get away while the victim is trapped. | 2 |
| Train Ticket (Within Region) | Locomotives are the most common form of travel around the empire in this day and age. It is safe, fast, and sometimes luxurious. Tickets are priced according to the distance traveled. However, trains can only go to places where rails exist. | 7 |
| Train Ticket (Cross Country) | 12 |
| Sea Voyage (Steerage) | Steerage is a cheap way to travel over the sea, but its cramped and doesn’t allow anything to be taken that cannot fit into a single steamer trunk. In addition, it will often force characters to make Fortitude checks against cold or heat. | 6 |
| Sea Voyage (First Class) | First class is luxurious, allows whatever cargo you wish aboard, provides protection from the elements, and also provides opportunity to hobnob with other high-class individuals onboard. | 16 |
| Airship Ticket (Within Region) | Airship travel is still relatively new, and thus incredibly expensive. Airships promise safety for all passengers, and indeed they do...mostly. Sky sailor pirate crews do exist, and they are a scourge that cannot be easily addressed. Still, airship travel is luxurious, incredibly fast, and can go basically anywhere. | 10 |
| Airship Ticket (Cross Country) | 18 |
| Ferry Service | To cross a river, moat, or lake, local governments often set up ferry systems meant to carry passengers. It’s quick, cheap, and reliable. | 3 |

#### Communication

| Communication | | |
| --- | --- | --- |
| Name | Description/Effects | Val |
| Deliver a Message via Messenger Boy | Paying a messenger boy is a quick way to get a message to someone across town without having to go yourself, and it’s also a pretty affordable way to communicate. But it is somewhat unreliable and easy to intercept. | 3 |
| Mail via Postage | The royal post is an extremely reliable service that guarantees your mail will arrive at its destination. It’s just not very quick. | 4 |
| 20 Word Telegram | The standard length of a telegram, so be succinct in your communication. Telegraph offices in bigger cities generally limit you to 1 telegram per day so as to keep up with volume. | 5 |
| Long Telegram (100 words) | Paying for a long telegram is a splurge that is only necessary for the most important communications that must go a long distance quickly. Even then, a telegram can only be so long, generally 100 words. | 15 |

#### Rentals

| Daily Rentals | | |
| --- | --- | --- |
| Name | Description/Effects | Val |
| Horse Rental | Rental of a simple riding horse that can be used to travel around easily. Don’t let it die or you have to buy it. | 6 |
| Common Lodging House Stay | A common flophouse that provides you a spot on the floor, and maybe a mattress or pile of straw. It’s enough to sleep and not get brought in by the constables for sleeping on the street, but you do not recover injuries. | 3 |
| Average Hotel Stay | It’s nothing fancy, but at least you get your own room with a bed that will afford you a good night’s sleep. | 6 |
| Respectable Hotel Stay | This place has amenities for comfort, porters and butlers, a breakfast and dinner served at the hotel, and a place to store your carriage safely. Staying at a Respectable Hotel gives you +1D to Healing Checks. | 10 |
| Cart Rental | Renting a cart allows you to travel while carrying large amounts of cargo. Important for transporting goods or maybe for carrying loot. | 8 |
| Workshop Rental | Renting someone else’s workshop allows a technologist to make things that require workshop tools, especially if their workshop isn’t set up properly or they are in another city. | 8 |
| Showroom Rental | Any technologist or showman looking to sell a new product or invention should at least rent a showroom to show off their newest product. When renting a showroom, the character can make a Congeniality check vs DC 0, gaining extra Treasure on the sale equal to the Margin of Success. | 7 |

#### Hirelings and Personnel

| Hirelings and Personnel | | |
| --- | --- | --- |
| Name | Description/Effects | Val |
| Hire a Bodyguard | An average bodyguard that will protect you from most common threats, though they won’t often give their life. They have a 5 in any relevant combat attributes, 1 in combat skills, and only common weapons. | 5 |
| Adventure Hireling (Unskilled) | This hireling is used to help you on your adventures. Being unskilled, they are essentially a lookout and a laborer, with 2-4 in relevant attributes and 1 in relevant non-combat skills. | 4 |
| Adventure Hireling (Skilled) | A skilled adventure hireling is rare and valuable. They have between 4-7 in their attributes, and 2 in their specialty skills. They can also have 6 points of various Magical Colleges or Technological Disciplines. | 8 |
| Day Laborer Service | The simple laborer will aid you in any day-to-day task, but will not risk their life for you in any way that isn’t an expected work hazard. | 3 |
| Gutter Mage Services | You can hire a gutter mage in the lower part of the city to cast a single spell for you or advise you on something. They will have no more than 3 in any Magical college. In addition, they may require something else from you or may require you to get their material costs. | 5 |
| Tower Mage Services | A trained Tower Society mage can be commissioned to cast a spell for you. They will have access to everything they need and will have acquired level 4 in their College of choice. | 12 |
| Wilderness Guide | A wilderness guide is important to ensure that you don’t get lost. | 7 |
| Physician Services | A physician can be paid to heal you, giving you a +5 to any Physical Injury Healing check. | 8 |
| Back-Alley Physician Services | It’s not the cleanest possible option, but can heal you enough to give you a +2 to any Physical Injury Healing check. | 4 |
| Private Investigator Services | A Private Investigator can be hired to do some research for you. The PI can gather information to answer a question, follow and report on a specific person, find something or someone, and will reduce the Threshold of 1 Investigation by 1 once per investigation. | 10 |
| Smuggler Services (Low Value Cargo) | This smuggler can give you +3D to a Sourcing roll made to locate purchases up to Val 6. | 5 |
| Smuggler Services (High Value Cargo) | This highly skilled smuggler can get you anything of any value. They automatically remove the need for a Sourcing roll of items up to Val 5. Anything above that they will give you +3D to the roll. | 10 |
| Technologist Services (Low Skill) | You can contract the services of a skilled technologist who can provide for you any single invention. They will possess up to 2 in any Technological Discipline. | 6 |
| Technologist Services (High Skill) | This highly skilled technologist will possess level 4 in their Technological Discipline of choice. | 12 |

### Leisure and Entertainment

| Leisure and Entertainment | | |
| --- | --- | --- |
| Name | Description/Effects | Val |
| Ticket to the Opera | The opera is a place to be seen and see others, plus it also provides entertainment. A perfect place for intrigue and subterfuge. | 8 |
| Entry to the Royal Gardens & Menagerie | The palace has provided these grounds to the public for a very reasonable price. It’s a perfect place for people to go for a day. | 5 |
| Visit the Royal Library | The library is open to the public, though the poorest cannot afford entry. Paying a visit to the royal library provides +1D to any Investigation roll made by reading the books there. | 5 |
| Entry to the Imperial Museum | The imperial museum tells the history of the empire and its predecessor kingdoms. The archivist of the museum is an expert on imperial history and there are multiple researchers working there. Researching the history of the empire and its lands gains +1D by visiting the museum. | 5 |
| Entry to a Private Club | Sometimes, the rich like to go to private clubs to escape the doldrums of the public and the dirt of the streets. Here is where you go to really find the upper-crust of society. | 15 |
| Night at the Pub | No one can just go to the pub and not expect to spend some money drinking. | 2 |
| Dinner at a Restaurant | If you want a private meeting with a high-class person, dinner at a restaurant is a way to get them there without committing breach of conduct. | 5 |
| Lavish Dinner at Home | Hosting a dinner at home for guests is a perfect way to butter them up. Doing so will provide +2D to social checks against them, but will also automatically deal 1 Mental injury to you because of the stress. | 5 |
| Dinner at the Imperial Palace | Paying for a spot at the imperial feasts hosted once a season is probably the only way to reliably get the ear of high court officials or the imperial family. Don’t screw it up. There are other ways, but this is the easiest. | 25 |
| Show at the Music Hall or Theatre | Going to the music hall or the theatre is the poor man’s version of the opera. It is a good way to find and connect with others, and a place for subterfuge or scheming. | 3 |
| Night with a Prostitute | Spending a night with a prostitute is a common way to relieve stress and a source of entertainment. Spending a night with a prostitute will give +2D to healing checks for recovering Mental injuries. | 2 |
| Host a Private Hotel Gala | A good way for someone of means to treat up to 10 guests to a good time at an expensive hotel. Smoking, fine food, wine, and entertainment. This gives the +2D to all social checks against everyone in attendance. | 7 |
| Day Out Hunting | A hunting excursion is a good way to not only socialize with others who can afford it, providing +1D to social checks, but it also provides a way to relax. If you take this process alone, this provides +2D to Healing checks against Mental injuries. | 8 |
| Ticket to the Circus | Many things happen at the circus. Not only is the circus a way to socialize with others, but is also a way to meet people from foreign lands. | 4 |
| Entry to an Inventors Showroom | If you want an audience with a famous inventor, what better way than to pay for attendance to their showroom? Any self-respecting famous inventor will have either a permanent showroom, or at least rent out showrooms when they are presenting their latest inventions. | 6 |
| Entry to Private Art Galleries | A private art gallery is a calming place to go and see the creations of skilled artists. It provides you access to the artist and +1D to social checks against one person whom you visit with, but also allows you to heal mental injuries at the same time. | 10 |
| Entry to a High End Art Gallery | This kind of art gallery is only for the most elite of the elite. Unfortunately, going to these kinds of galleries is a performance in and of itself, but will provide you a proper place to socialize with elites of society. | 17 |
| A Night at a Gambling Den | Visiting a gambling den is a cheap way to have a night of gambling. When a character goes gambling in a licensed gambling den, they make an appropriate check at DC 5 to play. If they succeed, they gain 1d5 Treasure + Margin of Success. If they fail, they lose 1d5+MoF. | 5 |
| A Night at a Major Gambling House | A large and opulent gambling house that can host many patrons at once. Smoking, drinking, servants, plush carpets, and high roller tables make for a fun and exciting time. When a character goes gambling in a licensed gambling house, they make an appropriate check at DC 5 to play. If they succeed, they gain 1d10 Treasure + [Margin of Success x 2]. If they fail, they lose 1d5 Treasure + [Margin of Failure x 2]. | 12 |

## Lifestyle

### Assets

Assets are purchased like all Lifestyle purchases, but they cannot be upgraded or modified beyond their initial purchase.

Most assets are always considered usable, and all maintenance costs, taxes, and other simple upkeep issues are considered in the initial Value of the asset itself.

#### Vehicles

* **Defense**: The standard defense value for all attacks directed at the vehicle itself.
* **Speed**: The bonus dice applied to Vehicles checks made when in a race or chase with another vehicle.
* **Crew**: The maximum number of passengers and pilots that this vehicle can accommodate.

| Vehicles | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Item | Size | Load Limit | Defense | Resistance | Speed | Crew | Val |
| Bicycle | 0 | 20 | 1 | 2 | 3 | 1 | 20 |
| Cart | 3 | 100 | 3 | 4 | 2 | 4 | 15 |
| Mule | 1 | 40 | 4 | 2 | 3 | 1 | 15 |
| Carriage | 4 | 150 | 3 | 4 | 3 | 6 | 50 |
| Horse | 3 | 30 | 4 | 3 | 5 | 2 | 25 |
| Automobile | 4 | 100 | 4 | 6 | 7 | 4 | 200 |
| Rowboat | 4 | 75 | 1 | 4 | 4 | 5 | 20 |

#### Property

| Property | | |
| --- | --- | --- |
| Property | Description/Effects | Val |
| Street Stall | A basic street stall that a character can return to at any time to earn money. When a character attempts to work a day at their street stall, they may make an Intellect[Congeniality] check vs DC 4. On a success, the character gains 1 Treasure, +1 for every 2 Margin of Success. On a failure, the character loses Treasure = 1+Margin of Failure. | 30 |
| Basic Technologist Workshop | This workshop is modest, without much room for storage and without many tools. Your “office” is simply a desk in the corner. But, it has power and a roof to hang your overhead tools from. | 60 |
| Modest Storefront | This storefront has a dedicated building and a sign out front. Nothing much, probably only one room, but it’s got enough room and security to run a successful business. When a character attempts to work a day at their store, they may make an Intellect[Congeniality] check vs DC 4. On a success, the character gains 2 Treasure, +1 for every 2 Margin of Success. On a failure, the character loses Treasure = 1+Margin of Failure. | 100 |
| Nice Storefront | Your storefront is now large enough to have storage space, a guard at the door, and a large sales floor for customers to roam around. When a character attempts to work a day at their store, they may make an Intellect[Congeniality] check vs DC 4. On a success, the character gains 3 Treasure, +1 for every 2 Margin of Success. On a failure, the character loses Treasure = 1+Margin of Failure. | 180 |
| Mages Workshop | A mage with a tower workshop was a common sight, it is the inspiration for the name of the “Tower Society”. When a mage works on a spell within their workshop, they gain 3 days for every 2 days of work on spell research. In addition, all spells are cast at -1DC within their workshop. | 180 |
| Technologists Showroom | A technologist owning his own showroom means that he gains the benefits of a rented showroom, but has this available at all times. | 140 |
| Advanced Technologist Workshop | This workshop is large enough to have a separate office, a prep area, storage for materials, and a workfloor that offers walking and working room. This also has power & enough amenities to house larger and more advanced tools. | 250 |

### Housing

A character’s housing is their base, their residence to return to once adventures are done for now, and a place of safety that they can always go back to for its comfort and its resources. As a character’s wealth increases, they can invest some of their fortunes into adding onto and upgrading their housing. This allows their residence to serve them in more and better ways.

A character’s house is not purchased in whole, instead, it is defined by its Features. Each feature has a Value rating that works like all other Lifestyles, and can be acquired when the character reaches the required Fortune rating.

#### Housing Features

| Housing Features | | |
| --- | --- | --- |
| Feature | Description/Effects | Val |
| Basic Sleeping Area | This is a basic sleeping area that allows you to sleep peacefully and recover injuries overnight. Each time you acquire this Feature, it adds another room of this quality. | 15 |
| Open Room | You have an open room that can be used to lay out large objects, display large items, and/or can be converted into a number of uses. | 20 |
| Private Room(s) | This private room allows quiet contemplation and the capability to work in peace. Studying in this room provides +1D to checks for working here, and is a space to recover Mental Injuries. | 20 |
| Hidden Spaces | Your residence has hidden spaces that allow you to hide from others or hide items with +1D to the check. | 30 |
| Garden | You have a garden that can do 1 of 3 things each session:   * **Market**: Sell your crops for 2 Funds. * **Rations**: You can use your garden to provide one person’s rations for an upcoming Journey. * **Feast**: Your garden can provide a feast for guests, providing +1D to social checks should you host a dinner or event using your garden. | 20 |
| Workshop | You have a basic workshop that provides you +1D to repairing items such as weapons and vehicles, tinkering with puzzles, drawing up maps, and other basic handicrafts. | 25 |
| Maid/Housekeeper | This person will keep your house in order for you, answer the door, and keep the place clean so you don’t have to. They will also work while you are away, keeping the place from falling into disrepair. | 20 |
| Entertaining Space | This entertaining space (often a sitting room) provides +1D to social checks against individuals whom you are entertaining here. | 30 |
| Hardened Construction | Your residence is built hardened against attack, making it impervious to bullets and fire. | 40 |
| Lavish Sleeping Area | This lavish sleeping area provides you with +1D to Healing Checks by sleeping here. Each time you acquire this Feature, it adds another room of this quality. | 50 |
| Library | This personal Library provides a place to store texts, and +1D to researching through your books while in the library. | 50 |
| Butler | Your house includes an intelligent personal servant who can organize your other servants and manage your household and interests while you are away. Your butler will also entertain guests, carry messages for you, and organize other daily tasks. | 60 |
| Team of Servants | You have a team of servants that will attend to your needs and those of your guests. | 40 |
| Stable | This provides a safe place to store carriages, carts, horses, mules, and automobiles. | 60 |
| Vault | This vault provides a hardened space to protect the things you don’t want getting into the wrong hands. Anything you place here is safe except in the most extreme circumstances. This vault can hold up to Load 20 worth of items, and each time you take this feature, it increases the Load of the vault by +20. | 80 |
| Security | You have a team of armed guards to keep you, your residence, and your guests safe. Each time you purchase this, you acquire 2 guards that have the stats of a Bodyguard. | 70 |
| Lookout Tower | You have a tower that can be used to overlook the rest of your property, giving whoever is in the tower +1D to Observation checks made to survey the property. | 80 |
| Grounds | Your residence includes large grounds that allow you to host events, mount defenses, and maintain privacy in your home. Anyone attempting to infiltrate your home suffers -1D due to the space of your grounds. | 100 |

#### Example Housing

| Housing Examples | | |
| --- | --- | --- |
| Housing | Description/Effects | Features |
| 1-Room Shack | Rural living is a little better than city living, but by no means does being out in the country make being poor enjoyable. Your shack has enough room for a small stove, a bed, and a table to eat and work on. Beyond that, do everything else outside. | Basic Sleeping Area  Open Room |
| 3-Room Tenement House | Your single or dual-story tenement house is crammed into the city without so much as room for a garden. But you have separate rooms, cooking, storage, everything a working person needs. | Basic Sleeping Area  Open Room  Private Room |
| Workman’s Townhouse | Finally, you’ve got a little room for a garden, a house to yourself, multiple rooms for kids, guests, and storage. You don’t have a huge yard, but your townhouse at least has enough room for a dog and perhaps a fruit tree. | Basic Sleeping Area x2  Open Room  Private Room  Garden |
| Farmhouse and Land | The average ranch has more than enough room for a small ranchers family to live and enjoy themselves, and comes with enough land to raise some animals or small crop fields. | Basic Sleeping Area x3  Private Room  Entertaining Space  Garden  Livestock |
| Lavish Townhouse | This is the living space of the wealthy. Though your house may be of similar size to more modest townhouses, you’ve decorated the inside with finery. Moulding, silver and gold filigree, ornate wood furniture, maybe some stained glass, and technology for comfort such as steam powered luxuries. | Lavish Sleeping Area  Basic Sleeping Area x3  Open Room  Private Room  Hidden Spaces  Garden  Entertaining Area  Butler |
| Country Manor and Estate | The country rich look to make their mark on the landscape in opulent fashion. This kind of luxury has dining rooms and sitting rooms for company, private spaces for the family, storage rooms, cellars, attics, multiple stories, and servants quarters. In addition, it often comes with enough land to maintain a large herd of animals or tracts of crops. | Lavish Sleeping Area  Basic Sleeping Area x3  Open Room  Private Room  Library  Garden  Team of Servants  Butler  Entertaining Area  Stable  Security  Grounds |

### Ships & Airships

Characters can use the growth of their fortune to finance the purchase, upgrade, and outfitting of a sailing ship or an airship.

Characters must choose whether they are purchasing an airship or a sailing ship. When they do so, the first purchase that must be made is an airship or sailing ship frame using the normal method for all Lifestyle purchases.

Then characters can make extra Lifestyle purchases for upgrades to their ship. If character’s purchase a larger frame, all upgrades purchased transfer to the new frame. Other characters can also contribute upgrades to a ship through their own Lifestyle purchases.

| Ship Frames | | | | | | |
| --- | --- | --- | --- | --- | --- | --- |
| Ship Frame | Size | Defense | Resistance | Speed | Crew | Val |
| Super-Light | 8 | 4 | 3 | 6 | 5 | 30 |
| Light | 10 | 3 | 4 | 5 | 10 | 70 |
| Medium | 12 | 2 | 5 | 4 | 15 | 120 |
| Heavy | 14 | 1 | 6 | 3 | 25 | 200 |
| Super-Heavy | 16 | 0 | 7 | 2 | 40 | 400 |

| Ship Upgrades | | |
| --- | --- | --- |
| Upgrade | Description/Effects | Val |
| Armor Plating | This ship gains +1 Toughness. | 25 |
| Speed Upgrade | This ship gains +1 Speed. | 25 |
| Elite Crew | This ship’s crew has such incredible training, +1D to Vehicles checks with this ship. | 40 |
| Lavish Quarters | This ship has special quarters that give +1D to Healing Checks for residents. | 50 |
| Light Weapons | This ship has 2 Light Ship Gun Batteries mounted to the hull. | 30 |
| Heavy Weapons | This ship has 1 Heavy Ship Gun Battery mounted to the hull. | 30 |
| Boarding Kit | This ship has a special harpoon and kit to immobilize other ships and safely board. | 60 |
| Armory | This ship provides Lined Coats, Swords, and Carbines to all Crew. | 60 |
| Submarine Retrofit | (Sailing Ship Only) This ship can now travel and stay underwater. | 100 |
| High Altitude Balloon | (Airship Only) This ship travels high above the clouds, far above other airships. Making it capable of stealth as it passes out of sight. | 100 |
| Onboard Workshop | This ship includes a basic workshop for repairing weapons, tools, vehicles, etc. | 60 |
| Vehicle Port | This ship includes a port and stables for carrying smaller vehicles and horses. | 50 |
| Communications | This ship has a resonating tube system for quick communication across the vessel. | 50 |
| Brig | This ship has a brig that can hold up to 4 individuals in secure confinement. | 40 |
| Hidden Spaces | This ship provides +1D to Roguery checks to hide people or items on the ship. | 25 |
| Bomb Bay | This ship includes a bay for dropping bombs or sea-mines with ease. | 40 |
| Ram | This ship is equipped with a Ram to attack other ships. | 40 |
| Emergency Tools | Tools provide +1D to checks made to repair the ship. | 25 |
| Maneuverability | This ship gains +1 Defense. | 30 |
| Leisure Space | Viewing areas, sitting rooms, and a full kitchen provide space to entertain guests. | 60 |
| Boarding Gun | A Boarding Gun is mounted to the deck on a swivel mount to fight boarding parties. | 30 |

| Ship Weapon | Damage | 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 |

### Miscellaneous

This next section describes miscellaneous lifestyle purchases that can be made. It includes various ongoing services, established access, privileges and appointments, contacts, etc.

All effects are described in the entry for the Lifestyle purchase.

#### Access

| Access | | |
| --- | --- | --- |
| Name | Description | Val |
| Pub Regular | Being a regular at a pub means you go there often enough for everyone to know your name. You’ll gain +1D to social checks with other bar patrons, and is an easy way to escape the law. | 15 |
| Gang Membership | You have a membership in a local gang. They provide a ready set of allies that can help you out in a pinch, but will make demands of you to commit crimes with them regularly. | 20 |
| Syndicate Member | You are a member of a trade network or business syndicate formed for the purposes of common business goals. You must own a storefront or have a record of being a part of this syndicates business. As a member, you gain +1D to interact with other syndicate members, and can often receive the services of other syndicate members for half the normal cost. | 40 |
| Royal Library Membership | Membership to the royal library not only allows you access to the library whenever you want, but you can also check out a single book at a time that acts as a *Textbook*. You also have access to private reading lounges that give you +2D to Healing mental injuries. | 50 |
| Secret Society Membership | Being a member of any number of fraternal secret societies allows you access to the societies resources, a safe haven at any residence of a fellow society member, resources that the society may have, and +1D to interaction with other society members. | 60 |
| Tower Society Membership | Unless you are a mage, you cannot become a member of the Tower Society. However, for those mages who didn’t attend university, they can only join up later in life through copious amounts of “donations”. Membership in the Tower Society is a posh engagement that gives you +1D to interact with other Tower Mages and access to the Tower Society’s magic library. Also, the reputation of the society precedes you, giving you access to people and places you’d never get otherwise. | 100 |
| Private Box at the Opera | Having a private box at the opera allows you to attend at any time without having to pay. In addition, you can bring up to 3 others to the opera to view in private. | 70 |
| Membership in a Private Club | Being a member of a private club gives you access to the club at any time, the social benefits of membership, +1D to social checks to interact with other members, and a vote on the induction of new members. | 120 |
| Reservation at Gambling House | You have a permanent seat available at a major gambling house. You can go gambling at any time, and in addition, you gain +1D to any gambling checks there (the house has an interest in making sure you enjoy yourself). | 70 |
| Membership in an Elite Club | Membership in certain clubs is reserved for the richest and most elite members of society. This acts as a membership to a private club, but the clientele here may have access or positions within the highest echelons of society and the imperial palace. | 180 |

#### Contacts & Friends

Contacts are people that are willing to work with you at all times. Generally contacts can be called upon once per session to provide you with information relating to their specialty (which can reduce the threshold of a relevant investigation by 1), or to perform services as described below.

| Contacts | | |
| --- | --- | --- |
| Name | Description | Val |
| Trained Pet | You have a trained pet that you can have with you, choose 1 below. You cannot have more than 3 pets simultaneously. If your pet dies, you can get a new one for free the next day.   * Cat * Dog * Hawk * Raven * Owl * Badger * Squirrel * Monkey | 20 |
| Criminal Contact | You have a contact in the criminal underworld. choose one of the following:   * **Thief**: You can call your contact to steal something for you or break you into a building. * **Assassin**: Your contact can kill someone whom you choose. They’ll tell you if that is impossible. * **Thug**: Your contact can be called to aid you in a single fight as an ally. They have to be given enough time to get to you. * **Fixer**: This person can give you +3D to any Sourcing roll, though you may end up getting things that aren’t strictly legal. | 40 |
| Patron | You have a patron that has chosen to fund your adventures. Once per session, the character can choose to reduce the value of any Equipment or Service purchase by 5 to purchase it. | 50 |
| Technologist Contact | You have a contact that you can call on to repair something for you, or to provide you with a single invention that you require. When you acquire this contact choose one of the 6 Technological Disciplines, this is your contact’s specialty. | 40 |
| Government Contact | You have an official contact within the government, choose one of the following:   * **Constabulary**: Your contact can spring you from jail, delay the law to a scene, or get you information that the constabulary knows. * **Politics**: Your contact can provide you with access to political officials, and inside knowledge of politics. * **Bureaucracy**: Your contact can provide you with government documents, and give you access to government sites. | 50 |
| Tower Contact | You have a contact within the Tower Society, who can provide you with the services of a Tower Mage to cast spells when you require it. They can also access the resources of the Tower Society for you. Choose 2 of the 12 Magical Colleges, these are your contacts focuses. | 50 |
| Personal Bodyguard | You have a personal bodyguard on standby at all times. They have 5 in all relevant attributes and 2 in combat skills. Your bodyguard will attempt to save your life, and will fight your enemies for you if you so wish. Your bodyguard will not die for you if you start the fight. | 50 |
| Doctor On-Call | You have a doctor that can provide Physician’s Services for free. | 65 |
| Contact at the Imperial Palace | Your contact at the imperial palace provides you with an ear directly to the political establishment of the empire, and can even get you the attention of the imperial family itself. | 100 |

#### Privileges

| Privileges | | |
| --- | --- | --- |
| Name | Description | Val |
| Bounty Hunters License | You have a license as a bounty hunter, and are allowed to take bounties posted by the imperial field marshals corp, as well as those put up by private entities. In addition, if you come upon an unlicensed bounty hunter or other criminals, you are empowered to arrest or apprehend them and bring them before a constable or other law official. | 40 |
| Carriage License | You are a licensed carriage operator, allowed to earn a wage as a carriage and coach driver for the wealthy of the city. Doing this as a job can earn you a daily haul of 1d5 Treasure, but it more importantly grants you access to some of the wealthiest in the city at a vulnerable time. Plus, who notices the coachman...that’s right...no one. | 60 |
| Military Commission | You have either been given or have bought a military commission that provides you with some authority. It’s mostly ceremonial, and you aren’t expected to go lead men in battle (though technically you can be forced to do so). You have access to military sites, you can request information from military sources, and can use your commission to attend society events as an officer. In addition, you can also command enlisted soldiers if you so wish, though you’ll probably provoke backlash if you choose to do so. | 50 |
| Royal Archive Trustee | You are a trustee of the royal archive, and thus have direct access to the archives of the royal museum and library. Hidden within are books on ancient history, many texts that are not published or even known to the reading public. If any knowledge can be found and it can’t be found in the royal library, it can likely be found here. | 65 |
| Private Coach on Call | You have a private coach that can take you anywhere you need to go at any time. This coachman does not automatically come with a guard, but you can hire one as a personal bodyguard. Your coachman can carry you and 4 other passengers, though they will not carry you into dangerous territory or off established roads without some convincing or bribery. | 80 |
| Letter of Marque | Every criminal wants one of these, but it requires funds that most criminals don’t have. You basically are allowed to commit crimes against foreign nations with the explicit protection of the crown. Piracy, thievery, highway robbery, whatever you want. Just don’t start a war...except when the crown wants a war, then go nuts. | 80 |
| Government Station | You have a position in the government that doesn’t really require any of your time. Instead, this position was created and/or given to you as a token of your generous donations to the royal treasury. It provides you access to government facilities and government records for the purposes of research, though if you abuse this privilege it may call into question your fitness for your nebulous role. | 100 |
| Private Airship/Sailing Ship on Call | You have a ship chartered for your personal pleasure at any time. These types of travel can be used to carry you and up to 20 other passengers anywhere in the world at a moment’s notice. They won’t take you into obviously dangerous places without some convincing or bribery. | 120 |
| Investments | You have taken some of your money and invested it into stocks, bonds, and other long-term investments that earn you money over time. At the beginning of each session, you gain 5 temporary Funds that you can use throughout the session. These are temporary, and do not carry over to the next session, and cannot be used to purchase Fortune rating. | 50 |
| Doctoral Degree | You have a doctoral degree that signifies your extensive knowledge and prestigious position within society. This degree doesn’t actually have to be earned either, an honorary degree may be given for extensive accomplishments or donations. You have access to university resources, gain +1D to check utilizing your special knowledge, and it can be used as a negotiating tool when considering the elite nature of your degree. | 100 |

# Pets, Companions, and Summons

## Pets

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Cat | 2 | | 2 | | -3 | 1 | Melee  (Damage 2, Range C, Deadly) |
| Description | Attributes | | Skills | | Special Abilities | |
| Many people keep cats as pets either for their cute antics, or their usefulness in hunting rodents. | Physical | 3 | Combat | 1 | * The cat moves silently while sneaking. * When a cat attacks an unaware opponent, it deals +1 damage. | |
| Movement | 2 |
| Mental | 3 | Observation | 1 |
| Survival | 0 |
| Social | 1 | Problem Solving | 1 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Dog | 2 | | 2 | | -2 | 3 | Melee  (Damage 3, Range C, Intimidating) |
| Description | Attributes | | Skills | | Special Abilities | |
| The dog is the oldest companion for humanoids in history, and the average dog is a perfect adventuring companion. | Physical | 3 | Combat | 2 | * A dog can understand complex commands. * When a dog bites something, they are held and must escape with a Strength check (DC 4) | |
| Movement | 2 |
| Mental | 2 | Observation | 0 |
| Survival | 0 |
| Social | 2 | Problem Solving | 0 |
| Social Skills | 1 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Hawk | 2 | | 2 | | -2 | 3 | Melee  (Damage 2, Range C,Piercing) |
| Description | Attributes | | Skills | | Special Abilities | |
| Hawks are a rare pet, and are difficult to keep. But they are useful pets that act as near perfect hunters and scouts. | Physical | 3 | Combat | 1 | * The hawk gains a Speed of 2 while diving. * The hawk can fly. | |
| Movement | 0 |
| Mental | 3 | Observation | 3 |
| Survival | 1 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Raven | 2 | | 1 | | -3 | 0 |  |
| Description | Attributes | | Skills | | Special Abilities | |
| The raven is a curious pet. They are incredibly intelligent, though they don’t live in groups. You have to entertain them to keep them around. | Physical | 1 | Combat | 0 | * The raven can fly. * Ravens will attempt to solve problems it encounters instead of simply stopping. | |
| Movement | 1 |
| Mental | 3 | Observation | 0 |
| Survival | 0 |
| Social | 3 | Problem Solving | 2 |
| Social Skills | 2 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Owl | 2 | | 2 | | -2 | 3 | Melee  (Damage 2, Range C, Piercing) |
| Description | Attributes | | Skills | | Special Abilities | |
| The owl is often a lonely animal, and you cannot just let this out whenever you want. But it is a fast, silent, and deadly killer. | Physical | 3 | Combat | 1 | * The Owl can fly. * Owls make no noise while in flight or while sneaking. | |
| Movement | 3 |
| Mental | 3 | Observation | 1 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Badger | 2 | | 3 | | -3 | 2 | Melee  (Damage 3, Range C, Deadly) |
| Description | Attributes | | Skills | | Special Abilities | |
| The common badger is a vicious burrowing animal that can be trained, through great effort, to turn its viciousness to your own ends. | Physical | 4 | Combat | 2 | * The badger can burrow and move through the ground. * While burrowed, the badger gains +3D to hide. | |
| Movement | 2 |
| Mental | 2 | Observation | 1 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Squirrel | 3 | | 2 | | -4 | 0 |  |
| Description | Attributes | | Skills | | Special Abilities | |
| A common squirrel is a messy and boisterous pet, but their intelligence and their leaping and climbing abilities are invaluable and amazing | Physical | 2 | Combat | 0 | * The squirrel can leap up to 15ft and takes no damage from falls. * The squirrel can climb any surface | |
| Movement | 1 |
| Mental | 4 | Observation | 1 |
| Survival | 1 |
| Social | 2 | Problem Solving | 2 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Monkey | 3 | | 2 | | -2 | 3 | Melee  (Dam 2,  Range C) |
| Description | Attributes | | Skills | | Special Abilities | |
| The predecessor to modern humanoids, the monkey is like a small human without the sophistication of civilization. Tough to keep, but unlike any other pet. | Physical | 3 | Combat | 0 | * The monkey will attempt to solve problems it faces instead of stopping. * The monkey can use basic hand tools. | |
| Movement | 1 |
| Mental | 4 | Observation | 0 |
| Survival | 1 |
| Social | 1 | Problem Solving | 2 |
| Social Skills | 1 |

## Summons

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Water Elemental | 3 | | 3 | | 0 | 13 |  |
| Description | Attributes | | Skills | | Special Abilities | |
| The water elemental is the calmest and most agreeable of elementals. Beware, should you offend them, they can be more terrible than any other. | Physical | 5 | Combat | 1 | * The water elemental is immune to radiation, sound, light, and cold. * The water elemental with a Speed of 2.. | |
| Movement | 1 |
| Mental | 4 | Observation | 0 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Fire Elemental | 3 | | 3 | | 1 | 0 |  |
| Description | Attributes | | Skills | | Special Abilities | |
| Fire elementals are forward, aggressive, and very difficult to control. Summoning a fire elemental is a dangerous undertaking, be very careful. | Physical | 4 | Combat | 1 | * The fire elemental is immune to fire, heat, electricity, sound, and light. * The fire elemental deals 3 damage each round to everyone next to it. | |
| Movement | 1 |
| Mental | 5 | Observation | 0 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Earth Elemental | 1 | | 5 | | 1 | 60 |  |
| Description | Attributes | | Skills | | Special Abilities | |
| Earth elementals are stubborn, unmovable, headstrong, stern, and frustrating. They always give a straight answer, but it may not be nice. | Physical | 6 | Combat | 1 | * The earth elemental cannot be damaged by bladed weapons. * The earth elemental is immune to fire, heat, radiation, light, and cold. | |
| Movement | 1 |
| Mental | 3 | Observation | 0 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Air Elemental | 4 | | 2 | | 1 |  |  |
| Description | Attributes | | Skills | | Special Abilities | |
| Air elementals are elusive, enigmatic, and flighty like their element. They will always avoid the question. | Physical | 3 | Combat | 1 | * The air elemental can fly with a Speed of 3. * The air elemental is immune to fire, electricity, radiation, and light. | |
| Movement | 1 |
| Mental | 6 | Observation | 0 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

## Companions and Hirelings

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Thug | 2 | | 3 | | 0 | 20 | **Club**  (Dam 7, Range C, Bludgeon, Hidden)  **Pistol**  (Dam 6, Range S) |
| Description | Attributes | | Skills | | Special Abilities | |
| Common street thugs are all alike. Brutish, strong, unskilled, undisciplined, dumb, selfish, and greedy. But at least they hit who you tell them to as long as you pay right. | Physical | 5 | Combat | 1 |  | |
| Movement | 1 |
| Mental | 2 | Observation | 1 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Bodyguard | 2 | | 3 | | 0 | 20 | Truncheon  (Dam 7, Range C, Bludgeon)  Pistol  (Dam 6,  Range S) |
| Description | Attributes | | Skills | | Special Abilities | |
| Everyone of any note has at least 1 bodyguard. Rich people will often travel with multiple bodyguards and outfit them with advanced weapons. | Physical | 5 | Combat | 2 |  | |
| Movement | 1 |
| Mental | 4 | Observation | 2 |
| Survival | 0 |
| Social | 2 | Problem Solving | 0 |
| Social Skills | 0 |

| Name | Defense | | Resistance | | Size | Max Load | Attacks |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Constable | 3 | | 4 | | 0 | 22 | Truncheon  (Dam 8, Range C, Bludgeon)  Heavy Pistol  (Dam 7,  Range S, Disorient) |
| Description | Attributes | | Skills | | Special Abilities | |
| The imperial constabulary is a respectable organization that requires a good head and a strong body at all times. | Physical | 6 | Combat | 1 |  | |
| Movement | 2 |
| Mental | 3 | Observation | 1 |
| Survival | 0 |
| Social | 3 | Problem Solving | 1 |
| Social Skills | 1 |

# Magic

Crafting and casting spells is a common activity of the magical upper classes, and a relatively common sight in the modern world.

## Casting Spells

To cast a spell, a mage must have ready spell that meets the following requirements:

* The mage must have completed at least the Initial Research time for the spell.
* The mage must meet all circumstantial and material costs required to cast the spell.

Once the mage chooses to cast the spell, the mage must do the following:

* Make a Willpower[Spellcasting] check vs the Casting DC of the spell. If the mage fails the roll they suffer 1 Mental Injury, increasing by +1 Mental Injury for every 2 more Margin of Failure beyond the first.
* Make any separate checks as determined by the spell.

Spells, once cast, are no longer under the control of the mage unless it is specifically noted within the spell’s description that the mage can choose to end the effect.

### Modifying a Spell

Sometimes a spell modification may be necessary for a mage to get the most out of their spells. A mage can make the following modifications to a spell on the fly.

* Increase or decrease the Power of the spell by 50%.
* Increase or decrease the Duration of the spell by 1 line on the Duration table.
* Increase or decrease the Subject targeting of the spell by 1.
* Increase or decrease the AoE targeting of the spell by 1 line on the AoE table.
* Ignore the Casting Time of the spell.
* Ignore any Ritual Assistant requirements for the spell.

Every modification to a spell deals 1 Physical Injury to the mage before they make their Casting Roll.

### Miscasting

Sometimes, a spell goes completely awry. A mage that attempts something that they are completely unprepared for, or could not hope to control may end up miscasting the spell. In this case, the results can be devastating.

A mage suffers a miscast if they fail the casting check with margin of failure of 4 or more.

When a mage suffers a miscast, the GM may either choose from the following list or the character will make a roll on the table. Roll 1d10 and apply the following effect.

| Roll | Miscast Effect |
| --- | --- |
| 1 | The mage immediately suffers 2 Physical Injuries |
| 2 | The spell randomly changes targets. |
| 3 | The spell targets the mage instead. |
| 4 | The spell fails and does not manifest. |
| 5 | The mage releases a burst of mana with an intensity = Power of the spell. |
| 6 | The mage immediately deals 1 Mental Injury to everyone in Short Range. |
| 7 | The spell instantly doubles or halves its Power. |
| 8 | An entirely different spell effect manifests, GM’s choice. |
| 9 | The spell consumes and destroys something important on or near the mage (Foci if available). |
| 10 | Roll twice and apply 2 effects. |

## Crafting Spells

### Spells and Complexity

Throughout the spell design process, each component of the spell will either add or subtract from the total complexity of the spell. Complexity is tracked and recorded throughout the spell design process as a single number that, at the end, will determine the Casting DC, and Research Time of the overall spell.

High Complexity spells will naturally require a higher Casting DC,and have longer Research Times, while Low Complexity spells will be the opposite. A mage can create a relatively low Complexity but powerful and multi-effect spell through the use of various requirements and limitations which make casting the spell harder or narrow its application.

### Crafting in Brief

Crafting spells is explained briefly below, then in detail after:

1. Choose Effects
2. Choose Safety Features (Not Required)
3. Determine Power
4. Choose Duration
5. Set Targeting
6. Determine Range
7. Set any Triggers (Not Required)
8. Set a Recharge Feature (Not Required)
9. Choose and Determine any Limitations or Costs (Not Required)
10. Reference Final Complexity to the Complexity Table

### Collaboration

#### Working Together

When mages choose to work together on the invention of a spell, they split the research time between themselves. That way, 2 mages working together can create a spell in half of the total time, 3 mages can create a spell in a third the time, and so on. Each mage working so must meet all of the college level requirements for the spell, and can split the research between them as they wish, and they must have a way to share information between them. Once these 2 requirements are met, each day of research work completed by either mage contributes to the overall research time of the spell. Mages do not need to split this time evenly; each mage can contribute as much or at little time as they wish, but each mage must agree to the terms of their agreement.

#### Tomes and Scrolls

Mages who wish to record their spell-work for posterity can write down their entire formula into a tome or a scroll. Mages who later read a tome or a scroll with a spell formula can learn the spell by taking an amount of time equal to the Short Research entry for the complexity of the spell.

To fully learn the spell, the mage must be able to cast the spell by meeting all college requirements. If the mage does not meet these requirements, they cannot learn the spell completely.

#### Casting from a Tome

A mage may cast spells from a scroll or tome as long as they keep the scroll or tome and reference it during the casting. Other than this requirement, the spell is cast normally. A mage can even cast spells from a tome or scroll that they do not meet the college requirements for, but the process is more difficult.

To cast a spell for which the mage doesn’t meet the college requirements, the mage must reference the scroll or spell either immediately before or during the casting, and if it is a long ritual spell they must keep it nearby to constantly reference during the casting (this may take extra turns for the character depending upon the GM’s judgement). In addition, the casting DC of the spell is doubled.

### 

### Step 1: Spell Effects

The first step in spell design is to choose what the spell is going to do, and that is determined by its Spell Effects. Each spell effect can only be chosen once unless otherwise noted in the effects description. Each effect will add to the Complexity of the spell. Many effects will also mention Power as an important component. Power will be explained later in the process. Note, however, that when a spell calls for a [Power] check, it means that the mage is making a standard roll with a dice pool = the Power of the spell.

There are 2 different types of effects:

* **Generic Effects**: Generic effects can be added to any spell without consequence, and have no spell college requirements. Each Generic Spell Effect will have a Complexity value that adds directly to the Complexity of the spell.
* **College Effects**: College effects are all of those spell effects that require levels in Spell Colleges. Each College Spell Effect will have a value called its “Level”. The spell effect’s Level is the required rank in the corresponding Spell College the mage must possess to effectively use that spell in a design. The spell effect Level also determines how much Complexity that spell effect will add to the overall spell.

| College Effect Complexity | |
| --- | --- |
| Effect Level | Complexity |
| 1 | 5 |
| 2 | 10 |
| 3 | 15 |
| 4 | 20 |
| 5 | 25 |

#### 

#### Generic Spell Effects

| Name | Effect | Complexity |
| --- | --- | --- |
| Minor Damage | The spell deals damage = Power / 2. | 3 |
| Moderate Damage | The spell deals damage = Power. | 7 |
| High Damage | The spell deals damage = 1.5 x Power | 15 |
| Subtle | This spell is subtle. The caster is not required to perform incantations or hand signs that may identify them as the spellcaster.. | 8 |
| Secret | This spell's effects can only be perceived by the caster. Each time this is taken, the spell effects can be perceived by another character chosen by the caster. Damage effects cannot be hidden from the target of the spell. | 8 |
| Repeatable | This effect can repeat its effect a number of times.   * At natural the spell will automatically activate each time its duration expires. If the mage is not within the spells casting range, it targets random targets if applicable. * With enchantment and investiture, the wielder or invested target can choose to repeat the effect at any time. * With remote detonation, the mage can choose to repeat the effect. | 5 per Repetition |
| Enchantment | This effect is enchanted into an item, and anyone holding, touching, or using the item can manifest the effect. The enchantment casting a spell is not the same as manifesting the effect. It inherits the range of the spell, but not the targeting method or any of the effect limitations. Costs and Limitations gathered in Step 8 must be noted whether the limitation is being applied to the Enchantment casting or the Effect casting by the enchanted target. Each time the Enchantment effect is taken, an additional target can be enchanted with this effect. | 5 per Enchanted Target |
| Alternate Resistance | If this spell effect has a resistance, the mage can designate an alternate resistance that targets must make. | 5 |
| Delay | This spell has a delay of any amount of time. When the spell is cast, the delay will then expire before the effect manifests. | 5 |
| Remote Detonation | This spell can be remotely set and activated later as an action by the mage. The spell will hang until it is activated, dispelled, or until the mage chooses to release it.. | 6 |
| Investiture | The spell effect is imbued into a person who can manifest the effect without making the Spellcasting roll. Investiture is otherwise similar to the Enchantment generic effect. | 5 per Invested Target |
| Sculpting | This effect can be shaped into any shape the mage wishes that fits within the AoE. | 10 |
| Kill Switch | The mage sets a circumstance, whereby if it occurs, the spell effect will immediately end. The complexity cost depends upon the likelihood of the circumstance.   * Extremely Rare = +12 Complexity * Rare = +8 Complexity * Common= +4 Complexity | - |
| Kill Command | The mage sets a specific word and/or gesture command that can be used to immediately end the spell effect. The gesture or word command takes 1 action to perform. The complexity cost depends upon how common the command is.   * Very Obscure = +15 Complexity * Uncommon = +10 Complexity * Common = +5 Complexity | - |
| Hardened | This spell is hardened against modification through metamagic. Affecting this spell with metamagic effects to minimize, augment, or manipulate this spell cost +1 Power per modification. | 5 |
| Narrow | The effect of this spell is narrowed from its full default application. This does not change who the spell can target, but it cannot affect its targets with the full range of capabilities. | -5 |
| Relocate (Remote Relocation) | This spell can be relocated within its range. Damage will not apply multiple times, but ongoing effects will. If a target is removed through relocation, spell effects immediately end for them. If the mage chooses to pay 16 Complexity for this effect, the spell effect can be relocated outside of the spells range. | 8 (16) |

#### College of Death

| Level | Effect |
| --- | --- |
| Decay/Preserve | |
| 1 | The mage can cause plants and corpses wither and decay. Every 2 Power of this spell increases the size of targets able to be affected by +1. The targets will wither and decay in 1 turn. This effect can also be used to preserve a body for the duration of the spell. |
| Pain | |
| 2 | The mage can cause pain to living creatures. Make a Power check vs the Toughness of the target. This spell adds false injuries to a character = MoS that add onto the existing injuries the character already has suffered. This can cause the character to suffer the effects of being Wounded (+2TN) or being Incapacitated. |
| Call Spirit | |
| 2 | The mage may call and speak to the spirits of dead creatures. The mage must make a check against DC 4 with a dice pool equal to the Power of this spell - [number of years the target has been dead, rounded up]. The spirit may or may not be helpful depending upon their personality. |
| Raise Undead | |
| 3 | The mage may raise the living dead. All affected corpses are raised as zombified versions of themselves. They are raised with the exact stats they had in life, but lose any number of natural attacks or abilities they had in life. |
| Inflict | |
| 3 | The mage may cause an illness or status to manifest in a target. The effects of this illness or status are paid for by the Power of the spell as detailed below. The mage must make a Power check vs Toughness. If successful, the target is affected by this spell.   * 1 Power: Target suffers -1D to one sense (if they lose more dice than their Perception, they are unable to use that sense). * 1 Power: A specific action suffers -1D. * 2 Power: Target suffers -1 to Melee Attack or Ranged Attack Rolls * 2 Power: Target suffers -1 to 1 Def * 1 Power = -1D to a Specific Action * 2 Power = -1 to (Dodge, Vigilance, Toughness, Will, Defense, Resistance) * 2 Power = -1 to 1 Attribute |
| Control Undead | |
| 4 | The mage can now seize control of any targeted undead. If the targeted undead is uncontrolled, the mage must make a [Power] check against a DC(3). If the undead is controlled by another Death mage, the mage must roll against the controlling mage’s Will. |
| Augment Undead | |
| 5 | The mage may enhance the undead under their control. Power may be spent to give the following bonuses to all targeted undead:   * 3 Power: +1 to 1 Attribute * 2 Power: +1 to 1 Skill * 2 Power: +1 Resistance * 2 Power: +1 Defense * 1 Power: +1 Damage to 1 Natural Attack |

#### College of Divination

| Level | Effect |
| --- | --- |
| Analyze | |
| 1 | Identify and analyze an object or location. For each 2 Power of the overall spell, one of the following questions may be answered about targeted objects or locations.   * What is this made of? * How old is this? * What special abilities does this have? * Who owns this? * What secrets are hidden? * Can this be destroyed or fixed, and how? |
| History | |
| 2 | Discern the history of an object, person, or location. The mage must make a [Power] check vs DC(3). The mage suffers a -1D penalty to their dice pool for every 50 years of the object’s age. |
| Read | |
| 3 | Sense the intentions, resonance, and alignment of others. The mage must make a [Power] check vs the target’s Will. |
| Foresight | |
| 3 | Sense the possibility of future events. The mage must make a [Power] check vs DC = # of days looking into the future x 2. |
| Locate | |
| 4 | Discern the location of a known object or person. The mage must succeed on a [Power] check against a DC dependent upon the mages familiarity with the location, object, or person. For the purposes of targets and range, consider the targets of this spell to be those that will learn the information, not the person or object being located.   * Barely Known or Unknown = DC 10 * Slightly Familiar; Seen Once = DC 8 * Somewhat Familiar; Met or Seen Once or Twice = DC 6 * Familiar; Spoken to or Seen A Few Times = DC 5 * Very Familiar; Spoken to or Seen Often = DC 4 * Intimately Familiar; Personal Knowledge = DC 3 * The Mage has a Token or Item of Intimate Connection to the Target = DC 2 |
| Scry | |
| 5 | Sense a remote known location or view a remote person or object. The mage must succeed on a [Power] check against a DC dependent upon the mages familiarity with the location, object, or person. For the purpose of targeting and range, consider the targets of this spell to be those that will view the remote location, person, or object, not the place or thing being viewed.   * Barely Known or Unknown = DC 10 * Slightly Familiar; Seen Once = DC 9 * Somewhat Familiar; Met or Seen Once or Twice = DC 8 * Familiar; Spoken to or Seen A Few Times = DC 7 * Very Familiar; Spoken to or Seen Often = DC 6 * Intimately Familiar; Personal Knowledge = DC 5 * The Mage has a Token or Item of Intimate Connection to the Target = DC 3 |

#### College of the Elements

| Level | Effect |
| --- | --- |
| Control | |
| 1 | Move, manipulate, shape, and form an existing quantity of the chosen element within range. The mage can control an amount of material equal to a cube with X feet to each side, where X is the Power of the spell.  When using Area of Effect targeting method, the mage targets a fixed amount of material within the area. When using Subject targeting method, the mage targets material directly around the targeted subject. If the subject moves, the mage must have the “Relocate” generic effect to capture new material or move their control effect along with the target.  When controlling air and wind, moving air imparts a Speed Force with Intensity = [Power]/2  When controlling Fire, the intensity of the fire is the same as the fire being controlled, and will deal damage accordingly. If the fire is put out conventionally, this effect ends. |
| Analyze | |
| 1 | Sense, identify, and analyze any amount of the elemental material within the range of the spell. This can determine origin, amount, effects, danger level, and composition. |
| State Change | |
| 2 | Force a state-change in elemental material. The mage can force material of their given element to freeze to a solid, condense into a liquid, or evaporate into a gas. The amount of material that can be affected this way is equal to a cube with X feet to each side, where X is the Power of the spell. |
| Create | |
| 3 | When using the Control effect, the mage can now create their own amount of elemental material instead of having to utilize an existing amount of elemental material.  Fire created through this method has an intensity = [Power]/2. If the fire is put out by any means, this spell effect ends, and the spell must be recast to create more fire. |
| Transmute | |
| 4 | While the mage is using the Control effect on a given amount of elemental material, they can transmute any amount or all of that material to another form. This can change iron to gold, minerals to metals, gases to other gases, etc. If the mage has achieved Level 3 in multiple Elemental magic colleges, they can transmute material from one element to another, such as water to fire, or earth to air, etc.  The mage can even transmute elemental material to other categories (e.g. air to flesh, stone to wood, etc.) if they have appropriate levels to other colleges. |
| Elemental | |
| 5 | The mage can now create an elemental, an element based servant that can do the mages bidding. Power can be spent to augment the elemental in the following ways.   * 2 Power = +1 to one of the Elementals Attributes. * 2 Power = +1 damage to one of the Elementals natural attacks. * 3 Power = +1 Toughness * 3 Power = +1 Defense * 3 Power = +1 range to the Elementals Blast Attack. * 3 Power = +1 to one of the Elementals Skills.. |

#### College of Energy

| Level | Effect |
| --- | --- |
| Analyze | |
| 1 | Sense and analyze energies and energy sources (radiation, electricity, heat). For every 2 points of Power in the spell, one of the following questions can be asked about targeted energy sources. When using Subject based targeting, the mage must know and sense whatever energy sources they wish to target. When using AoE based targeting, the spell may reveal unknown or unsensable energy sources.   * Are there any unseen sources of energy? * What is the nature of an energy source? * How strong or dangerous are these energies? * Where do these energies come from? * Can, and how can, these energies be enhanced or stopped? |
| Strength | |
| 2 | Increase or decrease the strength of energies. The mage must make a [Power] check, and reduce or increase the intensity of an energy source by 1 for each success. If an energy source is shielded, it may roll with an opposing dicepool. |
| Shield | |
| 2 | Shield an energy source from manipulation. If the shielded source is disrupted in any way, it can make a [Power] check to resist. |
| Manipulate | |
| 3 | The character can manipulate, direct, and shape all or part of an Energy or energy field within the effect range of the spell. With subject targeting, the mage may redirect Energies away from or to the target, and may shape energies in a small shape. With AoE targeting, the mage may redirect energies and shape them in any way that fits into the area. |
| Generate | |
| 3 | The mage can freely release or generate energy sources. Make a Power check. The Intensity of the created energy is = successes on that roll. |
| Protect | |
| 4 | The mage can shield areas or targets from energies of 1 type. When the target is affected by an energy of the correct type, the mage may roll the [Power] of the spell, and reduce the strength of that energy by 1 as it affects the target or area of effect for the duration. The duration only applies to continuous energy from 1 source (i.e. a different spell is a different source). |
| Transmute | |
| 5 | The mage can now transmute energy into other forms of energy and forces. The mage must make a [Power] check, and each success transmutes 1 intensity of the energy source to another form. Shielded or protected energy sources may resist. |

#### College of Forces

| Level | Effect |
| --- | --- |
| Sense | |
| 1 | Sense sounds and movement. For each 2 Power of the spell, one of the following questions may be asked.   * What is the nature of forces I can sense here? * Are there forces I cannot sense here? * How fast is something moving? * How strong is the force or sound? * From where do these forces originate? * How can these forces be stopped or enhanced? |
| Magnitude | |
| 2 | Increase or decrease the intensity of forces. The mage must make a [Power] check, and for each success increase or decrease the intensity of the force. If the force is maintained by another source or is shielded, it may resist with an opposing dice pool.  If the mage reduces the Intensity of a Force to 0, it is removed and therefore unable to be controlled with this effect.  If a damaging weapon or object’s speed is increased or decreased, it gains or loses damage = the change in speed. |
| Redirect | |
| 3 | The mage may redirect sound and movement. The mage may spend Power to do one of the following things:   * 2 Power = Change the direction of movement by 45 degrees. * 2 Power = Make minor changes to a sound (pitch change, slight distortion, etc.) * 6 Power = Make major changes to a sound |
| Shield | |
| 3 | The target of this spell is shielded against manipulation of forces. Anytime anything would attempt to increase or decrease a force on this object, it can resist with a dicepool = [Power] of this spell. |
| Create | |
| 3 | The mage may create forces. When creating a force, the mage must make a [Power] check, and the created force has an Intensity = Margin of Success + 1.  When manipulating speed and movement, make a Power check. All affected targets begin moving with a Speed Rating = Successes - 1. Should this object hit anything, it deals damage = [Toughness] + Speed Rating.  When manipulating sound, make a Power check. All affected targets hear a false sound, the mage can determine if it has no discernable source or can choose a point within casting range to make sound originate from. |
| Control | |
| 4 | The mage takes control of a Force for the duration of the spell. With Subject targeting, the mage chooses a specific force as it affects a specific subject; with AoE targeting, the mage affects all forces of the chosen type within the AoE, but ONLY within the AoE (once a target leaves the AoE, the mage cannot control the force as it affects said target).  This effect must be combined with Magnitude, Redirect, and/or Create to define what control the mage has gained. Only one Power check is made, and the same result is used anytime it needs to be rolled again. |
| Transmute | |
| 5 | The mage can transmute forces to other forces or energy. The mage must make a [Power] check, and each success transmutes 1 intensity of the forces to another form. If the force is maintained by another source or is shielded, it may resist with an opposing dicepool. |

#### College of Life

| Level | Effect |
| --- | --- |
| Sense Life | |
| 1 | The mage can sense and analyze any living things or life mass within the area of effect or targets within the range of the spell. For each 2 points of Power, 1 piece of information that can be determined as detailed below:   * Life Signs and Amount Thereof * Location * Species or Type of Creature or Plant * Danger Level * Sicknesses or Statuses * Movement of Detected Creatures |
| Heal Injury | |
| 2 | Heal damage and injury to all targets or creatures within the AoE of the spell. When the spell is cast, each character affected may immediately make a Healing check with a bonus = [Power / 2]. |
| Minor Manipulations | |
| 3 | The mage can manipulate animals and plants in minor ways, paying from the Power of the spell for the following effects. If the creature is unwilling, the mage must make a Power check vs Toughness of the target creature.   * 1 Power = +1/-1 Damage to 1 Natural Attack * 1 Power = +1D/-1D to Attack Rolls with 1 Natural Attack * 1 Power = +1D/-1D to a Specific Action or Sense * 2 Power = +1/-1 to (Dodge, Vigilance, Toughness, Will, Defense, Resistance) * 2 Power = +1/-1 to 1 Attribute * 2 Power = +1/-1 Range to a Natural Attack * 3 Power = New Natural Attack (Melee or Ranged with Range S) * 3 Power = +1 Quality to a Natural Attack * 3 Power = Minor Form Change * 3 Power = New Sense (Darkvision, Thermalvision, Mana Sense, etc.) OR Remove a Sense |
| Grow Plants & Animals | |
| 3 | The mage may cause plants to grow at a rapid rate. For each point of Power, the targeted plant(s) age 2 years over the duration of the spell. Each point of Power causes any targeted animal(s) to age 1 year instead. |
| Cure Illness | |
| 3 | The mage can cure any illness or disease. When the spell is cast, each character affected may immediately make a Healing check with a dice pool bonus = [Power / 2] of the spell. |
| Major Manipulations | |
| 4 | The mage may now cause major form manipulations to plants and animals.   * 2 Power = +1 or -1 to Size * 3 Power = Major Form Change * 3 Power = +1/-1 to 1 Skill |
| Resurrect | |
| 5 | The mage may restore life to a dead creature. The mage must make a Power check against DC(8). For every full day this creature has been dead, the mage suffers a -2 to their dice pool. |

#### College of Light

| Level | Effect |
| --- | --- |
| Augment/Diminish Light | |
| 1 | Augment and reduce sources of light. The mage must make a [Power] check, and for each success increase or decrease the brightness of affected light sources. If the light is maintained by another source or is shielded, it may resist with an opposing dicepool. |
| Create Light | |
| 1 | This spell can create light with a Intensity = [Power] of the spell. |
| Manipulate Light | |
| 2 | Redirect and manipulate light. The mage must make a [Power] check, and for each success increase or decrease the brightness of lights as they affect this spell’s targets. If the affected targets are reduced to Brightness 0, the target becomes invisible, or the AoE is shrouded in darkness. |
| Illusions | |
| 3 | Create and manipulate illusions of light. Anyone viewing this illusion must make an Intelligence check vs Multiple targets can create multiple versions of these illusions, or an AoE will create a single larger illusion that occupies the entire space of the Area. |
| Hard Light | |
| 4 | Concentrate light to make physical constructs of light. The construct cannot be moved once it is created and stays in place when it is summoned. It must be used AoE to determine how large the construct can be. The Toughness of the construct is = [Power/3] of this spell. |
| Transmute Light | |
| 5 | Transmute and reverse light. When used with Elemental magic, Light can be transmuted into other elemental material, though it will revert once the duration of the spell expires. When the mage chooses to create, augment, or reduce sources of light, the mage can also reverse the source of light, causing it to emit impenetrable darkness that will actually darken illuminated spaces that it covers, even overriding and smothering other sources of light. Without the aid of special magic or technology, anything inside the darkness is completely concealed. |

#### 

#### College of Metamagic

| Level | Effect |
| --- | --- |
| Analyze Magic | |
| 1 | The mage may sense and analyze magic and spells. When the spell is cast, the mage is made aware of all magic within the range of the spell. The mage may then use AoE to target multiple clustered spells or targets to specifically denote target spells within casting range for analysis. Every 2 Power can be spent to ask one of the following questions:   * What college of magic is this? * How complex is this magic? * How long has this spell been active? * How long will this spell be active? * What is this spell doing? * Are there effects of this spell that haven’t manifested yet? What are they? * Is this spell dangerous to me or others? * Is this spell being suppressed by other magic or technological means? |
| Empower/Minimize | |
| 2 | The mage may empower or minimize other spells cast by allies or themselves. The mage may choose to target another mage or an existing spell effect that they can detect. If the mage targets an existing magical effect, this spell takes effect immediately, but if the mage targets another mage, this spell applies to the next magical effect manifested by the target mage. The mage may make a [Power] check to increase or reduce the Power of the targeted spell. The targeted spell may resist with a [Power] check. This cannot nullify a spell by reducing its Power to 0. |
| Resist Magic | |
| 2 | This mage empowers a target with protection against other magical effects. When this spell is cast, the caster makes a Power check and records the successes, this is the targets Resistance Pool. Whenever another mage targets this protected target with a spell, they must make a Power check, and the protected target makes a check with their Resistance Pool (TN6) to fully resist the effect. If the spell effect already calls for a Power check vs a resistance roll of some sort, the protected target gains bonus dice on their roll = Resistance Pool. |
| Trace Magic | |
| 3 | The mage may now trace magic. When the mage uses their Metamagic to sense and analyze spells, they may add this effect. The mage may now spend 2 Power to ask one of the following questions of target magical effects:   * Who cast this spell? * How old is this spell? * If this spell’s source is not here, where is it? * Has this spell been changed over time? If so, what was changed? |
| Dispel Magic | |
| 3 | The mage may now dispel magic. When the mage uses their Metamagic to minimize a spell, they may instead choose that it be a level 3 effect. If the mage reduces a spell to Power 0 with this effect, the targeted magical effect is immediately ended. |
| Anti-Magic | |
| 4 | The mage may now prevent magic from being cast. When using targets, the mage must target specific mages that they can sense, and when using AoE, this effect blocks spells within the AoE. When this spell is cast, all affected target mages must succeed on a Willpower resistance vs a DC = ½ Power of this spell to be able to manifest magic. If they fail this resistance, they cannot cast spells this turn and suffer 1 Physical Injury. |
| Manipulate Magic | |
| 5 | The mage may now edit and manipulate spells. When the mage uses their Metamagic to empower or minimize other spells, they may add this effect. The mage may spend 2 Power to do one of the following things:   * Increase or decrease the cast range by 1 range band. * Increase or decrease the AoE by 1 range band. * Increase or decrease the number of targets by 1 (You determined who/what is added or removed) * Increase or decrease the duration of the spell by 1 increment. * Add or remove 1 Safety Feature, Resist Feature, or Side Effect. |

#### College of the Mind

| Level | Effect |
| --- | --- |
| Read Emotions | |
| 1 | Sense and read the emotions of others. The mage must make a [Power] check vs. the Will of the target. If the mage succeeds, they learn the current emotional state of the target. At any time during the duration of the spell if the mage wants to read the emotional state of a target again, the mage must remake this check. |
| Edit Emotions | |
| 2 | Edit and manipulate emotions. The mage must make a [Power] check vs. the Will + 1 of the target. If the mage succeeds, they may replace the emotional state of the target for the duration of the spell. |
| Read Thoughts | |
| 2 | Sense and read surface thoughts. The mage must make a [Power] check vs. the Will + 1 of the target. If the mage succeeds, they learn the current thoughts of the target. At any time during the duration of the spell if the mage wants to read the thoughts of a target again, the mage must remake this check. |
| Edit Thoughts | |
| 3 | Edit and manipulate surface thoughts. The mage must make a [Power] check vs. the Will + 2 of the target. If the mage succeeds, they may force the target to focus on a single thought for the duration of the spell. The target may have other fleeting thoughts, but their focus will remain on the forced thought during the duration of the spell. |
| Read Memories | |
| 3 | Read memories. The mage must make a [Power] check vs. the Will + 2 of the target. If the mage succeeds, they may read a single memory of the target. At any time during the duration of the spell if the mage wants to read another memory of a target again, the mage must remake this check. |
| Edit Memories | |
| 4 | Edit and manipulate memories. The mage must make a [Power] check vs. the Will + 3 of the target. If the mage succeeds, they may edit the content of a memory that the target has. The may cause cognitive dissonance in the target, but they will attempt to rationalize the edited memory if possible. The memory will reconstitute once the spell duration has expired. |
| Copy Thoughts | |
| 4 | The mage can copy the thoughts or memories from one target to another. The mage must target at least 2 characters through Subject or AoE targeting. The mage can share thoughts from any of the targets to any other targets, including any single memory or the stream of consciousness between them. The mage designates whose thoughts are being projected and who is receiving them when the spell is cast.  If any participant is unwilling, the mage must make a Power check vs the Will of all participants to impose this spell effect. |
| Augment Mind | |
| 5 | Reduce or enhance mental capacity. The mage can enhance or reduce the mental capacity of a target. For every 4 Power of the spell, the mage may add or reduce one of the mental attributes of the target by 1. If targets are unwilling, the mage must succeed on a [Power] check vs. the Will + 3 of the target. |
| Create Mind/Awaken | |
| 5 | Create minds or grant intelligence. The mage creates a mind with a score of 1 in all mental attributes, and may spend 2 Power to add +1 to 1 mental attribute. If used with targets, the mage grants intelligence to all objects targeted, though those objects may not be capable of acting even with intelligence. If used with AoE, the mage grants a single intelligence to all targetable objects within the AoE or a single very large object/creature that takes up the entire area. AoE is required when targeting larger than size 2 targets. |

#### 

#### College of Space

| Level | Effect |
| --- | --- |
| Analyze Space | |
| 1 | Detect and analyze spaces and spatial attributes. Each point of power adds 1 piece of information that can be detected about all space within the AoE or Targets within Range.   * Distances Between 2 or More Things * Spatial Anomalies * Existing Space Magic Effects * Locations of Objects * Any Terrain Features (including heights and vertical distances) |
| Move Object | |
| 2 | Reach and move objects through space. Each 2 power increases the size rating of objects that can be moved through space (Default size -4). The mage must be able to see or perceive each object and the location it will be moved to. |
| Move Creature | |
| 3 | Move living creatures though space to any point within range of the spell. The caster must be able to see or perceive the creatures moved and the locations they will be moved to. Each 2 power increases the size rating of living creatures that can be moved through space (Default size -3). Unwilling creatures cannot resist this unless they are affected by a Bind Space spell or other magic blocking effect. |
| Null Space | |
| 3 | This character can create spaces that exist outside of normal space. Mages often call these null zones or hammer spaces. The size of this space is determined to a cube with X ft. to a side where X = [Power]. This space is inaccessible unless through space magic, and is inherently a vacuum unless filled with air by the mage. This space has no matter in it normally, and is not affected by gravity in any way.  If this space is destroyed at any time, or this spell effect ends, any item in the null space is annihilated. |
| Call Creature | |
| 4 | The mage can move living creatures and objects through space as the level 2 and 3 effects, but can now target areas that are not immediately perceivable. The mage must be familiar with the target location or have some way to visualize the location specifically. |
| Bind Space | |
| 4 | The mage can lock or bind an area of space. This bars any Space Magic to affect any point targeted by this spell. With an area of effect, this blocks Space magic from affecting any point or object/creature within the area. Using targets, this spell can target distinct objects or characters, and bars Space magic from affecting those targets. When a mage attempts to acst Space magic against bound spaces or objects, they must also pass a Power vs Power check against this spell or the spell fails. |
| Manipulate Space | |
| 5 | The mage can extend or contract spaces. The power of this spell determines how much distortion is implemented, with each 3 points of Power causing a distortion of 50% of the affected space (3 Power can cause 6ft of space to extend to 9ft or contract to 3ft). This spell can target an Area of Effect, and causes distortion in all directions within the Area, or with Targets can target multiple points within the casting range and affect the space of and between any of those targeted points. |

#### College of Summoning

| Level | Effect |
| --- | --- |
| Analyze Worlds | |
| 1 | The mage can analyze beings and objects from other worlds. For every 2 power on this spell, the mage can ask one of the following questions:   * Is this target creature/object from this world or another? * Do I know of the world this creature/object is from? * Is this object/creature acting as a pathway between worlds? * Is the pathway this object/creature used to enter this world nearby? * Is there any Summoning magic affecting this object/creature right now? * Is this summoned creature/object bound to anything or anyone? |
| Pierce the Veil | |
| 2 | The mage can now peer into other worlds. The mage must know what world into which they wish to peer, and/or the name of a creature/object/location in the other world they wish to observe. The power of this spell can be used to harden the spell against manipulation or blocking by entities in the other world. The mage cannot interact with objects or creatures through this effect. |
| Reach Through the Veil | |
| 3 | When the mage uses their summoning magic to peer into another world, the mage can now make it a level 3 effect to allow themselves to interact with creatures/objects in the other world. |
| Harden Object | |
| 3 | The mage can now protect targeted objects or areas from summoning magic. Whenever the target is targeted by another mage's Summoning magic, this spell can make a [Power] check to resist the effect. |
| Summon/Banish | |
| 4 | The mage can issue a call to creatures/objects from other worlds. The mage must know the name of the targeted creature/object, and in what world it resides. The mage makes a [Power] check vs a DC determined by the GM. Powerful objects and/or objects in faraway realms will be harder to call. To call an unwilling creature, the mage must succeed on a [Power] check vs the targets Will. This spell can also be used in reverse to push a creature/object from this realm into another.  If the mage is targeting a creature without a true name or calling a random member of a creature type or group, they must know the name of type or group they are calling and what world(s) they come from. |
| World Travel | |
| 5 | The mage can now step between worlds. The mage must know the realm to which they wish to travel. The mage makes a [Power] check vs a DC determined by the GM. Dangerous, far away, and alien worlds will be difficult to travel to. |
| Planar Binding | |
| 5 | The mage can now bind objects/creatures called from other worlds. The mage makes a [Power] check vs 2 x Will of the targeted creature or a DC determined by the GM. The mage knows the location of their bound creature/object at all times, and bound creatures are compelled to obey the commands of the mage without question. This spell cannot work in an object/creature's native world. |

#### College of Time

| Level | Effect |
| --- | --- |
| Analyze Time | |
| 1 | The mage can sense and analyze time flows around them. The mage can spend 2 Power on this spell to ask one of the following questions:   * Exactly what time is it? * How long until \_\_\_\_\_ happens here? * Is there Time magic affecting this? * Are there magical effects yet to happen to this? |
| View Past | |
| 2 | The mage can look through time to the past to view events that have already happened. The mage is not able to interact with these events, only sense them, and the events cannot be changed. All targeted individuals begin to experience the world around them as it existed a number of days ago = Power of this spell. They will experience an amount of time = Duration of this spell. |
| Time Dilation | |
| 3 | The mage can speed up and slow down time. Any targeted individuals or a targeted AoE’s begin to dilate time according to the choices of the mage. For every 4 Power, the mage can expand or contract a unit of time by 50%. (e.g. at 4 power, 6 seconds can be made to expend in 3 seconds or 9 seconds) In combat, every 4 power gives targeted individuals 1 extra action on their turn, while every 8 power can cause a targeted individual to lose actions at increasing turn intervals |
| Time Stop | |
| 4 | The mage can stop time and set conditional time. Any targeted individuals or targeted AoE’s stop time immediately. Anything or anyone that touches a time-stopped zone or individual is also time-stopped. The mage must also make a check with a dice pool = Power of this spell against a DC = # of time stopped objects/individuals. Anytime someone or something else becomes time-stopped, the mage must remake this check. Time-stopped individuals cannot be harmed or interacted with, but any actions, motion, momentum, or movement that was ongoing at the point that time was stopped. |
| Reach Through Time | |
| 5 | The mage can reach through time. The mage can now interact with items or people from the past, though they cannot step through entirely. If the mage wishes to grab an item from the past or interact with something from the past, the mage must craft this spell with a Power = the number of days being reached into the past. The duration of this spell extends the time that the mage can interact with items in or events in the past. The mage cannot interact with the future...just...please don’t do it...forget I mentioned it. |

### Step 2: Power

Power is a measure of the intensity of magic invested into a spell. Power, on its own, means very little (other than to maybe serve as defense against Metamagic). Instead, the Power of a spell modifies and defines the spell effects. The higher that a spells power is set at, the more intense and grandiose the spells effects will be.

| Power | Complexity |
| --- | --- |
| 1 | 0 |
| 2 | 1 |
| 3 | 2 |
| 4 | 3 |
| 5 | 5 |
| 6 | 7 |
| 7 | 9 |
| 8 | 12 |
| 9 | 15 |
| +1 | +3 |

### Step 3: Duration

The duration of a spell is the amount of time that spell will linger in the world, continually applying its effects. Many spell effects have effects that monitor, interpret, gather, change, reveal, hide, and manipulate the world. To keep these effects going, the spell must be designed with a duration.

Not all effects, however, are applicable for a duration. Damage will not apply more than once within a spell’s duration unless the spell has created a hazardous environment that may be dangerous.

When a spell’s duration ends, the effect may or may not immediately dissipate depending upon whether the effect is stable. While under the Duration of a spell, the spell will consistently maintain its intended effect despite the natural currents and forces of the world. Once the duration ends, nature returns to that space, and reality will realign itself to a stable state.

(e.g. A fire will burn out immediately unless the material on fire is flammable, then the fire may maintain.

A summoned creature will remain in its current world, unless it wishes to return to its native realm.

Winds will stop blowing under the direction of the magic, and instead blow as directed by physics and weather.

A target with edited thoughts will begin to think as they naturally do, but may suffer dissonance as they remember their modified thoughts.)

| Duration | Complexity |
| --- | --- |
| Immediate | 0 |
| 1 Round | 3 |
| 1 Minute | 5 |
| 1 Hour | 7 |
| 1 Day | 10 |
| 1 Week | 15 |
| 1 Month | 20 |
| 1 Year | 40 |
| Infinite | 80 |

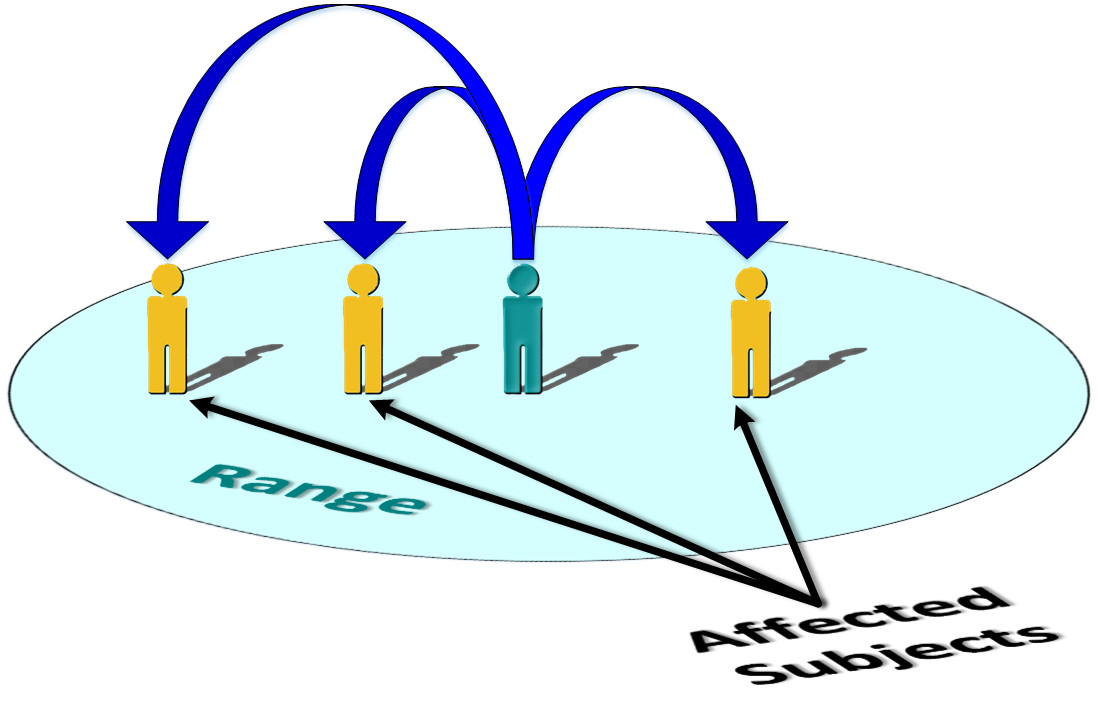
### Step 4: Targeting

The targeting of a spell is a very important component to determine how a spell works and what exactly it will affect within the narrative. Targeting refers to those targets that a spell will work its effects on, and different targeting factors may necessitate a change to the description of the spell to account for various targeting methods.

There are 2 targeting methods:

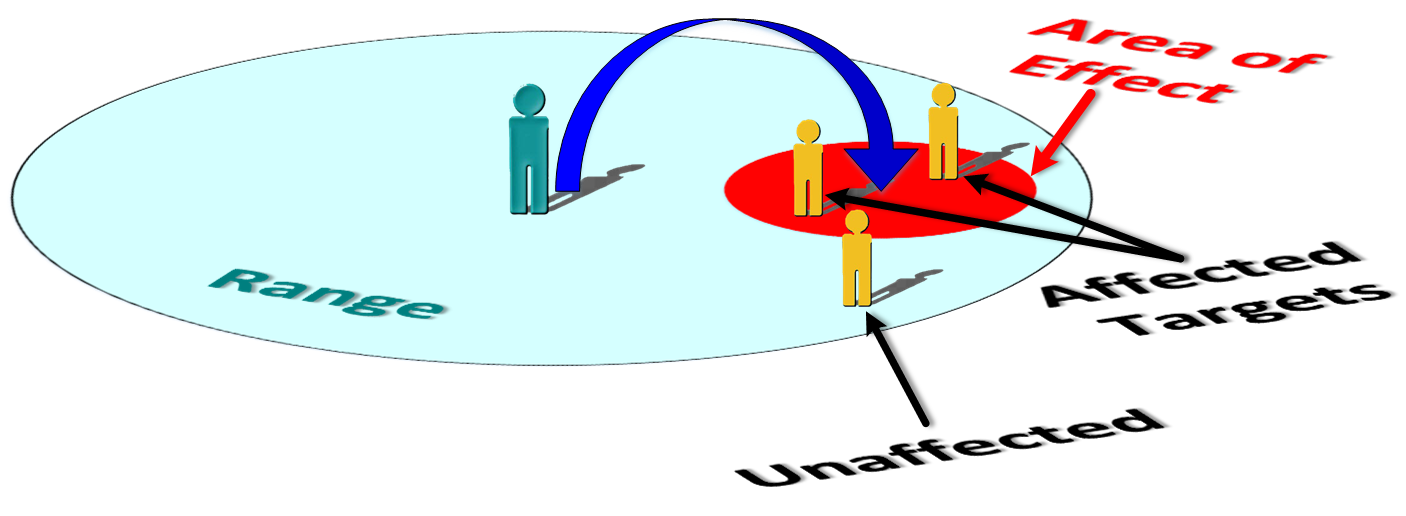
* **Subject Targeting**: Subject targeting refers to individual unique objects or creatures that will be affected by the spell. A spell using subject targeting cannot affect anything around, behind, or nearby to the subject with the effects of the spell. Multiple subjects can be designated, and these subjects do not need to be near each other; instead each subject only needs to be within the Range of the spell. Each subject increases the Complexity of the spell as shown below.

| Subjects | Complexity |
| --- | --- |
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |
| 4 | 7 |
| +1 | +3 |

****

* **Area of Effect (AoE) Targeting**: AoE targeting refers instead to targeting a range of space with no reference to specific objects. AoE is defined by the range bands the spell's effect encompasses. The spell is centered on a point within the Range of the spell, and the spell effects propagate outward from that point to encompass all things within the dictated range band considered from the chosen centerpoint. Larger AoE range bands will increase the Complexity of the spell as shown below.

| Area of Effect | Complexity |
| --- | --- |
| Close | 10 |
| Short | 15 |
| Medium | 20 |
| Long | 30 |
| Far | 40 |
| Distant | 50 |



### Step 5: Casting Range

The casting range (or Range) of a spell is the distance at which a spell can take effect. Range is defined as a range band considering the mage themself as the reference point. A mage can cast their spell out to any targets that lie within the range bands as dictated by the spell’s Range. If using Subject targeting, the mage can affect any number of subjects, as long as those subjects are within the Range (the subjects may even be on opposite sides of the mage). If using AoE targeting, the mage chooses a centerpoint within the Range of the spell, and the spell’s effects propagate to affect all targets within the AoE range band, using the chosen centerpoint as its new reference point. A wider Range adds more Complexity to the spell as shown below.

| Range | Complexity |
| --- | --- |
| Close | 1 |
| Short | 4 |
| Medium | 7 |
| Long | 10 |
| Far | 13 |
| Distant | 16 |

### Step 6: Triggers

Spells are meant to manifest their effects as soon as they are cast and all requirements are met. However, if a mage wants to set up a trap or set conditional spells such as wards and alarms, they will need to set a trigger. Setting a trigger does the following:

* A spell with a trigger set will not manifest its effects until the trigger is met. Instead it will “linger” without manifesting its effects for a set amount of time.
* A spell with a trigger is set in place by the mage, and will trigger with or without the aid of the mage. The spell must be cast normally, but the mage doesn’t need to be nearby when the spell is triggered. A spell will trigger as soon as the conditions are met and will target the nearest valid targets, so a smart mage will set the spells range and targeting parameters appropriately to ensure that the spell always chooses the intended targets.

A spell’s Triggers add to the Complexity of the spell based upon their likelihood to occur. A more common circumstance is less complex, though it has a higher likelihood of occurring unintentionally.

| Trigger | Complexity | Example |
| --- | --- | --- |
| The trigger has a low chance of occurring. | 10 | Someone walking through a hidden doorway with a red mask on. |
| The trigger has a high chance of occurring. | 7 | Someone walking down the alleyway carrying a bag. |
| The trigger is almost guaranteed to occur. | 4 | Someone saying “Hello”. |

Spells with Triggers are cast onto a single target, and inherit the casting range of its effect. Every extra target that the spell can be set onto costs +3 Complexity.

A spell with a trigger is also set with a Lingering period, this lingering period is the amount of time that a spell set with a trigger will “wait” before dissipating. The longer the spell lingers, the more Complexity is added to the spell.

| Lingering Period | Complexity |
| --- | --- |
| 1 Day | 1 |
| 1 Week | 4 |
| 1 Month | 7 |
| 1 Year | 10 |
| 10 Years | 15 |
| 100 Years | 20 |
| 1000 Years | 30 |
| Infinite | 40 |

### Step 7: Recharge

Sometimes, a mage wants to set a spell that will repeatedly apply its effects with or without the Repeatable generic effect. In this case, the mage can effectively create a permanent spell as long as the spell is given some power source and set in such a way that it will recharge itself almost endlessly.

A spell’s Recharge feature is determined by two factors:

* **Recharge Time**: This is how quickly the spell effect recharges while exposed to its power source. Whenever a spell’s Duration fully expires, it immediately begins recharging, and as soon as it’s Recharge Time is met, the spell will immediately manifest again. Shorter Recharge Times add more Complexity to the spell.

| Recharge Time | Complexity |
| --- | --- |
| 1 Year | 1 |
| 6 Months | 2 |
| 1 Months | 4 |
| 2 Weeks | 6 |
| 1 Week | 8 |
| 3 Days | 10 |
| 1 day | 12 |
| 1 Hour | 15 |
| 1 Minute | 18 |
| 1 Round | 21 |

* **Power Source**: A spell with a Recharge feature must be constantly exposed to a Power Source to continue to recharge. If a spell is ever cut off from its Power Source, it will halt its Recharge Time until it is once again exposed to its Power Source. Power Sources add Complexity to the spell based upon the intensity of the power source, with higher power source intensities adding less Complexity, but being inherently harder to locate or maintain. In addition, a mage must define what type of Power Source (i.e. Fire, Electricity, Radiation, Motion, Sound, Mana, etc.)

A mage can actually power their own spells by the use of Mana if they so choose. If a spell requires a Mana based power source, a mage can choose to charge the spell themselves by making a Willpower[Spellcasting] check with a DC = Intensity required.

| Intensity | Complexity |
| --- | --- |
| 8 | 1 |
| 7 | 2 |
| 6 | 3 |
| 5 | 5 |
| 4 | 7 |
| 3 | 9 |
| 2 | 11 |
| 1 | 13 |
| No Power | 15 |

A spell with a Recharge feature also has a Lingering Period. A Recharge Feature will only continue to recharge and discharge in this pattern during the Lingering Period. Once the Lingering Period is expired, the spell will fully dissipate. This Lingering Period will continue to expire even if the spell is separated from its Power Source and its not recharging. If a spell has a Recharge and a Trigger, the Lingering Period set counts for both, there is no need for 2 separate Lingering Periods.

| Lingering Period | Complexity |
| --- | --- |
| 1 Day | 1 |
| 1 Week | 4 |
| 1 Month | 7 |
| 1 Year | 10 |
| 10 Years | 15 |
| 100 Years | 20 |
| Infinite | 30 |

### Step 8: Costs & Limitations

Up to now, all features have been adding to the Complexity of the spell. Indeed, the Complexity at this point may be unreasonably high or over 100, and therefore uncastable. To make the spell castable or make it less taxing to cast, the mage must set up limitations or extra costs, and each limitation or cost will reduce the Complexity of the spell.

#### Casting Time

The most obvious and most common limitation applied to a spell is a casting time. The mage cannot weave the magic required to manifest the spell in an action; instead the spell design spreads out the channeling time to allow for a mage to properly cast the spell without investing as much energy into the process. The longer a Casting Time, the more Complexity is removed from the spell total. A spell cannot be cast unless its Casting Time is met, and this process cannot be sped up. If a mage is distracted during their casting time, they may make a Willpower check to resist it however, if a mage is physically interrupted or fails their Willpower check to resist distraction, they lose the spell and must restart casting the spell.

| Cast Time | Complexity |
| --- | --- |
| Reaction | 10 |
| Minor Action | 5 |
| 1 turn | -4 |
| 2 turns | -6 |
| 3 turns | -8 |
| 1 minute | -10 |
| 10 minutes | -13 |
| 1 hour | -16 |
| 6 hours | -21 |
| 1 day | -30 |

#### Material Cost and Foci

A mage may choose to incorporate a material cost or a casting focus into the spell design. These are physical objects that the mage must be near or holding (depending upon size and description) to cast the spell. If the Material Cost or Focus isn’t present, the spell cannot be cast. The Complexity reduction from a Material Cost or Focus is determined by the items rarity; rarer and harder to acquire items reduce the complexity by more.

A **Material Cost** refers to materials and items that are destroyed or consumed during the casting process. Any material that is paid is completely destroyed and cannot be recovered.

A **Focus** is a tool that does not need to be destroyed during the casting process, but must be present during the entire casting. Should the focus be destroyed, it may be incredibly difficult to reacquire, and the spell is uncastable during that time.

* **Common**, **Uncommon**, and **Rare** materials and foci can be bought in most cities and trading centers.
* To acquire a **Very Rare** material or focus, the characters must either have a contact that can get it or complete an Investigation (Difficulty 3, Threshold 4).
* Likewise for an **Extremely Rare** material or focus, but the investigation is (Difficulty 5, Threshold 7).
* Acquiring a **Mythically Rare** focus or material should be an entire adventure and plot on its own, up to the GM.

| Rarity | Material Complexity | Examples | Focus Complexity | Examples |
| --- | --- | --- | --- | --- |
| Common | -5 | Quill Pen | -3 | A Magnifying Glass |
| Uncommon | -10 | Hawk Feather | -6 | A Book of Spells |
| Rare | -15 | Squid Ink | -10 | A Crystal Ball |
| Very Rare | -20 | Gold Bar | -15 | Unique Crafted Wand |
| Extremely Rare | -30 | A Bear’s Heart | -25 | Ancient Elven Spear |
| Mythically Rare | -55 | A Mythic Beasts Tail | -40 | A Dragon’s Eye |

#### Circumstance Limitations

Sometimes, a spell is crafted for a very specific circumstance, and the mage can choose to codify that limitation in an effort to reduce the Complexity of the spell. Circumstance Limitations are external circumstances that must be present before the spell can be cast.

Important that circumstances are everything not between the mage and their target(s). These limitations must be, by definition, *circumstantial*. The rarer the circumstances required, the more Complexity is removed from the overall spell design.

| Rarity | Complexity | Example |
| --- | --- | --- |
| Can be Set Up Easily | -3 | The spell requires at least 2 others standing nearby the mage. |
| Daily Occurrence | -5 | This spell can only be cast at nighttime. |
| Uncommon | -10 | This spell can only be cast on Tuesdays. |
| Rare | -15 | This spell can only be cast under a full moon. |
| Very Rare | -20 | This spell can only be cast under a lunar eclipse. |
| Extremely Rare | -40 | This spell can only be cast under a solar eclipse. |
| Once in a Lifetime | -60 | This spell can only be cast under an alignment of at least 5 planets. |
| Once in Many Lifetimes | -100 | This spell can only be cast under an alignment of all 9 planets. |

#### Target Limitations

The mage can design their spell to apply more narrowly to legal targets. Target limitations only apply to the targets of the spell, and cannot take into account any other circumstances. Target limitations remove more complexity as they get more specific.

Each spell effect is already defined with a set of possible targets that are inherent to the effect itself; a Life spell must target living creatures, while Energy spell effects must affect objects with Energy or Energy sources.

| Rarity | Complexity | Example(s) |
| --- | --- | --- |
| Small Limitation | -5 | Living Creatures limited to Mammals; Objects limited to Metals; Energy limited to Electricity |
| Strict LImitation | -10 | Living Creatures limited to Cats; Objects Limited to Glass Bottles; Energy Sources limited to Batteries |
| Single Target | -20 | Must be a named or unique target. |

#### Ritual Assistants

Sometimes, to control the flows of magic, a mage may find that a single set of hands and a single mind are simply not adequate. To alleviate this issue, the mage can design ritual assistants into the spell. Each Ritual Assistant is required to be present during the entire casting of the spell, though the roles they need to take may be variable depending upon spell design.

* **Simple Assistants** do not need to know the spell, and do not even need to be able to cast the spell to assist in the mage’s casting. They must actively participate, but beyond that their body and their mind are all that is necessary. Each Simple Assistant required to cast the spell reduces the Complexity of the spell by -10. A simple assistant is not channeling the magic truly, and does not need to attempt the Willpower[Spellcasting] check.
* **Skilled Assistants** need to be able to cast the spell themselves, and must know and have studied the spell. Indeed, a skilled assistant is a peer to the mage, and thus this spell-casting may be more considered a cooperative venture rather than a master-assistant circumstance. Each Skilled Assistant in the spell reduces the Complexity of the spell by -15. Each Skilled Assistant will also need to make the Willpower[Spellcasting] check as if they were the primary spellcaster.

### Step 9: Final Complexity

At this point, all spell design components have been set. Once all Complexity modifiers have been added or subtracted, the final number is the Complexity of the spell. Reference the table below according to the Complexity of the spell to determine the Energy Cost, Casting DC, and Research Times of the designed spell.

* **Complexity**: The final Complexity of the spell as determined by adding the Complexity of all spell components.
* **Casting DC**: When a mage casts the spell, they must make a Willpower[Spellcasting] check against this DC. The mage suffers Mental Injuries at each odd Margin of Failure (1 Injury at MoF 1, 2 Injuries at MoF 3, etc.)
* **Initial Research**: A spell designed by the player is not automatically known by their character. When a player designs a spell, the character must spend this amount of time in fiction performing research and testing before they can safely cast the spell. Should a mage attempt to cast a spell before they have completed their Initial Research, the spell is cast at +2 to the Casting DC.
* **Complete Research**: To replicate, teach, or reproduce the spell on scrolls or in tomes, the mage must complete this amount of time in research. Until this time, the mage does not have the proper notation, documentation, or understanding of their spell to successfully teach another mage the spell at all.

| Complexity | Casting DC |
| --- | --- |
| 1-6 | 1 |
| 7-12 | 2 |
| 13-18 | 3 |
| 19-25 | 4 |
| 25-35 | 5 |
| 36-45 | 6 |
| 46-55 | 7 |
| 56-65 | 8 |
| 66-75 | 9 |
| 76-85 | 10 |
| 86-95 | 11 |
| 96-100 | 12 |

# Technology

Crafting and utilizing technology may bear similarities to Magic, but comes with some fundamental differences. Technology is always crafted over a relatively long period of time. Technology cannot address a situation in the moment; the technologist has to prepare for the upcoming adventures they will undergo, and will be left to their own skills if they find themselves unprepared. However, where mages find themselves expending their own personal wellbeing in an effort to cast magic, technologists instead simply utilize the devices and grand inventions they have built without the need to exert themselves.

## Using Technology

Technology can be used like most any other items that a character can use. There is no special method for utilizing technology, instead it comes down to the design of the invention and how that invention is meant to be used. All of this will be figured out during the invention process.

## Crafting Technology

### Technology and Complexity

Technological inventions are compiled from various modules. Then, they are modified using components which define the applications of the invention, and throughout that process each component and module will add to the Complexity of the invention.

When the crafting process is complete, the Complexity of the invention will determine the materials cost of the invention. Each time an invention is made, it is built according to a “schematic” that defines everything about the build process. The same thing is produced in the same amount of time using the same materials each time. High Complexity inventions are naturally more difficult to craft and require more materials.

### Technological Disciplines

Technology differentiates itself from magic by its interdisciplinary nature. There are 6 Technological Disciplines, but no discipline has a set list of modules that only it can access; instead, all 6 of the technological disciplines can access nearly any of the modules as long as the GM approves the use of said discipline in that way. Theoretically, any discipline can be used to make an invention to manifest nearly any effect, they only differentiate themselves in their broad form.

* **Biology**: The study of medicines and living things.

Biology is used to make: *Tinctures, Salves, Surgeries, Plants, Animals, Diseases, and Animal or Plant based inventions.*

* **Chemistry**: The study of non medicinal chemicals and explosives.

Chemistry is used to make: *Acids, Caustic Powders, Bombs, Poisons, and Gases.*

* **Electricity**: The study of electrical creations and their myriad uses.

Electricity is used to make: *Electrical Components, Coils, Shocking weapons, Batteries, and other Electrical devices.*

* **Gunsmithing**: The study of firearms, rifling, and cannon.

Gunsmithing is used to make: *Guns, Cannons, and Firearms like tools.*

* **Smithing**: The study of materials and simple machines.

Smithing is used to make: *Metal Tools, Metal and Leather Armors, Swords and Other Melee Weapons, and Metal Housings*

* **Machinery**: The study of complex mechanics, gears, and engineering.

Machinery is required to make: *Clockwork Inventions, Mechanical Wonders, Steam-Powered Weapons and Armor, and Other Complex Machines*

In addition, various inventions may combine various disciplines. In this case, certain modules can be justified using certain disciplines, whereas other modules can only be justified using other disciplines. These inventions will then obviously require ranks in both disciplines to the required levels.

### Materials

Technologists also must fundamentally deal with the fact that they cannot simply summon their own internal energies to conjure their inventions. Instead, they must build them out of various materials they either purchase, salvage, or scavenge from the world around them.

When an invention is built, its complexity will provide a Material value. This is the number of materials required to build the invention. For the purposes of game design, materials are equivalent to Treasure. Simply pull from the character’s Treasure rating to satisfy the amount of materials necessary. It is assumed that those items a character does not use for inventions will be sold when they can.

When a character creates an invention, they’ll need to spend the required number of materials, and if they do not have them they cannot create that invention.

A unit of material is not an amount defined by mass or volume. Don’t attempt to codify what one unit of material represents, instead simply define the materials used as it is necessary to explain each invention. One unit of a material may mean something completely different from one invention to the next.

#### Scavenging and Salvaging

The simplest way to gather materials is to buy them from junk dealers, technologist vendors, etc. However, a technologist may not be so flush with cash or may be outside the confines of civilization. In these cases, the technologist can scavenge the environment for materials, and/or salvage their inventions for materials.

**Scavenging** the environment is done through the Treasure exchange system. Whenever characters would loot Treasure, the players can propose to instead loot 2 Materials for each point of Treasure instead.

The GM can also award materials if it makes sense that a character would loot materials instead of treasure.

**Salvaging** an invention of your own creation requires no roll, and returns an amount of materials based on the following criteria.

* If the invention has not been used, it returns all of its materials.
* If the invention has the repeatable module and hasn’t been used up completely, it returns half of its materials.
* If the invention has the repairable module, and has been repaired at least once, it returns half of its total materials.
* If the invention has been used completely, and can reasonably be recovered by the inventor (GM discretion), the invention returns one unit of materials.

To salvage an invention of another’s creation, the inventor must first reverse engineer the invention. Once done so, the invention follows the rules above.

#### Reverse Engineering

To reverse engineer an invention is to study the invention of another inventor for sufficient time as to ascertain how to build it yourself. Reverse Engineering an invention requires all of the following to begin:

* You must have at least 1 level in all of the disciplines that the original inventor used.
* You must have a work area without sufficient distractions.
* If it is a device, you must have an unused copy of the device (you cannot repair it).
* If it is a procedure, you must have viewed the entire procedure performed without distractions.
* The previous two requirements need not be met if you have somewhat detailed plans or schematics.

Once all of the preceding requirements are met, you may spend a few hours reverse engineering the invention. Once done, you know how to make the invention.

### Technological Crafting in Brief

1. Choose the Form of the Invention
2. Install all Modules
3. Choose and Apply Templates (if applicable)
4. Choose Duration
5. Set Targeting
6. Determine Range
7. Choose the Size of the Invention
8. Set any Triggers (Not Required)
9. Set Build Time
10. Choose and Determine any Limitations or Costs (Not Required)
11. Reference Final Complexity to the Complexity Table

### Step 1: Form

When a Technologist begins the design process, they must first choose what the form of the invention will be. This is the base concept of the invention, and how it manifests in the game space. There are 2 forms: Devices and Procedures.

* **Devices** are items that themselves manifest the chosen effect when used but are not the product of the effect. When designing an invention to shoot lightning, a device may take the effect of a lightning gun. The gun itself is not the effect, but it may manifest the effect. Devices inherently last until they are destroyed or used. If an invention is meant to be used in the field, it is probably going to be a device. It is assumed that devices can only be used once and then they are destroyed.
* **Procedures**, unlike devices, manifest the effect at the end of the build process. It is not making a device that will manifest an effect, the build process itself is the effect. When making a procedure to manipulate the emotions of others, a procedure might manifest in the form of a thought probing experiment in a laboratory or exposure to component chemicals in a special order. Should the technologist want to repeat this effect, they must repeat the build process. Procedures require half of the total materials as a Device.

### Step 2: Modules

Technology is crafted by mixing and matching components called “Modules” that offer a very specific effect. The effectiveness and intensity of a given module’s effect is determined by how many of that module is included in the invention schematic.

There are two different types of modules that work differently:

**Technical Modules** are those modules that will require levels in a technological discipline to utilize. A technologist cannot include modules if they do not have the required discipline level to access it.

* Each module is listed with a Level that not only determines what Discipline level is required to access this module, but also determines how much Complexity is added to the overall invention.
* If a module has a (x) symbol next to its Level, that means that to access that modules effect, the character must actually include 5 modules of the same time (paying 5x the Complexity Cost)

**Generic Modules** can be used with any invention. These are the common modules that can be found broadly across many different types of inventions, and they offer modifications to the overall effect of an invention without broadly describing exactly what that invention is meant to do.

* Generic Modules are listed with a Complexity value that contributes directly to the Complexity of the invention for each distinct module that is included in the invention.
* Generic Modules do not require any specific level in any technological discipline.

The table below shows the Complexity of Technical Modules by Level:

| Module Level | Complexity |
| --- | --- |
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |
| 5 | 5 |

#### Generic Modules

| Modules | Complexity | Effect(s) |
| --- | --- | --- |
| Damage | 1 | This invention deals damage = [Modules] when used against all affected targets. |
| Subtle | 5 | This invention is subtle. The user may make a Dexterity (Stealth) check vs Perception to hide that the invention was used at all. |
| Secret | 5 | This invention’s effects can only be perceived in a special way dictated by the inventor. If a character does not meet the requirements, they cannot perceive the effects. Damage effects cannot be hidden from the target of the invention. |
| Repeatable | 5 | This invention can be used [Modules] times before it breaks. |
| Repairable | 8 | When this invention is used, it can be repaired. If this invention is part of another permanent item, that item is usable but does not gain the benefit of this invention until it is repaired. Repair is an Intelligence check against DC = [1/10 Complexity] |
| Add-On | 5 | This invention can be applied to other inventions or equipment (must be described) (not necessary for procedures). |
| Switch | 5 | This invention can be remotely activated as a reaction while within the Range of the effect. This can take the form of a physical or verbal command. This module can be taken again to give the switch the ability to end the inventions effect the same way. |
| Shaped | 8 | This invention's effect can be shaped into any shape the inventor wishes. The shape must be designated at the build of the device. |
| Resistance | 3 | If this invention's effects have a resistance, the inventor can designate an alternate resistance that targets must make. |
| Delay | 3 | This invention has a delay of any amount of time. When activated, the delay will then expire before the effect manifests. |
| Hardened | 7 | This invention is hardened against meddling and modification. Anyone attempting to modify this device will receive +2 DC to their check to modify the invention. |
| Remote Control | 5 | This invention can be controlled or directed from within the inventions Range. |

#### Armor Modules

| Armor and Vestments | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Armor | Varies | This invention is a suit of armor using one of the previously listed armor templates. |
| Armor Limitation | 4 | Decrease the armor penalty by [Modules]. |
| Armor Load | 3 | Decrease the Load of armor by [Modules]. |
| Armor Rating | 3 | Increase the Toughness Bonus of armor by [Modules]. |
| Integrated Tool | 1x | This armor includes a tool that is defined by the inventor. All modules for the intended tools effect must be included in this armor’s invention schematic. This tool will have its own separately noted Range and Targeting Entry. |
| Harness | 2x | This invention is a harness that is worn around the body of its user. It does not provide armor rating, but allows for mounting of integrated tools. |
| Etiquette | 2x | This piece of armor or clothing is tailor made to appeal to a certain crowd, offering +1D to social interaction with members of a certain profession, religion, regional identity, or social class (choose one). |

#### Automata Modules

| Automata | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Automaton | 4x | This creation is an autonomous creation with the stats of the Automaton template. |
| Automaton Attack | 3 | Add [Modules] damage to the Automatons Bash attack. |
| Automaton Attribute | 4 | Add [Modules] to one of the Automatons attributes. |
| Automaton Defense | 4 | Add [Modules]/2 to the Defense of the Automaton. |
| Automaton Size | 4 | Add [Modules]/2 to the Automatons Size. |
| Automaton Skill | 4 | Add [Modules]/2 to one of the Automatons skills. |
| Automaton Speed | 4 | The Automaton gains a Speed rating = [Modules]/2 |
| Automaton Toughness | 4 | Add [Modules]/2 to the Automatons Toughness. |
| Automaton Weapon | 3x | Integrates a weapon into the automaton, making this a natural attack. The inventor must present a weapon in a form that can easily be integrated, or explain how it is integrated into the automaton. This weapon can also be a device created by the inventor. |
| Integrated Tool | 1x | This automaton has another invention integrated into itself that it can manifest. That tools effect must be described by the inventor and all modules for that tool must be included in this automaton’s invention schematic. This tool itself will have a separate Range and Targeting entry from the automaton itself. |
| Brain | 5x | This invention has an intellect with a score of 1 in all mental attributes. 2 Modules can be spent to add 1 to an attribute, 3 modules can be spent to add 1 to a skill. |

#### Dimensional Science Modules

| Dimensional Sciences | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Banishment | 5 | This invention can now forcefully banish creatures of another world by making a [Modules] check vs a DC set by the GM. |
| Dimensional Analyzer | 2x | This module can target objects to identify if they are of another world, and if it has an interdimensional connection to something or someone else. |
| Dimensional Lock | 4 | This invention can protect targeted objects from being manipulated by powers from other worlds, defense = [Modules]. |
| Dimensional Sight | 3x | This module allows the invention to peer through the borders between worlds, as long as the inventor knows the dimensional coordinates to the intended world. |
| Item Summoner | 4 | This invention can pull a single item no larger than size [Modules] from another world, or it can place an item there. The inventor must know the exact location of the intended target. |
| Life Summoner | 5 | This invention can pull or push living creatures no larger than size [Modules] to another world. The mage must know the exact location of transmission. |
| Portal Opener | 3 | This module can force open an existing pathway to another world. Making a check with a dicepool = [Modules] vs a DC set by the GM. |
| Portal Sensor | 3x | This module allows the invention to detect active portals to other worlds. |

#### Energy/Elements Modules

| Energy and the Elements | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Air | 3 | The invention can project air at all affected targets. Fires are put out, and targets must make a Strength check vs DC[Modules] to avoid being knocked prone and pushed back a number of feet = [Modules x 5]. |
| Conversion | 5 | This invention can convert 1 material to another material of the same type (metal, mineral, gas, etc.). The invention can X 1ft cubes of material, where X is [Modules]. This invention can only affect one type of material. |
| Electricity | 3 | This invention can project electricity at all affected targets. Targets affected by the electricity must make a Constitution check vs DC[Modules] to resist being Shocked. |
| Fire | 3 | This invention can project fire at all affected targets. Targets affected by the fire must make a Fortitude check vs DC[Modules] to resist being set on fire. |
| Force Detection | 1x | Determine what forces are active in the area. Each component will detect one source, AoE will detect all sources within the area, targets will detect up to that number of sources within range of the effect. |
| Measure | 2x | Determine the intensity of an active force within the area (radiation dosage, electricity wattage, heat temperature, speed of a moving object). Each component will detect one source. |
| Resistor | 2 | This invention can block power to a machine. The user must make a check with a dicepool = [Modules] vs a DC = size of the machine. |
| Shielding | 2 | This invention is protected from energy manipulation from other inventions or Energy magic. it may resist with a dicepool = [Modules]. |
| Sound | 2 | This invention can create sounds with an Intensity = [Modules]. The shape and pitch of the sound is determined by the inventor. |
| State Change | 4x | This invention can melt or freeze various materials. Each component allows this to affect another type of material. |
| Ventriloquist | 3x | This module behaves like a Sound module, but can create and hold multiple complex sounds such that it can impersonate a voice or other very complex sound. Those that hear the sound but cannot sense the invention must make an Intelligence check vs DC[Modules] or they believe the sound is real. |
| Water | 3 | The invention can project water at all affected targets. Targets are immediately soaked, fires are put out, and targets must make a Strength check vs DC[Modules] to resist being knocked prone. |

#### 

#### Object Modules

| Inanimate Objects | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Detection | 3 | Affected targets that are undetectable to one sense are made to be detectable. The device must make a check with a dicepool = [Modules] and forces affected targets that are undetectable to be detectable. The target also makes a competing roll with a dicepool depending upon the source of the effect.   * Technology = [Modules] for component hiding the target. * Magic = [Power] of the spell. * Natural Ability = Willpower of the target.Times |
| Melt | 1 | This invention destroys or removes items it touches with a dicepool = [Modules]. This cannot damage living beings without a damage module, but does damage inanimate objects without that. Combining this with a damage module will add to the damage dice pool against inanimate objects. |
| Entangle | 2 | Block movement of affected targets. Targets may make a Strength check vs DC[Modules] to resist. |
| Finder | 2 | Determines anything hidden on the target. Target creatures may make an Agility check vs DC[Modules] to hide something. |
| Fingerprints | 2x | Determines the owner or last creature to interact with targets. |
| Load | 2 | Decrease the Load of worn or carried items by [Modules]. |
| Substance Analysis | 1x | Determines what affected targets are made of at a chemical level. |
| Vulnerability | 3 | Target object suffers bonus damage = [Modules] from a source of choice. |

#### Information Modules

| Information | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Playback | 1x | Can read information in one single form (light, sound, text, chemical, etc.) that has been recorded previously. |
| Recording | 1 | Record information in one single form (light, sound, text, chemical, etc.) to be reviewed later. Can make a number of recordings = [Modules]. |
| Scheduler | 2x | This invention can remember programmed schedules or event plans, determine the time to that event or plan, and alert the user. |
| Statistics | 1x | This invention will determine the likelihood of its own effectiveness and will alert the user before it is used. |
| Truth | 3 | Forces an unwilling target to speak and truthfully answer a number of questions = [Modules]. Target may make a Willpower check vs DC[Components] to initially resist. |
| Weakness Analysis | 2 | Determines any weak points or structural weaknesses of targets. The user must make a check with a dice pool = [Modules] vs a DC set by the GM. |

#### Light Modules

| Light | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Dimmer | 2x | Dim or block all affected light sources. Each component reduces affected lights by 1 step along the following track: Very Bright, Bright, Dim, Dark. |
| Hardlight | 5 | Concentrate light to make physical constructs of light with a Toughness = [Modules]. Area of Effect must be used to determine the size of the construct. |
| Light | 1 | This invention releases bright light at the affected area with an Intensity = [Modules]. |
| Projector | 3x | The invention can create and project an image of light. This must be used with AoE, and can create any image with a size that can fit within the area of effect. Onlookers who cannot see the invention projecting the image must make an Intelligence check vs a DC[Modules] or they believe it is real. |

#### Living Things Modules

| Living Things | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Age Analysis | 1x | Determines the age of affected targets. |
| Attribute | 4 | Targets gain [Modules] to 1 attribute for the duration. |
| Claw | 3 | Give affected targets a new natural melee attack that deals Toughness + [Modules] damage. |
| Living Defense | 3 | Targets creature gains +[Modules] to (Dodge, Vigilance, Toughness, Will, Defense, Resistance) |
| Living Detection | 3 | Affected creatures that are undetectable to one sense are made to be detectable. The device must make a check with a dicepool = [Modules] and forces affected targets that are undetectable to be detectable. The target also makes a competing roll with a dicepool depending upon the source of the effect.   * Technology = [Modules] for component hiding the target. * Magic = [Power] of the spell. * Natural Ability = Willpower of the target. |
| Drain | 4 | Make a Modules Check. The target loses a number of points from 1 attribute = Successes. |
| Emotion Editor | 3 | Edit the emotions of affected targets. Unwilling targets may resist with a Willpower check vs DC[Modules]. |
| Enlarge | 4 | This invention can increase the size of affected target lifeforms by +1. Unwilling targets can resist with a Constitution check vs DC[Modules] |
| False-Face | 3 | This invention can cause cosmetic changes in the face, skin, and/or eyes of affected living targets. Unwilling targets can resist with a Constitution check vs DC[Modules] |
| Finder | 2 | Determines anything hidden on the target. Target creatures may make an Agility check vs DC[Modules] to hide something. |
| Focus | 3 | Increases dicepools of checks for 1 action type (combat, social, etc.) against targets for the duration equal to [1/2 Components]. |
| Freedom | 4 | Remove movement blocking effects from affected targets. |
| Growth | 1 | Increase the growth rate of plants, causing them to grow by an equivalent of [Modules] years in 1 minute. |
| Heal | 2 | When this invention is used on a living being with an injury, they can immediately make a Healing check. This invention adds to the Healing check dicepool by +[Modules]. |
| Life Analyzer | 3 | This invention can analyze lifeforms that it can detect determining 1 of the following pieces of information for each component: {Danger, Health, Species} |
| Life Restore | 5 | Restore life to a dead plant or animal. The user must a make a check with a dicepool = [Modules] vs a DC [3 + 3 x # of days target has been decaying]. |
| Life Signs | 1 | Determine the presence and nature of living creatures within affected areas. |
| Natural Attack | 3 | The target gains a new natural attack (melee or Ranged with Range S, Damage 1) |
| Natural AoE | 4 | Increase the area of effect of a natural attack by [Modules] |
| Natural Damage | 3 | Increase the damage of a natural attack by +[Modules]. |
| Natural Range | 3 | Increase the range of a natural attack by +[Modules]. |
| Natural Targets | 3 | Increase the targets of a natural attack by +[Modules] |
| Pain | 3 | Cause pain to living creatures. Make a Modules check vs the Toughness of the target. This effect adds false injuries to a character = MoS that add onto the existing injuries the character already has suffered. This can cause the character to suffer the effects of being Wounded (+2TN) or being Incapacitated. |
| Poison Cure | 2 | When this invention is used on a target suffering from a disease or poison, that target may immediately make a Constitution check with a dicepool bonus of +[Modules] to resist the poison or disease. |
| Skill | 5 | Target gains +1 to 1 skill for the duration. |
| Skill Drain | 4 | Targets suffers –1 to 1 skill for the duration. Make a Modules check against the targets Toughness (for Strength, Agility, Fortitude, Perception) or Will (for Intellect, Willpower, Charisma). If successful, the target suffers this effect. |
| Soft Skin | 4 | Make a Targets creature gains +1 to (Dodge, Vigilance, Toughness, Will, Defense, Resistance) |
| Special Analysis | 3 | Determines the special abilities of affected targets, if the targets have any. |
| Spitter | 3 | Give affected targets a new natural ranged attack that deals [Modules] damage and a range of short. It deals damage of the one of the following types:   * Acid * Fire * Water/Ice * Poison * Electricity |
| Vulnerable | 3 | Target creature suffers bonus damage = [Modules] from a source of choice. |
| Body Replacement | 5 | This invention can replace a limb or organ of a living creature. It assumes the exact role of the previous limb or organ and performs the same. |
| Disorient | 2 | This invention disorients targets. Affected targets must make a Fortitude check vs DC[Modules] to resist, and suffer a dice pool penalty to their next check = Margin of Failure. |
| Animator | 4 | Dead targets are animated. Dead targets have the attributes they had in life. The user must make a check with a dicepool = [Modules]. DC = [# of years the target has been dead x 2] |
| Decay | 1 | Affected targets begin to decay. Over 1 minute, the target is decayed an amount equivalent to [Modules] days. |
| Preserver | 1 | Affected targets are preserved for [Modules] days. If the target is a dead animal or plant, it will not decay for that amount of time. |
| Sense | 2 | The target gains a new sense (Thermal Vision, Magic Sense, etc.) |
| Sensory Drain | 2 | Make a [Modules + 2] check vs Toughness. The target suffers -D to one sense = Margin of Success + 1. If they lose more dice from this sense than their Perception score, they los that sense for the duration of the effect. |
| Minor Change | 3 | The target suffers a minor change of form. |
| Major Change | 4 | The target suffers a major change of form. |

#### Locomotion Modules

| Locomotion | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Brakes | 2 | This invention can either stop itself, or stop other objects it is added on to. In addition, this provides a dicepool = [Modules] to resist any unwanted movement effect (i.e. Forces magic). |
| Kinesis | 2 | This invention can lift or move objects. This invention can target objects up to size [Modules - 3] and move them anwyehre within range. |
| Freedom | 4 | Remove movement blocking effects from affected targets. |
| Mover | 2 | This invention can move or throw any matter that can fit within a cube with X feet to a side where X is [Components}. The invention can move this material to any point within range. An area of effect means that this device will spread out the material to all points it affects. |
| Gather | 2 | This invention can gather matter that can fit within a cube with X feet to a side where X is [Components}. This material can be gathered from any point or within the area of effect as determined by the inventor. |
| Haste | 5 | Increase the number of actions affected targets can take in a turn by [Modules]. |
| Sloth | 3 | This invention applies a negative Speed to affected targets. |
| Slow | 4 | Reduce the number of actions affected targets can take in a turn by -1 to a minimum of 1. Targets may make a Constitution check vs a DC = [Modules] to resist this effect. Targets cannot be reduced below 1 action. |
| Speed | 3 | Make a Modules check, and affected targets gain a Speed rating = Successes. |
| Special Movement | 3 | This invention provides the target(s) with a special form of movement (flight, burrowing, etc.) |

#### 

#### Magic Modules

| Magic | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Flow Disruptor | 5 | This invention makes magic harder to use. Affected targets increase the casting DC of all spells by [Modules]. |
| Magic Resistance | 4 | This invention is resistant to magical effects, gaining [Modules] resistance to resist spell effects. |
| Magic Power | 3 | This invention can provide Magical Power to another invention or item that requires magical power. Make a Modules check; this invention provides a power flow with an Intensity = Successes. This invention can also be used instead to create a Mana Field with an Intensity = Successes. |

#### Mind Modules

| The Mind | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Command | 5 | The target falls under the command of the inventions user. The target may make a Willpower check vs a DC[Modules] to resist the effect. If the target is already controlled by another invention, that invention may make the check with a dicepool = [Modules] of that invention, or a mage may make a check with a dicepool = [Power] of their spell to resist. |
| Communicate | 2 | Affected targets that cannot communicate are made to be able to communicate. The target must succeed on a check with a dicepool = [Modules] vs a DC set by the GM. |
| Memory Editor | 5 | Remove, add, or edit a single memory of affected targets. Unwilling targets may resist with a Willpower check vs DC [Modules]. |
| Memory Probe | 4 | Explore the memories of affected targets. The user may explore a number of memories = [Modules]. Make a Modules check vs DC[Will] against an unwilling target. |
| Thought Editor | 4 | Remove and/or force a conscious thought upon affected targets. Unwilling targets may resist with a Willpower check vs DC[Modules]. |
| Thought Probe | 3 | Determine the thoughts and emotions of affected targets. Unwilling targets may resist with a Willpower check vs DC[Modules]. |
| Mind Link | 4 | All targets of this invention are able to freely access each other’s thoughts and memories. Make a Modules check vs Will of any unwilling targets, success meaning that they cannot resist this invention’s effects. |

#### Miscellaneous Modules

| Miscellaneous | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Housing | 1 | This invention includes an armored housing that protects it from damage, providing [Modules] Toughness. This cannot stack with armor. |
| Unlock | 1 | This invention can open locked things by making a check with [Modules] vs a DC set by the GM depending upon the type and design of the lock, or as defined by the Lock module. |
| Lock | 2 | This invention either has an operational lock that disallows passage or usage by unauthorized personnel. The inventor defines what mechanism their lock uses, and the lock resists any intrusion with a dicepool = [Modules]. |
| Power | 2 | This invention can provide Steam power or Electrical power to another invention or object. Make a Module check; this invention supplies power to the targeted objects with an intensity = successes. |

#### 

#### Spatial Science Modules

| Spatial Science | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Locator | 2 | Can mark targets and locate the targets later depending upon distance.   * 1 Component: Within sight range. * 3 Components: Within the same region. * 5 Components: Within nearby regions. * 7 Components: This half of the world. * 9 Components: Anywhere in the world. |
| Nondetection | 4 | Affected targets are made to be undetectable to one sense. Affected targets add [Modules] to the DC of all Perception checks that rely on the undetectable sense. |
| Rangefinder | 1 | Determine the distance between 2+ points, or determine the size of an object or area. |
| Reduce | 4 | This invention can decrease the size of affected target lifeforms by -1. Unwilling targets can resist with a Constitution check vs DC[Modules] |
| Space Locker | 4 | Lock and bind an area of space against spatial anomalies or space magic. Targeted objects become immune to spatial manipulation, and Area of Effect blocks spatial effects. A mage targeting locked area or targets with Space magic must succeed on a check with a dicepool = [Power] against a DC[Modules] |
| Spatial Anomaly Finder | 2 | Detect and analyze the presence of spatial anomalies that can be targeted or that exist within the area of effect. |
| Wormhole | 5 | This invention can instantaneously move objects through space. Any targetable objects can be moved to any point within the effect range. This invention can target objects up to size [Modules – 1]. |

#### Weapons Modules

| Weaponry | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Weapon | Varies | This invention is a new weapon using one of the previously mentioned weapon templates. |
| Added Effect | 1 | Whenever this weapon deals damage, it also manifests the effect as described by the inventors description and other modules included in this invention. |
| Weapon Damage | 2 | Increase the damage of a weapon by +1 |
| Weapon Load | 2 | Decrease the Load of a weapon by [Modules]. |
| Weapon Quality | 4 | Give a weapon 1 quality. |
| Weapon Range | 3 | Increase the effective range of a ranged weapon by +1 range band. |

#### Temporal Science Modules

| Temporal Science | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Timeteller | 1 | Determine the exact time where you are currently located. |
| History Analysis | 2 | User(s) may ask a number of questions = [Modules] about the history of affected targets. |
| Past View | 5 | This invention can look into the past, a number of days = [Modules]. Targets or affected areas appear as they did at that time for the duration of the effect. |
| Time Analyzer | 3 | This invention can determine the nature of time-locked effects or spells that are currently delayed that can be targeted or are within the area of effect. |
| Anomaly Finder | 2 | This invention can detect temporal anomalies or the effects of Time magic that can be targeted or that are within the area of effect. |
| Time Locker | 4 | Lock an area or targets against the effects of Time magic or temporal manipulation. A mage targeting locked area or targets with Time magic must succeed on a check with a dicepool = [Power] against a DC[Modules] |
| Time Manipulation | 4 | This invention can attempt to extend the time-lock or delay components of a spell or particular effect. The user makes a check with a dicepool = [Modules] against a DC set by the GM or = [1/2 Power] of the spell. Success increases the time-lock or delay by the duration of this effect. |
| Time Reset | 3 | The invention can attempt to remove a time-lock or delay effect or component of a spell or invention. The user makes a check with a dicepool = [Modules] against a DC set by the GM or = [1/2 Power] of the spell. Success immediately removes the time-lock or delay effect, perhaps causing the effect to manifest immediately. |
| Time Reach | 5 | Reach through time and interact with the past with a number of actions = [Modules]. This cannot change the current reality, and any objects pulled through to the future disintegrate after 24 hours. |

#### Vehicles Modules

| Vehicles | | |
| --- | --- | --- |
| Modules | Level | Effect(s) |
| Vehicle | Varies | This invention is a vehicle using one of the vehicle templates and choose a type if movement:   * Land - This vehicle moves over land. * Flying - This vehicle flies through the air. * Aquatic - This vehicle moves along the surface of the water |
| Vehicle Body | 3 | Gives this vehicle +1 Toughness. |
| Vehicle Defense | 3 | This module gives the vehicle +1 to Defense. |
| Integrated Tool | 2 | This vehicle has an integrated tool defined by the inventor. All modules for the intended tools effect must be included in this vehicle’s invention schematic. This tool will have its own separately noted Range and Targeting. |
| Integrated Weapon | 2 | This vehicle has a weapon integrated into its frame. It is up to the GM to determine if the vehicle is large or powerful enough to carry the weapon. |
| Vehicle Size | 3 | Gives +1 to the Vehicles Size. |
| Vehicle Speed | 3 | Increase the vehicle's Speed rating by +1. |
| Crew Compartment | 3 | Increase the vehicle’s Crew Rating by +1. |
| Extra Movement | 2 | The vehicle gains an extra type of movement. |
| Diving | 4 | (This vehicle must be capable of aquatic movement) This vehicle can now dive under the surface of the water. |
| Digging | 4 | (This vehicle must be capable of land movement) This vehicle can now burrow through the earth. |
| Sealed | 2 | This vehicle is now fully sealed against hospital environments and water. |

### Step 3: Templates

If an invention includes the “Weapon”, “Armor”, “Vehicle”, or “Automaton” module, it is considered a templated invention. In this case, the product of the invention is the production of a weapon, armor, vehicle, or automaton with a set of statistics as defined below in a series of “templates”.

Templated Inventions are always Procedures. This is because the effect manifested through the invention is the templated item itself.

The level required to include the “Weapon”, “Armor”, or “Vehicle” modules is based upon the template chosen. The level required for each template is detailed in the “Level” column for each template. Since there is only one Automaton template, there is no level column for that template.

Templated items come with a few extra considerations:

* Templated Weapons and Armor will not have a Targeting or Range component.
* Templated Vehicles and Automatons do not have Targeting, Range, or Size components.
* All templated items are inherently Repairable and receive the effects of that module for free.
* When the duration of a templated invention expires, it does not instantly break. Instead, it loses all special bonuses or extra module effects and reverts to the statistics of its base template (it stays the same size).

| Weapon Templates | | | | |
| --- | --- | --- | --- | --- |
| Template | Damage | Range | Load | Level |
| Light Melee | T+2 | C | 1 | 2 |
| Heavy Melee | T+4 | C | 3 | 3 |
| Light Ranged | 3 | S | 1 | 2 |
| Heavy Ranged | 5 | M | 3 | 3 |

| Armor Templates | | | | |
| --- | --- | --- | --- | --- |
| Template | +Toughness | Dice Penalty | Load | Level |
| Light | 1 | -1 | 4 | 3 |
| Heavy | 2 | -3 | 7 | 4 |

| Vehicle Templates | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Template | Size | Load Limit | Defense | Toughness | Speed | Crew | Level |
| Light | 1 | 20 | 2 | 0 | 2 | 1 | 3 |
| Heavy | 2 | 30 | 1 | 1 | 1 | 1 | 4 |
| Super Heavy | 3 | 50 | 0 | 2 | 1 | 1 | 5 |

| Basic Automaton Template | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Template | Defense | | Resistance | | Size | Max Load | Attacks |
| Basic Automaton | 1 | | 1 | | -3 | 3 |  |
| Description | Attributes | | Skills | | Special Abilities | |
|  | Physical | 1 | Combat | 0 |  | |
| Movement | 0 |
| Mental | 1 | Observation | 0 |
| Survival | 0 |
| Social | 1 | Problem Solving | 0 |
| Social Skills | 0 |

### Step 4: Duration

The duration of an effect is the amount of time that effect will linger in the world, continually applying its effects. Many inventions have effects that monitor, interpret, gather, change, reveal, hide, and manipulate the world. Any continuous effect will be maintained throughout the duration.

Not all effects, however, are applicable for a duration. Damage will not apply more than once within an invention’s duration unless the invention has created a hazardous environment that may be dangerous outside of the effects (i.e. a raging fire, a landslide, etc.)

All modules apply the duration of the invention equally, regardless of how many units of a module are present.

| Duration | Complexity |
| --- | --- |
| Immediate | 0 |
| 1 Round | 3 |
| 1 Minute | 5 |
| 1 Hour | 7 |
| 1 Day | 10 |
| 1 Week | 15 |
| 1 Month | 20 |
| 1 Year | 30 |
| 10 Years | 45 |
| 100 Years | 60 |
| Infinite | 80 |

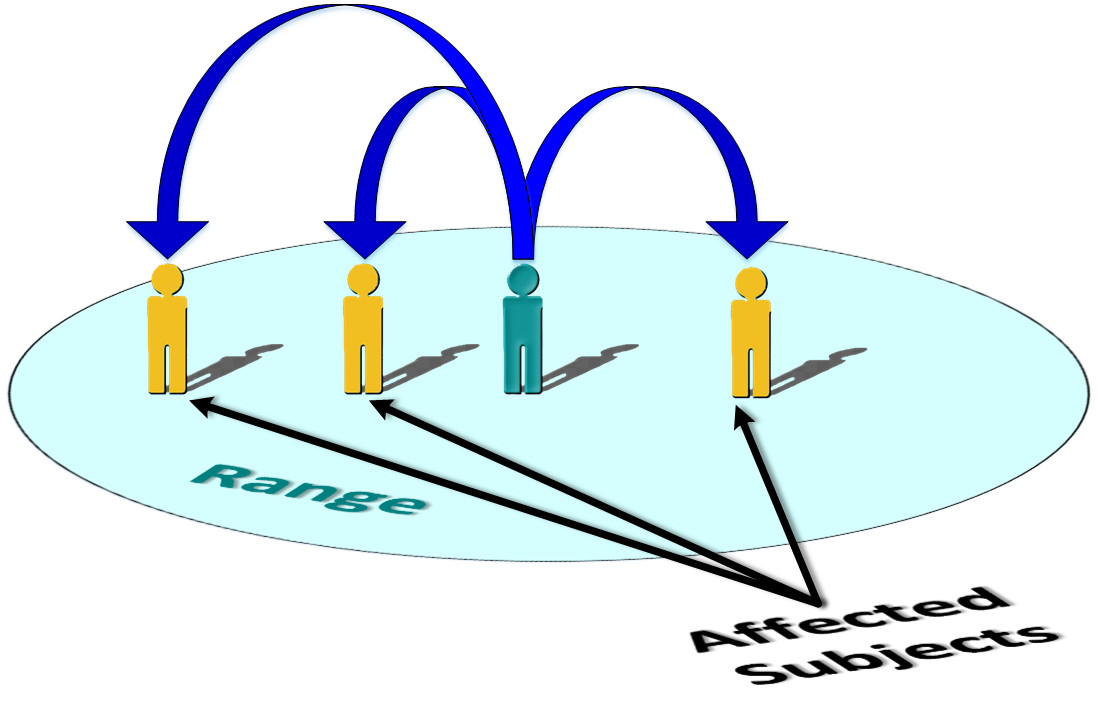
### Step 5: Targeting

The targeting of an invention is a very important component to determine how an invention effect works and what exactly it will do within the narrative. Targeting refers to those targets that an effect will work its effects on, and different targeting factors may necessitate a change to the description of the invention to account for various targeting methods.

There are 2 targeting methods:

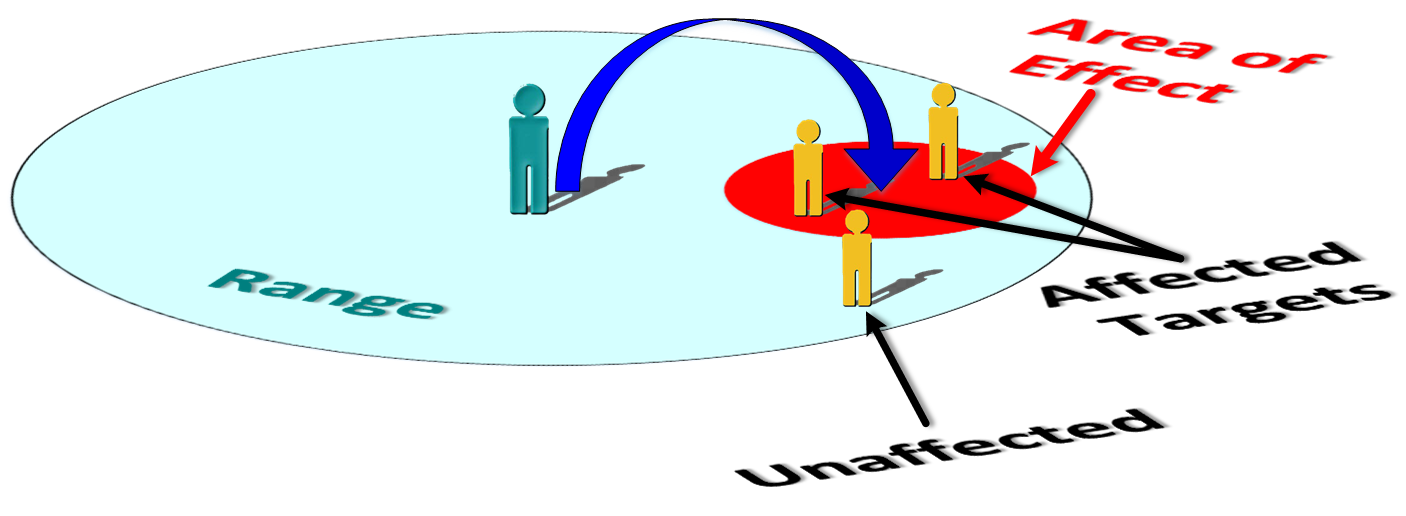
* **Subject Targeting**: Subject targeting refers to individual unique objects or creatures that will be affected by the effect. An invention using subject targeting cannot affect anything around, behind, or nearby to the subject with its effects. Multiple subjects can be designated, and these subjects do not need to be near each other; instead each subject only needs to be within the Range of the effect. Each subject increases the Complexity of the invention as shown below.

| Subjects | Complexity |
| --- | --- |
| 1 | 1 |
| 2 | 3 |
| 3 | 5 |
| 4 | 7 |
| +1 | +3 |

****

* **Area of Effect (AoE) Targeting**: AoE targeting refers instead to targeting a range of space with no reference to specific objects. AoE is defined by the range bands the invention’s effect encompasses. The effect is centered on a point within the Range, and the effects propagate outward from that point to encompass all things within the dictated range band considered from the chosen centerpoint. Larger AoE range bands will increase the Complexity of the invention as shown below.

| Area of Effect | Complexity |
| --- | --- |
| Close | 10 |
| Short | 15 |
| Medium | 20 |
| Long | 30 |
| Far | 40 |
| Distant | 50 |



### Step 6: Range

The range of an invention is the distance at which an effect can manifest. Range is defined as a range band considering the inventor or device as the reference point. An invention can extend its effects to any targets that lie within the range bands as dictated by the Range. If using Subject targeting, the invention can affect any number of subjects, as long as those subjects are within the Range (the subjects may even be on opposite sides of the total range). If using AoE targeting, the invention chooses a centerpoint within the Range, and the effects propagate to affect all targets within the AoE range band, using the chosen centerpoint as its new reference point. A wider Range adds more Complexity as shown below.

| Range | Complexity |
| --- | --- |
| Close | 1 |
| Short | 4 |
| Medium | 7 |
| Long | 10 |
| Far | 13 |
| Distant | 16 |

### Step 7: Size

The size of an invention generally refers to the size rating that the final outcome will take. This is not appropriate for most types of Procedures, as there is no physical item created. In the case that Size is not an appropriate component to consider, simply ignore this step.

The assumed size of most inventions is -3, which is a hand held item the size of a small cat or handgun.

HIgher sizes are inherently more unwieldy and weigh significantly more. For the inherently unwieldy nature of large sizes, they reduce the Complexity of the overall device. Smaller devices than -3 however increase the complexity as functionality is fit into a smaller frame.

Size also determines the load of the invention created.

| Size | Complexity | Example | Load |
| --- | --- | --- | --- |
| -5 | 10 | Ring | 0 |
| -4 | 5 | Palm Sized | 1/2 |
| -3 | 0 | Hand Held | 1 |
| -2 | -3 | Standard Rifle | 4 |
| -1 | -6 | Dog, Hand Cart | 10 |
| 0 | -10 | Average Humanoid | 25 |
| 1 | -12 | Large Humanoids | 40 |
| 2 | -15 | 2-Wheeled Cart | 70 |
| 3 | -18 | Horse | 125 |
| 4 | -20 | Carriage, Draft Horse | 225 |
| 5 | -25 | Large Steam Engine | 500 |
| 6 | -30 | Elephant | 800 |
| 7 | -40 | Train Car | 1100 |
| 8 | -50 | Small Airship | A Lot |

### Step 8: Triggers

Inventions that are meant as traps, or that are meant to manifest their effects contingent upon another event can be designed with a trigger. An invention with a trigger will not manifest its effects until the trigger occurs. In the case of technological inventions, triggers can only be applied to devices. Procedures generally manifest immediately, and cannot apply a trigger.

Technological devices with a trigger will sit unactivated, possibly innocuously, until their trigger condition is met. There is no lingering period, and the device will not degrade (unless the narrative demands it). In addition, a trigger does not need the inventor to be nearby at all, and may trigger days, months, or years later. The device will randomly acquire targets from any legal targets available when it is triggered.

Triggers add to the Complexity of the invention based upon their likelihood to occur. A more common circumstance is less complex, though it has a higher likelihood of occurring unintentionally.

| Trigger | Complexity | Example |
| --- | --- | --- |
| The trigger has a low chance of occurring. | 10 | Someone walking through a hidden doorway with a red mask on. |
| The trigger has a high chance of occurring. | 7 | Someone walking down the alleyway carrying a bag. |
| The trigger is almost guaranteed to occur. | 4 | Someone saying “Hello”. |

### Step 9: Build Time

The build time of any invention is incredibly important to its overall design process. All inventions require some form of build time, technology cannot simply be replicated at will like Magic can.

All inventions begin at the same place, a Build Time of 3 Hours. This is a good middle ground to show a real significant amount of work, but does not take forever to make a single invention.

Shorter build times will naturally increase the Complexity of the invention, while longer build times will actually reduce the Complexity of the final invention.

| Build Time | Complexity |
| --- | --- |
| 1 Minute | 20 |
| 10 Minutes | 10 |
| 1 Hour | 5 |
| 3 Hours | 0 |
| 6 Hours | -3 |
| 10 Hours | -6 |
| 12 Hours | -9 |
| 16 Hours | -12 |
| 20 Hours | -15 |
| 30 Hours | -18 |
| 40 Hours | -21 |
| 60 Hours | -25 |
| 80 Hours | -30 |
| 100 Hours | -40 |

### 

### Step 10: Costs and Limitations

When the technologist has come to this point, their invention may be incredibly complex (perhaps above 100 Complexity and thus uncraftable). To solve this, the technologist may apply limiters and extra costs to their invention so as to reduce the Complexity.

#### Required Tools

Naturally, it could be expected that crafting technological inventions would require tools. However, without this limiter, it is assumed that an invention can be assembled or performed by hand with nothing more than perhaps a place to sit and some time.

Designing an invention to require the input of tools reduces the Complexity of the invention but, of course, means that the invention requires preparation to be produced (or can only be produced under limited circumstances). Larger, more complex, and less transportable tools reduce the complexity of the invention more.

| Tools | Complexity | Description | Example |
| --- | --- | --- | --- |
| Hand Tools | -5 | Can be transported and used without a work area. | Hammers and Wrenches |
| Bench Tools | -10 | Transportable, but heavy and requires a stable work surface. | Miniature Lathe |
| Workshop Tools | -15 | Cannot be transported, requires secure mountings and power. | Lathe and Steam Powered Hammer |
| Advanced Workshop Tools | -30 | Untransportable, requires tools not easily obtained, experimental. | High Voltage Generators |

#### External Power Requirements

Technologists can include a power requirement to their inventions as a way of reducing the complexity of the total device. This can generally only be applied to device-form inventions.

An invention which requires external power must specifically receive this power to at all times to operate and manifest its effects. The invention must be provided with this power through special delivery sources (such as batteries, steam engines, etc.) it cannot be simply exposed to an energy field. The power provided must be of the required intensity. The complexity reduction increases as more intense power sources are required.

There are 3 types of Power:

* **Electrical**: Electrical power is commonly used with Electrical inventions, and can be provided by electrical generators, power connections through workshops, and batteries.
* **Steam**: Steam power is the most common form of mechanical energy and is the basis of most modern technology. Steam power is always provided through a steam engine.
* **Magical**: Often known as magi-tech, this type of invention is incredibly uncommon, but has been utilized before. Generally, magical energy is provided by a magitech generator, but can actually be provided by a mage as well. The mage simply makes a Spellcasting check vs DC = Required Power Intensity to channel raw magical power into the device.

| Required Power | Complexity |
| --- | --- |
| 1 | -3 |
| 2 | -6 |
| 3 | -9 |
| 4 | -12 |
| 5 | -16 |
| 6 | -20 |
| 7 | -25 |
| 8 | -30 |
| 9 | -35 |
| 10 | -40 |

#### Circumstance Limitations

Sometimes, an invention is crafted for a very specific circumstance, and the inventor can choose to codify that limitation in an effort to reduce the Complexity of the invention. Circumstance Limitations are external events that must be present before the invention can be used.

For a Procedure, a Circumstance Limitation requires that the event or circumstance be present before the Build Process can begin. For a Device, the circumstance limitation only applies when the device will be used; it can be built at any time beforehand.

Note, a Circumstance Limitation is a positive requirement. Essentially, the inventor is describing what must be true before their invention can take effect, not defining what must be false.

| Rarity | Complexity | Example |
| --- | --- | --- |
| Can be Set Up Easily | -3 | This device requires an open window. |
| Daily Occurrence | -5 | This invention only works during the daytime. |
| Uncommon | -10 | This invention only works in a very hot environment. |
| Rare | -15 | This invention only works in a Mana field. |
| Very Rare | -20 | This invention will only function in a powerful radiation field. |
| Extremely Rare | -40 | This invention will only function in a powerful Mana field. |
| Once in a Lifetime | -60 | This invention can only function at the bottom of the ocean. |
| Once in Many Lifetimes | -100 | This invention can only function in the celestial realm. |

#### Target Limitations

The inventor can design their invention to apply more narrowly to legal targets. Target limitations only apply to the targets of the effect, and cannot take into account any other circumstances. Target limitations remove more complexity as they get more specific.

Each module effect already limits its legal targets (a pain module can only target living things, a Substance Analysis module only applies to inanimate objects, etc.). These limitations further narrow the applicable targets for the effects.

If 2 different modules that would target completely different targets, each module can have target limitations applied separately.

| Rarity | Complexity | Example(s) |
| --- | --- | --- |
| Small Limitation | -5 | Creatures limited to Birds; Objects limited to Metals; Energy limited to Electricity |
| Strict Limitation | -10 | Living Creatures limited to Cats; Objects Limited to Glass Bottles; Energy Sources limited to Batteries |
| Single Target | -20 | Must be a named or unique target. |

#### Build Assistants

A Technologist does not have to do everything themselves. Instead they can design helpers or assistants into the procedure. Technological schematics provide all of the information necessary for any individual to aid in the process, and anyone who spends at least 10 minutes studying the schematics can be considered an Assistant.

**Each Build Assistant required by the inventor reduces the Complexity of the total invention by -10.**

*Rare Ingredients*

Like special material costs required by certain spell designs, inventors can include rare ingredients into their design. These rare materials must be acquired individually, and are tracked as inventory items instead of as generic “Materials”. These rare ingredients reduce the complexity of an invention based on their rarity

| Rarity | Complexity | Examples |
| --- | --- | --- |
| Uncommon | -5 | Vial of Quicksilver |
| Rare | -10 | Pure Aluminum Bar |
| Very Rare | -15 | Disk of Orichalcum |
| Extremely Rare | -30 | Blood of a Giant |
| Mythically Rare | -55 | Bottle of Liquid Mana |

### Step 11: Reference Complexity Table

Once all components and aspects of an invention are accounted for, the inventor will have the final Complexity of their new invention. They then reference the table below to get the Build Time and Research Times for the new invention.

* **Complexity:** The final Complexity of the invention. Reference the Complexity here.
* **Build Time:** The amount of time it takes to build the invention. This amount of time doesn’t necessarily require complete attention for the entire build time. Some inventions may require a long period of rest or a very slow boiling process that can mostly be monitored without active attention. However the procedure is defined, it will take this amount of time to complete the invention. If an invention is a Procedure, reduce the build time by 2 entries up the table.
* **Initial Design:** When a player designs an invention, that does not mean that the character instantly knows and has fully designed their invention. Instead, they must then begin this initial design process to gain an understanding of their invention at least enough to reproduce it. This process includes small napkin drawings, harried notes, frantic chalkboard calculations, etc. At the end of the Initial Design phase, an inventor can create their invention. However, they cannot recreate their invention on schematics or teach it to others.
* **Research:** To recreate their invention on schematics and teach the design of the invention to others, the technologist must complete the total research time.

| Complexity | Materials |
| --- | --- |
| 1-9 | 2 |
| 10-15 | 4 |
| 16-20 | 6 |
| 21-25 | 8 |
| 26-30 | 10 |
| 31-35 | 12 |
| 36-40 | 14 |
| 41-45 | 16 |
| 46-50 | 18 |
| 51-55 | 20 |
| 56-60 | 22 |
| 61-65 | 24 |
| 66-70 | 26 |
| 71-75 | 28 |
| 76-80 | 30 |
| 81-85 | 32 |
| 86-90 | 34 |
| 91-100 | 36 |