**The Arcane Engine**

**Core Rulebook**

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This Game is inspired by:

*Dungeons and Dragons*, by Wizards of the Coast

*The Burning Wheel*, by Luke Crane

*Arcanum: Of Steamworks and Magick Obscura*, by Troika Games and Sierra Entertainment

*Iron Kingdoms*, by Privateer Press

*Victoriana*, by Walter Ciechanowski

*X-COM*, by Mythos Games, MicroProse, and Firaxis Games

The Works of H.G. Wells, Jules Verne, Arthur C. Clarke, J.R.R Tolkien, Cherie Priest, Richard Harland, Hiromu Arakawa, and many more authors who have contributed to the steampunk, dieselpunk, science fiction, fantasy, and science fantasy genres.

*“When a distinguished but elderly scientist states that something is possible, he is almost certainly right. When he states that something is impossible, he is very probably wrong.”*

*“The only way of discovering the limits of the possible is to venture a little way past them into the impossible.”*

*“Any sufficiently advanced technology is indistinguishable from magic”.*

* The Three Laws of Arthur C. Clarke

**Introduction**

This is the Arcane Engine, a tabletop roleplaying game set in the tumultuous industrial revolution, a time of great innovation and social upheaval, where fantasy and science fiction blend together.

The Arcane Engine is a game of imagination, through which you craft adventures by taking on the role of a character. You are a hero or a villain, a powerful magician, a brilliant technologist, an ultra-skilled warrior. Whatever you wish to be, you are destined for greatness. The world awaits your brilliance, so go forth!

The game itself is a science-fiction, fantasy game limited only by your imagination. There are no computer controlled programs to run, no world boundaries on pre-made map models, no doors that cannot be opened, no boxes that cannot be smashed, no person that will not speak, no limit that cannot be reached. You and your friends merely get around a table, take your characters, your keys to the world, and play the game as if you were in it yourselves. Players are heavily encouraged to get into characters as much as possible, if only to enrich the experience for everyone playing.

There is however, some method to this reality. Like nearly all tabletop games, there are players, and a game referee, or Game Master (GM). The GM is a single person, who takes on the arduous job of managing the world, the monsters, the non-player characters (NPC’s), the story, and all other facets that facilitate a space with which Players can interact. The Players Themselves merely control a single, special, character within the world set up by the Game Master. Think of the GM and Players as two parts to a book, with the GM being the writer, and the Players being the main characters. The key difference being that the main characters of the story are acting of their own accord, and the GM merely has control over everything else.

This Core Rulebook contains all necessary information for designing and playing a game of The Arcane Engine. From beginning the design of a character, figuring out their stats and skills, giving them life and depth, and entering them into the world. the core rulebook also contains a couple of quick encounters with which players and GM’s can get a feel for the game, a small list of possible monsters and enemies, a complete list of currently created magic spells, specialist classes, and technological items, and a section of good GM tactics and helpful hints for running a game.

**Playing the Game**

This game is a game of tactics, strategy, roleplaying, acting, and storytelling. It is most recommended to use a grid and miniatures, as these aid in the description of a setting and especially in the tactics of play. These miniatures represent your characters, and they can be anything, from a 3-D printed model you made with detail down to the buckle on her belt, a square cutout with a name on it, or a marble that had an interesting color. These are hardly necessary though, and many players always opt to not use one, instead playing in a “theater of the mind” which allows for quicker gameplay and a more cinematic experience.

As a character you will face tasks. This is a loose term to describe situations which you must overcome. To simulate the often unseen circumstances of real life that many cannot track but dictate how any task will resolve, this game uses dice. The Core Mechanic of this game is to roll a 20 sided die (d20) whenever you are faced with a task and must take action. Your roll on the die is added to whatever modifiers that exist, such as your skill at the task, and compared against a number called a Target. This target number represents how difficult the task is, the higher the number, the more difficult the task. Depending upon how close you come to the number, under or over, shows how well you succeed, or how badly you fail at the task.

This system is designed to only need a single die, a single d20 to roll for all things. There are no other dice needed for anyone except the GM, who needs only 2 6-sided die. Other things will be needed will be this ruleset, a character sheet provided in the book, and scrap paper. The use of a battle grid and miniatures is optional.

Remember, this system is a game of imagination. There is no limit to what your characters can do. Describe what you want to do, and talk to the GM about whether what you wish is possible, and what happens because of it. Your character has a plethora of numbers: attributes, skills, abilities, and knowledge fields, to figure out if and how they can do something. These are rolled using the core mechanic to accomplish tasks in the world.

This Core Rulebook should be used to create and manage characters, create and manage worlds, and give ideas and tools to craft stories. This core rulebook does not contain and exhaustive list of possible plot points and does not set hard rules about abilities. You are free to ignore or expand upon parts of this book at your leisure to suit your game.

**Character Creation Rundown**

Develop a character concept

This is simple, just sit down and figure out who you want to be.

Choose a Race

This may not even come up in your campaign, but there are races provided in this book. They all have different boosts and deficiencies. Choose one that you like the most, some are better at certain things, but none are banned from doing whatever they wish. Each race only slightly modifies the gameplay at the beginning, and it is through experience and play that you make your character into who you want.

Choose Background and Talents

These will be better explained later in the book, but backgrounds and talents give boosts to your skills and attributes. From there you can develop your characters history, justifying why he/she has these natural aptitudes. Talk to your GM about all of this.

Choose a Profession

Upon creation, each character is given 5 attribute/class points, to spend on attributes, and technology/magic/specialist ability class, and 20 points to spend on skills. These represent your chosen life path taken in adulthood.

Goals, Habits, and Facets

These are the life goals of your character, things that they are naturally inclined to do, and features of their person. More will be explained later on, but these are important to develop a good playable character, and are meant to encourage roleplaying.

**The Body**

Core Mechanics

**Core Mechanic**

As was stated before in the introduction, but not completely elaborated upon or justified, the core mechanic of The Arcane Engine is a d20 based rolling system. You simply roll a d20 and add all relevant modifiers, ranging from skill to possible scenario bonuses against a target number. This target number represents how difficult the task being done is. This system differs from the traditional d20 system however in one way: thresholds. The binary pass/fail dichotomy of the normal d20 system where you simply attempt to beat a target number is a little too intense, and none too satisfying. Instead this game utilizes thresholds for all things, and GM’s are encouraged to come up with ways that players can partially fail or partially succeed at tasks without outright saying the player failed. The closer you come to the target number, within specific ranges, dictates how well the task was completed. Generally falling below the number means you completed the task unsatisfactorily, such as dealing less than optimal damage in an attack, or making it only most of the distance across a pit, meaning you narrowly grabbed the opposite ledge. Likewise, falling above the number allows you greater modes of success. From dealing bonus damage in an attack, to perhaps jumping so swiftly you avoided the gaseous burst coming from inside the pit that you didn’t know about.

**Game Flow**

A necessary statistic to keep in mind as a GM and as a player is how well the game is flowing, how quickly and smoothly gameplay happens. Spending twenty minutes on a single boring interaction, largely ignoring other players slows down the game, as does making 17 different rolls for a single strike in combat. It is up to both the GM and the players to keep the game flowing smoothly, as humans easily get bored and lose interest in a game without a smooth flow. Of course game flow is separate for everyone, some like a faster game, some like a slower game, but knowing what you want and what everyone else wants, whether a player or GM, is important.

**Tasks and Their Importance**

Tasks are a simple way to just name something that must be done. But why are they in the game? In real life, when someone goes to do something, and it doesn’t matter what, they are not operating in a vacuum. There are innumerable, incalculable factors that go into a task going smoothly or very wrong. Simply picking up a heavy box can go wrong by a slight shift of weight, or a jump can go wrong if there happens to be a small rock to slip on, taking away most of the pushing power. This randomness in real life is represented by dice in the game world, seeing as how it would be completely ridiculous and unreasonable to think that the GM could simulate all that, they have a hard enough job. At its heart, tasks are there for characters to have something to do, and a way for there to be some intrigue and randomness in the game world. If everything happened according to narrative agreement, then the game would not be a game, it would be a book. There are multiple types of tasks, and each entails a different variation of rolling.

Standard

Standard tasks are ones that you simply roll against a target, and compare your roll to the number ranges to see how well you did. Breaking open a lock, jumping a pit, climbing a wall; these tasks are short, they don’t change as you go through the process, and they aren’t actively trying to stop your progress.

Opposed

A lot of times in The Arcane Engine however, you will find that there are other thinking, active agents in the world who are deliberately attempting to make you fail at your task. Whether this simply be attacking another individual, or rewiring some machine while another is trying to smash the controls from behind you. These are often made vs the other person. There is no set target. Whoever rolls higher than the other usually completes their task better and if the rolls are very far apart the winner can completely overwhelm the loser.

Continuous/Linked

Continuous or linked rolls are two names for almost the same thing. This more or less means that you may have to roll multiple times to complete a task. Sneaking into a military base might require 2 or 3 stealth rolls as opposed to one. GM’s are encouraged to be loose with continuous rolls however. Players have to roll a lot, and making a person roll for every guard, every light, every sound, every step, and every stray tumbleweed to merely sneak past a bandit camp is not fun.

Linked rolls are for tasks that include multiple steps and multiple different skills. You roll multiple times, but not for the same thing. Perhaps this same sneaking scenario includes stealth, a sharp climb, and lock picking. Failing any one of these affects the other two, and could blow it all up in your face. Linked rolls often include the stipulation that failing or succeeding extraordinarily at any one task makes the others harder or easier.

Conjoined

A synonym of linked no doubt, but different in its application. Conjoined rolls refer to rolls made by two or more different characters that affect each other. A person making a climb check to get over a cliff while his buddy helps him up with a strength check is a conjoined roll. If either fails, the job becomes harder for the other. Likewise if one succeeds very well, the job is much easier for the other.

**Success and Failure**

There is no success and failure within the strictest sense. There are degrees of success and degrees of failure, but an abject failure is very rare, as even in complete disaster, something is often taken away. The world is not black and white, and succeeding at something very well is good, but it doesn’t mean that you might not fail later at something else. On many occasions players make a good stealth check into a building, but fail very badly at backstabbing a target, leaving them with a corpse and a building wide alarm.

Players are encouraged to be creative in the tasks they undertake, as they often have the best results. GM’s are encouraged to be creative in their descriptions and effects of partial success or failure. Something going completely wrong halts the game. So bring a glimmer of hope to each failure, and danger to each success, this is called ‘failing forward’.

For GM’s, opposed rolls often fail forward by their nature, but for standard rolls against a simple target, it is important that there not be a binary outcome to the roll. Rolls should have a target, but the character falling below the target does not mean that they simply fail. Provided is a table with common rolls in comparison to the target, and the outcome of those rolls.

|  |  |
| --- | --- |
| Difference to Target | Effect |
| 10 or More Below Target | The task is failed completely and possibly injures the character doing it |
| 5 to 9 Below Target | The task is barely completed in a roughshod manner and is severely tardy |
| 1 to 4 Below Target | The task is completed, but it takes longer than expected |
| Hit Target Exactly | Complete the task exactly as the player described, with no added benefits or hindrances |
| 1 to 4 Above Target | Complete the task with efficiency, possibly in a little less time than necessary |
| 5 to 9 Above Target | Complete the task with elegant efficiency, in less time and in better condition than expected |
| 10 or More Above Target | The task is completed in record time and with legendary quality |

E.g. A character attempts to pick a lock to escape from the guards chasing them. The target is set at 22 because the lock is sturdy and quite complex. The character has a Lockpick skill of 8, so this lock will be tough. The player rolls a 9, which is a total of 17. This does not meet the target number, but falls 5 below the target. Thus the character unlocks the lock, but he breaks his pick doing so, the guards advance, and his allies possibly must complete a round of combat, without the lock pickers’ help, before the lock is open.

**What to Roll?**

The question then always becomes, what do I roll for what I’m doing? This is a question that must be answered on a case by case basis, but The Arcane Engine provides a multitude of different attributes and skills to hopefully cover most situations the player might find themselves in.

For feats of strength and physical prowess roll Strength, but for breaking and entering, perhaps Stealth and Lockpick would be better. It is ultimately up the GM to decide what to roll.

**Roleplaying**

Roleplaying is a loose definition that means more or less taking up the life and personality of your character in a meaningful way. You act in character, you only consider information relevant if your character would know it. You do things that though you may know to be wrong or ill-advised, your character does not. This is encouraged and mechanically reinforced through the use of Goals, Habits, and Facets which award experience through their expeditious use.

Roleplaying is something that the GM and players need to talk about before they even sit down to play. If a campaign is supposed to be serious, and the GM does not prefer to have a lot of Out-of-Character discussion so as to facilitate better roleplaying, the players need to be ok with that. In addition, it is necessary for the players to let their GM know if they feel uncomfortable talking in a thick Scottish accent even if their character is Scotland born-and-raised.

Roleplaying is however, essential, to any RPG. They are called Roleplaying Games for a reason. It is more difficult to have a meaningful experience if everyone acts as if they were omniscient beings who can see the strands of fate (the dice) and actively break the fourth wall all the time. The level of roleplaying for each game is up to the people playing it.

**Time**

Finally, time is of the essence, both in and out of game. It is essential that out of game, players and GM’s manage time accordingly to get the most out of each game session. In game it is essential to roleplaying to know how long things take and that the passage of time is a real concern for living people, and so should it be for characters in an RPG.

**The Fuel**

Player Characters and Elements of Character

**What is a character?**

A character is a person that exists within the game world for the purpose of a player to play them. A player’s key, their portal into the world, is their character, and it is the one true thing that the player has control over. Characters are simply people within the game world, and they should act and be treated as such.

To a GM, the characters are paramount insofar as they are the stories’ protagonists. The GM is never to make the story not about the main characters, and though the main characters face hardship, they might be outmatched constantly, and they may not be the great hero of all time, they are the main characters. Their hardships and struggles are the main focus of the campaign, solely for the fact that the other players at the table are controlling these characters. In addition, it is imperative that the GM allow players sole agency over their character (with some exceptions), lest the players lose control of the only thing they have. It is important to players to be able to dictate their characters actions and thoughts, the GM has control over everything else in the world! So be satisfied with that, because once this boundary has been breached, the game does not become much of a game, it becomes story-time with the GM.

**What makes a character?**

A good question indeed, what makes a character a character? Is it their looks? Their personality? Their actions in the world? Well, for narrative sake, it is them, their presence. For mechanics sake, it is their character sheet. A character does not exist as a PC without a character sheet, and vice-versa, if a character sheet is made, that character can be a PC. They only need a player to take control.

For a more concrete definition, it could be said that a character is defined by what is on their character sheet, which is supposed to be a direct-but-symbolic translation of their physical and mental being into numbers and words. Their attributes define their physical and mental faculties as raw power and unharnessed energy, their skills show this being put into practical use, and define their proficiency at doing things in the world, and their abilities translate their specialness and extraordinary capabilities into a tangible asset that can be used in the game world. Their equipment represents all the stuff they should have on them, their knowledge fields represent their mental store of information, and their Goals, Habits, and Facets, reduce a complex personality into an easily digestible format for the players and the GM to understand. A person in real life is infinitely complex, but that isn’t possible to do in the game world is it? Until humanity can recreate a human mind, and we as a species completely understand what it means to be a human and know all facets of our personality, a character sheet will have to do. So let’s explore what will be on this character sheet shall we? (The character sheet itself will be provided in printable format at the end of the book)

**Attributes**

There are seven attributes to describe a characters raw physical and mental acumen and prowess: Strength, Dexterity, Constitution, Intelligence, Willpower, Perception, and Charisma.

Strength (STR)

Strength is a measure of your characters muscle and physical power and prowess. This attribute is important for any character that wishes to focus in melee combat, but also serves important roles for other characters. Strength limits the amount of weight your character can carry, among other things.

Any creature that has the ability to physically move things or manipulate objects has at least one point in strength, much the same, any creature with any kind of musculature structure has strength. A creature that doesn’t have strength may be one that is incorporeal or one that is completely non-motile.

You apply your STR in the following ways:

* Add half your STR to your Damage and Physical Resistance (PR) & (DR)
* Add half your total STR to your 1-handed melee weapon damage
* Add your total STR to your 2-handed melee weapon damage
* For most weapons, you must pass a minimum STR requirement
* Roll STR checks to lift things or push on things

**1-3:** Regularly pinned down by your housecat

**4-6:** Average Joe Schmoe

**7-10:** Gym monkey

**11-14:** Upright gorilla

**16-18:** Bends steel as a warm-up

**19-20:** Bench Presses Cars

Dexterity (DEX)

Dexterity is the main attribute to determine the coordination and agility of characters. It is directly a measure not only of how deft the character is with their appendages, but their ability to contort themselves, and their ability to move quickly. This attribute measures a lot of combat skills, and is vital to any character that wishes to engage in combat.

Any creature that can move at all, or can manipulate its body in any way has at least one point in dexterity. Creatures that can contort their bodies in any way, even if rooted to the ground, have dexterity. A creature that doesn’t have dexterity would be something that is completely non-motile, such as a tree.

You apply your DEX in the following ways:

* DEX controls the most skills of any attribute, and especially controls Dodge, which is half of most combat
* Speed is determined as DEX/5
* Initiative is DEX/2
* Add half your total DEX to your Bow and Thrown damage
* Add half your total DEX to your Creation Expertise (CE)

**1-3:** Faster than a speeding snail

**4-6:** 10 minute mile

**7-10:** Outrun most people

**11-14:** International foot racer

**16-18:** Why do I drive again?

**19-20:** Bullets aren’t THAT fast

Constitution (CON)

Constitution is the measure of your characters’ physical hardiness and stamina. Constitution directly contributes to physical resistance and to the fatigue pool.

Any creature with a physical body has at least 1 point of constitution. The only things that would have no constitution would be creatures that have no physical body, such as a spirit.

You apply your CON in the following ways:

* Fatigue (FT) is CONx10
* Add half your CON to your Physical Resistance (PR)

**1-3:** Borderline Narcolepsy

**4-6:** Can do a good 20 minute jog

**7-10:** I’ve done a 5k race before

**11-14:** Marathon runner

**16-18:** Ultra-Marathon runner

**19-20:** Globe Trotter

Intelligence (INT)

Intelligence is the measure of a person’s ability to think and create sound conclusions to problems. Intelligence is also a measure of a person’s memory, and is often rolled to recall specific things that wouldn’t pertain to a knowledge. It is the controlling stat for all technological trees, and also controls a lot of skills.

All characters that have any kind of reasoning skill or ability to think at all have at least one intelligence. Animals usually have somewhere around 1-3 Intelligence, while average humanoid beings have somewhere between 4-6 Intelligence. A creature with no thinking ability, such as a mindless automaton that can only follow pre-programmed instructions, has 0 Intelligence. These creatures are immune to mental effects, but will not adapt tactics or actions in any way.

You apply your INT in the following ways:

* INT controls a large number of skills
* Intelligence is the controlling Attribute for all Technology Classes
* Add half your INT to your Mental Resistance (MR) and Creation Expertise (CE)

**1-3:** Thicker than peanut butter

**4-6:** Solve basic problems

**7-10:** Collegiate scholar

**11-14:** Successful researcher

**16-18:** Professor emeritus

**19-20:** Computer in fleshy form

Willpower (WIL)

The willpower of a character determines their mental hardiness and stamina, their determination, as well as their acute attention to themselves, and their understanding of the world. It is vital for spell casters, as it manages leveling of spell colleges.

All creatures have willpower. Anything with a brain or pseudo brain exists with some kind of mental presence. Unlike intelligence which measures the higher order of thought processes, even a creature that has merely a brainstem and acts solely on instinct still has Willpower. The only things that have no Willpower are the things that have no brains or pseudo-brains, like plants and rocks.

You apply your WIL in the following ways:

* WIL controls a few skills
* Willpower is the controlling Attribute for all Magic Classes
* Add half your WIL to your Mental Resistance (MR) and Spell Power (SP)

**1-3:** On the verge of schizophrenia

**4-6:** Average Weak-minded individual

**7-10:** Bull-headed

**11-14:** Nothing can break me

**16-18:** Secret agent mental control

**19-20:** Complete Zen

Perception (PER)

Perception is a measure of your characters acute awareness of the surrounding area, and their attention to detail. It is important for any character that wishes to use a gun, which are by far the more powerful ranged weapons available in the modern era.

Any creature that is aware of its surroundings and can sense the world it lives in, in any way, has perception. This does not extend to just sight, but if the creature possesses any senses at all, whether it be touch, sight, sound, smell, taste, or chemical detection, it has perception. If something has no perception it is an object, there are no conceivable ways that a creature that cannot sense its world would ever survive.

You apply your PER in the following ways:

* PER controls a few skills, including all firearms skills
* Roll PER checks for noticing things

**1-3:** Bat with earplugs

**4-6:** Doesn’t notice much

**7-10:** Acutely aware of all things

**11-14:** Hawk’s eye vision

**16-18:** Telescopic retina

**19-20:** There 2 miles to the west, in that tree!

Charisma (CHA)

Charisma is the measure of a characters force of personality, drive, personal magnetism, leadership capabilities, and ability to press their mind onto others. This does not always have to affect a character in social settings, as it is a measure of a characters self-worth and personal fiber.

All creatures have charisma. It is common that any creature has a sense of self, and a determination and drive in its life, thus it has charisma. The lower charisma a creature has, the less it is able to differentiate the world around it, the less it might possibly think of itself, until the point where it no longer recognizes itself in an objective form. However, only an object has no charisma, there is no conceivable way for a creature to not be able to at all differentiate its own existence at even the most basic form from the world around it.

You apply your CHA in the following ways:

* CHA controls most of the social skills
* Add half your total CHA to your Spell Power (SP)

**1-3:** I only take showers once a week…

**4-6:** Not much fashion sense

**7-10:** Social butterfly

**11-14:** Life of every party

**16-18:** Presidential candidate

**19-20:** Vote me world leader!

Beauty (BEA)

Beauty is the measure of a characters physical attractiveness. This can mean multiple things, from the attractiveness or look of their skin and physical shape, to their smell, and even their clothes. Beauty does not control any skills, but it serves well in other ways.

Beautiful characters will find that they receive better greetings and more favorable interactions from nearly every character they meet. Social checks against characters that find the player character attractive are significantly easier and much more effective. In essence, a beautiful and charismatic character will find their charisma is better received and more effective than a character that is simply charismatic.

You apply your BEA in the following ways:

* Beauty checks when meeting a new individual with whom the player character is trying to impress.

**1-3:** The terror of young children

**4-6:** Not terribly attractive

**7-10:** Definitely a looker

**11-14:** Part-time model

**16-18:** Full-time model

**19-20:** Supernatural beauty

**Derived Attributes**

These attributes are not directly controlled by adding points into them, but they are often important and are more often rolled than any of the attributes themselves. By derived they mean simply that they are mathematically calculated based upon your various attributes. In addition, these derived attributes are quite often modified with classes, items, augments, and enchantments.

Physical Resistance (PR)

Your physical resistance is a blanket attribute to describe your ability to resist a multitude of various attacks. Anything from poison, electricity, to great forces that attempt to knock you down roll against your physical resistance.

Your physical resistance is at base calculated as half of your strength added to half of your constitution scores. (STR) + (CON)

Mental Resistance (MR)

Your mental resistance is a blanket attribute to describe your ability to resist any type of assault on your mind or psyche. Anything from mental magic, to mind affecting gadgets, and even persuasion techniques that attempt to lull you into some non-natural state. In addition, this is used to roll against any type of fear or mental trauma.

Your mental resistance is at base calculated as half of your willpower added to half of your perception scores. (WIL) + (INT)

Damage Resistance (DR)

Damage resistance is your ability to slough off damage dealt directly to your body. This differs from physical resistance in the fact that physical resistance is meant to resist secondary or adverse effects of certain attacks, your damage resistance is used to resist that which would directly kill you in an attack. Unlike physical and mental resistance, your damage resistance is not rolled, it merely removes a flat number of damage from whatever you take. This number is often in flux against certain enemies, as often enemies will have weapons that ignore a certain amount of damage resistance.

Damage resistance is calculated at base as half of your strength score. Armor adds large amounts of damage resistance on top of your natural DR. (STR/2) + (Armor DR)

Creation Expertise (CE)

Creation expertise is your ability as a technologist, to create things that are of higher quality. A great technologist can know exactly how to make something, and that is always good, but a great technologist has the determination and deftness of hands to turn a good idea into a work of art. Creation expertise comes into play in one of two ways. If an item is created incredibly well and roll is high, the item may have better stats that it did before, or even special effects! These rolls also often serve as the target number which enemies must roll to resist the items effects, such as the fire damage from an incendiary grenade.

Creation Expertise is calculated as half of your willpower added to half of your dexterity. (INT/2) + (DEX/2)

Spell Power (SP)

Spell power is very self-explanatory, this derived attribute determines how powerful your spells are. Dependent upon how well you know your spells, and your form with using them. All magic is communion with the esoteric power of life, and though you do not directly speak with it, you are nevertheless taking power from it. Confidence, tactfulness, and grace all give you an edge in this task. This attribute is rolled to defeat the resistances or dodge capabilities of the enemy.

Spell power is calculated as half of your intelligence added to half of your charisma. (WIL/2) + (CHA/2)

Speed

This is how fast your character moves, and how many times they may act in battle. Faster characters gain more actions and can move further. An action is abstract, and oftentimes includes multiple parts.

**Initiative:** Initiative is how quickly a character can react when surprised. This is calculated as half of your perception added to half of your dexterity. (DEX/2) + (PER/2)

**Movement**: Movement is generally how quickly your character can run or walk. 30 ft. is the standard movement for humanoids before racial modifiers. During tactical movement sequences, like in combat, a character can move up to their movement distance at any point within a turn

**Statistics**

Statistics refers to the two numbers that define your characters status, your health and your fatigue.

Health

Quite simply, your health is how close you are to death. Hitting 0 does not mean effectively that you die, but it does mean that you are possibly going to take a grievous wound. Health is not a metric to define your ability to avoid damage. However it is generally assumed that until you hit 0, you have not taken massive damage or grievous wounds. When you hit 0 health however, you roll 2 six-sided die on table to determine the type of massive damage you take, with a small chance for instant death. If you manage to avoid death and regain consciousness, you must then roll 2 six-sided die again to determine the type of injury you sustain. This may include a permanent attribute detriment, and a possible temporary disability that requires medical attention or time to heal. This will all be covered in detail a little later.

For all humanoids expect ogres, health stands permanently at 150. This can be modified with classes, items, augments, and enchantments.

Fatigue

Fatigue is a measure of how much energy you have. Almost every strenuous action uses fatigue, such as jumping, running, attacking, and using abilities. Fatigue is a much simpler statistic to keep track of. Simply, if you hit 0, you fall unconscious and cannot act until you regain consciousness. You do however regenerate fatigue at a constant rate, and you can actively rest to increase your fatigue regeneration rate. Falling unconscious in combat however is generally ill advised, as every time you get knocked out, upon regaining consciousness you take a detriment to all your rolls due to exhaustion.

Fatigue is calculated as 50 + your Constitution multiplied by 10. (50 + [CONx10]) Of course this can be modified with classes, augments, enchantments, and items.

**Experience**

Experience is used to gain levels in attributes, skills, and classes. Experience is awarded for doing just about anything including combat and roleplaying, but more importantly, for doing things toward your games story.

Experience does not gain you levels, as there are no locked classes in this game. All classes are open, and so leveling and gaining experience is open. To take a level in an Attribute, Skill, or Class you must first have the correct amount of experience.

EXP is a perfect way for the GM to reward characters and players for doing something in the game world, and should be used as a sort of “carrot” for good roleplaying and thinking outside the box both in and outside of combat.

Provided is a list of the experience costs for leveling up skills, attributes, and classes.

**Classes:** 20 EXP

**Attributes:** 10 EXP

**Skills:** 5 EXP

**Skills**

Skills differ from attributes in that these are not innate to the characters’ person. They are things that the character must train, things that the character must learn. Each skill is controlled by an attribute, and this means that a skill cannot go above the number that its controlling attribute is. To go to 8 dodge, you must have 8 DEX. In addition, realize that temporary damage and permanent losses to attributes also lower all controlled skills. Conversely, any temporary bonuses to attributes, such as from potions, also gives a bonus to any and all controlled skills, which makes items that increase attributes incredibly powerful.

If a skill loses levels due to permanent loss of attribute levels, the character is refunded 5 EXP for every skill point lost.

*Dexterity Based Skills*

Dodge

Dodge is incredibly important, it is your ability to avoid attacks and other things that would otherwise hit you. It is half of nearly all standard combat.

**Check:** You can attempt to dodge an attack by an opponent by rolling higher than their attack roll.

**SPD:** Dodging is reactionary, and does not require any actions. Characters can boost their dodge through cover and may spend a single action to increase their dodge by +2 until their next turn.

**Failure:** Failure means that you take damage for the attack

**Untrained:** If the character has no dodge, they may make a DEX check, but will divide their final roll in half.

Small Melee

Small Melee is your characters’ ability to use small melee weapons such as swords and axes.

**Check:** You may swing a melee weapon as long as you are within melee range, and must roll higher than your opponents dodge to deal damage. For all Small Melee weapons, you add half of your total STR to the damage of the weapon.

**SPD:** Swinging a melee weapon always costs at least 1 action. The exception is that dual wielded weapons can both be swung for 1 action.

**Failure:** Failure by -5 or more vs your opponents roll means that you miss completely

**Untrained:** If the character has no small melee, they may make a DEX check, but will divide their final roll in half.

Large Melee

Large Melee, conversely, is your characters skill with heavy weapons that require two hands, such as great swords and mauls.

**Check:** You may swing a melee weapon as long as you are within melee range, and must roll higher than your opponents dodge to deal damage. For all Large Melee weapons, you add your total STR to the damage of the weapon.

**SPD:** Swinging a melee weapon always costs at least 1 action. The exception is that dual wielded weapons can both be swung for 1 action.

**Failure:** Failure by -5 or more vs your opponents roll means that you miss completely

**Untrained:** If the character has no large melee, they may make a DEX check, but will divide their final roll in half.

Unarmed

Unarmed is your skill fighting without a weapon. It is useful for brawls where weapons are inappropriate, and for martial artists.

**Check:** You may hit with unarmed as long as you are within melee range, and must roll higher than your opponents dodge to deal damage.For unarmed, and all unarmed weapons, the base damage adds ½ of the characters STR.

**SPD:** Throwing weapons always costs at least 1 action.

**Failure:** Failure by -5 or more vs your opponents roll means that you miss completely.

**Untrained:** If the character has no unarmed, they may make a DEX check, but will divide their final roll in half.

Stealth

Stealth is the ability to silently move around not seen or heard. It is rolled vs the enemies Perception.

**Check:** Characters roll stealth to remain hidden in some obscuring element, this could be shadows, smoke, a crowd, blinding light, etc. Stealth is rolled vs the enemies Perception. A character in plain sight, no matter how good at stealth, cannot be hidden. Stealth can also be used to hide things such as weapons vs. an opponent’s Investigate.

**SPD:** Stealth checks are inherent in moving or hiding while attempting to remain hidden.

**Failure:** Failure simply means that the user is spotted or noticed in some way, be that auditory or visual.

**Untrained:** If a character has no Stealth, they make a DEX check, but divide their total in half.

Acrobatics

Acrobatics is the ability to perform jumping and twisting feats including flips and rolls.

**Check:** User can make an acrobatics check to either to cross distance or to gain an advantage against an opponent. Crossing distance or performing acrobatic feats not against an enemy are rolled as simple checks vs a set target, set by the GM. Checks to gain an advantage upon an opponent are rolled vs their Perception.

**SPD:** Acrobatics checks in combat require 1 action. Outside of combat, using acrobatics is very quick, taking only a few seconds.

**Failure:** Failure usually means that you failed to perform, or reach your target. In combat, it means that you do not get your bonus, and possibly provoke a reaction shot.

**Untrained:** A character who is untrained in acrobatics cannot make acrobatics checks in combat. For other things, the character may make a DEX check, and divide their total in half.

Athletics

Athletics is the ability to perform athletic feats such as sustained running, swimming, and climbing.

**Check:** Character makes Athletics checks when attempting swimming, jumping, or climbing. These are nearly always rolled vs a set target. Of course, there is usually no need to roll if there is no one resisting, and the check is simple if the obstacle for the roll is merely a low ledge, small gap, or calm waters.

**SPD:** Athletics checks usually take a few seconds to a few minutes. If the character is making them while in combat, it will usually take about 4-5 actions.

**Failure:** Failure means that the character did not perform correctly, and may suffer for it.

**Untrained:** A character who is untrained in athletics can make a DEX check, but will divide their total in half.

Grapple

Grapple is used in wrestling and ground fighting, often accompanied by Strength checks, but not necessarily. Grapple can be used to knock down enemies, pin them, and/or relieve them of their weapons and armor. In this way, grapple is what is rolled to disarm or dis-armor an opponent with bare hands.

**Check:** When attempting a grapple, the character rolls vs the enemies grapple. If the character succeeds they bring the enemy into a grapple and gain the advantage. Gaining the advantage in a grapple allows attacks to be made against the enemy. In addition, it generally means that the enemy who does not have the advantage in the grapple either cannot make attacks or takes a penalty to any action they make.

**SPD:** Grapple checks take only a few seconds to make.

**Failure:** Failure means either that the character failed to initiate a grapple and loses their turn, or if they fail by too much, they may enter a grapple but with the enemy in the advantage.

**Untrained:** A character untrained in grapple can attempt to make a DEX check, but will divide their total in half.

*Intelligence Based Skills*

Forgery

Forgery is the ability to fake handwriting, but also to make things look more official than they are. This however only pertains to items, not living things. Rolled vs Investigation.

**Check:** User uses their forgery skill to forge a document. By itself, the user makes only one roll. That roll becomes the Investigation check target for any others who attempt to inspect that document.Documents that are written in a difficult to read style or a language you don’t know are harder to forge.

**SPD:** The Action of forging a document depends upon the size and type of the document. However, to forge anything, the individual must have something to copy onto, a utensil to copy with, and a sample of whatever they are attempting to copy.  
**Failure:** There is no exact failure when making a forged document, but if the opponent who attempts to see through the forgery succeeds, then they may disbelieve the document, and the consequences are myriad and situational.

**Untrained:** If the user is untrained in forgery, they cannot use the skill.

Roguery

Roguery is the ability to perform roguish acts. These include acts such as picking locks, picking pockets, and performing assassinations, no matter what they be.

**Check:** A user may attempt to perform rogue skills by rolling roguery vs either a set DC for picking locks, or the opponents perception for picking pockets and performing assassinations. Successfully picking a pocket allows you to move 1 item to or from the inventory of the victim. Performing an assassination is an attack on the victim, succeeding gives you an instant critical on your attack. Assassinations and pickpocket attempts are only allowed when the character is unnoticed by their victim.

**SPD:** Opening a lock takes anywhere from 30 seconds to half an hour depending upon what kind of lock it is, picking pockets and stabbing backs takes nothing more than a few seconds.

**Failure:** Failure means the lock doesn’t open, or the person notices your attack or pickpocket attempt. A failed assassination still counts as a hit, but no critical.

**Untrained:** An untrained user cannot use the Roguery skill.

Traps

This is the user’s aptitude with setting traps and ambushes, in addition to their ability to spot and disarm said traps. This is of course not as applicable if the traps are complex technological or magical creations.

**Check:** A character makes a trap check when attempting to find, set, or disarm traps. When setting a trap, the traps check sets the target for any who try to disarm the trap. It can also be used to discern what can be used for a natural trap.

**Failure:** Failure means the character failed to disarm the trap, if they fail badly enough, they may trigger the trap.

**Untrained:** A character untrained in Traps cannot disarm or recover complex traps, simple traps can be disarmed with a INT check, dividing the total in half.

Repair

Repair is the ability to repair mechanical things. Like healing, but repair pertains to inanimate things. This does not mean that the individual has requisite knowledge of the inner workings of complex instruments. However, they have a general intuitive skill, and know their way around a socket set.

**Check:** Repair checks can be made both in and out of combat. To repair something, the character must have sufficient knowledge of the item. A Technologist gains a +10 Repair on their own creations. More complex items will have a higher target number.

**SPD:** Repair checks might take anywhere from an action or two actions if the item is simple, to hours for large items like engines and automatons.

**Failure:** Failure means the repair fails, catastrophic failure means that the item may break much worse than it had before.

**Untrained:** If the character has no repair, they may make an INT check to do the same, but they cannot repair sufficiently complex items, and divide their total roll in half.

Drive

Drive is used to operate any vehicle. If a vehicle is specialized, the user may need some sort of special training, but then their drive skill would take over.

**Check:** When attempting to make a check to maneuver a land vehicle, the character must make a Drive check. The target for these checks is usually set by the GM.

**SPD:** Drive checks take anywhere from a few seconds to possible hours.

**Failure:** Failure means that the character did not perform correctly and may crash the vehicle or lose control

**Untrained:** A character who is untrained in Drive does not understand how to use their vehicle to do strenuous stunts without someone else coaching.

Ride

Ride is the ability to maintain control of animals or things that have a mind of their own. A car doesn’t count because it cannot act unless you make it act, but if you mount a wild automaton to subdue it, ride would be the skill to use.

**Check:** When attempting to make a check to maneuver a living mount, the character must make a Ride check. The target for these checks is usually set by the GM.

**SPD:** Ride checks take anywhere from a few seconds to possible hours.

**Failure:** Failure means that the character did not perform correctly and may be kicked off or the mount may panic.

**Untrained:** A character who is untrained in Ride does not understand how to use their mount to do strenuous stunts without someone else coaching.

*Perception Based Skills*

Small Guns

This is the skill used to operate most pistols and small automatic weapons.

**Check:** You may fire a gun as long as you are within range, and must roll higher than your opponents dodge to deal damage.

**SPD:** Firing a gun always costs at least 1 action. If two small guns are dual wielded, they may both be fired in 1 action.

**Failure:** Failure means you do not hit the opponent.

**Untrained:** If a character has no Small Guns they may make a PER check instead, and divide their total in half.

Large Guns

Large Guns refers to the operation of two-handed firearms, most rifles both single shot and automatic, and any heavier cannons.

**Check:** You may fire a gun as long as you are within range, and must roll higher than your opponents dodge to deal damage.

**SPD:** Firing a gun always costs at least 1 action.

**Failure:** Failure means you do not hit the opponent.

**Untrained:** If a character has no Large Guns they may make a PER check instead, and divide their total in half.

Bow

Bow is the skill with accurately shooting a drawn bow and a crossbow, through crossbows can also use the guns skills.

**Check:** You may fire a bow as long as you are within range, rolling higher than your opponents dodge to deal damage.

**SPD:** Firing a bow always costs at least 1 action.

**Failure:** Failure means that you miss completely.

**Untrained:** If the character has no bow, they may make a PER check, but will divide their final roll in half.

Investigate

Investigate is the user’s ability to find hidden objects that would be impossible to see at a mere glance. This only applies when specifically combing a scene for things that would be hard to find. For most things that are simple to notice, a PER roll will suffice.

**Check:** Characters investigate when searching for things specific within an area, or when attempting to see through a disguise, a forgery, or someone attempting to hide something via stealth. It can also be used to see traps or to scan a body for injuries or items. It is rolled vs. either a set Target or against an opponent’s appropriate skill.

**Failure:** Failure means you do not see whatever it is you are trying to find. If you fail an opposed check very poorly, you may deduce false information.

**Untrained:** If a character has no Investigate they may make a PER check instead, and divide their total in half. Do realize that this only applies if the check specifically requires an investigate roll.

Read Crowd

Reading Crowds is used to ascertain the necessary arguments or preferred arguments of a crowd or judge in a debate. This is a useful skill in a debate to keep track of what argument to use and what is the bias of the crowd.

**Check:** Read Crowd functions much like Social Sense. It is rolled usually vs a simple Target.

**Failure:** Failure means that the character did not read the crowd correctly, and may either get nothing, or may discern false information.

**Untrained:** A character who is untrained Crowd Reading can attempt to make a PER check, dividing their total in half.

Thrown

Thrown is your skill with accurately throwing things, anything from a throwing knife to a grenade.

**Check:** You may throw a weapon as long as you are within range and must roll higher than your opponents dodge to deal damage. Lobbed projectiles are thrown against a set target, and falling below that target means that the projectile could fall outside of your intended zone, generally 5 feet in a random direction per 2-3 below the target you hit.

**SPD:** Throwing weapons always costs at least 1 action.

**Failure:** Failure means that you miss completely.

**Untrained:** If the character has no thrown, they may make a PER check, but will divide their final roll in half.

*Willpower Based Skills*

Command

Command is both used to command allies in combat, but it is also used to intimidate opponents. Generally command refers to the user’s presence in a tense situation in which slow persuasive talking does no good. It is rolled vs enemies mental resistance.

**Check:** Command is used to issue orders in a tense situation, or to intimidate an opponent. It is rolled vs the targets Mental Resistance (MR). If a character is particularly intimidating, they may receive a bonus on Command

**Failure:** Failure means the character did not command correctly. A failed command could mean that targets do not listen. If used to intimidate, could mean bad things depending upon who the target was.

**Untrained:** A character untrained in Command does not have the skill or fortitude to issue commands in combat. They can roll a WIL check to intimidate enemies, dividing the total in half.

Survival

Survival is the user’s aptitude for surviving in the wilderness, scavenging and foraging, finding and building shelter. It is also used for tracking things through urban and wild areas.

**Check:** Survival checks can be rolled for tracking, hunting, navigating, and cooking, especially in wild areas. If tracking an opponent, the check is rolled against the targets Survival.

**Failure:** Failure to track a target means you lose them, failure to hunt, cook, or navigate, and may leave you lost, hungry, or with poor food.

**Untrained:** A character untrained in Survival cannot track or navigate, but can hunt and cook with a WIL check, dividing the total in half.

Deception

Bluff is simply the ability to lie convincingly. Including disguising oneself, performing a role, and outright spoken lies to someone else.

**Check:** Deception is rolled to lie, and is made against the enemies Social Sense.

**Failure:** Failure means the character did not lie successfully, and the opponent doubts the characters honesty.

**Untrained:** A character untrained in bluff can still make a WIL check, dividing the total in half.

Heal

Heal is the ability of the character to perform first aid and conventional medicine. Including the ability to perform surgery.

**Check:** Heal checks are used to administer conventional medicine in times where magical or technological healing does not work. Heal is useful because magical and technological healing usually only encourages cell regeneration rapidly, but if the patient has a displaced bone or severed tendon, the rapid regeneration will just set the misplaced organs. Magical Healing only passes over the need to wait weeks or months for slow healing. Surgery for certain diseases or injuries might be necessary, as well, such as a ruptured organ.

**Failure:** Failure means that the healing failed, and perhaps made the problem worse if the healer failed badly enough.

**Untrained:** A character untrained in heal can only perform basic first aid, and can make a WIL check, dividing the total in half.

*Charisma Based Skills*

Entertainer

Entertainer is the ability of the user to make a performance. This is not only used to do a concert or dance routine, but also to act in character in a play or performance.

**Check:** Perform checks are made to do dances, singing routines, etc. representing your ability to make a compelling performance. Performances are either against a simple target or Mental Resistance.

**Failure:** Failure means the character perform successfully, perhaps the audience is angry or discontented.

**Untrained:** A character untrained in perform can make a CHA check, dividing their total in half.

Social Sense

Social Sense is both a user’s ability to know how they should act in a situation, such as at a fancy dinner that requires etiquette, but also the user’s ability to know when they are being lied to.

**Check:** A characters social sense is used to sense not only the general feel of a situation, but also to discern the appropriate response. This is rolled vs. a simple Target. It is also rolled against an opponent’s Disguise, Perform, Bluff, and Manipulate.

**Failure:** Failure means the character failed to read the situation or the opponent.

**Untrained:** A character untrained in social senses can still make a CHA check, dividing the total in half.

Persuasion

Manipulate is used to simulate the characters ability to persuade another to do something the character wishes, to change ones viewpoint, or to get something from someone else.

**Check:** Persuasion is rolled vs the opponents Mental Resistance.

**Failure:** Failure means the character failed to persuade the opponent, and did not get what they want.

**Untrained:** A character untrained in Persuasion can make a CHA check, dividing the total in half.

Debating

Debating is the basic skill used in a debate, and represents the characters ability to make certain types of arguments within a debate. More on debating will be covered later.

**Check:** Debating checks are made vs the opponents debating skill, and works much like standard combat.

**Failure:** Failure means that the character did not argue correctly, and may deal less damage, or no damage, may take damage in a debate, or may fail to summon enough emotion to be impactful.

**Untrained:** A character who is untrained in Debating can make a CHA check and divide their total roll in half.

**Classes**

Classes, sometimes referred to as ability classes, are the extraordinary powers or things about a character. These classes are where the power comes from, these are what allow you to become a powerful mage, or a technologist, or a tough bruiser. This section will not go into much detail about class. There are three class types. No one is limited to one class or even one class type, mixing and matching is encouraged.

Technology

These are the classes which allow a person to become a great technologist. From machinery, to explosives, drugs and medicine a technologist uses the latest knowledge to manipulate the natural world.

Magic

For thousands of years, magic was the dominating force, and the ruling class carefully selected whom among those who had magical potential to train to become mages. Magic is physically tiring and takes years to learn, but can make one very powerful.

Specialists

For everyone else, there are specialist classes that, though more mundane, can turn you into a dangerous individual nonetheless.

**Knowledge**

Knowledge is a way to codify the bank of information within a character. Each character knows various things about the world, and oftentimes, characters know things that have nothing to do with their day to day life.

Knowledge Fields are only leveled up in game, they cannot be gained through leveling. It is encouraged that GM’s give knowledge out liberally, but not too liberally. Characters are constantly learning things, and this system allows that character to use prior experience to bring insight to new situations in a meaningful way that is backed by mechanics. Mechanically, Knowledge Fields are on a 1-20 scale, and rolled with a d20 like any other skill.

Knowledge Fields are informed by classes, by that meaning that levels in certain classes will give levels in Knowledge Fields that pertain to them directly. What each class informs will be covered later in the book.

GM’s are encouraged to create as many new knowledge fields as necessary. They do not level up with EXP so there is no detriment. This is a list of all currently created knowledge types and their fields within them.

**Arts/Humanities**

* History
* Arcana
* Theology
* Occult
* Linguistics
* Art
* Philosophy
* Offensive Magic
* Defensive Magic
* Support Magic
* Control Magic
* Mystic Rituals

**Social**

* Local
* Street
* Bureaucracy
* Society
* Gambling
* Politics
* Economics

**Trades/Practical**

* Trading
* Tailoring
* Geography
* Cooking
* Triage
* Carpentry
* Flora
* Fauna
* Farming
* Architecture
* Navigation

**Science/Engineering**

* Mathematics
* Physics
* Chemistry
* Biology
* Ecology
* Electricity
* Engineering
* Astronomy
* Meteorology
* Automotive
* Aerospace
* Maritime
* Metallurgy
* Firearms
* Psychology
* Geology

**Goals, Habits, and Facets**

I’ve mentioned before the importance of roleplaying and getting into character. Yet it seems, that the topic of conversation in this section has been mostly about mechanics, not roleplaying. This is where we blend mechanics and storytelling to create the goals, habits, and facets system.

Many people find it hard to effectively role play their characters, getting into the mind of another person is rather difficult as it turns out. Some are embarrassed, some think it might be too nerdy, some just don’t really want to act like their character, some don’t wish to end up half-heartedly role playing and so opt not to role play at all. That has the effect of what is often called “meta-gaming”, where players actively rely on out of game knowledge to play the in game character. More mundanely, it just gives the effect that most characters end up being their player, but with a weapon.

These mechanics are rewarded in-game by experience when the goals, habits, or facets come into play and create interesting storytelling opportunities. GM’s are encouraged to use these descriptions as plot hooks or perhaps play to them in a way that makes for an interesting encounter. When that encounter is settled, the player in question and any others who helped resolve the encounter should receive and appropriate amount of experience. The higher the risk of the encounter, the more experience awarded.

Goals

Goals are simply things that the character wants to do, life goals, temporary goals, anything that the character believes should be done. These can be anything from a simple goal to find your brother, to something as grandiose as dethroning the king. Characters are encouraged to pick three of these that are meaningful, and can get the player into interesting and dangerous situations.

Habits

Habits are things that your character does reflexively. “I scream when startled”. These may not be apparent to work against or for you immediately, but perhaps you scream loudly at a fancy dinner because the waiter brushed your back…that can be interesting.

Facets

Facets are things about your character that stand out, and are memorable. “Hairy,” “Hot-headed,” or “Clumsy,” things that people will remember you by. Again, these things might endear you to someone or antagonize others, and either way, it builds story and tension.

To reinforce goals, habits, and facets as role play aides, it is encouraged that whenever they come into play and cause an interesting situation, whether it be good or bad, that the GM award EXP, probably no more than 2 or 3 points to the player for utilizing role playing skills.

**Starting the Engine**

Character Creation and Leveling

**Basic Character Sheet Preview**

Players Name: The name of the person playing this specific character

Race:

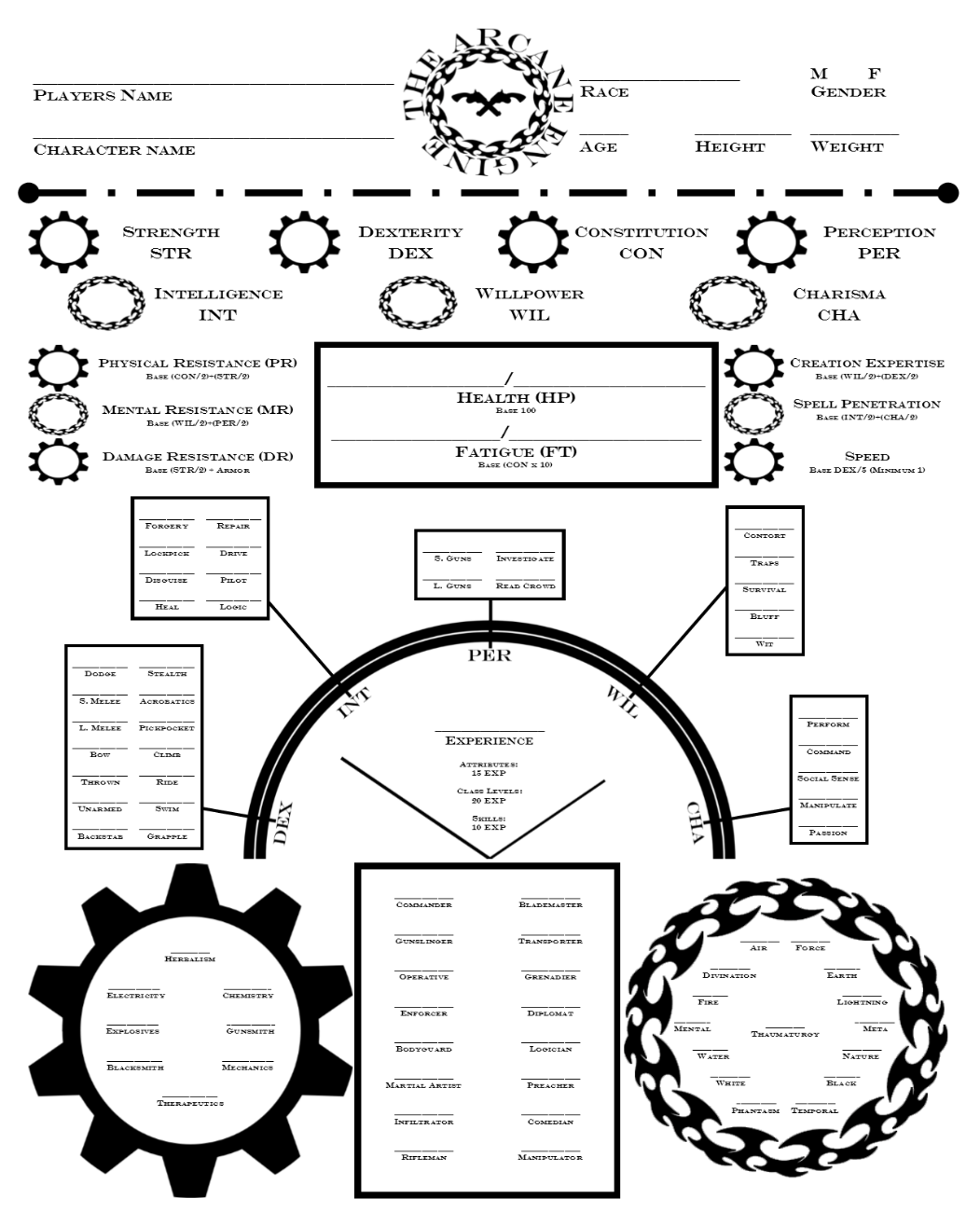
The race of the character, this is very important, the race picked does affect gameplay.

Gender:

Are you a man, or a woman? Assuming your race has distinct genders.

Character Name:

The name or pseudonym of the character being played.



Age:

How old are you? Extreme ages such as early teenagers and elderly might affect attributes.

Attributes:

The raw physical and mental capabilities of the character. These attributes represent untrained potential.

Height and Weight:

Self-explanatory, but can affect some specific situations, but mostly for flavor.

Statistics:

Health and Fatigue track your wellbeing and amount of energy. The higher the better. Left of the slash is current HP and FT, right of the slash is the maximum value for your character.

Derived Attributes:

Attributes that are innate to your character, but cannot be leveled on their own. Calculated from other attributes.

Experience:

EXP for short, this is the place for unspent growth potential. The costs of acquiring new abilities are below the bar.

Skills:

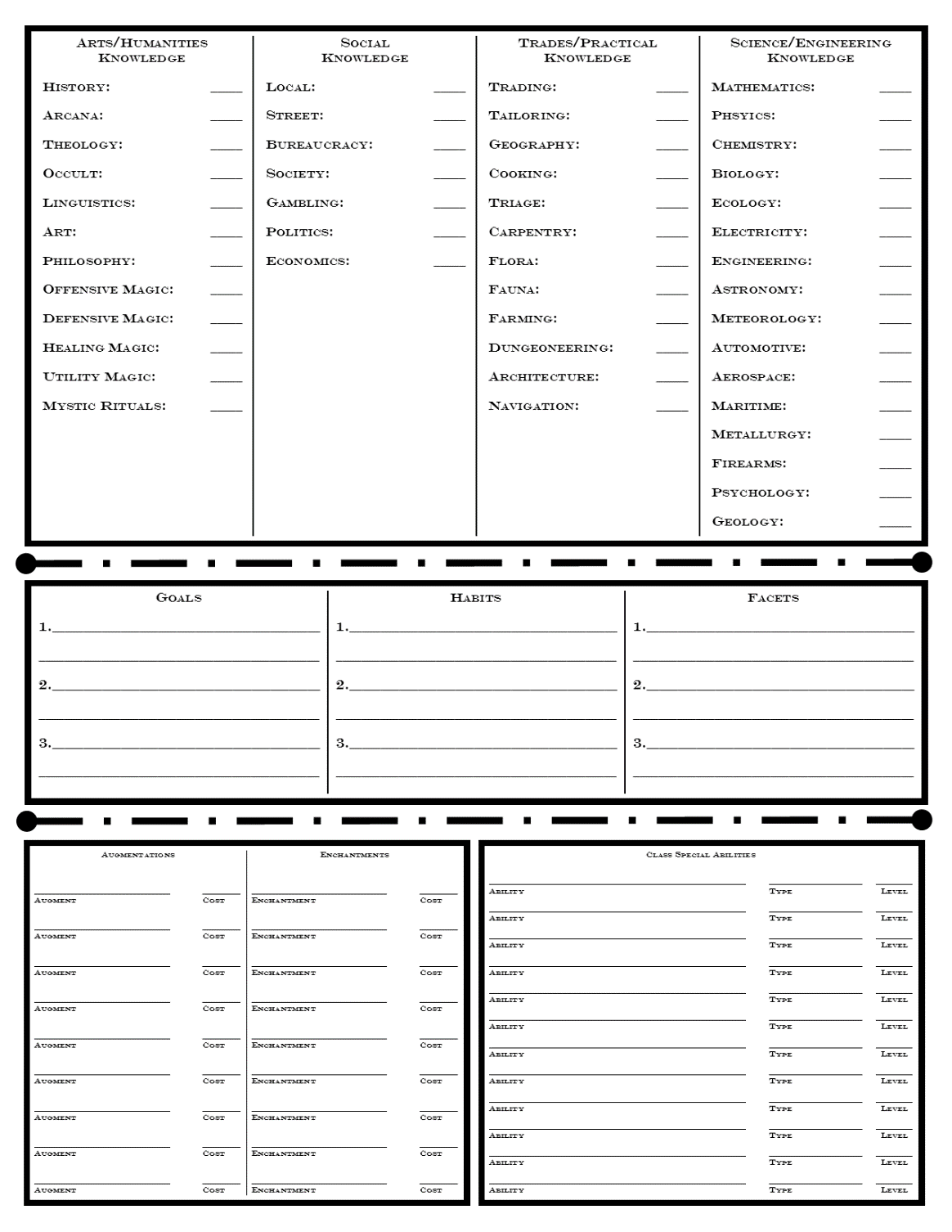
Trained and honed abilities, these are the things that your character has learned to do. These are your attributes, honed. They are grouped according to controlling attribute.

Classes:

Not in the traditional sense of limiting, fenced in classes, these are the specializations you learn that give you extraordinary abilities. From left to right: Technology, Specialists, and Magic

Knowledge Fields:

Separated by archetype, these represent the experiences and general knowhow of your character. Though these may not be translatable into actual tangible skills, they show your characters expertise, and will constantly be tested and growing.



Facets:

Facets are things about your character, parts of their being or personality that stand out among the rest of their qualities. If you met someone for 1 hour, what three things would they remember about you?

Goals:

Goals are the things that your character wants to do in life, whether they be immediate or long-term.

Special Abilities:

Leveling up classes in any of the three types gives you access to a bonus “class” that has a multitude of possible special abilities. These allow you to customize your class to your specific tastes.

Habits:

Habits are things that your character does instinctively. These could be more mundane habits that are only slightly annoying, to habits that could get you in danger if in the wrong setting.

Augments and Enchantments:

This section details all of the personal augments and enchantments you have put on yourself. Remember these only apply to your body, not your items. In addition you can only hold up to your CON in augments or enchantments, and the stronger ones cost more CON.

**Turning the Key**

The process of character creation can seem daunting, and the character sheet does look pretty complicated at first glance, but hopefully the last couple pages have given you a rundown of what to expect. Now we shall begin the actual process. It was outlined earlier in the introduction, but that was only as a quick reference. Here we shall go into depth what it takes to be an adventurer in The Arcane Engine.

**Step 1: Character Concept**

It is as it seems. The character concept is figuring out not only who you want to be, but quite possibly who you were before. This is where you hash out your backstory and any details about your character that do not appear on the character sheet itself. Though the fourth page was not shown at the beginning of this chapter, it is recommended that players jot down some of the notes about their backstory in the miscellaneous notes section on the fourth page.

Concept is important because it allows you to get a sense for who you want to be both immediately at the outset of the game, but also who you want to become later on down the road. Why does your character wish to become a powerful mage? Why would they care about learning how to make automatons? Is there a reason your character strives to be an ace with a gun?

A sample character concept will be provided at the end of this chapter along with the rest of the creation process in two separate characters to allow you to get an idea for how this is supposed to work.

**Step 2: Choose a Race**

Choosing a race is very important in The Arcane Engine. It does affect a lot of gamplay, and can affect your background quite a bit depending upon the racial makeup and interracial relations within your world.

The average humanoid has a 5 in every attribute before backgrounds.

Human - +1 Background Talent

Elf - +10 Movement Speed in open-air natural areas (Tundra, Forest, Plains, etc.)

+1 to all Social Knowledge Fields

-10 Movement Speed in cave environments

Dwarf - Can see in the dark

+1 to all Science and Engineering Knowledge Fields

-5 Movement Speed

Gnome - Can see in the dark

+1 to all Arts and Humanities Knowledge Fields

All weapon STR requirements are increased by 1

Halfling - Can see in the dark

+5 Movement Speed

Can only wear specially made small armor and clothing

Orc - +10 Movement Speed

+2 Stamina

Orcs are only allowed half of the total Knowledge points upon character creation, and take longer to learn

Ogre - All weapon STR requirements are decreased by 2

+1 to Tolerance

Can only wear specially made large armor and clothing

**Step 3: Choose Background**

You have already completed your concept of you character, now it is time to really get into the mechanical parts, and this begins with Backgrounds. Backgrounds consist first of a tradeoff in which you give yourself +1 to a single attribute, at the cost of a -1 to another attribute. Each of these attribute adjustments must be justified in some way that makes sense, and is up the discretion of the GM. This is to help codify your characters natural aptitude and life experience before adulthood. All characters must take at least 1 background attribute adjustment, but cannot take more than 3.

All attributes are naturally at 5 before adjustment, as that is the basis for the average humanoid.

In addition to these changes to attributes, each character is allowed to take a +2 modifier to 3 different skills (4 different skills for Humans). This bonus, called a Talent, is a permanent modifier, and is separate from the standard leveling procedure, meaning that a character can still level up their skill to 20 even with this talent, effectively making that skill 22. This is supposed to simulate the talent or experience for specific tasks a character has. This bonus is a significant boost compared to those that do not have it, but it doesn’t not allow you to neglect leveling up those skills. The bonuses to skills should be reflected somewhere within your characters personality or history. Talk to your GM about the background that you are making, as the flavor text of your characters background should really justify their numbers.

If anyone may have trouble imagining what kind of backgrounds they can make within a 19th century fantasy setting, then here are provided a small list of possible backgrounds to choose from. Each background has 2-3 attribute adjustments, and 3 Talents with a 4th one in parentheses in case the character is human.

Business Apprentice

**Attribute Adjustments:** +1 INT, +2 CHA, -1 STR, -1 DEX, -1 CON

**Skill Bonuses:** Logic, Social Sense, Command, (Manipulate)

You grew up the child of a middle class family, and your father made sure that you were going to make something of yourself. At the age of 8, he sent you away to live with a businessman in a far-away land to learn the trade of entrepreneurship. You spent most of your time learning to reason and be a leader, with little time spent on physical pursuits.

Chimney Sweep

**Attribute Adjustments:** +2 DEX, +1 CON, -1 INT, -2 PER

**Skill Bonuses:** Large Melee, Acrobatics, Stealth, (Contort)

You were born in dirt, and you grew up in dirt. At least, however, you had a house and a job working as a chimney sweep for a local professional. Your family was never really there and you never attended school, but at least your time working has honed your balance and fleet feet.

Factory Worker

**Attribute Adjustments:** +2 STR, +1 INT, -1 PER, -2 WIL

**Skill Bonuses:** Small Melee, Dodge, Repair, (Traps)

As a child of a lower class family, you didn’t have much opportunities in your life. Your parents needed money from your work as soon as possible to merely feed you, and you were forced to leave to work in a metal foundry at the age of six. This work has honed your body, and your parents attempted to try and educate you the best they could. Though it has taken a toll on your mental wellbeing and has damaged your sight and hearing.

Farm Hand

**Attribute Adjustments:** +1 STR, +1 DEX, -1 CHA, -1 INT

**Skill Bonuses:** Large Melee, Dodge, Heal, (Investigate)

Living the rural life is difficult at the best times, and working as a farm hand to your father was the only option ever available to you. The tiring, back-breaking work has increased your fitness, but the complete and utter lack of an education has taken its toll, and unlike a city laborer, you never really had other kids to learn to interact with either.

Nobility

**Attribute Adjustments:** +2 CHA, +1 INT, -1 STR, -2 CON

**Skill Bonuses:** Social Sense, Bluff, Read Crowd, (Manipulate)

You were lucky, very lucky to be born into a noble family. One in a million people has your luck and thus you spent most of your childhood in relative peace and safety. With a private governess, and multiple servants, your body suffered the effects of constant pampering, but you were trained socially and academically from the moment you could speak.

Pastors Apprentice

**Attribute Adjustments:** +2 WIL, +1 CON, -2 STR, -1 DEX

**Skill Bonuses:** Passion, Heal, Manipulate (Perform)

The middle class often finds various places to apprentice their young, and your religious family thought the best place for their child was in the service of the local Parish. You haven’t actually lived with your parents for many years, but the hard work and life in the service of your holy figure has given you a sense of patience and physical hardiness. You are not very strong, and never had to do much athletics, so your muscles have suffered.

Poster Child

**Attribute Adjustments:** +2 CHA, -1 CON, -1 WIL

**Skill Bonuses:** Perform, Command, Dodge, (Athletics)

You never really knew your parents that well, and they sold you to a traveling salesmen at the age of 3. Throughout your childhood, you were a caller and advertising piece that the salesman used to peddle his wares. Traveling from town to town and talking to the locals has given you a natural silver tongue, but you weren’t allowed to work too much, as too much muscle is considered ugly, and the work has taken a toll on your psyche.

Stagecoach Boy

**Attribute Adjustments:** +1 INT, +1 DEX, -1 CHA, -1 WIL

**Skill Bonuses:** Repair, Drive, Investigate, (Long Guns)

Working on a stagecoach is tough and dangerous work. During your childhood you had the job of loading and unloading the stagecoach as it made its rounds from the train station to the local towns, and you were the watch for bandits. Having been around multiple gunfights you have gained a lightness of feet and a preternatural sense of impending bandit attacks.

Street Urchin

**Attribute Adjustments:** +2 DEX, -2 INT

**Skill Bonuses:** Dodge, Stealth, Acrobatics, (Athletics)

You grew up on the streets, with nothing to your name and no job to occupy your time. The life of abject poverty has given you a good amount of agility because of your experience not only filching things from the rich, but also running from the authorities. This has however had a horrible effect on your intellect, as a complete lack of any form of education, even from the parents you never knew, leaves you dumber than even the simplest peasant.

Young Mage

**Attribute Adjustments:** +2 WIL, +1 CHA, -2 STR, -1 PER

**Skill Bonuses:** Heal, Survival, Perform (Manipulate)

Not only are you one of the lucky people in the world to be born with magic, but were also lucky enough to be born to a family that had enough money to send you to be the apprentice of a trained mage. This person took you in and gave you years of mental training before having you formally licensed to practice magic at the age of 14 and set you free into the world. As is customary, you did not receive any actual training in magic at such a young age, but the mental exercises and theory training did give you great mental fortitude, and living with a mage exposed you to the social, middle-class lifestyle.

**Step 4: Profession**

For the next part of your character creation, you are assigned 5 attribute/class points, these can be spent between your base attributes and any classes. In addition, each character is afforded 20 skill points, to be spent only on the 36 different skills. Finally, you have 15 knowledge points to be spent on any knowledge fields. No knowledge field should go above 5 at character creation without specific justification.

These represent your young adult, and adulthood training and experiences up to the beginning of the game. In addition, this can often be the skills you have acquired from your adult life profession.

A few possible professions are listed below, each with their own array of skills, classes, and knowledge fields. These is nowhere near an exhaustive list of professions, and should only be taken as examples of beginning character builds. Any combination of attributes, skills, classes, and knowledge can be created. GMs and Players are encouraged to collaboratively create character professions for integration into world building. The skills listed and levels indicated are part of the normal progression, and are separate from the permanent modifier given in the background section.

Apothecary

**Attributes:** INT +3, WIL +1

**Skills:** Heal 4, Small Guns 3, Athletics 3, Command 2, Logic 3, Dodge 2, Survival 3

**Classes:** Medicine 1

You work as a healer and herbalist. Working potions and traveling to sell your concoctions. You serve as a sort of healer to those that don’t have another, but have also found violent opposition to those challenging you as a “snake oil” salesman.

Automaton Mechanic

**Attributes:** INT +3, STR +1

**Skills:** Small Melee 4, Dodge 3, Repair 4, Investigate 3, Athletics 3, Logic 3,

**Classes:** Mechanics 1

Your longtime fascination with automatons has landed you a position fixing automatons in a prestigious repair facility. Your skill with a wrench and saw has given you the ability to work weapons, and you feel that you can repair anything. In addition, your experience in this position have given you a basic understanding of mechanical engineering.

Boxer

**Attributes:** STR +3, DEX +1

**Skills:** Unarmed 4, Dodge 4, Athletics 4, Acrobatics 3, Grapple 3, Contort 2,

**Classes:** Enforcer 1

Your life is the ring…and your training is all that matters. You are a modern day gladiator, and bare-knuckle boxing is your blood soaked crucible of choice.

Businessman

**Attributes:** CHA +2, INT +2, WIL +1

**Skills:** Bluff 4, Social Sense 3, Logic 4, Manipulate 3, Passion 3, Command 3

**Classes:** None

The life the entrepreneur is the dream of the middle class man in the modern world. It doesn’t matter what your business is, the task of leadership is your profession. You have lead multiple small businesses to success.

Circus Performer

**Attributes:** DEX +3, STR +2

**Skills:** Dodge 4, Acrobatics 4, Athletics 4, Unarmed 2, Contort 4, Perform 2

**Classes:** None

You are an artist on the trapeze. Patrons from across multiple nations have traveled to see your troupe’s performance. Though you may be far from the main event, your prowess is undeniable.

Explorer

**Attributes:** DEX +3, WIL +2

**Skills:** Athletics 4, Dodge 4, Traps 3, Contort 2, Bluff 2, Long Guns 3, Heal 2

**Classes:** None

You always wanted to spend time outdoors and the unknown. You never felt comfortable in the safety of civilization, and you turned that into a profession. You are a seeker of new things, a trailblazer, and an intellectual. Though you may spend a lot of time seeking new patrons for your next expedition, your true love is the wilderness.

Factory Worker

**Attributes:** CON +3, DEX +1

**Skills:** Dodge 4, Athletics 4, Repair 2, Small Melee 3, Lockpick 3, Grapple 2, Perform 2

**Classes:** Bodyguard 1

Maybe you were a factory worker as a child, maybe you didn’t have many things going for you once you achieved maturity. Whatever the circumstances, you are one of many thousands of individuals stuck in the monotonous and body-breaking work of factory life.

Natural Philosopher

**Attributes:** INT +3, WIL +1

**Skills:** Logic 4, Passion 3, Wit 2, Read Crowd 3, Bluff 2, Manipulate 3, Social Sense 3

**Classes:** Debate Master 1

The Natural Philosopher is interested in the sciences and arts. You spend nearly all of your time either pleading to the ministry of science and philosophy for funding, or in your laboratory performing strange research. The topics you ponder are often very theoretical, and you enjoy publicly defending your work, mostly because the complexity of it simply bedazzles the commoners!

Navy Seaman

**Attributes:** DEX +3, STR +1

**Skills:** Athletics 4, Dodge, 3, Small Melee 4, Acrobatics 3, Pilot 3, Small Guns 3

**Classes:** Blade Master 1

You were pressed into service aboard a navy vessel, and now live your life on the sea. Your days are spent either messing with rigging, scrubbing the deck, or practicing your sword fighting in the case of enemy attack. The Navy is a hard life, the officers are cruel and short-tempered, and the job has a short life expectancy.

Military Officer

**Attributes:** WIL +3, DEX +1

**Skills:** Command 4, Small Melee 4, Dodge 2, Small Guns 4, Passion 3, Athletics 3

**Classes:** Commander 1

You were undoubtedly born into a noble family, and have found yourself in the position of officer. You have near unlimited power over the men under you, and your days are filled with reports, leadership doctrine, combat training, beating insubordinate soldiers, and looking over your shoulder, hoping that your men haven’t had enough of you…

Policeman

**Attributes:** PER +2, DEX +2, CON +1

**Skills:** Small Guns 3, Dodge 4, Athletics 3, Small Melee 3, Acrobatics 2, Grapple 3, Command 2

**Classes:** None

A respectable middle class job, being a policeman is honest work that usually consists of handing out citations and beating poor people out of the more respectable establishments. It can get dangerous though, especially if you are a policeman working on the frontier.

Traveling Healer

**Attributes:** WIL +3, CON +1

**Skills:** Heal 4, Dodge 2, Disguise 4, Athletics 3, Bluff 2, Passion 2, Ride 3

**Classes:** White Magic 1

You live your life traveling to various disaster zones hoping to use your healing magic to help anyone that you can. The poor and dejected often come to ask your help when they have problems they don’t understand, and you have come to be seen as a saint by those you have helped.

Socialite

**Attributes:** CHA +3, INT +1

**Skills:** Social Sense 3, Bluff 3, Passion 3, Logic 2, Small Melee 2, Backstab 2, Manipulate 3, Dodge 2,

**Classes:** Spy 1

You are a member of the upper class, and though you may own a lot of land, you don’t manage it yourself. Your days instead are spent in clubs, luncheons, and playing games with heads of state. Your nights are spent at parties, galas, balls, and gatherings with other nobles. Your expertise is in knowing when and where you must be, who you must talk to, and how to dress and act. Society and people are like puppets, and you are the puppet master.

Soldier

**Attributes:** PER +3, DEX +1

**Skills:** Long Guns 3, Dodge 3, Small Melee 3, Athletics 2, Survival 2, Heal 2, Thrown 2, Ride 2

**Classes:** Rifleman 1

You are a common grunt. A lower class peasant who probably had little other choice in their life, you chose to go into the military to alleviate the cost of living from your parents, and hopefully make something of yourself. The pay is horrible, the work is horrible, the officers are cruel and see you as little more than animals, and the possibility of open combat scares you constantly.

War Mage

**Attributes:** WIL +3, CON +1

**Skills:** Dodge 3, Athletics 3, Survival 3, Logic 2, Ride 2, Small Melee 3, Acrobatics 2, Small Gun 2

**Classes:** Fire Magic 1

You are one of a very few select individuals in the world that not only has the potential for magic, but you also gained formal training. You honed your magical power to a deadly force, and joined the military. A shock trooper and deadly combatant, armies fear the power of you and your kind.

**Step 5: Goals, Habits, and Facets**

The character sheet itself may appear to downplay these elements as less important because of their placement on the second page, but do realize that is merely for the ease of rolling, as the first page is dotted with most of the necessary numbers you will need to roll often and keep track of.

Beyond the character concept and the numbers, the goals, habits, and facets of your character give them a place and a reason to enter the story. If you start out with 8 STR, you are pretty muscular, but that amount of muscle has to have an effect on your personality, or perhaps it has affected your physical body. Extra testosterone from excessive muscle growth might mean you are also extremely hairy, or just irritable all the time. It is important, however, to come up with your goals, habits, and facets as they logically spring from your background and profession. If a person’s goal is to become the world’s greatest martial artist and prove it to everyone, then of course it makes sense you would take levels in martial artist. However, a woman who grew up in a rural farming village and hunted with a small bow for most of her life would not suddenly choose fire magic out of nowhere and not have it affect her personality.

In more direct terms, you already know what kind of character you have made, and what your attribute and skill arrays look like, so ask yourself “why is my character like this”? Now, once you have completed the numbers, try to boil your character concept down into three goals, three habits, and three facets of personality or body, and nail them down concretely. Let those facts be guided by the rest of your character creation process.

For a quick recap, goals, habits, and facets are reiterated below:

Goals

Goals are simply things that the character wants to do, life goals, temporary goals, anything that the character believes should be done. These can be anything from a simple goal to find your brother, to something as grandiose as dethroning the king. Characters are encouraged to pick three of these that are meaningful, and can get the player into interesting and dangerous situations.

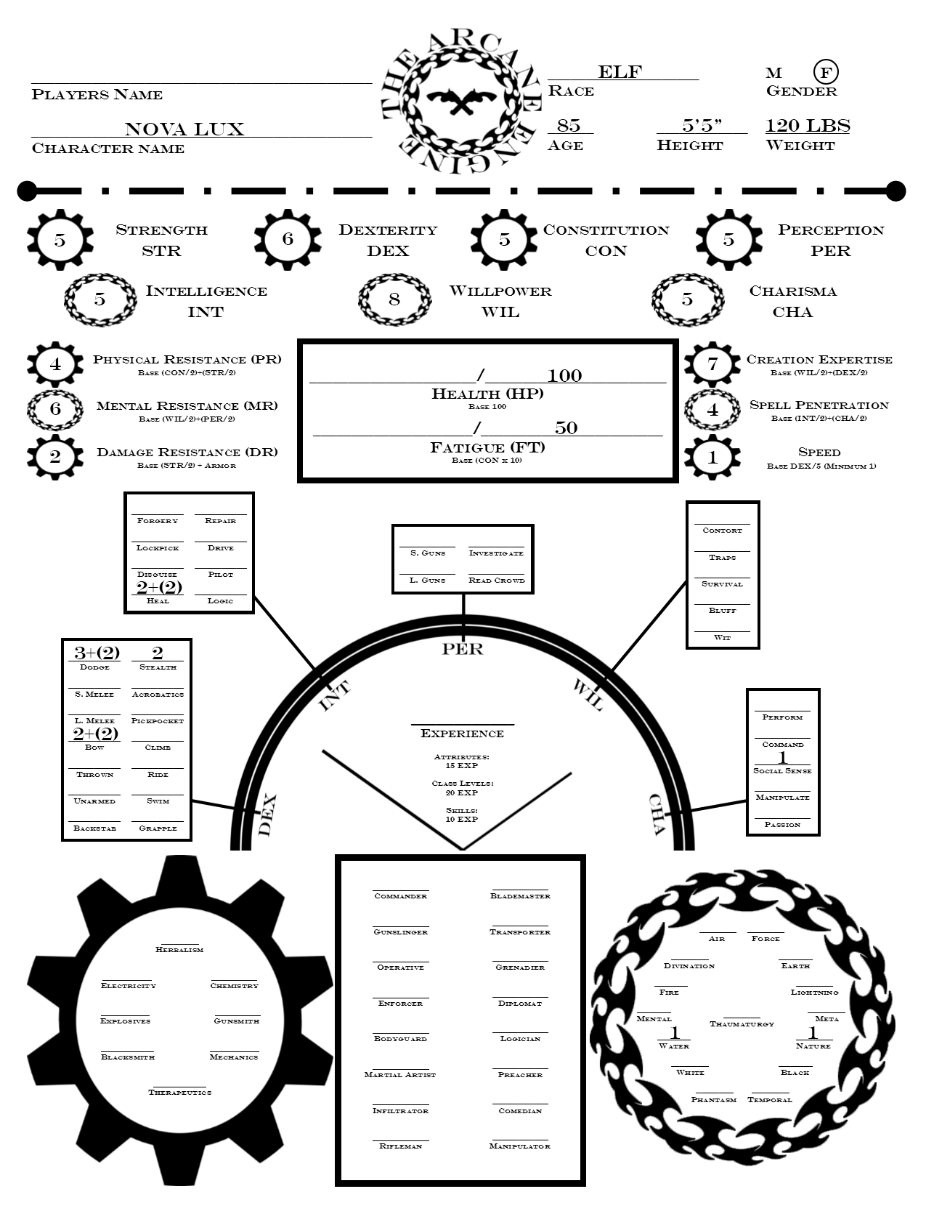
Habits

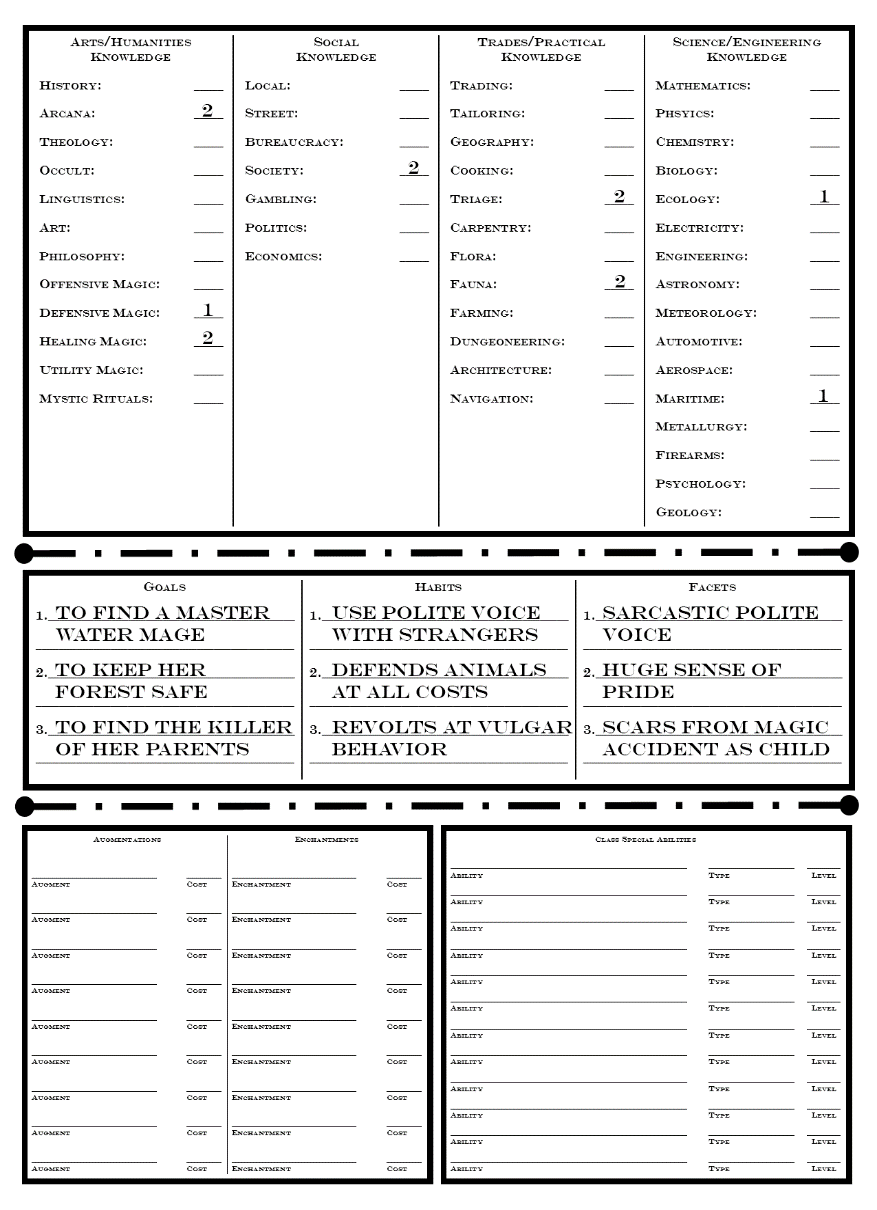
Habits are things that your character does reflexively. “I scream when startled”. These may not be apparent to work against or for you immediately, but perhaps you scream loudly at a fancy dinner because the waiter brushed your back…that can be interesting.

Facets

Facets are things about your character that stand out, and are memorable. “Hairy,” “Hot-headed,” or “Clumsy,” things that people will remember you by. Again, these things might endear you to someone or antagonize others, and either way, it builds story and tension.

**Character Example 1: Nova Lux**

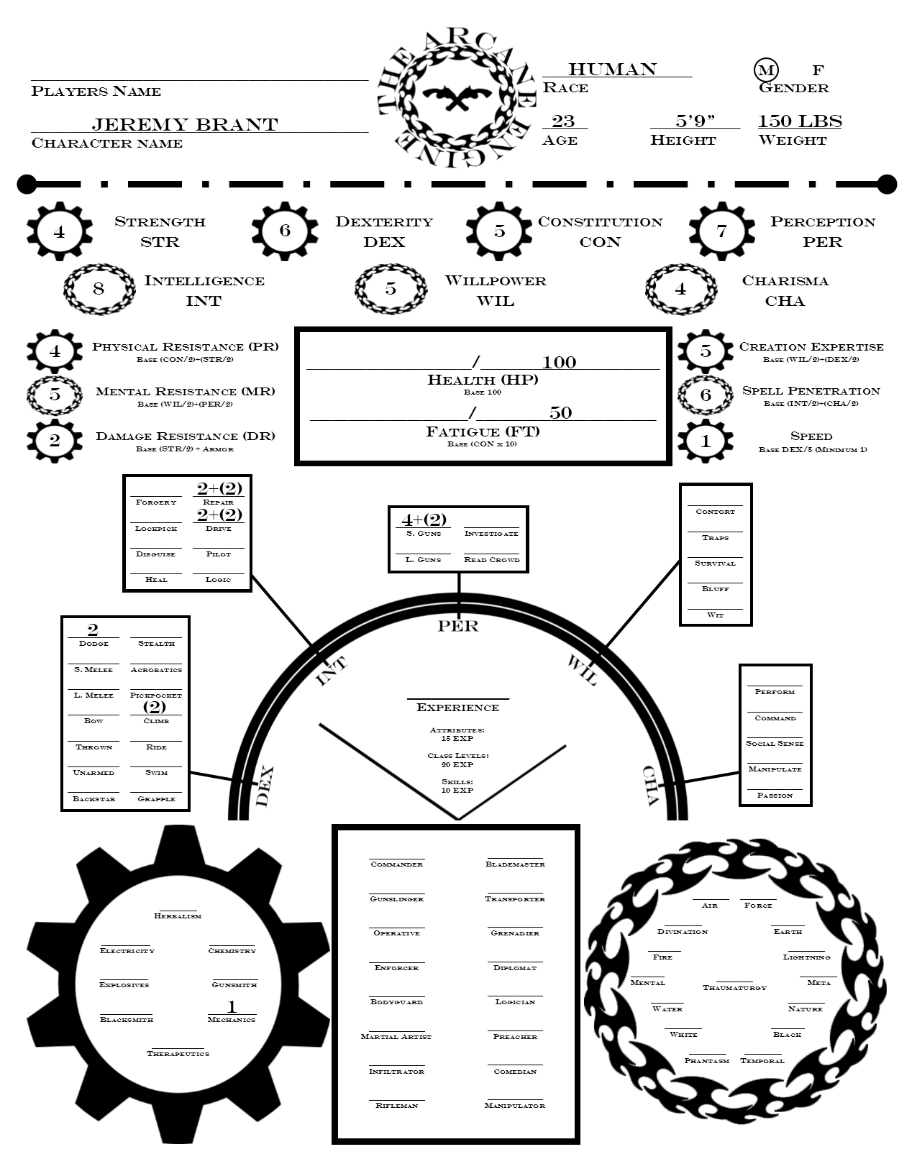
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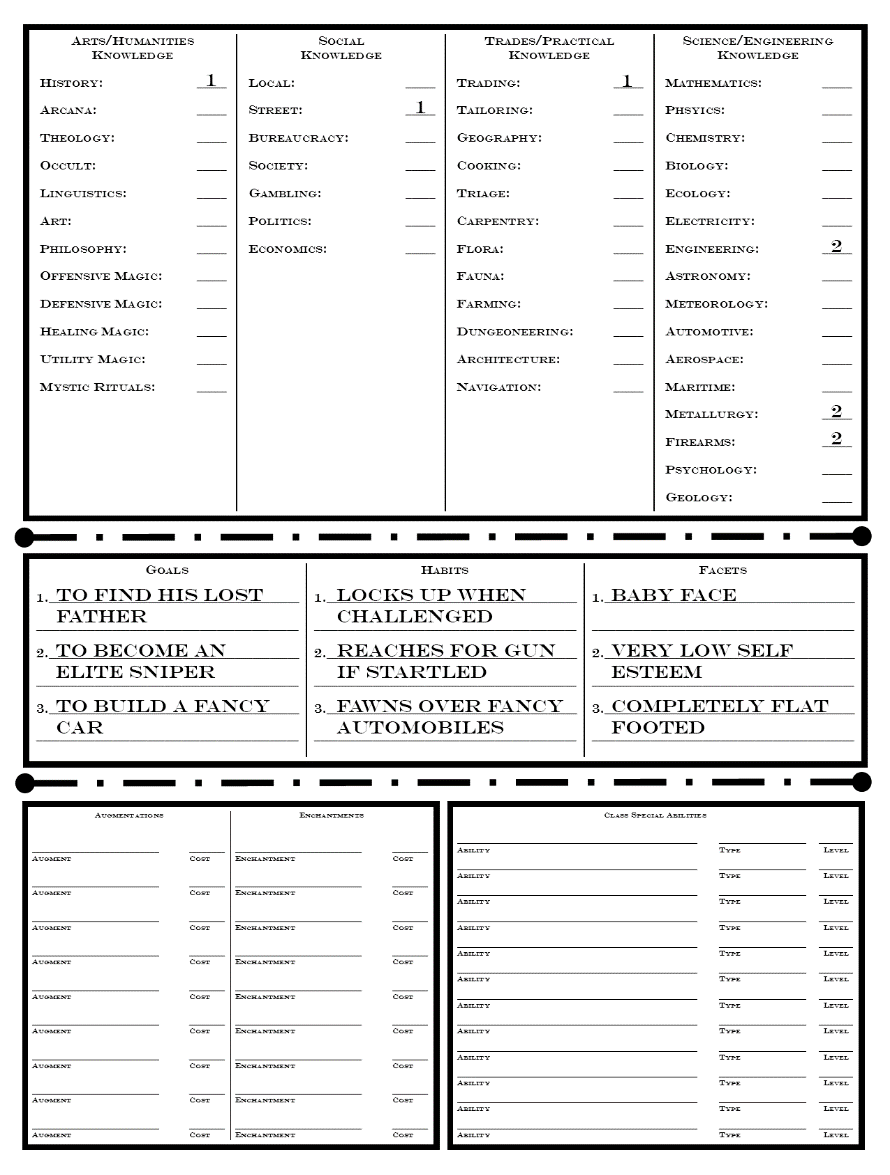
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Nova Lux is a proud elven girl, no more than about 20-25 in human years, who has recently had her parents torn from her by an assassin. She is a minor noble, but has never liked that background. She has a sharp wit, and a sharp tongue, and is classically trained as a mage, though she still has much to learn. Her pride is probably only matched by her skill with a bow.

She has a deep connection to the life and animals around her, she kept many pets in her younger years, and now longs to have another to keep with her, but knows that the road isn’t too well suited to a small pet.

**Character Example 2: Jeremy Brant**

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Jeremy Brant is a naïve but spunky young man who was always a bit of a gearhead. The son of a wealthy family, he became an apprentice to a specialty firearms smith at a young age, and had a pretty sheltered childhood. His life was changed when his father suddenly disappeared a few years back. He has had to work to keep his family afloat, but now sets out on his own to find his father.

He has a bit of skill with firearms and machinery because of his apprenticeship, and has always had a fascination with machinery. He learned to shoot pretty well by hunting. He uses these to his advantage on the road, even though his personality is not suited to direct confrontation.

**Ignition**

Races of the Arcane Engine

Elves live in forests, orcs live in plains villages and small towns, dwarves live in massive underground caverns with cities carved into the wall, and humans often live in suburban neighborhoods and cities made with brick and metal. It is common in the modern world however to find many members of each race intermingling in the others cities, and modern business and government are always seeking to expand their territory.

Choosing a race in the Arcane Engine is very important, and should be done before you make adjust any of your attributes, as your starting scores are changed by your race before you even assign your backgrounds. These adjustments to attributes do make certain races more predisposed to taking certain classes and skills, but does not strictly limit them. Your characters race give them plenty of personality on their own, as each race has a culture that most definitely you will affect your character. (Save for the occasional outlier, which you are perfectly able to become.) This is also important as it might give an idea as to the way you will be treated by other races. Stereotypes will assuredly arise within your world, and every race will have its own form of judgmental predispositions towards others. They are different after all, and those differences can become the basis from anything from slightly racist attitudes to outright pogroms.

**Racial History**

Each race described herein will give a short history about that race in particular, as well as its relation to other races. These histories are meant as a neutral history that can be ascribed to any world, but are non-particular about civilizations or specific political histories so as to be generic.

Remember, these histories are not hard-and-fast. It is not necessary to use these histories for any story, especially if they block any interesting plot points or backgrounds. Player groups are free to create their own histories, but if that is more work than anyone is willing to put in, these histories are here.

**Racial Adjustments**

Each race has a number of adjustments to different attributes, and for some, to knowledge and derived attributes. These adjustments represent the evolutionary predispositions and cultures of each of the different races.

Orcs diverged evolutionarily from humans, and while modern human’s developed a more defined nervous system and range of motion that allowed for complex movement, orcs developed a larger bone structure that allowed for a greater amount of muscle development. Elves diverged much earlier from modern humans, and developed a slower growing cycle, allowing for incredibly long life but a slower birthrate.

**The Humanoid Phylogeny**

Gnomes

Ogres

Orcs

Trolls

Giants

Elves

Dwarves

Halflings

Modern Humans

**Humans**

Humans are the most common race in the world. Versatile and numerous, they control most societies, save a select few in the aboriginal lands of the various other humanoids. As such, they have dictated much of history. Homo sapiens may share a common ancestor with all the other races, but these ancestors diverged long ago. Confined mostly to grasslands and low valleys for most of their existence, it was believed among human’s societies that there were no other races for thousands of years.

Regardless of their interactions with other races, humans are the best versed and well-rounded of the species. With a variety of phenotypical features, humans are sometimes hard to distinguish as distinctly human, and these varieties of phenotypes often confound members of the other races.

Humans intermingle with the other races heavily throughout history, the one notable exception being the Dwarves, as humans typically have trouble living underground for long periods.

Humans form any number of societies, and have evolved over time. In the modern age, many of what are considered the most developed countries exist as nation-states, that not only encompass humans of various ethnic origins, but also other races who share ethnicity with humans. They are capable of any type of various government, and their societies span the globe. It is quite common to find members of the other races in human civilization, though humans still dominate their territories.

Humans are acutely adept and learning new things. Their history is so diverse and complex that it is completely up to the background to determine at what a particular human is skilled. Humans are however very good at learning things, and thus start an extra +2 skill modifier.

Human - +1 Background Skill Boost

**Elves**

The Race of elves are a common partner to humans throughout history and are the second most common humanoid species on the planet. They are on par with humans in terms of international pull, and the international community respects elven nations. They are longer lived than humans, living up to about 400 years of age by their time of death, and are not susceptible to as many diseases as the human race, but have also been known to be a slower moving race, and not at all accustomed to the rapid advance of technology seen in humanity. Elves have a strong connection to magic; probably the strongest of any race and tradition is central to the elven diaspora so much that it almost inevitably holds in the face of advancing and new ideas.

Elves are generally phenotypically diverse, and are from all parts of the world. They diverged from humans relatively recently, and over time adapted from a lifestyle in jungles to a lifestyle in dense rainforests. Subspecies of elves can be found in arctic and other types of cold weather forests, but regardless of the types of trees or location, it is expected that at least one elven society live in any given forested area. This does not mean they don’t leave however, and city elves have been more common since the 17th century, and many elves that are now reaching maturity have lived in cities their whole lives, never having seen the wild, which has caused a stir among the international elven community. Nonetheless, they have been a constant factor in the world throughout its history.

Elves generally mingle with other races well enough, but have a tendency to move towards orcs for their deep mystical nature, and humans for their novelty. Dwarves however, have become an enemy of elves, and their cultures clash constantly.

Elven society is slow to adapt, and though many people would consider their race to be wise and all knowing, it is common among elves to be very narrow minded and none too racist. Most elven societies are monarchies or at most constitutional monarchies, as none of the monarchs are every willing to give up power. Few elves truly dislike their society, and revolution or even civil disobedience is very rare among elven culture.

Elves are not very good at adapting their skillset to a new task, but generally move in a more graceful and quick fashion than human beings. They are not as strong as the other races, but their speed makes up for it. In addition, their mental fortitude is more pronounced because of their long lifespan, but their focus on the mental leaves the physical lacking.

Elf - +10 Movement Speed in open-air natural areas (Tundra, Forest, Plains, etc.)

+1 to all Social Knowledge Fields

-10 Movement Speed in cave environments

**Orcs**

Orcs are the third most common species next to humans and elves. However, it is common that orcs do not hold much sway in the international community and find themselves confined to many lower parts of society. Most Orc nations are generally well respected in the world, but predominantly orc societies have been subject to subjugation and colonization in the past. Orcs are often seen as good manual laborers and sometimes as lesser beings for their nature, but nonetheless, those that maintain independence are capable of garnering at least a modicum of respect. Orcs have strong connections to mysticism and magic, and have a long history of warrior cultures mixed with mystic traditions. In addition, they are deeply religious beings, and often have a pantheon of gods that they pray to diligently. They hold no contempt for technology or advancement, but still believe magic to be the dominating force in the world, and have a deep respect for memory and family lineage. For thousands of years, up until recent times, Orc tribes have often had little forms of writing, and so spoken language was the norm. With a deep respect for authority and hierarchy, orcs have often been subjected to slavery in various forms.

Orcs are phenotypically similar in the sense that there are a few fixed features among their race common to all individuals. Each member of their race will have a set of lower fangs that extend over their upper lip, they are often quite hairy, they have large protruding lower jaws, and their muscle mass is cultivated much larger than most other races. Tribal orcs often dress themselves in simple cloths and will pull their hair back tightly in ceremonial fashion, or they will shave their head completely. It is common however, among city orcs, that the hair will become very curled and tight, so much that many male orcs have problems with ingrown hairs in their beards. Skin can range from a dark red, to a deep olive, though orcs living in cold weather have developed lighter skin tones that often are a shade of light blue.

Orcs mingle normally with most other races, and some societies of humans have had long lineages with orcs. Orcs live in the deep jungles, and so many of the human societies living in these areas took much of their culture from orcs.

Orcs have a deep tribal tradition, and often form themselves into tribal societies. Nowadays, orcs struggle to establish their own nations, adapting old traditions to modern life and technology. Their strong mystic and Warrior culture contribute to a lack of capability to organize on a national level, as rebellions and coups are common for leaders that are considered weak.

Orc - +10 Movement Speed

All weapon STR requirements are decreased by 1

Orcs learn much slower, and require much more time and exposure to gain knowledge points than other races

**Dwarves**

Dwarves are relatively uncommon in the world, and are the progenitor race of the under-people. Dwarves hold a lot of sway in the community of the world however, and are praised for their intellectuality, prowess with technology, and strong warrior/inventor culture that makes them a force to be reckoned with even in their small numbers. Dwarves have very little connection to magic at all, and are mainly an underground dwelling people. They had appeared in human culture long before, but their presence had never really been confirmed until some early records appeared in church writings. They are a primarily underground people, and had evolved underground. Their societies are still underground although many have colonized the surface, and the other under-peoples, the gnomes and halflings, have taken much better to life on the surface. Miners, inventors, and warriors by nature, they are powerful in their nations and outside, and wars with dwarven kingdoms have almost universally ended poorly for surface nations. This being said, dwarves have little ever shown a penchant for conquest, and desire little land, nor do they need it. They are constantly inventing new things to make better use of their current resources, and inventors are respected highly in their culture.

Dwarves are, in modern times, thought to be an underground dwelling descendent of Neanderthals, though they are much more intelligent now. No one, not even dwarves, have record of their genealogy, as it took a very long time for dwarves to develop a system of writing. They have few specimens to work with, as their population has always been small, and dwarves view anthropology within their culture as pointless; Dwarves look to the future, not to the past. They have large heads, and stocky bodies with large muscular structures and they leverage a lot of muscle for their size on their bones. Stronger than the average person, but standing no taller than 4 – 4.5 ft., they have blocky broad shoulders and angular jaws. Many have large noses and mouths and thick scraggly hair that applies to all parts of their body. Dwarf men prize beards, and hairiness has only become a problem to dwarf women in recent years with the influence of human culture.

Dwarves mingle very poorly with surface dwelling people usually, although it is very easy to tell a “rock born” dwarf – one from a dwarven kingdom – from a “sunspot” – or surface dwelling dwarf just by their mannerisms. They are insanely proud, and none too often racist towards just about anyone. They especially find an enemy in elves, and particularly hate them for the elves love of tradition and backwards thinking; however, dwarves often enslave halflings for various cultural reasons. Public execution is common in dwarven society, and blood sports are very popular. Slavery is a common institution, and gaining entrance to a dwarven kingdom as an outsider is a rare honor, especially if you are not a merchant.

Dwarf - Can see in the dark

+1 to all Science and Engineering Knowledge Fields

-5 Movement Speed

**Gnomes**

Like Dwarves, gnomes are relatively uncommon in the world, probably less so than dwarves however, as they do not choose usually to live in underground cities. Gnomes are a member of the underpeople, along with dwarves, halflings, and a few more wild creatures. Gnomes are usually the more socially capable of the underpeople. They have for thousands of years served as the social members of undersociety. Dwarves are too concerned with acts of the hands, while gnomes are more concerned with pursuits of the mind. Many gnomes have the ability to work magic, and have appeared in human lore as leprechauns, among other instances. Through their penchant for magic, they have avoided persecution by dwarven society, unlike the halflings. They hold international pressure in the form of economic and philosophical pursuits. They disseminate great works of science to the humans, as well as introducing new theories for medicine, psychology, economics, sociology, epistemology, and metaphysics. Gnomes have also become deeply religious, and many devote themselves to theology.

Gnomes evolved from a subsect of dwarves without the physicality of their brethren. Eventually they became what they are now, however they too have little record of their own genealogy. With no trees underground, they never developed a good system of writing as they never had any good writing material until they encountered humans, and intermixing with human culture has ended with much of dwarven, gnomish, and Halfling oral culture being lost. Gnomes are shorter than dwarves but not by much, and stand at about 3.5 to 4 feet tall at the highest. They are stocky, with wide and large noses, and large cranial sizes for their height. Narrower at the shoulders, the skeletal structure is smaller than that of a dwarf, and thus they have less muscle, but make up for this in mental faculties.

Gnomish society is complex in its many different facets. Gnomes rank themselves not by any title of nobility, but the fruits of their merits, and they often engage in battles of the wits. They do not have a strong warrior culture, and thus, gnomish body politic generally frowns upon physical violence between gnomes. They govern most dwarven society, though the dwarves usually rule as king. Forming parliaments and committees, rules of order are important to them, but respect to authority is a necessary trait when confronted with the territorial and brutish dwarves, who would do whatever is necessary to maintain order and secure their rule. Gnomes often resolve conflict through social engineering, using political ties to undermine their opponent. They play nicely with most other races. Particularly, gnomes have taken a fascination to human and orc culture, wanting to understand human religion and orc mysticism. You can often find gnomes as explorers or philosophers talking to anyone they can and generally seeking knowledge. Elves do not despise gnomes as they do dwarves, but consider all underpeople lesser to themselves, and as such, gnomes have largely become estranged from the elves, though they harbor no ill will towards them.

Gnome - Can see in the dark

+1 to all Arts and Humanities Knowledge Fields

All weapon STR requirements are increased by 1

**Halfling**

By far the most hated – and the most well-known among surface peoples – of the underpeople, are the halflings. Halflings are much more common than either dwarves or gnomes, but this is not always to the advantage of themselves or those around them. Halflings are generally hated between both human and dwarven culture. For centuries, dwarves have enslaved halflings in the undercities and great mines to work as laborers, and surface people commonly see halflings as ruffians. Many places feature Halfling slavery as well, not only by humans but also by elves, and the only respite they seem to find is in the comfort of orc civilization, where they are mostly ignored, as they would like to be. Halflings, over many generations have developed a knack for thievery and remaining hidden. Dwarven people living in the deepest portions of unexplored chasms discovered Halflings, and immediately the dwarves began to revile at the site. At first, dwarves left halflings alone and killed them if the halflings wandered into dwarven territory. Eventually, dwarven culture saw their usefulness as miners and cave divers. Dwarven mining operations would often keep a retainer of halflings to send into uncharted chasms and tunnels, judging by the state of their return, if they returned, the threat level of digging in that direction. With the reveal of the underpeople to the surface world however, many halflings found a way to escape bondage in the arms of human civilization. They would find little solace here either; as soon; humans quickly followed suit of the dwarves. This view has not changed in the following centuries to the modern day.

Dwarven scientists believed that halflings were a branch of gnomes that went deep into the unexplored chasms of the world, and in dwarven, they are called “Deep Gnomes”. This moniker however, is not valid, as their morphology is different enough to give them their own taxon instead of just a subspecies of gnome. Halflings are shorter than both other deep races, and grow to be a maximum of 3 feet tall though generally shorter. Hence their human name of “Halfling” as they are generally half the height of a full-grown human. They are stocky and usually potbellied, though this belies their quickness. With muscles built to run and jump they are excellent athletes, though this has been more used to run from authorities than in professional sports, as they are banned from most all of them. Their faces are generally round and pudgy, with wide, flat noses, and large mouths. Their eyes are wide set and large, and their ears are usually gargantuan for the size of their body. Millennia of slavery and torment have left halflings, as a species, uneducated. They cannot grow beards or facial hair at all, dwarves often saw halfling facial hair as a form of rebellion, and so bred it out of them.

Halflings have little in the ways of society, and they have no civilizations of their own. They are the underside of any society. Often free halflings that live in cities are known as “rats”, while their counterparts still in bondage in the dwarven mines are known as “clamps”, though the level of respect between the two is roughly equivalent.

Halfling - Can see in the dark

+5 Movement Speed

Can only wear specially made small armor and clothing

**Ogres**

Ogres are well known in human history, not only for their size, but also for their brutish culture juxtaposed to a gentle behavior in public. Ogres are almost universally disliked and reviled among human and elven culture, and in many places, it is not uncommon for ogres to be gunned down in the streets. In this way, they suffer a fate worse than many halflings, as ogres are generally either shot on sight, or lynched by a mob whenever found in civilization. Nonetheless, ogres and half ogres have found their places in society, and this is generally only as manservants to human and elven nobles. Ogres hail from high mountainous regions, and are especially fond of dense mountain forests and rocky terrain.

Ogres are tall and brutish, with wide shoulders and mountains of muscle. Most have under bites to accent their enormous jaws and large hands to accent their heavy biceps. Most have a hunch in their back, and spinal alignment causes most ogres to lean over perpetually, though this is natural and causes little discomfort to an ogre. They stand a massive 7-8 ft. tall on average, and tower over the other races. Their foreheads are large, and generally ogres are usually either incredibly hairy or not hairy at all…though facial hair such as beards is uncommon. The ogre is closely related to the troll and giant, the common ancestor that the giant lines share with humans is many hundreds of millions of years in the past.

Ogres have quite a deep culture of their own. There is much violence in their culture, which is one of constant warfare between tribal nations, but they display a gentleness when dealing with smaller races. They are a tribal nation with a shamanistic background, and often carry around small totems or fetishes to aid them in whatever task they are assigned in their tribe. All males serve as warriors, and tests of strength are common in their culture. Ogres have found respect among dwarves for strength and determination, and many dwarven cities house wealthy ogres…however among surface dwelling societies they are reviled. Orcs and ogres have long been friends to each other, and their culture intermix often.

Ogre - All weapon STR requirements are decreased by 2

Natural HP max increased to 120

Can only wear specially made large armor and clothing

**Fuel Burns**

The Path of the Mage

So you have chosen the path of the mage. Mages command vast powers from the wells of their own energy, throwing storms of lightning, and ball of fire, stopping time and summoning ancient powerful creatures. The world of the mage is open and boundless, and it is important to recognize that magic is what you make of it.

The power of a mage comes from their natural energy, or fatigue. Casting spells constantly is very draining, and becomes even more acutely tiring as you unlock more powerful abilities. A powerful mage may have stronger spells than a weaker mage, but it also becomes much more difficult to cast those spells, and with increased power comes increased responsibility to both yourself and the world. Your power may eventually become powerful enough to destroy whole towns and level battlefields in an instant; These powers are for you to choose how to act, but let it be known that there will always be those who fear your power and abilities, those who wish to control your natural abilities, and those who hate your gifts and will stop at nothing to destroy them in whatever way possible.

In days of old, mages ruled the land and none could challenge them; recently, technology has risen to levels that can challenge even archwizards in might, and a well prepared technologist can shred a mage with their machinery, so beware! There is much ingrained in the cultural memory of the world regarding the tyranny of mages, and the gift of magic no longer grants you the privileges it once did. You must forge your own way in the world now.

Magic is intrinsically personal to the mage, and often reflects and/or directly affects their personality. This is one of the many differences between magic and technology, which is often quite detached from the personality of the technologist.

Magic, especially high powered magic, leaves scars and traces in the world. Magic, or the energy that allows mages to use magic, is little understood, but is oftentimes referred to as the essence of reality. By working magic, a mage is bending and tearing at reality in a fundamental way.

**The Mechanics of Magic**

There are 15 distinct magical classes, each commanding a separate array of powers. Oftentimes these classes overlap in usage, some are meant to deal damage, some are meant to heal and support, and some contain defensive capabilities, some utilitarian uses, and most combine two or three of these.

To take a level in a magical class costs 20 EXP, as is stated on the character sheet. All magic class levels are determined by your amount of Willpower, and you must pass thresholds of Willpower to take the next level of magic in a given class. Starting at 6, every 2 points of WIL, ending at 20, allows you another level of magic classes. This is held across all classes. If you attain 10 WIL, you are allowed to take three levels in all magic classes simultaneously, if you wish. To attain level 4 in ANY magic class however, you must raise your WIL by another 2 points to 12. At 18 WIL, you are able to attain all 7 levels of every magical class, but the amount of EXP you will need to spend to gain 7 levels in multiple magical classes is enormous.

Whenever you gain a level in any magical class, you gain the ability to cast all spells within that level of that class. If there are 4 spells listed at level 2 for the Air Magic class, you can cast all four of those spells. There will be some abilities labeled as “passive”, meaning that these abilities are inherent to your character now, and are a side effect of your characters studies in a class of magic. Players and GM’s are encouraged to create new and innovative spells or even entire new classes of magic if capable. The list of spells provided later in this chapter is by no means exhaustive or final. Imagination is the limit, and it is imperative that GM’s and players know that these spells are merely guidelines to encourage imagination.

Casting spells is simple, the mage chooses the spell to cast, pays its FT cost, and rolls their Spell Power (SP) against the enemy.

**1: Roll Spell Power (SP) vs. “Dodge” if the spell type is Projectile(P) OR Physical Resistance(PR) if the spell type is Target(T) OR Mental Resistance(MR) if the spell type is Enchantment(E)**

**2: If the defender wins the roll, the effects are modified according to the “resist” cell in the spells table entry, if not the spell gives its full effect.**

**Master Level Magic**

Magic is infinite, and there are an infinite amount of levels of magic that are theoretically attainable. However, summoning magical powers is tearing the energy of existence and bending it to your will. In an electrical circuit, the material the wires are made of can only handle so much current before they melt. Likewise the body of nearly all humanoids can only handle so much energy before they are torn apart by the current. In recent years, mages have codified magical potential into 7 levels, with the metric being that level 7 is the most any humanoid body can reasonably handle. Beyond level 7 are what are called master level spells, known only to the most powerful mages in existence. Learning any single one of these spells is as difficult as learning an entire level of a magical class. In addition, the energy these spells summon is so great that to cast them, there is a need for a focus, or reagent.

Master Level Spells require 20 WIL, but they must be unlocked individually as if they were their own level of magic in addition to attaining 20 WIL. Each casting costs the use of a reagent, which are generally not cheap or easy to acquire. Each master level spell is listed with its reagent.

**Overcharging**

Sometimes, mages need to modify their spells in some way. Whether it be increasing the range or damage of a certain spell, widening its affected area or number of targets, lengthening its reach, silencing its sound and glow, and many others.

This process by which mages manipulate the flows of magic to make a spell somehow greater than it is, is called overcharging. What the effects of overcharging are is up to the GM and players. Generally, overcharging a spell makes the spell greater in some way, or silences it so the mage can cast stealthily. What matters about this is that overcharging magic increases the fatigue cost of the spell to the next level of magic. So an overcharged Level 4 spell costs the same amount as a Level 5 spell. Master level spells cannot be overcharged.

An overcharged spell could be made to be silent, it could increase the area of effect, the distance cast, or it could make the spell last longer, or perhaps even allow the spell to be cast with less actions taken.

**Combining Spells**

Combining spells means that a mage combines two spells from different magical classes into a single spell. These combined spells take the best effects from two different spells to produce a spell that is greater than both.

Combining spells is simple, a mage merely must be able to cast both spells separately and declares that they are combining two spells. Casting two spells together is effectively like overcharging the higher level of the two spells, and the action cost defers to the higher level spell. So if a mage casts a level 2 and level 3 spell together, they pay the action cost of the level 3 spell, and pay the fatigue cost of a level 4 spell.

If one or both spells deal direct damage, the damage is equal to the higher damage spell, which also applies to damage over time spells. The spell then combines all the variable effects of both spells. If both spells have the same effect, the stronger effect of the two wins.

**Fatigue and Leveling**

Listed below are the thresholds of WIL needed to attain each level of magic, and the fatigue costs for each level of magic. All spells across the same level of magic cost the same amount of fatigue. No matter what class the spell is in. All level 3 fire spells cost the same amount as all level 3 earth spells and all other classes.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Fatigue Costs | |  | Leveling Thresholds | |
| Level | Fatigue |  | Level | WIL Required |
| 1 | 20 |  | 1 | 6 |
| 2 | 30 |  | 2 | 8 |
| 3 | 40 |  | 3 | 10 |
| 4 | 50 |  | 4 | 12 |
| 5 | 60 |  | 5 | 14 |
| 6 | 80 |  | 6 | 16 |
| 7 | 100 |  | 7 | 18 |
| Master | 120 |  | Master | 20 |

**How to Read the Tables**

Name: The name of the spell or ability

SPD (Speed): The amount of actions needed to cast the spell in combat. If the number of actions required is higher than a characters speed, that character can still cast the spell, but takes their full turn without moving to do so.

**Channel:** This means the mage must stay still and continuously cast the spell for the number of turns indicated. (“Channel X” means there is no limit, and can stop at will.)

TOE (Time of Effect): The amount of time the spell lasts. This is read by a number and a letter, which abbreviates a specific word. (R = Combat Rounds, M = Minutes, H = Hours, D = Days). Thus, 6R is read as six combat rounds, and 5M is five minutes, etc.

Type: This refers to type of spell it is, whether it be a projectile spell, target spell, or enchantment type spell. The type of the spell determines how to resist it.

**Projectile (P):** This spell is launched as an attack and can be dodged.

**Target (T):** This spell either propagates on the target or travels too quickly to effectively dodge and must be resisted with Physical Resistance (PR). The target can attempt dodge if they are in cover, but they can only use half their dodge skill.

**Enchantment (E):** This spell propagates on the target and cannot be dodged, but is not elemental in nature, and is resisted with Mental Resistance (MR).

**Wall (W):** This spell is a stationary area denial ability that needs no opposed roll.

Description: A description of the spells effects, and the spells damage.

Resist: The modification to the spell effects if the spell is resisted.

**Air**

The Class of Air Magic is utilizing a series of abilities that focus on defensive capabilities and utilitarian spells. Practitioners of Air Magic tend to be flighty and defensive, oftentimes seeking to defend themselves rather than meet their foe in the field.

Air Magic is well respected both inside and outside the magical community. As one of the standard elemental magic types, it is one of the oldest fields of study. There is a deep and rich lore dating back thousands of years for air magicians to study and pour over in their efforts to improve their craft. Many are taken aback by their grace and fierceness. There is definitely something to be said about the soothing nature of calm wind. Conversely there is equally much to be said about the terror inducing and deadly effect of powerful windstorms.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Presence of Air | 1 | 6R | E | Adds +1 PER and all PER based Skills | - |
| Blustering Winds | 2 | - | P | Winds knock the target prone | No effect |
| Binding Winds | 2 | 6R | T | Reduces the targets movement by 50% | No effect |
| Wind Walker | 1 | 12R | E | Subject gains 5ft. of movement | - |
| Air Breathing | 2 | 5M | E | Forces fresh air into the targets lungs, allowing them to hold their breath for 2R | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Poison Vapors | 2 | - | T | Aerosolized poison poisons target, reducing the targets STR or DEX by 1 | No effect |
| Out of the sky | 1 | - | T | Stops conventional flight, causing the subject to fall to the ground | Targets movement cut in half |
| Air Stance | 2 | 6R | E | Target Gains +2 dodge | - |
| Ride the Winds | Passive | | | Subject can make a 30ft. movement through the air, but must start and end on a solid surface | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Call Winds | 2 | - | P | Calls strong winds to blow the subject away and deal 60 dmg. | Half damage |
| Eye of the Hurricane | 1 | - | T | Release winds in a 30 ft. radius from the caster, knocking all caught within it to its edge | No effect |
| Wind Wall | 3 | 12R | W | Wall of wind up to 30 ft. long, all projectiles passing through have a 20% chance to deflect off course | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Backdraft | 1 | - | T | Call wins to draw all subject within a 30ft. radius 10ft. directly closer to the caster | No effect |
| Calming Winds | 2 | 12R | E | Subject is calmed and ceases combat | No effect |
| Compression Blast | 2 | - | P | Knocks opponent back with great force, deals 60 damage | Half damage |
| Air Stance II | 2 | 6R | E | Target gains +4 Dodge | - |
| Stunning Breath | 2 | 2R | P | Stuns the target for 1R | Target dazed |
| Noxious Vapors | 3 | - | T | As POISON VAPORS but deals 2 damage | Half damage |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Howling Winds | 2 | - | T | Opponents receive a -2 to defense and attack rolls, and a -3 to PER & PER based skills | No PER damage |
| Air Column | 2 | 6R | T | Pins the target to the ground, target attempts to resist 1/R | No effect |
| Wind Barrier | 3 | 12R | W | All wall of wind, but now with a 50% chance to deflect. 100% chance to disperse vapors and gases. | - |
| Hover | Passive | | | You can now hover in the air up to 20 vertical ft. | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Body of Air | 5 | 12R | E | Transform into an Air Elemental | - |
| Wind Armor | 2 | 12R | E | As WIND BARRIER, but functions as a mobile personal barrier | - |
| Air Stance III | 2 | 6R | E | Target gains +6 Dodge | - |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Summon Elemental | 4 | 12R | E | Summon Air Elemental two a 5ft. square within 20ft. of the caster | - |
| Storm Rider | Passive | | | As RIDE THE WINDS, but now a 50ft. movement, and can start and end at a hover | - |
| Maelstrom | 4 | 12R | T | Summon a 10ft.x10ft. tornado that travels 10ft./R randomly, dealing 50 dmg to all caught within it | Enemies not picked up |
| Deadly Vapors | 2 | - | T | As NOXIOUS VAPORS, but deals 4 STR/DEX damage | Half damage |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Hurricane | 4 | - | T | Channel a hurricane, dealing 100 dmg to all in a 100ft radius | Tuft of Eagle Tail Feathers | Half damage |
| Air | 3 | 12R | E | Target becomes as air, immune to almost all weapons | Bottle of Ozone | - |

**Conveyance**

Conveyance is the magic of motion, the controlling of kinetic energy and its transfer between bodies. Conveyance utilizes a number of damaging abilities, but is mostly focused on control of objects and opponents. Conveyance magic is a relatively new field of study, and became increasingly popular with the rise of industry throughout the world. Practitioners of conveyance magic are often very stoic and goal oriented people, with a strong drive for process control and exact excellence. This way, many conveyance mages find success in business.

Conveyance magic is one of the favorite types of magic to be seen in military campaigns. In a fire team, having a conveyance mage makes a world of difference to the soldiers there, not the least for the fact that they can dish out a surprising amount of hurt. Their abilities to control the battlefield has made their presence an invaluable military asset, and their presence terrifies enemy commanders.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Disarm | 1 | - | S | Target must make an attack roll vs. the casters SP or be disarmed of their weapon(s) | No effect |
| Move (Level 1) | 2 | - | E | Moves objects (5lbs-10ft) | No effect |
| Lift | 2 | - | E | Lifts objects up to 100lbs up to 5ft in the air | No effect |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Unlock | 4 | - | E | Unlocks locked place | No effect |
| Portal Ward | 3 | - | E | Alerts you when someone walks past the ward | No effect |
| Blink | 1 | - | E | Teleport Randomly to anywhere in the room | - |
| Move (Level 2) | 2 | - | E | Move objects (10lbs-10ft) (1-20ft) | No effect |
| Defenestration | 2 | - | E | Forcefully hurls enemy out the nearest window (if available) | No effect |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Suspension | 2 | - | E | Can force objects up to 100lbs to suspend up to 10ft in the air for 5 minutes | No effect |
| Slam (Level 1) | 2 | - | E | Lift objects up into the air and slam them down, dealing 60 dmg | Half Damage |
| Move (Level 3) | 2 | - | E | Move objects up to (25lbs.-10ft.) (2-20ft. / 1-50ft.) | No effect |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Slam (Level 2) | 2 | - | E | Lift objects up into the air and slam them down dealing 70 dmg | Half Damage |
| Move (Level 4) | 2 | - | E | Move objects up to (50lbs-10ft) (3-20ft / 2-50ft / 1-80ft) | No effect |
| Zoning | 4 | 12R | E | Places a ward on an area that blocks access | No effect |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Move (Level 5) | 2 | - | E | Move objects up to (100lbs-10ft) (4-20ft / 3-50ft / 2-80ft / 1-120ft) | No effect |
| Force Shield | 4 | 12R | W | Places a shield wall that forcible rebukes all people that try to enter | No effect |
| Flicker | 1 | - | E | Objects briefly flickers from reality (50% chance for projectiles to miss) | No effect |
| Slam (Level 3) | 2 | - | E | Lifts objects into the air and slam them down, dealing 80 dmg | Half Damage |
| Move (Level 5) | 2 | - | E | Move objects up to (100lbs-10ft) (4-20ft / 3-50ft / 2-80ft / 1-120ft) | No effect |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Spatial Distortion | 1 | - | E | Teleports to specified locations within 100ft | - |
| Move (Level 6) | 2 | - | E | Move objects up to (200lbs-10ft) (5-20ft / 4-50ft / 3-80ft / 2-120ft / 1-200ft) | No effect |
| Tether | 2 | 5M | E | Tethers 2 objects together | No effect |
| Full Body Lock | 3 | 6R | E | Puts enemy in stasis | No effect |
| Cage | 2 | 12R | E | Entraps unit in a cage | No effect |
| Slam (Level 4) | 2 | - | E | Lifts objects into the air and slam them down, dealing 100 damage | Half Damage |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Move (Level 7) | 2 | - | E | Move Objects (300lbs-10ft) (6-20ft / 5-50ft / 4-80ft / 3-120ft / 2-200ft / 1-300ft) | No effect |
| Repulsion | 2 | - | T | Repels all enemies within 30 feet, dealing 80 damage | Half Damage |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Mass Slam | 3 | - | E | Slams all in a 20ft radius, Dealing 100 dmg | Handful of Silver Dust | Half Damage |
| Move (Master) | 2 | - | E | Move Objects (500lbs-10ft) (7-20ft / 6-50ft / 5-80ft / 4-120ft / 3-200ft / 2-300ft / 1-500ft) | 5lb. Iron Ball | No Effect |
| Teleportation | Channel 3 | | E | Teleports long distances (At least 50mi away) | 2 CT. Diamond | - |

**Divination**

Divination is the magic of foresight, of preternatural intuition, and of supernatural perception. Divination is the magic often most associated with seers and soothsayers, blind old women or men in the slums who can tell the future. In reality, nothing is powerful enough to see the future, but divination magic can give a mage sight beyond sight, and for this reason diviners are quite powerful. Divination is a relatively old school of magic, and one that has its place among the old traditions. However, it is not one of the most well practiced schools of magic, and oftentimes gets overlooked by students who see potential in studying elemental or other more apparently powerful and destructive magic types.

Diviners are often people who tend to find the most in any situation, and never miss a thing in their lives. They walk down a busy street and can pick a friend out of a huge crowd, they can hear conversations from across a plaza, and can often see tensions in a situation long before they boil over. Though oftentimes, diviners are prone to not being very action oriented, content to sit on the sidelines watching the world go by as they analyze.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Sense | 1 | - | E | Sense the location and intensity of a magical or technological aura | No effect |
| Quick Copy | 2 | - | E | Copies text immediately (Forgery skill determines quality) | - |
| Appraise | 2 | - | E | Tells the apparent price of an item | - |
| Shapechange Pierce | 2 | - | E | Penetrates the disguise of a shapeshifting creature | No effect |
| Marked Object | 2 | - | E | Mark an object with a mark only the caster can see | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Premonition | 2 | 6R | E | Gives target ability to see a couple seconds into the future, +1 Dodge | - |
| Analyze Portal | 2 | - | E | Allows you to discover a portals destination | No effect |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Scry | 4 | 12R | E | Allows you to view a marked object | No effect |
| Know Vulnerabilities | 3 | - | E | Determines the enemies resistances and vulnerabilities | No effect |
| Detect Scrying | Passive | | | Detects any kind of scrying | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Divine Properties | 4 | - | E | Divines the properties and maker of an item | No effect |
| Determine Action | 2 | - | E | Determines the enemies next planned action | No effect |
| Arcane Eye | 3 | 5M | E | Summons an eye that can spy for you | - |
| Reveal | 2 | - | E | Repeals an illusion fully | No effect |
| Forethought | 2 | 6R | E | As premonition, but +2 dodge | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Read Mind | 4 | - | E | Reads the persons thoughts | No effect |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Target | 4 | 12R | E | Opens a scry portal that you can shoot spells through of level 3 or lower | - |
| Eye of Power | 4 | - | E | As Arcane Eye, but you can shoot spells through it like target | - |
| Foresight | 2 | 6R | E | As premonition but +3 dodge | - |
| Unluck | 3 | 3R | E | Subject rerolls all rolls and uses worse roll | No effect |
| Target | 4 | 12R | E | Opens a scry portal that you can shoot spells through of level 3 or lower | - |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Hindsight | 4 | - | E | Determines the history of an object or person | No effect |
| Target 2 | Passive | | | You can now shoot spells of level 4 or lower through target portals/eyes of power | - |
| Guided Hand | 2 | 6R | E | +4 to all combat skills (except dodge) | - |
| Surefooted | 2 | 6R | E | Subject does not provoke over-watch | - |

Master Spells

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Soul Scry | Channel 5 | E | Enter another’s mind completely | Vial of Victims Body Fluids | No effect |
| Tongues | Passive | | Understand and speak up to 8 new languages | Multi-Lingual Dictionary | - |

**Earth**

Earth magic is probably the oldest type of magic in the world, and is one of the most widely practiced forms of magic, seeing dedicated users from the most metropolitan nations to the most rural villages. Many view earth magic as representational of being one with reality, being grounded, and being practical while still holding longevity and the natural order as a priority. Earth magic is a defensive discipline through and through. It does have some offensive capabilities, but they are limited in scope at best compared to the defenses that an Earth mage can summon. Like their magic, earth mages tend to be very stubborn and hard to crack people, but they are respected the world over.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Aspect of Earth | 2 | 6R | E | Adds +1 STR | - |
| Mountain Stance | 2 | 5M | E | Subject becomes hard to move, and quadruples in weight | No effect |
| Good Hiker | Passive | | | User can move around rocky areas with ease | - |
| Heat Metal | 2 | - | E | Makes metal extremely hot, deals 10 fire damage on touch | No effect |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Stone Throw | 2 | - | P | Stone deals 40 dmg | Half damage |
| Mineral Finder | Passive | | | Detects rare minerals | - |
| Soft Stone | 2 | - | S | Softens stone and earth for easy breaking/digging | No effect |
| Rusting Grasp | 2 | - | E | Rusts metal you touch | No effect |
| As Solid as Clay | 3 | 6R | E | Target gains +1 PR | - |
| Clay Armor | 3 | 6R | E | Rock armor provides you with +10 DR | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Encase | 1 | 12R | E | Encases user in stone, making them immune to most weapons, but unable to act | - |
| Wall of Stone | 3 | 12R | W | Puts up a wall of stone to block enemies path | - |
| Stone Shape | 4 | - | E | Cuts stones into any shape | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wall of Spikes | Passive | | | Wall of Stone now contains spikes that deal 25 dmg to enemies | - |
| Stone Tales | 5 | - | E | Speak to stones and hear their tales | - |
| Stone Armor | 3 | 6R | E | As ROCK ARMOR but +20 DR | - |
| As Solid as Stone | 3 | 6R | E | Target gains +2 PR | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Quake | 3 | - | T | Summons a small earthquake to knock opponents in an area over | No effect |
| Boulder | 2 | - | P | Boulders roll over the target, dealing 80 dmg | Half damage |
| Earth Master | 1 | - | E | Travel through the earth and reappear at any location within 100ft | - |
| Lava Wall | 4 | 12R | W | User creates a line of lava to block enemies path, deals 60 dmg to any who step in the lava | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Body of Stone | 5 | 12R | E | Transform into earth elemental | - |
| Earthquake | 5 | - | T | Causes a large earthquake, throwing opponents to the floor and stunning them for 1R | No stun |
| Align Grains | 3 | - | E | Aligns the grain of a piece of metal or stone, doubling its effective HP | - |
| Cast in Stone | 3 | 6R | E | Petrifies Target | No effect |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Summon Elemental | 4 | 12R | E | Summons Earth Elemental | - |
| Rock Bullet | 2 | - | P | Rock pellet fired so quickly it deals 100 dmg | Half damage |
| Rock Pillar | 3 | - | T | You pull up a rock pillar hundreds of feet into the air underneath you and your allies | - |
| Earthshatter | 4 | - | T | Earthquake creates fissures that open up and close around enemies, locking them in place | Rooted in place for 1R |
| Mass Encase | 2 | 12R | E | As encase, but affects target and all allies | - |
| Obsidian Armor | 3 | 6R | E | User gains interlocking plates of obsidian, providing them with +30 DR | - |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Mountainfall | 4 | - | T | Giant boulder deals 120 damage | Jar of Clay | Half damage |
| Diamond Armor | 3 | 6R | E | Target +40 DR | 2 CT. Diamond | - |
| As Solid as Diamond | 3 | 6R | E | Target Gains +6 PR | 1 CT. Diamond | - |

**Fire**

Fire is, and has always been, one of the most popular forms of magic. Young mages seeking power are often drawn to the passion evoking and powerful capabilities of a fire mage. Fire magic, despite this preconception about fire mages themselves, is a well-respected field. Young fire mages tend to be brash and overbearing, often more than a little elitist in their views of themselves and the world. This is not true of all, of course, but the one underlying trait that tends to encompass all fire mages is a passion, a burning passion for something. Young people tend to find this passion in social change and revolution, older fire mages oft find this passion in family and community.

Fire magic has found itself throughout history featuring prominently in military campaigns. For obvious reasons, having cadres of fire slingers can turn the tide of a battle quite handily and easily.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Aspect of Fire | 2 | 6R | E | Add +1 to INT and INT based skills | - |
| Flare | 2 | - | T | Sends a signal to give your location | - |
| Dancing lights | 2 | - | E | Dazzles creatures with dancing fire | No effect |
| Cone of Embers | 2 | - | T | Sends out a small cone of fire from your hands dealing 30 dmg to enemies caught in it | Half damage |
| Burning Weapon | 2 | 12R | E | Weapon deals an extra 10 fire dmg per hit | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Ignite | 1 | 3R | E | Lights target on fire, dealing 20 dmg/R | Half damage |
| Ray of Flame | 1 | - | P | Deals 50 dmg to an enemy | Half damage |
| Sunflare | 3 | - | E | Flash of sunlight blinds enemies and deals 60 dmg to undead and spirits | Half damage |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wall of Fire | 4 | 12R | W | Summons a wall of fire, dealing 25 dmg to all who cross it | - |
| Flame Walk | Passive | | | User can now walk on flames and hot coals, and through conventional fire with no damage | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Fireball | 2 | - | P | Spews a fireball, exploding and dealing 50 dmg to all in a 10ft radius | Half damage |
| Fire Trail | 3 | 12R | E | User leaves a WALL OF FIRE behind them as they move around | - |
| Flame Trap | 4 | - | P | Item is trapped with a FIREBALL spell | - |
| Fireburst | 1 | - | T | Explosion happens at a target point, dealing 50 dmg in a 10ft radius | Half damage |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Greater Ignite | 1 | 3R | E | As IGNITE, but deals 30 dmg/round | Half damage |
| Burst Setting | 3 | - | T | Turns items into a bomb that explode equivalent to a FIREBURST spell | - |
| Hellfire | Channel 3 | | T | You surround a target with fire and cause the earth to erupt in hellfire, dealing 40 dmg/R | Half damage |
| Fireball (Level 2) | 2 | - | P | Fireball deals 70 dmg in a 10ft. radius | Half damage |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Body of Fire | 5 | 12R | E | Transforms into a fire elemental | - |
| Anger of the Sun | 3 | - | E | As Sunflare, but deals 120 dmg to undead and spirits | Half damage |
| Wildfire | 4 | 6R | T | User unleashes a torrent of fire in all directions that spreads and deals 50 dmg/turn | Half damage |
| Fireball (Level 3) | 2 | - | P | Fireball deals 90 dmg in a 10ft radius | Half damage |
| Fireburst (Level 2) | 1 | - | T | Explosion happens in an area, dealing 70 dmg | Half damage |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Call Elemental | 4 | 12R | E | Calls a fire elemental to serve you | - |
| Solar Fury | 3 | - | E | As Sunflare and Anger of the Sun, but deals 180 dmg to undead and spirits | Half damage |
| Mega Fireball | 3 | - | P | Gigantic Fireball deals 110 dmg in a 20 ft. radius | Half damage |
| Firestorm | Channel 3 | | P | Channels a firestorm. Causes 4 FIREBALLS (Level 1) to rain down/R | Half damage |
| Dragon Breath | 2 | - | T | Large cone of flame deals deals 90 dmg in a 40ft cone | Half damage |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Meteor | 5 | - | T | Summons a meteor, dealing 150 dmg in a 40 ft. radius | Asteroid Fragment | Half damage |

**Lightning**

In the metropolitan eye, fire and lightning mages are the same, with little regard to the psychological traits that drive someone to study one or the other, or the effects of using either. In reality, the difference between a lightning mage and a fire mage is one of extremism. Both traditions require a sense of drive and passion to use the magic effectively, but oftentimes lightning and electrical magic are alluring to the more extreme or superlative of people.

This is the nice way to phrase what oftentimes overcomes most lightning mages. In blatant terms, lightning magic is oft referred to as the tradition of psychopaths and serial killers. Lightning is such a destructive force, and with so few applications other than pure destruction, that its users become drunk on the power, or completely desensitized to the killing of others. There are mentally stable users of lightning magic, though they tend to become nihilistic.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Aspect of Lightning | 2 | 6R | E | Adds +1 DEX and DEX based skills | - |
| Stun Baton | Channel X | | T | Attempts to keep the target incapacitated | - |
| Lightning Reflexes | Passive | | | User gains +3 Initiative | - |
| Electric Jab | 1 | - | T | You jab a target and deal 30 dmg | No effect |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Thunderclap | 1 | - | T | You fire off loud lightning to deafen opponents | - |
| Magnetize | 3 | 12R | E | You make an object magnetic | - |
| Electric Bolt | 1 | - | T | Bolt of electricity deals 50 dmg | Half damage |
| Shock | Channel X | | T | You grab the target, dealing 25 dmg/R (Grapple Checks Required) | Half damage |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Jolt | 1 | - | T | Shocks all within a 15 ft. radius of the caster for 50 dmg | Half damage |
| Power Slide | Passive | | | Target can ride electricity lines and non-magical lightning bolts | - |
| Electric Bolt II | 1 | - | T | Bolt of electricity deals 60 damage | Half damage |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Defibrillate | 4 | - | E | Revives a stabilized, incapacitated person | - |
| Electric Cage | 2 | 12R | E | Encases the target in a cage of electricity that stuns them if they try to pass through it | No effect |
| Ball Lightning | 2 | 6R | P | Slow moving ball of lightning deals 50 dmg to anyone who passes it | Half damage |
| Electric Bolt III | 1 | - | T | Bolt of electricity deals 70 dmg | Half damage |
| Circuit Breaker | Channel X | | E | Stops all current in any circuit (You have to touch the circuit) | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Lightning Bolt | 1 | - | T | Fires a bolt of lightning at the target, dealing 80 dmg and stunning the target | Half damage |
| Charge Weapon | 2 | 6R | E | Weapons deals LIGHTNING BOLT in the next attack (Stacks) | - |
| Electrical Immunity | Passive | | | User can absorb up to 100 electrical dmg with no effect in a single round | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Body of Lightning | 5 | 12R | E | Transform into a lightning elemental | - |
| Lightning Bolt II | 1 | - | T | Bolt of Lightning deals 100 dmg and stuns the target | Half damage |
| Storm | Channel 3 | | T | Channels a storm onto a single target, to deal 60 dmg/turn | Half damage |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Call Elemental | 4 | 12R | E | Summons a lightning elemental | - |
| Storm Bolt | 1 | - | T | Bolt of Lightning deals 140 damage, stuns the target, and deals 2 DEX damage | Half damage |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Electric Sprite | 5 | - | E | Summons an independent electric sprite, which can fire STORM BOLTS | Hollow Crystal Sphere | - |
| Fist of the Heavens | 4 | - | T | Harnesses a Storm to strike a target, dealing 180 dmg | Steel Rod | Half damage |

**Mental**

Mental magic is, again, one of the newer classes of magic that has seen a significant wellspring of research and development during the industrial age. However, this does not mean that it is well-received among the general public. Mental magic is feared in general, and though many power-players in society will seek to utilize Mental mages for their machinations.

None can truly trust a Mental mage, their influence can take any form, and their power of suggestion is frightening to say the least. Whether they seek their own personal gain, or they work for another, Mental magic allows one to bend others to their will forcibly. These mages can turn best friends into bitter rivals with a single incantation. They are often sly and very friendly, seeking attention and forcing it if need be. Mental mages are usually not overtly forceful, and will usually back down from confrontation, seeking instead to manipulate themselves into an overwhelmingly advantageous position before confronting the problem directly.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Charm Person | 2 | - | E | Attempts to make the person friendly | No effect |
| Daze | 2 | - | E | Dazes the target, making them lose 1 action next turn | No effect |
| Ghost Sound | 2 | - | E | Makes people think they heard a sound | No effect |
| Detect Thoughts | 2 | - | E | Allows the detection of surface thoughts | No effect |
| Touch of Idiocy | 2 | - | E | Makes the target do something stupid next action | No effect |
| Owls Will | 2 | - | E | Gives the target +1 WIL | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Stun | 2 | - | E | Stuns the target for 1 round | No effect |
| Nondetection | 2 | - | E | Deals 2 PER damage | No effect |
| Suggestion | 2 | - | E | Plant a thought in targets head | No effect |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Drain | 2 | - | E | Deals 50 FT dmg | Half damage |
| Confusion | 2 | 3R | E | Target becomes thoroughly confused, and attacks randomly | No effect |
| Detect Scry | Passive | | | Automatic checks to detect most kinds of scrying | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Mind Crush | 2 | 6R | E | Sends target into a screaming, agony filled frenzy, and deals 50 dmg | Half damage |
| Seeming | 2 | - | E | Makes you appear however you want to that person | No effect |
| Dream | Channel X | | E | Manipulates ones dream | No effect |
| Resistances | Passive | | | User becomes acutely aware of mental attacks, gains +2 MR | - |
| Mislead | 1 | - | E | You can manipulate a conversation, Target takes -5 to their Social Sense and MR checks | No effect |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Stupify | 2 | 3R | E | Target becomes confused, and takes 3 WIL dmg | No effect |
| Read Mind | 5 | - | E | Allows you to read the other persons thoughts | No effect |
| Stall | 2 | - | E | Makes 6 enemies around you stop and stand still for 5 minutes, they will not act unless damaged, will not resist movement as long as it does not damage them, and will not remember those 5 minutes. Damage breaks the enchantment. | No effect |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Great Drain | 2 | - | E | Deals 100 FT dmg | Half damage |
| Greater Read Mind | 5 | - | E | Allows you to read the other persons deep thoughts and emotions | No effect |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Take Control | 5 | 12R | E | Attempts to take control of the other persons mind | No effect |
| Simultaneous Actions | 2 | 12R | E | A target is forced to make the same actions as another | No effect |
| Switch Actions | 2 | 12R | E | Two targets make the actions that the other wants to make instead | No effect |
| Psychic Scream | 3 | - | E | You tear the minds of all those around you, dealing 80 dmg | Half damage |

Master Spells

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Soul Domination | Channel X | E | You experience everything through another’s body, as they watch, a hapless spectator to their own body | Important Personal Belonging of Victim | No effect |

**Meta**

Meta Magic is probably the newest and most innovative form of magic to spring from industrialization. As rational science seeks to understand the inner workings of the natural world, so do Meta mages seek to understand the inner workings of the flows of magic itself. These mages do not usually have much of an offensive or defensive arsenal on their own. However, paired with another mage, the Meta mages manipulation of magical potential can make even the most rudimentary spell absolutely astounding.

Meta magicians often tend to be very astute and logical in their approach to study and understanding. Practitioners of Meta magic are usually not truly concerned with the goings on of those around them, and rarely partake in politics or social events, but may do so when necessary. Above all, a Meta magician respects knowledge, and the pursuit of such.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Resist Magic | 2 | 6R | E | Adds +1 to targets MR and PR against magical influences | - |
| Power (Level 1) | Passive | | | +1 to SP | - |
| Resistance (Level 1) | Passive | | | +1 to users MR | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Disperse Magic | 2 | - | E | Dispels any sustained or latent magic in the area | No effect |
| Power (Level 2) | Passive | | | +2 to SP | - |
| Resistance (Level 2) | Passive | | | +2 to MR | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Strengthen | 2 | - | E | Gives targets next spell +25% dmg | - |
| Destroy Enchantments | 2 | - | E | Destroys common enchantments on some items | No effect |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Silence | 2 | 3R | E | Stops the target from casting spells | No effect |
| Power (Level 3) | Passive | | | +3 to SP | - |
| Resistance (Level 3) | Passive | | | +3 to MR | - |
| Anti-Magic Shell | 2 | 3R | E | Target cannot be targeted with magic | No effect |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Magic Shield | 4 | 12R | E | Summons a 10ft. wide, 6ft. tall, vertical shield that doesn’t allow magic through from either side | - |
| Dispel | 2 | - | E | Dispels an effect from a spell of level 5 or lower | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Overpower | 2 | - | E | Gives targets next spell +50% dmg | - |
| Power (Level 4) | Passive | | | +4 to SP | - |
| Resistance (Level 4) | Passive | | | +4 to MR | - |
| Arcane Hand | 4 | - | E | Summons a giant energy hand to do your bidding | - |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Inversion Shield | 4 | 12R | E | Puts up a 10ft. wide, 6ft. tall vertical shield that sends any spell back to its caster | - |
| Recall | 3 | - | E | Allows you to recast another spell cast within 1R | - |
| Seal | 5 | 1D | E | Silences another person | No effect |
| Power (Level 5) | Passive | | | +5 to SP | - |
| Resistance (Level 5) | Passive | | | +5 to MR | - |
| Greater Dispel | 2 | - | E | Dispels any spell related effect | - |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Ley Heal | 5 | - | E | Opens a person’s magical pathways if they have been sealed | Spirit Crystal | No effect |
| Annihilate | 5 | - | E | Seals a person’s access to magic, which must be repaired with a LEY HEAL spell | Spirit Crystal | No effect |

**Water**

Like Earth, Air, and Fire magic, Water magic is one of the four old elemental traditions, and is one of the most well researched and respected classes of magic. Water magic is a force of healing and shelter, and is often viewed as such by its practitioners and those who look upon them. Do not, however, be fooled by the generally kind-hearted and light countenance of a Water mage, their wrath is cold and deadly like the worst blizzard.

In the past, Water mages were revered for their help in agriculture, and rural farmers sung praises of all kinds when a water mage happened through their land. Water magic tends to attract the most kind and gentle of people, and is a soothing discipline for troubled souls.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Purity of Water | 2 | 6R | E | Adds +1 to CHA | - |
| Icicle | 1 | - | P | Fire a small ice shard that deals 20 dmg | Half damage |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Call Fog | 2 | 12R | T | Calls unnatural fog with a 30ft. radius, -3 to hit and +3 dodge for those caught inside | No effect |
| Chilling Armor | 2 | 6R | E | Whenever an enemy hits target, enemy is slowed, and loses 1 Speed for 2R | - |
| Douse | 2 | - | T | Puts target out if they are on fire | - |
| Wrath of Ice | 2 | 6R | E | Gives target +1 to one combat skill | - |
| Avid Swimmer | Passive | | | User can swim at double movement speed | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Glacial Spike | 2 | - | P | Spike of Ice deals 30 dmg in a 30ft. line | Half damage |
| Globe of Water | 2 | - | E | User creates a globe of water around themselves and others to walk along lake/ocean beds | - |
| Dehydrate | 2 | 6R | E | Deals 2 CON dmg to the target | No effect |
| Hypothermia | 2 | 6R | E | Target moves at half speed | No effect |
| Soothing Waters | 2 | - | E | Target is healed for 30 dmg | - |
| Flowing Armor | 3 | 6R | E | Target gains 10 DR | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Deep Freeze | 1 | 3R | T | Freezes all within 10ft. solid | No effect |
| Water Walk | 2 | - | E | Allows target to walk on water (Passive on Self) | - |
| Block of Ice | 2 | 12R | T | Freeze target solid, protecting them from physical damage | - |
| Wrath of Ice II | 2 | 6R | E | Gives target +2 to one combat stat | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wall of Ice | 4 | 12R | W | Summons a 30ft. wide, 10ft. tall wall of ice that is nearly impenetrable by any normal weapon | - |
| Block Feet | 3 | 6R | T | Holds the target in place by forming ice blocks at their feet | No effect |
| Healthful Waters | 2 | - | E | Water heals target for 70 dmg and cures some status effects | - |
| Water Breathing | 2 | 12R | E | Allows target to breath underwater | - |
| Flowing Armor II | 3 | 6R | E | Target Gains 15 DR | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Body of Water | 5 | 12R | E | Transform into a water elemental | - |
| Cone of Cold | 2 | - | T | Sends out a cone of cold in a 30ft. cone in front of you dealing 70 dmg | Half damage |
| Traverse | 2 | - | E | User travels through water and appears anywhere within 100 ft. | - |
| Wrath of Ice III | 2 | 6R | E | Target gains +3 to one combat stat | - |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Call Water Elemental | 4 | 12R | E | Call a water elemental | - |
| Waterspout | 4 | 12R | T | Pillar of water lifts user up to 100ft in the air | - |
| Radiant Waters | 2 | - | E | Water heals target for 100 dmg, cures some status effects, and heals 4 attribute dmg | - |
| Flowing Armor III | 3 | 6R | E | Target Gains 20 DR | - |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Wrath of the Seas | 4 | 12R | T | You bring a water spout down that causes havoc to all caught in it, dealing 50/round | Vial of Pure Rainwater | Half damage |
| Wrath of Ice IV | 2 | 6R | E | Target gains +5 to one combat skill | Chunk of Glacial Ice | - |

**Nature**

Nature is a class of magic that has often been regarded as barbaric among the civilized people, partly for its dual nature of kindness and ferocity, and its practice among primitive tribal cultures. In recent times, however, Nature magic has seen a resurgence in interest especially among developed nations as a backlash against rampant industry.

Nature mages, or Druids as they are sometimes called, are often feared not just for their power, but also their tendency to be kind-hearted and gentle one moment, and ferocious killers the next. The difference is often that Druids see their action as natural and good, even if others don’t. Their mood is as transient and terrifying as nature itself.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Charm Beast | 2 | - | E | Makes Beast Friendly | No effect |
| Branch to Branch | 2 | 12R | E | +2 to climb and acrobatics checks in natural setting | - |
| Remove Scent | 2 | 5M | E | Hides Scent | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Beast Form | 5 | 12R | E | Transform into dire badger, dire fox, dire falcon, or dire tuna | - |
| Wild Eyes | 4 | 12R | E | You see through an animal’s eyes | No effect |
| Adrenal Spores | 2 | 6R | E | Spores trigger an adrenal response in your ally, giving them +10 dmg | - |
| Slime | 2 | 12R | T | Slimes the ground, causing it to be slippery and enemies will trip | No effect |
| Stake | 1 | - | P | Flying bolt of wood deals 50 piercing dmg to target | Half damage |
| Regenerate | 2 | 6R | E | Target regenerates 10 HP/R | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Envenom | 2 | 6R | E | Poisons target, deals 25 dmg/R | No effect |
| Fang | 2 | - | T | Ethereal fangs bite enemy, deals 60 dmg | Half damage |
| Root Bind | 2 | 6R | T | Immobilizes Creature in tangled vines | No effect |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wooden Skin | 3 | 6R | E | Encases target in bark, gaining 10 DR | - |
| Beast Form II | 5 | 12R | E | Transform into black bear, panther, dire hawk, or dire grouper | - |
| Control Beast | 4 | 12R | E | Beast comes under your control | No effect |
| Regenerate II | 2 | 6R | E | Target regenerates 20 HP/round | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Summon Beast | 4 | 12R | E | Summons a dire wolf/dire boar/dire fox to aid you | - |
| Razor Vine | 2 | - | P | Razor Sharp vines erupt from your hands to lash target, dealing 70 dmg | Half damage |
| Cocoon | 4 | 12R | E | Encase yourself in a cocoon to protect from damage | - |
| Animal Companion | Passive | | | Gains permanent animal companion | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Regenerate III | 2 | 6R | E | Heals target 30 HP/round | - |
| Beast Form III | 5 | 12R | E | Transform into enchanted cat, dire eagle, dire bear, or dire shark | - |
| Phantom Wolf | 4 | 12R | T | You summon an ethereal dire wolf as a mount and fighting ally | - |
| Phantom Bear | 2 | 12R | T | Ethereal bear pins target | No effect |
| Stampede | 3 | - | T | Target is trampled by spectral animals, deals 100 dmg and knocking them prone | Half damage |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wrath of Nature | 2 | - | P | You release vines in all directions dealing 100 dmg to all those around you | Half damage |
| Beast Form IV | 5 | 12R | E | Transform into treant, manticore, fade cat, wyvern, great white shark | - |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Beast Form V | 5 | 12R | E | Transform into Elder Treant/Great Eagle/Megalodon | Large Emerald | - |
| Summon Treant | 4 | 12R | E | Summons an Treant to fight for you | Ground Ironwood | - |
| Reincarnation | 5 | - | E | Create a new random body for a dead target. A soul can only be forcibly reincarnated once. | 500 Spirit Power | - |

**White**

White magic is the magic of healing and spiritual cleansing. A hallmark of priests and shamans around the world, White magic is one of the most well versed classes, though oftentimes it is regarded as something for only the religious. In truth, to use White magic effectively, one must not only be a good person, they must also be a truthful and kind-hearted person. White magic is marked by a specific lack of offensive capabilities against most living things. Nearly all the abilities of white magic are dedicated solely to healing and life-giving.

White magic is often a welcome sight anywhere. It is a force of healing and goodness. Mages who practice White magic are often pious in some form or another, and believe that their magic is doing some good in the world.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Minor Heal | 1 | - | E | Subject Heals 10 HP | - |
| Resurgence | 2 | - | E | Subject gains a reroll they must spend their next turn (Limit 3/Target/D) | - |
| Bless | 2 | - | E | Subject gains +10 max HP | - |
| Aura against Element | 2 | 6R | E | +2 PR against specific element to all within 5 feet | - |
| Close Wounds | 2 | - | E | Stops Bleeding effects, but does not stop bleeding from fatal wounds | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Halt Poison | 2 | - | E | Cures common weak poisons from target | - |
| Unbind | 2 | - | E | Relieves subject of some movement impairing forces | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Light Heal | 1 | - | E | Subject is healed for 30 HP | - |
| Neutralize Poison | 2 | - | E | Removes poison from any object or substance, unless in large amounts | - |
| Restoration | 2 | - | E | Restores 2 Attribute/skill damage | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Respite | 2 | 6R | E | Subject Heals at 20 HP/R | - |
| Revive | 4 | - | E | Brings back one who is incapacitated to 10 HP and FT | - |
| Delay Disease | 2 | 3H | E | Stops the effects of a disease | - |
| Holy Blood | Passive | | | User is immune to most non-engineered and non-magical poison | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Sanctuary | 4 | 6R | E | Subject gains +5 DR and becomes immune to damage from Undead/Spirits | - |
| Unholy Repulsion | 2 | - | E | Undead are sent fleeing, any under 20 HP are killed instantly | No effect |
| Glyph of Warding | 2 | 12R | E | 10ft. wide, 8 ft. tall radius dome blocks weapon damage, can take up to 300 dmg | - |
| Recall | 2 | - | E | Recalls you to a set location within 1 mile, can only have 1 marker set up at a time | - |
| Major Healing | 1 | - | E | Subject is healed for 50 HP | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Shield of Goodness | 2 | 12R | E | Summon shield that moves between people, offering +10 DR and +4MR (Once/R) | - |
| Aura of Healing | 4 | 6R | E | User heals everyone in 10 ft. for 20/R | - |
| Angel Form | Passive | | | User may take movements as a glide | - |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Mass Heal | 3 | - | E | Heals all allies within 20 ft. for 50 HP | - |
| Symbol of Life | 4 | 12R | E | Places a large rune on the ground that can resurrect weak creatures around the user | - |
| Regeneration | 2 | 3R | E | You cause the user to regenerate injuries at a rate of 30/round | - |
| Greater Sanctuary | 2 | 6R | E | As Sanctuary, but +15 DR | - |
| Banish Evil | 2 | - | E | Banishes a demon or ghost | - |
| Greater Healing | 1 | - | E | Subject is healed for 80 HP | - |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Avatar of Light | 4 | 12R | E | User summons an avatar of light to aid in the fight | Vial of Holy Water | - |
| Resurrect | 5 |  | E | Brings target back to life, body must be capable of sustaining life | 4 CT Sapphire | - |

**Black**

In direct duality to White magic is Black magic. Black magic is disallowed in some parts of the known world. Black magic is often taught in dark swamps and back alleys, and if it is found in a proper mystic college, it’s a very controlled art and requires much of its practitioners in the way of self-control due to the danger of using it.

Black magic warps the minds of its practitioners, in a very direct sense. Ignoring the social stigma and sometimes criminal nature of practicing Black magic, utilizing a power based around death is often scarring to the psyche. It leaves the soul a hollow shell, devoid of caring for your fellow man, and reverent in the presence of death. Black mages tend to be very philosophical in their devotion to death. This love of death is not to be confused with a love of suffering. Many Black mages in fact look down upon the suffering of others, instead wanting to bring death to their enemies in an efficient manner, minimizing unnecessary pain and letting the victim pass on. Therein can be found somewhat of a sense of compassion, tough in a twisted fashion. Only the most devout and strong willed of mages can successfully practice Black magic without succumbing to madness.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Minor Harm | 2 | - | E | Subject loses 30 HP | Half damage |
| Insomnia | 2 | - | E | Subject cannot rest | - |
| Curse | 2 | 6R | E | Subject loses 10 max health | No effect |
| Divine Abandonment | 2 | 6R | E | Subject loses 5 DR | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Call Spirit | 4 | - | E | Attempts to speak to the spirit of a dead body | - |
| Desecrate | 4 | 12R | E | Fills area with unholy energy, doubling strength of undead | - |
| Corpse Speak | Passive | | | User can speak to undead | - |
| Wrack | 2 | 1R | E | Renders creature helpless with phantom pain | No effect |
| Poison | 2 | 6R | E | Poisons the target, dealing 20 dmg/round | Half damage |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Light Harm | 2 | - | E | Subject loses 50 HP | Half damage |
| Massive Hemorrhaging | 2 | - | E | Kills a target that is currently bleeding to death | No effect |
| Atrophy | 2 | - | E | Target takes -3 to any attribute the user chooses | No effect |
| Decompose | 4 | - | E | Makes body decompose more rapidly | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Raise Undead | 2 | - | E | Raises an undead body as a zombie | - |
| Death Throes | 2 | - | E | Body explodes upon death, dealing 60 dmg in a 10ft. radius | Half damage |
| Open Wounds | 2 | - | E | Doubles damage from bleeding effects | No effect |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Pierced Flesh | 2 | 6R | E | All ranged weapon attacks deal +20 damage to target | No effect |
| Visage of a Bad God | 2 | - | E | Attempts to drive the target insane by showing them a visage of an unholy god | No effect |
| Investigation | 4 | - | E | Deciphers the details about a death, though not necessarily the killer (if there is one) | - |
| Major Harm | 2 | - | E | Subject loses 70 HP | Half damage |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Summon Undead | 3 | 12R | E | Summons an skeleton lord/wild zombie/banshee from nothing | - |
| Demonic Wings | Passive | | | User may take movements as a glide, but uses a full action | - |
| Daggers of Hell | 3 | 6R | E | Shadow daggers appear around the target and relentlessly attack for 40/round | Half damage |
| Raise Undead II | 2 | - | E | Raises an undead body as a skeleton or skeleton mage | - |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Mass Harm | 3 | - | E | All enemies in a 20ft. radius lose 70 HP | Half damage |
| Rune of Undeath | 4 | 12R | E | Places a rune the ground that raises any dead weak enemies as zombies instantly | - |
| Skeleton Horde | 5 | 12R | E | Summons 20 skeletons, 10 skeleton mages, and 2 skeleton lords to fight for you | - |
| Greater Harm | 2 | - | E | Subject loses 120 HP | Half damage |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Avatar of Dark | 5 | 12R | E | User summons an avatar of darkness to aid in the fight | Jet Black Diamond | - |

**Phantasm**

Phantasm is the magic of illusions and deception. It is a relatively new discipline that started much before the rise of industry, but has benefited from it in recent years. In truth, no one knows how long the practice of Phantasmal magic has been around. It has probably existed in some form or another for thousands of years, just like any magical class, and only codified in a standard format for teaching at a university level in recent years. Phantasmal magic has often been the favorite of spies or other types of covert agents. However, the people that use Phantasmal magic do not have to be of that specific occupation. Though, regardless of occupation, few end up studying Phantasm anyway, and the lore behind it is generally not very replete.

Phantasmal mages, like Mental mages, are hard to trust. How can one feel safe inviting someone into their house knowing that individual can walk around completely unseen, doing whatever they wish? They are secretive and aloof, preferring to be by themselves most of the time. If they must travel with a group, the Phantasmal mage is quick to appear trusting, but in reality, give their true and complete trust incredibly slowly.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Illuminate | 2 | 5M | E | Makes an incorporeal light | - |
| Net of Shadows | 2 | 6R | E | You conceal yourself in shadows, even in direct light | - |
| Serene Visage | 2 | 5M | E | Present a stoic face, and thus lower your enemies resistances to persuade by 2 | No effect |
| Bladeweave | 2 | - | E | The motion of a melee weapon dazes opponent, they lose 1 action next round | No effect |
| Phantom Foe | 2 | 6R | E | Subject believes itself to be flanked and will act defensively | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Flash | 1 | 6R | E | Bright flash of light stuns the enemy, -2 to hit | No effect |
| Suspended Silence | 2 | 5M | E | Stops all sound in an area | - |
| Shadow Binding | 2 | 6R | E | Ribbon like shadows bind the creature in place | No effect |
| Shadow Well | 2 | 6R | E | Subject becomes frightened and will attempt to flee from the caster | No effect |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Net of Darkness | 2 | 6R | E | Blankets the area in darkness. -3 to all combat checks for everyone in it without vision | - |
| Sensory Overload | 3 | - | E | Subject is dazed | No effect |
| Night Form | Passive | | | +3 Stealth and Backstab when at nighttime | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Blur Sight | 2 | 6R | E | Subject becomes blind | No effect |
| Dream Casting | 5 | - | E | Alters subjects dreams | No effect |
| Illusory Pit | 2 | - | E | Creatures are knocked prone by believing they are falling | No effect |
| Reflective Disguise | 4 | 10M | E | You take the disguise of a target, +5 disguise | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Solipsism | 2 | 6R | E | Subject loses consciousness of all other beings in the immediate vicinity | No effect |
| Disguise | 2 | 10M | E | You disguise yourself as anyone you know or anything you have seen, +5 disguise | - |
| Greater Vision | Passive | | | You can see through effects of darkness, fog, or any AOE vision obscuring effect | - |
| Invisibility | 4 | 12R | E | You become invisible gaining +10 to stealth | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Projection | 2 | 5M | E | You cast yourself out of your body, becoming ethereal with ¼ your current HP | - |
| Ultravision | 2 | 5M | E | You can see through thin to medium walls, and illusions | - |
| Shifting Paths | 2 | 5M | E | Creature will wander off thinking it is following a different path | No effect |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Screen | 2 | 12R | E | Illusion impenetrable even by scrying | - |
| Shadow Evocation | 2 | - | E | You create a deadly visage around you, causing all who look upon it to flee in fear | No effect |
| Superior Invisibility | 4 | 6R | E | You are invisible to sight, sound, and scent, +20 stealth | - |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Mass Mind Shear | 5 | - | E | Attempts to drive an entire room insane | Jet Black Diamond | No effect |

**Temporal**

Temporal magic is the magic of time, simply put. This field of magic is probably the least well known form of magic, and is definitely the most difficult form of magic to study. The theory behind Temporal magic is very abstract, it’s mathematical and yet it is completely nonsensical. When one deals in time, and specifically in manipulating time, one starts to wonder what time is, and where it comes from…and what does manipulating it do?

Consider yourself lucky if you ever meet a Temporal mage, their numbers are few in the world. Their magic is alien to everyone, and their power is terrifying when used effectively. One starts to wonder if they exist on the same level of existence as everyone else. Does time and life matter to someone who is constantly messing with it? Mages of time ask themselves these same questions. What does it mean when a powerful mage turns back time, while retaining all of their own memories? The questions are endless. Temporal mages tend to be very detached from everything, even life itself. They oftentimes show a tendency to uncaring demeanors, but that doesn’t mean they have no empathy. They often are just as moral, kind, irrational, and angry as anyone, but they find themselves trapped by their own power in a world they don’t fully grasp.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Lock Portal | 2 | - | E | Locks a Door | - |
| Hold Portal | Channel | |  | Holds Door Shut | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Displacement | 2 | 6R | E | Target is blurred in time, and appears in two places at once | No effect |
| Hasten | 2 | 6R | E | Target Gains 1 attack/round, and moves an extra 10ft | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Moving | 2 | 12R | E | Allows you to stop time and move light objects, any other action will break time stop | - |
| Slow | 2 | 6R | E | Target Loses 1 Action/round, and moves 20ft less | No effect |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Stasis | 2 | 6R | E | Target is placed in stasis | No effect |
| Time Dilation | 2 | - | E | Allows you to speed time through 5 minutes into the future | - |
| Protection from Missiles | 2 | 12R | E | Shield stops missiles in time as they pass through it. Dmg is dealt to FT at 2 dmg:1 FT | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Mass Slow | 2 | 6R | E | 6 targets are affected by SLOW around you | No effect |
| Tempus Fugit | 4 | 6R | E | You speed yourself up and slow everything else in the world. As HASTEN and SLOW | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Tempus Sistit | 5 | 2R | E | Time stops, caster acts freely, and then all effects happen simultaneously when time resumes | - |
| Grand Haste | 2 | 6R | E | Target gains 3 actions/R | - |
| Grand Slow | 2 | 6R | E | Target loses 3 actions/R | No effect |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Tempus Ultrices | 5 | - | E | Time is reversed. Every 20 seconds takes the FT cost of this spell. | - |

Master Spells

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Reach into the Future | Special | As a free action, you pull yourself from two rounds in the future to yourself now.  ROUND 1: You pull yourself from the future, both you and your copy act normally.  ROUND 2: Both you and your copy continue to act as normal.  ROUND 3: You are not there, you are in the past helping you from 2 rounds ago, you cease to exist for 1 round.  ROUND 3: You are back to you again and act normally. | 5 CT Yellow Sapphire | - |

**Thaumaturgy**

There is little to be said about the practice of Thaumaturgy that is good. Is it enough to say that it is reviled across history and the globe? Is it enough to say that its practice disgusts even the vilest of people? Thaumaturgy is more or less blood magic, and to practice Thaumaturgy, one does not spend their energy, they spend their life force. It is a sick art that leaves a scar on the soul so deep that nothing can fill it. The practitioners of Thaumaturgy are twisted people who revel in blood, gore, and pain with sick pleasure. Though through this twisted art, one can gain immeasurable power.

Level 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | SPD | TOE | Type | Description | Resist |
| Blood Dart | 1 | - | P | Dart deals 30 damage | Half damage |
| Glowing Blood | 4 | 10M | E | Makes blood glow | - |

Level 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Hemorrhage | 2 | - | T | Deals 30 damage in a 10ft. radius | Half damage |
| Blood Power | 2 | 12R | E | Target Gains +2 STR or DEX | - |
| Blood Stun | 2 | 1R | T | Target is stunned | No effect |
| Blood Thin | 2 | - | E | Doubles length of Bleeding effects, and halves bleedout time on dying victims | - |

Level 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Blood Dart II | 1 | - | P | Dart Deals 50 Damage | Half damage |
| Flesh Wall | 4 | 12R | W | Summons a flesh wall that can absorb 300 damage | - |
| Thick Musculature | 2 | 6R | E | Target gains +10 DR, +2 PR | - |
| Transfusion | 2 | - | T | User drains 30 HP from target, healing an ally for half that much (Cannot heal self) | Half damage |
| Strong Flesh | Passive | | | User gains 20 max HP | - |

Level 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Hemorrhage II | 2 | - | T | Deals 50 damage in a 15ft. radius | Half damage |
| Blood of Life | 2 | - | E | Target Heals 30 HP (Cannot heal self) | - |
| Reshape Flesh | 5 | 10M | E | User can re-shape their body (+10 Disguise) | - |
| Flesh Spikes | Passive | | | Flesh Wall now returns 20 damage to all who approach it | - |
| Flesh Blade | Passive | | | User can sprout a natural weapon from their arm, equivalent to a standard sword | - |

Level 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Blood Dart III | 1 | - | P | Dart Deals 70 Damage | Half damage |
| Life-Steal | 4 | - | T | User drains 30 HP from all in a 15ft. radius, healing an ally for half of all dmg (Cannot heal self) | Half damage |
| Flesh Pound | 1 | 6R | E | User gains +15 unarmed damage, but can only make unarmed attacks | - |
| Blood Control | Channel X | | T | User gains control of a targets physical body but user cannot act | No effect |
| Reviving Flesh | Passive | | | User regenerates 5 HP/R | - |

Level 6

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Hemorrhage III | 2 | - | T | Deals 70 damage in a 20ft. radius | Half damage |
| Wracking Flesh | 2 | 6R | E | User is wracked with pain by their blood boiling, take 40 dmg/R | Half damage |
| Seal of Blood | 2 | 12R | E | User makes a seal that drains 20 HP from all who pass over it, transferring that HP to an ally (Not self) | Half damage |
| Tornado of Blood | 4 | 6R | T | User sends out a blood tornado that deals 50 dmg to all caught in it | Half damage |
| Golem Body | 5 | 12R | T | User transforms into a flesh golem | - |
| Powerful Flesh | Passive | | | User gains 50 HP (Replaces STRONG FLESH) | - |

Level 7

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Blood Dart IV | 1 | - | P | Dart Deals 120 Damage | Half damage |
| Call Flesh Golem | 4 | 12R | T | User summons a flesh golem | - |
| Blood Slave | 4 | 6R | E | User gains control of a target | No effect |
| Servants of Blood | 5 | 6R | E | User forces alive all dead bodies within a 20ft radius under the control of the user | - |
| Iron Musculature | 3 | 6R | E | Target gains +20 DR, +4 PR | - |

Master Spells

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Secrets of Blood | 4 | 6R | E | As Blood Slave, but with +20 dmg, and +5 Dodge and Hit | Brain of a Sentient Humanoid | - |
| Blood Disease | Passive | | | User is immune to all poison and disease | A Vial of a Deadly Disease (Smallpox, Cholera, , etc. | - |

**Transformations and Summons**

In many of the classes listed previously, there are a number of transformations and summons of various types, elementals, animals, avatars, etc. Their attributes and skills are not listed above to keep the tables short and easy to read.

**HP/FT**: Standard Health/Standard Fatigue

**SPD/Mo:** Number of actions/R the creature gets / Creatures standard move distance

**DR/PR/MR:** DR of the creature/PR of the creature/MR of the creature

**Effects/Attacks**: Skills, effects, and attacks while of the creature. SP = Mages SP.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | HP/FT | SPD/Mo | DR/PR/MR | Effects / Attacks |

Air

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Air Elemental | 150/150 | 3 / 40ft. | 20/15/25 | 15 Melee/20 Dodge, Flight / Smash: 60 dmg, Blast Attack: 80 dmg 50 FT |

Water

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Water Elemental | 150/150 | 3 / 30ft. | 30/20/15 | 15 Melee/Dodge, Swim, Immune to Ice / Smash: 60 dmg, Blast Attack: 80 dmg 50 FT / Can encase enemies in ice |

Fire

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Fire Elemental | 150/150 | 2 / 30ft. | 20/20/15 | 15 Melee/Dodge, Immune to Fire / Smash: 60 dmg, Blast Attack 80 dmg AOE 50 FT |

Earth

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Earth Elemental | 250/250 | 2 / 30ft. | 50/25/15 | 15 Melee/10 Dodge, 50% Immunity to Slashing / Smash: 100 dmg, Rock Throw: 60 dmg 30 FT |

Lightning

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Lightning Elemental | 150/150 | 3 / 30ft. | 20/15/25 | 15 Melee/20 Dodge, Immune to Electricity / Smash: 60 dmg, Blast Attack 100 dmg 50 FT |

Thaumaturgy

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Flesh Golem | 200/200 | 2 / 30ft. | 40/25/10 | 15 Melee/Dodge, Immunity to Blunt Weapons / Smash: 120 dmg, Self-Heal: 50 HP |

Nature

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Badger | 70/50 | 1 / 40ft. | 5/5/5 | 5 Unarmed/Dodge / Bite: 30 dmg |
| Fox | 50/50 | 2 / 50ft. | 0/5/5 | 5 Unarmed/Dodge, 10 Stealth / Bite: 20 dmg |
| Falcon | 50/50 | 1 / 60ft. | 5/5/5 | 5 Unarmed/Dodge, Flight / Talons: 20 dmg |
| Small Shark | 60/50 | 1 / 50ft. | 0/5/5 | 5 Unarmed/Dodge, Aquatic / Splash |
| Black Bear | 120/80 | 1 / 30ft. | 10/10/10 | 5 Unarmed/Dodge / Maul: 40 dmg |
| Panther | 80/80 | 2 / 40ft. | 5/10/10 | 5 Unarmed/Dodge, 15 Stealth (Max: 20), +10 Stealth / Maul: 40 dmg |
| Hawk | 70/80 | 2 / 60ft. | 5/10/10 | 5 Unarmed/Dodge, Flight / Talons: 30 dmg |
| Grouper | 100/80 | 1 / 50ft. | 10/10/10 | 5 Unarmed, Swim / Body Slam: 40 dmg |
| Brown Bear | 150/120 | 1 / 40ft. | 15/12/12 | 10 Unarmed/Dodge / Maul: 50 dmg |
| Eagle | 100/120 | 2 / 60ft. | 10/10/10 | 10 Unarmed/Dodge, Flight / Talons: 40 dmg |
| Bull Shark | 120/120 | 1 / 60ft. | 25/12/12 | 10 Unarmed/Dodge, Aquatic / Bite: 50 dmg |
| Enchanted Cat | 120/120 | 2 / 40ft. | 20/10/10 | 10 Unarmed/Dodge, Lvl. 4 Meta and Temporal Spells / Maul: 60 dmg |
| Manticore | 150/150 | 2 / 40ft. | 25/15/10 | 15 Unarmed/Dodge, Lvl. 4 Fire and Nature Spells, 50 yard glide / Maul: 60 dmg. |
| Fade Cat | 120/150 | 3 / 40ft. | 20/10/15 | 15 Unarmed/Dodge, 20 Stealth, Lvl. 5 Phantasm and Black Spells / Maul: 60 dmg. |
| Wyvern | 150/150 | 3 / 60ft. | 30/15/10 | 15 Unarmed/Dodge, Flight, Shrieking Roar (-5 to combat skills) / Bite: 60 dmg. |
| Great White | 180/150 | 2 / 60ft. | 30/10/10 | 15 Unarmed/Dodge, Aquatic / Bite: 60 dmg |
| Treant | 180/150 | 2 / 30ft. | 30/20/15 | 15 Unarmed/Dodge, 50% Immunity to Slashing / Smash: 60 dmg, Bolt: 50 dmg 50 FT |
| Elder Treant | 250/200 | 2 / 40ft. | 40/20/20 | 15 Unarmed/Dodge, 50% Immunity to Slashing / Smash: 80 dmg, Bolt: 70 dmg 50 FT |
| Megalodon | 200/200 | 2 / 60ft. | 40/20/15 | 15 Unarmed/Dodge, Aquatic / Bite: 70 dmg |
| Giant Eagle | 200/200 | 3 / 50ft. | 30/15/20 | 15 Unarmed/Dodge, Flight / Claw: 70 dmg |

Black and White

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Light Avatar | 150/200 | 3 / 30ft. | 25/15/20 | 15 Melee/Dodge, Flight, Lvl. 7 White Spells / Spear: 60 dmg |
| Dark Avatar | 150/200 | 3 / 30ft. | 25/15/20 | 15 Melee/Dodge, Flight, Lvl. 7 Black Spells / Spear: 60 dmg |
| Skeleton Lord | 100/- | 2 / 30ft. | 20/15/- | 12 Melee/Dodge / Sword: 40 dmg |
| Skeleton Mage | 70/- | 1 / 30ft. | 10/10/- | 5 Melee, 10 Dodge, Lvl 3 Fire, Lightning, Black Spells / Punch: 10 dmg |
| Skeleton | 80/- | 1 / 30ft. | 15/10/- | 8 Melee/Dodge / Claw/Punch: 30 dmg |
| Zombie | 50/- | 1 / 20ft. | 5/10/- | 4 Melee/Dodge / Bite/Claw: 30 dmg |
| Wild Zombie | 80/- | 2 / 40ft. | 5/15/- | 8 Melee/Dodge / Bite/Claw: 40 dmg |

**Knowledge Informing**

Gaining levels in magic classes naturally would all you to know more about your given field. These knowledge fields are gained naturally just by leveling up your various magical classes. This is a list of the classes, and the knowledge fields they inform.

|  |  |  |
| --- | --- | --- |
| Class | Knowledge Fields | Informing |
| Air | Defensive Magic  Arcana  Aerospace | +2/Level  +1/Level  +1/Level |
| Conveyance | Control Magic  Arcana  Physics | +2/Level  +1/Level  +1/Level |
| Divination | Support Magic  Arcana  Philosophy | +2/Level  +1/Level  +1/Level |
| Earth | Defensive Magic  Arcana  Geology | +2/Level  +1/Level  +1/Level |
| Fire | Offensive Magic  Arcana  Chemistry | +2/Level  +1/Level  +1/Level |
| Lightning | Offensive Magic  Arcana  Electricity | +2/Level  +1/Level  +1/Level |
| Mental | Control Magic  Arcana  Psychology | +2/Level  +1/Level  +1/Level |
| Meta | Support Magic  Arcana  Mystic Rituals | +2/Level  +1/Level  +1/Level |
| Water | Defensive Magic  Arcana  Meteorology | +2/Level  +1/Level  +1/Level |
| Nature | Offensive Magic  Arcana  Ecology | +2/Level  +1/Level  +1/Level |
| White | Support Magic  Arcana  Theology | +2/Level  +1/Level  +1/Level |
| Black | Offensive Magic  Arcana  Occult | +2/Level  +1/Level  +1/Level |
| Phantasm | Control Magic  Arcana  Art | +2/Level  +1/Level  +1/Level |
| Temporal | Support Magic  Arcana  Mathematics | +2/Level  +1/Level  +1/Level |
| Thaumaturgy | Offensive Magic  Arcana  Biology | +2/Level  +1/Level  +1/Level |

**Gears Grind**

The Path of the Technologist

So you have chosen the path of technologist. Technologists create machinery from nothing, seeming to control the world’s powers with nothing more than a heap of scrap metal and some good ingenuity. Technologists have an array of different inventions on them which they can use to boost themselves, harness lightning to throw it at enemies, entrap them and destroy them with explosives and so much more! The life of a technologist is what you make of it, and the rewarding nature of invention provides a rich life full of challenges that test both your physical and mental prowess.

The power of a technologist comes from their preparation and mental power. Creating new technologies requires a lot of forethought for situations ahead, and you will be woefully unprepared if you do not give heed to discretion. A good technologist will definitely have access to better equipment than a lesser one, but the true power comes from knowing what to fit a situation, and how to use the tools you have. The technologist must build their equipment from scrap and things they can find, always using new materials to create new things, and harnessing the power of the mind to create great and terrible things. Take heed, however, there will be those who hate you for your gifts. Thieves who wish to steal your creations, and mages who will try to kill you for it. So be warned, the world is a dangerous place.

A poor man’s magic is what technology is called, and it is sung in every bolt, in every rivet, in every forge, foundry, and smithy the common man sings to his new found power in the world. However, just as much as the poor man sings, the rich old wizard gasps at the audacity of the common man, and seeks to destroy him. For thousands of years, the power of magic subjugated those that were not lucky enough to be gifted and rich in such excess that they dedicate their lives to studying magic. Now, those same supernatural tyrants find themselves at the mercy of the gun, the engine, and the circuit. Through the work of your mind and body, the most powerful individuals in the world can fall at your knees. Do be careful though, becoming a technologist is hard work and you must always be mindful of your inventions. You cannot call upon an outside force to save you, only your hands and their works can help you in a pinch.

Unlike magic, technology and its disciplines are not inherently tied to the personality of whoever studies them. That in itself is one of the greatest strength of modern science and technology, there is such a diversity of opinions and ideas, and the best and brightest rise quickly to the top!

The fundamental difference between technology and magic lies in the fact that magic manipulates the natural laws of the universe, bending and twisting them out of shape. Technology works with the laws of nature, finding and exploiting natural phenomena. Some may see that as a weakness, but the truth is that nature is complex. Nature and the universe is so overwhelmingly complex that there is always some new law or rule to be exploited. In addition, since technology is technically “playing by the rules” the universe will not actively lash out in resistance. Summoning lightning out of thin air is spectacular of course, but using that power is tiring and often leaves scars on the world. Modern energy weaponry will produce a similar result to any Lightning mage, but leaves the wielder fresh, and without all that nonsense of tearing the universe apart…

The one weakness of technology is that by playing within the rules, the technologist themselves lack versatility when faced with new problems. Oftentimes if no item yet exists to solve a particular issue, then the problem must be left unsolved until such a time when said device is created. It’s easy to solve any problem when one can circumvent the laws of the universe, but not being able to do so is not a bad thing. In fact, it is a more genuine experience when one can solve a problem naturally and through the application of their mind, instead of simple hocus pocus.

**The Mechanics of Technology**

There are 8 distinct Technological classes, each with a very distinct set of schematics, and each with its own general usage. Oftentimes these classes overlap in their usage though, and most classes contain schematics that require creations from other classes, and likewise they contain items that are used as reagents for other creations in other classes.

To take a level in a technology class costs 20 EXP, as is stated on the character sheet. All technology class levels are determined by your amount of Intelligence, and you must pass thresholds of Intelligence to take the next level in a given class. Starting at 8, every 2 points of INT, ending at 20, allows you another level of technology classes. This is held across all classes. If you attain 12 INT, you are allowed to take three levels in all tech classes simultaneously, if you wish. To attain level 4 in ANY tech class however, you must raise your INT by another 2 points to 14. At 20 INT, you are able to attain all 7 levels of every technology class, but the amount of EXP you will need to spend to gain 7 levels in multiple technology classes is enormous.

Whenever you gain a level in any technological class, you gain the ability to create all schematics within that level of that class. If there are 4 schematics listed at level 3 for the Mechanics class, you can create all 4 of those schematics. There will be some abilities labeled as “passive”, meaning that these abilities are inherent to your character now, and are a side effect of your characters experimentation with their craft. Players and GM’s are encouraged to create new and innovative schematics or even entire new classes of technology. The list of schematics provided later in this chapter is by no means exhaustive or final. Imagination is the limit, and it is imperative that GM’s and players know that these schematics are merely guidelines to encourage imagination. In addition, many of the things that are creatable can logically be modified in some way. If someone wants to modify an existing item, all that needs to be agreed upon are the reagents and effects of the item.

Creation is simple. When an item is going to be created, the GM must check to make sure the player has the necessary reagents, and if so the players rolls their Creation Expertise (CE) against the target number listed in the items entry. The creation takes the time listed to complete, during which time the user is mostly occupied with making the creation, with only a little time to do other things. For most creations, the time it takes to make an item can be split up and completed piecemeal.

If the player meets this target, then the creation is made successfully. If the player fails to meet this target, then the creation is not completed, and the player may lose one of the reagents, usually the more minor one. If the player fails to meet this target by 10 or more, then the player definitely loses both reagents. Alternatively, if the player can beat this target number by 10 more, the item gains the “extra effect” listed with the item in the tables below. The maximum roll necessary for creation will be 21, for a Level 7 creation. If the player reaches their maximum of 20 Creation Expertise, they will never fail a creation roll, as the minimum one can roll on a d20 is 1, and 20+1 is still 21 and meets the target.

**Bonus Passive Abilities**

Technologists, in their mission to learn and create ever more complex things, will develop immunities or natural tendencies in relation to their work. Beyond this, the nature of ones work can teach them extraordinary things that reflect their mastery of their subject. Upon reaching 20 INT, and Level 7 in any of the Technological classes, the character may spend 20 EXP more, another class level, to gain a bonus passive ability. This does not come inherent to reaching Level 7, especially so since it requires more INT than attaining a Level 7 class. It must be attained on its own, as if it were an entire class level. This bonus passive ability represents a tireless effort to improve one’s studies that have paid off in a remarkable way. They are not necessary in any way, but are quite useful for anyone who wishes to focus on a specific class of technology.

**Leveling**

Listed below are the thresholds of INT needed to attain each level of all technological classes. Level 4 Mechanics requires 12 INT, just as Level 4 Medicine requires the same thing.

|  |  |
| --- | --- |
| Leveling Thresholds | |
| Level | INT Required |
| 1 | 6 |
| 2 | 8 |
| 3 | 10 |
| 4 | 12 |
| 5 | 14 |
| 6 | 16 |
| 7 | 18 |
| Bonus | 20 |

**Reagents**

All technological creations require reagents to be made. These reagents are oftentimes simple to find for some of the more basic creations, much more difficult to come across for some of the higher level creations, or other creations themselves. Oftentimes the ones that include other creations are going to be upgrades in some way or repurposed variations of the reagent creation. The reagents are listed next to the item it creates. Of course, these are not the only things that work to create these items. If a player can make a good enough case to their GM as to why a certain reagent would work to make a creation, then by all means let it be so. In addition, if players wish to modify a creation in some way, such as say making an automaton much larger than a standard person, their might be extra reagents or perhaps just an increased amount of the listed reagents necessary. This is all up to the players and the GM.

The reagents listed are incredibly simplified and use only two different items for each schematic. If this feels too simple, then players and the GM can agree that creations be made a little more logically. Such as for making a healing item, the players and GM can agree on what the “healing herb” exactly is, if it has a name, and common location, or perhaps if other herbs would work quite well instead. Perhaps the GM would prefer that to make plastique, the players must find putty, and a couple of chemicals necessary.

For additional rules, the GM can say that each class of technology requires a certain apparatus, or set of apparatuses to make the items.

**Classes and Reading the Tables**

**Medicine:** Healing and Boosting Serums **Chemistry:** Useful/Deadly Chemicals

**Electricity:** Damaging and Boosting Devices **Explosives:** Explosive/Fire Grenades

**Gunsmith:** Guns and Launchers **Blacksmith:** Armor and Weapons

**Mechanics:** Traps and Devices **Therapeutics:** Drugs and Stimulants

Name: The name of the schematic.

SPT (Standard Prep Time): The amount of time it takes to normally make this item, this number can be cut in half if the item is needed to be made quickly, increasing the Creation DC by 50%. All creations are listed in terms of hours, abbreviated H.

TOE (Time of Effect): This is the amount of time the item lasts if it has such an effect, if there is a “-“ then the item is either not an item that directly affects an enemy or it is an immediate effect.

Ingredients: The reagents the item requires.

Effect: The effects or stats of the item. There exist three general types of items: Equipment, things such as weapons and armor like Elite Armor, or modifications to weapons and armor; Tools, items that serve a purpose and are reusable like a Flow Disruptor, but are not exactly weapons or armor; and Consumables, items that have limited uses and are destroyed upon use, like grenades or potions. All items that are not equipment can be dodged vs the attackers appropriate attack skill (Thrown, Melee, etc.) or can be resisted with PR vs the items Creation Roll.

Extra Effect: If the creator happens to roll 10+ above the required creation roll, this extra effect is added to the item, as a show of the immense quality of the technologists work.

**Medicine**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Healing Serum | 1H | - | Laudanum + Healing Herb | Heals 20 HP | 8 | Heal ½ FT |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Fatigue Serum | 1H | - | Coca + Tobacco | Restores 40 FT | 10 | Heal ¼ HP |
| Immune Booster | 3H | 12R | Healing Serum + Tobacco | +3 PR | 12 | +5 DR |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Poison Cure | 3H | - | Venom + Heal Serum | Cures most common poisons | 12 | Heal 10 HP |
| Healing Serum II | 1H | - | Laudanum + Healing Herb | Heals 30 HP | 12 | Heal ½ FT |
| Revitalizer | 8H | - | Caffeine + Coca | Brings back incapacitated people with 30 HP and FT | 15 | 50 HP/FT |
| Herbal Metabolism | Passive | | | +25% Healing from Healing items | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Fatigue Limiter | 4H | 12R | Fatigue Serum + Wormwood | All Fatigue cost are reduced by 25% | 15 | 20 Temp FT |
| Undead Repellant | 2H | 1D | Dead Skin + Animal Scent | Repels most undead | 15 | Harms undead |
| Fatigue Serum II | 1H | - | Coca + Tobacco | Restores 70 FT | 18 | Heal ¼ HP |
| Armor Skin | 2H | 12R | Coca + Alcohol | Double DR bonus from STR | 18 | +2 PR |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Healing Accelerator | 2H | 6R | Heal Serum + Coca | Heal 25 HP/R | 18 | +10 ft. Move |
| Healing Serum III | 1H | - | Laudanum + Healing Herb | Heals 40 HP | 18 | Heal ½ FT |
| Invigorator | 2H | 24R | Fatigue Serum + Healing Accelerator | Gain 50 Temporary HP | 20 | +50 Temp FT |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Wonder Drug | 2H | 4R | Healing Accelerator + Poppies | No damage is calculated to the target until the drug wears off, then all damage is taken at once | 22 | +1 Speed |
| Fatigue Serum III | 1H | - | Coca + Tobacco | Restores 100 FT | 22 | Heal ¼ HP |
| Herbal Metabolism II | Passive | | | +50% healing from healing items | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Cure All | 2H | - | Wonder Drug + Fungus | Heals 100 HP and FT, Cures nearly all status effects | 24 | +1 Speed for 4R |
| Healing Serum IV | 1H | - | Laudanum + Healing Herb | Heals 50 HP | 24 | Heal ½ FT |
| Life Restore | 30H | - | Cure All x5 | Brings target back to life at 10 HP/FT (Target must have died within 6H) | 28 | 50 HP/FT on resurrection |

Bonus Passive (Level 8)

|  |  |  |
| --- | --- | --- |
| Herbal Efficiency | Passive | Simple Reagents can be used twice |

**Chemistry**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Poison | 2H | - | Aqua Vitae + Cleaner | Deals 40 dmg once ingested/injected  (PR check = ½ dmg) | 10 | Stun for 2R |
| Flaming Powder | 2H | - | Iron + Fertilizer | Combustible powder ignites, dealing 30 fire dmg (Dodge check = ½ dmg) | 10 | Knockdown |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Batteries | 1H | - | Electrolyte Solution + Scrap Metal | Power electrical weapons and armor | 10 | - |
| Immune Damager | 4H | 6R | Poison + Lithium | -2 to victims PR and MR | 12 | -1 Speed |
| Strong Adhesive | 4H | - | Resin + Fuel | Holds target, binds objects, cures in 3H | 12 | 1H Cure |
| Acid | 2H | - | Fuel + Water | Melts objects, deals 50 dmg (PR check = ½ dmg) | 14 | Stun for 1R |
| Burning Gas | 3H | - | Fuelx2 + Garlic | Gas deals 40 dmg in a 10ft. radius  (PR check = ½ dmg) | 14 | -1 Speed |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Animal Bait | 3H | 1H | Bromide + Perfume | Attracts most animals | 14 | - |
| Animal Repellant | 3H | 1H | Sulfur + Perfume | Repels most animals | 14 | - |
| Fatiguing Solution | 2H | - | Lithium + Alcohol | Deals 80 FT dmg (PR check = ½ dmg) | 16 | Stun for 1R |
| Stunning Gas | 2H | 2R | Acid + Zinc | Stuns Target | 16 | -2 PR |
| Tough Body | Passive | | | +2 PR vs poison, acid, and fire | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Corrosive Acid | 4H | - | Acid + Salt | Melts most objects, dealing 70 dmg  (PR check = ½ dmg) | 18 | -2 PR |
| Necromizer | 6H | - | Capacitor + Wonder Drug | Brings target back as zombie | 20 | Revive as Wild Zombie |
| Knockout Gas | 3H | 12R | Stun Gas + Anesthetic | Knock Target unconscious | 20 | -2 PR |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Hallucinite | 6H | 12R | Poison + Mushrooms | Target hallucinates | 20 | -1 Speed |
| Mental Inhibitor | 6H | 6R | Hallucinite + Fatiguing Solution | Reduces INT to 1 | 20 | Block Magic |
| Nitroglycerin | 4H | - | Fertilizer + Sulfur | Unstable explosive, 80 dmg, 20ft. radius (Dodge check = ½ dmg) | 22 | Stable |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Paralyzer | 8H | 6R | Potash + Poison | Target is paralyzed | 24 | -2 PR |
| Lye | 3H | - | Salt + Battery | Target takes 90 dmg when splashed  (PR check = ½ dmg) | 26 | -10 DR |
| Refined Fuel x2 | 2H | - | Fuel x3 + Lye | Fuel twice as effective | 26 | - |
| Tough Body 2 | Passive | | | +5 PR vs poison, acid, and fire | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Anesthesia | 5H | 2H | Hallucinite + Bromide | Put target to sleep in 3R | 26 | Sleep in 2R |
| Cyanide | 4H | 10M | Carbon Monoxide + Nitrogen | Kill target once TOE is up | 28 | Incapacitate target |
| Chlorine Gas | 4H | - | Lye + Bottle | Choke target, dealing 8 CON dmg | 28 | +8 WIL dmg |
| Ravager Gas | 4H | 12R | Burning Gas + Fertilizer | Deadly gas deals 120 dmg 10ft. radius (PR check = ½ dmg) | 30 | Those in gas are stunned |

Bonus Passive

|  |  |  |
| --- | --- | --- |
| Efficient Chemicals | Passive | Basic reagents can be used twice |

**Electricity**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Light | 1H | - | Filament + Glass | Produces light, can be affixed to things | 6 | Brighter |
| Timer | 1H | - | Clock + Capacitor | Keeps time and does countdowns | 8 | - |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Charged Ring | 4H | - | Capacitor + Copper | Ring that gives +1 speed | 8 | +2 STR |
| Entrapper | 4H | - | Bear Trap + Capacitor | Stuns target when they activate trap | 8 | 2 DEX dmg |
| Stun Baton | 6H | 1R | Oscillator + Transformer | Stuns targets at melee | 10 | 2 DEX dmg |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Charger | 6H | - | Alternator + Inverter | Can charge batteries | 10 | Charge 2 |
| Electroshock Pistol | 6H | - | Stun Baton + Pistol | Allows stun gun to reach out to range | 12 | Double Stun |
| Field Finder | 12H | - | Compass + Capacitor | Finds nearby targets | 12 | Pings size |
| Magnetic Jammer | 12H | - | Electromagnet + Amplifier | 80 dmg to machinery | 14 | Reusable Once |
| Shock Resistance | Passive | | | +2 PR to electricity | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Shocking Staff | 10H | - | Large capacitor + Staff | Staff deals extra +20 electrical dmg | 14 | Can Stun |
| Cattle Prod | 10H | - | Stun Baton + Amplifier | Stun Gun now deals 10 shock dmg | 16 | 4 DEX dmg |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Magnetic Inverter | 10H | - | Electric Coil + Inverter | Field Generated, 30% to deflect projectiles. 1 battery/projectile. | 16 | Captures projectiles |
| Electro Armor | 30H | - | Electric Harness + Metal Armor | Armor immune to electricity, melee hits return 20 shock dmg | 18 | Return 30 dmg |
| Flow Disruptor | 20H | - | Electromagnet + Amplifier | Jams the flow of magic in a 40 ft. radius (PR Check vs. Creation Roll) | 18 | 60 ft. radius |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Flow Jacket | 30H | - | Elec. Harness + Jacket | Jacket provides +4 STR, +3 unarmed dmg, +1 Speed | 18 | Provides +2 CON |
| Capture Harness | 20H | - | Iron Restrictor + Entrapper | Electrified iron netting stuns target while it holds them | 20 | +2 to PR target |
| Shock Resistance 2 | Passive | | | +5 PR to electricity, cannot be stunned by electricity | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Tesla Coil | 20H | - | Electric Coil + Resonator | Produces extremely high voltage electricity | 20 | Directed Flow |
| Tesla Rod | 20H | - | Tesla Coil + Shock Staff | Staff hurls lightning | 22 | Double Targeting |
| Tesla Gun | 10H | - | Tesla Rod + Rifle | Gun hurls lightning much further distances | 24 | No dmg falloff |
| Electric Motor | 40H | - | Engine + Large Capacitor | The electric motor powers many objects | 26 | - |

Bonus Passive

|  |  |  |
| --- | --- | --- |
| Stimulation | Passive | When you take electrical damage, you gain +1 Speed for 6R |

**Explosives**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Molotov Cocktail | ½H | 6R | Fuel + Rag | Light 20 ft. radius on fire, dealing 20 dmg. | 6 | Ignite people |
| Fuel x3 | 1H | - | Oil | Used to power motors and in explosives | 6 | - |
| Gunpowder | 1H | - | Saltpeter + Charcoal | Used in explosives, 10 dmg to enemies | 8 | 2x powder |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Flash Grenade | 1H | 6R | Magnesium + Gunpowder | -3 to hit on all who view it | 8 | -1 Speed |
| Stun Grenade | 1H | 2R | Tallow + Gunpowder | Stuns targets | 8 | 10ft Radius |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Smoke Grenade | 1H | 12R | Saltpeter + Sugar | Obstructs view in 30 ft. radius | 10 | 30ft Radius |
| Explosive Paranoia | Passive | | | +2 PR to fire, +2 dodge to explosions | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Explosive Grenade | 1H | - | Gunpowder + Sheet Metal | Grenade deals 60 dmg in a 10 ft. radius with knockdown (Dodge Check = ½ dmg) | 10 | -2 PR |
| Gas Grenade | 2H | 12R | Burning Gas + Explosive Grenade | Gas chokes enemies dealing 50 dmg in a 15ft. radius (PR Check = ½ dmg) | 12 | Target is Helpless |
| Incendiary Grenade | 1H | 5M | Molotov Cocktail + Explosive Grenade | Light 30ft. radius on fire, dealing 30 dmg. | 12 | Lasts 10M |
| Electric Grenade | 1H | 2R | Capacitor + Flash Grenade | Grenade shocks the area, dealing 40 dmg and stuns opponents (PR Check = ½ dmg) | 14 | Stuns for 2R |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Concussion Grenade | 1H | 3R | Explosive Grenade + Pressurizer | Grenade deals 30 dmg and stuns targets (Dodge check = ½ dmg) | 14 | Leaves target deaf |
| Fragmentation Grenade | 1H | - | Explosive Grenade + Metal Shavings | Grenade shreds targets for 100 dmg (Dodge check = ½ dmg) | 16 | Knockdown |
| Napalm x3 | 4H | - | Fuel + Strong Adhesive | Ammunition for chemical thrower. Deals 50 dmg | 16 | - |
| Hallucination Bomb | 1H | 6R | Hallucinite + Stun Grenade | Grenade spreads hallucinite | 18 | 30 ft. radius |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Fire Obstruction | 3H | 5M | Incendiary Grenade + Napalm | Light 40ft. radius on fire, dealing 40 dmg | 18 | Lasts 3H |
| Burning Gas Bomb | 3H | 12R | Ravager Gas + Explosive Grenade | Deadly gas chokes enemies for 70 dmg (PR check = ½ dmg) | 20 | Spreads fast |
| Chlorine Gas Bomb | 3H | 12R | Chlorine Gas + Explosive Grenade | Bomb , dealing 6 CON dmg | 22 | 6 WIL dmg |
| Explosive Paranoia 2 | Passive | | | +5 PR to fire, +5 dodge to explosions | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Dynamite | 1H | - | Nitroglycerine + Clay | Powerful explosive, deals 140 dmg  (Dodge check = ½ dmg) | 24 | Knockdown |
| Plastique | 4H | - | Dynamite + Electrolyte Solution | Moldable explosive, deals 180 dmg, needs electrical charge to be set off  (Dodge check = ½ dmg) | 26 | - |

Bonus Passive

|  |  |  |
| --- | --- | --- |
| Practiced Diver | Passive | All explosives and poisonous gas damage can be completely negated by a successful Dodge or PR check instead of just ½ dmg |

**Gunsmith**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Firing Pin | 3H | - | Metal + Spring | Allows a gun to fire, strikes the bullet | 6 | - |
| Single Shot Pistol | 8H | - | Small Metal Tube + Firing Pin | Creates a basic Single Shot Pistol | 6 | - |
| Hand Crafted Pistol | 8H | - | Single Shot Pistol + Pistol Parts | Pistol gains +5 damage and +1 Small Guns skill bonus | 8 | Knockback |
| Revolving Barrel | 4H | - | Small Spring + Metal | Allows for semi-automatic fire | 8 | - |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Revolver | 8H | - | Pistol + Revolving Barrel | Creates basic Submachine Gun | 10 | - |
| Quality Cartridge (QC) | 6H | - | Metal + Cartridge | Better gun cartridge chamber | 10 | - |
| Fine Revolver | 8H | - | Revolver + QC | Revolver Gun gains +5 damage and +1 Small Gun skill bonus | 12 | -4 Gun on Semi-Auto |
| Autoloader | 4H | - | Metal + Gears | Allows a weapon to load faster | 12 | - |
| Rifle | 12H | - | Firing Pin + Large Metal Tube | Creates basic Rifle | 12 | - |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Long Rifle/Heavy Rifle | 16H | - | Rifle + Large Metal Tube | Creates basic Long Rifle/Heavy Rifle | 14 | - |
| Quality Long/Heavy Rifle | 16H | - | Rifle + QC | Rifle gains +10 dmg and +1 Long Guns | 14 | Long Range |
| Pyrotechnic Gun | 16H | - | Quality L/H Rifle + Fire Obstruction | Gun deals extra 10 fire dmg | 14 | -1 PR |
| Buckshot Rifle | 16H | - | Rifle + Large Pipe | Makes basic Buckshot Rifle | 16 | - |
| Good Guns | Passive | | | All Guns gain extra damage (+5 for Small Guns, +10 for long/heavy Guns) | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Repeater Rifle | 16H | - | Rifle + Autoloader | Creates basic Repeater Rifle | 16 | - |
| Heavy Cartridge (HC) | 4H | - | QC + Steel | Heavy gun cartridge chamber | 16 | - |
| Fine Repeater Rifle | 16H | - | Auto-Rifle + HC | Auto-Rifle gains +10 dmg and +1 Gun skill bonus | 18 | -4 on Semi-Auto |
| Acid Gun | 16H | - | [Gun] + Corrosive Acid | Gun deals 20 extra acid dmg | 18 | Burn 5 DR on hit |
| Quality Buckshot Rifle | 16H | - | Buckshot Rifle + QC | Shotgun gains +20 dmg and +2 Gun skill bonus | 18 | ½ dmg falloff |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Scope | 4H | - | Crystal Lens + Tube | Allows for long distance viewing | 18 | - |
| Looking Glass Rifle (LGR) | 8H | - | Long Rifle + Scope | Makes basic Sniper Rifle | 20 | - |
| Heavy Autoloader (HA) | 4H | - | Autoloader + HC | Heavier autoloader for heavier guns | 20 | - |
| Auto-Rifle | 24H | - | Repeater Rifle + HA | Makes basic Auto-Rifle | 20 | - |
| Heavy Pistol | 16H | - | HC + Single Shot Pistol | Makes basic Magnum | 20 |  |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Heavy Barrel (HB) | 6H | - | Metal Tube + Steel | Heavy gun barrel | 22 | - |
| Fine Looking Glass Rifle | 12H | - | LGR + HC | +10 dmg, +10 AP, and +1 Gun skill bonus | 22 | +5 AP |
| Fine Auto-Rifle | 12H | - | LMG + HC | +10 dmg, and +1 Gun skill bonus, Fires 10 on Full Auto | 22 | -6 Gun on full auto |
| Quality Hand Cannon | 16H | - | Heavy Pistol + HB | Heavy Pistol gains +20 dmg for +5 FT/shot | 24 | No +FT cost |
| Good Guns 2 | Passive | | | All guns gain +5 AP | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elephant Gun | 30H | - | LGR + HB | Gun gains +20 dmg, but costs +10 FT/cost | 24 | Only +5 FT |
| Repeater Cannon | 30H | - | Auto-Rifle + HB | Makes either basic light or basic heavy repeater cannon | 24 | - |
| Long Range Pistol | 20H | - | Heavy Pistol + Scope | Heavy Pistol gains +200 ft. range | 26 | +5 AP |

Bonus Passive

|  |  |  |
| --- | --- | --- |
| Quality Actions | Passive | Your guns will never jam |

**Blacksmith**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Pure Ore | 3H | - | Iron Ore + Steel | Used in smithing | 6 | - |
| Fine Steel Dagger | 8H | - | Pure Ore + Dagger | Dagger gains +5 dmg | 6 | +5 AP |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Balanced Sword | 20H | - | Fine Hilt + Pure Ore | Sword gives +10 dmg, +1 Speed | 8 | +5 AP |
| Iron Housing | 8H | - | Steel + Iron Bars | Can hold things | 8 | - |
| Reinforced Leather | 30H | - | Leather Armor + Iron Plates | Reinforces Leather Armor, +5 DR (Applies to all light armor) | 10 | +1 Dodge Mod |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Feather Weight Axe | 20H | - | Oak Handle + Pure Ore | -5 FT cost axe | 10 | +1 Speed |
| Mechanical Dagger | 8H | - | Fine Steel Dagger + Clock Parts | As fine steel dagger, but +1 Speed | 10 | +5 AP |
| Fine Steel Shield | 20H | - | Shield + Pure Ore | Shield gains +5 DR | 12 | +2 Blocking |
| Envenomed Axe | 20H | 12R | Feather Weight Axe + Poison | Axe poisons target for 20 dmg/R | 12 | +10 dmg |
| Good Armor | Passive | | | All armor gains +5 DR | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Dwarven Gauntlets | 30H | - | Dwarven Iron + Gauntlet | Gauntlets deal +5 dmg | 12 | +5 AP |
| Strong Chainmail | 36H | - | Heavy Wire + Chainmail | Chainmail +5 DR, +1 Dodge mod (Applicable to all Medium Armor) | 14 | Makes it Light Armor |
| Arm Blade | 20H | - | Spring + Fine Steel Dagger | Blade springs out of arm, concealable | 14 | - |
| Disruption Shield | 30H | - | Flow Disruptor + Fine Steel Shield | Shield gives +10 MR and PR to magic. If spell is resisted by +10 or more, the spell is negated fully | 16 | Difference of only 8+ |
| Charged Sword | 20H | - | Balanced Sword + Large Capacitor | Sword deals extra 50% electrical dmg | 16 | Can Stun |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| War Gauntlets | 20H | - | Dwarven Gauntlets + Arm Blade | Gauntlet now deals +10 dmg, slices, with +5 AP | 16 | +10 AP |
| Pyrotechnic Axe | 20H | - | Axe + Fire Obstruction | Adds 50% bonus fire damage to axe | 18 | -2 PR |
| Chainsaw Sword | 24H | - | Balanced Sword + Chainsaw Blade | Sword deals double damage to unarmored targets (Including if it pierces enemies full DR) | 18 | + 5 AP |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Ballistic Knife | 12H | - | Dagger + Spring | Dagger gains +10 dmg and +10 AP, and is ranged | 20 | - |
| Basic Plate | 50H | - | Sheet Metal + Steel | Makes basic heavy armor | 22 |  |
| Good Weapons | Passive | | | All weapons gain damage (Light = +5, Heavy = +10) | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elite Plate | 60H | - | Dwarf Steel + Platemail | +2 Dodge mod, +10 DR (Applicable to all Heavy Armor) | 26 | Makes it medium armor |
| Elite Sword | 30H | - | Dwarf Steel + Balanced Sword | Sword now does +10, +1 Speed | 24 | +10 AP |
| Elite Shield | 30H | - | Dwarf Steel + Disruption Shield | Shield now gains +10 DR | 24 | Reflect Projectile Spells |

Bonus Passive

|  |  |  |
| --- | --- | --- |
| Tough Stuff | Passive | Your items cannot be broken by force |

**Mechanics**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Spike Trap | 4H | - | Spike + Large Spring | Trap stabs people for 30 dmg  (Dodge check = ½ dmg) | 6 | Pins Target |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Trap Springer | 4H | - | Metal Casing + Small Spring | Springs traps automatically | 8 | Trap Intact |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Auto Skeleton Key | 8H | - | Lock Picks + Small spring | Infinite lockpick, +3 lockpicking skill | 8 | Double Pick |
| Restriction Harness | 6H | - | Harness + Mechanical Parts | Restricts Movement of target | 8 | Binds Hands |
| Shapeshift Stopper | 12H | - | Entrapper + Mechanical Parts | Stops shapeshifting of target | 10 | Current shape too |
| Repairman | Passive | | | +3 to repair or salvage your stuff | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Eyegear | 12H | - | Glasses + Pocket Watch | +2 PER | 10 | Multi-Lens |
| Compound Bow | 8H | - | Long Bow + Pulley System | Bow gains +10 dmg, and -5 FT Cost | 12 | +10 AP |
| Envenomed Bow | 8H | - | Compound Bow + Strong Poison | Bow poisons target for 20 dmg | 12 | -2 PR |
| Pyrotechnic Bow | 8H | - | Compound Boy + Fire Obstruction | Adds 50% bonus fire damage to bow | 12 | -2 PR |
| Spike Trap II | 4H | - | Spike + Large Spring | Trap stabs people for 60 dmg | 14 | Pins Target |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Leg Grinder Trap | 8H | - | Bear Trap + Large Gears | Trap deals 70 dmg, and damages or removes the leg | 14 | Always Remove Leg |
| Mage Binder | 8H | - | Handcuffs + Flow Disruptor | Stops a mage from casting spells | 14 | Stun gun Attachment |
| Restrictor Gun | 12H | - | Restriction Harness + Launcher | Launches restriction harnesses | 16 | +50 ft. Range |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Clockwork Decoy | 12H | 24R | Clock Parts + Small Spring | Decoy draws enemy fire | 16 | +100 HP |
| Explosive Decoy | 12H | 12R | Clockwork Decoy + Dynamite | Loads a clockwork decoy with an explosive, deals 150 dmg after its duration | 16 | +10 ft. radius |
| Illuminated Decoy | 12H | 24R | Clockwork Decoy + Light | Decoy that illuminates a 30 ft. radius | 18 | 40 ft. radius |
| Iron Restrictor | 4H | - | Restrictor Harness + Iron Housing | Much more powerful restrictor, +5 to check needed to overcome | 20 | Extra Weight |
| Mechanized Gun | 16H |  | Repeater Cannon + Clockwork Decoy | Turns a repeater cannon into an automated turret. | 22 | +1 Speed for turret |
| Repairman 2 | Passive | | | +3 to repair or salvage, all repairs take ½ time | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Automaton | - | - | Automaton Body + Dysphere | Automaton that can receive basic orders (Discussed further in Equipment and Items chapter) | - | 2 order sequence |
| Medical Automaton | - | - | Automaton + Wonder Drug | Automaton can heal for 40 dmg | - | Can carry 2 life restore cartridges |
| Mechanical Armor | 30H | - | Elite Plate + Mechanical Parts | +10 DR and allows for 3 technological enhancements to armor (Requires special training to wear) | 24 | 1 extra enhancement |
| Spike Trap III | 4H | - | Spike + Large Spring | Trap stabs people for 90 dmg | 24 | Pins Target |

Bonus Passive

|  |  |  |
| --- | --- | --- |
| Armor Training | Passive | You can wear machined and power armor |

**Therapeutics**

Level 1 – Novice

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | SPT | TOE | Ingredients | Effect | Creation DC | Extra Effect |
| Elixir of Cool | 6H | 30M | Migraine Medicine + Thermometer | CHA +3 | 6 | +1 PER |
| Liquid of Hard Will | 6H | 30M | Healing Salve + Thermometer | WIL +3 | 6 | +1 INT |

Level 2 – Assistant

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Elixir of Strength | 6H | 30M | Blood Pills + Camphor | STR +3 | 8 | +1 DEX |
| Instant Energy | 8H | 30M | Fatigue Restorer + Alcohol | +50 temp max FT | 8 | +1 STR |
| Instant Health | 8H | 30M | Healing Salve + Alcohol | +25 temp max HP | 10 | +1 CON |

Level 3 – Associate

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Liquid of Awareness | 8H | 30M | Coca + Caffeine | +3 PER | 10 | +1 WIL |
| Elixir of Hypnotic Suggestion | 8H | 30M | Elixir of Cool + Ivory | +5 CHA | 12 | +3 INT |
| Anabolic Healing | Passive | | | All drugs also heal 20 HP | | |

Level 4 – Technician

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Reflex Tonic | 8H | 30M | Liquid of Awareness + Elixir of Strength | +3 DEX | 14 | +1 CHA |

Level 5 – Researcher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Mind Marvel | 8H | 30M | Nerve Pills + Elixir of Cool | +3 INT | 16 | +1 to all Knowledge |

Level 6 – Professor

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Brain Builder | 8H | 30M | Mind Marvel + Quinine | +5 INT, +5 WIL | 18 | +3 PER |
| Dead Rest | 8H | 30M | Instant Health + Tetrodotoxin | Can make you appear dead for up to 36 hours | 20 | Bio-Scan Proof |
| Overdose Mitigation | Passive | | | You cannot overdose, and you suffer no crash | | |

Level 7 – Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Warriors Potion | 12H | 30M | Elixir of Strength + Steroids | +6 STR, +6 DEX, +6 CON | 24 | +3 WIL |
| Intellectuals Potion | 12H | 30M | Mind Marvel + Steroids | +6 WIL, +6 INT, +6 PER | 24 | +3 STR |

Bonus Passive

|  |  |  |
| --- | --- | --- |
| Long Lasting Drugs | Passive | Your creations last twice as long |

**Knowledge Informing**

Gaining levels in technological classes naturally informs your general knowledge of various related fields. These knowledge fields are gained naturally just by leveling up your various technological classes. This is a list of the classes, and the knowledge fields they inform.

|  |  |  |
| --- | --- | --- |
| Class | Knowledge Fields | Informing |
| Medicine | Triage  Flora  Biology | 2/level  1/level  1/level |
| Chemistry | Chemistry  Physics  Biology | 2/level  1/level  1/level |
| Electricity | Electricity  Physics  Mathematics | 2/level  1/level  1/level |
| Explosives | Physics  Chemistry  Metallurgy | 2/level  1/level  1/level |
| Gunsmith | Firearms  Physics  Metallurgy | 2/level  1/level  1/level |
| Blacksmith | Metallurgy  Engineering  Geology | 2/level  1/level  1/level |
| Mechanics | Engineering  Metallurgy  Physics | 2/level  1/level  1/level |
| Therapeutics | Biology  Ecology  Mathematics | 2/level  1/level  1/level |

**Pistons Pump**

The Path of the Specialist

Whoever said that you need fancy machines or flashy spells to get by in the world? There are some of us that weren’t born with the capabilities of using magic, or the “superior” intellect and creative mindedness of a technologist…No some of us were just born with a knack for shooting a gun. Who cares how to make one, I’ll just use the money I get from doing jobs to buy it. I don’t need a fireball to make my enemies run in fear, I’ll blow their gun out of their hand and their hat off their head, which I believe sends the same message.

This is the path of specialist, of the warrior, of the gunslinger, of the spy. Many are not born with the resources to go into technological fields, or the ability to manipulate magic. Many are born into mundane lives, and they choose to transform themselves. Intense training and physical conditioning allows one to hone their skills far beyond the average.

There is little to be said about the special aspects and quirks of being a specialist. These men and women fill the necessary gaps left by those who devote themselves to technology, magic, or more mundane life.

The name specialist is not meant to be specific, it is not a title that one would give themselves. It is a name to differentiate them from technologists or mages, and to enhance the fact that these people have perfected an art, just as difficult as any technology or magic class. These people can be anyone, and can come from all walks of life. There is often a reason why someone would choose a particular specialist class, and the class that one chooses is often tied to their background. Specialist classes are used to represent years of hard training and focus funneled into a specific set of skills. It does not often give extra special powers that defy the laws of reality, or allow the creation of incredibly complex machines or drugs. Instead it enhances a set of skills with special passive and some active abilities that would only come to one who specifically dedicates time in their life to honing these skills.

**The Mechanics of the Specialist**

There are 13 distinct Specialist Classes, each with a very distinct set of abilities, and each with its own general usage. These classes rarely overlap, each one focuses on a specific set of skills, and though some of them might have similar abilities, each has a very narrow focus.

To take a level in a Specialist Class costs 20 EXP, as is stated on the character sheet. Each Specialist Class has its own controlling attribute which is required to level that class, though some classes will be controlled by the same attribute. You must pass thresholds of the classes controlling Attribute to take the next level in that class. Starting at 8, every 2 points, ending at 20, allows you another level of any class controlled by that attribute. If you attain 12 DEX, you are allowed to take three levels in all DEX controlled classes simultaneously, if you wish. To attain level 4 in ANY of those classes however, you must raise your DEX by another 2 points to 14. At 20 DEX, you are able to attain all 7 levels of every DEX controlled class, but the amount of EXP you will need to spend to gain 7 levels in multiple classes is enormous.

Whenever you gain a level in any class, you gain all abilities within that level of that class. If there are 4 abilities listed at level 3 for the Infiltrator class, you gain all abilities within that level. There will be some abilities labeled as “passive”, meaning that these abilities are inherent to your character now, and are a side effect of your characters prowess. Players and GM’s are encouraged to create new and innovative abilities or even entirely new classes. The list of abilities provided later in this chapter is by no means exhaustive or final. Imagination is the limit, and it is imperative that GM’s and players know that these abilities are merely guidelines to encourage imagination.

**Leveling**

Listed below are the thresholds of any classes controlling attribute needed to attain each level of said class. These thresholds are held across all classes, and all attributes. Level 4 Martial Artist requires 12 DEX, just the same that Level 4 Commander requires 12 WIL.

|  |  |
| --- | --- |
| Leveling Thresholds | |
| Level | Attribute Required |
| 1 | 6 |
| 2 | 8 |
| 3 | 10 |
| 4 | 12 |
| 5 | 14 |
| 6 | 16 |
| 7 | 18 |
| Bonus | 20 |

**Reading the Tables**

Name: The name of the ability

Cost: The amount of FT it costs to use the ability

SPD (Speed): The amount of actions in a turn it takes to use the ability

Description: A description of the effects or actions within the ability

**( - ):** This symbol means that the cell has no value. If there is no value in the Cost section, it means that the ability costs 0 FT. If it is in the SPD section, then the ability costs no actions to use.

**Sustain:** This means that the ability costs nothing, but must be announced that it is active. It is not a passive ability, but is not itself an action, it is a sustained state.

**Commander (WIL)**

Who is the one that leads the charge? Who brings the group together? Who inspires action and power in his friends? I am a Commander, a man not just of action but of leadership. I take a ragtag group of individuals, who would together be nothing, and make something of them. Together, we are greater than the sum of their parts, and I am the catalyst for their teamwork.

The Commander is a person of action, oftentimes a soldier, perhaps a businessman. The important thing is that their mere presence inspires their teammates. The Commander class is a perfect complement to a party. They have quite a bit of survivability due to their bonus to Mental Resistance and weapons training abilities, but their auras give their party a significant bonus to fighting capabilities.

Commanders can come from any type of background, but often include some event, either singular or ongoing, that pushed them to become a leader. Perhaps they had a natural tendency their entire lives and just joined the military and quickly rose to officer rank, or they were born to a family of business leaders. Perhaps they simply found their voice when witnessing one of their friends being bullied, and rose to defend them.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Commander Aura | Sustain | | Squad gains +1 Dodge and Hit |
| Commanders Presence | Passive | | +2 Command |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Get Up! | 10 | 1 | Revive unconscious ally with 1 FT |
| Weapons Skill | Passive | | Commander gains +5 damage with one weapon type |
| Training | Passive | | Training provides a +2 to 2 separate skills |
| Iron Will | Passive | | Commander gains +3 natural MR |

Level 3

|  |  |  |
| --- | --- | --- |
| Warriors Aura | Sustain | Squad gains +5 Tolerance and +1 DR |
| Commanders Presence II | Passive | +4 Command |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Tactical Aid | 10 | 1 | Give orders to a target, that target gains +2 to any checks necessary for that task |
| Commander Aura II | Sustain | | Squad gains +2 Dodge and Hit |
| Iron Will II | Passive | | Commander gains +6 natural MR |
| Training II | Passive | | Upgrade Training to +4 to 2 separate skills |

Level 5

|  |  |  |
| --- | --- | --- |
| Mages Aura | Sustain | Squad gains +5 Stamina and +2 MR/PR |
| Improved Critical | Passive | Soldiers Chosen weapons critical range is increased by 1 |
| Commanders Presence III | Passive | +6 Command |

Level 6

|  |  |  |
| --- | --- | --- |
| Weapons Skill II | Passive | Upgrades Weapon Skill to +10 dmg |
| Devastating Critical | Passive | Critical difference with chosen weapon is reduced to +12 instead of +15 |
| Iron Will III | Passive | Commander gains +10 natural MR |
| Training III | Passive | Upgrade Training to +6 to 2 separate skills |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Overpowering Attack | 50 | 4 | Attack once for triple damage at a +2 |
| Commander Aura III | Sustain | | Squad gains +3 Dodge and Hit |
| Special Forces Training | Passive | | As combat training but +4 to selected skills |
| Commanders Presence IV | Passive | | +8 Command |

**Martial Artist (DEX)**

Many in modern times dismiss the need for physical prowess, instead turning to the power of technology and firearms. There are those of us who decide, however, that this is not wise. Your body is a weapon, your hands are blades, and your legs are machines that can carry you just as far as any engine. I practice Martial Arts, to train my body to perfection. It is sad to think that many go their entire lives without seeing the feats of strength that their body is capable of. I am not that type of person, I am just as deadly with or without a weapon. I move faster than most, I jump higher, and I punch harder. You should rightly fear my abilities, and if you don’t you shall find yourself beaten and broken before you can even react.

Martial Artists are somewhat of a holdover from times long gone by, but they find their place in the modern world. Many do not ever expect to find someone who prefers to approach quickly and punch it out, and that is what Martial Artists rely on. Outside of combat, they find that their abilities give them amazing climbing and acrobatic abilities. Martial Artists will have a hard time dealing with heavily armored enemies, but against those without superb dodging abilities and only moderate armor, the Martial Artist can deliver a flurry of light hitting blows so quickly that opponents find themselves out of fatigue before they can even form a proper plan of action.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Disorienting Blow | 20 | 1 | User can stun enemy for 1R |
| Acrobatic Attack | 10 | 1 | Use Acrobatics against an enemy to gain a +2 to hit vs. them for the next attack |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Dynamic Entry | 20 | 2 | User charges up to a full movement toward an enemy and attacks for +20 dmg |
| Physical Perfection | Passive | | +2 acrobatics, dodge, grapple |
| Fleet Feet | Passive | | Gain +5 ft. of movement |
| Find the Mark | Passive | | Gain +1 Unarmed |
| Fists of Fury | Passive | | Fists now deal +10 dmg |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Wheel Kick | 20 | 2 | You knock the enemy prone with a kick, dealing 30 |
| Sweep | 10 | 1 | Roll Unarmed to trip the enemy with +2 |
| Iron Fist | Passive | | The user can attempt to break rocks or sunder items as a normal sunder attempt. |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Head Lock | 30 | 3 | Throw the enemy to the ground with a grapple, dealing 40 dmg |
| Deflect | 5 | - | Gain +1 to next Unarmed parry check |
| Physical Perfection II | Passive | | +5 acrobatics, dodge, grapple |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Helicopter Kick | 30 | 2 | Make a single attack against all surrounding, for 40 dmg with knockback |
| Heel to the Neck | 10 | 1 | Attempt to kill a prone target with an Unarmed attack at -4 |
| Find the Mark II | Passive | | Upgrade Find the mark to +3 |
| Fleet Feet II | Passive | | Additional +5 ft. of movement |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| Tiger Uppercut | 20 | 2 | Strike the target in the chin, dazing them and dealing 40 dmg |
| High Flying Ringer | 20 | 2 | Attack with acrobatics instead of grapple, dealing 30 dmg and knocking them over |
| Quick Step | 40 | 1 | Move as if using SPATIAL DISTORTION |
| Fists of Fury 2 | Passive | | Unarmed strikes now deal +20 dmg and gain 10 AP |
| Physical Perfection III | Passive | | +8 acrobatics, dodge, grapple |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Reflect | 10 | - | Gain +1 to next Unarmed parry check, if successful, attack is reflected to attacker |
| Battle Dance | 25 | - | Gain +1 speed until the end of your turn |

**Gunslinger (PER)**

I am the man who walks into town, head high, boots on, belt heavy with my two best friends. Do you think you’re fast on the draw? I’m fast, I am faster than you, and faster than anyone. I couldn’t tell you the finer points of firearm design and the history of the pistol barrel, but I can tell you how to pip the ace at 100 yards, and show you how. I’m a Gunslinger, a dangerous person to be sure, and fast as lightning. Bullets flying and adrenaline pumping I dive into the battle, and I always emerge victorious.

The Gunslinger is a person who is specialized in using one-handed or small guns. They have the ability to deal a lot of damage very quickly, not by hitting incredibly hard, but by firing constantly.

They have the ability to nullify over-watch at higher levels, and even at lower levels give a significant bonus over someone who does not have this class. If one is planning on using pistols, especially dual-wielding pistols, it is very recommended that they invest in this class if possible.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Duck for Cover | 10 | - | Make a dive for some cover if you are within 15 ft. of it |
| Close Combat Shot | Passive | | Gain +1 to hit when in close quarters |
| Swift Trigger | Passive | | User does not provoke a reaction shot when in CQC |

Level 2

|  |  |  |
| --- | --- | --- |
| Ace Shot | Passive | Gain +1 to Small Guns |
| Don’t Move Asshole | Passive | +2 to over-watch |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Trick Shot | 10 | 1 | User bluffs making a shot to lower dodge by 3 |
| 2 Little Friends | Passive | | Penalties for dual-wielding Small Guns is reduced to -3/-3 |
| Gun Nut | Passive | | +5 dmg with Small Guns |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Wild and Crazy | 30 | 3 | User makes an attack against every enemy surrounding him |
| Careful Aim | 10 | 2 | User can carefully aim, giving +2 to next attack |
| Precise Shot | Passive | | User gains Precise shot with small firearms |
| Fast Hands | Passive | | User gains +3 initiative |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Slow Motion | 10 | 1 | User readies themselves for attacks, +3 dodge |
| 2 Good friends | Passive | | Penalties for dual-wielding Small Guns is reduced to -2/-2 |
| Ace Shot II | Passive | | Ace Shot now gives +3 |
| Disarm | Passive | | User can disarm enemies with a ranged attack |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| Bulls eye | 30 | 1 | Next successful attack is instant critical |
| Bullet Time | 30 | 2 | User gets a free attack, at successive -2’s per shot made, on any who attempt over-watch, if successful, enemy does not get over-watch. |
| Gun Nut II | Passive | | Upgrades Gun Nut to +10 dmg |
| Who cares about cover? | Passive | | User gains +3 Dodge against over-watch |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Bullet Storm | 80 | - | User doubles their speed for a single turn, and on that turn ignores all fatigue costs until the end of their turn |

**Infiltrator (WIL)**

A sound in the alleyways, footsteps on the roof, shadows prowling in the night. I am a home invader, a man who can get into places that no one else can, a man who can take your most precious valuables and leave you none the wiser. I am an infiltrator, an espionage and stealth expert. I enter from and leave to the shadows, stalking through the night like a hunter.

An Infiltrator is the classic sneaking rogue that uses their stealth and cunning to enter restricted areas, perform assassinations, and steal things without getting caught. It is very fortuitous to have an Infiltrator within a group, as their stealth capabilities prove invaluable when standard fighting or talking will not work. They perform the jobs that no one else can, and get out without a trace.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Sweep | 10 | 1 | User gains +4 to perception in a 30ft cone |
| Master of Stealth | Passive | | User gains +1 to stealth and roguery |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Scurry | 30 | - | Double the distance traveled on a successful stealth check |
| Spider | Passive | | User gains +2 athletics |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Go for the Throat | 20 | 2 | User can attempt to attack the persons throat, if successful, that enemy cannot vocalize sounds |
| Master of Stealth II | Passive | | User gains +3 stealth and roguery |
| Smuggler | Passive | | User can hide up to medium sized weapons |
| Don’t Scream | Passive | | If the user can still kill a target in a round upon a failed backstab, user is allowed a check to maintain stealth at -4 |

Level 4

|  |  |  |
| --- | --- | --- |
| Spider II | Passive | User gains +5 athletics |
| Death from Above/Below | Passive | Upon successful simple acrobatics check, gain the ability to backstab enemies from above or below |
| Stealth Run | Passive | No longer suffer a penalty to stealth when running |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Silent Leap | 30 | - | Automatic successful stealth check when attempting to use acrobatics in stealth |
| Master of Stealth III | Passive | | User gains +5 stealth and roguery |
| I can sense you | Passive | | User gains +4 PER vs Roguery |

Level 6

|  |  |  |
| --- | --- | --- |
| Glass Cutter | Passive | No longer suffer a penalty to roguery when attempting to cut brittle material |
| Spider III | Passive | User gains +8 athletics |
| Without a Trace | Passive | User leaves incredibly difficult to find traces when stealthing through an area. Only the best investigators will be capable of finding them. |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Shadow Step | 50 | 1 | User can move as if using SPATIAL DISTORTION |
| Master of Stealth IV | Passive | | User gains +8 stealth and roguery |

**Operative (INT)**

Whether through city streets or mountain trails I will find you. Whether over rooftops or forest canopies I will find you. I am a tracker, and a hunter, an explorer and a survivalist, I am an Operative. I spend much of my time studying my prey, finding their weaknesses, and when the time is right, I track them down and kill them.

The Operative is a hunter and ranger of sorts. One must choose to become either an urban operative or a nature operative, but the idea remains the same. The Operative has a number of targets that it favors fighting, things that are often difficult to kill, especially alone. These Preferred targets are the specific prey of the Operative, who studies them, and in turn gains combat bonuses against them. In addition, the Operative is the only class to gain a powerful permanent companion, whether robotic or animal.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Target | Passive | | User chooses a target and gains +1 combat against that target (1 target at a time) |
| Survivalist | Passive | | +2 survival, athletics, heal, and traps |

Level 2

|  |  |  |
| --- | --- | --- |
| Preferred Target | Passive | User gains +2 to skills against a specific type of enemy |
| Swift Track | Passive | User may move at normal speed when tracking |
| Sharp Eye | Passive | User gains +2 investigation |

Level 3

|  |  |  |
| --- | --- | --- |
| Target II | Passive | User chooses a target and gains +2 combat against that target (1 target at a time) |
| Companion | Passive | User gains an animal or robotic companion |
| Urban or Woodland Stride | Passive | User gains an extra 10ft of movement in Woodland OR Urban areas, once it is chosen it cannot be undone |
| Survivalist II | Passive | +4 survival, athletics, heal, and traps |

Level 4

|  |  |  |
| --- | --- | --- |
| Preferred Target II | Passive | User gains +4 to skills against a specific type of enemy |
| Shock and Awe | Passive | +4 Initiative |

Level 5

|  |  |  |
| --- | --- | --- |
| Target III | Passive | User chooses a target and gains +3 combat against that target (1 target at a time) |
| 2nd Preferred Target | Passive | User gains a 2nd Preferred Target |
| Camouflage | Passive | User gains +4 Stealth in setting he chose at Level 3 |
| Survivalist III | Passive | +6 survival, athletics, heal, and traps |

Level 6

|  |  |  |
| --- | --- | --- |
| Preferred Target III | Passive | User gains +6 to skills against a specific type of enemy |
| Sharp Eye II | Passive | +5 Investigation |
| Luck of the Hunter | Passive | Full Dodge difference is reduced from +5 to +4 |

Level 7

|  |  |  |
| --- | --- | --- |
| Target IV | Passive | User chooses a target and gains +4 combat against that target (1 target at a time) |
| 3rd Preferred Target | Passive | User gains a 3rd Preferred Target |
| Survivalist IV | Passive | +8 survival, athletics, heal, and traps |

**Rifleman / Archer (PER)**

You don’t notice me, you won’t notice me until it is too late. I am too far away, far out of your sight and hearing, but you know my work by the bodies I leave behind. I am the shot that rings out loud and clear, but no one will react until it is too late. My target is dead, and I am gone. I am a rifleman, a professional, and a killer.

Rifleman are like Gunslingers, except that they specialist in the use of long guns. Again, it is very advantageous to take the Rifleman class if one is specifically meant to use rifles, though it is not completely necessary. They get a number of abilities that increase survivability, and especially if they use sniper rifles, the damage increasing abilities allow for quick and easy kills. They hit hard, and hit often.

This list is also for the archer class. Though these two classes are listed together and share an identical ability set, they are technically separate classes, and are listed as such on the character sheet. A level in Archer is not a level in Rifleman, and vice—versa.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Close Combat Shot | Passive | | Gain +1 to hit when in close quarters |
| Swift Trigger | Passive | | User does not provoke a reaction shot when in CQC |
| Steady | Passive | | User can steady themselves on cover (+3 to hit.) |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Disabling Shot | 10 | 2 | If bow, target is pinned in place / If Rifle, target is stunned for 1R |
| Shooting Expert | Passive | | +1 to Large Guns OR Bow |
| Keep Still | Passive | | +3 to Over-watch |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Trick Shot | 10 | 1 | User bluffs making a shot to lower dodge by -3 |
| Weapon Specialization | Passive | | User gains Weapons specialization in rifles/bows (+5 dmg) |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| 360 Shooting | 50 | 3 | User makes an attack against every enemy surrounding him |
| Careful Aim | 10 | 2 | User can carefully aim, giving +5 to hit |
| Precision Shooting | Passive | | Will no longer hit allies if shooting into a melee fight |
| Weapon at the Ready | Passive | | User gains +3 initiative |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Slow Motion | 10 | 1 | User readies themselves for attacks, +3 dodge |
| Penetrating Shot | 30 | 2 | Make a shot that travels through enemies whose armor it can pierce |
| Greater Weapon Focus | Passive | | Weapon focus now gives +3 |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| Bulls eye | 40 | 1 | Next successful attack is instant critical |
| Suppressing Fire | 30 | 2 | User gets a free attack, at successive -2’s per shot made, on any who attempt over-watch, if successful, enemy does not get over-watch. |
| Curved Shot | 20 | 2 | Make an attack that ignores all cover |
| Greater weapon Specialization | Passive | | Weapon specialization now gives +10 dmg |
| Advancing! | Passive | | User gains +4 dodge against over-watch |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Bullet Storm | 80 | - | User doubles their speed for a single turn, and on that turn ignores all fatigue costs until the end of their turn |
| Sniper Shot | 80 | 5 | User takes a single shot at +2 for a double critical |

**Enforcer (STR)**

Hahahah! Tiny men think they can stop me? No, I am the avatar of anger and fury! I stomp through my enemies with a burning passion, and my anger gives me the power to destroy everything in my path! Fear me, and beware, if you don’t, it will surely mean your death! I am an Enforcer, a man of strength and ferocity, an engine of power and destruction! Whether with by weapons or fists I will destroy you!

Enforcers are hulking, monstrous meaty damage dealers, who can bring to bare an incredible amount of power. They get the ability to frenzy, which allows them to deal immense amounts of damage, as well as getting bonuses to fighting with heavy weapons either melee or firearms. In addition, even without these things, their fists can destroy any enemy in just as much time!

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Frenzy | 20 | 1 | Enforcer enters frenzy, gaining +5 dmg, and taking a -2 to dodge for 6R. In addition, the Enforcer will only fall unconscious at -100 FT. |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Pummel | 20 | 1 | Make a melee attack at +2, enemy is dazed for 1R |
| Heavy Mettle | Passive | | +1 to “Heavy Weapons” or “Large Melee” (Choose ONE) |
| Power Strike | Passive | | May trade attack skill for dmg (Skill:Dmg, 1:1) |
| Heavyweight | Passive | | Users fists become equivalent to Large Melee Weapons or Heavy Weapons |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Frenzy II | 20 | 1 | Enforcer enters frenzy, gaining +10 dmg, and taking a -4 to dodge for 6R. In addition, the Enforcer will only fall unconscious at -100 FT. |
| Heavy Hitter | Passive | | +10 dmg with Heavy Weapons, and Large Melee weapons |
| Rage Kill | Passive | | When you kill an enemy, gain +1 Speed for that round |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| War Cry | 10 | 1 | User screams, making enemies take a -2 to combat skills |
| Heavy Mettle II | Passive | | Heavy Mettle is upgraded to +3 |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Frenzy III | 20 | 1 | Enforcer enters frenzy, gaining +15 dmg, +1 Speed, and taking a -6 to dodge for 6R. In addition, the Enforcer will only fall unconscious at -100 FT. |
| Great Cleave | Passive | | User gains great cleave |
| Power Strike II | Passive | | Power Strike is upgraded (Skill:Dmg, 1:2) |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| Stampede | 4R | 4 | Charge a line of enemies for 1.5x the characters movement, dealing 20 dmg and knocking them down, with 1R stun |
| Heavy Hitter II | Passive | | Heavy Hitter is upgraded to +20 dmg |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Frenzy IV | 20 | 1 | Enforcer enters frenzy, gaining +20 dmg, +1 Speed, and taking a -8 to dodge for 6R. In addition, the Enforcer will only fall unconscious at -100 FT. |
| Blinding Frenzy | 60 | 1 | Enforcer enters frenzy, gaining +30 dmg, +2 Speed, and taking a -12 to dodge for 6R. In addition, the Enforcer cannot fall unconscious while in Blinding Frenzy. |

**Blade Master (DEX)**

The flash of metal, the clang of blades, the sound of a good sword as the metal edge cuts the air in a perfect “A” flat, I adore those moments. I am a maestro with metal, and a warrior without comparison. I am a blade master, a student of the old ways of fighting, and an artist in death.

The blade master is very much equivalent to a gunslinger, with their chosen tools being melee weapons. The class name refers to blades, but that doesn’t limit them, any one handed melee weapon is within the Blade Masters specialty. They deal a lot of damage very quickly, and have movement bonuses to allow them to close with their enemies.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Rend | 10 | - | At an extra 10 dmg to a successful melee attack (Cane be used only once/hit) |
| Power Strike | Passive | | May trade attack skill for dmg (Skill : Dmg, 1 : 1) |

Level 2

|  |  |  |
| --- | --- | --- |
| Blade Mastery | Passive | +1 to Small Melee |
| Great Defense | Passive | User gains +1 to parry checks against ranged |
| Fleet Feet | Passive | User gains +5 movement |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Flash | 10 | 2 | Perform an intimidating flourish, enemies take -2 to combat rolls for 3R |
| 2 Little Friends | Passive | | Penalties for dual-wielding Small Melee is reduced to -4/-4 |
| Blade Focus | Passive | | Deal +5 dmg with all Small Melee |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Careful Aim | 20 | 2 | User can carefully aim, giving +2 to hit |
| Pass Over | 20 | 1 | If enemy is <10HP, user kills them, vaults to ,and attacks, another target within 20 ft. |
| Whirlwind Attack | 40 | 3 | User makes an attack against every enemy surrounding him |
| Wonderful Defense | Passive | | +2 to parry checks against ranged |
| Fleet Feet II | Passive | | User gains +10 movement |
| Put That Thing Down! | Passive | | +3 to Small Melee for attempts to disarm enemies |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Slow Motion | 10 | 1 | User readies themselves for attacks, +3 dodge |
| Pounce | Passive | | May choose to roll Small Melee once for both weapons as opposed to rolling separately, add damage together into a single attack |
| 2 Good friends | Passive | | Penalties for dual-wielding Small Melee is reduced to -2/-2 |
| Blade Master II | Passive | | Blade Mastery is upgraded to +3 |

Level 6

|  |  |  |
| --- | --- | --- |
| Blade Focus II | Passive | Blade Focus now gives +10 dmg |
| Perfect Defense | Passive | +4 to parry checks against ranged |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Storm of Blades | 80 | - | User doubles the amount of attacks they make in a turn on a single target |

**Bodyguard (CON)**

You think you can hurt me? I am a living wall, a shield for my friends against their enemies. I charge into battle so as to save my allies from pain, and I take that damage myself because I am able. Where my companions fail, I am there to pick up the pieces. I am a Bodyguard, and I protect that which I value.

A Bodyguard is the class that allows one to become an invincible walking tank. Though there is not much here that allows a character to deal a lot of damage, there is much potential by pairing this class with another one. Also to be noted, this class does provide a significant bonus to natural DR and PR by the final level, but it does not make the character invincible. Wearing heavy armor will maximize the damage reduction potential of the character.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Harm’s Way | 20 | - | Take the damage for an ally if they are within 15ft. for a single attack |
| Damage Reduction 1 | Passive | | User gains +2 Natural DR (Replaces all previous) |
| Healthy I | Passive | | User gains +5 HP and +10 FT |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Sudden Sprint | 20 | - | Gain an extra movement for your turn |
| Damage Reduction 2 | Passive | | User gains +4 Natural DR (Replaces all previous) |
| Ironman I | Passive | | User gains +3 Natural PR |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Juggernaut | 30 | 2 | User can make a charge that breaks through some obstacles. |
| Damage Reduction 3 | Passive | | User gains +6 Natural DR (Replaces all previous) |
| Healthy II | Passive | | User gains +10 HP and +20 FT (Replaces Healthy) |

Level 4

|  |  |  |
| --- | --- | --- |
| Defensive | Sustain | User activates to gain +2 to either dodge, or melee for blocking/parrying. |
| Damage Reduction 4 | Passive | User gains +8 Natural DR (Replaces all previous) |
| Defensive Strike | Passive | If enemy misses user while in Defensive Mode, user gains a +4 on his next attack at this enemy |
| Ironman II | Passive | User gains +6 Natural PR (Replaces Ironman) |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Shining Beacon | 30 | 1 | User rallies his allies within 20ft, freeing them of all mental effects or physical restrictions. |
| Damage Reduction 5 | Passive | | User gains +12 Natural DR (Replaces all previous) |
| Unbreakable | Passive | | User extends bleed out time by 1R |
| Healthy III | Passive | | User gains +20 HP, and +40 FT (Replaces Healthy II) |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| Blanket Protection | 40 | 2 | User rallies his allies within 20ft, giving them orders, boosting their defensive rolls by +3 for 3R |
| Damage Reduction 6 | Passive | | User gains +16 Natural DR (Replaces all previous) |
| Ironman III | Passive | | User gains +10 Natural PR (Replaces Ironman II) |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Retribution | 80 | - | If an ally has been grievously wounded or killed within 2R, make an attack against the enemy that killed or wounded them at +2 for critical damage. (May make up to three free movements to approach target) |
| Damage Reduction 7 | Passive | | User gains +20 Natural DR (Replaces all previous) |
| Relentless | Passive | | User always regains consciousness after 1R |
| Healthy IV | Passive | | User gains +30 HP and +50 FT (Replaces Healthy III) |

**Transporter (INT)**

Need a ride? I’ve got the skills and the will to do the kind of stunts that no one else will. I can make machine and animal dance like no other. Wheels screeching, gears spinning, hooves clopping, rubber to the ground or wings in the air, machines and horses alike move with my skills. I am a Transporter, and I am a mover. I get you where you need to go.

The Transporter is a warrior specifically designed to be used in and around a vehicle or mount. Whether it be a horse, a dirigible, or a motor-carriage, the transporter is a master of moving vehicles. They can charge for immense damage, and get a bonus to repairing or healing to keep their mounts or machines in perfect working condition.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Mounted Combat I | Passive | | +2 to Drive OR Ride; and Heal OR Repair |
| Mounted Combat | Passive | | Use mount in combat |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Spirited Charge | 20 | 3 | Charge at the enemy up to double movement, dealing 1.5x dmg with weapons |
| Dancing Mount | Passive | | +2 Ride, Pilot, or Drive for the purposes of avoiding damage in combat |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| To the Limit | 20 | - | Gain an extra movement |
| Mounted Combat II | Passive | | +4 to Drive OR Ride; and Heal OR Repair |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Quick Turn | 10 | - | User can make a turn without making a check |
| Ramming Speed | Passive | | Spirited Charge now deals 2x damage |
| Fighting from a Mount | Passive | | No penalty for combat from a mount |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Deadly Charge | 60 | 5 | Charge the enemy up to double movement to deal 3x dmg with weapons |
| Mounted Combat III | Passive | | +6 to Drive OR Ride; and Heal OR Repair |

Level 6

|  |  |  |
| --- | --- | --- |
| Destructive Charge | Passive | Deadly Charge now deals 4x damage |
| Force of Nature | Passive | User now deals double damage in a charge when firing a ranged weapon from it, if the target is in the same direction as the charge. |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Unstoppable Charge | 80 | 5 | Charge up to triple movement, dealing 5x dmg with weapons, and shattering nearly all barriers in the way. |
| Mounted Combat IV | Passive | | +8 to Drive OR Ride; and Heal OR Repair |

**Knife Thrower/Grenadier (PER)**

Blades flying, the sounds of soft necks being gutted, and the feeling you get when you hit on target. My hands are finely tuned instruments, and delicate machines that deliver sharp and deadly pain to wherever I please. I am a Knife Thrower, a deadly combatant. You think you’re faster just because you have a gun? Well guess what, you have less than a second to react before this blade embeds itself in your forehead, and I don’t think you’ve got the guts to pull the trigger in time.

The Knife Thrower, like the Gunslinger and Blade Master, is a one-handed weapon specialist, but for thrown weapons. This does not mean that the Knife Thrower focuses solely on throwing knives, they can use any type of thrown weapon, and Thrown skill is widely applicable. Deadly fast, and completely stealthy, a thrown weapon is a good substitute when one cannot afford to fire a gun or engage in melee.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Swift Hands | Passive |  | User does not provoke reaction shots in CQC |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Bluff | 10 | 1 | Bluff an attack to lower enemy dodge by 3 |
| Thrown Mastery | Passive | | +1 to Thrown |
| Move, and You Die | Passive | | +3 to Thrown when in Over-Watch |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Pin | 20 | 2 | If using a piercing or slashing weapon, pin the target in place |
| Double Handed | Passive | | Reduces the penalty for dual-wielding thrown weapons to (-3/-3) |
| Deadly Blades | Passive | | +5 dmg with thrown weapons |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Blanket | 40 | 3 | User makes an attack against every enemy surrounding |
| Careful Throw | 20 | 2 | +4 to next attack |
| Fast hands | Passive | | User gains +3 initiative |
| Precise Throw | Passive | | User will not hit allies who are in a melee |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Slow Motion | 10 | 1 | Ready for attacks, +3 dodge |
| Double Handed II | Passive | | Improves Double Handed to (-2/-2) |
| Thrown Mastery II | Passive | | Upgrade Thrown Master to +3 |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| Bulls Eye | 40 | 1 | Next successful attack is instant critical |
| Quick Time | 30 | 2 | User gets a free attack, at successive -2’s per shot made, on any who attempt over-watch, if successful, enemy does not get over-watch. |
| Deadly Blades II | Passive | | Upgrades Deadly Blades to +10 dmg |
| Cartwheel | Passive | | +4 Dodge against over-watch |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Pincushion | 80 | - | User doubles their speed for a single turn, and on that turn ignores all fatigue costs until the end of their turn |

**Spy (CHA)**

“Hello there friend, how are you today? I myself am doing quite well, how did your latest business venture go?” Simple words, but words are my specialty. I gather my victims interest, I play them like a fiddle, I discover their deepest secrets, and leave them with a knife in their neck. I am a Spy, a diplomat and assassin, a talker and murderer, I use my powers of deception and trickery to lull my opponents into a false sense of security, and at their weakest moments, I strike.

The Spy is an invaluable tool. Not a master of skulking in the shadows, they choose instead to gain entrance by befriending and manipulating the owners. They take what they need right out from under the noses of their victims, and often they are not realized until it is too late. A good Spy can act as a suave diplomat and a cunning assassin, a thief and a knife.

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Spying | Passive | | +2 forgery, deception, social sense, persuasion |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Clarifying Statement | - | - | Re-attempt a single failed Logic, Passion, or Wit roll for the purposes of persuasion |
| Backstab | - | - | +2 when attempting a Backstab with the intent to knock target unconscious |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Captivate | 10 | 2 | Keep the sole attention of a target |
| Winning Smile | - | - | Perform check at -4 to convince someone that you are a trusted friend |
| Spying II | Passive | | +4 forgery, deception, social sense, persuasion |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Dazzle | 10 | 2 | Target suffers -1 Speed and -2 to combat rolls |
| Taunt | 10 | 2 | Target takes -3 PR, and -3 MR |
| Profile | - | - | Investigate: Can compile an accurate personal profile on very little information |
| Turn your Back | - | - | Persuasion: Make target lower their guard, opening up for a backstab |
| Devastating Backstab | - | - | +3x multiplier on backstab gained through TURN YOUR BACK |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| No Evidence | - | - | Hardly ever leave traces of illegal activity |
| Spying III | Passive | | +6 forgery, deception, social sense, persuasion |
| Master Detective | Passive | | +4 investigation and can more easily find clues about master infiltrators |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| You Can Trust Me | - | - | Persuasion: Reveal a targets secret |
| React First | Passive | | User always reacts first in a negotiation if he/she wants to |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Master Manipulator | - | - | Persuasion: Turn enemies against each other |
| Spying IV | Passive | | +8 forgery, deception, social sense, persuasion |

**Debate Master (INT)**

Do not come at me with fists, this is an arena of intellect, of rhetoric! Here in the modern world, we prefer to sort out problems with our minds, not our bodies. If you cannot defend your arguments then you are not worthy of making them! I am the master of the mental arena, of the debate! I can make whole crowds move with my command, spin words like a spider spins a web, and craft arguments like a smith crafts weapons. I welcome a challenge, but warn you that you will leave with your head low, and your spirits utterly broken! A debate is specifically structured such that two or more opponents choose a specific judge to act as arbiter for the match. They trade making points, attacking with their own arguments, and defending from others, until the judge decides that one argument has lost all strength, and loses.

To read this table, The Cost section does not refer to Fatigue but to Debate Momentum, and the Time Column refers to which turn in debate the ability can be used. They do not take actions to use, debates are not about fast talking, but about making a good argument. These specifics about making a debate will be explained more later

Level 1

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Cost | SPD | Description |
| Debate Master I | Passive | | +2 Read Crowd, Entertainer, Debating |

Level 2

|  |  |  |  |
| --- | --- | --- | --- |
| Hey, I’m Talking… | 20 | Attack | Enemy suffers -2 to defense for a long point |
| Do not Interrupt! | 15 | Attack | Enemy suffers -2 to defense for a medium length |
| No one Cares… | 10 | Attack | Enemy suffers -2 to defense for a short point |

Level 3

|  |  |  |  |
| --- | --- | --- | --- |
| Philosophy Wall | 20 | Defense | You gain a +2 defense with logic |
| Passion Killer | 15 | Defense | You gain a +2 defense with passion |
| Witless Philistine | 10 | Defense | You gain a +2 defense with wit |
| Do not listen brothers! | 10 | - | Negate an opponent’s successful judge manipulation with a Debating check |

Level 4

|  |  |  |  |
| --- | --- | --- | --- |
| Exhaustive Point | 20 | Attack | Deal double dmg on a long point, but dmg only momentum |
| Moral Soapbox | 15 | Attack | Deal double dmg on a medium point, but dmg only momentum |
| You’re a Joke! | 10 | Attack | Deal double dmg on a short point, but dmg only momentum |
| Hey, here’s a joke! | 10 | - | Salvage a failed manipulation on a judge with a Debating check |
| Debate Master II | Passive | | +5 Read Crowd, Entertainer, Debating |

Level 5

|  |  |  |  |
| --- | --- | --- | --- |
| Hey, I’m Talking… II | 20 | Attack | Enemy suffers -4 to defense for a long point |
| Do not Interrupt! II | 15 | Attack | Enemy suffers -4 to defense for a medium length |
| No one Cares… II | 10 | Attack | Enemy suffers -4 to defense for a short point |
| Circular Explanation | 10 | -- | Salvage a failed Deception with a Debating check |

Level 6

|  |  |  |  |
| --- | --- | --- | --- |
| Philosophy Wall | 20 | Defense | You gain a +2 defense with logic |
| Passion Killer | 15 | Defense | You gain a +2 defense with passion |
| Witless Philistine | 10 | Defense | You gain a +2 defense with wit |
| Point Ignore | 3R | Defense | User negates all damage if successful defense |

Level 7

|  |  |  |  |
| --- | --- | --- | --- |
| Rousing Humor | 80 | Attack | Witty Attack: Crowd begins to uproariously laugh, and opponent must spend double momentum while you spend only half |
| Murder of Passion | 80 | Attack | Passionate Attack: You may murder your opponent with no immediate repercussions |
| Logical Beat Down | 80 | Attack | Logical Attack: Opponent loses the will to debate, and will divide all further rolls in half |
| Debate Master III | Passive | | +8 Read Crowd, Entertainer, Debating |

**Knowledge Informing**

Gaining levels in specialist classes informs your general knowledge of a few fields. These knowledge fields are gained naturally just by leveling up your various specialist classes. This is a list of the classes, and the knowledge fields they inform.

|  |  |  |
| --- | --- | --- |
| Class | Knowledge Fields | Informing |
| Commander | Street | 2/level |
| Martial Artist | Philosophy | 2/level |
| Gunslinger | Firearms | 2/level |
| Infiltrator | Local | 2/level |
| Operative | Navigation | 2/level |
| Rifleman | Firearms | 2/level |
| Archer | Carpentry | 2/level |
| Enforcer | Street | 2/level |
| Blade Master | Metallurgy | 2/level |
| Bodyguard | Street | 2/level |
| Transporter | Automotive OR Aerospace OR Maritime | 2/level |
| Knife Thrower | Metallurgy | 2/level |
| Spy | Society | 2/level |
| Debate Master | Politics | 2/level |

**The Engine Roars**

Equipment, Items, Constructs, and Vehicles

**Items**

Marketplaces house smiths, fletchers and gun makers that offer an immense variety of wares, assuming you have the money. Technologists sell various bombs and concoctions, mages enchant items for sale, and peddlers try to find a profit in junk metal.

Equipment and armor are essential to a player characters life in the world. If you are going to be adventuring then you are going to want some protection from damage and the ability to dish it back out. This section covers mundane objects that might be found in these marketplaces, what to purchase, and their uses.

All items come with a price, though many shopkeepers can be persuaded to lower them. The simple fact however, is that not all items are available at all times. Scarcity of materials and rarity of skill in craftsmanship are two important limiting factors into where and when items may be found. Few Blacksmiths can make a suit of elite plate, and it would be difficult to find an herbalist that can craft a life restorer. Just the same, some villages far on the outskirts of society, and located in a barren tundra might not have much of anything beyond farm goods and simple metal implements. GM’s and Players must come to an agreement as to the affluence and influence a shopkeeper has in bringing wares to his shop, the general clerk shouldn’t be selling specially made flaming rifle rounds, but a specialty gunsmith would most assuredly have those. It is up to each game and each GM however as to what they want in their campaign.

It is important to note that any and all of the weapons, armor, or items described in this section are subject to change if the GM and Players want to change them. If you disagree with the damage, range, etc. of something then change it as you see fit. In addition, the lists provided are by no means exhaustive, especially in the *Equipment and Items* section. There are a multitude of various items and pieces of equipment throughout any world, and the ones provided are either abstracted representations, (The Sword weapon is representative of most types of medium length, one-handed swords from a sabre to a cutlass) or merely examples of a common item.

This chapter shall be separated up into the following sections:

*Archaic Weapons* – Those implements of old that do not utilize modern technologies,

*Modern Weapons* – The guns and cannons of the modern era.

*Armor and Shields* – The various forms of armor

*Equipment* – Myriad random assorted equipment

*Constructs* – Golems and Automatons

*Personal Mounts and Vehicles* – Horses and Vehicles

**Archaic Weapons**

Modern weaponry has brought a lot of power to the battlefield, and professional armies might often be fielded with mostly rifles and some slow auto-revolving firearms, but a sword is one thing that always has, and always will prove trustworthy to those that need reliable weapons.

Some call these weapons archaic, and though they may be holdovers from a time past, they still serve their purpose quite well, and many masters can utilize these weapons with devastating effectiveness.

**STR:** The Strength requirement for use of the weapon. If a character does not meet the Strength requirement, the weapon costs double FT use.

**Weapon:** The name of the weapon or weapon type.

**Hand:** The number of hands it takes to wield this weapon. To wield a two-handed weapon in one hand increases the Strength requirement of the weapon by 4.

**Cost:** The average market price of an item. Some shops might sell for more or less, and upgraded versions of these items will definitely cost more.

**FT:** The Fatigue cost for attacking with that weapon, it is paid with every attack.

**DMG:** The damage of the weapon

**CRIT:** If a character deals a critical hit, the weapons damage is multiplied by this much.

**Type:** The type of damage this weapon deals:

*Sharp (S):* When sharp weapons hit enemies, the weapon deals its damage to health. These weapons usually have higher damage than blunt weapons, and some include armor piercing.

*Blunt (B):* When blunt weapons hit enemies, the weapon deals its damage to health, but can instead choose to deal half damage to fatigue, ignoring the DR of the opponent.

**Range:** The range of the weapon, shooting beyond the range incurs a -2 to hit.

**AP:** The armor piercing of the weapon. Only weapons that have a piercing point will pierce armor. Armor Piercing directly ignores a certain amount of Damage Resistance with every strike. Armor Piercing is not extra damage, and if the AP of a weapon is greater than the total DR of the enemy it strikes, the AP does not add extra damage to the weapon beyond removing all DR.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Archaic Melee Weapons | | | | | | | | |
| STR | Weapon | Hand | Cost | FT | Dmg | CRIT | Type | AP |
| 1 | Fists | 1 | - | 5 | 5 | x2 | B |  |
| 2 | Brass Knuckles | 1 | 20g | 5 | 10 | x2 | B |  |
| 3 | Dagger | 1 | 30g | 5 | 25 | x2 | S | -10 DR |
| 3 | Assassins Dagger | 1 | 60g | 5 | 25 | x3 | S | -10 DR |
| 3 | Spring Dagger | 1 | 100g | 5 | 25 | x2 | S | -10 DR |
| 3 | Club | 1 | 5g | 5 | 15 | x2 | B |  |
| 4 | Rapier | 1 | 100g | 5 | 30 | x2 | S |  |
| 4 | Cavalry Battle-Axe | 1 | 150g | 5 | 30 | x2 | S |  |
| 4 | Mace | 1 | 50g | 10 | 25 | x2 | B |  |
| 5 | Flail | 1 | 80g | 10 | 25 | x2 | B |  |
| 4 | Hammer | 1 | 10g | 10 | 15 | x2 | B |  |
| 5 | Javelin/Short spear | 1 | 60g | 10 | 25 | x2 | S | -10 DR |
| 5 | Sword | 1 | 100g | 10 | 35 | x2 | S |  |
| 5 | Sword-Cane | 1 | 150g | 10 | 25 | x2 | S |  |
| 5 | Hand Axe | 1 | 80g | 10 | 25 | x2 | S |  |
| 6 | Battle-Axe | 1 | 120g | 10 | 35 | x2 | S |  |
| 4 | Whip | 1 | 50g | 10 | 15 | x2 | S |  |
| 8 | Lance | 1 | 100g | 10 | 30 | x2 | S | -10 DR |
| 5 | Staff | 2 | 50g | 10 | 15 | x2 | B |  |
| 8 | Spear | 2 | 100g | 10 | 30 | x2 | S | -10 DR |
| 10 | Great Sword | 2 | 200g | 15 | 50 | x2 | S |  |
| 10 | Halberd | 2 | 200g | 15 | 40 | x2 | S | -15 DR |
| 10 | Great Axe | 2 | 200g | 15 | 50 | x2 | S |  |
| 10 | Maul | 2 | 200g | 15 | 40 | x2 | B |  |
| Archaic Ranged Weapons | | | | | | | | |
| STR | Weapon | Hand | Cost | FT | Dmg | CRIT | Range | AP |
| 3 | Sling/Slingshot | 1 | 10g | 5 | 15 | x2 | 20 ft. |  |
| 3 | Chakram | 1 | 50g | 5 | 15 | x2 | STRx2 ft. |  |
| 3 | Throwing Knife | 1 | 1g | 5 | 15 | x2 | STRx2 ft. | -10 DR |
| 4 | Short Bow | 2 | 100g | 10 | 25 | x2 | 60 ft. | -10 DR |
| 4 | Light Crossbow | 2 | 100g | 10 | 30 | x2 | 100 ft. | -10 DR |
| 8 | Long Bow | 2 | 150g | 15 | 35 | x2 | 200 ft. | -20 DR |
| 8 | Heavy Crossbow | 2 | 150g | 15 | 40 | x2 | 250 ft. | -20 DR |

Brass Knuckles

**Description:** Brass Knuckles are spiked or non-spiked metal grips that fit over and around the fingers of the hand to increase the damage of unarmed strikes. It is especially loved of brawlers, though it is usually disallowed in boxing matches.

**Special:** None

Dagger

**Description:** A double sided, sharp edged knife made for combat, sometimes jagged and perhaps with sawing edges. The dagger has had countless various designs and have been a popular side-arm weapon for thousands of years.

**Special:** None

Assassins Dagger

**Description:** The Assassins Dagger is a variation of normal daggers with a very thick, narrow blade. It comes sharply in at the tip and is meant to be jammed into the neck of an unsuspecting victim. Its immense killing capabilities give it its name.

**Special:** The Assassins Dagger deals a 4x critical instead of a 3x critical upon a successful Backstab.

Spring Dagger

**Description:** Another wonderful invention for street fighters and assassins, the spring blade features a simple spring loaded mechanism attached to a pressure plate that fires the blade out and locks it in place, ready for combat.

**Special:** The Spring Dagger gives a +8 to Stealth when attempting to disguise it, and requires no action to un-holster.

Club

**Description:** Clubs are probably the oldest weapon known to civilization. Simple wooden or metal rounded sticks, made thick to maximize beating capabilities.

**Special:** None

Chakram

**Description:** A fancy and deadly weapon for sure, the chakram is a ring of metal sharpened at the outer edge. The chakram is an unwieldy weapon in combat, and rarely sees use, especially due to its size and rather moderate effectiveness. It would be very rare to see a fighter using a completely un-enchanted chakram, as returning enchantments are nearly necessary to fight effectively, lest one carry either twenty chakram, which are very heavy, or pick it up every time they throw.

**Special:** None

Rapier

**Description:** The rapier is a slender, sharply pointed sword, best suited for thrusting attacks. Ineffective against heavy armor, the weapon deals devastating damage to unarmored targets, and is a favorite in duels.

**Special:** The rapier ignores natural armor, and deals +20 dmg vs. Unarmored Targets, however, it also doubles the DR of any non-natural armor.

Mace

**Description:** A more sophisticated club, the mace is a capped with a metal head, oftentimes spiked or ribbed sharply, the mace is capable of delivering deadly blunt blows.

**Special:** None

Flail

**Description:** The flail is essentially a mace, but instead of the heads being directly connected to the shaft, they are separated by a length of chain. There may be up to three or four heads on a flail.

**Special:** Flails ignore the DR from shields, and cannot be blocked by a shield.

Hammer

**Description:** Less of a weapon and more of an implement, a blunt hammer can serve as an effective bludgeoning tool if necessary. The hammer has no particular uses however, and is just a solid thing to hit other things with.

**Special:** None

Javelin/Short Spear

**Description:** Beloved of the armies of antiquity, each soldier would carry a javelin and side arm, often a small sword of some kind, into battle. Javelins are short and light enough to be thrown, and are just as effective if used up front. In addition, they are easily wielded in one hand.

**Special:** The javelin can be thrown without any penalty for throwing a non-thrown weapon.

Sword

**Description:** The sword is the prototypical fighting weapon, and has been for practically forever. Many simultaneous designs of the sword have been made throughout millennia of history. The sword has so many shapes and sizes it is hard to really pinpoint a design.

**Special:** None

Sword-Cane

**Description:** In modern times, the discerning gentleman likes to be armed, but does not want to display their weaponry openly, especially when in polite company. So many blacksmiths can be found making a basic sword to fit into a cane, using most of the haft of the cane as a scabbard.

**Special:** The Sword-Cane gives a +8 to Stealth when attempting to disguise it, and requires no action to un-holster.

Hand Axe

**Description:** The hand axe is a simple weapon, mostly used for logging, but can be turned into a steady fighting implement in a pinch. It was a common sight to see in peasant levies at a time when lords often called upon random villagers on short notice to be warriors.

**Special:** None

Battle Axe

**Description:** The battle axe is a much deadlier, far more refined implement of war than the hand axe. A similar design, it is built to be a gigantic wedge that is swung hard into the enemy. The force of the weapons weight combined with a small contact edge provides decent penetration and deadly cutting power.

**Special:** None

Cavalry Battle Axe

**Description:** The cavalry battle axe is long and broad, meant to be swung from horseback. A favorite weapon for heavy cavalry, as the weapon can only contact fully as the rider passes, unlike lances or halberds that reach in front of the rider.

**Special:** If used in a cavalry charge the weapon deals +10 dmg.

Whip

**Description:** A punishment tool, and not one that finds itself in combat very much. These weapons are nearly never seen on the battlefield, but can flay alive an unarmored target.

**Special:** If a target has no armor, the whip deals +10 dmg, and leaves deep wounds that bleed for 5 dmg/R for 6R.

Lance

**Description:** The king of mounted combat, the lance is a deadly implement meant for use from horseback. It is nearly unwieldy off of a mount.

**Special:** If used in a mounted charge the weapon deals +20 dmg.

Quarterstaff

**Description:** The staff is a simple wooden or metal pole that can be used to bludgeon enemies. Though there are many that utilize various fighting styles centered on the quarterstaff, it remains a weapon for formal combat and sparring.

**Special:** None

Spear

**Description:** The spear is one of the oldest weapons in the world, and has been consistently used as a weapon in war. A simple wooden pole, with a sharp pointed head, the spear can reach out and stab with deadly efficiency.

**Special:** This weapon has an effective range of 10 ft.

Halberd

**Description:** A halberd is a two-handed pole weapon that consists of an axe blade topped with a spike mounted on a long shaft. It always has a hook or thorn on the back side of the axe blade for grappling mounted combatants.

**Special:** This weapon has an effective range of 10 ft. If used against a mounted enemy the weapon rips the enemy from their mount.

Great Axe

**Description:** A larger and more menacing battle axe, these great axes are taller than the average human, and feature blades as heavy as most gnomes.

**Special:** If this weapon was sheathed, it takes a full round to draw

Great Sword

**Description:** A favorite of barbarian tribes of men and orcs, Great Swords are long bladed weapons with massive hilts that swing with enough force to cleave a man in two.

**Special:** If this weapon was sheathed, it takes a full round to draw

Maul

**Description:** Massive headed sledgehammers designed to pummel enemies to a bloody pulp.

**Special:** Upon a hit, the enemy must roll a PR check, with the target being the enemies attack roll. If they fail, they are knocked down.

Sling/Slingshot

**Description:** The sling and slingshot are ancient weapons that feature prominently in antiquity, but now only see real use in the deliverance of explosive payloads.

**Special:** None

Throwing Knife

**Description:** These are small knives that have been rebalanced to be easily thrown long distances with maximal stopping power.

**Special:** None

Short Bow

**Description:** The bow is an ancient invention that dominated the battlefields of old. Now it is still useful as a weapon for hunters and stealthy assassins. Unlike guns, bows are closer to completely silent.

**Ammo Type:** Arrow

**Special:** None

Light Crossbow

**Description:** The Crossbow is an invention of immense renown and importance. Before the invention of common firearms, crossbows were the weapon of choice among peasant levies. Deadly, and required little training.

**Reload Time:** 1

**Ammo Type:** Light Bolt

**Special:** None

Long Bow

**Description:** A longer, taller version of the short bow, this weapon reaches farther and has a much stronger draw.

**Ammo Type:** Arrow

**Special:** None

Heavy Crossbow

**Description:** A heavier variant of the crossbow, this weapon is deadly and incredibly powerful.

**Reload Time:** 2

**Ammo Type:** Heavy Bolt

**Special:** None

**Modern Weapons**

In the modern world, most weapons are breech loaded cartridge weapons. Firearms each contain a firing pin that is a small metal spike which drives itself into the back of a cartridge, creating sparks that ignite an amount of black gunpowder in a spectacular micro-explosion which accelerates a small metal ball to tremendous speeds. This pin is held back on a spring by a small latch attached to the trigger, and when the trigger is pulled, the pin releases.

The most major developments in the modern day are the inventing of the breach loading mechanism and the cartridge. Cartridges are a simple metal tube, though at first they were made of paper. These cartridges allowed for people to reload quickly and fire quickly, and removed the need for field soldiers to measure the powder out. In addition, the fouling of the barrel is lessened by a metal cartridge. This section shall explore the use of modern weaponry, modern firearms, and their various uses.

**STR:** The Strength requirement for use of the weapon. If a character does not meet the Strength requirement, the weapon costs double FT use.

**Weapon:** The name of the weapon or weapon type.

**Hand:** The number of hands it takes to wield this weapon. To wield a two-handed weapon in one hand increases the Strength requirement of the weapon by 4.

**Ammo:** The amount of ammunition the weapon holds before needing to reload or the amount of shots. This does not always refer to the number of bullets, as sometimes weapons fire multiple bullets each time.

**Cost:** The average market price of an item.

**FT:** The Fatigue cost for attacking with that weapon, it is paid with every attack.

**DMG:** The damage of the weapon.

**CRIT:** If a character deals a critical hit, the weapons damage is multiplied by this much.

**Range:** The range of the weapon, shooting beyond the range of the weapon incurs a -2 to hit.

**AP:** The armor piercing of the weapon. Only weapons that have a piercing point will pierce armor. Armor Piercing directly ignores a certain amount of Damage Resistance with every strike. Armor Piercing is not extra damage, and if the AP of a weapon is greater than the total DR of the enemy it strikes, the AP does not add extra damage to the weapon beyond removing all DR.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Modern Weapons | | | | | | | | | |
| STR | Weapon | Hand | Cost | Ammo | FT | Dmg | CRIT | Range | AP |
| 8 | Compound Bow | 2 | 250g | 1 | 10 | 40 | x2 | 250 ft. | -20 DR |
| 5 | Auto-Crossbow | 2 | 200g | 8 | 10 | 30 | x2 | 120 ft. | -10 DR |
| 4 | Single Shot Pistol | 1 | 100g | 1 | 5 | 25 | x2 | 80 ft. | -10 DR |
| 4 | Revolver | 1 | 150g | 6 | 5 | 25 | x2 | 80 ft. | -10 DR |
| 6 | Heavy Pistol | 1 | 180g | 1 | 10 | 35 | x2 | 80 ft. | -15 DR |
| 6 | Tri-Barrel | 1 | 220g | 3 | 10 | 35 | x2 | 50 ft. | -15 DR |
| 7 | Hand Cannon | 1 | 220g | 1 | 15 | 45 | x2 | 120 ft. | -20 DR |
| 5 | Carbine | 2 | 200g | 6 | 10 | 30 | x2 | 150 ft. | -20 DR |
| 5 | Auto-Carbine | 2 | 250g | 6 | 10 | 30 | x2 | 120 ft. | -20 DR |
| 6 | Rifle | 2 | 150g | 1 | 10 | 35 | x2 | 250 ft. | -20 DR |
| 6 | Gentleman’s Rifle | 2 | 170g | 1 | 10 | 30 | x2 | 200 ft. | -20 DR |
| 6 | Long Rifle | 2 | 170g | 1 | 10 | 35 | x2 | 350 ft. | -20 DR |
| 8 | Heavy Rifle | 2 | 200g | 1 | 15 | 50 | x2 | 200 ft. | -30 DR |
| 6 | Repeater Rifle | 2 | 250g | 6 | 10 | 35 | x2 | 200 ft. | -20 DR |
| 6 | Auto-Rifle | 2 | 300g | 12 | 10 | 35 | x2 | 200 ft. | -20 DR |
| 7 | Looking Glass Rifle | 2 | 250g | 1 | 10 | 50 | x2 | 800 ft. | -40 DR |
| 8 | Buckshot Rifle | 2 | 170g | 1 | 10 | 60 | x2 | 50 ft. | -30 DR |
| 10 | Light Repeater Cannon | 2 | 400g | 8 | 15 | 25 | x2 | 60 ft. | -20 DR |
| 10 | Heavy Repeater Cannon | 2 | 600g | 8 | 15 | 35 | x2 | 60 ft. | -20 DR |
| 8 | Grenade Rifle | 2 | 300g | 1 | 10 | 120 | - | 100 ft. | - |

Compound Bow

**Description:** A significant improvement over the regular bow, the compound bow utilizes a system of pulleys to increase draw strength while simultaneously releasing tension on the shooters arm, allowing anyone to hold a longbow at full draw!

**Ammo Type:** Arrow

**Special:** None

Auto-Crossbow

**Description:** The technology of a revolving chamber used in firearms manufacture allows this crossbow to become a fully automatic weapon without any loss of power!

**Reload Time:** 1 action w/ pre-loaded clip, 4 actions without

**Ammo Type:** Light Bolt

**Special:** This weapon can fire Semi-Auto and Full-Auto

Single Shot Pistol

**Description:** The tried and true killer of men, the modern pistol is breech loaded with metal cartridges, and fires a round that can tear through any man!

**Reload Time:** 1 action

**Ammo Type:** Pistol Cartridge

**Special:** None

Revolver

**Description:** The power of firearms constantly evolves…and revolves! Simple but elegant, this pistol includes a revolving chamber allowing for quick firing!

**Reload Time:** 1 action

**Ammo Type:** Pistol Cartridge

**Special:** This weapon can fire semi-auto

Heavy Pistol

**Description:** For those who don’t think that their pistols can kill people quick enough, these massive bored pistols fire with more power to get the most death out of your weapon!

**Reload Time:** 1 action

**Ammo Type:** Heavy Pistol Cartridge

**Special:** None

Tri-Barrel

**Description:** The Heavy Pistol is a powerful, terrifying weapon, but it does have a problem with not being able to fire so quickly. So, brilliant firearm smiths created a revolving heavy pistol, with three massive heavy barrels to deliver punishment more efficiently!

**Reload Time:** 2 actions

**Ammo Type:** Heavy Pistol Cartridge

**Special:** This weapon can fire semi-auto

Hand Cannon

**Description:** A monstrously large handgun with a massive barrel, the hand cannon can fire longer range and tears through enemies with incredible ferocity! Kill like none have killed before!

**Reload Time:** 1 action

**Ammo Type:** Heavy Pistol Cartridge

**Special:** Upon a hit, the victim must make a PR check against the attackers attack roll or be knocked down.

Carbine

**Description:** The carbine is a small rifle that bridges heavy pistols and rifles. It features a short barrel and decreased range, but is lighter while still firing rifle rounds. It oftentimes features a lever action for quick rearming after firing, though it often takes a while to reload after firing all rounds.

**Reload Time:** 3 actions

**Ammo Type:** Light Rifle Cartridge

**Special:** None

Auto-Carbine

**Description:** A machined and faster firing version of the carbine, upon pulling back the lever a little further than normal, the gun mechanism will engage a small secondary mechanism that will pull all rounds in the clip to rapidly fire and pull each new round, using the force of each bullet to cycle and fire the next one, unleashing a volley!

**Reload Time:** 2 actions (Requires pre-loaded clips)

**Ammo Type:** Light Rifle Cartridge

**Special:** This weapon can fire semi-auto

Rifle

**Description:** The rifle is a stout long gun made to throw bullets out at range. It comes in many different shapes, sizes, and variations.

**Reload Time:** 1 action

**Ammo Type:** Light Rifle Cartridge

**Special:** None

Gentleman’s Rifle

**Description:** A rifle is not the best weapon to carry around the streets, especially in polite society. This weapon is a rifle concealed in a fancy cane, and is perfect for any man of society that has too many enemies.

**Reload Time:** 1

**Ammo Type:** Light Rifle Cartridge

**Special:** The Gentleman’s Rifle gives a +8 to Stealth when attempting to disguise it, and requires no action to un-holster.

Long Rifle

**Description:** The Long Rifle is a rifle with a longer barrel and father range, though it does suffer from reduced damage at range. It is very popular with hunters and riflemen.

**Reload Time:** 1 action

**Ammo Type:** Heavy Rifle Cartridge

**Special:** None

Heavy Rifle

**Description:** The Heavy Rifle has a larger bore for larger bullets and more powder to deliver more damage to the enemy. These massive weapons are terrifying to behold!

**Reload Time:** 1 action

**Ammo Type:** Heavy Rifle Cartridge

**Special:** None

Repeater Rifle

**Description:** The repeater rifle is a marvel of modern technology! Not only does this weapon hold multiple rounds, but much like the auto-carbine, the weapon has a mechanism that pulls multiple rounds and with a pull of the trigger will fire all held rounds in quick succession!

**Reload Time:** 2 actions

**Ammo Type:** Light Rifle Cartridge

**Special:** This weapon can fire semi-auto

Auto-Rifle

**Description:** What will gunsmiths come up with next? The Auto-Rifle is modern marvel! The mechanism of a repeater rifle is expanded upon by having a detachable receptacle called a magazine that the repeater mechanism pulls from which holds up to 36 rounds!

**Reload Time:** 1 action (requires magazine)

**Ammo Type:** Rifle Cartridge

**Special:** This weapon can fire full-auto

Looking Glass Rifle

**Description:** A favorite of snipers and trackers, the looking glass rifle is a modified version of the long rifle with the addition of a looking glass allowing for incredibly long engagement distances!

**Reload Time:** 1 action

**Ammo Type:** Heavy Rifle Cartridge

**Special:** This weapon gives a +2 to Backstab attempts when more than 400 yards away

Buckshot Rifle

**Description:** The buckshot rifle is a smoothbore rifle that, instead of firing a single bullet, instead holds an amount of shot in a large shell. These guns are absolutely devastating in close range, but fall off greatly at longer range.

**Reload Time:** 1 action

**Ammo Type:** Buckshot Shell

**Special:** This weapons damage falls off by 10 dmg for every 10 ft. beyond 50 ft. to the target, but will always deal a minimum of 10 dmg.

Light Repeater Cannon

**Description:** The light repeater cannon is a hand-held revolving cannon that fires heavy rifle rounds through a series of 8 revolving rifle barrels, with rounds fed on a belt from an ammo box attached to the gun. This weapon is a titan on the battlefield!

**Reload Time:** 1 full round

**Ammo Type:** Heavy Rifle Cartridge

**Special:** This weapon can fire full-auto, this weapon cannot be fired one-handed no matter how much STR the character has.

Heavy Repeater Cannon

**Description:** The heavy repeater cannon is a mounted revolving barrel cannon that shreds even the toughest of targets! 8 heavy rifle barrels throw rounds down range at such a rate that whole platoons will drop like flies!

**Reload Time:** None

**Ammo Type:** Heavy Rifle Cartridge

**Special:** This weapon requires 16 STR to be fired from the hip with both hands, and cannot be fired from one-hand.

Grenade Rifle

**Description:** The grenade rifle is a wide barreled, simple launching mechanism with a pneumatic pump that pressurizes air and releases it to launch a grenade. The grenades are specially shaped to be fired from the rifle, though the rifle can launch any type of grenade if modified to fit down the barrel.

**Reload Time:** 1 actions

**Ammo Type:** Rifle Grenade

**Special:** This rifle can fire any grenade as long as they are modified to be shot from the gun. Conversion requires level 3 in Explosives.

**Armor and Shields**

Some would say that armor has fallen off in light of modern weaponry, but quite the contrary, for many, armor is incredibly important. Most modern militaries wear uniform armor and clothing, but for travelers, adventurers, and mercenaries, armor is myriad and very important.

Armor is often a bit of a mixture of different materials, from steel, to leather, to tightly woven cloth fibers. For those that wear armor, heavier armors are a trade-off. The heavier the armor, the more damage protection it provides, and modern steel plate-mail with mixed chain and leather can provide near complete immunity to side arms, but is incredibly restrictive, and impedes the wearers ability to dodge attacks.

Because armor is so myriad and generally up to mostly preference, armor is split into specific classes of armor, each one a little heavier than the last. This is separated into three weight classes, light, medium and heavy. Within each class of armor, there may be hundreds of examples.

**STR:** The Strength requirement for use of the armor. If a character does not meet the Strength requirement, the armors dodge modifier is multiplied by 1.5x.

**Armor Class:** The class of armor, with one common example.

**Block Bonus:** The bonus this shield gives to melee skills when used for blocking.

**Cost:** The fair market value of a certain class of armor, this may move up or down depending upon who is selling and buying, and the scarcity of materials.

**Damage Reduction**: Damage reduction is how much damage is removed from physical attacks. This is a constant damage reduction, and the number increases the heavier the armor becomes. This damage reduction does not add to Physical Resistance or Mental Resistance.

**Skill Modifier:** This is the modifier to a characters skills when wearing the armor. The heavier the armor, the more skills this number applies to.

*Light Armor:* Light armor is that which does not include very many metal plates at all, and is mostly consistent of leather, cloth, and perhaps some light chainmail. If there are metal plates, they are small and only reinforce parts of the armor.

*Medium Armor:* Medium armor starts to include a lot of chainmail and medium sized metal plates, often including small breastplates and a large amount of reinforced leather, with chainmail covering the in-between areas.

*Heavy Armor:* Heavy armor includes all manner of platemail, meaning armor with a majority of solid steel plates underlaid with chainmail and padded metal coverings.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Light Armor | | | | |
| STR | Armor Class | Cost | DR | Skill Modifier |
| 3 | Class 1 (Armored Coat) | 50g | 4 | 0 |
| 5 | Class 2 (Reinforced Leather Armor) | 150g | 8 | -1 |
| Medium Armor | | | | |
| STR | Armor Class | Cost | DR | Skill Modifier |
| 6 | Class 3 (Soldiers Armor) | 400g | 12 | -2 |
| 7 | Class 4 (Scale Mail) | 800g | 16 | -4 |
| 9 | Class 5 (Light Plate) | 1000g | 20 | -6 |
| Heavy Armor | | | | |
| STR | Armor Class | Cost | DR | Skill Modifier |
| 10 | Class 6 (Half-Plate) | 1500g | 25 | -8 |
| 12 | Class 7 (Full Plate) | 3000g | 30 | -10 |
| 12 | Class 8 (Machined Plate) | 6000g | 35 | -10 |
| Shields | | | | |
| STR | Shield Class | Cost | Block Bonus | Movement Mod. |
| 3 | Class 1 (Buckler) | 50g | +1 | 0 |
| 6 | Class 2 (Kite Shield) | 200g | +3 | -25% |
| 9 | Class 3 (Tower Shield) | 800g | +6 | -50% |

**Light Armor**

Light Armor is very lightweight and has no extra effect upon the wearer at all. Light Armors skill modifier affects all defensive rolls.

Armored Coat

**Class:** 1

**Description:** Providing not only a barrier to harsh weather, the armored coat is light, and provides a small amount of protection that can help with scrapes and bruises while not affecting the wearer much at all.

**Special:** None

Reinforced Leather

**Class:** 2

**Description:** This battle armor is a heavy version of a lightweight leather protective gear. It is hardened, acid washed leather plates overlaid and stamped over metal plates. Leather armor is tough and chafes easily, but provides good amount of protection without putting a load on the wearer.

**Special:** None

**Medium Armor**

When wearing medium armor, characters can only move 75% of their normal movement in an action. In addition, the skill modifier of this armor affects the following skills: Stealth, Roguery, and Thrown. This skill modifier also affects all defensive rolls.

Soldiers Armor

**Class:** 3

**Description:** Often sporting a thick breastplate and multiple armored plates interspersed among leather and chain coverings that go the length of the arms and legs, soldiers armor is the standard configuration for most military armor uniforms. It provides a wealth of protection from melee and ranged weapons, while still being light enough that soldiers are not overly encumbered.

**Special:** None

Scale Mail

**Class:** 4

**Description:** Scale Mail is made of leather armor overlaid with interlocking small plates of metal tied into a suit of chainmail. The suit often includes metal plate coverings over the shoulders, gauntlets, and boots, and leather pants. The suit is lightweight and malleable, while still being hard enough to withstand blades and bullets.

**Special:** None

Light Plate

**Class:** 5

**Description:** Light Plate differs from half or full plate in so far as it does not include more than 50% of the body covered in plate. Often the chest is covered in a breastplate locked to shoulder pieces with plate covering the boots and hands. It starts to get on the very heavy side of armor, but the protection is stupendous.

**Special:** None

**Heavy Armor**

When wearing heavy armor, characters can only move 50% of their normal movement in an action, and suffer -1 Speed. (Speed will not go below 1) In addition the skill modifier of this armor affects Acrobatics, Traps, Small Guns, Bow, and Heal, in addition to all those listed for Medium Armor.

Half-Plate

**Class:** 6

**Description:** Half-Plate armor means plate mail that covers 50% to 75% of the body. This plate often includes a layered breastplate, shoulder pads, armbands, gauntlets, and boots. This armor is incredibly protective, and often includes under-layers of chainmail and padded shirts.

**Special:** None

Full-Plate

**Class:** 7

**Description:** Full-Plate armor is plate mail that covers over 75% of the body. This plate is fully covering of the entire body, with full upper-body and lower-body plate coverings, as well as chain coifs or plate helmets. The ultimate in protection, this armor can make one nearly immune to most small arms fire without any kind of modification.

**Special:** None

Mechanical Plate

**Class:** 8

**Description:** Technology knows no bounds! We see an improvement over the full-plate of yesteryear, bringing some old armor into the modern world. This armor features a series of pneumatic tubes powered by a back mounted and integrated engine, and tempered, layered steel that allows for the wearer to take more damage while increasing their own physical abilities with mechanical advantage.

**Special:** Wearer gains +5 Unarmed Damage and +2 STR

**Shields**

Shields are special, they do not apply any Speed reduction, but do apply a reduction to Movement. This Movement reduction does not stack with Movement reduction from armor, only the higher of the two will apply. They do not hinder skills in anyway, but obviously, a character using a shield cannot wield any two-handed weapons. They do not provide any damage reduction but do allow for blocking as a form of defense, and each provides a bonus to this role dependent upon their size.

Buckler

**Class:** 1

**Description:** A buckler is a small metal plate around the forearm of the bearer. It doesn’t provide much protection, but does allow the bearer to reliably block attacks with their forearm, and doesn’t hinder the bearer at all. Small and simple, an implement common with untrained warriors and peasant levies.

**Special:** None

Kite Shield

**Class:** 2

**Description:** A large shield that a bearer can hide most of their midsection and head behind. The favorite of knights of old and gun-knights in the modern day, the kite shield provides an excellent balance between mobility and protection, affording ease of blocking to any bearer.

**Special:** None

Tower Shield

**Class:** 3

**Description:** A massive wall of wood and metal between the bearer and any would-be opponents, the tower shield affords immense protection to the bearer, albeit at the cost of mobility. These titanic slabs of steel can weigh up to 50 lbs.

**Special:** The tower shield bearer can plant their shield on the ground to provide total cover to the bearer and medium cover to those behind him, though the bearer cannot take any actions or movements if he does this.

**Equipment**

There is a plethora of specialized equipment that mercenaries, travelers, and adventurers use in their travels. Equipment is essential to staying alive, and having the right tool can make or break an expedition.

This section will discuss various, specialized pieces of equipment.

**Name:** The common name of the item

**Cost:** The fair market price of the item

|  |  |
| --- | --- |
| Clothing | |
| Item | Cost |
| Machinist Gear | 150g |
| Mages Gear | 100g |
| Alchemical Coat | 150g |
| Thief’s Cloak | 80g |
| Nobleman’s Overcoat | 200g |
| Business Suit | 400g |

Machinist Gear

**Description:** Machinist gear is a simple white shirt and leather chaps, a heavy leather apron, goggles, and a bandana over the head.

Mages Gear

**Description:** Mages gear is a set of loose fitting clothing layered to provide a bit of protection from singing yourself, and includes a ton of inner pockets and built on sashes to hold ingredients and books.

Alchemical Coat

**Description:** An alchemical coat is a thick material woven coat often white or grey that is meant to cover the person from chemical spills.

Thief’s Cloak

**Description:** A thief’s cloak is a medium thickness cloak, completely reversible and with mottled colors for camouflage in different environments. It includes large and thin pockets for thief’s tools and loot.

Nobleman’s Overcoat

**Description:** The Nobleman’s Overcoat is a large, flowing overcoat of silken material, adorned with bright colors and large pockets placed at the perfect height on the inside for a pocket watch and money.

Business Suit

**Description:** The business suit is a simple black or grey coat, with a button down vest and slacks with a white or black bowtie, cuffs, and a prominent collar. The chosen clothing of any businessman.

|  |  |
| --- | --- |
| Gear | |
| Item | Cost |
| Backpack | 10g |
| Bell | 5g |
| Caltrops | 20g |
| Candle | 1g |
| Chain (5 ft.) | 2g |
| Crowbar | 5g |
| Electric Lantern | 30g |
| Entrenchment Tool | 30g |
| Gas Mask | 80g |
| Goggles | 10g |
| Gun Brace/Bandolier | 20g |
| Lantern | 10g |
| Manacles | 10g |
| Mining Pick | 40g |
| Net | 40g |
| Padlock | 5g |
| Pocket Watch | 15g |
| Spyglass | 10g |
| Watch | 5g |
| Whistle | 1g |
| Wrench | 5g |
| Quiver | 60g |

Backpack

**Description:** Travelers backpacks are large with multiple straps and pockets to carry a large amount of stuff. It has places to hang weapons, a bedroll, cooking utensils, a tent, and places to store food and other equipment.

Caltrops

**Description:** Caltrops are four pronged iron spikes that rest on the ground to slow or injure enemies. If an enemy does not know caltrops are there and step into their area they take 10 damage and lose half their movement speed until they receive a Target 15 Heal check. If they know the caltrops are there, they count as an obstacle on the ground.

Candle

**Description:** A candle lights a 5ft. radius circle and lasts about 10 minutes.

Chain

**Description:** A basic iron chain length of 5 ft. has 30 HP and 30 DR.

Crowbar

**Description:** The crowbar is a simple metal lever that gives a +3 to STR checks when attempting to pry something open.

Electric Lantern

**Description:** The electric lantern is hooded and surrounded in glass, it must be held in one-hand if carried and is heavy enough that one cannot hold it and another item in that hand. It lights a 50 ft. radius circle.

Entrenchment Tool

**Description:** This spade is used to dig holes and trenches, standard issue in most militias.

Gas Mask

**Description:** Gas masks are relatively uncommon items that includes a face mask with glass covers over the eyes and leather straps and a rubber seal over the sides of the face. It makes the wearer immune to most gas effects, as long as the gas is not caustic to the skin and clothing.

Gun Brace/Bandolier

**Description:** The gun brace is simply a leather harness that is meant to hold pistols, likewise the bandolier is meant to hold larger guns or bombs. Each gun brace can hold 2 pistols, and each bandolier can hold up to 5 grenades/potions or 1 rifle. A character can hold 2 bandoliers, and 2 gun braces at the same time.

Manacles

**Description:** Manacles are just steel restraints and hold people’s hands together. The difficult to escape them is dependent upon how good they are, and it is up to the GM to determine the target numbers. To break the manacles, the character makes a STR check, and to slip out of the manacles, the character makes a Contort check.

Net

**Description:** A net is just an interwoven set of material that usually entangles the enemy, or pins them to the ground with weighted balls on the edges of the net. They require either a contort check, or a strength check to break. Otherwise, any edged weapon could easily cut the lines, unless the net is made of some special material. Targets for these checks are determined by the GM.

Padlock

**Description:** Padlocks are simple pin locks that can be moved and picked. The target is set by the GM for the lockpick check. In addition, most padlocks can be broken with blunt force by a weapon or a STR check.

Pocket Watch

**Description:** The pocket watch is a generally accurate timekeeper that not only is fancy but is functional. Often it has a distinctive design and engraving that are unique to each owner.

Spyglass

**Description:** A spyglass is a simple item that allows users to see farther away than normal vision, and items are magnified to double, triple, or quadruple their size depending upon how good the spyglass is.

Quiver

**Description:** A quiver can hold up two 20 arrows or 30 bolts.

|  |  |
| --- | --- |
| Serums and Kits | |
| Item | Cost |
| Climbing Gear | 150g |
| Disguise Kit | 150g |
| Fatigue Serum | 100g |
| Healing Serum | 100g |
| Life Restore | 5000g |
| Medics Kit | 150g |
| Repair Kit | 150g |
| Thief’s Kit | 200g |

Climbing Gear

**Description:** Climbing gear is a simple set of harnesses, clips, and pitons for tying ropes to, which allows clipping into mountains and surfaces. It gives +3 to athletics checks for climbing.

Disguise Kit

**Description:** A disguise kit is a simple makeup kit and sewing box for making quick adjustments to disguises. It gives a +3 to disguise checks.

Fatigue Serum

**Description:** Fatigue serums are tinctures of liquid that revitalize a characters energy. The listed cost is the cost of a level 1 serum.

Level 1 – 20 FT – 100g

Level 2 – 40 FT – 200g

Level 3 – 60 FT – 300g

Level 4 – 80 FT – 400g

Level 5 – 100 FT – 500g

Healing Serum

**Description:** Healing serums are tinctures of liquid that revitalize a characters health. The listed cost is the cost of a level 1 serum.

Level 1 – 6 HP – 100g

Level 2 – 12 HP – 200g

Level 3 – 18 HP – 300g

Level 4 – 24 HP – 400g

Level 5 – 30 HP – 500g

Life Restore

**Description:** Life restorers are an incredibly rare compound, and it is very difficult to make. It has the ability to revitalize recently dead cells! Be warned, the body can be dead no longer than 24 hours…once advanced rigor mortis sets in and the body starts breaking down, the results of using a life restore can be…unpleasant.

Medics Kit

**Description:** A medic’s kit includes a lot of different medical tools from scalpels, syringes, slings, and compounds for cleaning and suturing wounds. Medical Kits come in levels, and each gives a higher bonus to Heal checks for first aid and surgery.

Level 1 – +2 – 150g

Level 2 – +5 – 300g

Level 3 – +8 – 500g

Repair Kit

**Description:** A repair kit includes a lot of different tools including wrenches and socket sets, screw drivers, adhesive, and other tools for repairing machines. It comes in levels, and each gives a higher bonus to Repair checks.

Level 1 – +2 – 150g

Level 2 – +5 – 400g

Level 3 – +8 – 700g

Thief’s Kit

**Description:** The thief’s kit is a simple, concealable pouch that contains a lot of tools meant for stealing and breaking into things. Picks, cone for listening in to rooms and tumbler locks, and a wire saw and razors for cutting purses. Thief’s Kit comes in levels, each giving a higher bonus to Pickpocket and Picklocks check.

Level 1 – +1 – 200g

Level 2 – +2 – 500g

Level 3 – +3 – 800g

|  |  |
| --- | --- |
| Technology | |
| Item | Cost |
| Auto Skeleton Key | 1200g |
| Automaton | 10000g |
| Battery | 5g |
| Bipod | 50g |
| Charged Ring | 1800g |
| Dynamite | 20g |
| Electric Motor | 200g |
| Engine | 500g |
| Eye Gear | 1000g |
| Flow Disruptor | 2000g |
| Mage Binders | 2500g |
| Magnetic Inverter | 3000g |
| Scope (Pistol or Rifle) | 150g |
| Tesla Coil | 2000g |

Auto Skeleton Key

**Description:** The Auto Skeleton key is a marvelous invention, though its applications are quite possibly seedy as well. The key can reshape itself to fit any lock after a bit of jimmying. Even if the lock rejects the auto skeleton key, an intrepid picker can place it in to give themselves a better idea of how to manually pick the lock! The auto skeleton key gives a +3 to lock pick, and will open simple locks on its own.

Automaton

**Description:** The marvel of the modern world! Technologists have created something that blows everything else out of the water, literally! The automaton is a mechanical being that receives simple commands and carries them out with efficiency and precision. This is the most unparalleled technological creation of our time!

The Automaton will be further discussed in the next section.

Battery

**Description:** The battery is a simple device that generates electricity and can power electrical items.

Bipod

**Description:** A bipod is a set of legs for a gun to be set up and fire more accurately with increased stability. The bipod gives a +1 to attack with any gun if the user has it set up.

Charged Ring

**Description:** The charged ring is a wonderful piece of technology. Worn around your finger, it gives a natural boost to your own dexterity and physical form by enhancing the electrical impulses running through your body! Amazing! (+2 DEX when worn)

Dynamite

**Description:** Dynamite is a destructive force no doubt! The power of nitroglycerin cannot be understated, and once you light one of these things and throw it, you will see how much it can do! Blow apart mountains! (Lobbed explosive that deals 120 damage upon detonation)

Electric Motor

**Description:** There are many marvels of the modern world that could not be achieved with mere engine power alone, for all those things electric power is the answer! How to convert electric power into motion you say? Why the electric motor of course!

Steam Engine

**Description:** Probably the most fundamental invention of the modern world is the steam engine. Steam power enables all kinds of things, and a steam engine can do the work of scores of men and horses. What once took a village, now only takes an avid industrialist and a little bit of ingenuity!

Eye Gear

**Description:** Eyesight failing you? Problems seeing at night, or your accuracy with a gun not as good as it needs to be? Eye Gear affords you enhanced perception like never before! (+2 PER when worn)

Flow Disruptor

**Description:** Pesky mages getting the better of you? The Flow Disruptor naturally emits a pulse of energy that confounds the use of magic and saves you from their tricks! Within a 40 ft. radius, all mages must make a PR check or be unable to cast spells.

Mage Binders

**Description:** Flow disruptors can fail sometimes, or perhaps the mage is particularly hardy…Mage binders are a concentrated flow disruptor combined with a set of manacles that will fully block all magical floes!

Magnetic Inverter

**Description:** Projectiles weaponry cannot stand up the power of the magnetic inverter! It emits a magnetic field that deflects all metal projectiles harmlessly away! (Don’t stand to the side of the field though…) With a 15 ft. radius, all projectiles have a 20% chance to be redirected outside the field of effects.

Scope

**Description:** A scope is a simple item that allows users to increase their range of their weapon by 50%. Sometimes a scope is modified to make it more effective, which increases the range multiplication factor.

Tesla Coil

**Description:** Electricity has reached its peak power with the tesla coil! High voltage energy erupts from the coil yet uses little current, and the effects are stupendous!

**Enchanting and Augmenting**

When a mage takes their first level in a magic class, it is representative of many months or years of study spent to unlock the magical potential latent within them. Upon weaving their first spell, oftentimes mages are gifted a crystal by elders or teachers. These crystals are known as Spirit Crystals, and house raw magical potential, raw energy of existence within them.

The importance of a spirit crystal is its application in enchanting. Mages can create more permanent effects by enchanting items, or even themselves through carving magical runes into their skin. These enchantments can be anything from enchanting a spell into an item (A Lightning Bolt Rod), to creating a more general effect (A flaming sword).

Gathering Spirit Power involves tearing and stealing energy from other living things. The mage is quite literally removing the item from existence, breaking it down into raw energy, and holding that in a stable state until such a time where the mage uses the power in an enchantment. Most spirits linger for a time after death, allowing mages to finish up battles before essentially “looting” the enemies of their spirit power.

If the mage is going to enchant something with a master level spell, they must have at least one of the spells reagents, and they must at least have that spell known.

There is a limit to the amount of enchanting one can withstand on their body. Your CON score is the maximum number of enchantment levels you can withstand. The higher your CON, the more enchantments you can use, however the maximum is 20, as that is the maximum CON score possible naturally. So a character at 15 CON could have 3 Level 5 enchantments, or a character at 20 CON could have two Level 8 enchantments and one Level 4 enchantment.

A single enchantment usually does not provide more than one bonus. These bonuses can take the form of skill bonuses, attribute bonuses, or extra effects. Sometimes a stronger enchantment can provide a combination of two lower level enchantments. The rule here is that an enchantment can embody two effects of an enchantment two levels lower, and three effects of an enchantment four levels lower. Herein lies a ton of discretion upon the GM and players to properly place certain effects within their proper enchantment level.

There is no special apparatus to begin enchantment of an item or person, only the necessary spirit crystal with the appropriate amount of Spirit Power. The time it takes to enchant an item or person need not be sequential, and can be completed piecemeal over many days or weeks.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Common Spirit Power Amounts | |  | Enchanting Costs | | |
| Creature | SP |  | Level | Time | Spirit Power Cost |
| Miniscule Life (Worm) | ~0 |  | 1 | 8 hours | 100 |
| Weak Life (Rat) | .001 |  | 2 | 16 hours | 200 |
| Small Life (House Cat) | 1 |  | 3 | 32 hours | 300 |
| Moderate Life (Fox) | 5 |  | 4 | 40 hours | 400 |
| Strong Life (Lion) | 20 |  | 5 | 80 hours | 500 |
| Intelligent Life (Human) | 30 |  | 6 | 120 hours | 600 |
| Powerful Life (Sphinx) | 100 |  | 7 | 160 hours | 700 |
| Masterful Life (Master Wizard, Tech) | 200 |  | Master  (8) | 200 hours | 800 |
| Grand Life (Grown Dragon) | 400 |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Enchanting Effects | | | |
| Level | Effect | Possible Skill Modification | Possible Attribute Modification |
| 1 | Miniscule | +1 |  |
| 2 | Very Minor | +2 | +1 |
| 3 | Minor | +3 |  |
| 4 | Moderate | +4 | +2 |
| 5 | Major | +5 |  |
| 6 | Powerful | +6 | +3 |
| 7 | Very Powerful | +7 |  |
| Master  (8) | Incredible | +8 | +4 |

For thousands of years, the idea of melding machine and man was impossible. No one understood how it could be done, or whether it could be done at all. So it was, until the discovery of a new material called “Mithril”. It is light-blue colored, malleable metal that when quenched becomes tougher than steel. The dwarves first discovered this as the metal is only formed under high pressure deep underground, and still today Dwarves maintain the only mines with Mithril deposits around the world. Mithril is incredible for its ability to bond not only with organic but inorganic substances, and it forms a material that not only bridges the two, but encourages the growth of pseudo-neuro-muscular tissue into the inorganic substance. This neuro-muscular tissue is somehow integrated into the nervous system of the user but still maintains the physical properties of whatever material it is integrated into. This blend of organic properties with inorganic substances, facilitated by the properties of Mithril, have allowed for the creation of bodily augmentations.

For those not with the money to pay a mage the exorbitant prices necessary to receive enchanted runes, the much cheaper, but slightly more gruesome prospect is to hack off a part of your body to make it better with integration with Mithril. There are few limitations that Mithril has, and most can be broken with enough ingenuity.

Perhaps a new arm of steel to increase your strength would be your choice. Integrate a sword into that arm and have a completely concealable deadly weapon that can never be disarmed. Integrated eye-gear with a series of lenses that filter for infrared light, or a new set of legs that help you run faster. Your imagination (and your wallet) is the limit!

The wonderful thing about technological augmentations is that there is no need for pesky gathering of spirit power. There are no crystals that suck the souls out of victims. You need only find the materials, make the augmentation, and integrate them. The type of augment is dependent upon the effect desired, augments that change healing oftentimes need someone skilled in the Medicine class, while straight mechanical augments need someone skilled in the Mechanics class. One can only create augments that fit their class and level in that class.

There is a limit to the amount of augmenting one can withstand on their body. Your CON score is the maximum number of augment levels you can withstand. The higher your CON, the more augments you can use, however the maximum is 20, as that is the maximum CON score possible naturally. So a character at 15 CON could have 3 Level 5 augments, or a character at 20 CON could have two Level 8 augments and one Level 4 augment.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Augmentation Effects | | | | |
| Level | Effect | Cost | Possible Skill Modification | Possible Attribute Modification |
| 1 | Miniscule | 500g | +1 |  |
| 2 | Very Minor | 900g | +2 | +1 |
| 3 | Minor | 2000g | +3 |  |
| 4 | Moderate | 5000g | +4 | +2 |
| 5 | Major | 12000g | +5 |  |
| 6 | Powerful | 20000g | +6 | +3 |
| 7 | Very Powerful | 50000g | +7 |  |
| 8 | Incredible | 100000g | +8 | +4 |

A single augmentation usually does not provide more than one bonus. These bonuses can take the form of skill bonuses, attribute bonuses, or extra effects. Sometimes a stronger augmentation can provide a combination of two lower level augmentations. The rule here is that an augmentation can embody two effects of an augmentation two levels lower, and three effects of an augmentation four levels lower.

Augmentations and Enchantments need not be limited to bodily modifications. One of the most important aspects of being a strong adventurer is modifying items, weapons, and armor. Enchanting and augmenting items costs the same that a bodily modification would cost and are graded identically.

An item can only ever have one enchantment on it at a time. This enchantment can be of any level, but to place a higher level enchantment on an item, the enchanter must remove the first enchantment from the item and only then place the new one. Enchantments are clearly marked on the item as glowing runes that often belie the intent of the enchantment, though only to those with a knowledge enough of Arcana to read the runes correctly. To all else, the runes appear as gibberish.

To augment an item is very simple, and an item can sustain as many augments as is theoretically possible. This is up to GM discretion, and what can make sense. Obviously two augments that are virtually identical cannot be active on the same item. Augmentations also must be justified for the item they are augmenting. A damage augment placed on an item can be justified as a re-forged cutting edge or a propellant that increases muzzle velocity of a firearm.

|  |  |  |
| --- | --- | --- |
| Possible Weapon Enchantments/Augmentations | | |
| Augment/Enchantment | Level | Effect |
| Stock | 1 | +1 to hit |
| Attached Electric Spotlight | 1 | Puts a flashlight for seeing in the dark |
| Corrosion Resistant | 1 | Cannot be corroded, even by magic |
| Unrustable | 1 | Will never rust, even by magic |
| Barrel Flash Enhancer | 2 | Can blind enemies, -2 to hit and dodge |
| Aquatic | 2 | No adverse effects from being underwater |
| Reflection (S) | 2 | Allows the user to reflect 1 spell/day |
| Resistant (S) | 2 | Gives the user the ability to resist 1 spell/day |
| Sensing | 2 | Weapon will glow when enemy type is near |
| Barrel Extension | 3 | Increases Crit. Range by 1 |
| Improved Iron-sight | 3 | +2 to hit |
| Interlocking Grip | 3 | Wielder cannot be disarmed |
| Light Materials | 3 | Reduces FT cost by 5 (Minimum 5) |
| Magic Disruptor | 3 | Charges Shot, 3x/day, disrupts magic for 1R |
| Motion Predictor | 3 | +3 to parrying ranged attacks and attacks at range with a gun |
| Scanner Sweep | 3 | Detects a predetermined enemy type when near, and alerts user |
| Scope | 3 | Reduces range penalty by 5 (Only Rifles) |
| Silencer/Suppressor | 3 | Makes gun silent (1-H)/Quiets Sound (2-H) |
| Stun Gun Attachment | 3 | Attaches Taser, stuns target and deals 30 FT dmg/R |
| Balm | 3 | Wielder heals ½ CON/R, Heals 1 curse/poison/disease per day |
| Blinding | 3 | Blinds Target (INT), -2 to hit and dodge |
| Boring | 3 | (Ranged) +5 Armor Pierce |
| Distance | 3 | (Ranged) -5 to range penalty |
| Forceful | 3 | Can knock down enemies |
| Enemy Scanner | 4 | Allows Scan, Determines HP/FT/DR of enemy units when scanned |
| Hi-Powered Scope | 4 | Reduces range penalty by 10 (Only Rifles) |
| Mage Shredder | 4 | Full damage to FT |
| Rail Gun | 4 | Increases force to knock down opponents, Penetrates Targets in line |
| Bane | 4 | Double damage to selected type of enemy |
| Bleeding | 4 | Wielder can pour health into a strike at 2-1 for damage |
| Disruptive | 4 | 3x/day you can disrupt magic for 1R |
| Flaming | 4 | On fire in combat, +10 fire dmg |
| Icy | 4 | Frozen in combat, +10 cold dmg |
| Lightning | 4 | Same as Icy/Flaming, but electric dmg |
| Lunar | 4 | +2 to hit, +10 to dmg during nighttime |
| Sonic | 4 | +10 sonic dmg, can defean targets |
| Throwing | 4 | (Melee) +2 to thrown, weapon returns to wielder |
| Recoil Suppressor | 5 | 1 extra attack/R |
| Blood-Linked | 5 | Heals wielder ¼ of dmg dealt |
| Counterstrike | 5 | Wielder can counter-attack once per round any enemy that hits them |
| Mighty | 5 | (Melee) Allows wielder to hit multiple targets in an arc (B/S) |
| Penetrating | 5 | (Ranged) Allows wielder to hit multiple targets in a line |
| Reflection (L) | 5 | Allows the user to reflect 3 spells/day |
| Resistant (L) | 5 | Gives the user the ability to resist 3 spells/day |
| Retribution | 5 | +2 to hit against enemy for every strike they deal to wielder |
| Seeking | 5 | (ranged) Projectiles have a 30% chance of seeking declared target |
| Shadow Finder | 5 | (Melee) Attack enemies out of range, +5 armor pierce, cuts ethereal |
| Storing – Charges | 5 | Can store 3 charges of one spell |
| Stunning | 5 | Upon Critical hit, stuns opponent for 1 round |
| Twin | 5 | (2 weapons) +2 to hit and +10 to dmg when wielded together |
| Energy Displacer\* | 6 | Can absorb 3 spells/day |
| Blinking | 6 | Wielder casts BLINK at the utterance of a command word |
| Clamping | 6 | Wielder cannot be disarmed |
| Holy | 6 | Double Damage on Hallowed Ground |
| Darklight | 6 | Can snuff out sources of light with a wave (Doesn’t put out fire) |
| Imprinted | 6 | Only wieldable by 1 person, will escape the grasp of all others |
| Keen | 6 | +1 to crit range |
| Mana Burn | 6 | Drains ½ dmg from FT per hit |
| Spawning | 6 | Summons defeated living, organic creatures as zombies |
| Sympathetic | 6 | Bonds to victim after strike, any effects targeted at blade hit victim |
| Truth-cutter | 6 | Dispels Illusions on strike |
| Unholy | 6 | Double damage on unholy ground |
| Cascading | 7 | +1 to hit, +5 to dmg for every successful consecutive hit |
| Conjoined | 7 | Wielder can retrieve weapon from anywhere within 100 yards on command |
| Defending | 7 | Can launch the wielder across the field to defend another once/R |
| Quickened | 7 | +4 Initiative |
| Storing – Temporary | 7 | Can store one spell, can be infinitely refilled |
| Soul Drain | 8 | Drain victims soul, +5 dmg per, 5% to destroy weapon on drain |
| Prismatic | 8 | Shifting Colors have varying effects, shifts color every 2 turns  RED: 20 fire dmg  ORANGE: 30 Acid dmg  YELLOW: 40 electric dmg  GREEN: Paralyzing Poison lasting 4 rounds  BLUE: Turned to Stone  VIOLET: Insanity  WHITE: Sent to another plane/place/time  BLACK: Body and Soul destroyed |
| Storing – Permanent | 8 | Can store one spell, infinite charges, use 5/day |
| Possible Armor Enchantments/Augmentations | | |
| Augment/Enchantment | Level | Effect |
| Rust Proof | 1 | Will never degrade or rust, even by magic |
| Undetectable | 1 | Armor can disguise itself as normal clothing |
| Aquatic | 2 | Free movement underwater |
| Cooling and Heating | 2 | Resistant to extreme temperatures |
| Force Inhibitors | 3 | Knockdown Resistant |
| Gas Mask Attachment | 3 | Resistant to gaseous chemicals |
| Articulated Joints | 3 | +2 Skill Mod |
| Aquatic | 3 | Allows user free movement underwater |
| Blinding | 3 | Armor/Shield can flash to blind opponents 2x/day |
| Floating | 3 | (Shield) Will float behind user when not in combat |
| Graceful | 3 | +2 to Skill Mod |
| Magnetic | 3 | Metal sticks to the armor |
| Seeming | 3 | Can disguise the player for 1 hour 1/day |
| Thorny | 3 | When in grapple, opponents takes 10 dmg/turn |
| Buoyant | 4 | Upon command will rise to surface of liquid pool currently in |
| Dark (Lesser) | 4 | +2 to Roguery/Stealth, 1 charge of Darkness spell/day |
| Dopple | 4 | Can change form with the wearer |
| Inspiring | 4 | 2x/day Can inspire party, gives +2 bonus to defensive checks |
| Imprinted | 4 | Can only be donned by 1 person, no others can don |
| Duplicitous | 4 | 1x/day, goes invisible leaving behind duplicate of wearer for 10 min |
| Silenced | 4 | +8 for checks to maintain Stealth in motion |
| Armor Lock | 5 | Armor can lock around an enemy, holding it there |
| Desert | 5 | Can resist the effects of extreme temperature |
| Fortified | 5 | 40% to reroll critical as normal damage |
| Grasping | 5 | Armor can lock around an opponent to bind them on command |
| Reflection | 5 | Armor can reflect any spell of a given school, 4 spell lvls/day |
| Retribution | 5 | Enemy takes 1/4 dmg upon critical hit to user |
| Silent | 5 | Armor is silent, stealth maintenance checks only needed for sight |
| Energy Displacer | 6 | Can absorb 3 spells/day |
| Explosive-Reactive | 6 | Will automatically blowback any attackers that critical user and reflect ¼ dmg |
| Fortified | 6 | 30% to reroll critical as normal damage |
| Medical Systems | 6 | Armor grants regeneration, heal ½ CON/R |
| Dampening | 6 | Resistant to knockdown |
| Healing | 6 | Armor grants wearer regeneration, heal ½ CON/R |
| Recall | 6 | When set conditions are met, the user is teleported to a set location |
| Stealth Package | 7 | Silences armor, +6 stealth |
| Animated | 7 | (Shield) Shield will act on its own freeing up hands |
| Blood Linked | 7 | Dmg to user is stored as energy, energy can be used as FT, Max 100 |
| Dark (Greater) | 7 | +5 to Roguery/Stealth, 2 charges of Darkness spell/day |
| Ethereal | 7 | User can become ethereal 1/day immune to physical damage for 10 minutes |
| Invulnerable | 7 | 1/day, Can negate all damage for 1 turn |
| Raven | 7 | +2 to spell power |
| Absorption | 8 | Can absorb 1 spell/round (WIL Check), Must be discharged after |
| Total Reflection | 8 | As reflect, but affects any school, 8 spell lvls/day |

**Constructs**

Golems are constructs of metal or stone that are powered by an arcane core. The core powers itself by gathering latent energy around it. Golems oftentimes do not contain higher thinking abilities, but are amazing at doing simple commands. Golems are often made to be manual laborers, doing jobs that are far too heavy and demanding for a humanoid.

Automata are the most impressive invention of the day. A mechanical construct given life and power by an internal engine, and an electric motor powering a central electrical component called a “Dysphere”. Dysphere are a complex network of electrical components that mimics the arcane cores of golem. They perform the same jobs as golems and operate much the same way as golems, the difference being that they are made entirely from technology and require no magic. However, automata require fuel to power their engine.

It must be noted that Automata and Golems are completely immune to all mental effects, and their Mental Resistance against Enchantment spells is given by their rank of core/dysphere. Also, Golems and Automata do not have Fatigue, as they cannot become tired, though they are not capable of taking class levels any specialist, technology, or magic classes.

Automata and Golem Bodies

There are generally 3 classes of automata and golems: Light, Medium, and Heavy.

Production of an automaton or golem requires their standard weight of scrap material. For golems, that is all that is required, but for an Automaton, a foundry is required to cast the metal. This amount of material makes an automaton/golem with standard level armor. With no Armor, the body requires 50% of the weight in materials, Light Armor requires 75% of the standard weight in materials, Heavy Armor requires 150% of the weight in materials, and Super Heavy Armor requires double the weight of the body in materials.

**Light:** The small class of automata and golems are often the size of humans or a little larger and with a standard weight of 1000 lbs. They are much stronger than a normal sized humanoid, and can perform a number of menial, repetitive tasks such as counting money, moving items in a warehouse, performing bodyguard duties, and serving as skirmish fighters and specialist military units.

A light golem body can be produced by a Level 4 Mage with sufficient materials and 1 week of work. A light automaton body can be produced by a Level 7 Mechanics technologist with scrap metal and an electric motor over 1 week.

**Medium:** These are much larger than most humanoids, and often stand 10-12 ft. tall and with a standard weight of 10 tons. These hulking beasts serve as heavy infantry in military formations, and perform heavier tasks in labor such as moving heavy objects in factories and warehouses. In addition, medium class units are often seen in construction projects.

A medium golem body can be produced by a Level 6 Mage with sufficient materials and 5 weeks of work. A medium automaton body can be produced by a Level 7 Mechanics technologist with scrap metal and an electric motor over 3 weeks, or 2 Level 7 Mechanics technologists over 1 week.

**Heavy:** It is rare to see heavy class units outside of the military, as the material to build them is immense. They stand 15-18 ft. tall and with a standard weight of a staggering 35 tons. These units serve as quick, maneuverable, heavy artillery platforms on which cannons are mounted, and they serve as trench clearing units. Their armor is nearly impenetrable to all small arms fire, and can only be damaged by specialized equipment. In the civilian sector, they can be seen performing incredibly heavy lifting duties, performing maintenance on airships while under the direction of a mechanic, and manning the massive equipment used in huge foundries.

A heavy golem body can be produced by a Master Level Mage with sufficient materials and 8 weeks of work. A heavy automaton body can be produced by a Level 7 Mechanics technologist with scrap metal and an electric motor over 8 weeks, or 2 Level 7 Mechanics technologists over 6 weeks, or 3 Level 7 Mechanics technologists over 2 weeks.

Repairing a construct requires 1 hour for every 50 HP and a Repair check of 15. Every 5 more than 15 the mechanic rolls on their repair check increases the HP/Hour healed by 10.

Cores and Dyspheres

The dysphere or core of an automaton or golem are the items that allow them to think. Even the most simple of dyspheres or cores are incredibly complex, and only the most powerful mages or most intelligent electrical engineers can create a dysphere or a golem core. Dyspheres and Cores come in ranks depending upon their complexity. The more complex it is, the more complex commands the automaton or golem can take. In addition, the higher class of cores and dyspheres give their host a pseudo-consciousness, and there have been rumors that ancient golems, which have lived for millennia, have developed high cognitive processes, and even emotions.

**Rank 1:** These are the simplest cores/dyspheres, which do not lend much thinking capabilities to the unit. Hosts can only understand the simplest commands, and cannot understand complex commands or even multiple commands strung together. “Attack”, “Defend”, and “Pull” are some of the most complex commands a host of a rank 1 core/dysphere can understand.

A Rank 1 Core can be produced with 100 Spirit Points and 3 days of work by a Master Level mage, and a Rank 1 Dysphere can be produced by a Level 7 Electrical technologist with 10 lbs. of electrical scrap over 3 days of work.

**Rank 2:** An upgrade from simple rank 1, rank 2 cores/dyspheres allow the golem/automaton to understand slightly more complex commands, or 2-3 simple command strung together. e.g. “Attack them, then fall back”, “Target the small creatures”, “Bring these boxes over to the truck, but don’t break them”.

A Rank 2 core can be produced with 200 Spirit Points and 1 week of work by a Master Level mage, and a level 2 dysphere can take a Level 7 Electrical technologist 2 weeks of work, or 2 Level 7 Electrical technologists 1 week of work with 10 lbs. of electrical scrap.

**Rank 3:** An upgrade from rank 2, rank 3 cores/dyspheres allow a golem/automaton to understand most complex commands, and pretty much any simple command, including multiple commands strung together. In addition, it gives the golem/automaton some modicum of intuition and self-determination, allowing them to reason the best response to most situations without direction, though they struggle with deviating or evaluating given orders.

A Rank 3 core can be produced be produced with 400 Spirit Points and 2 weeks of work by a Master Level mage, and a level 3 dysphere can be produced with 10 lbs. of electrical scrap, and will take a Level 7 Electrical technologist 2 weeks of work, 2 Level 7 Electrical technologists 1 week of work, or 3 Level 7 Electrical technologists 3 days of work.

**Rank 4:** The pinnacle of core/dysphere design, rank 4’s allow the golem/automaton a deep understanding of language, which allows it to interpret virtually all commands, and even understand imperfect commands, interpret body language and speech inflection, and reason appropriate responses not only with comprehensive logic, but heed to context as well. In addition, units with this rank are able to understand why given orders are made, and can evaluate and modify given orders should be they be counter-acting or inefficient in pursuit of the overall goal. Speaking to a unit with a rank 4 inside is nearly like speaking to another humanoid…albeit a sociopathic, coldly logical humanoid.

A Rank 4 core can be produced be produced with 600 Spirit Points and 3 weeks of work by a Master Level mage, and a Rank 3 Dysphere can be produced with 10 lbs. of electrical scrap, and will take a Level 7 Electrical technologist 3 weeks of work, 2 Level 7 Electrical technologists 2 week of work, or 3 Level 7 Electrical technologists 3 days of work.

Automaton and Golem Bodies

**Body Size:** The body size of the construct

**Armor Class:** The class of armor on the construct

**Weight:** The total construct weight (This is the amount of material required to build the body)

**DR:** The damage resistance of the construct body

**HP:** The Health of the construct body

**PR:** The Physical Resistance of the construct body

**STR/DEX/CON:** The attributes of the construct body, independent of the dysphere/core. These act as they do in humanoids, and limit the skills they control

**SPD / Move:** The speed of the body, and standard movement distance.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Body Size | Armor Class | Weight | DR | HP/FT | PR | STR/DEX/CON | SPD / Move |
| Light | None | 500 lbs. | 10 | 200 | 8 | 10 / 20 / 10 | 4 / 40 ft. |
| Light | 750 lbs. | 20 | 4 / 40 ft. |
| Standard | 1000 lbs. | 30 | 3 / 30 ft. |
| Heavy | 1500 lbs. | 40 | 3 / 30 ft. |
| Super-Heavy | 1 ton | 50 | 2 / 20 ft. |
| Medium | None | 5 tons | 20 | 500 | 16 | 25 / 15 / 20 | 4 / 40 ft. |
| Light | 7.5 tons | 40 | 3 / 30 ft. |
| Standard | 10 tons | 60 | 2 / 30 ft. |
| Heavy | 15 tons | 80 | 1 / 20 ft. |
| Super-Heavy | 20 tons | 100 | 1 / 20 ft. |
| Heavy | None | 15 tons | 30 | 1000 | 24 | 40 / 10 / 30 | 3 / 30 ft. |
| Light | 22.5 tons | 60 | 2 / 30 ft. |
| Standard | 30 tons | 90 | 1 / 20 ft. |
| Heavy | 45 tons | 120 | 1 / 20 ft. |
| Super-Heavy | 60 tons | 150 | 1 / 10 ft. |

Dyspheres and Cores

**Core:** The rank of the core

**MR:** The mental resistance the core brings to the construct

**Skills:** Upon creation, the creator designates what kind of skills this dysphere/core will bring to the construct it is housed in. These are the number of skill points spendable. Constructs use the same skills as humanoids, except they have no access to Charisma skills.

(Remember that a dysphere/core cannot be programmed with higher skills than its Attributes listed allow. Also remember that the body type controls the DEX of the construct, and a dysphere/core cannot utilize higher skills than its physical attributes allow. A dysphere with 18 Large Melee put into a heavy body can only use 10 of that 18 Large Melee skill because the DEX of a heavy body is only 10)

**INT/WIL/PER:** Listed are the Intelligence, Willpower, and Perception scores of a dysphere/core. Just like Humanoids, these are the limit to how high all skills they control can go.

|  |  |  |  |
| --- | --- | --- | --- |
| Dysphere/Core | MR | Skills | INT/WIL/PER |
| Rank 1 | 8 | 20 | 2 / 8 / 8 |
| Rank 2 | 12 | 35 | 8 / 12 / 12 |
| Rank 3 | 16 | 50 | 14 / 16 / 16 |
| Rank 4 | 20 | 65 | 20 / 20 / 20 |

Golems and Automata Weapons

Just like armor, weapons are very important to constructs. Of course, not all automata and golems are fit to carry weapons. Obviously constructs that are meant to work in factories do not need to be equipped with weapons. Remember, oftentimes Golems only use melee weapons as they cannot usually operate cannons and guns.

**Body:** The body size the weapon is limited to.

(L = Light, M = Medium, H = Heavy, A = All)

**Weapon:** The name of the weapon or weapon type.

**Hand:** The number of hands it takes to wield this weapon.

**Ammo:** The amount of ammunition the weapon holds before needing to reload or the amount of shots. This does not always refer to the number of bullets, as sometimes weapons fire multiple bullets each time.

**Cost:** The average market price of an item.

**FT:** The Fatigue cost for attacking with that weapon, it is paid with every attack..

**DMG:** The damage of the weapon

**CRIT:** If a character deals a critical hit, the weapons damage is multiplied by this much.

**Ammo:** The amount of ammo in a weapon before it needs to be reloaded

**Range:** The range of the weapon, shooting beyond the range of the weapon incurs a -2 to hit.

**Type:** The type of damage this weapon deals:

*Sharp (S):* When sharp weapons hit enemies, the weapon deals its damage to health. These weapons usually have higher damage than blunt weapons, and some include armor piercing.

*Blunt (B):* When blunt weapons hit enemies, the weapon deals its damage to health, but can instead choose to deal half damage to fatigue, ignoring the DR of the opponent.

**AP:** The armor piercing of the weapon. Only weapons that have a piercing point will pierce armor. Armor Piercing directly ignores a certain amount of Damage Resistance with every strike. Armor Piercing is not extra damage, and if the AP of a weapon is greater than the total DR of the enemy it strikes, the AP does not add extra damage to the weapon beyond removing all DR.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Melee Weapons | | | | | | | | | | | | |
| Body | Weapon | Hand | | Cost | DMG | | CRIT | | Type | | AP | |
| A | Unarmed | 1 | | - | STR x 3 | | x2 | | B | |  | |
| S | Light Blade | 1 | | 800g | 50 | | x2 | | S | |  | |
| M | Battle Blade | 1 | | 1400g | 150 | | x2 | | S | |  | |
| H | War Blade | 1 | | 2000g | 300 | | x2 | | S | |  | |
| S | Light Mace | 1 | | 800g | 40 | | x2 | | B | |  | |
| M | Battle Mace | 1 | | 1400g | 120 | | x2 | | B | |  | |
| H | War Mace | 1 | | 2000g | 250 | | x2 | | B | |  | |
| S | Drill Rig | 1 | | 600g | 40 | | x2 | | S | | -30 | |
| M | Large Drill Rig | 1 | | 1200g | 120 | | x2 | | S | | -40 | |
| H | Heavy Drill Rig | 1 | | 1800g | 250 | | x2 | | S | | -60 | |
| S | Electric Pike | 2 | | 800g | 70 | | x2 | | S | | -20 | |
| Ranged Weapons | | | | | | | | | | | | |
| Body | Weapon | Hand | Cost | | Ammo | DMG | | CRIT | | Range | | AP |
| L | Light Gun | 1 | 1500g | | 1 | 100 | | x2 | | 300 ft. | | -20 |
| M | Medium Gun | 1 | 3000g | | 1 | 200 | | x2 | | 500 ft. | | -40 |
| H | Heavy Gun | 1 | 4500g | | 1 | 300 | | x2 | | 700 ft. | | -60 |
| L | Heavy Repeater Cannon | 1 | 2000g | | 8 | 100 | | x2 | | 60 ft. | | -20 |
| M | Super Heavy Repeater Cannon | 1 | 4000g | | 8 | 200 | | x2 | | 120 ft. | | -40 |
| H | Ultra Heavy Repeater Canon | 1 | 6000g | | 8 | 300 | | x2 | | 180 ft. | | -60 |
| L | Flame Thrower | 2 | 3000g | | 5 | 60 | | - | | 80 ft. | |  |
| M | Harpoon Gun | 2 | 6500g | | 1 | 150 | | - | | 150 ft. | | -80 |
| H | Howitzer Battery | 2 | 10000g | | 1 | 1000 | | - | | 0.5 mile | |  |

Unarmed

**Description:** The unarmed attack of a construct is devastating, and is based upon the STR of the body.

**Special:** None

Blade (Light, Battle, War)

**Description:** Construct Blades can either be integrated or held, and are wonderfully effective sharp weapons. This is a solid choice for any construct.

**Special:** None

Mace (Light, Battle, War)

**Description:** There is little more terrifying than a construct rushing you with a gigantic metal mace! Pummel enemies into submission, and in addition, the mace can easily break fortifications.

**Special:** None

Drill Rig (Light, Large, Heavy)

**Description:** A perfect choice for the battlefield construct, especially when they plan to fight other constructs. The drill rig offers a lot of damage and excellent armor penetration!

**Special:** None

Electric Pike

**Description:** The light construct sometimes may find themselves a little outmatched against heavier constructs. Stun them with the electric pike! Amazing!

**Special:** When an enemy is hit with the electric pike, they must roll a PR check, target being the attackers attack roll or be stunned for 1R. Constructs cannot resist.

Gun (Light, Medium, Heavy)

**Description:** This cannon, even at its lightest, is an incredibly heavy, self-loading cannon that fires sharpened, penetrating shells.

**Reload Time:** 2 actions

**Ammo Type:** Artillery Shot

**Special:** None

Repeater Cannon (Heavy, Super Heavy, Ultra Heavy)

**Description:** Heavy repeater cannons can be loaded onto a construct to allow these massive guns mobility. In addition, for heavier constructs, there are even heavier versions of these guns that are nearly unusable by humanoids, even mounted, as the kickback makes the barrel nearly impossible to keep on target and quite possibly might break any humanoids wrists.

**Reload Time:** 2 actions

**Ammo Type:** Heavy Rifle Rounds

**Special:** This weapon can fire full-auto

Flame Thrower

**Description:** The flame thrower, mounted on a light constructs back, is a terrifying area control weapon! Light your enemies ablaze, and burn whole battlefields to the ground! Stupendous!

**Reload Time:** 4 actions

**Ammo Type:** Fuel

**Special:** This weapon leaves flames lying in its wake that persist for 1H

Harpoon Gun

**Description:** Mounted on medium constructs back, the harpoon gun is perfect not only for wrestling other constructs, tying down vehicles, hooking and attacking airships, or hunting giant beasts!

**Reload Time:** 2 actions

**Ammo Type:** Harpoon

**Special:** This weapon is attached to a winch, and the construct can make a STR check to capture and pull victims who have been shot with the harpoon. However, when the harpoon grapples and captures an enemy, it cannot be used to attack anyone else until it is retracted.

Howitzer Battery

**Description:** Destruction, death, and Mayhem! Your construct slams its fist to the ground, and a battery of howitzer artillery bombards an area up to half a mile away! This bombardment is guaranteed to leave nothing alive!

**Reload Time:** 2 rounds

**Ammo Type:** Artillery Shot x 10

**Special:** This weapon must take 1 minute to set up and break down. Once the construct is set up however, it cannot move until it breaks down.

**Personal Mounts and Vehicles**

It is important for most adventuring groups to have mounts or vehicles to travel with. Motorized vehicles are very rare, and most of the world still uses horses and carriages for most of their travel, but long distance will often employ the use of locomotives and airships.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Mounts and Vehicles | | | | |
| Vehicle/Mount | Average Speed | Max Speed | Weight Limit | Cost |
| Riding Dog | 2 mph | 5 mph | 100 lbs. | 50g |
| Mule | 3 mph | 7 mph | 300 lbs. | 150g |
| Light Horse | 5 mph | 12 mph | 200 lbs. | 250g |
| Heavy Horse | 4 mph | 10 mph | 400 lbs. | 500g |
| Warhorse | 4 mph | 10 mph | 400 lbs. | 1000g |
| Small Stagecoach | 5 mph | 15 mph | 800 lbs. | 2000g |
| Heavy Stagecoach | 6 mph | 18 mph | 1100 lbs. | 6000g |
| Motor Carriage | 5 mph | 25 mph | 1500 lbs. | 15000g |
| Flying Machine | 60 mph | 110 mph | 400 lbs. | 60000g |
| Airship | 12 mph | 35 mph | 200 tons | 300000g |

Riding Dog

**Description:** This large canine is specifically trained to carry people and children. It is far too small to carry anyone larger than a gnome or Halfling.

Mule

**Description:** Mules are the breeding of a horse and a donkey. It has the strength and speed of a horse, and the brain and determination of a donkey, making it a good pack animal, though often too stubborn to ride.

Horse

**Description:** A good all-around working and riding animal, the horse is a classic mount for just about any humanoid. The light horse would definitely have trouble carrying ogres however, though the heavier horses would be fine. War horses are steeled for combat and will not panic when under duress like non-war horses.

Stagecoach

**Description:** A stagecoach is a type of covered wagon used to carry passengers and goods inside. It is strongly sprung and generally drawn by four horses, usually four-in-hand.

Motor Carriage

**Description:** Do away with that horse and stagecoach, they are no more! It costs very little money to run these things and they can reach wonderfully fast speeds! Pneumatic tubes and lots of power, the motor carriage is the genuine article, it’s the future! Motor carriages come in all shapes and sizes, and some large steam engines allow for a lot of weight to be hauled around. In areas with locomotives, obviously rail travel is faster, cheaper, and more reliable, but the motor carriage needs no rails and is perfect for places where there are none.

Flying Machine

**Description:** Who said man couldn’t take wing? Fly through the air like the birds! The flying machine is a heavier than air flying craft that utilizes lift against fixed wings by traveling at high speeds. Much faster than an airship, but not nearly as luxurious, safe, dependable, cheap, or accessible, and they can usually carry no more than 2 individuals. Such is the price one pays for speed and a chance at truly taking wing!

Airship

**Description:** A balloon of hot air that travels through the sky with luxury and efficiency! Made rigid by a frame underneath the balloon, the ship utilizes heated buoyant gases to float the ship in the air like a sea-ship does on water! These liners are the way of the future, and travel is faster and more reliable than ever before…and no sea sickness to speak of!

**Wheels Spin**

Essentials of Combat and Adventure

Combat is the basis of interaction, and underlies all higher diplomatic exchanges from the individual to the international. In this world, there are rules that outline how to translate real world combat to the table.

Note through all of this that combat in The Arcane Engine is not meant to be simulation-like or hyper-realistic. There are plenty of RPG systems that wish to translate hyper-realism. The Arcane Engine wishes to translate a heroic combat system that simplifies combat in a way that enables players to engage in stylish combat with dangerous enemies while keeping a very deadly and dangerous atmosphere in which players will need to utilize their full arsenal and work together to succeed. Combat is inspired by the system that underplayed the Troika game Arcanum of Steamworks and Magick Obscura, Dungeons and Dragons, and XCOM: Enemy Unknown. As such combat is quick and deadly, but allows for multiple engagement angles while constantly requiring squad tactics and cooperative play.

**How Combat Works**

Combat in The Arcane Engine is cyclical, with everyone going in turn following a standard combat sequence. This, of course, is not literally supposed to be imagined as people waiting for another to make an action before they take their turn, everything is happening simultaneously. Each character has a number of actions to take per turn, and takes them on their turn.

To assist the GM and characters in maintaining a collective imaginative space, and ensure that the players understand events in the game, a game grid can be used. Game grids and miniature figures or markers allow the table to physically show character positions and range for abilities, attacks, and movement. There may not be much use for a game grid when doing normal adventuring, but during battle it is invaluable.

**The Basics**

Rounds, Turns, and Actions

Combat occurs in rounds, each one taking approximately 10 seconds of game-time. Each round, every character gets a turn within the round, where they take actions. Actions are things that the characters can do. Every character gets to do a number of actions that are equal to their Speed. Actions include things such as running, attacking, or using abilities.

The Combat Round

Each round represents about 30 seconds of time in game, though that can be changed according to the GM’s wishes. This is important to understand the length of effects, and the logical limits to what can be completed within a round.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your appropriate combat skill. (Other modifiers may also apply to this roll.) The enemy rolls a d20 and adds their Dodge skill (Or other appropriate skills like Small/Large Melee if parrying) against Physical Damage, their Physical Resistance against Elemental Damage, or Mental Resistance against Mental or Enchantment Damage. If the attacker rolls higher than the defender the attack succeeds and deals damage, if the defender rolls higher than the attacker, the attack fails and does not deal damage. If the difference between the attack and defend rolls are 5 or more, then extra effects may happen.

For the following extra effects, the player always chooses, the NPC does not get to choose. Between two players, the defender chooses what extra effect they suffer. So in essence if the player gets a good attack they choose what extra effect they put on their opponent, if they are attacked and do not defend well at all, they choose what extra effect they suffer.

The following table will list the choices available to the player at each roll difference threshold. The Roll column refers to the difference between the winning characters role and losing characters roll. The Attack bonuses refer to the bonuses the attacker gets if they succeed at attacking, the Defense bonuses refer to the bonuses the defender gets if they succeed at defending. Remember that the player always chooses the bonus though, so if they player succeeds at defending or attacking, they choose what subsequent bonus they get, if the opponent NPC succeeds at attacking or defending against the player, the player still chooses what bonus the opponent NPC gets.

|  |  |  |
| --- | --- | --- |
| Attack Bonuses | | |
| Roll Difference | Melee Attacker | Ranged Attacker |
| 15+ | Critical Hit OR Free Attack at +2 | Critical Hit or Free Attack at +2 |
| 10-14 | Free Trip/Disarm OR -5 DR to Enemy OR Half-Critical | Stun Enemy for 1R OR -5 DR to Enemy OR Half-Critical |
| 5-9 | +1 to Next Attack OR +1 to Next Defense | +1 to Next Attack OR +1 to Next Defense |

Damage

When your attack succeeds you deal damage. The damage of each weapon determines the amount of damage you deal. This damage directly reduces the HP of the enemy you attack.

Damage is static for all weapons and abilities. It is the opinion of this game that damage being tied to extra rolls is unnecessary rolling. Static Damage allows for predictable damage and quick, deadly combat.

Sometimes you multiply damage by some factor, such as on a critical hit. Note: When you multiply damage more than once, each multiplier works off the original, un-multiplied damage, unless otherwise stated

Certain creatures and magical effects can cause temporary ability damage**.** This means that the attributes of the target are lowered numerically, which also temporarily lowers any skills controlled by the stats.

Health Points

Health points (HP) are a measure of your ability to take damage. It doesn’t mean that you are getting hit with large strikes every time. It can mean that you got a scrape, or perhaps a stab wound to a non-vital area. It can be assumed that as you approach 0 health, you are taking larger and larger hits. Finally, when one hits 0 HP, they roll 2d6 on the “Table of Death and Dismemberment” to see what kind of massive attack they take.

Fatigue Points

Fatigue Points (FT) are a measure of your ability to sustain constant strenuous activity. All strenuous activities take Fatigue Points away, and getting hit with blunt weapons can tire the character out as well. Once a character hits 0 FT, they cannot act until they go above 0 FT once again. This does not mean the character falls completely unconscious when they reach 0 FT as that would be ridiculous. Instead it is assumed that between 0 to -49 FT, a character is just incredibly tired, too tired to actually act. However, once a character hits -50 FT, they fall completely unconscious and will take at least 1 hour to become active again.

Characters recover their CON score in FT per round, at the beginning of their turn before they take any actions. If they choose to rest for their entire turn, without taking any movement or action, they recover 2x their normal recovery for that turn.

Speed

Your speed tells you how many actions you can take in a round. Your speed depends mostly on your dexterity and what armor you’re wearing. Characters can take this many actions in a single turn and a movement up to their full movement. Any movement beyond that will use one of their actions for that turn.

Resistances

Against some special attacks you may be required to perform a resist to it. There are three kinds of resistances:

Physical Resistance (PR) measures your ability to stand up to physical punishment and other effects against your vitality and health. This includes such things as poison, fire, disease, and blood loss. Anything that requires a Physical Resist cannot be reduced to 0 damage, but for most, physical resistances reduce the damage by half and may negate extra effects.

Mental Resistance (MR) measures your ability to resist mental and enchantment type attacks against you. This includes all mental affecting items, and any enchantment type spells. Anything that requires a Mental Resist cannot be reduced to 0 damage, but for most, physical resistances reduce the damage by half and may negate extra effects.

Damage Resistance (DR) measures your armor and musculature that directly reduces the damage you take from physical attacks. It is never rolled, it is a direct reduction from all physical damage that doesn’t pierce the armor. This means that with high DR, you can become immune to some smaller weapons.

**Initiative**

Initiative Checks

At the start of a battle, each combatant makes an initiative check. An initiative check is a d20 + Initiative. Whoever gets the highest initiative often wins their team the initiative first, though perhaps initiative can be decided by who has the highest average initiative. Teams take their turns all at once for simplicity.  
  
Alternatively, the GM can decide that they wish to have a more complex Initiative sequence, and thus can take down all Initiative checks and rank them from highest to lowest, and allowing turns to go in that order instead.

Initiative is calculated as PER/2 + DEX/2.

Surprise

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Determining awareness will call for PER checks. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round. After the surprise round, the rest of the members roll initiative and combat begins as normal.

**Reaction Shots**

What is a Reaction Shot?

Reactions shots are attacks that are made because another enemy opened themselves up in some vital way. This is because an enemy decided to move through an over-watch, or fled from a melee fighter.

Making Reaction Shots

A Reaction Shot is a single attack, you can only make as many reaction shots as your speed. You don’t have to make a reaction shot if you don’t want to. Melee fighters automatically make a Reaction Shot against any enemies that attempt to move around them recklessly, while ranged characters must declare over-watch before they can make reaction shots against enemies that move through their field of view.

What provokes a Reaction Shot?

* Fleeing from a melee fighter. (Not moving around them, but turning and running) (Can be mitigated by making a retreat instead of simply running)
* Moving through an area under over-watch by an enemy ranged fighter without any cover.

**Common Actions in Combat**

Drawing Weapons

Drawing Weapons costs a single action, as long as the character is aware of their enemies and would have a reason to draw their weapon. Unless the weapon is specifically heavy, drawing a weapon costs no FT.

Attacks

Attacking with any weapon is as simple as making an attack roll vs the enemies defensive roll (Usually Dodge, but possibly Melee or Unarmed). Attacking with any weapon costs a single action, and costs FT with every attack, and if the character does not have enough FT or enough actions to attack with that weapon, they cannot attack. Heavier weapons cost more FT with each swing.

Casting a Spell

Most spells require 1 or more actions and a significant amount of FT to cast. Each spell generally requires words to be spoken, hand motions to be made, and energy to power it. Whenever a spell is cast, the manipulation of energy produces a distinct sound and glow, which become louder and brighter the more powerful the spell is.

Moving and Taking Cover

When a character takes their turn, they are given a single movement allowing them to traverse distance equal to their movement, usually 30ft. If they wish to move additional distance, it will use actions, a single action will give another full movement of distance. Any movement not taken in that turn is forfeit at the end. Characters can move anytime for any distance in their turn, whether or not they’ve taken other actions, and even in between actions, but once they have traversed distance equal to their Movement, they must spend an action to gain the ability to traverse more distance.

Cover is incredibly important, as cover gives not only a bonus to dodge, but also Damage Resistance to attacks. Cover can refer to any number of things that provide a barrier between the character and their attackers. Without it, the sheer damage of most weapons will quickly kill any character. If a character moves next to cover, it is assumed they take cover behind it if appropriate unless otherwise stated. Cover does not count against melee attackers, as it is assumed that the melee attacker reaches around or over the cover.

Using an Item

Using items such as setting up bombs, starting machines, using healing phials, throwing things, setting up traps, etc. all costs actions. Usually items cost only 1 action, though some complex items might cost 2 actions, or perhaps more, especially in the case of special traps or complex machines.

Over-Watch and Hunkering Down

Over-watch is where a character with a ranged weapon declares that they are guarding an area, and will take a reaction shot against anyone who moves through the area. Characters cannot take over-watch if the enemy is somehow invisible, obscured, or is moving behind a running line of cover. Taking over-watch costs 1 action and ends your turn when you declare it, so is best declared as the last action in the turn.

Hunkering Down is where a character declares that they forgo any further actions or attacking to give themselves a bonus to dodge. A character can only hunker down in cover, and they double their cover bonus to defense until their next turn. Hunkering down does nothing against melee attackers, as cover means nothing against melee attackers.

**Advanced Actions**

Parry, Block, and Counterattack

For characters with unarmed or melee skill, if that character feels that they do not wish to dodge attacks they may instead parry them. There is no limit to the number of parries a character can make per turn.

Melee characters can attempt to parry a ranged attack against their allies as long as the path of the projectile passes near the character.

Making a parry attempt uses the large or small melee skill, dependent upon the size of the weapon. It is an attractive option for those who don’t want to spend a lot of EXP on leveling up their dodge skill. However, by neglecting dodge, the character leaves themselves open to attacks where parrying is not appropriate, such as elemental spells or firearms.

Blocking is exactly like parrying, but only refers to shield bearers. The shield bearer makes a melee attack (Small melee for small and medium shields, large melee for tower shields) and the damage resolves as it would for a normal parry or dodge. Shields give a bonus to blocking attempts as they are made for defense, and in addition, medium and tower shields are capable of blocking projectile elemental attacks like fireball spells and bombs, though this may destroy the shield in the process. (At the GM’s discretion)

Called Shots

Characters can call a shot on a specific part of the body for extra damage or extra effects. Depending upon the part of the body hit, there are different extra effects, though they only will happen upon a full hit (Attacker Rolls 5+ over the Defender). Called shots do put negative modifiers on attack rolls. These called shots might not always be appropriate, especially if the target is missing a limb, or if the target is a monster with a different physiology.

|  |  |  |
| --- | --- | --- |
| Called Shots | | |
| Body Part | Attack Modifier | Effect |
| Head | -5 | Instant Critical Hit |
| Neck | -4 | Half-Critical Hit and Makes Target Mute |
| Arm | -3 | -2 to all Arm Actions |
| Hand | -4 | Removes the Use of That Hand |
| Leg | -3 | -1 Speed and -2 to all Leg Actions |
| Foot | -4 | 50% Movement Speed |

Sprint and Retreat

Characters that wish to go into a full out run can move more than their number of actions would allow. If a character goes into a full sprint, they can move 8x their normal movement, but costs 2 FT per turn of sprinting. Characters take a -6 to dodge, and cannot block or parry while sprinting.

Retreat is a movement that allows a character to move without provoking a reaction shot. Retreats allow a character to move half their movement for 1 action, ignoring over-watch and melee reaction shots.

Aiming and Juking

Characters can take an action and aim at an enemy if they believe that they won’t hit it easily. Taking aim at an enemy increases the attack roll by 1 for the next attack taken. Characters can aim more than once for attacks, but subsequent aims only count for the next attack. Both melee and ranged fighters can aim.

Juking functions similarly and takes actions to give a bonus to dodge. Juking can only be used outside of cover, and gives a +1 to dodge for every action taken juking.

Rapid Fire

For semi-automatic and full-automatic weapons, characters can attempt to make multiple shots for fewer actions than it would take to make all of those attacks normally. Rapid Firing takes fewer actions, but puts a negative modifier on the attack roll.

|  |  |  |  |
| --- | --- | --- | --- |
| Rapid Fire | | | |
| Firing Mode | Attack Modifier | Actions Required | Attacks |
| Semi-Auto | -3 | 2 | 3 |
| Full-Auto | -6 | 4 | 8 |

Grappling

Grappling is the act of entering a ground-fighting battle with another character. It is as simple as rolling a grapple check and from there the defender can choose whether to enter the grapple, or avoid the grapple.

If the defender wishes to enter the grapple, they roll a grapple check vs the attackers grapple check. If the defender wishes to escape, they roll a dodge check vs the attackers grapple check.

No matter if the defender chooses to avoid or engage in the grapple, if the attacker wins the check, they enter the grapple with “advantage”. If the defender however chooses to engage and wins, they enter with “advantage”.

Entering with advantage means multiple things:

* The character with advantage may act normally
* The character with advantage gains a +4 bonus to attack rolls vs their opponent
* The character with advantage gains a reaction shot against their opponent for any action other than attacking or attempting to gain advantage in the grapple
* The character with advantage gains a chance to interrupt any action other than attack with a grapple check vs. the opponents grapple

The combatant without advantage can attempt to make any action, but as listed above, may incur a reaction shot or an interrupt by the combatant with advantage. At the beginning of their turn, the combatant without advantage makes a grapple vs. grapple check with the other combatant and if they win, they gain advantage and gain all bonuses. If they wish to escape the grapple, they need only make a grapple check vs the opponents grapple. The combatant attempting to escape gains a +5 to their grapple check to escape.

Grappling makes both combatants participating in the grapple at a disadvantage to all other combatants. Any defensive or competing rolls made vs. anyone not in the grapple is at a -4.

Trip and Disarm

Tripping an enemy means that the character attempts to make them fall to the ground. This is done by making an unarmed check at a -2 against the enemies Dodge. The character can instead choose to do the same with a weapon, provided the weapon is appropriate, and uses their small or large melee skill. If the attacker wins, the enemy falls to the ground, if the attacker fails this does not happen.

For disarming, character may make an attack roll vs the enemies appropriate attack roll. Whoever has a 2-handed weapon gets a +2 to their roll in a disarm attempt. If the attacker wins, the enemy loses their weapon as it drops to the ground, if the attacker fails this does not happen.

**Damage, Injury, and Death**

Taking Hits

Getting damaged happens when a character does not completely dodge out of the way of an attack. Taking hits is never good, as every hit reduces the HP of the character, which may end in death. There are ways to reduce the damage a character takes however, including high skills for defense, and high damage resistance from armor, which can make a character immune to low damage attacks.

Damage Resistance

Damage Resistance is the armor, both natural and non-natural of a character. Damage Resistance is naturally half of your STR. Beyond that, any armor the character wears will add more to Damage Resistance. The DR of all specific types of armor will be detailed later in the book. Damage Resistance is removed from damage directly. A 20 damage attack against a character with 20 DR does no damage.

Loss of Health Points and Fatigue

Health Points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. Likewise Fatigue represents your inability to maintain composure and consciousness under intense pain and blood loss, as well as exhaustion from exerting yourself in extraordinary ways.

It is assumed that until a character hits 0 HP, they have not taken any massive wounds that would stop them through their adrenaline. Upon hitting 0 HP, the character takes a massive disabling wound, and could possibly end in instant death.

Likewise, it is assumed that adrenaline keeps a character acting as normal until FT hits 0. Upon a character hitting 0 FT, the characters adrenaline fails them, and their battle fatigue catches up, forcing them to take a quick breather. Upon hitting -50 FT, the character falls completely unconscious. This distinction is important, as a character can still defend themselves while they are conscious, but once a character falls unconscious they are effectively useless for the next hour, and easily killed by determined opponents.

Healing

After taking damage, you can recover hit points through natural healing or through technological and magical healing. In any case, you can’t regain hit points past your full normal hit point total.

With a full night’s rest (8 hours of sleep or more), you recover all Health points. Any significant interruption during your rest prevents you from healing that night.

Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 3 points per night of rest (8 hours) for each affected ability score.

Incapacitation, Unconsciousness, and Recovery

When a characters health reaches 0 they roll 2d6 to see what their condition becomes. It is not for certain that a character may die outright, and oftentimes the characters suffer severe injuries and must be stabilized to be kept alive. Stabilizing a character requires a Heal check. Every 5 over the Stabilization DC the Heal check is gives the character a +1 to roll on the Injury table.

|  |  |  |
| --- | --- | --- |
| **Roll (2d6)** | **Effect** | **Stabilization DC** |
| 2 | Instant Death | - |
| 3 | Fatal Wound  (Damaged Limb, 2R Bleed Out, 1D Incap.) | 25 |
| 4 | Grievous Wound  (Damaged Limb, 4R Bleed Out, 1D Incap.) | 15 |
| 5-7 | Deep Wound  (Damaged Limb, 12R Bleed Out, 1H Incap.) | 10 |
| 8-10 | Incapacitated for 3R | - |
| 11 | Incapacitated for 1R | - |
| 12 | Adrenaline Surge  (Knocked Down, but return to 30 HP) | - |

A character is given 10 temporary HP when they are incapacitated in some way, if this temporary health is reduced to 0, the character moves to the next worse effect cell on the table. Of course this can be modified by the GM if the situation calls for it.

Injury and Disability

If the character takes a massive wound, they will wake up with injuries that are permanent, and disabilities that require long term rest and recuperation to heal.

Supernatural healing from magic and technology is fast, but crude. The healing is rapid, and the cells form and grow constantly to stitch a wound together quickly, but it often leaves small scars and cannot heal complex injuries. Nerve damage, brain damage, and internal organ failure cannot be fixed with magical healing quickly. Long term healing with magic and technology over the course of weeks or months can fully restore what would otherwise be permanent disabilities. This process is, however, expensive and takes a long time. The understanding of the humanoid body is simply not complete enough to truly know how to properly mend a damaged liver.

When a character recovers from being incapacitated, they roll 2d6 on the following table to see their permanent injury.

**Attribute Loss:** Attribute losses represent permanent injury that cannot be healed. There are some things that escape all healing, no matter the efforts of healing mages or modern medicine. Perhaps someday these can be reversed.

**Disability:** Disabilities are situational injuries that wouldn’t completely make a character useless, but require long term healing and care to fully recover from. Such disabilities would be permanent in times past, but modern medicine, and skillful use of magical healing, can make such injuries merely temporary.

*Major:* Horrible disabilities such as becoming a paraplegic. 3-6 months to heal.

*Moderate:* Really hampering disabilities like a bad stutter. 1-4 months to heal.

*Minor:* Slight disabilities like a jittery hand. 2 weeks to 2 months to heal.

|  |  |  |
| --- | --- | --- |
| **Death and Dismemberment Roll: 2-3** | | |
| Roll | Attribute Loss | Disability |
| 2 | -2 to 2 Attributes | Major |
| 3-4 | -2 to 1 Attributes | Major |
| 5-6 | -1 to 2 Attributes | Major |
| 7-11 | -1 to 2 Attributes | Moderate |
| 12 | -1 to 2 Attributes | Minor |
| **Death and Dismemberment Roll: 4-7** | | |
| 2-4 | -2 to 1 Attribute | Moderate |
| 5-6 | -1 to 1 Attribute | Moderate |
| 7-10 | -1 to 1 Attribute | Minor |
| 11-12 | No Permanent Damage | |
| **Death and Dismemberment Roll: 8-11** | | |
| 2-4 | -1 to 1 Attribute | Minor |
| 5-7 | None | Minor |
| 8-12 | No Permanent Damage | |

**Movement**

Tactical Movement

Your characters base movement speed is 30 ft. A higher DEX score increases the amount of actions one can take, which allows characters to take more movements in a turn.

A character encumbered by wearing restrictive armor may have their movement speed reduced but to no less than 5 ft.

Difficult terrain, obstacles, or poor visibility can hamper movement. Again, to no less than 5 ft.

Each action can include half a movement, standardly 15ft. and an attack or other option. Taking a full movement, standard 30 ft. requires an entire action and disallows making an attack with that action. If a character only has a single action, meaning they have a DEX less than 8, they cannot take a full movement and attack in the same turn.

Measuring Distance

Each square or hex on a standard tabletop battle mat generally counts as 5 feet, but may be determined to be larger or smaller. On a non-gridded battle mat, the GM and players must come up with a scale, a common scale being 5 feet for every inch. Changing the scale allows for the use of a larger map easily, especially if the group doesn’t have a very large battle mat.

Moving Through Space

Any character can move through any space that is open and unobstructed, or those occupied by a friendly character. When moving through space occupied by a friendly character, that character doesn’t provide one with cover unless one specifically uses them for cover. If one happens to use an ally for cover, they provide cover appropriate to their size relative to the size of the one taking cover. Small characters provide light cover to medium characters, while medium characters provide moderate cover to those of the same size, and likewise large characters like ogres provide heavy cover to smaller characters like humans and gnomes.

A character can’t move through space occupied by an opponent, unless the opponent is helpless or incapacitated. A character can move through space occupied by a helpless opponent without penalty.

A character can’t end their movement in the same place as another creature unless it is helpless or incapacitated.

Terrain and Obstacles

Difficult terrain hampers movement meaning that each foot of movement is doubled.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn’t completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don’t have sufficient movement to cross the barrier and move into the square on the other side, you can’t cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can’t move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

In some cases, you may have to squeeze into or through an area that isn’t as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space with a Contort check. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -5 penalty on attack rolls and a -6 penalty to dodge.

**Combat Modifiers**

Cover

To determine whether your target has cover from your ranged attack draw a line from your character to the target. If it does not completely pass around the cover, then the target has cover from you.

You can’t execute a reaction shot against an opponent with cover relative to you.

You can use cover to make a Stealth check. The size and toughness of the cover determines its type: light, medium, or heavy.

|  |  |  |
| --- | --- | --- |
| Cover | | |
| Cover | Dodge Bonus | Damage Resistance Bonus |
| Light | +2 | +1 |
| Medium | +4 | +2 |
| Heavy | +6 | +4 |

Blindness and Deafness

Any character that is blind and/or deaf takes a -3 to all attack rolls due to their inability to readily track enemies. In addition that blindness and deafness reduce the PER of the character by -5, which might further reduce viability of Guns.

Overwhelmed

Enemies and characters that take multiple attacks in a single turn take a stacking -1 to dodge for every opponent above the first that attack in a turn. This penalty applies to parry checks as well and transfers between the two. The characters effectively become overwhelmed by attacks and slowly lose the ability to defend themselves. This effect applies even when in cover.

Characters who hunker down behind cover do not incur this penalty, nor do characters who make block attempts with a shield. Only non-hunkered dodging, and open parries with weapons incur this penalty. Shield bearers, however, can have their immunity to the overwhelmed penalty negated by becoming flanked, and even if a character is hunkered down, their immunity to the overwhelmed penalty only applies to those targets they have cover from.

Flanking and Surrounding

Flanking can refer to instances when a character is outmaneuvered and no longer maintains cover from a target. Being surrounded is when a character is being threatened by melee fighters from two opposite sides.

When a character is flanked, it simply means they no longer have cover from a target, and thus no longer gain their damage resistance and dodge bonuses, and can now be the target of over-watch.

When a character is surrounded by two or more melee opponents, meaning the melee opponents are positioned opposite each other with the character in the middle, the overwhelmed penalty to dodge and parry due to multiple attacks is doubled. Meaning the character now takes a stacking -2 to dodge and parry for every attack above the first suffered in a single turn.

In addition, surrounding a shield bearer allows for the attackers to apply a normal overwhelmed penalty to the shield bearers block attempts. (Normal meaning a stacking -1 penalty, not a stacking -2 penalty)

Concealment and Invisibility

Any enemy that is concealed or attacks one concealed by fog, darkness, mist, blinding light, or something that obscures sight suffers a -2 to attack. Magic and Technology often have ways to conceal things or people.

High Ground

Characters that maintain the high ground get a +1 to hit for every 10 ft. of vertical elevation they maintain above their target.

Helplessness

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy. Incapacitated enemies are considered helpless.

For a single action, any character can execute an enemy that is helpless.

Attacking while Mounted

Attacking while mounted gives a negative modifier to the attack roll, but a positive modifier to the damage. Attacking from a slow moving vehicle gives a -1 to attack, and from a fast moving vehicle gives a -3. Slow moving vehicles give a 50% increase to the damage, and a fast moving vehicle gives a 100% bonus to the damage.

Slow moving vehicles are moving anywhere from 10 mph to about 30 mph. Fast moving vehicles are moving anywhere above 30 mph. Anything moving less than 10 mph does not affect attacks or damage.

**Traveling and Adventuring**

Long Distance Travel

Between certain events, much of the time of adventuring and traveling is the actual journey itself. Characters may often spend weeks in an airship before they reach their target city, and upon another mission are sent to a location three days away. The journey itself is just as important as combat.

GM’s are responsible for pacing a game, and journeys don’t need to be noted or measured all the time, but the journey itself can be filled with such rich storytelling that it would be a shame to pass up the chance.

Long Distance Travel is determined by what kind of movement the characters are taking.

For every 2 levels of Athletics a character possesses, they add an extra mile onto their daily walking and marching distances.

|  |  |  |  |
| --- | --- | --- | --- |
| Long Distance Travel | | | |
| Travel Type | Distance per Hour | Distance per Day | Carrying Capacity |
| Walking | 2 miles | 16 miles | - |
| Marching | 3 miles | 24 miles | - |
| Bicycle | 4 miles | 32 miles | - |
| Horse | 4 miles | 32 miles | 250 lbs. |
| Warhorse | 5 miles | 40 miles | 350 lbs. |
| Carriage | 4 miles | 32 miles | 800 lbs. |
| Motor-Carriage | 30 miles | 240 miles | 1500 lbs. |
| Flying Machine | 40 miles | 400 miles | 400 lbs. |
| Airship | 12 miles | 300 miles | 200 tons |
| Man-Powered Boat | 10 miles | 100 miles | 1800 lbs. |
| Sailing Ship | 8 miles | 200 miles | 1500 tons |
| Powered Ship | 12 miles | 300 miles | 5000 tons |

Packing, Carrying, Lifting, and Dragging

These variables refer to the amount of weight a character can manage depending upon their STR score. A higher STR means that a character can carry, lift, drag, and pack more weight. Each of these words describing a different method of managing the weight of an object, and each refers to a specific action taken:

*Packing:* Packing refers to the absolute maximum amount of weight a character can carry in a pack over long periods of time. This amount of weight would be uncomfortably heavy, but is manageable for a theoretically indefinite amount of time barring severe terrain, weakness, or injury.

*Carrying:* Carrying refers to the absolute maximum amount of weight a character can carry in their arms, barring injury, extreme terrain, or weakness, for up to 1 mile. At about a mile, the character would collapse under this amount of weight.

*Lifting:* Lifting refers to the absolute maximum amount of weight a character can lift and hold above their head for a maximum of 30 seconds barring injury or weakness. This weight would collapse the strength of the character after no more than 30 seconds.

*Dragging:* Dragging refers to the absolute maximum amount of weight a character can push or pull along the ground for any amount of time barring weakness, extreme terrain, or injury.

The types of weight management are listed from lowest to highest, meaning that a characters can pack less than they can carry, and less than they can lift, and then less than they can drag, likewise a character can drag more than they can lift, carry, or

pack.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weight Management | | | | |
| STR | Packing (lbs.) | Carrying (lbs.) | Lifting (lbs.) | Dragging (lbs.) |
| 1 | 10 | 20 | 30 | 40 |
| 2 | 20 | 40 | 60 | 80 |
| 3 | 30 | 60 | 90 | 120 |
| 4 | 40 | 80 | 120 | 160 |
| 5 | 50 | 100 | 150 | 200 |
| 6 | 70 | 140 | 210 | 280 |
| 7 | 90 | 180 | 270 | 360 |
| 8 | 110 | 220 | 330 | 440 |
| 9 | 130 | 260 | 390 | 520 |
| 10 | 150 | 300 | 450 | 600 |
| 11 | 180 | 360 | 540 | 720 |
| 12 | 210 | 420 | 630 | 840 |
| 13 | 240 | 480 | 720 | 960 |
| 14 | 270 | 540 | 810 | 1080 |
| 15 | 300 | 600 | 900 | 1200 |
| 16 | 340 | 680 | 1020 | 1360 |
| 17 | 380 | 760 | 1140 | 1520 |
| 18 | 420 | 840 | 1260 | 1680 |
| 19 | 460 | 920 | 1380 | 1840 |
| 20 | 500 | 1000 | 1500 | 2000 |

Vision and Light

In near darkness a character can see 2 ft. in all directions for every point of PER. In dim conditions, a character can see 3 ft. in all directions for every point of PER. In complete darkness, characters without light are effectively blind. Dwarves, Gnomes, and Halflings treat darkness as near darkness, and can see 2 ft. in all directions for every point of PER.

Light sources provide artificial light where there was none, and is important for characters that cannot see in the dark.

|  |  |
| --- | --- |
| Light Sources | |
| Light Source | Light Radius |
| Candle | 5 ft. |
| Torch | 20 ft. |
| Lantern | 30 ft. |
| Lightbulb | 40 ft. |
| Electric Lantern | 50 ft. |
| Spotlight Lantern | 100 ft. Cone |
| Fog Light | 200 ft. Cone |
| Floodlight | 200 ft. |

If a character cannot see correctly, any attacking or interaction that they attempt with items or enemies they cannot see is going to experience a detriment. All attacks and dodge checks in combat take a -5 to the check. For all skill checks that are tangential or outside of combat, all checks are halved.

For any ability checks that are halved because they replace a skill check the character doesn’t have, the checks are halved twice, or effectively quartered.

Treasure, Rewards, and Items

As characters complete missions and adventure around, characters will often find themselves with a lot of money and treasures. These treasures are often in the form of money, but will often be rare treasures and old items.

It is recommended that players come up quickly with a method for divvying up loot and treasures. Oftentimes a good way to divvy up loot is to split it evenly. If someone wants a specific item, then perhaps that lowers their share of the rest of the treasure. Perhaps that item is so valuable that it is their entire share, or perhaps they get that item simply because they can use it.

Rewards can come in other forms of course, including followers and henchmen, reputation, honors and medals, titles, and property. The important thing about rewards is that they are meaningful. GM’s do not want to send players on a long and difficult mission only to give them a meaningless reward. That does not make a good gaming experience.

**Chase and Pursuit**

The Chase

Chasing opponents or objects refers to the short-term, quick act of going after a target. This target could be a person, especially an enemy the players want to catch and/or kill, and object such as a piece of paper flying in the wind or a runaway cart, a skittish horse, and any number of other objects.

Chasing is simple, and will involve both Athletics and Acrobatics checks, with possibly other checks such as Contort if necessary. Chasing a target that is actively running away usually means that the Athletics and Acrobatics checks are rolled vs. the targets Athletics or Acrobatics roll. Athletics is used when they jump in the water, climb a wall, or simply run. Acrobatics is used to resolve leaping over obstacles or winding through a hectic, busy environment, like a street market. When chasing an object, the rolls are made vs. a simple target.

Chases are resolved in a tug-of-war fashion, with each side attempting to gain four successful checks. Each successful check from either side removes a success from their enemy and gives one to themselves, though of course neither side can go below 0 successes. If the chasers win the chase, they catch the target and can perform a single act upon them which is guaranteed to succeed (such as tackling them), which might force combat. If the chasee wins the chase, the chasers lose track of their target and must begin a lengthy pursuit.

In a chase, targets may make attempts to confound the chaser with obstacles. These can be traps, crowds, knocking things over, etc. The point of these things are to give a negative modifier to the roll of the Chaser. In addition, the chaser can attempt to spot various open paths or alternate routes which may give them a bonus to their roll, or negate the negative modifier of an obstacle. For the sake of space and simplicity, it is left up to the GM and players to come up with various obstacles, and the possible checks that can be made to utilize or overcome them.

If one party in a chase is on a vehicle of some kind or mount and the other is not, they roll drive or ride instead of Athletics, and every check they win counts as two wins (Though it still removes only a single success from the opposing party). A chase is immediately lost if the chasee manages to launch an air or water craft, and the chaser has none of their own.

The Pursuit

Pursuing a target is a process that can take a very long time, perhaps weeks or months trekking across wilderness. The important distinction between pursuit and chase is that during a pursuit, the pursuers do not know their targets precise location, and cannot catch them immediately.

Each day, the pursuer and target make an opposed roll. The skill used depends upon the action taken in the pursuit.

*Athletics* – Walking and Running

*Drive* – Driving a motorized mount like flying machines and motor-carriages

*Ride* – Riding a Horse or other Living Mount

Pursuits are a more narrative experience, but are generally measured in days travel worth of distance between the parties involved. Such as the pursuer being considered “3 days” behind their opponent on foot. The number of days travel is dependent upon the two modes of transportation, speed of each, and the head-start the target has. The number of days the pursuer is behind their target will be the number of successes the pursuer needs to roll before they catch them.

If the pursued attempts to hide their tracks, they make a Stealth check in addition to their normal daily check, this is rolled vs. the pursuers Survival. If the target wins, they pursuer loses track and the target gains double distance for that day. If the target wins twice in a row on Stealth checks, the pursuit is off and the target is gone.

Other such things like traps, obstacles, and mercenaries can be left by the target to give a negative modifier to the pursuers roll for that day. This part is up to the GM and players to come up with and balance.

If a pursuer successfully pursues a target, and the pursued is in a place where they can still attempt an escape, then a local chase ensues. If the pursued is pressed into a figurative corner, a place where there is no possibility of escape, then the pursued is caught, and combat may ensue.

**Falling**

A character takes falling damage for any height they fall over 10 feet. For every 5 feet over 10 they fall, they take 1 damage. The character can make an acrobatics check when hitting the ground to halve the damage. On top of this, if they are falling into water, they take half damage initially, and can make an acrobatics check to halve the damage a second time.

The target for the acrobatics check upon falling is calculated as (height in feet fallen/5)

**The Journey Begins**

The Art of Game Mastering

It is wonderful that you and your party have decided to begin a game of The Arcane Engine, and you are the Game Master. This is a massive task to say the least, and it may very well seem dauntingly complex; the truth is, that being a GM is quite complex, but also it’s not. Game Mastering is an art, and as an art it has many different methods, none of which are perfect or immaculate. Many will swear by rolling in the open, throwing insurmountable tasks and challenges at players, and using maps with deep tactical encounters. Others will say that it’s better to use no map, balance encounters both social and combat, and roll behind a screen. Many more will be somewhere in the middle. This chapter will be a short guide for helping GM’s of The Arcane Engine create a world and run a game successfully.

**Creating a World**

This may seem like the most cumbersome task in beginning a game, and indeed it is a very intensive task, but it is very rewarding to play in a world that you have created, especially from the ground up. There are a number of considerations to take into account when creating a world, this section shall cover them in moderate detail.

What is the End Goal?

You, as a world creator want to have an end goal in sight. What kind of world do you want to create? Is your world a richly populated world neatly divided into sovereign territories, is your world a wild untamed place where humanoids cower in their cities to avoid the dangers of the wild? Is your world a place of desolation, where some cataclysmic event or series of events has left it mostly in ruin, and your players are meant to scrounge for the pieces of a shattered realm?

Once you have a general idea of what you want in your world then you must start creating rough outlines for things that exist within.

Broad Strokes

Here you have to ask yourself a number of broad questions, each of them is meant to give a better idea of what will be in the world, what won’t, and how to build it. In addition, it will give a better idea of what to make when you inevitably have to simulate history.

1. **How old is my world**? – Remember that the world must be old enough for the story to take place. Planets are not formed in days, they are formed over eons of time. Billions of years for the process of rock formation and volcanic activity to give way to basic life forms which evolve in complexity over many millions upon millions of years until humanoids evolve. Then of course, humanoid civilization takes many thousands, if not millions of years to evolve in complexity, as many start out as tribal hunter-gatherers, slowly settling down into sedentary lifestyles, and developing culture, language, and technology. To give you an idea, as of the year 2015, the Earth is roughly 4.5 Billion years old, and modern humans have only existed for about 200,000-1 million years, which is relatively short.
2. **How developed is my world?** – This gets more into the people and civilizations of your world. By nature of playing The Arcane Engine, it necessitates a number of assumptions about the technological level of your world, but that doesn’t mean that socio-cultural development has kept pace, nor does it mean that all this technology affords humanoids dominance over the natural world. How much of the planet’s surface could be considered, “civilized”? Is the whole world within the reach of one or another sprawling empire, or is the world still wild, with pockets of capable civilizations?
3. **If the world is wild, why?** – If you choose to have a wild world where humanoids cannot dominate the landscape, what is stopping them? Surely with massive machines, guns, explosives, magic, etc. Humanoids could rule the landscape? This question can have many answers, such as a dearth of resources, of course no one can build that many machines if iron deposits are rare. Perhaps the landscape is filled with deadly monsters that can tear full grown ogres limb from limb, and to whom bullets are a mere annoyance. Perhaps the landscape is so filled with war, and the kingdoms of humanoids are so distrusting of each other that populations never reach levels high enough to tame the landscape.
4. **How rich is my world?** – This question flows naturally out of the last one, and doesn’t refer to money, as money is an invention. How much of any and all natural resources are on your world? If gold is everywhere it won’t become a commodity, because everyone has it. If Iron is extremely rare, then war is harder to wage as weapons are harder to make, and iron mines are national treasures. In addition, in such a world, any scrap metal left over from destroyed machines would be scrounged up immediately and sold quickly. A world mired in war must have a rich stock of resources to fuel those wars.

Next are a few questions about the evolution of society and civilization. The previous may make you think that you need to draw up a geologic timeline, but that isn’t completely necessary. It is useful to do so if you wish, but it is unnecessary for a story.

1. **How old is civilization?** – When did humanoids start to develop complex cultural civilizations? An easy marker to begin with is the widespread development of agriculture. Sedentary lifestyle was based around the demands of farming, and farming was adopted as a way to easily and efficiently make food. Deliberate cultivation and animal domestication began on earth somewhere between 10,000-13,000 years ago. Though it is common to include some cataclysmic event that reset civilization and extends the development time of humanoid civilization to the current date within your game.
2. **Where did civilization begin? How did it spread?** – Generally, the first signs of agricultural development will be in very fertile areas where crops are easy to grow. On Earth, farming began in the Fertile Crescent, an area that enveloped the ancient lands of Mesopotamia, Phoenicia, and Egypt. These areas are today Egypt, Israel, Iraq, Iran, and their surrounding nations. This is important because where civilization began, characters will find the oldest ruins, and possibly some of the strangest remains…perhaps ancient magic? In addition, this allows for the development of larger and more established civilizations, as technology and culture will flow from already established cultures to new lands where they will be adopted by less advanced people.
3. **Where are resources most plentiful?** – Simply put, the land with the most resources will end up becoming the most powerful nation. Though often, certain lands are rich in certain resources, while others are rich in different resources. If gold is rare, then a country with massive gold deposits will be rich, and are in a good position to become trade masters. The country with the most fertile land will have a higher population, and of course that means larger cities, and larger armies. The land with the most iron will have more iron items, and will be able to field better equipped armies, as they have the materials for good armor and weapons without having to import them.
4. **How many kingdoms (nations, states, countries, etc.**) **exist in this world? Are they peaceful or not?** – This is simple, if you want to have a lot of kingdoms in your world, they will be smaller and there will probably be more war. On the other hand, larger kingdoms, and empires, will often also have war, but the scale will be much larger and more widespread.
5. **How much magic exists in this world?** – Magic is a part of this system, a very integral part. So how much magic exists in the world? Is technology much more common, or is there magic to go around constantly? Does everyone have access to it, or is it expensive and hereditary? Magic will also shape culture, and often has an effect on the distribution and development of kingdoms. Be mindful of all this.

Putting the Pieces Together

From this point, you could easily go through a simulation of real history, discussing the risings and fallings of kingdoms, and drawing the cultural development of humanoid history as it relates to the geologic makeup, but that might be a bit much. It’s easier to start with the present and work backwards.

**The Land**: First you have to get a general idea of what the world looks like. This can easily take months if you put a lot of effort into the design of the world. It is also one of the most fun parts.

If the entire campaign is meant to take place within a single kingdom, then just design that kingdom. Pay attention to general guidelines of geography. There are hundreds of online tutorials that really go into depth about geographical phenomena, but these few notes will help you make a basic world that makes sense.

1. The world is geologically active, and has underlying tectonic plates, it is good to draw where plates are, and especially where they meet. Where they part, seas and oceans will form, where they converge, huge mountain ranges will form, and where they scrape alongside each other are places prone to earth quakes.
2. Most of the world should be oceans. There are a number of reasons why a world with little water would not sustain life, but just realize that the world would not be capable of complex organisms if there isn’t an abundance of water in large bodies.
3. Coastlines are jagged and often broken up due to erosion, they form fractal patterns that are placed irregularly. Remember the scale of the map when drawing coastlines, continents, and islands. An island that shows up on a full world map is actually quite large.
4. Mountains form in chains, often with forests on them and hills that stretch outward into the flat lands surrounding. Volcanoes are common in deep mountain ranges.
5. Where there is water, greenery grows. The more water, the more greenery. Marshes and swamps are in hot, wet areas, forests are in drier areas that still get a lot of water, and deserts occur where little water can reach.
6. The equator is hotter and often wetter than the poles, and will feature more jungles and marshes.
7. Rivers flow toward the ocean with gravity, and lakes form from water flowing from somewhere else into a basin, often one eroded from a river.

**The People:** Civilizations generally spring up around areas with resources, mostly water and arable land. Just dot a few cities around the land in places that make sense. A city will not often end up in the middle of a desert, and if there is one there, it has to have a reason for its existence.

Next you want to set up the trade and travel routes between these cities. These roads are often twisty, and try to follow bodies of water whenever possible. (Especially coastlines and rivers). The routes will snake in odd patterns because the roads are set up to allow travelers rest at intermittent villages. Not all of these routes will have roads, though most might, especially near a powerful kingdom or empire. If there happen to be some large barren expanses between civilized areas, there will often only be a single major travel route across this expanse.

Finally, kingdoms and political borders grow organically from those cities that have the most resources and money. Often, cities that are trade hubs will end up growing very powerful, thought they might be low on resources. Political borders usually tend to follow geographical features like rivers and mountain ranges because the border is easily trackable and easy to spot against the landscape. Over flat land, the borders tend to be straight and there will often be markers at these borders. Of course, borders change as politics demand, and wars will be fought constantly at these borders.

The Details

Finally, putting the finishing touches on your world can really round out the experience. Again, these tips are not comprehensive, and world history is infinitely complex. Below are just a few pointers that cover some of the most basic things. Remember that the items listed below should grow out of the dynamics you have already set up before this. The following items are meant to provide extra details about the civilizations within your world. This section is important because these details are the things your players will interact with more directly.

**Population:** What is the population of the world? How many people exist in each kingdom? Larger kingdoms should have a higher population, and if they do not, they might have trouble securing borders. Also, the population of a kingdom determines the amount of people your players will meet, especially in urban settings.

**Government:** What kind of governments exist in this world? For each kingdom there should be a central government of some kind. The governmental structure follows from the development, wealth, power, and culture of the civilization. A trade city might lean towards a plutocratic system due to the dominance of trade consortiums, or perhaps it is a democracy due to the wealth each citizen enjoys. Some common systems are listed below.

* *Monarchy:* Common form of government in which a monarch and his/her lineage serve as rulers. The power of the monarch can be absolute, such as in an absolute monarchy or an autocracy, or it can be limited, such as in a constitutional monarchy.
* *Oligarchy:* Power lies within a small group of people. They could derive their power from magical potential, intelligence, lineage, divine right, money, etc. The important thing is that within this group of people, individual members wield little power, but together they wield absolute power. However, to the common man, an oligarch may as well be a monarch.
* *Democracy:* Power lies within the masses of people. This can be modified somewhat, to be representational, where the people elect representatives to govern, or direct, where the people directly vote on policies. Democracy often leads to a bureaucratic organizational structure.

**Commerce:** Every city, town, and village has some kind of commercial structure. What kind of resources are found around this city or civilization? The villages that the party travels to existed before them, but it should still have something that they need, at least food and lodging. Is the place geared up to provide for travelers? Is it a trade hub with goods moving to and fro?  
  
In the modern world, remember that commerce travels often by railroad, so unless a settlement has access to a railroad, then the people there will have to deal in less trade goods that come from far off lands, and will often only trade with other, remote settlements. For these settlements, traveling merchants provide the wares that they need, but oftentimes the merchant only comes to town every few months to annually, since railroads are the only cheap, fast travel option.

**Currency:** What type of currency or trade medium is used and where is it used? Not every civilization has common currency, but between larger civilizations, common currency may exist. In this book, the cost of things has been listed as “g” or Gold. This is a simple moniker, and it doesn’t have to mean anything. In fact, your civilizations could use paper money and actual gold is not a trade good anymore. For simplicity, it is better to assume that all civilizations use similar currency that can be standardized in price, with merely differences in nomenclature.

**Language:** When trying to understand a culture, their language is a very important aspect. Not everyone is a linguist, and so going into the details about the development of a specific linguistic structure is unnecessary, unless of course you want to. What is important is to know that not everyone speaks the same language unless forced to. Regions have different languages, and regional dialects within them.

Languages develop over time, and ancient languages might resemble modern languages in a more basic form, but are otherwise unreadable unless specifically studied. In addition, learning a new language is difficult, especially if the new language has a different root of grammar and sound than the one the character is comfortable with. (Languages such as Hebrew and Arabic sound so different from Latin based languages like Spanish and French because they have no common ancestor language, thus they have different roots)

In addition, language can be an element of storytelling. A conquered nation might resent speaking the language of the conqueror.

**Religion:** Religion is important to people, especially because it allows not only for a central organizational structure outside of the government, but provides people with answers they seek about questions they don’t know. Nearly every culture will have some religious belief of some kind, and perhaps some deity they worship. These religions reflect the area the civilization is situated, and what kind of history that civilization has. A civilization that lives in a chaotic area prone to natural disasters and war will often have a pantheon of selfish, competing gods, while a place with calm and predictable weather will often have a culture and religion based on order and control. Some religious structures are listed below.

* *Spiritualism/Animalism:* Religions based around animals, and natural spirits. These are often indicative of early and primitive culture, and very often only appear in small village societies. These people will often deify certain geologic features like mountains, or the sun. Not a god of the mountains, but a mountain god.
* *Polytheism:* Polytheistic religions worship a number of anthropomorphic gods, each with a specific subset of rules and duties. This is a common form of religion, and it is easy to find multiple regions worshipping one or a few gods from a large pantheon. The pantheons may be very closed, with little interaction with the people, and very ordered. Looser pantheons may incorporate regional gods or cult figures.
* *Monotheism:* Worship of a single god is indicative of later and more advanced cultures, but that is not a hard and fast rule. Monotheism just lends itself to an ordered society but deifying the ordered and regulated lifestyle within a larger, planned civilization.

**Making an Adventure**

Adventures, or campaigns, are strings of scenarios and encounters put together by an overarching story, which includes a consistent cast of characters. Adventures are incredibly rewarding and interesting, because it allows players to see characters develop over a longer period of time, and see a story through a satisfying end.

For Game Masters, designing an adventure can take a long time, and it is good to get collaboration from your players in what campaign to run. Campaigns usually follow two main archetypes, structured or freeform. Structured campaigns usually have a line to follow and are a story that the players interact with. This is a perfectly fine campaign to run, as long as the GM allows players freedom to interact with the story, and doesn’t set any events as hard and fast. The GM should never in any way set up an event and expect it to go a specific way. If the main villain appears before the players, the GM must understand that their main villain CAN die in that encounter if the players are willing to commit to killing him. Simple diversions and tactics that make attempting to kill him not worth the effort can deter players from doing so, but there must be contingency plans. If the main villain has to live up to a certain point, they should never be truly vulnerable to the players. Freeform campaigns have no line to follow, or perhaps many lines to follow. The players are given a lot more choice and freedom in this type of campaign, but it is incredibly intensive on the side of the GM to prepare for each possibility, or at least for the GM to understand they will be making things up most of the time. Villains and obstacles are more fleeting in this type of campaign, and often these lend themselves to a more lifestyle-esque play, where the players are merely intersecting in the machinations of others in the world.

GM’s should communicate what type of campaign they would like to play to their players. If the campaign is to be structured, then the GM should make their campaign after the players make their characters, so as to build the campaign in a way that incorporates each players’ character seamlessly. For a freeform campaign, the GM can make their plot hooks before the players make their characters, and the players are free to pursue their goals as they wish. In either case, it is good for GM’s to be interactive with their players, soliciting feedback on certain campaign ideas, making sure to be vague about specific points. Just certain overarching archetypes and tropes. Do the players want to play in a game about pirates and navies? Do they want to play a game about intrigue and international espionage? Do they want to play a straight adventuring game in a wild world?

The following is a quick exploration of the things that make a good campaign:

**The Elements of a Campaign**

A Problem That Needs Solving

There must be something to overcome, a specific reason why the party would go forth and do what they are doing. This can be as simple as a singular assassination contract, or a multiple part, world-wide treasure hunt. The problem may simply be that the party wants an item and will do whatever is needed to obtain that item. The problem must however be worthy of their attention and valuable to them in some way, even if it’s only valuable to give to someone else.

A Clear Goal

Characters must have a clear goal to work towards. In a structured campaign, this is very easy to set up, and the goal is ever-present. In a free form campaign, this means that the characters must always have something to do. It is not necessarily something they should or will do, but merely something that they can do.

It is important for GM’s to understand the difference between a lull in the action, and a lull in the story. There can be lulls in the action, as players take a break from fighting for their lives, but a lull in the story usually means that when the GM asks “What do you do?” the players respond “Uhhh…I don’t know.” This is something to be avoided. The GM is responsible for maintaining a pool, even a small pool, of plot hooks to various interesting storylines for the players to take up. The players can choose to take up these plot hooks, or to pursue a different path of their own invention, but what is important is that at the beginning of every game session, the players understand what they need to do.

Remember that flooding the players with too many plot hooks is unnecessary, overwhelming to the players, and a ton of work for the GM. Usually 2-3 outstanding plot hooks is good, though having only 1 is better than having none.

Meaningful Outcomes for Everyone

This means two things: That the players should have choices that actually matter to the outcome of the story, and that there should be choices that everyone can participate in.

Players will feel like they have been put on a “railroad”, a storyline that ever only had 1 outcome no matter their choices, if they do not have meaningful choices. As was mentioned before, if there is going to be a point in your campaign where anything you consider vital is going before the players, any result must be accounted for and a contingency must be planned. The players could easily defeat the villain before his plans get into motion, or might destroy the special artifact.

In addition, with every pivotal point, and any encounters there must be a balance for all players to contribute to the campaign in some way. That doesn’t mean that every encounter has to include a part for every character, but that at some point in the campaign every player must get to “do something”, and the number of “somethings” should remain relatively balanced between all characters. A campaign of nothing but fights is not fun for the social player. Just the same, a warrior will not have fun in a campaign of nothing but intrigue and social interaction.

Interesting Encounters

Encounters, which are covered later, are the basis of what a campaign is identified by. In essence, a campaign is a series of encounters. Each of these encounters should be interesting and meaningful. Having filler fights for the sake of fighting is not a good way to go about it. Players should feel like every encounter, whether social or martial, has a meaning. Do not just randomly set enemies upon your players, with no outcomes for winning beyond experience and loot. The enemies should have a purpose to be there. This is not to say that random encounters are not good, but just that random encounters for the sake of randomness is not good. If the players are attempting to fight through a docks district to catch a VIP, then random henchmen or bodyguards popping up to fight the players is meaningful. They are not just there to fight the players, they are there to defend the VIP. Even if the enemies are there just to weaken the players and expend valuable items before the players fight some monster at the end of a tunnel system is meaningful, even though it may not appear so.

In addition, all of these encounters should be interesting. Clever use of enemy mixtures, abilities, tactics, and terrain can really turn a mediocre fight of two parties behind boxes firing at each other into a really tactical experience. A social encounter where the player simply makes logic checks against another isn’t interesting, but having the social player distract the opponent while their teammates do something else is interesting.

**Campaign Ideas**

Mercenaries

The Players as Mercenaries is a very common, and very versatile method of generating plot and interesting gameplay. The players can be part of a famous group of high class warriors, or they could be newbies in a small mercenary group. Better yet, they could start their own, merely being freelancers while they build up funds.

Mercenaries undertake contracts and jobs that are offered to them. There is not a whole lot of tale weaving necessary for a good mercenary campaign, as each job is very self-contained. The important thing to remember is that each of the jobs offered to the mercenary group has to be justified in some way. Why are these people going to mercenaries? Usually the answer to that is that the task that needs to be completed is out of the scope or influence of the government. In mercenary campaigns, and it’s true in nearly all campaign styles, adventure happens where the government cannot reach. These tasks are impossible for the person to complete themselves, and the police or other official channels cannot get it done to satisfaction.

If a GM wants to incorporate elements of deep storytelling within a mercenary campaign, the simplest way to do this is to weave a similar feel and theme to each of the missions that they go on within a certain amount of time. Perhaps every time they go to break up a local pest population, they find specific items in the lair, like a golden eagle feather, and they begin to investigate the source of these items.

Trail Blazers

The players are hired or pushed, for whatever reason, to explore unmapped regions of the world. These are very versatile campaigns that allow for random play while still focusing on a common goal. The important part is to understand why the players are exploring this region. No one hires explorers for no reason, and the players wouldn’t just wander off for no reason. Are they attempting to set up a trading post into this area? Set up prospect mines which they shall mark and report back on? Are they searching for a specific item or person?

Again, if a GM wishes to make an overarching storyline within this setting, it is simple to place specific items or signs in multiple places that the players will run across. Perhaps they keep seeing a strange creature that stalks them constantly?

Intrigue

Players in an intrigue game are usually pawns in a political game of some kind. They could be the emissaries or agents of a royal family or a para-political organization, or spies for a military or para-military group. There are many ways that an intrigue game can be run, but a common thing within these campaigns is the relative infrequency of combat.

It is common to include a lot of betrayal in these types of campaigns. The players are hired by some noble or businessman to spy on someone else or steal a document, and then are betrayed to the authorities. They may have to leave, only getting their revenge much later when they can sneak back into the city or perhaps when they gather evidence to out their betrayer.

Investigative

Players in an investigative campaign are called, for some reason, to investigate a crime or unusual activity. Oftentimes the characters don’t deal with a simple murder that has no connection to anything else, mostly because the police would be the ones to take care of such things. The crimes or activity they investigate are usually very strange, things like strings of murders or perhaps disappearances. Sightings in the forest that the police have been unable to solve. Their employer will usually hire them because the police have not been doing anything right, the police may make up some excuse to give up, or perhaps the employer wants the investigation completed discretely so as to hide other suspicious activity of which they may be guilty.

Epic Fantasy

Epic Fantasy is a simple, straightforward idea, where the players encounter some sort of enemy that does not usually attempt to hide their evil machinations, this evil character does something to anger or spite the player characters, and the players set off to foil the plans of this villain. Epic Fantasy villains are commonly such things as dragons, necromancers, or perhaps enemy nations. GM’s are encouraged to be as trope heavy as possible in these campaigns, and the pulpiness of the campaign often is very enjoyable to everyone involved.

**Encounters**

Going beyond the campaign itself to the building blocks that comprise the body of a campaign, encounters form the basis of interaction for your players. They do not interact with the campaign as a whole, instead, they interact with the individual encounters that make up the campaign. The types of encounters generally include storytelling encounters, combat encounters, investigative encounters, social encounters, explorative encounters, and skill encounters.

To understand how to make an encounter, a GM must understand the basics of how to build an encounter, and how the encounter will resolve. There are multitudes of ways that an encounter can resolve. It is not always a pass/fail objective, in fact oftentimes the characters will partially succeed at a task and ultimately spawn new problems, and thus new encounters, for themselves.

**The Basics of Encounters**

Clear Goal

A GM must have a clear goal for an encounter. There should never be encounters where nothing is accomplished. Of course, the GM should not attempt to force their ideal resolution to an encounter that would be railroading. The point is to make the encounter meaningful. Combat not just for the sake of combat, but to do something beyond, to symbolize a purpose or forward an agenda. A social encounter should never end with an awkward silence and no progress; ending the social encounter having made a bitter enemy of the players is still progress, and possible plot points later on.

GM’s should always be accommodating of player made objectives. Especially if the players imagine a way around your encounter that you as the GM did not foresee. This kind of creativeness is one of the things that makes tabletop RPG games so much fun, seeing the way players interact with the world on a level that cannot be attained through other media. The important thing is that the encounter always leaves the long-term situation different from before the encounter happened. A fight should leave the players with some information they didn’t have before, or with less items to fight a bigger enemy later. Perhaps a chance encounter with some local barbarian hunter party alerts the players that the area they are traveling in is hunting grounds for a tribe, perhaps there are more they will find. A conversation with a local lord tells the players of specific problems that have been happening around town and in the local wilderness. They may choose to investigate these or not, but they have more information than when they started.

Interesting Developments

Simply put, an encounter should have some interesting developments made so that the players actually feel invested in the outcome. Players should never feel like the encounter they ended was completely frivolous and pointless. It is up the GM to specially craft encounter so as to make them interesting, and with interesting outcomes. Encountering the barbarian tribe should make the players excited or nervous, because the barbarians should pose a significant threat while the players finish another objective in the area. Talking with the local lord should give the players a mission that is both interesting and challenging. For a group of master level mages and weapon experts, a den of overgrown rats is hardly challenging or interesting. An evil cult attempting to raise a demon is much more interesting, mostly because it actually poses a challenge to the players’ abilities. Players like to see their characters constantly grow and overcome greater and greater challenges, so give them such.

Fun for Everyone

An encounter should be fun for everyone involved. Again, this goes back to the fact that the players should be challenged, but the players should also actually be having fun. A slugfest against equally matched opponents is challenging, but hardly fun. The players should be given opportunities to show their tactical prowess and critical thinking skills, and rewarded with bonuses that affect their dice rolls. Social encounters should not just be a simple roll vs another roll. There should be preparation and intrigue invested into the final conversation.

For those times where the stakes are not that high, like when the players are talking to a shopkeeper, the GM is encouraged either to make that shopkeeper encounter interesting in some way, or to get through it quickly to get to more fun parts.

Just as important as the players, the GM is a person at the table as well. It is important that the GM has fun with these encounters. It may seem like the GM is doing work “for” the players, but that is not completely true. The GM has a harder job and much more to manage, but it is better if the GM enjoys that responsibility. With it comes a lot of power and freedom. Many GM’s will get very emotionally invested into a campaign, and a boring encounter in which the players or the GM are not having fun can leave the GM physically and mentally distraught.

**Types of Encounters**

Storytelling Encounters

Storytelling encounters are usually encounters that do not include a whole lot of dice rolling interaction on the part of the players or the GM. Oftentimes these are the places where the players find a room and are told some important things about their quest. They find and examine an artifact that is perhaps some special key to a lock or a special weapon against a powerful foe. Storytelling encounters are when the GM really gets to let their imagination loose.

That said, these types of encounters shouldn’t happen a lot. They are a good place to introduce plot twists, but they are often a fallback when the story cannot be introduced through any other type of encounter.

Combat Encounters

Combat Encounters are simply when the players have to fight something. It doesn’t really matter what they are fighting, and it doesn’t matter why they are fighting, just that fighting occurs. Remember, any encounter can devolve to combat if the players really try hard enough.

Investigative Encounters

Sometimes an encounter involves the investigation of some specific item, person, or place. The player characters are attempting to find out some specific thing about a person or an object, or perhaps they are just looking around somewhere, hoping to find something useful and intriguing.

Most of the time, these types of encounters can devolve to a series of skill checks. It is up the GM to craft a good investigative encounter that includes interesting mysteries to solve.

For hidden objects and people, it is as simple to understand where the person or thing is hidden, what that persons motivations for hiding are, or what the motivations of the person who hid the object are, and why the players want to find this person or object. Perhaps a murderer is loose in a town, and the players have to track this person via clues at their crime scenes. Slowly uncovering their plans via specific items, which lead the players to the targets hideout, and then a chase scene occurs.

Social Encounters

Social encounters are when player characters are attempting to leverage social skills against another person in the game world. This is usually a simple conversation with an NPC, but can take other forms depending upon the imagination of the players and the GM.

It is up the GM to understand what the outcomes of the encounter are, and what skills are most appropriate to use to make what the players want come about.

Explorative Encounters

Explorative encounters are when the players are searching through a new location, discovering things as they go. When the players find a new location they haven’t found before, they will wander through the place, trying to find interesting things. Explorative encounters differ from investigative encounters in the intent of the encounter itself. Investigative encounters often see the players searching for a very specific purpose, or to find something specific. Explorative encounters allow the GM to play to the imagination and wonderment of the players, describing the scene with lavish ornamentation.

Skill Encounters

Sometimes encounters are as simple as making the players use their skills for something other than combat or searching. Perhaps they come to a big wall that they need to traverse or they come to a large body of water they need to cross. Maybe a puzzle they need to solve?

It is up to the GM in these types of encounters to make the scene as flowery and immersive as possible. That is what makes a skill encounter memorable. In addition, a GM must be responsive to the tactics of the players in overcoming obstacles. If players attempt to vault their ally over a wall, that ally should get a bonus to their Athletics check.

**Encounter Experience**

Player Characters advance by gaining experience. This is how players can give their characters new skills and new abilities. There are a multitude of different skills and classes to choose from, the amount of choices that players cannot take will make them feel quite weak or useless, so it is important that GM’s give enough experience to allow players the ability to feel powerful. Determining amount of experience that characters gain is delicate balancing act between allowing players to feel like they are reasonably advancing, giving them enough experience to become powerful, and making sure that they do not become omnipotent.

There is no level system in The Arcane Engine, gaining new abilities, skills, and attributes is free-form, and as such players are theoretically capable of gaining all classes, skills, and attributes. This is not a preferable outcome, because once characters can do everything, there is no reason for them to be different people, it would be multiple copies of the same person. So giving just enough experience that players have to give something up is essential.

Below is a table with experience given depending upon the difficulty of the encounter, regardless of the type of encounter.

|  |  |  |
| --- | --- | --- |
| Experience Table | | |
| Difficulty | Description | Experience Given |
| Very Easy | Almost no trouble for the characters, any skill checks are near automatic success | 2 |
| Easy | Proves very little challenge, skill checks require no more than a roll of 10 | 5 |
| Normal | A good challenge, and rolls around 10-13 will suffice | 10 |
| Difficult | A challenge, with most rolls requiring anywhere from 14-18 | 15 |
| Very Difficult | Nearly impossible, with rolls required to be 19 or 20. | 20 |

**Non-Player Characters**

Enemies and Non-Player Characters (NPCs) are an incredibly important aspect of being a GM, and can quite possibly be the most difficult things to create and manage. NPC is a general term that refers to everyone else in the game world that is not actively controlled by one of the players at the game table. Every enemy, every shopkeeper, every civilian, and every critter that the players meet is an NPC, and is under the complete control of the GM. The players control their characters, and the GM quite literally plays as the rest of the world.

In creating an NPC, the GM must understand exactly what the NPC is supposed to do. They are not a Player Character, and their importance to the story is less for that, but they do serve some purpose, otherwise, why would they be there?

**Elements of NPC Management**

NPCs are not Player Characters

The Player Characters are the center of the story. The players are your reason why this campaign is happening, so you as the GM must understand that your part is to play the less important world around them. Now this is not to say that anything that happens to anyone else isn’t as important within the game world, but outside the game world, everyone else is, in fact, less important. NPCs should almost never become the focus of your story, and if they must, they should not be able to drive the plot forward without the aid of the player characters.

NPCs are People Too

Just because NPCs are not as important as the players doesn’t mean they aren’t supposed to be living thinking beings as well. They have emotions, they make mistakes, they are not all knowing, and they don’t usually want to die. NPCs should react accordingly when the players do something. Even if the NPC would severely complicate the lives of the Players, such as calling the police when the Players are spotted committing a crime, that NPC should do so. It is what the NPC would do naturally.

The GM is not the NPC

As a GM, you must understand above and beyond your players the necessity of separating in-game and out-of-game knowledge. You as the GM understand what is going to happen in a few moments. You know when the wolves are going to attack, and when the police are going to arrive. The NPC you are playing as may not know these things. In combat, enemies are not perfectly coordinated unless they have some sort of mental link. They often do not perform 4-part combos unless they happen to be some special task-force that have worked together before.

In addition, NPCs do not know what the Players know, even if the GM does. Just because the Players saw an NPC pickpocket someone, does not mean that NPC saw the Players notice. If the GM wishes that to happen they should make an appropriate roll, which gives the Player a chance to respond to the situation.

**Designing an NPC**

There are different methods for creating NPCS, and it is up to the GM to understand when to use each one, and what each type of NPC means. **Complete NPCs** are simultaneously the simplest and most complicated type of NPC to use. They are made in the same way that a character is made, and are completely fleshed out. Complete NPCs are usually reserved for very important characters and main villains. **Complex NPCs** are given much of the same thought that Complete NPCs are, but they do not go through the process of full character creation. These are used for recurring characters, holding that this character will only usually act or interact in certain situations. **Simple NPCs** are given much less thought than the rest, and usually only need a few specific things figured out. Most enemies are simple NPCs, and anyone that the Players are going to have to roll against or with, but they are not someone that the players will interact with in complex ways, and will probably never reappear in the story.

Complete NPC

Creating a Complete NPC takes the most time, and creates the most well-fleshed-out and comprehensive NPC possible. In essence, a complete NPC can become a Player Character, because the NPC is created using the same rules for creating a Player Character. If the character needs to be more experienced, simply give them experience points and spend them on skills, attributes, and classes as necessary.

Complete NPCs give a lot of benefit to the GM. Their skills and abilities are completely laid out, and the GM understands exactly what their capabilities are, and it allows this NPC to interact with the Players in complex ways.

Complex NPC

Creating a Complex NPC requires less time, but creates a little less of a full NPC than Complete NPC creation will yield. The Game Master need not go through full character creation, instead merely creating the character at a conceptual level and making up a few numbers. This level of character creation may still require a character sheet, but it is not completely necessary.

The GM should decide what each of their attributes are going to be, figure out their capabilities in relevant skills, and finally decide on a couple of class levels this NPC might have. It takes a little bit of time to balance out a Complex NPC, and they are prone to be a little over-powered compared to the players. It is usually recommended to quickly survey the Player Characters skill and attribute levels, then match those in the Complex NPC, give or take a few depending upon how much more powerful or how much weaker than the Player Characters this NPC is supposed to be.

Simple NPC

Simple NPCs are nothing more than the bandits on the highway, or the supporting cast members in an adventure. They are usually enemies or random passerby’s that the Players don’t really need to understand or interact with much. Simple NPCs aren’t usually fleshed out much at all, as most of their skills would go completely unused anyway.

For Simple NPC creation, the GM merely needs to decide upon how much HP and FT the NPC has, and then decide on their capabilities in 2-3 skills, usually combat skills. If the GM wishes, this NPC can be given class levels. Technology class levels should show in the equipment the NPC is carrying around. Beware of giving these kinds of NPCs too high skills or too powerful classes, as the Players will probably be facing a lot of these types of NPCs

Other

For everyone else that the players will hardly ever interact with outside of conversation and maybe a single skill or attribute check, the GM hardly even needs to really create the NPC in any meaningful way. These types of NPCs, called **Basic** **NPCs**, usually have nothing more than a name and a personality. If the players want to leverage social skills against them, the GM can just give them however much Social Sense and Mental Resistance is deemed appropriate. These types of NPCs should never really enter meaningful combat.

**Guidelines of Being a GM**

Know the Rules

GM’s are meant to be the rules keeper, and the arbiter of the game. The players will constantly ask you if anything they are doing is ok to do, and if they can do something within the game. More importantly, they will ask you how to do something, so having the rules ready both in your mind and in text are essential to being a good GM.

Know How to Break the Rules

If the rules are too stringent for your tastes, or the rules are not correct in your mind or the mind of your players, you must be a good improviser in making up other rules for the situation. This is especially important in places where there is no specific rule. This book is not meant to be a replete composition of all possible scenarios and all possible rules. In addition, if you make a new rule, you must be consistent with them. Players want to have a consistent set of rules so they know what game they are playing.

You are the Game Master: “Master” of the Game

You are the master of the game, the story teller, the guide. The players may object to some of your decisions, and they may very well believe that your judgments are not right, but they, and you, must understand that the GM’s rulings are final. Later on, you may come to find your old judgments are, in fact, wrong, and you can change them (Make sure to apologize).

The Players are Not the Enemy

If a Player does something you do not like, or if you feel that the players are doing too well and need challenging, you must remember that the players are your friends, and collaborative storytellers. Often, GMs will see that they are constantly playing the villain attempting to best the Player Characters, and will extrapolate that outside of the game world. They will believe that the GM himself is supposed to best the Players at the table. So they will throw all manner of horrible obstacles at the players, thinking this time they have them dead to rights. The Players come out on top, and the GM just gets more frustrated, and schemes further. Take a step back, and realize that fighting your players leads to bitterness, and a completely un-fun experience for everyone. Seeing the Players overcome a meaningful challenge should provide you with the satisfaction you need. If you don’t derive satisfaction from helping other people succeed, then being a GM may not be for you.

What Happens in Game, Stays in Game

If a problem happens in game, it must stay within the game, and though players may be prone to bringing quarrels outside of the game world, you as the GM should help them to cool off, and bring it back to reality. Romantic relationships in the game do not mean anything outside of it, and arguments within the game should never cause the players to actually get angry at each other.

In addition, things that happen outside the game should never make it into the game world. You and your players are playing this game to simulate a separate reality from the world you live in. Thusly, your real-world problems should not become in-game vendettas. If you dislike something someone did that day, their character should never suffer for it.

Let Go of Your Creations

Just because you created something does not mean that it means the same thing to the players. The immense effort you put into building a storyline might be all for naught as the players kill the NPC that would introduce them to said storyline. It is better for yourself and for everyone else if you calm down, and let go of things you hold dear. It is sometimes physically painful to see a well-built villain die in a single round of combat due to three critical hits, but that is life, and neither the dice, nor your players, hate you.

Let the Players Help You

Sometimes the work of creating the world can get overwhelming, this is completely understandable. It is always recommended to let the players help in designing the world, especially if something they create is relatively inconsequential outside of itself. Perhaps Player A has come from a small town not on the map. Alright, let him create that town, and let him flesh it out. This adds to your world, it takes work away from you, and it gives your player a wonderful sense of attachment to the world. In addition, remember that your players will feel attached to their characters. These characters are the players’ insertion into the world, their creative sandbox. So let them do whatever they want with their characters, within reason of course. A consequence of this is, **be very careful taking control away from the players.** This includes all types of mind control or action control. If your players no longer have their characters, they have nothing…and if they have nothing, they have no reason to be at the table.

Have Fun with It

This is a game, so have some fun! Your role as a GM was never mandated by anyone, and you are probably not being paid to be a GM. It can feel like a job at times, and the players may never know the work you put into the game, but that isn’t important. What is important is that you and your players have fun with the game. So enjoy yourself, and enjoy the amazing collaborative experience that Tabletop RPGs can bring.

**Appendix A**

Sample Monsters and Enemies

**Animals and Beasts**

**Badger**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 80 | 80 | 5 | 5 | 5 | 1 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 4 | 7 | 5 | 2 | 2 | 4 | 1 |

**Skills:** Unarmed 5, Dodge 5,

Athletics 5

**Actions:** Burrow *(Badger quickly burrows and move around underground.)*

**Attacks:** Bite: 30 dmg.

**Bat**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 20 | 20 | 0 | 3 | 0 | 2 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 1 | 4 | 2 | 1 | 1 | 10 | 2 |

**Skills:** Unarmed 2, Dodge 4, Athletics 2, Acrobatics 5

**Actions:** Flight *(Bat can take to the air, and can hover with full movement speed.)*

**Attacks:** Bite: 10 dmg.

**Cat**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 40 | 40 | 0 | 4 | 2 | 2 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 2 | 6 | 2 | 2 | 1 | 6 | 1 |

**Skills:** Unarmed 4, Dodge 6, Athletics 3, Acrobatics 4, Stealth 4

**Actions:** High Jump *(Cat can jump up to 40 ft. by spending 10 FT)*

**Attacks:** Bite: 15 dmg.

**Dog**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 80 | 80 | 5 | 5 | 3 | 2 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 6 | 6 | 4 | 1 | 1 | 2 | 2 |

**Skills:** Unarmed 4, Dodge 4,

Athletics 5

**Actions:** Tackle *(If the dog moves more than 10 ft. and attacks, it tackles the enemy to the ground and makes a bite attack.)*

**Attacks:** Bite: 30 dmg.

**Eagle**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 80 | 80 | 10 | 10 | 10 | 2 | 60 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 4 | 7 | 4 | 3 | 2 | 12 | 2 |

**Skills:** Unarmed 10, Dodge 10,

Athletics 5

**Actions:** Flight *(Eagle can take to the air, and can hover with full movement speed.)*

**Attacks:** Talons: 40 dmg.

**Panther**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 120 | 120 | 10 | 10 | 10 | 2 | 40 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 7 | 10 | 8 | 5 | 3 | 8 | 1 |

**Skills:** Unarmed 5, Dodge 5

Athletics 10, Stealth 15

**Actions:** High Jump *(Panther can jump up to 40 ft. by spending 10 FT)*

**Attacks:** Maul: 40 dmg.

**Shark, Great White**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 200 | 200 | 30 | 10 | 10 | 2 | 60 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 10 | 12 | 10 | 2 | 2 | 12 | 2 |

**Skills:** Unarmed 15, Dodge 15,

Athletics 10

**Actions:** Aquatic *(Shark can swim at full movement speed, and can breathe underwater.)*

**Attacks:** Bite: 60 dmg.

**Wolf**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 100 | 100 | 10 | 10 | 10 | 2 | 40 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 7 | 10 | 8 | 5 | 3 | 8 | 1 |

**Skills:** Unarmed 10, Dodge 10,

Athletics 10

**Actions:** Tackle *(If the Wolf moves more than 10 ft. and attacks, it tackles the enemy to the ground and makes a bite attack.)*

**Attacks:** Bite: 40 dmg

**Humanoids**

**Aristocrat**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 50 | 5 | 4 | 10 | 2 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 5 | 10 | 5 | 10 | 10 | 8 | 12 |

**Skills:** 64 Skill Points *(Focus on Social and Intellectual Skills, with a couple for Combat)*

**Classes:** 4 Class Points

**Bandit**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 100 | 10 | 9 | 4 | 1 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 8 | 8 | 10 | 4 | 4 | 8 | 3 |

**Skills:** 30 Skill Points *(Focus on Combat, with a couple for Thieving Skills)*

**Classes:** None

**Bandit Mage**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | SP |
| 100 | 120 | 5 | 8 | 9 | 1 | 9 |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 4 | 7 | 12 | 6 | 10 | 5 | 8 |

**Skills:** 20 Skill Points *(Focus on utility skills, with a couple for combat)*

**Classes:** 3 Magic Class Points

**Bandit Lord**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 120 | 20 | 11 | 9 | 3 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 10 | 15 | 12 | 8 | 10 | 10 | 8 |

**Skills:** 60 Skill Points *(Focus on Combat Skills, with high Command)*

**Classes:** 7 Class Points *(Commander 2 Minimum)*

**Beggar**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 40 | 3 | 4 | 4 | 1 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 5 | 5 | 4 | 4 | 5 | 5 | 4 |

**Skills:** 10 Skill Points

**Classes:** None

**Commoner**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 50 | 3 | 5 | 5 | 1 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 5 | 5 | 5 | 5 | 5 | 5 | 5 |

**Skills:** 15 Skill Points *(Focus on on-Combat Skills)*

**Classes:** None

**Soldier**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 100 | 15 | 9 | 5 | 1 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 8 | 8 | 10 | 4 | 7 | 8 | 3 |

**Skills:** 30 Skill Points *(Focus on Combat, with a couple Utility Skills)*

**Classes:** None

**Soldier, Officer**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 120 | 20 | 11 | 6 | 2 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 10 | 10 | 12 | 5 | 8 | 8 | 8 |

**Skills:** 40 Skill Points *(Focus on Combat, with medium Command)*

**Classes:** Commander 2, 2 Others

**Soldier, Commander**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 100 | 150 | 20 | 12 | 9 | 3 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 10 | 15 | 15 | 8 | 12 | 10 | 10 |

**Skills:** 60 Skill Points *(Focus on Combat Skills, with high Command)*

**Classes:** 8 Class Points *(Commander 2 Minimum)*

**Thug**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD |  |
| 100 | 80 | 10 | 8 | 3 | 1 |  |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 8 | 6 | 8 | 3 | 4 | 6 | 3 |

**Skills:** 20 Skill Points

**Classes:** None

**Monsters**

**Centaur**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 120 | 120 | 25 | 12 | 10 | 3 | 40 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 8 | 10 | 10 | 5 | 4 | 8 | 2 |

**Skills:** Bow 8, Unarmed 6, Dodge 8,

Athletics 6, Acrobatics 6

**Actions:** Trample *(When a Centaur moves through an enemy, it makes a Trample attack.)*

**Attacks:** Punch: 10 dmg. Trample: 30 dmg.

**Dragon, Adult**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 600 | 600 | 50 | 30 | 30 | 3 | 40 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 30 | 20 | 25 | 20 | 25 | 20 | 12 |

**Skills:** Unarmed 15, Dodge 15,

Athletics 18, Acrobatics 15

**Actions:** Flight

**Attacks:** Claw: 50 dmg.

Dragon Breath: 80 dmg. *(Elemental)*

**Harpy**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 100 | 100 | 10 | 10 | 10 | 3 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 8 | 8 | 6 | 2 | 4 | 8 | 1 |

**Skills:** Unarmed 6, Dodge 6,

Athletics 4, Acrobatics 6, Grapple 6

**Actions:** Flight

**Attacks:** Talons: 40 dmg.

**Siren**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 150 | 150 | 20 | 10 | 20 | 2 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 4 | 8 | 5 | 12 | 10 | 8 | 20 |

**Skills:** Unarmed 4, Dodge 4, Athletics 4, Command 10, Passion 8

**Actions:** Song *(Siren makes a Command check that acts as a TAKE CONTROL Spelll)*

**Attacks:** Claw: 30 dmg.

**Skeleton**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 100 | - | 15 | 10 | - | 1 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 10 | 10 | - | - | - | 10 | - |

**Skills:** Unarmed 8, Dodge 8, Melee 4

Athletics 6, Acrobatics 6

**Actions:** Death March *(Undead will resurrect after 1 minute, unless their controller is killed.)*

**Attacks:** Claw/Punch: 30 dmg.

**Skeleton Lord**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 200 | - | 20 | 15 | - | 2 | 20 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 15 | 15 | - | - | - | 15 | - |

**Skills:** Unarmed 12, Dodge 12, Melee 8

Athletics 8, Acrobatics 8

**Actions:** Death March *(Undead will resurrect after 1 minute, unless their controller is killed.)*

**Attacks:** Claw/Punch: 40 dmg.

**Treant**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 300 | 300 | 40 | 20 | 15 | 2 | 30 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 20 | 15 | 25 | 10 | 18 | 15 | 1 |

**Skills:** Unarmed 15, Dodge 15,

Athletics 10, Acrobatics 8

**Actions:** Treemeld *(Treant can disguise as a tree after a 20 second transformation.)*

**Attacks:** Smash: 60 dmg.

Treebolt: 50 dmg.

**Zombie**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| HP | FT | DR | PR | MR | SPD | Mo |
| 70 | - | 5 | 10 | - | 1 | 20 ft. |
| STR | DEX | CON | INT | WIL | PER | CHA |
| 5 | 5 | - | - | - | 5 | - |

**Skills:** Unarmed 4, Athletics 4,

Grapple 4

**Actions:** Death March *(Undead will resurrect after 1 minute, unless their controller is killed.)*

**Attacks:** Claw/Bite: 30 dmg.

**Appendix B**

Sample Encounter