

Aeonisk - YAGS Module

“Will is Power. Bond is Law. Void is Real.”

Version 1.2.1

1. Introduction

Aeonisk is a science-fantasy roleplaying setting built on intimacy, intention, and control, using the **Yet Another Game System (YAGS)** as its foundation. In this world, there are no nations — only factions, dynasties, and spiritual economies. Technology hums in harmony with magick. Rituals shape reality. Bonds bind more than blood.

You are a wielder of Will. You live in a world where to act is to mean something — and to mean something is dangerous. This module adapts the YAGS system into a framework for stories about:

- Sacred trust and betrayal
- Power bought with spirit, not coin
- The slow erosion of self under the weight of debt, duty, or the Void

You may rise through purpose, or fall through sacrifice. But either way: the Astral is watching.

1.1. What Kind of Game is Aeonisk?

Aeonisk YAGS focuses on:

- Emotional and spiritual tension, not just physical conflict.
- Ritual magick with consequences, cost, and deep symbolism.
- Formally declared Bonds as party cohesion and narrative anchors.
- A real spiritual economy of Soulcredit and ritual debt.
- The creeping influence of the Void as temptation and corruption.

It is ideal for:

- GMs who love story-first design with consequence-driven mechanics.
- Players who want their character’s choices to echo in the Astral.
- Groups comfortable with intimacy, ideology, and irreversible sacrifice.

1.2. The Core Trinity of Aeonisk

- **Will:** Your purpose — not your desire, but your alignment with the world’s hidden pattern. Following it empowers you. Betraying it breaks you.
- **Bond:** A sacred, formal connection. Emotional, spiritual, sometimes political — but never casual. Bonds are the true structure of parties, not classes.

- **Void:** The result of power without connection. Isolation made manifest. The astral price of intention unanchored to empathy or sacrifice.

1.3. YAGS System Integration

Aeonisk uses the core YAGS mechanics but modifies or adds the following:

System Element	Aeonisk YAGS Modification
Core Dice Mechanic	$\text{Skill Attribute} \times \text{Skill} + \text{d20}$
Ritual Resolution	$\text{Willpower} \times \text{Astral Arts} + \text{d20}$ vs Ritual Threshold. Outcome determined by margin of success/failure.
New Skills	Astral Arts, Magick Theory, Intimacy Ritual, Corporate Influence, Debt Law, Pilot, Drone Operation
Void Score	Tracks spiritual corruption (0–10); passively warps reality at 5+, triggers Void Spike on rapid gain.
Soulcredit	Tracks spiritual trust and obligation (–10 to +10).
Bond Mechanics	Formal connections (max 3, Freeborn 1). Provides +2 to rituals and +1 Soak (defending Bonded). Can be sacrificed.
Ritual Tools	Requires a Primary Ritual Item (non-consumable) and a sacrificial Offering (consumed). No offering = +1 Void, potential outcome downgrade.
Tech/Enchantments	Require significant offerings, narrative weight, and carry Void risk or spiritual cost. May interact with Soulcredit/Will.
Initiative (Optional)	$\text{Agility} \times 4 + \text{d20}$

2. Core YAGS Mechanics

YAGS uses a relatively simple set of core rules.

2.1. Terminology

- **Attribute:** One of the eight basic numbers defining a creature. Typical human average is 3.
- **Skill:** Defines training and experience in a narrow field. Combined with Attributes for task resolution. Professional level is 4+.
- **Ability:** $\text{Attribute} \times \text{Skill}$ (for Skill Checks) or $\text{Attribute} \times 4$ (for pure Attribute Checks).
- **Die:** A single twenty-sided die (d20).
- **Difficulty:** The target number for a task. Ability + d20 must meet or exceed the Difficulty. Moderate tasks are Difficulty 20.

- **Task:** An activity requiring an Ability check ($\text{Attribute} \times \text{Skill} + \text{d20}$ or $\text{Attribute} \times 4 + \text{d20}$).
- **Score:** The raw numerical value of a characteristic.

2.2. Task Resolution

The core mechanic for almost all actions:

Ability + d20 vs Difficulty

- **Skill Check:** $\text{Attribute} \times \text{Skill} + \text{d20}$ vs Difficulty
- **Attribute Check:** $\text{Attribute} \times 4 + \text{d20}$ vs Difficulty

Difficulties (YAGS Standard):

Type	Target	Description
Very easy	10	Minimal skill needed. Professionals always succeed.
Easy	15	Small amount of skill needed. Difficult for untrained.
Moderate	20	Achievable by professionals in ideal conditions.
		Difficult without.
Challenging	25	Requires professional skill. Out of league for basic familiarity.
Difficult	30	Requires high skill. Even professionals hard pressed.
Very difficult	40	Master level required. Highest difficulty in normal circumstances.
Extreme	50	Very difficult task under poor conditions.
Heroic	60	Truly heroic.
Sheer folly	75	Requires superhuman skill.
Absurd	100	Beyond most capabilities.

(Aeonisk typically uses a narrower range of 15-20 for standard Skill Checks, but Rituals have their own specific thresholds. GMs can use the YAGS standard for non-ritual tasks. See also Section 6.6 for Aeonisk-specific DC Guidelines).

Fumbles & Criticals:

- A natural '1' on the d20 is an automatic failure (fumble).
- A natural '20' on the d20 in a Skill Contest automatically wins if your skill score is higher than the opponent's.

Degrees of Success: If how well you succeed matters:

- **Moderate Success:** Meet the Difficulty.
- **Good Success:** Exceed Difficulty by 10+. (Task performed with style, completeness, or speed).
- **Excellent Success:** Exceed Difficulty by 20+. (Performed with two of style/completeness/speed).

- **Superb Success:** Exceed Difficulty by 30+. (Performed with style, completeness, *and* speed).
- **Fantastic Success:** Exceed Difficulty by 40+.
- **Amazing Success:** Exceed Difficulty by 50+. (Close to perfection).

Skill Contests: Instead of a fixed Difficulty, two or more characters roll their relevant Ability + d20.

- Highest roll wins.
- On a tie, the character with the higher Skill *score* wins.
- A natural '20' wins automatically if your Skill score is higher.

Skilled Professionals (Skill 4+): Professionals have extra options for predictable, non-opposed tasks:

- **Assume '0':** For predictable tasks, assume a d20 roll of '0'. Negates fumble chance but requires the task to be well within capability.
- **Assume '10':** For non-stressful tasks where you can take time, assume a d20 roll of '10'. Removes fumble risk but takes twice as long. (*GM decides if a task is predictable/stressful. If fumble chance > 1, these options cannot be taken*).

2.3. Attributes

Eight primary attributes define raw potential. Human average is 3, range typically 2-5 (higher is rare).

- **Strength (Str):** Physical power, lifting, hurting, breaking things. Carrying capacity is based on Str^2 .
- **Health (Hea):** Endurance, fitness, resisting injury/poison/fatigue, staying conscious.
- **Agility (Agi):** Quickness, acrobatics, balance, dodging, brawling.
- **Dexterity (Dex):** Hand-eye coordination, sleight-of-hand, melee/pistol skills, driving.
- **Perception (Per):** Alertness, senses (vision, hearing), observation, noticing things. Used for rifles/bows.
- **Intelligence (Int):** Wit, cunning, memory, intuition, logic, knowledge skills.
- **Empathy (Emp):** Understanding others, manipulation, reaction, charisma base.
- **Willpower (Wil):** Mental fortitude, resisting fear/magic/temptation, concentration, lying. Key for Aeonisk Rituals.

Attribute Levels (Human Norm):

Score	Level	Description
0	None	No rateable ability. Cannot attempt skills using it.
1	Crippled	Severely impaired (very dumb, ill, socially inept).

Score	Level	Description
2	Poor	Noticeably below average (bottom 10%). Minimum possible for most.
3	Average	Middle 80% of the population.
4	High	Noticeably above average (top 10%).
5	Very High	Highly adept naturally. Highest natural level without training.
6	Exceptional	Truly exceptional, trained hard. Hard to compete against.
7	Incredible	One of a small number in the country.
8	Legendary	Normal human maximum. Handful of people in the modern world.
9+	Superhuman	Beyond natural possibility.

Secondary Attributes:

- **Size:** Defaults to 5 for adult humans (range 4-6). Governs soak capacity and wound levels. Logarithmic scale (see YAGS rules).
- **Move:** Determines speed. Equal to Size + Strength + Agility + 1. (Typical human: 5+3+3+1 = 12). Combat move = Move / 2 (rounded down).
- **Soak:** Base resistance to damage. Defaults to 12 for adult humans. Modified by armour.

2.4. Skills

Skills represent training and experience. Most default to 0 unless learned.

Skill Levels:

Level	Description	Notes
1	Casual	Basic familiarity (single lesson, brief exposure).
2-3	Student	Studied in school or reasonable practice. Succeeds at easy tasks.
4-7	Professional	Competent professional (4-5). Seasoned veteran (6-7). Can buy Techniques.
8-11	Master	True understanding, years of dedicated study. Elite level.
12-15	Legendary	Highest level found in most worlds. Leaders in their field.
16+	Mythical / Superhuman	Province of superheroes or supernatural beings.

Types of Skills (YAGS Standard):

- **Talents:** 8 core skills known to some extent by all humans (start at 2). Athletics, Awareness, Brawl, Charm, Guile, Sleight, Stealth, Throw.

- **Knowledges:** Theoretical knowledge, must be learned (Skill 1+). Cannot be used untrained.
- **Languages:** Rated 1-4+ for fluency. Not typically rolled.
- **Standard Skills:** Mix of knowledge, experience, aptitude. Can be used untrained, but roll (straight d20) is halved, fumble on 1 or 2.

Skill Defaults: Some skills can default to others (often a Talent). When using a default:

- Final result ($\text{Attribute} \times \text{Skill} + \text{d20}$) is halved.
- Fumble chance is doubled (or minimum 2 if it was 1).
- Cannot use Techniques.

Skill Pre-requisites: Some skills require others at a certain level before they can be learned.

- Must meet all pre-requisites before buying Skill level 1.
- A skill can never be more than double the level of any of its pre-requisites.

Techniques: Specialisations bought with experience points, allowing bonuses or special actions.

- Require a minimum skill level equal to their cost.
- May have prerequisite techniques.
- **Familiarities:** Required for skills covering diverse equipment (e.g., Drive). Cost 2-4 points. Using without familiarity halves roll.
- **Specialisations:** Focus knowledge (e.g., History [English Civil War]). Makes specific tasks easier.
- **Masteries:** Levelled specialisations (cost 1 per level) for competitive/artistic skills. Grant +1 bonus per level. Opponents with lower mastery suffer +1 fumble chance per level difference.

2.5 Family Lines

These family lines carry cultural, spiritual, and symbolic weight but confer no mechanical advantage.

Name	Theme	Symbol	Narrative Function
Elaras (Crown)	Sovereignty, mythic memory	Mirrored circlet	Birthright of the Sovereign; silent power
Kythea (Flame)	Passion, ecstasy, self- immolation	Candle burning both ends	Trance artists, ecstatic initiates
Halessan (Breath)	Language, diplomacy, oaths	Braided ribbon	Envoys, oathkeepers, lewitches

Name	Theme	Symbol	Narrative Function
Emmerant (Pulse)	Embodiment, sensation, movement	Engraved hand	Combat ritualists, kinetic monks
Vireya (Seed)	Growth, generational bio-tech	Cracked glowing seed	Terraformers, lineage manipulators
Ossai (Spiral)	Recurrence, time, fate	Spiral in spiral	Dreambinders, chrono-ritualists
Nymir (Gaze)	Perception, spectacle, secrecy	Eye pierced by thread	Surveillance oracles, illusion engineers
Thaurin (Hollow)	Empathy, sacrifice, loss	Cracked vessel	Ritual healers, Bond martyrs
Karsel (Oblique)	Trickery, inversion, innovation	Jagged line through circle	Designers, destabilizers
Ireveth (Thresh- old)	Liminality, protection	Self-opening key	Gatekeepers, ritual guards
Xalith (Echo)	Rebirth, recursion, death- mystery	Circle inside a mouth	Continuity-breakers, posthumous actors

FAMILY + FACTION INTERACTIONS: - Families can span multiple factions — mixed-faction households are canon. - Family expectations may influence factional placement, but characters are not locked into familial paths. - Players may shift factions as part of story development — critical for drama. - Matrilineal dynasties act like spiritual and political clans, but don't replace factions or Will. - Legacy professions exist (e.g., Halessan → Oathkeeper), but can be rejected at a spiritual or soulcredit cost. - Families define myth, identity, and shame — not stats.

Age-based references are excluded. Aeonisk characters are pod-grown to late-teen maturity. - Biocreation requires two women, machinery, and spiritual resources. - This eliminates age-based initiation and opens up intentional soulcraft as character origin.

3. Aeonisk Core Mechanics

Aeonisk builds upon YAGS, adding unique systems for rituals, spiritual standing, and personal destiny.

3.1. Rituals

Rituals are acts of intention, symbolism, and sacrifice, not simple spells. They channel Will through the Astral.

- **Ritual Roll:** Willpower \times Astral Arts + d20 [+2 if Bonded participant assists] vs Ritual Threshold.
- **Outcome:** Success or failure, and the consequences, are determined by the margin against the Ritual Threshold (see Section 6). No second roll is needed.

Ritual Thresholds:

Type	Ritual Threshold	Description
Minor	16	Emotional veil, symbolic marking, light defense
Standard	18	Bond reinforcement, magickal tracking, simple bindings
Major	20–22	Contract severing, astral healing, memory reweaving
Forbidden	26–28	Soul extraction, resurrection, Void channeling (High Void)

Requirements:

- **Primary Ritual Item:** A non-consumable item, sacred to the caster. Required for meaningful rituals. If lost: -2 to Ritual Rolls.
- **Offering:** A consumable item or concept (emotion, memory, blood, object) symbolically appropriate to the ritual's intent. Burned, buried, bled, spoken, etc.
 - **Skipping Offering:** Gain $+1$ Void. May shift the ritual outcome downward by one tier on the outcome table (see Section 6). Unethical intent also triggers Void penalty.

(See Section 6 for detailed Ritual Rules).

3.2. Soulcredit & Void

These track spiritual alignment and trustworthiness.

- **Soulcredit (SC):** -10 to $+10$. Represents spiritual trust and standing.
 - *Gain:* Fulfill contracts, aid rituals, cleanse Void.
 - *Lose:* Break Bonds/contracts, ritual without offering, betray True Will.
 - *Effects:* Influences faction relations, access to tech/rituals. ($+6$ to $+10$ = Trusted; -6 to -10 = Hunted/Cut Off).
- **Void Score (VS):** 0 to 10 . Represents spiritual corruption and disconnection.

- *Gain*: Skip offerings, unethical rituals, break True Will, use Void-forged items.
- *Effects*:
 - * **Void Spike**: Gaining 2+ Void from a single event stuns the character (see Section 7.1).
 - * **Void 5**: Passively alters the environment, causing narrative instability (see Section 7.1).
 - * **Void 7**: Bonds become Dormant; sacred spaces reject you.
 - * **Void = 10**: Claimed by the Void (potential loss of agency).
- *Cleanse*: Ritual at ley site, restore Bond, sacrifice something irreplaceable.

(See Section 7 for detailed Void & Soulcredit Rules).

3.3. Bonds

Formal, mutual metaphysical connections based on ritual or oath. The backbone of relationships and party structure.

- **Limit**: Max 3 Bonds (Freeborn origin: 1).
- **Benefits**:
 - +2 to Ritual Rolls when performing together.
 - +1 Soak when defending a Bonded partner.
- **Sacrifice a Bond (Sever)**: Once per session, gain +5 to *any* Willpower-based roll.
 - *Cost*: +1 Void, +1 Soul Debt (to the severed person), –1 Empathy for the scene. A major narrative and spiritual act.

(See Section 8 for detailed Bond Rules).

3.4. True Will

Your soul’s sacred trajectory or purpose. Not a motto, but a metaphysical path.

- **Declaration**: Starts undefined. Declared mid-play through insight, ritual, or character growth.
- **Alignment**: Acting *in* alignment grants +1 to *all* Willpower-based rolls.
- **Betrayal**: Acting *against* declared True Will incurs +3 Void and triggers a narrative/spiritual crisis (GM discretion). Additionally, if performing a ritual that contradicts declared True Will, the margin result is worsened by one tier (see Section 6).

(See Section 8 for more on True Will).

3.5. Aeonisk Currency: Elemental Economy

Aeonisk uses charged elemental talismans instead of abstract money. Value is transferred energy.

- **Types:** Grain (Earth), Drip (Water), Spark (Fire), Breath (Air). Each represents different conceptual energies.
- **Forbidden:** Hollow (Void) - Black market, corrupting.
- **Potential:** Seed (Raw/Unaligned) - Raw Seeds are unstable potential, cannot be traded directly as currency, and must be ritually attuned to an elemental aspect (e.g., Spark, Drip) to become stable and usable in specialized gear or as foundational talismans. Using a Raw Seed without attunement typically incurs Void.
- **Usage:** Energy is siphoned from talismans (e.g., Spark Core 743/1000) to pay others or power devices. Empty talismans can be recharged or sacrificed.
- **Sizes:** Single (1 unit), Band (10-99), Sigil (100-999), Core (1k-9.9k), Vault (10k+).

(See Section 9 for detailed Currency Rules).

4. Character Creation

Create an Aeonisk character using YAGS principles, modified by the setting's unique elements.

4.1. Step 1: Concept & Priority

Decide on your character concept. The GM sets the starting power level (Mundane, Skilled, Exceptional, Heroic - see YAGS Characters PDF), which determines points pools. Prioritize the three point pools (Attributes, Experience, Advantages) into Primary, Secondary, Tertiary based on your concept.

4.2. Step 2: Choose Origin (Faction/Background)

Select an Origin. This grants an Attribute bonus (+1 to one of two listed stats) and a special trait.

Origin	Attribute Bonus (+1)	Trait
Sovereign Nexus	Willpower or Int	Indoctrinated: +2 to resist ritual disruption or mental influence.
Astral Commerce Group	Intelligence or Emp	Contract-Bound: Start with +1 Soulcredit or one favourable minor contract/debt owed <i>to</i> you.
Pantheon Security	Strength or Agility	Tactical Protocol: Once per combat, automatically succeed on an Initiative roll (treat as 20).
Aether Dynamics	Empathy or Perception	Ley Sense: Can sense the presence, general strength, and mood (calm/turbulent) of nearby ley lines.

Origin	Attribute Bonus (+1)	Trait
Arcane Genetics	Health or Dexterity	Bio-Stabilized: +2 to rolls resisting biological Void effects, disease, or mutation.
Tempest Industries	Dexterity or Perception	Disruptor: +2 bonus when attempting to sabotage or hijack rituals or ritually-encoded tech.
Freeborn / Unbound	Any 3 Attributes	Wild Will: Can only form/maintain 1 Bond. Cannot sacrifice this Bond without extreme cost (GM call).

FAMILY + FACTION INTERACTIONS:

- Families can span multiple factions — mixed-faction households are canon.
- Family expectations may influence factional placement, but characters are not locked into familial paths.
- Players may shift factions as part of story development — critical for drama.
- Matrilineal dynasties act like spiritual and political clans, but don't replace factions or Will.
- Legacy professions exist (e.g., Halessan → Oathkeeper), but can be rejected at a spiritual or soulcredit cost.
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- Biocreation requires two women, machinery, and spiritual resources.
- This eliminates age-based initiation and opens up intentional soulcraft as character origin.

4.3. Step 3: Assign Attributes

Distribute points into the 8 primary YAGS attributes (Str, Hea, Agi, Dex, Per, Int, Emp, Wil) according to your chosen priority level and point pool. Remember the human average is 3. Apply your +1 Origin bonus *after* spending points. Check maximum attribute level allowed by campaign level.

4.4. Step 4: Choose Skills

Spend Experience points on Skills. Select from the YAGS core list or Aeonisk-specific skills. All characters start with the 8 Talents (Athletics, Awareness, Brawl, Charm, Guile, Sleight, Stealth, Throw) at level 2 for free. Check maximum skill level allowed by campaign level.

Aeonisk Skills:

Skill	Attribute Description
Astral Arts	WillpowerChanneling, resisting, and shaping spiritual energies in rituals.

Skill	Attribute	Description
Magick Theory	Int	Knowledge of glyphs, ritual systems, sacred mechanics, Aeons.
Intimacy Ritual	Empathy	Performing emotionally-powered or Bond-based rituals. Requires trust. (Includes Intimidation Ritual as a use-case: a ritual “threat” instead of a social roll. Check: Empathy × Intimacy Ritual + d20. Subdomain tag: intimidation_ritual).
Corporate Influence	Emp	Navigating faction politics, extracting favors, reading intentions.
Debt Law	Int	Understanding/manipulating contracts, oaths, Soulcredit systems.
Pilot	Agility	Use for any vehicle or EVA-station-keeping task (e.g. slipstream jumps, docking holds). Check: Agility × Pilot + d20. Subdomain tag: pilot_check .
Drone Operation	Intelligence	For remote spark-burst, EMP, mapping, or hacking via drones. Check: Intelligence × Drone Operation + d20 (or Intelligence × Electronics Operation + d20 if Drone Operation is treated as a specialization). Subdomain tag: drone_operation .

4.5. Step 5: Define True Will (Later)

Leave your True Will undefined for now. It will emerge and be declared during play.

4.6. Step 6: Form Bonds (Optional)

You start with no Bonds unless determined otherwise by the GM or through spending Advantage points (if allowed). Bonds are formed in-game through ritual or oath. Max 3 (Freeborn: 1).

4.7. Step 7: Gather Ritual Kit & Equipment

- **Primary Ritual Item (1):** Define a personal, sacred item. Narratively important, mechanical effect if lost (-2 Rituals).
- **Offerings (1-3):** Define 1-3 starting consumable offerings appropriate to your character concept.
- **Starting Currency:** GM determines starting elemental currency based on TL and background (e.g., equivalent to YAGS starting cash, converted to elemental talismans).
- **Other Gear:** Basic clothing, tools of trade are assumed. Spend remaining starting funds or use Advantage points for significant items (weapons,

armour, tech).

4.8. Step 8: Calculate Secondary Attributes & Final Checks

- **Size:** Default 5 (human).
- **Move:** Size + Str + Agi + 1.
- **Soak:** Base 12 (human). Add armour bonuses.
- **Void Score:** Starts at 0.
- **Soulcredit:** Starts at 0.
- **Wound/Stun/Fatigue Levels:** Based on Size (Humans typically have 5 levels before Fatal/Out/Exhausted).

5. Combat Rules (Optional System)

Combat uses the YAGS core loop, potentially modified by Aeonisk elements. GMs may opt for more narrative resolution.

5.1. Combat Round (~5 seconds)

1. **Roll Initiative:** (Once per combat) Initiative = Agility \times 4 + d20
 - High roll acts earlier.
 - Fumble (natural 1): Initiative becomes 0. All rolls halved for the round, actions are Slow.
2. **Declare Actions:** (In *increasing* initiative order - lowest goes first)
 - State intended action (attack, move, defend, wait, ritual, etc.).
 - Declare number of defences (Max = Average of Agility & Perception, round up; typically 3 for humans).
3. **Resolve Actions:** (In *decreasing* initiative order - highest goes first)
 - **Fast Actions:** Resolve first. (e.g., Quick Shot, some manoeuvres).
 - **Normal Actions:** Resolve next. (e.g., Standard Attack, Move + Attack).
 - **Slow Actions:** Resolve last. (e.g., Sprint + Attack, Aimed Shot, most Rituals).
4. **Make Attacks:**
 - **Attack Roll:** Attribute \times Skill + Weapon Bonus + d20 (*Attribute/Skill depends on weapon: e.g., Dex \times Melee, Per \times Guns, Agi \times Brawl*)
 - **Defense Roll:** Attribute \times Skill + Weapon Defense + d20 (*Usually same Attribute/Skill as attack type being defended against*)
 - **Hit:** If Attack Roll \geq Defense Roll. (If not defending, Attack Roll vs base Difficulty 15).
5. **Inflict Damage:**

- **Damage Roll:** $\text{Strength} \times 1 + \text{Weapon Damage} + \text{d20}$
- **Soak:** Target's base Soak + Armour bonus.
- **Effect:** If Damage Roll \geq Soak, deal Wounds or Stuns. 1 level per 5 points damage exceeds Soak.

6. Track Wounds/Stuns:

Wounds	Stuns	Penalty	Description
1	1-2	-	Minor (Bruised)
2	3	-5	Light (Lightly Wounded/Stunned)
3	4	-10	Moderate (Wounded/Stunned)
4	5	-15	Heavy (Seriously Wounded/Dazed)
5	6+	-25	Critical (Critical/Beaten)
6+	-	-40	Fatal (Health check or die)

- Wounds track lasting injury. Stuns track temporary impact/bruising. Penalties stack!
- *Damage Types:* Wound (swords, bullets), Stun (fists, clubs), Mixed (knives; half wounds, half stuns).

7. End of Round:

- Make Health checks to stay conscious if Critical/Fatal/Beaten.
- Apply ongoing effects (bleeding, poison, rituals, Void).
- Start next round (Declare Actions).

5.2. Aeonisk Combat Considerations

- **Void Spike:** Gaining 2+ Void at once can stun a character, causing them to lose their next turn.
- **Void:** High Void score (5+) causes environmental disruption (see Sec 7.1) that can lead to narrative complications, fumbles, misfires, or tech glitches at GM discretion.
- **Bonds:** Gain +1 Soak when actively defending a Bonded partner from an attack targeting them.
- **Technology:** Weapon properties (Glyph, Void, Contractual) apply. Tech may malfunction due to Void environmental effects or low Soulcredit.
- **Rituals in Combat:** Usually Slow actions. Require concentration (Focused stance - no defense). Interrupting a ritual can cause backlash based on the Margin Outcome table (typically a Failed result).

6. Ritual System (Detailed)

Power flows through sacrifice. Without offering, there is only Void. Rituals alter emotion, memory, contracts, spiritual structure, or reality.

6.1. Performing a Ritual

1. **State Intent:** Clearly define the ritual’s purpose (e.g., “Reinforce my Bond with Wren,” “Cleanse this area of Void residue”).
2. **Gather Components:**
 - **Primary Ritual Item:** Must be held/present. Personal, sacred. Loss incurs -2 penalty to Ritual rolls.
 - **Offering:** Consumed during the ritual. Must be symbolically relevant. Skipping incurs +1 Void and potentially worsens the outcome (see Step 5).
3. **Roll Ritual:** Willpower \times Astral Arts + d20 [+2 if Bonded participant assists]
4. **Check Success:** Compare result to the Ritual Threshold.

Type	Ritual Threshold
Minor	16
Standard	18
Major	20–22
Forbidden	26–28

5. **Determine Outcome by Margin:** Ritual Outcome is now determined solely by the margin of success or failure against the Ritual Threshold. No second roll is needed.

Margin of Success vs Ritual Threshold:

Margin	Result	Consequence
–10 or worse	Catastrophic fumble	+2 Void, backlash, GM invokes Fallout
–5 to –9	Failed + backlash	+1 Void, Bond strain, minor spiritual bleed
–1 to –4	Failed (no effect)	Emotional fatigue or confusion (GM choice)
0 to +4	Weak success	Side effects, reduced duration or clarity
+5 to +9	Solid success	No backlash, full effect if offering used
+10 to +14	Strong resonance	Gain minor benefit (e.g., +1 SC, insight)
+15+	Echo or breakthrough	Exceptional results, story-altering power

Offerings remain essential. Skipping adds +1 Void and may shift result downward by one tier. If performing a ritual that

contradicts declared True Will, the margin result is worsened by one tier.

6. **Adjudicate Outcome:** GM describes the effects based on the result from the Margin Outcome Table, the ritual's intent, the offering (or lack thereof), and the narrative context.

6.2. Ritual Outcome Consequences

The Margin Outcome Table (Section 6.1, Step 5) covers the spectrum of results:

- **Catastrophic Fumble (Margin -10 or worse):** Severe negative consequences, high Void gain, and potential narrative Fallout invoked by the GM.
- **Failure with Backlash (Margin -5 to -9):** The ritual fails and causes tangible negative effects like Void gain, spiritual harm, or strained Bonds.
- **Simple Failure (Margin -1 to -4):** The ritual simply doesn't work, potentially causing minor mental or emotional effects.
- **Success Tiers (Margin $0+$):** The ritual works to varying degrees of effectiveness, potentially with side effects at lower margins or beneficial bonuses at higher margins.

The Margin Outcome Table covers the raw mechanical results. For immediate narrative color, use one of these evocative hooks:

- Sparks of uncontrolled charge dance around runes.
- Sigils or ritual tools crack, losing potency for a moment.
- Nearby creatures are swept by an emotional echo, reliving someone else's memory.
- A minor spirit stirs in response, hinting at future complications.
- Bonds strain or pulse painfully, testing PC connections.
- Ritual intent inverts—healing inflicts pain, wards invite intrusion.

6.3. Group Rituals

- **Base Formula:** The group's ritualistic power is the sum of (Willpower \times Ritual Skill) for each caster, plus one flat group bonus (e.g., +2 Synergy Bonus, not +1 per extra caster).
- **Offerings:** Each extra caster (beyond the primary) must expend a minor Offering (e.g., 1 Spark or 1 Breath) or the group incurs +1 Void per caster without an offering. The primary caster also provides their standard offering.
- **DC Scaling:**
 - Small party (2-3 casters): DC = 18-22
 - Large party (4+ casters) or high-stakes: DC = 24-30
- **Roll:** The lead caster makes a single Ritual Roll using the group's combined power against the scaled DC.

- Requires mutual Bonds among participants for most effective group rituals.
- Consequences from the outcome table (Void gain, backlash, benefits) generally apply to all participants, unless the GM rules otherwise based on narrative context.
- Dreamwork can be done in groups as well, following similar principles.

Example: Revised Group Ritual Rule (Ley Repair)

- **Participants:** Kaelia (Willpower 5 \times Astral Arts 4 = 20), Sorin (Willpower 3 \times Astral Arts 3 = 9), Althaea (Willpower 4 \times Astral Arts 2 = 8)
- **Subtotal:** 20 + 9 + 8 = 37
- **Synergy Bonus:** +2 (flat for group participation)
- **Offerings:** 3 Spark (one per caster, or one per extra caster if primary offering is different) OR +1 Void per missing offering (up to +3 Void).
- **DC:** 30 (Large party, high-stakes)
- **Roll:** 37 (Subtotal) + 2 (Synergy) + d20 total vs DC 30

6.4. Void and Rituals

- **Void 5:** The passive environmental disruption (see Section 7.1) caused by high Void can interfere with rituals. GM may apply narrative penalties, increase the risk of unstable outcomes (potentially shifting the result down a tier on the Margin table), or introduce complications related to the ambient Void effects.
- **Void 7:** Cannot participate in group rituals (Bonds are Dormant). Own rituals are significantly more prone to unstable results (GM likely shifts results down one or even two tiers on failure, or introduces severe side effects even on success).
- **Void Gain from Rituals:** Gaining 2+ Void from a single ritual (e.g., Catastrophic Fumble or Failure+Backlash combined with skipping an offering) triggers a **Void Spike** (see Section 7.1).

6.5. Ritual Library v1 (Examples)

(See Appendix 2 for full list and template). Tag each ritual entry with a subdomain (e.g. *ritual_healing*, *ritual_binding*, *ritual_screying*, *ritual_snare*) so it's easy to index.

Minor (Threshold 16):

1. **Veil the Thread:** Conceal a Bond from detection (1 scene). *Offering:* Knotted hair, burned.
2. **Scent of the Ley:** Sense emotional residue of place/object. *Offering:* Held breath into ash.
3. **Sigil of Refusal:** Temporarily disrupt tracking/screying glyph. *Offering:* Name written, submerged in oil.

Standard (Threshold 18):

1. **Thread the Bond:** Reinforce Bond (+1 Wil rolls for session, requires “Solid Success” margin or better). *Offering:* Written confession, sealed.
2. **Ghost of the Ledger:** Compel truthful answer to 1 question (target with spiritual debt, requires “Solid Success” margin or better). *Offering:* Torn ledger page, blood.
3. **Seal the Threshold:** Temporary barrier vs spiritual intrusion/Void. *Offering:* Salt and personal ash circle.
4. **Attunement Ritual:** Uses an appropriate skill (e.g., Astral Arts, Magick Theory, or a dedicated Attunement skill if available) to ritually process a Raw Seed, aligning it to a specific elemental aspect (Spark, Drip, Breath, Grain), transforming it into a stable Attuned Seed. Can also refer to rituals for attuning other items or oneself to concepts/energies, like ship attunement for ley navigation.

Major (Threshold 20-22):

1. **Unveil the Scar:** Reveal memory/trauma (willing/Bonded target). *Offering:* Item tied to memory.
2. **Red Exchange:** Permanently transfer ritual debt (requires “Strong Resonance” margin or better). *Offering:* Shared wound, silver thread.
3. **Skin of the Hollow:** Gain target’s skill (-2) for 1 scene (requires “Solid Success” margin or better). *Offering:* Token imbued with memory.

Forbidden (Threshold 26-28):

1. **Last Whisper of the Hollow:** Speak with Claimed soul (1 scene). *Offering:* Bone/hair of deceased, salt, blood. *Void:* +3 always on failure, +1 on weak success.
2. **Reverse the Oath:** Fundamentally break sacred contract/Bond. *Offering:* Original contract burned, blood drops. *Void:* +2 to +4 depending on severity and margin.
3. **Forge the Blade of Debt:** Bind soul-debt into item (+2 vs debtor). *Offering:* Debtor’s name burned with Void-ash. *Void:* +4 always on failure, +2 on weak success.

6.6. DC Guidelines & Difficulty Tags (Aeonisk Specific)

While YAGS provides general difficulty guidelines, Aeonisk often uses a more focused range and encourages tagging entries for easier reference.

Aeonisk DC Guidelines: - **DC 16 – Moderate:** Standard single-PC tasks in controlled settings (e.g., basic attunement, simple social interaction with a willing Bonded). Subdomain examples: `social_interaction_bonded`, `attunement_basic`. - **DC 18–20 – Challenging:** Hazardous tasks, actions under pressure, or complex single-PC rituals (e.g., piloting through minor turbulence, a standard Intimacy Ritual, resisting mild Void influence). Subdomain examples: `pilot_check_minor_hazard`, `intimidation_ritual_standard`,

`void_resistance_low`. - **DC 22–24 – Difficult:** High-stakes actions, tasks with heavy interference, or significant group rituals (e.g., complex data decryption under fire, a group ritual to repair a minor leyline fracture, navigating a contested slipstream jump). Subdomain examples: `data_decryption_contested`, `group_ritual_ley_repair_minor`, `pilot_check_slipstream_contested`. - **DC 26+ – Extreme:** Epic tasks, multi-stage operations, or rituals dealing with wild Void or profound metaphysical forces (e.g., severing a deeply ingrained Sovereign Nexus Bond, a large group ritual to close a Void breach, piloting through a collapsing Void tunnel). Subdomain examples: `bond_severance_major`, `group_ritual_void_closure`, `pilot_check_extreme_hazard`.

Difficulty Tags (Subdomains): Tag each significant action, item, or rule entry with a concise subdomain tag (e.g., `melee_attack`, `perception_check`, `data_decryption`, `lockdown`, `ritual_snare`, `pilot_check`, `drone_operation`). This helps in indexing, applying specific modifiers, and allows for more granular control by the GM. These tags should be descriptive and consistently applied.

7. Void & Soulcredit System (Detailed)

“Every act is a signature. Every signature leaves a mark.”

7.0. Hybrid Actions, Consumables, and Economy Updates

Skill + Skill Combos (Hybrid Actions): Instead of two separate rolls, allow a single roll using the primary Attribute × Skill. If a second skill logically assists the action, grant a +2 “Synergy” bonus to the roll. *E.g., Shrike Burst (Dex × Guns) + Ritual Tag (Attunement assisting) → Dex × Guns + d20 +2 Synergy Bonus.*

GM Litmus Test for Synergy bonus: If removing the helper skill makes the stunt nonsense, grant +2. The Synergy Bonus is also used for Group Ritual outcomes.

Consumable Resource Tracking: - **Spark Charges:** Every Spark-based weapon volley or EMP pulse consumes 1 Spark Charge. - **Attunement Kits:** Each complex ritual (e.g., group rites above DC 22 or any “Ritual Snare”) consumes 1 Attunement Kit or adds +1 Void to the ritual’s cost. - These resources should be tracked explicitly on character sheets. Running out should trigger “out of resources” complications (GM discretion).

Void & Soulcredit Economy Updates: - **Moderate Success Cost:** A Moderate Success on a significant roll (especially rituals or high-stakes actions) still carries a minor cost: the character must choose to either gain +1 Void or spend 1 relevant resource (e.g., a Spark Charge, an Attunement Kit, a minor offering). - **Critical Failure (Natural 1):** Always inflicts +2 Void. May also auto-break focus or a relevant item (GM discretion based on context). - **Excellent Success (Margin 20 on YAGS Degree of Success, or +10 to +14 / +15+ on Ritual Margin Table):** The character may convert a

potential Soulcredit reward from this success into -1 Void instead, reflecting perfect ritual economy or karmic balance.

7.1. Void Score (0-10)

Measures spiritual corruption, disconnection, and proximity to being Claimed.

Effects by Score:

Score	State	Passive Effects / Narrative Tone	Specific Mechanics
0-2	Clear	Grounded, fully functional.	None.
3-4	Disturbed	Dreams distort, rituals may feel slightly off, unease near sacredness.	Minor narrative fluctuations at GM discretion.
5-6	Afflicted	Void Environmental Disruption: Static in air, dream fragments leak, ritual color changes. Ambient instability.	GM applies narrative pressure, minor tech glitches, uneasy feelings in others. <i>No roll required.</i> Character feels like “walking corruption.”
7-8	Severed	Void Environmental Disruption: Leylines flicker, tech flickers erratically, Bonds shift to Dormant. Increased isolation.	Significant narrative instability. Bonds provide no mechanical benefits. Difficulty forming new connections.
9	Hollowed	Void Environmental Disruption: Sacred spaces reject you (passive harm/warding), even passive rituals misfire or twist.	Cannot benefit from sacred sites. Rituals highly prone to negative outcomes (GM applies penalties/tier shifts). Active spiritual repulsion.
10	Claimed	Void Environmental Disruption: Reality warps visibly around you. Claimed.	The Void acts through the character. Potential loss of agency (GM may seize narrative control).

Void Spike (New Rule): If a character gains **2 or more Void** from a single event (e.g., catastrophic ritual failure + skipping offering), they are **stunned**:

- **Combat:** Lose next turn.
- **Narrative:** Dazed, confused, vulnerable to spiritual intrusion or manipulation.

Gaining Void:

Action	Void +	Notes
Ritual without Offering	+1	Per ritual. May also worsen outcome margin.
Unethical Ritual/Intent	+1/+2	Per ritual, GM discretion based on severity.
Break True Will	+3	Per significant betrayal. Triggers narrative crisis & worsens relevant ritual margins.
Sacrifice a Bond for Power	+1	Per sacrifice.
Use Void-Forged Item/Weapon	+1-2	Per significant use (e.g., combat scene, major activation).
Channel/Bind Void Entity	+2 to +5	Based on entity power and ritual success/failure.
Perform Forbidden/Void Ritual	Varies	Based on ritual description and margin outcome. Often +2 to +4 on failure/backlash.
Break Sacred Oath/Contract	+1-3	Depending on solemnity and consequences.
Fail Ritual (Margin -5/-10)	+1 / +2	As per Margin Outcome Table.

Cleansing Void: Requires sacrifice or reconciliation.

Method	Void –	Notes
Cleansing Ritual at Ley Site	-1	Requires significant offering, successful Ritual roll (Solid Success margin or better).
Restore a Broken Bond (Genuine Reconciliation)	-1	Requires RP, possibly ritual. Both parties must agree.
Complete Quest Aligned with True Will	-1 to -2	Must involve significant personal cost/sacrifice. GM call.
Destroy Item Tied to Corruption	-1	Item must be significant source/symbol of Void gain. GM call.
Sacrifice Something Irreplaceable	-3	Truly significant: relic, core memory, power, relationship feature. One time.

7.2. Soulcredit (SC) (–10 to +10)

Measures spiritual reputation, integrity, and trustworthiness within the meta-physical economy.

Effects by Score (Optional Social Rules):

Score	Status	Social/Factional Effects
+6 to +10	Ritually Exalted	Trusted by sacred factions (Nexus), access to high-tier rituals/tech. Leaders.
+1 to +5	Clean / Reliable	Generally accepted, standard access.
0	Neutral / Unknown	Default starting state. No strong opinions either way.
-1 to -5	Flagged / Unreliable	Watched by auditors (ACG), limited access, social suspicion.
-6 to -9	Rejected / Debt-Marked	Excluded from sacred spaces/rituals, hunted by debt collectors, pariah status.
-10	Spiritually Bankrupt	Considered astrally toxic, null. May be targeted for cleansing/containment.

Gaining Soulcredit:

Action	SC +	Notes
Fulfill Ritual Contract/Oath	+1	Formal, witnessed agreements.
Aid Another's Ritual (with Offering)	+1	Must contribute meaningfully (energy, offering).
Public Ritual (aligned w/ Bond/Will)	+2	Must be witnessed, significant, and successful (Solid+ margin).
Cleanse Void Site/Person	+2-3	Based on severity of Void and risk involved.
Uphold Faction Tenets (at cost)	+1	e.g., Nexus upholding doctrine, ACG enforcing Debt Law fairly.
Ritual Success (Strong Resonance+)	+1	As per Margin Outcome Table benefit.

Losing Soulcredit:

Action	SC -	Notes
Break Ritual Contract/Oath/Bond	-2	Formal, witnessed agreements. Bond breaking also costs Void etc.
Ritual Failure due to Negligence	-1	If lack of preparation/respect caused failure (GM call).
Refuse/Default on Ritual Debt	-2	Especially if formally logged by ACG.
Betray Declared True Will	-3	Also costs Void.

Action	SC —	Notes
Actions Contradicting Faction Tenets	-1- 2	e.g., Nexus commodifying ritual, ACG forgiving debt without cause.

Soulcredit is often tracked passively by factions like the Sovereign Nexus and ACG. It can affect access, pricing, legal standing, and ritual permissions.

8. Bonds, Kinship & True Will (Detailed)

These systems form the core of character identity and relationships in Aeonisk.

8.1. Bonds

THE BOND – A PRIMER

“To act is to bind. To bind is to become.”

In Aeonisk, a Bond is a metaphysical contract — spiritual, social, magical, and legal all at once. It is the only stable unit of identity. Names fade. Titles rot. But Bonds persist in the soulcredit ledger of the world.

Core Traits: - **Mutual:** Bonds require recognition. You cannot Bond alone. - **Weighted:** Every Bond accrues consequence — obligation, transformation, value. - **Visible:** Some Bonds manifest physically (ritual scarring, resonance threads, aura tethers). - **Ritually Bound:** Most Bonds are created, amended, or severed through formal rites, recorded in the Codex.

Mechanics Recap:

- Max 3 (Freeborn: 1).
- Formed via in-game ritual/oath.
- +2 Rituals together.
- +1 Soak defending Bonded.
- Sacrifice: +5 to Willpower roll (once/session), +1 Void, +1 Soul Debt, -1 Emp (scene).
- **Void 7:** Bonds become Dormant (provide no mechanical benefits).

Bond Types (Formal & Informal Examples):

Type	Description	Common Consequences
Kinship Bond	Ancestral, chosen, or ritualized family connection	Access benefits, reputation leverage, obligation to help
Ascendancy Bond	Subordination to a superior Will (e.g., mentor, House, Ring)	Amplified power, loss of autonomy

Type	Description	Common Consequences
Debt Bond	Owed spiritual or material obligation	Soulcredit drain, ritual marking
Voidward Bond	Alignment with nullity, taboo forces	Isolation, unpredictable metaphysical effects
Passion Bond	Intense emotional or creative entanglement	Unstable resonance, feedback loops
Faction Bond	Allegiance to an institution, technocrat, or collective Will	Legal protection, behavioral constraints

Bond Status: Active / Dormant (strained or high Void, no bonuses) / Severed / Void-Locked (Void = 10, potentially corrupted).

8.2. Kinship

KINSHIP – A SACRED STRUCTURE

“Blood is an echo. Kinship is the structure we build to hear it.”

Kinship in Aeonisk is not merely genetic. It is a ritual architecture, maintained through oaths, memory, and the Dream Ring’s ancestral matrices. Every House, Lineage, or bonded group configures its own version of kinship — often inspired by, but not bound to, old fleshlines.

Kinship Structures (Variants): - **Bloodline Houses** – Biological descent prioritized; fleshcraft used to maintain continuity - **Mnemonic Families** – Shared memory, not blood, defines lineage; members carry ritual echoes of ancestors - **Ritual Pods** – Built through seasonal bonding rites; dissolve and reconfigure based on astral timing - **Sovereign Families** – Nexus-aligned dynasties with fully indexed soulcredit trees; operate as corporate-states - **Fracture Kin** – Forbidden forms; built on loss, defection, or untraceable oaths

Responsibilities of Kin: - Provide mutual aid and support when called upon - Enact ancestral rituals across thresholds (birth, death, Bond severing) - Shelter each other ritually and physically during Void intrusions - Intercede in dreamspace if kin is corrupted or recursion-locked - Maintain the House Archive (if sanctioned)

8.3. Bonding Rites

BONDING RITES – THE MOMENT OF ALIGNMENT

Every Bond must be witnessed — by people, ancestors, machines, or gods. The rite itself is often more important than the relationship it formalizes.

Examples: - **The Spiral Vow:** Spoken around a convergence glyph; binds two or more souls to a shared project or intent. Often permanent. - **The Red**

Thread Tether: Wound through flesh or symbol to signify kin-duty. Cut only in extreme soul-debt forgiveness. - **Voidcall Sealing:** Used to bond with null forces, often at personal cost. Rarely reversible. - **Debtbinding:** Codex-sanctioned ritual that marks the debtor's resonance; repayment must include material and spiritual restitution.

8.4. The Bond Matrix (Party Creation Tool)

The Bond Matrix helps visualize party relationships using the formal bond types. During character creation, players can map their connections:

	Kaelia	Sorin	Nyx	Wren
Kaelia	-	Kinship	Debt	None
Sorin	Kinship	-	Passion	Faction
Nyx	Debt	Passion	-	Voidward
Wren	None	Faction	Voidward	-

Bond Types in Party Context:

- **Kinship:** Family (blood or chosen). “We’re siblings,” “She raised me,” “We’re from the same ritual pod”
- **Ascendancy:** One serves/learns from the other. “He’s my mentor,” “I’m her bodyguard,” “They own my contract”
- **Debt:** Deep obligation. “She saved my life,” “I destroyed something precious to him,” “They know my darkest secret”
- **Voidward:** Shared trauma or corruption. “We survived the same Void breach,” “That artifact marked us both,” “We hear the same whispers”
- **Passion:** Intense emotion. “We’re lovers,” “I cannot forgive what they did,” “Their art consumes me”
- **Faction:** Institutional connection. “We’re in the same unit,” “The ACG assigned us,” “Our cell infiltrated together”

None means no formal bond exists (yet). These spaces often fill during play.

Remember: Bonds must be mutual but not always positive. A Debt bond might mean gratitude from one side and resentment from the other.

8.5. True Will

Your soul’s sacred trajectory. A metaphysical path, not a simple goal.

Mechanics Recap:

- Starts undefined. Declared during play.
- **Alignment:** Acting *in* alignment grants +1 to *all* Willpower-based rolls.
-

Betrayal: Acting *against* declared True Will incurs +3 Void and triggers a narrative/spiritual crisis (GM discretion).

- **Ritual Conflict:** Performing a ritual that *directly contradicts* your declared True Will worsens the margin result by one tier (e.g., a “Solid Success” becomes a “Weak Success”, a “Failed + Backlash” becomes “Catastrophic Fumble”). This is in addition to the Void gain.

Discovering True Will: Can happen through visions, extreme stress, moments of clarity, fulfilling a deep need, or guidance from mentors/entities. It should feel like a revelation. It often aligns with or conflicts with Factional dogma or Bond obligations, creating story tension.

9. Technology & Equipment

Aeonisk tech is ritually encoded, interacting with Will, Bond, Void, and Soulcredit.

9.1. Core Principle: Will Drives Technology

(Unchanged from v1.1.0, but Void Interference reflects new rules)

- **True Will Resonance:** Tech aligned with True Will performs better. Using tech *against* True Will causes glitches, increased Void risk.
- **Soulcredit Gating:** High-end tech may require SC authentication. Low SC can cause jams, lockouts. High SC may unlock features.
- **Ritual-Tethered Systems:** Complex tech may require ritual interfacing, Bonded pilots, offerings.
- **Void Interference:** At Void 5, the **Void Environmental Disruption** (Sec 7.1) can cause tech to glitch, jam, hallucinate targets, invert function, or become susceptible to spiritual corruption/possession based on the severity of the Void score and narrative context.

9.2. Weapon Classes

Bonded, Glyph-Encoded, Void-Infused (+1 Void on use), Spirit-Weave, Contractual.

Example Techno-Weapons: Mnemonic Blade, Shrike Cannon, Ash Pulse Pike (+2 Void on crit), Compact Drone Halo, Debtbreaker Sidearm.

9.3. Aeonisk Currency System (Detailed)

“You don’t trade money. You transfer charged energy.”

Core Principles No abstract “coins” or “notes.” Every transaction moves elemental charge stored in **talismans**. Spending siphons energy **to** the recipient or ritual, not **from** the item itself. Empty talismans can be **recharged** at leylines or **sacrificed** in a ritual to permanently release their remaining potential.

The Six Currency Types

Talisman	Element	Meaning	Common Uses
Grain	Earth	Stability, structure, grounding	Trade goods, housing, crafting, defensive wards
Drip	Water	Emotion, secrecy, flow, healing	Safe passage, information brokering, healing rites
Spark	Fire	Action, force, urgency, will	Combat power, machinery, offense rituals
Breath	Air	Thought, communication, change	Messaging services, performance rites, insight divination
Hollow	Void	Corruption, erasure, nullity	Forbidden. Black-market energy, dark Void rituals
Seed	None	Raw potential, unaligned will	Untradeable. Must be ritually attuned to become a standard talisman

GM Tip—Local Rates: Typical markets peg 1 Spark = 2–5 Drips per session; high-security hubs (e.g., Aeonisk Prime) slide it closer to 1 Spark = 3 Drips, while frontier bazaars might only honor 1 Spark = 2 Drips.

Talisman Sizes & Capacity

Size	Capacity Range	Physical Form
Single	1 unit	Coin-like shard or pebble
Band	10–99	Ring, bracelet, simple bar
Sigil	100–999	Engraved medallion or disk
Core	1,000–9,999	Crystal orb or power cell
Vault	10,000+	Sealed reliquary or device

Hollows & Seeds

- **Hollows:** When an **attuned Seed** degrades or is forcibly torn open, it becomes a Hollow Shard. Possession or use **raises your Void Score** (typically +1 per shard). Hollows are outlawed in Nexus jurisdictions and trafficked by Tempest syndicates; they may **corrupt** nearby talismans if stored together.
 - **Seeds:** Freshly harvested from leyline growths, Raw Seeds contain unshaped elemental potential. They **cannot** be traded or used until **attuned** via a ritual that includes a vow, a proper offering (often a smaller talisman sacrifice), and a consecration rite. **Failed attunements** risk producing a Hollow Echo—an unstable fragment that counts as both Seed and Hollow.
-

Quick Notes

- **No fixed “exchange rate”:** All talismans trade energy → energy, but local markets set rates dynamically.
- **Attunement required:** Only attuned Seeds (Spark, Drip, Grain, Breath) function as stable currency.
- **Raw vs Hollow:** Raw Seeds must be attuned before use; unattended, they degrade into Hollows (black-market energy, high risk).
- **GM fiat:** Feel free to re flavor or adjust relative scarcity per node or story beats—the toolkit above simply lets everyone speak the same “currency language.”

Soulcredit Interaction High-value exchanges—access to elite markets, prestigious spell-forges, or faction-run infrastructure—often demand a **minimum Soulcredit** score. Equally, overtly exploitative trades (bribes, coercion of spirits) carry the risk of **Soulcredit loss**, as word of unethical dealings spreads through astral and social channels.

10. Factions & Culture

Power aligns with philosophy, not geography.

(See Appendix 1 for full Faction details, including Tenets and Mechanical Notes)

- **Sovereign Nexus:** Theocratic matriarchy. Order, ritual, hierarchy. Regulates magick, cleanses Void.
- **Astral Commerce Group (ACG):** Financial entity. Tracks/brokers Soulcredit, contracts, ritual debt. Law is literal.

- **Pantheon Security:** Privatized tactical force. Loyalty, procedure. Militarized ritual, Void containment.
- **Aether Dynamics:** Ecological-spiritual balance. Leylines, harmony, symbiosis. Fluid ritual, attuned tech.
- **Arcane Genetics:** Biotech/ritual fusion. Evolution, coded spirituality. Fleshcrafting, programmable purity.
- **Tempest Industries:** Subversive syndicate. Stolen tech, forbidden ritual, Void tools. Power through control.
- **Fractal Praxis:** Technomantic R&D. Astral computation, codified Will. Writing recursive prayers.
- **House of Vox:** Media-fueled ritual influence. Mass ritual branding, echo-shaping. Silence is still a signal.
- **Freeborn / Unbound:** Outside faction structure. Rare, mistrusted/feared. Scarce Bonds, truth over power.

11. World Lore

11.1. History Synopsis

Aeonisk's dominant species evolved from bonobo ancestors, retaining some emphasis on intimacy but developing complex, matriarchal societies. They harnessed technology, underwent an Age of Enlightenment, and eventually unified under the matriarch Aurora (~1500 years ago) who formed the **Sovereign Nexus** to ensure peace through centralized authority and technological/astral advancement. Interstellar travel led to colonization (Arcadia, Elysium, Nimbus). The Nexus maintains stability but faces whispers of dissent and hidden agendas.

11.2. The Aeons

Metaphysical currents shaping reality, not just time periods.

- **Aeon of Osiris (First Sovereignty, ~6000-1200 BR):** Age of Towers. Defined Will through form, structure, pattern, naming. Key Tech: Celestial harmonics, ritual metalwork, codified lineage. Events: Treaty of Ten Provinces, Project of Names, Harmonium War. *Outsiders:* Siblings of the Black Horizon (embraced Void).
- **Aeon of Isis (Aeon of Weaving, ~1200 BR - 0 BR):** Root Aeon. Focused on connection, continuity, intuition, remembrance. Matriarchal, recursive. Law was sung. Key Tech: Fleshcrafting, astral convergence, memory-weaving. Structure: Covenant Rings (Kinship, Dream, Descent). Events: Rites of Recovery, Founding of Rings, Subduction Wars, Spiral Reconciliation.
- **Aeon of Horus (Sovereign Aeon, 0 AR - Present ~683 AR):** Present Aeon. Awakening of individual sovereignty, codified consequence, metaphysical economy (Soulcredit). Will as Law, Choice as Sacrament, Debt as Reflection. Key Tech: Soulcredit economy, ritual AI arbitration,

biotech under oath, astral infrastructure. *Periods:* Early (Nexus rises, SC quantified), Middle (Fracture Cults, Ritual Standardization Act, Eye of Breach AI), Late (Bond status key, Void Accord Crisis, prophecy returns).

11.3. Liturgical Calendar (Abbreviated)

- **High Rites:** Equinoxes/Solstices (Breath, Flame, Grain, Drip) - Public rituals.
- **Feasts of Passage:** Life (birth/naming), Fire (male puberty), Water (female puberty), Death.
- **Civic Festivals:** Ledger Day (ACG), Bondlight (Nexus), Ash Resonance (Aether), Maskfire (Pantheon/Freeborn), Seedmoon (Wild).

(See Appendix 3 for full Calendar details).

11.4. Daily Life & Culture

Life is stratified by Faction and Soulcredit. Ritual is part of infrastructure (ley-line regulators). Currency is tangible energy. Bonds strain and mend. Void is a present danger. Celebrations range from sanctioned Ritual Raves to underground Void Parties and domestic Bond-Nights. Intoxicants are elemental and symbolic (Breathwine, Spark Dust, Dripmist, Void Nectar). Kinship is ritualized, not just genetic.

12. GM Toolkit

12.1. Ritual Fallout and Void Intrusion

Mechanics for both are fully resolved via the Margin Outcome Table in §6.1. For all narrative hooks and evocative description, refer to §6.2 “Ritual Outcome Consequences.”

12.2. Contract Hooks & Debt Encounters

- **Hooks:** Lost Ledger, Echo Clause, Debt Transfer.
- **Encounters:** The Auditor, The Bonebird, The Void Broker.

12.3. Bond Conflict Mechanics

- **Triggers:** Acting against Bond, Void 7, secret sacrifice, ritual failure backlash.
- **Resolution:** Prompt RP scene. Unresolved = Bond becomes Dormant.

12.4. Mission Generator (Roll 1d6 Twice)

d6	Goal	d6	Twist
1	Sever a cursed/Voided Bond	1	Target is Bonded to a PC

d6	Goal	d6	Twist
2	Recover a stolen Primary Ritual Item	2	Ritual must occur during dangerous ley pulse/storm
3	Enforce/Break a spiritually binding contract (ACG/Nexus)	3	Rival Faction interferes with contradictory goals
4	Cleanse a Void-corrupted ley site/person	4	Void entity offers aid... for a price
5	Smuggle a Void-afflicted oracle/relic out of Faction control	5	The sacred site/relic is sentient and resists
6	Protect/Guide someone whose True Will is awakening	6	Success directly conflicts with a PC's declared True Will

Appendix 1: Faction Details

- **Sovereign Nexus:** (+1 Wil/Int). Indoctrinated (+2 vs ritual disruption). Govern via ritual, hierarchy. Bonds registered. Magick regulated.
- **Astral Commerce Group (ACG):** (+1 Int/Emp). Contract-Bound (+1 SC or favor owed *to* PC). Debt is structure. SC is value. Contracts litigated.
- **Pantheon Security:** (+1 Str/Agi). Tactical Protocol (Auto-win 1 initiative/day). Honor=function. Militarized ritual. Oath-enforcing suppression squads.
- **Aether Dynamics:** (+1 Emp/Per). Ley Sense (Sense lines). Harmony=health. Fluid ritual. Tech attuned.
- **Arcane Genetics:** (+1 Hea/Dex). Bio-Stabilized (+2 vs bio-Void/mutation). Ritual embodied/coded. Bonds enhanced.
- **Tempest Industries:** (+1 Dex/Per). Disruptor (+2 sabotage rituals/tech). Subversive. Rituals hacked. Bonds strategic/expendable.
- **Fractal Praxis:** (+1 Int/Wil). Signal Synthesis (+2 to technomantic rituals/astrol computation). Technomantic R&D. Codified Will. Recursive prayers.
- **House of Vox:** (+1 Emp/Per). Echo Conditioning (+2 to mass influence rituals/media manipulation). Media-fueled ritual influence. Echo-shaping.
- **Freeborn / Unbound:** (+1 Any Three). Wild Will (1 Bond max). Outside structure. Bonds sacred/scarce. Void understood.

Appendix 2: Ritual Library & Card Template

(Use the 12 rituals listed in Section 6.5 as a starting point to create your own)

Ritual Card Template:

RITUAL NAME: _____

TIER: Minor Standard Major Forbidden

THRESHOLD: ____

RITUAL EFFECT (Describe effect at Solid Success [+5 margin]):

OFFERING REQUIRED:

MARGIN OUTCOMES (Brief summary, refer to core rules):

- * -10+: Catastrophe (+2 Void, Fallout)
- * -5/-9: Fail + Backlash (+1 Void, Strain)
- * -1/-4: Fail (Fatigue/Confuse)
- * 0/+4: Weak Success (Side effects/Reduced)
- * +5/+9: Solid Success (Full effect)
- * +10/+14: Strong Resonance (Minor benefit)
- * +15+: Breakthrough (Exceptional)

VOID RISK (Base): None +1 +2 (Forbidden usually higher)

BOND REQUIRED? Yes Optional No

FACTION VARIANTS / NOTES:

Appendix 3: Glossary of Aeonic Terminology

- **Abyss:** The existential gulf between the formed self and ultimate Will.
- **Aeon:** Metaphysical current shaping reality. Not time, but awakening.
- **AR/BR:** After/Before Reconciliation (Year 0). Standard time notation.
- **Bond:** Formal metaphysical alignment/contract. Real and binding.
- **Codex Nexum:** Governing legal-mnemonic text of the Nexus.
- **Covenant Rings:** Isis Aeon structure (Kinship, Dream, Descent).
- **Cycle:** A period of 7 days, a week.
- **Eye of Breach:** Unsanctioned AI that mirrors the Codex Nexum. Active on Nimbus and Hollow Vector.
- **Hollow:** An emptied shell—Bond or Seed drained of intent, now unstable energy.
- **Fleshcrafting:** Ritual-biological art of reshaping form via lineage/memory.
- **Freeborn:** Person outside of factions, unbound.
- **Ritual Consequence:** All action generates metaphysical reaction. Outcome now determined by margin of success/failure.
- **Soulcredit:** Spiritual economy of Horus Aeon. Tracks debt/merit.

Real/enforced.

- **Sovereign Nexus:** Dominant Horus Aeon technocratic/spiritual infrastructure.
- **True Will:** Soul's sacred trajectory. Alignment empowers, betrayal corrupts (+3 Void, worsens conflicting ritual margins).
- **Veil:** Membrane between mundane reality and the Astral. Crossing = projection, scrying, trance.
- **Void:** A tracked score (0–10) reflecting spiritual disconnection. Now passively warps reality around you at 5+. Gaining 2+ Void at once causes a Void Spike.
- **Void Spike:** A stun/daze condition triggered when 2+ Void is gained from a single event. Causes loss of next turn (combat) or vulnerability (narrative).
- **Raw Seed:** An unstable, unaligned Seed. Degrades in 7 cycles. Using a Raw Seed directly in gear or for potent effects without proper ritual attunement incurs +1 Void.
- **Attuned Seed:** A Raw Seed that has undergone a ritual attunement process, aligning it to a specific elemental aspect (e.g., Spark, Drip, Breath, Grain). Elementally Attuned Seeds are stable and required for certain specialized gear and advanced talismans. The process of attunement transforms the Seed's nature from raw/unstable to elementally aligned/stable.

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Yet Another Game System

By Samuel Penn (sam@glendale.org.uk) and Aeonisk customization completed by Three Rivers AI Nexus.

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