

ACTUALIZE ITEM

Requires: 1 Action; 1 Cache; Self Range

You search your cache of loot to try to find an item you need.

Choose an item you want to look for.

Spend 1 Cache from the item's Wealth category.

Roll +Wealth Skill for the same Wealth category.

Optionally, spend Cache to add 1 to the roll (max +4.)

On a success, add the item to your Inventory. Each Item Grade success range is listed below.

If you rolled within a different Item Grade success range, and an item with the same name exists in that Grade, you can opt to take that weaker or stronger item instead of failing outright or getting the weaker item.

For Fine Items, a failed roll with grant the item, but with a Flaw Level for each Grade Level that you were short by.

Item Grade	D	C	B	A	AA	AAA
Success	[2..]	[5..]	[10..]	[15..]	[20..]	[25..]

Modifications:

- **Boosted.** After failing, spend Cache of the same Wealth Category to add 1 to the roll (up to 3.)
- **Multipack.** Gain an Advantage if, during this Chapter, you successfully used the 'use' item you are rolling for.
- **Glamorous.** When seeking General, Grey, or Obscure items, you can substitute Fine Cache. Doing so allows you to roll with an advantage.

FREQUENT ITEMS

First Aid Kit. General. Use Item. Close Range. Heal Effect.

- **C [5..]** Restore 1 Recovery.
- **B [10..]** Restore 1 Recovery. Reaction to use it.
- **A [15..]** Restore ½ of Max Recoveries. Reaction to use them.

Lockpicks. Grey. Use Item. Gain Ability Effect.

- **C [5..]** Roll [6..] to unlock. Item breaks on fail. Disadv. vs adv/magic locks.
- **B [10..]** Roll [6..] to unlock. Item breaks on fail.
- **A [15..]** Roll [6..] to unlock. Item breaks on fail. Adv. on avg. locks. Silent.

Poison. Grey. Use Item. Buff Basic Attack Effect. Fort Save.

- **C [5..]** Inflict 1 stack of a Fleeting Condition.
- **B [10..]** Inflict 2 stacks of a Fleeting Condition.
- **A [15..]** Inflict a basic Fleeting Condition as Persistent Condition for 5min.

Spell Scroll. Obscure. Use Item. Casts a Spell/Ritual.

- **D [2..]** A known Spell or Ritual.
- **C [5..]** 1 Point Spell, or known Spell +1 Point.
- **B [10..]** 3 Point Spell, known Spell +2 Points, or 1 Point Ritual.
- **A [15..]** 6 Point Spell, known Spell +3 Points, 2 Point Ritual, or known Ritual +1 Point.
- **AA [20..]** 9 Point Spell, known Spell +4 Points, 3 Point Ritual, or known Ritual +2 Points.

Mana Potion. Obscure. Use Item. Restorative Effect.

- **AA [20..]** Remove 1 stack of Strain.

IMPROVISED & OTHER ITEMS

General Items

- **D [2..] Raw materials & simple items:** Simple bell, candle, soap, string (10 ft), writing supplies (pen, paper, and ink.)
- **C [5..] Manufactured everyday items:** Compass, Pry Bar, Hammer, Knife, Lantern, Net, Pickax, Sledge, Rope (50 ft.)
- **B [10..] Skilled & Crafted items:** Armor, Bow, Good Meal, Sword, Shield.

Grey Items

- **C [5..] Traps & Hobbyist Tools/Kits:** Ball-Bearings, Scalpel, Snare, Tripwire.
- **B [10..] Advanced Traps & Artisan Tools/Kits:** Bear Trap, Caltrops, Climbing Gear, Forger Kit, Jeweler Kit, Leatherwork Kit.

Obscure Items

- **C [5..] Strange Ingredients & Basic Mage Tools:** Divining Rod, Pendulum.
- **A [10..] Rare Ingredients & Strong Mage Tools:** Hag Stone, Crystal Ball.

INVESTIGATE

Requires: 1 Action.

Limits: Sight Range.

You search a new area for information.

After entering a new room or area and hearing what features it holds:

Choose a Perception Skill: Security, Scrutiny, or Arcana.

Roll the Chosen Perception Skill.

Your score determines your benefits:

- [...9] You don't get to ask any questions.
- [10..14] You can ask 1 question.
- [15..19] You can ask 2 question.
- [20..] You can ask 3 questions. One may be from any category. You also gain 1 cache related to what you rolled:

- Security: General Cache
- Scrutiny: Grey Cache
- Arcana: Obscure Cache

You can ask the questions immediately or wait, taking actions and playing as normal between each ask.

The questions you may ask depend on what skill you chose:

• Security

- What is the best way in or out?
- What sorts of creatures are here or nearby?
- What's one feature that holds a hidden danger?
- What seen threat is the biggest threat (to me or someone else)?

• Analysis

- How does this mechanism or setup work?
- Is a given wall an internal, external, or boundary wall?
- What wear patterns do I see here and which are most/least used?
- Where can I find a given item or item type or is it not here?

• Arcana

- Has magic been cast here within the last hour?
- Is there active magical effect in this area?
- Is that item or feature magical?
- If Sensing and magical afterimage or aura is in sensing range:
 - What was the spell's target or what is the aura's source?
 - What type of 'Effect' does this spell have?

The GM will respond with basic, but accurate information. Further info can be gained by investigating in more specific, involved ways.

Tweaks:

- **Divining.** While using a pendulum or divining rods, roll Arcana. You may now also ask:
 - In which direction is water?
 - In which direction is a specific, chosen object or person?
- **Hag Sight.** While using a hag stone, you may also ask:
 - What is inside this feature?
 - What is on the other side of this wall or door? (within 2 units)



Distance	3	5	10	15	20	25	100	200
Damage	3	5	10	15	20	25	100 (max)	
Vit. Dmg.	0	0	1	1	2	2	10 (max)	
Action(s)	1	1	2	2	2	2	1 Turn	2 Turns
Fall [3".."] Take {Distance} Sol/Blunt Dmg and {{Dist./10}} Vital Dmg								
Fall [3"..9"] You can take a Secondary Action before fall dmg.								
Fall [10"..59"] You can take a Primary Action before fall dmg.								
Fall [100".."] You can take a turn. Fall only 100" at end-of-turn.								