

Light Omens

Master the Light, Conquer the Shadows, Rewrite Destiny.

A Hope Punk Roleplaying Game in a Grim Dark Universe



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WELCOME TO LIGHT OMENS

The world trembles under the shadows of the Light Eaters. They consume all forms of light, from the rays of sunshine to the happiness we experience. Knowledge is a currency traded through the language of diplomacy or the art of combat.

Few withstand the chaotic backdrop of ancient magic and intricate machinery. Even fewer have the power to command these formidable forces. The call now beckons you to dispel the encroaching night and reclaim the stolen light. Will you venture into the forgotten echoes of a time long past?

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CHAPTER 1 LEGENDS AND LEGACIES

Forget the Past, Remember the Future

FORGED IN LIGHT AND SHADOW

Once, **Hiraeth** was a battleground. Humans lived under the tyranny of dragons, giants, and elementals. Then, a star fell, bringing the Terrans and their strange energy – the **Grim Light**. This light empowered some, granting magical abilities, and birthed the Erathans. With their newfound power, the Erathans fought back, reclaiming Hiraeth.

FADING LIGHT

This victory came at a cost. The Grim Light seeped into the land, forming powerful crystals called **Grim Forges**. Each Forge offered unique powers, shaping four distinct societies: the **Revenites**, experts in death; the **Technocrats**, tech-wizards; the **Mythoterics**, monster tamers; and the **Aethernauts**, weavers of magic. These factions clashed, vying for dominance.

EVERLASTING NIGHT

The arrival of the Ark, a colossal Terran vessel, fractured the world further. Its fragments amplified magic and technology, while its crash site promised ultimate power. The threat of Light Eaters emerged during this scramble. Grim Light drew these creatures in waves. The creatures devour light, plunging Hiraeth into the Everlasting Night and desperate factions.

A NEW DAWN

In a final effort, the Keepers of the Grim Forges united. Unleashing their full might, they shattered the Light Eater hive, breaking the darkness. But their victory came at a terrible price. Erupting Grim Forges devastated the land and left only faint echoes of their power. Hiraeth gained freedom but carried the scars.

LINGERING DARKNESS

Under the fragile dawn, remnants of the Grim Forges whisper forgotten secrets. Hiraeth's heroes set to rebuild their world. They navigated the echoes of darkness and the lingering threat of Light Eaters. The world is a canvas with the brilliance of hope and the smudges of past conflicts. Only time may reveal what blooms from the ashes of the Grim Light.

LEGENDS OF THE YESTER

The world lives on, trying to forget the dread of the past. This is a means to remember their dreams for the future.

PRIMEVAL DOMINANCE

Approximately half a millennium prior, this world was bound in an endless conflict. **Dragons, Giants, Elementals**, and other horrors forced people to serve in their domains. The humanoids living on the land suffered the most as the daily circumstances were dire.

The world known as **Earth** faced similar circumstances. Due to diminishing resources, corporations, pandemics, and hazardous climates made people suffer. **Humans** were on the road to self-destruction and sought refuge among the stars.

THE GRAND UPHEAVAL

One day, the night sky exploded, and a star streaked across. Fragments of shimmering metal broke free and rained along the path of descent. A small collection of individuals followed the star to its point of impact. They discovered a sizeable and destroyed metallic coffin shaped like a flower. Devastated bodies surrounded the structure, which had a glow matched by a low humming. Two figures in the coffin clung to life and spoke with the people who discovered them.

The figures of the coffin referred to themselves as "**Terran**." They came from a place called "**Terra Earth**." Denizens of this world repeated, claiming this world was "**Hiraeth**." Some theorize that they were speaking that this world was "Here, Earth."

The "Terrans" spoke of their arrival. They traveled upon a gargantuan vessel, the **Ark Garden Evera**. Evera was humanity's 4th attempt at terraforming another world. Erath had been fading; thus, they embarked on finding new potential. Something occurred upon Evera that forced an ejection of the stasis pod, an **Ark Petal**.

Those who discovered the pod treated the wounded and settled around the Ark Petal and its light. The Ark petal began to affect the world's people. The light unlocked the natural magical influences of Hiraeth and granted power.

The Terrans described the device's power source as a form of "**New Clear Energy**." The energy radiated a **Grim Light**, providing hope but with consequences.

RECLAMATION

Grim Light affected all humanoids and manners of the beasts that settled near the Petal. Those within the vicinity of the debris felt similar effects. Those struck by the fragments experienced more visceral effects if they survived.

Any that survived the effects of Grim Light claimed themselves as **Erathan**. They used this energy to contest the primeval entities and wrestle the land from their grasp. Memories of Terra began to flow through those who wielded the Grim Light during the conflict.

The world overcame its primeval bonds and moved toward victory and beyond. The Terran, **Lumen**, aided in forging a society influenced by science and magic. The New Clear energy and Grim Light byproduct seeped into the land. The influence began to stir something beneath the planet's surface and awoke something.

GRIM FORGES

New Clear energy began to condense and crystallize into hardened substances worldwide. These crystals gave fuel to manifest magical effects and power autonomous machinery. **Daemonata** refers to the crystals, which call to the essence of something greater. This resource gave people the means to progress society further.

Creatures in the wild evolved due to the influence of New Clear energy. Portions of their body held fragments of Daemonata that shattered upon death. Such creatures claimed the name of **Daemon Hearts**, suffused with Grim Light.

Exploration revealed a few distinct super crystals emitting vibrant Grim Light. These crystals existed in atriums formed out of nature itself. Their light called to people and summoned them to appear before them. These large Daemonata did more than provide a simple source of energy. Instead, they granted untold powers that rivaled the land's ancient primeval. People learned from and pulled upon the power hidden within these crystals.

Individuals appealed to the Grim Light to manifest their desires. The crystals seemed to respond if the requests met specific conditions. As such, these crystals crafted spectacular effects through the Grim Light. Thus, the super crystals of condensed Daemonata established the **Grim Forges**.

REVENITES AND THE OBSIDIAN JEWEL

The first prominent Grim Forged identified was that of the **Obsidian Jewel**. This crystal bestowed a deeper connection and understanding with death in all forms. They learned to manipulate the nature of death and alter the balance of life. Such a power came to be the essence of **Revenance**. Through this power, the denizens of the Obsidian claimed the name **Revenites**. Despite the inclination toward death, Revenites revered eternal life.

TECHNOCRATS AND THE COBALT JEWEL

Following the Obsidian Jewel came the discovery of the **Cobalt Jewel**. This crystal bestowed influence over technology and the power to craft like no other. They created the **Cyber Forge** process through their distinct technological prowess. They learned to grant limited sentience to constructs to aid in crafting. Automation of machines with near-infinite potential became commonplace for the **Technocrat** society.

AETHERNAUTS AND THE CARMINE JEWEL

The **Carmine Jewel** revealed itself during a global conflict of the Grim Forges. This crystal bestowed unrestricted power of magic upon its people. Beyond **invocations**, they learned to create artifacts from the same magic. Such a process came to knowledge as **Rune Forging**. The **Aethernauts** navigated magic to overwhelm and outclass most enemies in their path.

MYTHOTERICs AND THE AMBER JEWEL

Grim Forge presented itself before experiencing **Grim Sublimation**. In this process, a Daemonata explodes due to overwhelming energy. The effect of such a crystal destroyed much of the region and left no identified survivors. Only monstrous abominations remained in the ruins of what was a Grim Forge. Exploration of the rubble revealed a Grim Forge, the **Amber Jewel**. This crystal bestowed a power different than most others. Those who clung to the Amber Jewel unlocked their limitations with monstrous results. They understood their former nature, and the **Mythoterics** guarded this dark history.

ARK VESSELS

Amid a rising conflict, the sky shimmered with dozens of lights falling towards the planet. Each one shined like the story of the first that arrived during primeval dominance. One light shone brighter than those before it and even that of the Grim Forges. The force of the crashing light rivaled that of Grim Sublimation. There was no question that such a structure radiated with grand New Clear energy.

The smaller fragments that fell were the easiest to uncover and investigate at once. Each fragment, no matter how small, could amplify the powers bestowed by the Grim Forges. As such, the hunt began for the pieces of Evera. Members of the various factions expedited to find the impact point for the Ark.

The goal was to claim power for themselves. People scoured the world for fragments of the Ark and the Petals that fell from the sky.

ARK RIFTS

The discovery and application of Ark Remnants caused strange events worldwide. Magic surges, unprecedented weather phenomena, and monstrous magical mutations everywhere. Even the technology created became unstable and unpredictable around these random surges.

Expeditions for Ark Remnants discovered **Ark Rifts**. Strange cracks, and even tears, in the very fabric of reality. Collaboration among factions revealed that the Ark Garden came through a Rift. The world that the first Terrans came from existed in a different realm and time altogether.

Many saw the Rifts as an opportunity for power and influence. Factions came together to create a discovery program known as the **Grim Expedition**. This was the first time since the discovery of the Grim Forges that so many factions came together. The expedition would travel where rifts open and determine what exists on the other side.

THE FADING LIGHT

Not all were keen to dive deeper into these results. A major faction abandoned all Grim Forges and their products. They limited their contact with New Clear energy and its Grim Light. They made communities that were not dependent on Grim Forges and claimed to be true **Erathans**.

After a failed expedition, beings and entities from beyond the Rifts appeared. Some recognized the rift phenomena as the effects of other realms crashing into this one. The appearance of creatures with a darkened glow halted any research on the Rifts. The entities were not malicious but hungry for the Grim Light that existed.

These creatures feed on sources of magic, uses of technology, and even the bodies of the living and dead. The power of Grim Light used for society became sustenance for these monsters. **Light Eaters** became the only way to describe these creatures with an event horizon.

EVERLASTING NIGHT

Only a dozen Light Eaters arrived initially, but they proved challenging, nonetheless. Time gave the Light Eaters a terrifying edge in their rate of multiplying. They continued this proliferation from hundreds to hundreds of thousands. Light Eaters threatened the world as they multiplied, bringing about the **Night Parade**. Their radiating darkness consumed the sky itself, creating the **Everlasting Night**.

The Light Eaters did more than kill things that got in their way. They consumed people's Grim Light and left them filled with nightmarish despair. Their very presence drained positivity from the people.

Factions ceased conflict with one another and focused their efforts on survival. Some factions and dissenters believed the Light Eaters were a blessing of the Forges. Others thought they could tame and control these aberrant monsters. The most extreme worshiped them and their **Pleasant Darkness**.

The known world discovered the source of the Light Eaters through dire efforts. They discerned that the Light Eaters' power mimicked where the Ark Garden crashed. Many believed the Light Eaters resulted from a twisted Grim Forge derived from the Ark. The world over felt their time waning, unable to endure the onslaught of creatures. Their destructive power left ruins and demoralized most.

A NEW DAWN

Leaders of various communities came together and decided to end their conflicts. The priority became the Light Eaters and the survival of the known world. Keepers of the Grim Forges and other prominent members of power draw on every ounce of New Clear energy. The result was a torrent of power upon the interconnected hive of the Light Eaters. Monstrous humanoids, gargantuan mechs, meteoric spells, and droves of undead assaulted the Hive.

The assault was successful, but every Grim Forged used experienced a Grim Sublimation. The result was cataclysmic eruptions that devastated much of the remaining societies. The force of such might through the Grim Light broke through the darkness, blanketing the sky. A **Grim Dawn** had arrived.

A new dawn had arrived, and the Light Eaters were all but eliminated. With the hive destroyed, many of the remaining were weak in comparison. Areas where people slung spells, built machines, and defied death, became nests. Only fragments, remnants even, of the Grim Forges remain. The Grim Light dwindled to a faint spark in people once bound by their crystals.

LORE OF THE CURRENT

A century and a half have passed since the Grim Dawn. That cataclysm obliterated much of the old world and defeated the threat of the Light Eaters. Their influences linger despite a destroyed hive. The **Dusk Plague** is a threat that consumes all forms of light from a person. The milder yet pervasive form lingers in every shadowed corner as the **Grim Dusk**. This twilight saps the world's vitality, eroding hope, joy, and ambition. It is an unease that weakens the spirit more than the body, causing people to lose touch with the light inside them.

In the wake of this malaise, the **young generations** have emerged as critical to Hiraeth's survival. Older generations grow weary, their hearts heavy with memories of the **Everlasting Night**. The youth embody the potential to rise above the world's enduring scars. The total weight of history does not burden them. As such, the next generations are the bearers of the future's promise. The motto, "**Forget the Past, Remember the Future,**" maintains this shift in focus. The past holds suffering and darkness. The future remains an uncertain but hopeful frontier to reclaim.

The remnants of the Grim Forges continue to hum with faint echoes of their once-great power. Now, they can no longer shape society as they once did. With their energies almost depleted, people must find new methods to thrive. They must rely on innovation and unity to rebuild and avoid another descent into chaos.

MATERIAL WORLD AND ITS SHADOWS

The world of Hiraeth is now a landscape where the material and ephemeral intertwine. The natural world, scarred by battles between the factions and the consequences of Grim Light, remains beautiful. That beauty is fragile and often threatened by the resurgence of long-forgotten forces.

The **Essence of the Shadow World**, often called the **Umbra**, seeps into daily life. This parallel realm, once an accessible domain of the Revenites and their death magic, has grown more accessible. In some places, the veil between the worlds is so thin that the shadows take on forms. Shadows become echoes of spirits, memories, or manifestations of despair that have permeated since the Grim Dusk.

ARK RIFTS AND TRAVERSAL WORLDS

Ark Rifts—strange tears in the fabric of reality left behind by the **Ark Garden Evera**, a cosmic entity that crashed into Hiraeth—continue to be a mystery and unstable. These rifts connect the world of Hiraeth to unknown realms and offer glimpses of strange and often hostile worlds.

Traversing these rifts can lead to encounters with strange landscapes, technologies, or creatures. The rifts offer opportunity and danger; what lies beyond them may hold the key to new power sources—or unleash unimaginable threats.

The discovery of these **Traversal Worlds** has given rise to new expeditions and groups. Each remains dedicated to exploring, charting, and colonizing these realms. Many of these forays end in disaster as unprepared explorers face the cosmic horrors or environmental hazards on the other side.

THE ASTRUM STAR: SUN OF SHADOWS

The **Astrum Star**, once a bright beacon of life, now casts a light tinged with the faint darkness of the Everlasting Night. The Light Eaters, while no longer the existential threat they once were, still influence the sun's glow. Astronomers and mystics believe that the **Grim Light** continues filtering through the cosmos. The dark sun has led to unpredictable weather patterns, changes in magical ley lines, and strange phenomena. For some, the very light of the day seems to wane at random intervals.

Some speculate that the Astrum is itself a kind of Ark, an ancient celestial body imbued with powers far beyond mortals' understanding. Others believe it to be a gate or anchor point for even greater forces still waiting to emerge.

LEGACY OF THE MORROW

The land of **Hiraeth**, a century after the **Grim Dawn**, is a realm where opportunity and peril intertwine. Exploration and adventure beckon to those daring enough to answer the call. To navigate the remnants of forgotten powers and ancient knowledge. The potential for greatness is vast through the scars of ever-present conflicts. New generations have a chance to carve their mark on the future.

The Legacy of the Morrow is a narrative of survival and boundless possibility. In this age, adventurers, scholars, explorers, and opportunists are all invited to seek out the lost, the hidden, and the unknown. Whether driven by personal ambition, the pursuit of knowledge, or a desire to reclaim the past, there are countless paths to traverse. Each choice can shape Hiraeth's future.

EXPLORATION AND DISCOVERY

The aftermath of the Grim Dawn left the world fragmented, but this has only heightened the allure of exploration. Forgotten cities, collapsed strongholds, and the long-abandoned **Grim Forges** still dot the landscape. Many of these places hold treasures from the past. Artifacts of immense magical powers, ancient technologies, and relics of **Daemon** scholars await.

Grim Seekers, seekers of Grim Dawn mysteries, travel to dangerous areas to uncover secrets. Every ruin presents an opportunity for fame, fortune, and the risk of unleashing long-dormant dangers. There is plenty of potential to stumble upon a dormant Grim Forge, a legendary artifact, or a fabled **Ark Garden Evera** shard. These potential discoveries drive many into the wild, eager to claim a piece of history for themselves.

Each journey into the forgotten corners of Hiraeth promises the chance to recover legendary items. Items include **Daemon-forged weapons**, rare technologies, or untapped **Grim Light** reserves. Reserves are pockets of concentrated and Grim Light to harness. Yet, adventurers must also contend with the remnants of past horrors. **Umbralings**, **Daemon Hearts**, and even stray **Light Eaters** continue to stalk the shadows. Entities lurk in shadows and wait for a chance to reclaim what was once theirs.

FRONTIER OF THE ARK RIFTS

Beyond the known realms, there are tears in the fabric of reality. **Ark Rifts** represent one of the most compelling frontiers for genuine adventure seekers. These rifts, remnants of the **Ark Garden Evera's** fall, connect Hiraeth to other realms—some familiar, others alien. **Traversal Worlds** are realms of possibility. These uncharted landscapes teem with ancient forces, alien life, and incomprehensible dangers.

Explorers and scholars alike have launched expeditions into these worlds. Each expedition hopes to discover untold knowledge or lost technologies that could elevate life in Hiraeth. These expeditions often return with tales of alien civilizations, forgotten gods, and deadly encounters with beings from beyond. Those brave enough to traverse the Ark Rifts may uncover new realms of magic. Others find forgotten histories of the **Terrans** or other species with powers that defy understanding.

The **Ark Expedition Guild** has become a bastion for those seeking to harness the power of these rifts. They send brave souls across the rifts, each new journey offering the possibility of discovery. Sometimes the genuine threat of destruction by the strange, hostile forces that lie beyond.

TAMING THE WILDERNESS

Even outside the rifts, the world of Hiraeth itself is still wild and unpredictable. As the ancient forces of **Grim Light** and **New Clear Energy** fade, nature's fierce reclamation changes the land. Mighty forests have sprung up in the remains of cities. Powerful beasts, evolved by the lingering influence of Grim Light, now roam the wilderness. Some have even absorbed fragments of **Daemonata**, transforming them into **Daemon Hearts**. Beasts become infused with raw magical power.

Adventurers, **Mythoteric Tamers**, and **Rune Forgers** travel these untamed lands. Each seeks to forge bonds with the powerful creatures that dwell within or harvest their remains to craft potent magical tools. The wilderness holds a raw, untapped potential—power for the strong and clever to harness.

Rumors abound of forgotten **Grim Forges** hidden deep in the heart of the wilderness, where the land still resonates with echoes of magic. If rediscovered and reactivated, these Forges could offer incredible power. These ruins remain guarded by nature's wrath and the monsters that have made their home in the shadow of past civilizations.

GRIM FORGE RELICS

Though the **Grim Forges** have faded from prominence, their legacy remains. **Artifacts** and **creations** scattered worldwide carry hints of ancient power. Those who understand the intricate mechanisms and arcane secrets of these Forges are few and far between. The relics they produce are powerful beyond measure. These items, from **Cyber-Forged armors** to **Rune-Forged artifacts**, represent the blend of magic and technology. These relics are a tempting prize for those with the knowledge or luck to wield them.

But using these relics has its risks. Some of them still carry the residual energy of the Grim Forges, and prolonged use can attract the attention of dark forces. The dreaded **Light Eaters** or **Umbralings** continue to linger on the fringes of civilization, waiting. The wisest adventurers know to handle these artifacts lest they unleash the forces they seek to control.

FACTIONS OF THE FUTURE

The factions that once clashed over control of the Grim Forges and the Terran technology now find themselves in a new era. The **Erathans**, **Technocrats**, **Aethernauts**, **Revenites**, and **Mythoterics** all seek to shape the future of Hiraeth in their own image. This means that while the world is no longer engulfed in factional war, political intrigue, and covert struggles are still very much alive.

Erathan Settlements offers sanctuary for those who wish to live simpler lives. They reject the excesses of technology and magic. They do so while maintaining formidable defenses against external threats.

Technocrat Citadels are havens of invention, where the brightest minds continue to push the boundaries of technology. They seek the lost Animarium energy sources and craft new, automated marvels that could reshape the world.

Aethernaut Sanctuaries remain devoted to magical research. They search for new ways to reclaim the stars' power and unlock the cosmos' secrets.

For adventurers, these factions provide both opportunities and obstacles. One might find summons to serve a faction, advancing its goals through diplomacy, espionage, or combat. At the same time, another might seek to play one faction against another, creating alliances—or enemies. These decisions may determine the fate of entire regions.

ADVENTURES AWAITS

In Hiraeth, every horizon has the potential for adventure. Whether exploring the wilds, venturing through Ark Rifts, or uncovering ancient Grim Forges, those who seek the future will find it bound to the past. The **Legacy of the Morrow** is not written—it is being forged by the actions of those bold enough to pursue it.

REMNANT FACTIONS

The arrival of Light Eaters destroyed the world order. Some chose to fight against the threat while others had no choice but to defend to survive. Most of the population decided to find shelter and hope to outlast the darkness. New communities bloomed from the broken structure of society. Each one formed with newfound beliefs, laws, and ways of living 150 years later.

ERATHANS

“Do what you can with what you have. Make do with less if you can, never use more than you need. This is how you avoid self-imposed catastrophes.”

Erathans are resourceful and adaptable. They were the first to harness the Grim Light and abandon that same power. Their ideals establish comfort in living within their means and avoid pushing boundaries. Settlements founded by Erathans have stood since the occurrence of Grim Dawn. This means that Erathan settlements are the longest-standing and most stable communities.

Erathan settlements focus on plain lifestyles and admonish large-scale magic and technologies. Despite their distaste, Erathans are quite proficient in those same subjects. Denizens can apply distinct knowledge from a range of expertise.

These communities are more likely to have grand settlements with a diverse population. They accept people from all factions while keeping leadership within their ranks. The intention is to avoid conflicts with Grim Light that once affected the Grim Forges. It is common for an Erathan community to maintain a level of small close-knit individuals. This includes those who abandoned their crystal heritage or seeking a freer life.

REVENITES

“Everyone dies, but few people ever actually live. Go where the world takes you and gather the stories discarded by the flow of time. Weave your tale into the fabric of history.”

Revenites called upon legions of lost warriors, mages, and visionaries. Through Anastasis, they manifested Revenance to guide them to victory and gain quasi-immortality. They can no longer cheat death or return the lost with limited power since Grim Dawn. They still animate bodies, call upon spirits, and collect stories through blood.

Their communities are quite massive and multigenerational. They believe every person has a story worth telling. The collection of stories is integral for a community to thrive. Body modifications ensure their story survives them. Denizens may get tattoos, scarification, arcane runes, piercings, technological mods, and more.

Revenites understand that everything in existence has a power worth using. They hold this belief beyond technology, magic, or even natural energy. They use the dead, their blood, bones, and ancestral spirits to continue the community. They are open to interacting with anybody from most communities. They tend to be the strictest on who may enter their settlements.

Communities understand a person's value isn't in their actions but in their lives. Fields for organ harvest, bloody battles, and sanctuaries for rituals echo their sentiments. The power of Revenance allows the Revenites to collect the stories of the dead and bring them to life. Sometimes the effects of stories manifest through those that recount the memories.

TECHNOCRATS

“Someone, or something, built all that we know and what we don't. Understanding the fundamentals of the world around us means we can build it again, but better.”

Power comes from the willingness to push boundaries and do what others cannot. Technocrats hold a history of being conquerors and warmongers. They built a legacy of striving for levels of innovation beyond human potential. They use powerful weaponry and various forms of automation to maintain superiority. They raid locations for resources and technological components with unrivaled warriors and machinery.

Technocrats connect to a force they believe transcends aether and magic. They learn how to hone and refine energy for practical industrial development. Before the Grim Dawn, the Technocrats drew upon Grim Light to create a fuel source known as Animarium. This allowed machines to operate with greater power. Such power sources lead to the creation of Vitamechs, massive pilotable machines. Access to Animarium has all but disappeared since the Grim Dawn. Technocrats drain remnant energy to craft within the limits of the material's potential. They may siphon from technological, industrial, and thaumaturgical sources.

Their communities hold a sense of hierarchy and strict placements within their societies. The elites create, innovate, or contribute to advancements in knowledge and production. Common denizens are honest workers contributing daily labor for community stability. Basic labor ensures the elite save time and energy on what matters. Technocrat communities respect and honor those who provide the daily necessities. Desire to learn new information creates an open mindset to outsiders.

MYTHOTERICS

“Darkness is nothing to be afraid of. Everything begins from nothing and returns to that. Fear is a power that overwhelms most, worried about the monster they can become. Wondering if the monster is who they are.”

Mythoterics have a dark history that few know but many experience the consequences. They must contend with a monster bound to them and their existence. Each day is a battle for control and dominance over their shared manifestation. They could unleash the monster and become a Cryptomach, or hidden warrior. Stories speak of the giant humanoid figure they could manifest in themselves.

The intensity of the monster inside has long diminished. Mythoterics now hold a beast's rage within. Some transform into the beast inside or conjure a beast akin to their own. Their connection to beasts and monsters allows a deep respect for the land they live in. The respect grows deeper with knowledge of the destruction they faced and created. They are guardians and wardens as self-proclaimed defenders of nature.

Mythoteric communities explore the limits of magic and technology. Such exploration is a means to an end to control the monster inside them. Some see the beast as repentance for sin while others see the monster as a friend to aid them. They are a very inviting group and tend to have smaller settlements. Community members may journey out to help travelers or support settlements. They respond kindly to even fearful groups and Daemon Hearts. Settlements have psychological experts to tend to soldier and settlers dealing with despair.

AETHERNAUTS

“If you observe the world around you, the threads that bind reality become visible. Be curious, seek understanding, claim proof, and then recreate. Everything is possible, so even the truth can become temporary.”

The world belongs to the Aethernauts, and no one can stop them. That doesn't make them conquerors or dominators. They boast acceptance and tolerance that rivals the Erathans. Communities thrive around the principles of magical exploration and paradise. Aethernauts enthrall themselves in New Clear energy and the Grim Light it produces. They particularly focus on the whispers of unknown beings and ancient forces. Aethernauts once conjured Archons, great beings from other realms. They were conduits for powers of other worlds before the Grim Dawn.

Archons are no longer accessible to the Aethernauts in their current state. The limits of Aethernauts permit the usage of Daemonata and lost magic to surge through them. Aethernauts settle in odd places and adapt to strange environments. They establish settlements on open waters, peaks of mountains, and other obscure locations. Aethernauts connect to anywhere the land promises to have power for them to draw upon.

Communities refuse to adapt to the world's technology and prefer developing their resources. Aethernauts have access to magic and wish to gleam the world's truth as it once was. They know the first gift given by the stars was magic and flourished on that ideal. The goal remains to understand the state of the world and every detail about it. Knowledge sometimes becomes more valuable than food, shelter, or life itself for Aethernauts.

DAEMON HEARTS AND ARKANES

Grim Light changed and evolved certain beasts to become daemon-hearted creatures. People find concern in the humanoids that carry the same changes as these creatures. Many believe they were individuals near Ark Rifts and changed by the energy produced. Arkanes became the term to describe these magically mutated individuals. They have long since departed from the traditional communities that decorate the land.

Arkane encounters reveal that they hunt for food and scavenge technology and thaumaturgy. Despite becoming monstrous, they still need food and water to survive. Sightings determine they also consume industrial and magical sources. Their language is foreign to the world with forms altered by magic and machinery.

They maintain sentence and organization among themselves although appearing like feral humanoids. Arkanes have zealous behaviors and act with a terrifying level of aggressiveness. They are relentless in their violent approaches and considered walking calamities. Even in small numbers, they are a nightmarish force to reckon with.

LIGHT EATERS AND UMBRALS

The arrival of the Light Eaters relates to the appearance of the first Rifts. No one knows about the true origin of the Light Eaters other than their arrival in the world. They proceeded to multiply as they continued to grow and feed. Many of the first were harmless as they consumed residual Grim Light.

One day the Light Eaters started attacking people and devouring the light in them. Little could stand against them other than objects powered by Grim Light. Even then, it took large forces and incredible might to best a small handful at a time. Their procreation outpaced the world's forces and the battle of attrition slipped away.

EVERLASTING NIGHT AND GRIM DAWN

The Light Eaters were an overwhelming force of nature. Their consumption of Grim Light devoured the energy of the weapons used against them. This nightmarish event horizon consumed the daylight produced by the Astrum star. The absolute darkness, save for pale moonlight and artificial light, gave a sense of gloom. The world began to fall until humanity decided to use everything they had in a final effort.

All beings that held power from the Grim Forges called upon their sources. United they unleashed everything and assaulted the Light Eaters and their Hive. The resulting cataclysmic eruption shook the very realm. The Hive faced destruction and most of humanity paid the price. Without the Hive, all that remained of Light Eaters were wandering stragglers. Even the remnants of the Ark fragments vanished from the world. Only small rifts remained as reminders of the Ark and its fragments.

UMBRALINGS

What remains after the destruction of the Hive were those most affected by the Light Eaters. Beings once deprived of Grim Light became hopeless husks of their former selves. The humanoid husks wander about trying to find the things that once inspired them. Each follows some animalistic desire to seek the lights. Some are so far gone that the presence of a humanoid with Grim Light sends them into a frenzy. Whether driven by grief or rage, they assault humanoids and attempt to drain them of their light. The result of a Husk attack is corpses torn apart. Remains of a fruitless effort to scour the living for lost light.

People fear the Dusk Plague, an effect of the Grim Light after the Grim Dawn. A person starts to experience a state of energy degradation. Grim Light destroys a person from the inside without the natural energy to sustain them. Once this occurs, a hollowed vessel of their former selves remains, an Umbraling. Some keep sentience while still driven by a feral desire to return to being whole. They may gain more powers, abilities, and establish tactics in groups. They find any method necessary to find and recover light.

LINGERING NIGHTMARES

After the Grim Dawn, society was slow to restart. A hovering concern and fear that the end had come for them. The Light Eaters had diminished in numbers as the landscape experienced extensive changes. Some sought to discover where the Light Eaters came from and why they came. Others attempt to start their lives over or start new ones somewhere else.

Generations continued and Light Eaters still posed a threat to the world. Their sights had become far and few between to the relief of many. People were more likely to encounter Umbralings in packs than a single Light Eater. Such facts couldn't prove to settle the nightmare that lingers on the land. The distinct despairing energy of Light Eaters remained despite reduced numbers. Their aura made ruins of old settlements and toxic environments of landmarks.

These dark nests manifest shadowy fragments made of malicious energy. Each expression of this darkness follows the desires of their despairing ancestors. A small teddy bear in a destroyed building may echo the joyful laughter it once created. The sound aims to lure in an unsuspecting traveler only to transform and feed on their light. Nightmares linger around every corner they turn. They remind people what they faced and what may one day return.

UNDERTAKERS

Daemon Hearts evoke fear in many for their might and ferocity. They are the byproduct of ambient Grim Light affecting individuals. The New Clear energy of the Grim Forges bestowed untold power upon the Keepers. Their connection permitted access to learning the techniques from the crystals. Daemons were leading members and chosen champions of the Keepers. Most gained energy to amplify techniques while Daemons had exclusive abilities.

Since the Grim Dawn, the Daemons had been all but eliminated. Some believe that some Daemons and Keepers had not perished. Instead, they faced the consequences of a sudden severance of their bonds to the Grim Forges. Grim Dawn evicted spirits that inhabited the Grim Forges and forced them to linger in the world.

Ancient powers scattered as knowledge fragments and ethereal beings. Numina were the lost spirits of the Grim Forges, and not all were benevolent. A Numen may hold malicious intentions and manipulate seekers to perform twisted actions. Regardless of influence, claiming a Numen meant absorbing their memories, power, and potential. Many seek to find these fragments and remnants of the Daemons. The belief is that these omens are the only absolute resource to battle against Light Eaters. Those who seek said omens are the undertakers.

CHAPTER CORE RULES

Let's Learn the Basics

THE BASE6 BLUEPRINT

This chapter covers the core rules of **LIGHT OMENS RPG**. These rules are the foundation of the game referenced throughout the text. Every player should have a basic understanding of these concepts during play.

PLAYERS AND A GAME MASTER

LIGHT OMENS RPG needs any number of players, from two or more. One player takes **Game Master** (GM) while the others create a legend called a **Player Character** (PC). The players' characters are the focus of the story.

Players make decisions, roll dice, and engage with the story through these characters. Each player has a character sheet to record states, abilities, and essential details.

Non-player characters (NPCs) act as allies, bystanders, and even adversaries to the PCs. The GM creates and controls these NPCs.

Let's explore all this in more depth.

THE GAME MASTER

One player at the table must be responsible as the GM. The GM portrays NPCs, advance the plot, and decide the chain of events. It's an important job.

The GM sets up scenes for characters to explore and help manage interactions. Player character actions shape the game through overcoming challenges and rolling dice. The GM interprets rules, such as deciding the **Difficulty** of a **Test** or unusual situations.

The GM is not an enemy of the player characters. The game works best when the GM fans the player characters and their legends. The GM works to make the characters' lives as dramatic and exciting as possible.

NEW TO ROLEPLAYING GAMES?

A **tabletop roleplaying game** (TTRPG) is like a shared story adventure. You pretend to be a character exploring a world akin to your favorite movies or books.

RPGs are generally played in groups, with one person playing **Game Master** (GM). They guide the story, control **non-player characters** (NPCs), and make final game decisions. The other players claim a **player character** (PC) exploring the world created by the GM.

In this game, you use a mix of storytelling and dice to figure out what happens. For **Light Omens**, you roll **six-sided dice** (d6) or sometimes **twelve-sided dice** (d12). These rolls see if your character succeeds or fails at an action.

DICE

Light Omens RPG uses **six-sided dice**, known as d6s, and **twelve-sided dice**, known as d12s. These dice are to resolve the actions characters may try. Rolling dice usually includes more than one at a time. Dice pools refer to these collective dice.

Six-sided dice resolve Tests and roll for most tables. Sometimes, twelve-sided dice reflect a more remarkable aptitude for the test or complex tables. Rolls often include two or more d6s and d12s. Having at least five d6s and five d12s for each player is helpful.

REROLLS

A player may re-roll one or more dice of their choice. The new result replaces the original, even if it is worse. Players may always keep their original result instead of re-rolling.

PAPER AND PENCILS

Paper and pencils are useful for maps, writing essential things, and tracking moments. You can write notes about temporary effects on your characters, the names of people you meet, essential events, and clues to help you in the game.

The Game Master may also use paper and pencils to remember details about characters and important game parts.

You can also use tablets, smartphones, or computers to keep track of everything, but some people might find them distracting.

TOKENS AND PERIPHERALS

You'll need tools to track different things in the game. Players need six tokens for **Harmony**, and the Game Master needs around twelve for **Chaos**. These are resources in the game. Players might also want extra tokens for **Hope**, which are unique to each character. You can use chips, coins, beads, counters from other games, or random items.

BASIC IDEAS

A few core ideas and a basic primer on the most common mechanics are present throughout the rules.

CHARACTERS

Each player has a character and is one of the game's protagonists. These and many **Non-player characters** (NPCs) the **Game Master** (GM) controls have common elements. These elements help describe their abilities.

ATTRIBUTES

A character's **Attributes** stand for a character's core abilities. They express how capable a character is in specific actions. Each character has three attributes: **Body**, **Mind**, and **Soul**. Each attribute has a rating from 1 – 6.

APPROACHES

A character's **Approaches** stand for a character's training and understanding. They express how effective a character is in a specific method of action. Each character has three approaches: **Force**, **Finesse**, and **Focus**. Each approach has a rating from 0 – 4.

SPECIALITIES

A character's **Specialties** stand for a character's inclinations and habits. They express how particular a character is in a specific action. Nine specialties exist based on the total possible combinations of Attribute + Approach.

TALENTS

A character has **Talents**, which are abilities and traits gained over their life.

SCENES

The **scene** is the fundamental unit of any adventure. Shows, movies, and books also encapsulate these continuous sequences of action.

At the start of a scene, the **Game Master** (GM) tells the characters where they are, what's happening, and anything else important. The scene usually has a purpose. The characters search for a clue or look for someone based on what happened before.

ACTIVE SCENES

After the GM describes the scene, the characters can ask questions and decide what to do. They can move around, talk to others involved, and more. Once they finish their actions or have a new goal that takes them somewhere else, the scene ends, and a new one starts. The characters' choices matter. Character actions affect the world, and they have to deal with the results of their decisions.

TESTS

Characters have the autonomy to do things when a scene happens. Some actions are easy, and the **Game Master** (GM) immediately approves them. Others, because of the character's truths or situation, are impossible. But there's a middle ground where things are uncertain.

In this uncertain area, tests come up to decide if characters succeed or fail. First, a character tells the GM what they want to do. The GM then looks at the situation to see if it's possible or requires a **Test**.

The GM gives the player three key details if the action requires a Test. The key details are the relevant **Attribute**, the **Approach**, and the **Difficulty**.

MAKING A TEST

The GM determines the Difficulty of the Test on a scale of 0 to 5. Most actions a character attempts are within their capabilities with a Difficulty 1. More complicated or risky actions may increase the Difficulty +1 or more. Certain situations or advantages may decrease the Difficulty by 1, to a minimum of 0.

A character sheet notes the character's Attributes and Approaches. Adding these values together decides how many dice the player rolls. The player gathers the relevant number of d6s. The player may need more dice or even a few d12s depending on character features.

They roll the dice and assess each one. Any roll equal to or greater than '6' counts as a success! Any dice that rolls equal to or greater than '10' scores two successes instead of one success. A dice can score no more than two successes.

The player sets aside any dice that rolls a **Natural 1**. They'll be significant.

SUCCESS OR FAILURE

The player adds together all the successes they scored. If the total equals or exceeds the Difficulty, they've succeeded at the Test.

Each success beyond the Difficulty earns the player character **Harmony**. This is a resource to spend and improve the outcome of the Test (*explained later*). The player may save some or all the Harmony generated to use later.

If the player scored fewer successes than the difficulty, they've failed the Test.

In any of these cases, the GM describes what happens to the player character.

COMPLICATIONS

The GM notes any 1s rolled after describing the outcome. Each '1' is a single **Complication**.

Complications are a problem that occurs during the Test but resolves after it. Complications don't turn a success into a failure. Player characters usually must contend with extra challenges or consequences from Complications.

The GM can save the problem for later and generate one point of **Chaos** instead (*explained later*).

HARMONY

Player characters generate **Harmony** scoring more successes than needed on a Test. Each extra success becomes a single point of Harmony. Player imagination and **Game Master** (GM) permission are the limits to what Harmony can do.

SPENDING HARMONY

Spending Harmony allows a player to turn a mere success into glorious triumphs. There are several common ways to spend Harmony.

- Deal more damage.
- Alter the scene to capitalize on later.
- Ask the GM questions about the situation.

Unused Harmony after a Test resolve adds to the group's collective pool.

KEEPING HARMONY

A party can have up to six points of Harmony saved up at any time.

When a player character succeeds at a Test, they may spend Harmony from the group pool. Harmony spending can come from the pool with or instead of Harmony generated from a Test.

Sometimes, the party may not have enough Harmony to achieve its goals. A player character can take risks and generate Chaos instead of spending Harmony. **Chaos** is the GM's version of Harmony.

CHAOS

The Game Master (GM) has a resource called **Chaos**, the counterpart to **Harmony**. Chaos stands for unknown challenges, perils, and everything that could go wrong. The GM spends Chaos to change things in the current scene.

The GM also spends Chaos to the advantage of **Non-player character** (NPC) adversaries. Spending Chaos on adversaries works the same way a player character spends Harmony. The GM instead generates Chaos for their pool when adversaries would generate Harmony.

Player characters may generate Chaos when they are out of Harmony and need leverage. The Chaos pool may also grow because of **Complications** on Tests.

HOPE

Player characters have access to a personal resource called Hope. Hope stands for the elements that make them stand out. Player characters may spend Hope to upgrade dice in their dice pool or reroll dice that have failed them. Hope also helps characters avoid injuries or other consequences during an action scene.

Spending Harmony, generating Chaos, or taking a rest all restores spent Hope. When Hope drops to zero, a character becomes hopeless. This can take a few different forms, but they all stand for a problem for the character.

SCENES AND TRUTHS

A **scene** is the basic building block of any adventure. Shows, movies, and books also summarize these continuous action sequences. Scenes set the structure of **LIGHT OMENS RPG**. Each scene may cover a few minutes of an event up to an hour or so. The scene focuses on characters trying to achieve a goal or overcome a problem.

SETTING THE SCENE

A scene begins with the **Game Master** (GM) explaining the situation. Scenes include where the characters are, what's happening, and anything worth knowing.

The scene only exists because the characters need to be there. The **player characters** (PCs) may ask questions about the situation to act on. The GM responds with location details or **non-player character** (NPC) actions.

A scene concludes when characters complete their intention or gain a new goal. A new scene begins immediately after one has finished and follows the narrative.

DEFINE A SCENE

The location, events occurring at specific times, and the people around define a scene. These facts influence the actions that characters want to and can try. **Truths** describe these facts in **LIGHT OMENS RPG**.

A Truth is a key descriptor used for a person, place, or thing that can affect the scene for better or worse. Truths stand for significant facts about what is essential and clear in a scene. Most of the time, these are adjectives + a noun.

If a Truth becomes insignificant to the scene description, it's no longer a Truth.

TRUTHS

Truths help a GM judge what is and what isn't possible. Truths help decide how difficult an action might be to try. They aid players in imagining situations and how to interact with them.

Truths have no specific or exact duration. They exist as long as they stand for something true. The GM assigns whatever truths they feel are relevant to the circumstances of a scene.

The GM should be open to this process. Players may suggest Truths at the start of a scene. The GM and players may change Truths as the scene unfolds.

The following Truth categories are for the GM but helpful to everyone at the table.

LOCATION TRUTHS

These Truths describe a fact or detail about the location.

These Truths exist as long as the location does. Location Truths affect characters when they interact with the environment.

SITUATION TRUTHS

These Truths describe something happening in a scene.

These Truths affect everyone involved, though character actions could alter these situations.

PERSONAL TRUTHS

These Truths describe the nature or state of a character or creature. These Truths express the innate or permanent quality of a character. They also stand for a changeable detail like mood, emotion, or injury.

EQUIPMENT TRUTHS

These Truths describe a single item, object, or tool. They exist so long as the item functions. Characters may pass the equipment and Truth as desired.

PERMISSION AND DIFFICULTY

Truths are more than descriptive notes. The effect of a Truth helps a GM decide how easy or challenging something is to achieve. Truths may help decide what is and what isn't possible.

Because the location is [**location** Truth] ...

Because the situation is [**situation** Truth] ...

Because character is [**personal** Truth] ...

Because the character has [**equipment** Truth] ...

...the action is possible.

The Truth allows the character to try the action.

...the action is easier.

The Truth reduces the Difficulty of the Test to try the action.

...the action is harder.

The Truth increases the Difficulty of the Test to try the action.

...the action is impossible.

The Truth prevents the character from trying the action.

Sometimes, a Truth has no impact on the action and has no effect. Not all Truths are relevant all the time.

Truths with a particularly potent effect should become several identical Truths. Identical Truths create a single Truth that expresses the potency. The number after the name of a Truth stands for the multiplication of said Truth.

ACTION TESTS

Characters in **LIGHT OMENS RPG** overcome challenges with enough time or resources.

An **action** occurs when an activity has the potential to succeed or fail. A **Test** is a mechanic the **Game Master** (GM) uses when a **player character** (PC) desires to do something.

The GM decides whether the character can achieve the intended goal. Possibilities may change based on the current situations and relevant **Truths**.

A GM examines the action asked. **Can the character do it without struggling?**

YES, THEY CAN!	NO, THEY CAN'T!
The character can achieve that goal without effort or challenge. A Test is unnecessary.	The character cannot achieve that goal regardless of effort. A Test is unnecessary.
When the character may be able to, but success is uncertain... A Test is necessary.	

ANYTHING IS POSSIBLE

No doesn't mean no forever. It simply means that a character can't do a task right now. It means a character must discover how to make it happen. A character can succeed at just about anything they set their mind to. Given sufficient time, the correct tools, and the opportunity to concentrate.

RISK ASSESSMENT

The **Game Master** (GM) should know what a Test is for, and the consequences involved. A character wanting to achieve something has simple or complex consequences.

- **Achieve something simple.** A character gets what they want on a success. A character doesn't get what they want on a failure.
- **Achieve something complex.** A character gets what they want and avoids the consequences with success. A character doesn't get what they want and suffers the consequences of failure.

The GM should inform players of the potential outcomes before they try a Test. Giving this information isn't considered "metagaming." **Player characters** (PCs) have enough experience to understand the results of their actions.

ATTEMPTING A TEST

A **Test** involves rolling several dice and following a specific process.

FIRST – ACTION REQUIREMENTS

The **Game Master** (GM) chooses the applicable **Attribute** and **Approach**. This combination is either provided by the rules of the text or suggested by the player. The GM has the final say. Rules may list **Attribute** (*Approach*) in the text for reference.

SECOND – ACTION DIFFICULTY

The GM sets the **Difficulty** of the Test. This number falls between 0 – 5, with extreme cases going higher. **Truths** may increase or decrease the **Difficulty**. A player must generate a number of successes equal to or greater than the Difficulty to pass the Test.

THIRD – PLAYER DICE POOL

The player gathers their **dice pool of d6s** equal to their **Attribute** and **Approach** values. The player may upgrade any d6s in the dice pool up to their **Approach** value by spending **Hope** (explained later).

FOURTH – COUNTING SUCCESSES

Each dice that rolls equal to or greater than six scores a single success. Each dice that rolls double digits (**10**, **11**, or **12**) instead scores two successes. Each dice that rolls a 1 causes a **Complication**.

FIFTH – TEST RESULTS

The Test is successful when the number of successes equals or exceeds the Difficulty of the Test. If the number of successes scored is less than the Difficulty of the Test, then the Test has failed. Each success above the Difficulty becomes a single point of **Harmony** (explained later).

SIXTH – ACTION OUTCOME

The GM describes the outcome of the Test. The player may spend **Harmony** to improve the results of a successful Test. **Complications** take effect after the outcome of the Test is resolved.

STRIVE FOR SUCCESS

Remember that the odds of rolling a six or higher on a single **d12** is a 58% chance. So, always look for opportunities to upgrade your dice!

ODDS OF SUCCESS

d6s	ONE	TWO	THREE	FOUR	FIVE
1d6	16%	—	—	—	—
2d6	30%	2%	—	—	—
3d6	42%	7%	> 1%	—	—
4d6	51%	13%	1%	> 0.1%	—
5d6	59%	19%	3%	> 1%	> 0.1%
6d6	66%	26%	6%	> 1%	> 0.1%
7d6	72%	33%	9%	1%	> 0.5%
8d6	76%	39%	13%	3%	> 0.5%
9d6	80%	45%	17%	5%	> 1%
10d6	83%	51%	22%	7%	1.5%

DIFFICULTY

The **Difficulty** is the number of successes necessary to pass a **Test**. The **Game Master** (GM) declares the Difficulty when calling for Test.

Most Tests have a base Difficulty of 1 unless otherwise noted. A straightforward Test may have a Difficulty of 0. More complex or problematic Tests may have a higher Difficulty.

Players should know the Difficulty of the Tests they try. This knowledge allows players to decide what they must do for the best chance of success.

The GM considers any factors in the scene that affect the Test. These factors come in the form of Truths. Truths either have no impact or one of the following effects.

THE TRUTH IS BENEFICIAL

The Truth allows the Test when otherwise impossible.
The Truth allows removes a Test when otherwise necessary.
The Truth decreases the Difficulty of the Test by one.

THE TRUTH IS DETRIMENTAL

The Truth prevents the Test when otherwise possible.
The Truth needs a Test when otherwise unnecessary.
The Truth increases the Difficulty of the Test by one.

DIFFICULTY SCALE

DIFFICULTY	DESCRIPTOR
0	Simple
1	Routine
2	Average
3	Challenging
4	Daunting
5	Formidable

SIMPLE TESTS (ZERO DIFFICULTY)

Certain circumstances can reduce the **Difficulty** of a **Test** to zero. Sometimes, a Test may be so simple that it doesn't need a dice roll.

If an action has a Difficulty of 0, it is successful and does not need a dice roll. Successful actions have no risk of **Complications**. They also can't generate **Harmony** nor spend Harmony on the outcome.

The GM may allow a character to roll against a Difficulty 0 Test and generate **Harmony**. Every success generates Harmony since the Test requires zero success.

But rolling comes with the risk of Complications.

ROUTINE TESTS (DIFFICULTY OF 1)

A **Routine Test** is an action that requires at least one generated success to pass.

A Routine Test poses little challenge to most characters that work their strengths. Something could still go wrong, and failure still is possible. We assume characters have proper training and expect success with most Routine Tests.

AVERAGE TESTS (DIFFICULTY OF 2)

An **Average Test** is an action that requires at least two generated successes to pass.

An Average Test stands for uncommon actions where success requires preparation. A hopeful character is more likely to succeed in this task than most. The risk of failure still lingers without adequate planning or training.

CHALLENGING TESTS (DIFFICULTY OF 3)

A **Challenging Test** is an action that requires at least three generated successes to pass. Attempting a Test at this difficulty or higher grants the character one **experience**.

Characters will find a Challenging Test more difficult than most tasks. Without luck or a team on their side, failure is more likely than success. Better equipment, competent allies, and careful planning increase the odds of success. Complications are more likely than success at this point.

DAUNTING TESTS (DIFFICULTY OF 4)

A **Daunting Test** is an action that requires at least four generated successes to pass.

A Daunting Test pushes a character to its limits. Even adequate training, tools, resources, and support are likely to fail such a Test than pass. The most hopeful can try these actions but not without several complications.

FORMIDABLE TESTS (DIFFICULTY OF 5)

A **Formidable Test** is an action that requires at least five generated successes to pass.

A Formidable Test is shy of impossible. Without dedicated training, resources, and tools, there is little chance of success. Attempting such an action is still likely to make anyone hopeless.

IMPOSSIBLE TESTS (DIFFICULTY UNKNOWN)

There are moments when the chances of success are so meager that it's considered impossible. An Impossible Test requires specific costs to perform the Test. A character must spend at least one Hope to try the Test for each level of impossibility. The Test generates Chaos and Complication equal to Hope spent regardless of results.

The Test reduces to a Formidable Test once the character satisfies the conditions. The Test may have no Assistance and doubles all resources spent and generations.

COMPLICATIONS

Complications occur when any dice rolls a "1" during a Test. Complications arise after a **Test** resolves and the **Game Master** (GM) provides the outcome.

Complications may cause problems but don't prevent a successful Test. Complications manifest as **Truths** or **Chaos** (explained later).

The GM may use a Complication to inflict a Truth on the character based on the action. Negative Truths may increase the **Difficulty** of following Tests or make them impossible.

The player or GM may negate the Complication by generating one Chaos.

COMPLICATION RANGE

Circumstances may increase the risk of a Complication of a Test. These circumstances increase the **complication range** for player characters.

Increasing the complication range by one means a Complication occurs for each dice that rolls 1s or 2s. Increasing the complication range by two means complications occur on 1s, 2s, or 3s. The complication range is equal to the Difficulty of the Test.

The following table summarizes complication ranges.

COMPLICATION RANGES

COMPLICATION RANGE	COMPLICATIONS ON...
1	1s
2	2s or less
3	3s or less
4	4s or less
5	5s or less

COMPLICATED SUCCESS

The GM may allow characters to succeed with a price before a Test or after they roll. This possibility allows a successful Test while the character suffers one Complication. This complication adds to any that occurs because of the dice roll.

Characters can't spend Harmony on the outcome of a Test with **Complicated Success**. The GM can cause the character to suffer several complications on the Test. Players should be aware of the number of complications possible with this possibility.

ASSISTANCE

Several characters can work together when trying a **Test**. One character is the **leader**, and the remaining are **assistants**.

The **Game Master** (GM) decides whether a character can assist and whether any limitations apply. Limitations or penalties may create negative **Truths** or increase the **complication range**.

Assistants describe how they help the leader using a specific **Attribute** and **Approach**. The player then rolls 1d12 with the GM's permission. An assistant provides any earned successes to the leader's result. Assisting characters may generate Complications as normal.

Assistants may only roll one d12 while assisting. They may not spend **Hope** to upgrade dice but may spend Hope to reroll as normal.

CONTESTS

Characters face more challenges than obstacles in their path. Characters may try to beat an opponent. These situations call for a **Contest**.

A Contest has one character attempting to do something while opposed by another. These are **active** and **reactive** characters. If more characters are on each side of a Contest, each one acts as an **assistant**.

First. The reactive character rolls without a Difficulty to beat. The number of successes scored becomes the Difficulty for the active character.

Then. The active character makes a Test to beat the Difficulty set for them.

Active Character Success. The active character achieves their goal and generates Harmony on a success.

Active Character Failure. The active character doesn't achieve their goal. The reactive character generates Harmony for each success below the Difficulty set.

TRUTHS AND CONTESTS

THE ACTIVE CHARACTER	THE REACTIVE CHARACTER
Has an easier test. Reduce the reactive character's total success by -1.	Has an easier test. Increase the reactive character's total successes by +1.
Has a harder test. Increase the reactive character's total successes by +1.	Has a harder test. reduce the reactive character's total success by -1.

HARMONY

Successes that exceed the **Difficulty** of a **Test** become **Harmony**. Harmony allows characters to complete an action faster, better, or with more benefits.

Each success beyond the Difficulty of a Test becomes a single point of Harmony. A character may use this earned Harmony at once or save it for later.

SPENDING HARMONY

Harmony offers a way to improve the outcome of a successful **Test**.

Once the **Game Master** (GM) decides the success of a Test, they describe the outcome. Players may then spend earned Harmony to improve the outcome.

Harmony used to improve the outcome doesn't need declaration in advance. Harmony allows a character to spend one at a time as desired.

Uses of Harmony can only apply once on any given Test or once (by each character) in any given round of conflict. Some uses of Harmony allow repeated uses noted as "per Harmony spent" or repeatable.

Once a character's Test resolves, any unspent Harmony adds to the group's pool. If the pool is full, the gained Harmony disappears.

SHORT-TERM HARMONY

Some situations, items, and talents grant a character short-term Harmony. This adds to the amount of Harmony the player spends in that circumstance.

Unused short-term Harmony disappears when the Test resolves.

SAVING HARMONY

Characters can save their unspent Harmony rather than letting it go to waste. Any Harmony saved adds to a group pool for the player characters. Any character in the group may use the Harmony from this pool, enhancing teamwork. The group pool cannot hold more than six Harmonies.

When group members want to spend Harmony, they may spend from their earn pool or the group pool. One point of Harmony drains from the pool at the end of every scene.

Adversaries don't have a Harmony pool like player characters. Instead, they interact with the Chaos pool.

GENERAL USES OF HARMONY

The following uses of Harmony are always available.

Ask A Question. A character may spend one Harmony to ask the GM a question about the scene or something in the scene. The GM answers the question according to what the character can perceive or deduce. If the character cannot receive any information, Harmony spent refunds. A character may choose to spend more Harmony to buy more questions.

Chain Actions. A character may spend two Harmony to try another action after succeeding on a Test. This action occurs before another character can try to act or respond. The Difficulty of any Test made on the extra action increases by +1. The action chain cannot add a third action to a turn, nor can the extra action attempt to gain any more actions.

Create A Truth. A character may spend two Harmony to change an existing Truth or create a new Truth. A character must first succeed on a Test, and the Truth is something the character could achieve.

Damage Boost. A character may spend Harmony to increase the damage value of an afflicted Injury. The rating increases by +1 for each Harmony spent.

Time Crunch. A character may spend 2 Harmony to halve the time an action takes to complete.

CHAOS

The **Game Master** (GM) has **Chaos** while player characters interact with **Harmony**. Chaos allows the GM to alter scenes, empower adversaries, and enhance challenges. The GM gains Chaos throughout the game like the players gain Harmony.

Chaos is a tangible “cause and effect” for the GM. The increase and reduction of the Chaos pool links to actions and consequences.

The GM begins each adventure with one Chaos per player character. The tone of the adventure can adjust the starting Chaos. High-stakes adventures may provide more Chaos per player character. Calm situations may start with little to no Chaos.

CHAOS AND PLAYER CHARACTERS

Players don’t spend **Chaos**. The **Game Master** (GM) spends Chaos to challenge or threaten the player characters. Player characters can generate Chaos in a few ways.

Complications. A character may generate one Chaos to negate a Complication on a Test. The GM must agree to the trade to buy off the Complication.

Escalation. A character generates one Chaos after performing an action that risks escalation. Player characters should be aware of an action or decision that risks escalation.

CHAOS AND THE GAME MASTER

The **Game Master** (GM) may gain Chaos in the following ways:

Chaotic Circumstances. The environment or circumstance of a scene may be quite chaotic. The GM may get extra Chaos at the start of an agitated scene. **Non-player characters** (NPCs) may generate Chaos by responding to situations or actions in a scene.

Non-Player Character Harmony. NPCs with unspent Harmony cannot save it. NPCs don’t have a group Harmony pool. NPCs may choose to convert unspent Harmony into an equal amount of Chaos.

SPENDING CHAOS

In return, the GM can spend Chaos in several ways.

Non-Player Character Harmony And Hope. The Chaos pool mirrors the players’ Harmony pool and the individual character’s Hope. NPCs may use Chaos in all the ways player characters use group Harmony or their own Hope.

Non-Player Character Chaos Spending. NPCs spend Chaos when performing an action a player character would generate Chaos.

Non-Player Character Complications. The GM may spend two Chaos to remove a Complication suffered by an NPC.

Complications. The GM may spend two Chaos and cause a player character to suffer a Complication and afflict a Truth.

Reinforcements. The GM may add more NPCs during a scene. Standard NPCs cost one Chaos each. Note that this does not apply to NPCs present at the start of the scene. Only extra NPCs who arrive while the scene is active count.

Environmental Effects And Narrative Shifts. The GM may spend Chaos to trigger or cause problems within the scene or environment.

HOPE

Player characters have access to a personal resource called **Hope**. Hope stands for the elements that make them stand out.

Hope allows a character to push their limits and achieve grand feats. Characters may alter the world around them and avoid negative consequences. Characters may have abilities that need Hope to perform them.

SPENDING HOPE

Each player character has their own Hope pool set up during character creation. There are a few ways a character may spend their Hope.

Upgrade Dice. A character may spend Hope to upgrade a single d6. This choice can only apply to the value of the character's Approach. This costs one Hope per upgrade.

Reroll Dice. A character may spend Hope to reroll up to two dice in their dice pool. This costs one Hope.

Avoid Injury. A character may spend Hope to negate a negative consequence or impending Injury. Each Injury varies on the Hope cost.

Talents. Characters may learn Talents that offer extra ways to spend Hope.

HOPELESSNESS

Hopeless is a Truth that occurs when a character's **Hope** reaches 0. Hopelessness is temporary and occurs if characters push themselves too far. A character can choose one of the different forms of hopelessness when their Hope becomes 0.

Hopeless characters lock down one **approach** depending on the type of hopelessness. A character cannot use any d6s from their approach and cannot upgrade any dice with that approach. Hopeless characters also generate one **Complication** when using any alternative approach.

A hopeless character cannot regain Hope by spending **Harmony** or generating **Chaos**. Regaining Hope doesn't remove a character's hopeless state.

Weakened characters lock down their **Force** approach.
Clumsy characters lock down their **Finesse** approach.
Distracted characters lock down their **Focus** approach.

HANDLING HOPELESSNESS

A character loses the hopeless state after completing any **rest**. An ally can remove a character's hopeless state using a **Plan and Prepare** action to affect a **Truth**. Affecting the hopeless state is a Difficulty 2 Test. Removing the hopeless state from any ally recovers one Hope for each character involved.

A character who gains the hopeless state gains **experience**. A character who helps another recover from the hopeless state also gains **experience**.

RECOVERING HOPE

Spending **Harmony** and generating **Chaos** contribute to recovering **Hope**. Hope also restores from resting, relaxing, and spending time in high spirits.

Gain Favor. A character may spend Harmony to restore up to three Hope after a successful Test. The Hope restored may be for the character or a single ally that can perceive them.

Tempt Fate. A character may add Chaos to restore up to three Hope before making a Test.

Drives. All player characters have a drive that stands for their nature and disposition. These tendencies state specific conditions that allow a character to regain Hope.

HOPE RECOVERY RATE

HOPE RECOVERED	HARMONY / CHAOS COST
1	1 Harmony or Chaos
2	3 Harmony or Chaos
3	6 Harmony or Chaos

REST AND RECOVERY

Characters can regain Hope by sleeping, eating, and drinking. The Game Master may adjust the Hope recovered from resting depending on the quality of rest. Poor conditions may reduce recovery, while warm food and beds may increase.

Recovery in this method falls into one of three categories.

Quick Rest. Characters take a few minutes to eat, hydrate, check gear, and recover from the stress of adventure.

Characters regain two points of Hope when taking a quick rest.

Short Rest. Characters take half an hour up to two hours to recover. Characters perform activities they would like during a quick rest but with more time to do so. Characters regain four points of Hope when taking a short rest.

Long Rest. Characters take several hours to recover. Characters may sleep, eat, and relax without carrying excess equipment. Characters regain six points of Hope when taking a long rest.

If characters can obtain at least two days of **long rests** in a safe environment, it is then considered a **downtime** period.

CONFLICT

An adventure or session of **LIGHT OMENS RPG** breaks into scenes, like a novel, TV show, movie, or other story. A loose structure like this is ideal for many situations during the game.

Conflict scenes have evolving situations, and the actions carry higher stakes. Structure helps manage conflict scenes and the many moving pieces.

ACTION ORDER

The Game Master (GM) chooses who acts first, then who acts next, and so forth. Giving the GM direct control allows them to move the scene based on what's most fitting.

Or the conflict scene may use an **action order**. Rounds and Turns divide the action of a conflict scene. Each character or group of NPCs gets a single turn. The round ends once everyone has taken one turn, and the next round begins.

The GM selects the first character to act at the start of the scene. The controlling player selects one other character who hasn't taken a turn that round. The chosen character takes their turn.

The last character to have a turn on a round may select any character, including themselves. The chosen character takes the first turn of the following round.

Any character that hasn't acted during a round may interrupt the action order. The character must spend one Harmony or two Chaos for NPCs. That character takes their turn instead.

MOVEMENT AND ZONES

Tracking positions can be vital in conflict. Deciding where you are and how far something is remains helpful.

The environment of an action scene is the “battlefield.”

Game Master (GM) divides the location into several abstract **zones**. Each zone stands for a specific area within the location.

A character may move up to one zone in any direction before, after, or as part of the action they take during their turn. The character may move one extra zone on the same turn. The character must spend one **Harmony** or add +1 to the **Difficulty** of any **Test** taken for their action.

MOVING AND GROVING

A zone with difficult terrain or with obstacles blocking access includes more challenges. The character must spend Harmony or pass a Test to complete their movement. The GM decides the amount of Harmony or Difficulty of the Test needed to pass.

Melee Attacks. A character may try a melee attack against any target in the same zone.

Ranged Attacks. A character may try a ranged attack against any target they can see. Attempting an attack against a target in the same zone or adjacent zone comes with no penalty. Targets further than an adjacent zone increase the challenge of the attempted attack. The character adds +1 to the Difficulty of the attack for each extra zone between them.

ACTIONS

Character actions fall into one of a few broad categories in this game. This applies to non-player characters as much as player characters. The characters perform four broad actions:

Advance and Attack. The action intends to move forward by way of force or finesse. The goal is to harm or otherwise defeat a given target. Such an action cannot be undone.

Evade and Endure. The action intends to hold a position relying on finesse or focus. The goal is to resist some potential danger or unfortunate action or event. This action avoids the effects of others but not of oneself.

Improvise and Interact. The action intends to overcome a challenge by any means available. The goal is to achieve something other than inflicting or repelling harm.

Plan and Prepare. The action intends to change the circumstances of the given scene. The goal is to change an active Truth or introduce a new Truth to the scene.

ADVANCE AND ATTACK

This action is for all the methods of attack that a character may have against a target. This offensive action requires either a **Test** or a **Contest**.

The attempt is a Contest if the target can defend themselves and is a Test if the target cannot.

Melee attacks need the target to be within reach of the weapon. Ranged attacks need a line of sight on the target. Whether the attack is melee or ranged depends on the weapon's type and use.

The GM sets the **Difficulty** of the Test with a base Difficulty of 1 for melee attacks and 2 for ranged attacks. The target suffers an **Injury** if the attack succeeds. Some characters become **defeated** after suffering an Injury.

COUNTERS

A character that succeeds in defending against an attack may use a **counter**. The character may spend two points of **Harmony** and inflict Injury as if they had made a successful attack.

EVADE AND ENDURE

This action describes events with an opportunity to respond to danger. This defensive action applies to incoming hazards and not attacks.

The player describes how they are avoiding or surviving the impending danger. The character must succeed in a **Test** to avoid the danger or suffering the consequences of a failure.

IMPROVISE AND INTERACT

This flexible choice covers any action not considered offensive or defensive yet dangerous.

The player describes the goal that the character is trying to achieve. The GM decides whether the goal is achievable and requires a Test. Success on the Test allows the character to achieve the goal; failure means they don't.

PLAN AND PREPARE

The character attempts to define a fundamental fact of the situation. This creates a new **Truth**, removes a Truth, or changes a Truth.

The goal must be possible for the character to affect the desired change. Truths stand for physical, mental, or social advantages or setbacks.

Attempting this action requires a base Difficulty 2 Test. Success creates, removes, or changes the Truth as desired. Failure may mean the Truth is not defined, and consequences occur.

Truths have no set duration and remain as long as they stay true. Some truths may last for a single action, while others remain until removed or changed.

INJURIES

During an action scene or conflict, a character may suffer **Injury** due to attacks or hazards.

Injury is a specific type of **Truth** standing for a character's wounds and traumas. As with any Truth, they can affect the **Difficulty** of Tests.

Weapons and hazards alike list a default type of Injury they inflict and a damage rating ranging from 1 to 6.

A character may spend **Harmony** to increase the damage rating of a successful attack. Each Harmony spent adds +1 to the damage rating. Environmental effects may also inflict injuries. Unarmed attacks have a damage rating of 1 and Harmony cannot increase this.

SPECIAL INJURIES

A character may experience different types of injuries other than physical injuries. Intimidation may scare someone, a riddle may confuse them, and even embarrassment occurs. There are moments when a hopeful speech breaks through the hard shell of a villain.

In most cases, these injuries are non-lethal, meaning they recover at the end of the scene. Some may have a longer duration, following the normal rules for injury. In some cases, a character may face defeat from these injuries.

A common one in this world is being so terrified that a character succumbs to total despair. This can be as bad as dying, if not worse. The Game Master determines the severity of mental and emotional injuries.

AVOIDING INJURIES

A character may spend **Hope** to avoid suffering Injury.

A character must spend enough Hope equal to the damage rating of the attack. Hope spending occurs after any increases in the attacker's spending Harmony.

Worn armor reduces the amount of Hope needed to spend by the **protection rating**. A character must spend at least one Hope to avoid Injury, regardless of the protection rating. NPCs spend **Chaos** rather than Hope to avoid injury.

A character can sacrifice worn armor to avoid Injury. Doing so destroys the armor, and it provides no further protection. The character suffers no Injury but is still **defeated**.

DELAYING THE INEVITABLE

A character may spend whatever Hope they have left even if they do not have enough to match the damage rating. Doing so delays the Injury until the end of the scene rather than at once. NPCs cannot use this choice.

INJURY AND DEFEAT

When a character suffers an Injury, they are also **defeated**. A defeated character cannot act during the current scene. Defeat may represent unconsciousness, overwhelming pain, or a lack of energy. It always means a character is unable to take part in the scene.

A character can bring back a defeated character into an active scene. Such an action is a **Test** with a **Difficulty** of 2. A character's method to return their companion determines the **Attribute** and **Approach**. **Soul** (*Force/Finesse*) are common choices.

Removing the defeated state allows a character to act in the scene. Leaving the defeated state doesn't remove any Injuries, restore **Hope**, or prevent **hopelessness**.

Most characters leave the defeated state at the end of the current scene.

HEALING INJURIES

A character suffering one or more **Injuries** requires healing. Injuries need more effort to recover than **Hope** alone.

Tending to Injuries requires two stages: **first aid** and **rehabilitation**.

FIRST AID

First aid covers the immediate treatment of an Injury. First aid doesn't remove a character's Injury but rather changes the Injury to reflect treatment. Treated Injuries do not count as healed but are less of a hindrance.

First aid requires a **Test** with a **Difficulty** equal to the base damage rating of the Injury. The base damage rating is the first rating before any extra from **Harmony**. Success treats the specific Injury.

Treated Injuries are temporary Truths that circumstances may change. A character reverts their highest cost treated Injury after suffering any extra Injuries.

REHABILITATION

Rehabilitation is the primary method to remove an Injury once treated.

A character must complete several **Long rests** to remove an Injury. The number of Long rests necessary equals twice the Injury's damage rating. A full day of rest counts as two Long rests for healing.

Untreated Injuries do not heal this way. Each Long rest untreated increases the severity by +1 and generates one **Chaos**. The GM may spend Chaos to inflict Truths on a character who has left Injuries untreated.

DEATH AND DESPAIR

Characters face the end of their journey in the following ways. For example,

A **defeated** character dies immediately if they suffer an extra **Injury**.

Deadly attacks may outright kill a character from a single Injury. The GM should tell players of deadly weapons, hazards, or attacks in a scene.

When a character dies, all surviving characters in the group gain **experience**.

WILLING TO DIE

A character may declare they are willing to die. The character regains all lost Hope and recovers one point at the start of each action. This declaration also removes the hopeless Truth if applicable. The character dies if they suffer an Injury that would defeat them.

CHAPTER CHARACTERS

Legendary Beginnings!

UNDERSTANDING A CHARACTER

ATTRIBUTES

A character's attributes stand for their core abilities. They express how capable a character is when trying specific actions. **Each attribute has a rating from 1 to 6.**

BODY

The **Body** attribute encapsulates a character's physical prowess, encompassing strength, agility, and endurance. It is a gauge of their physical strength, dexterity, and stamina.

Example actions include lifting weights, balancing on a beam, or swimming long distances.

MIND

The **Mind** attribute embodies a character's mental faculties, encompassing intelligence, wisdom, and concentration. It is a measure of their cognitive abilities, problem-solving skills, and mental strength.

Example actions include solving puzzles, perceiving traps, or quick thinking.

SOUL

The **Soul** attribute reveals a character's ability to be honest, convincing, and resolute. It shows their ability to navigate social interactions and challenges.

Examples of actions include intimidating creatures, deceiving guards, or staying calm in danger.

ATTRIBUTE SCALE

ATTRIBUTE RATING	DESCRIPTION
1	Weak Attribute
2	Decent Attribute
3	Strong Attribute
4	Exceptional Attribute
5	Outstanding Attribute
6	Legendary Attribute

APPROACHES

A character's approaches stand for a character's training and understanding. They express how effective a character is in a specific action. **Each approach has a rating from 0 to 4.**

FORCE

Force approaches are direct. They emphasize taking advantage of obvious opportunities and simple solutions.

FINESSE

Finesse approaches are indirect. They emphasize detailed plans and skillful tactics.

FOCUS

Focus approaches are passive and constant. They emphasize the ability to withstand struggles and keep a strong spirit.

APPROACH SCALE

APPROACH RATING	DESCRIPTION
0	Untrained Approach
1	Competent Approach
2	Skillful Approach
3	Expert Approach
4	Masterful Approach

SPECIALTIES

Specialties stand for a character's general behavior. They express how particular a character is in a specific action. Each specialty is a specific combination of an attribute and an approach. **Each specialty has a ranking from 0 to 6.**

Ranks in a specialty allow you to upgrade your base dice pool. You replace a number of d6 in your dice pool equal to your specialty rank up to your **attribute** rating.

You can never upgrade more dice than your attribute and cannot upgrade any dice if you are **hopeless**.

BODY (APPROACH) SPECIALTIES

Body (Approach) specialties involve performing physical actions in a specific way. The following specialties relate to physical actions:

- **Body (Force)** describes a **Brutal** specialty. Behaving brutally applies when using strength and momentum.
- **Body (Finesse)** describes a **Nimble** specialty. Behaving nimbly applies when using dexterity and leverage.
- **Body (Focus)** describes a **Durable** specialty. Behaving durably applies when using stamina or resilience.

MIND (APPROACH) SPECIALTIES

Mind (Approach) specialties involve performing mental actions in a specific way. The following specialties relate to mental actions:

- **Mind (Force)** describes a **Rational** specialty. Behaving rationally applies when using intelligence and logic.
- **Mind (Finesse)** describes an **Insightful** specialty. Behaving insightfully applies when using wisdom and awareness.
- **Mind (Focus)** describes a **Deliberate** specialty. Behaving deliberately applies when using concentration and memory.

SOUL (APPROACH) SPECIALTIES

Soul (Approach) specialties involve performing social actions in a specific way. The following specialties relate to social actions:

- **Soul (Force)** describes a **Candid** specialty. Behaving candidly applies when using candor and honesty.
- **Soul (Finesse)** describes a **Tactful** specialty. Behaving tactfully applies when using influence and manipulation.
- **Soul (Focus)** describes a **Tranquil** specialty. Behaving tranquilly applies when using resolve and self-control.

SPECIALTIES OF ATTRIBUTE + APPROACH

+	BODY	MIND	SOUL
FORCE	<i>Brutal</i>	<i>Rational</i>	<i>Candid</i>
FINESSE	<i>Nimble</i>	<i>Insightful</i>	<i>Tactful</i>
FOCUS	<i>Durable</i>	<i>Deliberate</i>	<i>Tranquil</i>

TECHNIQUE LEVEL

Every character has a **Technique Level (TL)**. TL describes a character's affinity to develop or interact with objects with varying complexities. This applies to physical objects, magical elements, and technical aspects of the world.

Characters can interact with any objects with a Complexity lower than or equal to their TL. Tests may still be necessary in difficult or dangerous situations.

COMPLICATED TECHNIQUES

Characters without the proper TL face increased challenges when using an object. The **Difficulty** of a **Test** interacting with the object increases by +2 for each difference.

A character may try to interact with the object with help. Only a character with the proper Technique Level may function as an **assistant**. The difficulty of the Test is only increased by +1 for each level difference.

Characters trying to use an object without the Technique Level also generate **Chaos**. The Chaos generated equals the difference between the Complexity and the Technique Level.

COLLABORATIVE TECHNIQUES

A character may train another character on how to use an object during a **Long Rest**. The trainer must have a **Technique Level** high enough to use the object. The receiving character must have a Technique Level lower than that of the object.

The receiving character receives the mentored truth. They treat the Technique Level for the object as one lower level. A character may only have the mentored truth for a single object.

TECHNIQUE COMPLEXITY SCALE

COMPLEXITY	DESCRIPTION
0	Basic Level
1	Novice Level
2	Apprentice Level
3	Adept Level
4	Expert Level
5	Masterful Level
6	Ascendant Level

BASIC LEVEL (COMPLEXITY 0)

Basic survival skills and instincts necessary to navigate the world. Examples include simple weapon handling, basic first aid, and common knowledge.

NOVICE LEVEL (COMPLEXITY 1)

Improved combat skills, basic magical abilities, and basic understanding of simple technological artifacts. Examples include Weapon training, simple spells, and the ability to use common technologies.

APPRENTICE LEVEL (COMPLEXITY 2)

Advanced survival skills combined with improved combat tactics and enhanced magical abilities. Examples include advanced wilderness survival, strategic maneuvers, and more complex technologies.

ADEPT LEVEL (COMPLEXITY 3)

High-level combat skills, mastery over specific magics, and an understanding of advanced technology. Examples include expert survival skills, specialization in magical disciplines, and skills with intricate technologies.

EXPERT LEVEL (COMPLEXITY 4)

Mastery in integrating technology with magic enables seamless combat and survival use. Examples include advanced tactics, mastery over complex devices, and creating magical technology constructive interaction.

MASTERFUL LEVEL (COMPLEXITY 5)

Exceptional survival skills, unrivaled combat prowess, and understanding of advanced magic and technologies. Examples include variable combat styles, manipulating magical elements, and changing unconventional technology.

ASCENDANT LEVEL (COMPLEXITY 6)

Pinnacle of survival skills, combat mastery, magical aptitude, and technological understanding. Examples include seamless magical technologies transcending survival and combat scenario limits.

RESOURCES POINTS

Every character collects salvaged components, harvested materials, or residual arcane energy. These resources may assemble into tools, items, or situational effects. Player characters have a pool of **Resource Points** to stand for this.

USING RESOURCE POINTS

A character may declare they have resources that help when acting. They may declare this regardless of whether the action requires a **Test**. A character describes the resource they are revealing, crafting, or conjuring.

The **Game Master** (GM) decides how many Resource Points the creation requires. The character gains the object as equipment **Truth** if they have enough resources to pay the price. The character may try to resolve the action with the new object.

A character cannot spend more Resource Points than their **Technique Level** on a single creation. Anything created this way has a Complexity level equal to one less the cost. Also, anything created using Resource Points breaks down at the end of the scene.

GATHERING RESOURCES

Once per scene, a player may request to gather resources. They decide whether to gather from natural, magical, or industrial sources. A character must make an **Attribute** (*Force / Finesse*) Test with a Difficulty of 1.

On success, the character gains resources equal to the number of dice rolled for the check (+1 for each d12 rolled). A character may spend one **Harmony** to increase the amount gained by +1.

Places scarce in a specific resource may reduce the amount gained in half (rounded up). Locations with plenty of specific resources may double the amount gained.

Any **Resource Points** a character gains above their baseline creates the **encumbered Truth**. A character can only carry a Resource Points equal to twice their baseline.

RESOURCE POINT COSTS

RESOURCE POINTS	DESCRIPTION
1	A basic resource requiring no more than two components or ingredients.
2	A common resource requiring a few components or ingredients.
3	An uncommon resource requiring several components or ingredients.
4	A complex resource requiring several specialized components or ingredients.
5	A rare resource requiring several sophisticated components or ingredients.

BONDS

Every player character has some connection to other group members. Two kinds of **bonds** form a Truth: **friendships** and **rivalries**.

A character receives one or more bonds during character creation. These bonds aid in connecting the player characters within a group. These bonds help characters recover **Hope** while providing Truth.

FRIENDSHIPS

If a character has a friendly bond with another character, they tend to be more likely to help the other.

When a character spends **Harmony** to *Gain Favor* or provides **Hope** during a rest for a friend, that ally regains +1 extra Hope.

RIVALRIES

If a character has a rivalry bond with another character, they tend to push one another to improve.

When a character regains **Hope** by generating **Chaos** to *Tempt Fate* or spending **Harmony** to *Gain Favor*, their rivals regain +1 Hope.

Rivals are not always considered “enemies” to in conflict. Sometimes a rival may be a crush you’re mad about having.

TALENTS

A character’s attributes, approaches, and methods do not explain all that they are. Talents are extra benefits and abilities of a character. Each one grants some mechanical benefits that apply within a set of circumstances.

PUTTING IT TOGETHER

When a player creates a character for Light Omens RPG, follow the following steps.

- 1) Select a single **Origin** for the character. The origin describes where the character came from. This is a cultural aspect more than anything.
- 2) Select an **Archetype** for the character. The archetype describes what the character does. This is about their career and primary skill set.
- 3) Select a **Tendency** for the character. The tendency describes the character’s default behavior.

These three elements describe a character; you are a(n) **tendency + origin + archetype**.

ORIGINS

Origins describe the beginnings of a character from birth and their cultural environment. The starting origins of **LIGHT OMENS RPG** are Aethernaut, Erathan, Mythoteric, Revenite, and Technocrat.

Each origin provides a base set of benefits:

- ✱ **Truth.** The character gains a single Truth, usually the name of the origin.
- ✱ **Attributes.** The character's attributes start at 1. The origin provides a starting attribute bonus.
- ✱ **Technique Level.** The character's Technique Level starts at 0. The origin may provide a starting technique level bonus.
- ✱ **Hope.** The character's maximum Hope starts at 1. The origin may provide a starting Hope bonus.
- ✱ **Resources.** The character's baseline Resources starts at 2. The origin may provide a baseline Resource bonus.
- ✱ **Special Abilities.** The origin provides the character with one or more special abilities to choose from. These abilities derive from knowledge and training of that origin.

UNKNOWN ORIGINS

Sometimes a character has mysterious origins. They could have amnesia, lost access to their original form, or otherwise not be part of this world. This means the character starts without using one of the established origins available. This is an advanced choice; a player should get the **Game Master's** (GM's) permission first.

The character starts with **16 experiences** to spend. These points may only increase **Attributes**, **Technique Level**, **Hope**, and **Resources**. Additionally, the character may choose one **Special Ability** from any available origin.

CORE ORIGINS

TRUTH	ATTRIBUTES	TECHNIQUE	HOPE	RESOURCES	WHO ARE THEY?
Aethernaut	+1 to Soul +1 to Mind or Soul	+3	+0	+1	They are scholars driven by an insatiable curiosity for magic, exploring arcane realms and applications.
Erathan	+1 to any attribute +1 to a different attribute	+0	+4	+2	They are nature-inclined wanderers promoting sustainable applications in sciences.
Mythoteric	+1 to Body +1 to Body or Soul	+1	+2	+3	They are warriors with ancestral ties to monsters, wielding magic, and technology for survival.
Revenite	+2 to any attribute	+1	+3	+1	They are dreamers dancing with death and carrying ancestral dreams through magic and machine alike.
Technocrat	+1 to Mind +1 to Body or Mind	+2	+1	+2	They are conquerors driven by an idealistic pursuit of using advanced technology to shape a better world.

AETHERNAUT

The essence of magic drives the aethernauts forward. A culture of scholars and thaumaturgists driven to explore the depths of magic. Aethernauts saw opportunity after the energy eruption and collapse of the world. Choosing to settle near arcane storms, thaumaturgical anomalies, and ruins radiating grim light.

Aethernaut communities focus on a particular classification of magic and its applications. Their pressure on creative freedom to learn and explore tends to bring caution to others. Many become uncomfortable with their passions and near fanatical dependency on the arcane. Aethernauts hold the most knowledge and resources to trade for more knowledge. Aethernauts focus on using magic to alter the world around them.

- ✱ **Truth.** You gain the following personal Truth, ***Aethernaut***.
- ✱ **Attributes.** Your starting attributes are as follows:
 - **Body [1]**
 - **Mind [1]**
 - **Soul [2]**
 - *Increase either your **Mind** or **Soul** attribute by +1.*
- ✱ **Technique Level.** You have a +3 bonus for your starting Technique Level. You start with the following Technique Level for this origin: **[3]**
- ✱ **Hope.** You have no bonus for your starting maximum Hope. You start with the following maximum Hope: **[1]**
- ✱ **Resources.** You have a +1 bonus for your starting baseline Resources. You start with the following baseline Resources: **[3]**
 - *You gather twice the number of Resources when gathering from **Magical** sources.*
 - *You gather half the number of Resources (rounded up) when gathering from **Industrial** sources.*
- ✱ **Special Abilities.** You start with the **Synchronized** ability and your choice of **Arcane Conduit** or **Grim Syphon**.

ARCANE CONDUIT [AETHERNAUT ABILITY]

Aethernauts understand the fundamentals of thaumaturgy and maximize every ounce of energy required.

Reduce the Resource point cost to enact sorceries and invocations by 1. You also reduce the recovery period of Grim Light buildup by one step.

Long rests to Short rests, Short rests to Quick rests, and Quick rests to end of the scene.

GRIM SYPHON [AETHERNAUT ABILITY]

Aethernauts have no need for trinkets or tools when they can do it themselves, and better.

As an action, you may drain a charged object you are carrying for Resource points. The object must be of a Technique level less than yours. You gain one Resource point after draining a *Charged (Quick)* object. Two Resource points from a *Charged (Short)* object, and three from a *Charged (Long)* object.

SYNCHRONIZED [AETHERNAUT ABILITY]

Aethernauts learn to bend the nature around them and people feel that energy.

You may spend Resource points in place of an ally that you can perceive. The ally generates short-term Harmony equal to the Resource points you spend. The short-term Harmony only applies to the current Test.

ERATHAN

Erathans are restless wanderers who thrive in the wilderness. Many Erathan specialize in technology and thaumaturgy despite their nature dependency. It is common for their communities to avoid the grander or ambitions applications. Instead, most focus on sciences such as physics or chemistry.

It is not uncommon for an Erathan to have knowledge in mechanics, cybernetics, or artifice. They share the information with most anyone as friendly and inviting communities. They emphasize avoiding over exploitation or overindulgence of industrial or magical influences.

- ✱ **Truth.** You gain the following personal Truth, *Erathan*.
- ✱ **Attributes.** Your starting attributes are as follows:
 - **Body** [1]
 - **Mind** [1]
 - **Soul** [1]
 - *Increase any two different attributes by +1 each.*
- ✱ **Technique Level.** You have no bonus for your starting Technique Level. You start with the following Technique Level for this origin: [0]
- ✱ **Hope.** You have a +4 bonus for your starting maximum Hope. You start with the following maximum Hope: [5]
- ✱ **Resources.** You have a +2 bonus for your starting baseline Resources. You start with the following baseline Resources: [4]
 - *You gather twice the number of Resources when gathering from **Natural** sources.*
 - *You gather half the number of Resources (rounded up) when gathering from **Magical** sources.*
- ✱ **Special Abilities.** You start with the **Obscure Knowledge** ability and your choice of **Field Medicine** or **Nature's Shackle**.

FIELD MEDICINE [ERATHAN ABILITY]

Erathans abandoned magic and machines to understand nature's methods to mending wounds.

You understand how to treat most wounds and have the appropriate tools. You may reduce the Difficulty of a First Aid Test on an ally to 1. You must spend Resource points equal to the Injury's damage rating to do so.

NATURE'S SHACKLE [ERATHAN ABILITY]

Erathans use their understanding of nature to extract the most potent effects.

You may enhance a Truth you create as a hindrance using nature placed on an enemy. You increase the severity of the Truth created by +1 for every two Resource points you spend.

OBSCURE KNOWLEDGE [ERATHAN ABILITY]

Erathans avoided complicated powers only because they understand how to use them.

You reduce Chaos generated by 1 when interacting with Complexities greater than your Technique level. You generate one short-term Harmony when interacting with Complexities less than your Technique level.

MYTHOTERIC

Mythoterics have a culture derived from and driven by warriors and hunters. They wander the wild and abandoned, seeking to destroy what threatens their territories. Those of the mythoterics claim to have ancestral connections to monsters themselves. Many point to the beast that shares their body, mind, and soul.

All forms of magic and technology focus on progressing combat and survival strategies. Not only are they connected to the beasts of the land, but they are also capable of taming monsters. Honor binds some as soldiers while others discover their place in the flow of life through peace.

- ✱ **Truth.** You gain the following personal Truth, *Mythoteric*.
- ✱ **Attributes.** Your starting attributes are as follows:
 - **Body** [2]
 - **Mind** [1]
 - **Soul** [1]
 - *Increase either your **Body** or **Soul** attribute by +1.*
- ✱ **Technique Level.** You have a +1 bonus for your starting Technique Level. You start with the following Technique Level for this origin: [1]
- ✱ **Hope.** You have a +2 bonus for your starting maximum Hope. You start with the following maximum Hope: [3]
- ✱ **Resources.** You have a +3 bonus for your starting baseline Resources. You start with the following baseline Resources: [5]
- ✱ **Special Abilities.** You start with the **Pack Mentality** ability and your choice of **Unleash the Beast** or **Wild Instincts**.

PACK MENTALITY [MYTHOTERIC ABILITY]

Mythoterics struggle with their monsters but find a way to ease the pain of others.

You may enhance a Truth you create as a benefit for a Bond you have or a non-hostile character. For every two resource points you spend, you increase the severity of the Truth created by +1.

UNLEASH THE BEAST [MYTHOTERIC ABILITY]

Mythoterics understand the monster inside; some give it the freedom it craves.

You may generate three Chaos to unleash the beast inside. You gain the following effects while the beast remains unleashed.

- ✱ You gain one **Truth** related to the beast form.
- ✱ You regain one **Hope** before every action.
- ✱ You lose two **Resources** after every action.
- ✱ You generate two short-term **Harmony** with every Test.
- ✱ You delay **Injuries** until the form concludes.

If you choose to or cannot spend the necessary resources, this ability ends. Receiving more Injuries than your Technique level also ends this ability. At the end of the transformation, you reduce your Hope to zero and become Hopeless.

WILD INSTINCTS [MYTHOTERIC ABILITY]

Mythoterics gain knowledge from the world through their unnatural instincts.

When attempting an action, you may use Talents you don't have. You may spend two Harmony and two Resources to have a Talent for the action. You lose the talent once the action resolves. The same talent cannot be chosen more than once per scene.

REVENITE

Revenites do not fear death, understanding its place in the flow of all things. Carrying the ambitions and dreams of their ancestors is a rite of passage for most. The intention is to channel the past to the future using their light. The power they need is not in the world around them, but the legacy passed through them.

It is common for Revenites to focus on blood magics or cybernetic enhancements. The modifications through these methods allow them to carry their family with them. Others may focus on other body parts, from bone to spirit. All forms of a person's identity lend to the story of their life. Memories documented on their physical form and recalled as stories by others.

- ✱ **Truth.** You gain the following personal Truth, *Revenite*.
- ✱ **Attributes.** Your starting attributes are as follows:
 - **Body** [1]
 - **Mind** [1]
 - **Soul** [1]
 - *Increase any one attribute by +2.*
- ✱ **Technique Level.** You have a +1 bonus for your starting Technique Level. You start with the following Technique Level for this origin: [1]
- ✱ **Hope.** You have a +3 bonus for your starting maximum Hope. You start with the following maximum Hope: [4]
- ✱ **Resources.** You have a +1 bonus for your starting baseline Resources. You start with the following baseline Resources: [3]
- ✱ **Special Abilities.** You start with the **Memento Mori** ability and your choice of **Grave Meditation** or **Revenance Debt**.

GRAVE MEDITATION [REVENITE ABILITY]

Revenites connect to death in all forms and find balance through morbidity.

When resting, you may choose to reduce the Chaos pool instead of recovering Hope. You reduce the Chaos pool by an amount equal to the Hope recovered.

MEMENTO MORI [REVENITE ABILITY]

Revenites carry a trinket that holds the stories of the fallen.

Once per scene, you may recall the stories of the fallen. You roll a number of d6s based on your Technique level. Every success grants a single Hope and reduces a single Chaos. Dice cannot upgrade, reroll, or generate Complications.

You may regain Hope whenever you gather resources around fallen humanoids. You must spend Resources to recover Hope like **Gain Favor** or **Tempt Fate**.

REVENANCE DEBT [REVENITE ABILITY]

Revenites learn early never to fear death, knowing its inevitability.

Declaring you are Willing to Die also recovers Resource points to the baseline.

You may spend Resource points rather than spending Hope to avoid an Injury. The Resource point cost equals twice the damage rating. Doing so delays the Injury to the end of the scene and increases the severity by 1.

TECHNOCRAT

Technocrats find obsession with technology the potential to improve the world. They collect knowledge and gain advanced skills in engineering and programming. These applied sciences work in ways described as magic to those unable to understand. All conflicts of the world, past and future, have a solution that technology will deliver.

Strong idealism leads to ethical disregard for the living and a favorable outcome. Technocrats receive the branding of warmongering for ruthless attacks and conquest. Despite aggressive tactics, the technological communities grow like few others achieve. Technocrats thrive through structure, organization, and dedicated service to their communities.

- ✱ **Truth.** You gain the following personal Truth, *Technocrat*.
- ✱ **Attributes.** Your starting attributes are as follows:
 - **Body** [1]
 - **Mind** [2]
 - **Soul** [1]
 - *Increase either your **Body** or **Mind** attribute by +1.*
- ✱ **Technique Level.** You have a +2 bonus for your starting Technique Level. You start with the following Technique Level for this origin: [2]
- ✱ **Hope.** You have a +1 bonus for your starting maximum Hope. You start with the following maximum Hope: [2]
- ✱ **Resources.** You have a +2 bonus for your starting baseline Resources. You start with the following baseline Resources: [3]
 - *You gather twice the number of Resources when gathering from **Industrial** sources.*
 - *You gather half the number of Resources (rounded up) when gathering from **Natural** sources.*
- ✱ **Special Abilities.** You start with the **Signature SIGIL** ability and your choice of **Adaptive Aptitude** or **Swift Infusion**.

ADAPTIVE APTITUDE [TECHNOCRAT ABILITY]

Technocrats study the fundamentals of technology which provides seamless adaptation and education.

You reduce the **Difficulty** of using objects with varying Complexities. You reduce the increase using higher Complexity objects from +2 to +1. You reduce the increase while having a proper **assistant** or being an assistant from +1 to 0.

You increase the number of objects a character may learn from your mentoring. The number of objects equals half your **Technique** level (rounded up)

SIGNATURE SIGIL [TECHNOCRAT ABILITY]

Technocrats have found a way to translate magic into technology and place it in the palm of their hand.

You own a Grimprinter, a specialized stamping tool. This device allows you to brand any surface with any design with varying sizes. You know your choice of one Complexity 2 SIGIL or two Complexity 1s.

SWIFT INFUSION [TECHNOCRAT ABILITY]

Technocrats see the flow of energy and learn to ignite even the faintest spark of light.

You may spend **Resource** points to make a charge object. To make any object crafted charged, you must spend three extra Resource points on top of the base cost. Draining the object of its charge breaks it. The object counts as a **Charged** (*Quick*) for any abilities that refer to charged objects.

ARCHETYPES

Archetypes describe the training that a character has experienced in recent years. These are distinct from a character's culture and have several influences. The starting archetypes of **LIGHT OMENS RPG** are **arbiter**, **broker**, **harvester**, **runner**, **vanguard**, and **wright**.

Each archetype provides a base set of benefits:

- ✱ **Truth.** The character gains a single Truth, usually the name of the archetype.
- ✱ **Approaches.** The character's attributes start at 0. The archetype provides starting approach bonuses.
- ✱ **Technique Level.** The archetype may provide another starting Technique Level bonus.
- ✱ **Hope.** The archetype may provide another starting maximum Hope bonus.
- ✱ **Resources.** The archetype may provide another starting baseline Resource bonus.
- ✱ **Goals.** The archetype has a specific goal that gives them **experience** to grow from.
- ✱ **Talents.** The archetype has a list of Talents that only members of that archetype may choose from. A character chooses one of the listed Talents as their starting Talent.
- ✱ **Equipment.** The archetype provides a few pieces of equipment. Some archetypes provide a choice between several items. A player cannot pick items with a Complexity higher than their Technique Level.

UNUSUAL ARCHETYPE

There are some characters that get unique training over their life. They could have a special mentor, borrow knowledge, or otherwise not be part of this world. This means the character starts without using one of the established origins available. This is an advanced choice; a player should get the **Game Master's** (GM's) permission first.

The character starts with **14 experiences** to spend. These points may only increase **Approaches**, **Technique Level**, **Hope**, and **Resources**. Additionally, they start with two Talents of their choice from the General Talents.

Such a character does not begin with any **goals**, **wealth**, or **equipment**. The GM may choose to provide wealth or equipment.

CORE ARCHETYPES

TRUTH	APPROACHES	TECHNIQUE	HOPE	RESOURCES	WHAT DO THEY DO?
Arbiter	+1 to Focus +1 to Force or Focus	+0	+4	+2	They are a silver-tongued diplomat, mastering the art of words to charm creatures and negotiate alliances.
Broker	+1 to Finesse +1 to Force or Finesse	+1	+2	+3	They are a shadow manipulator, weaving alliances, unraveling secrets, and wielding a silver-tongued mastery of intrigue.
Harvester	+1 to Focus +1 to Finesse or Focus	+1	+1	+5	They are a resource extraction expert, navigating landscapes with keen intellect, finding value in unexpected corners.
Runner	+1 to Finesse +1 to Finesse or Focus	+1	+2	+3	They are a master of covert movement, a swift beacon navigating treacherous landscapes, excelling in stealth and reconnaissance.
Vanguard	+1 to Force +1 to Force or Finesse	+0	+3	+4	They are a stalwart defender, embodying unmatched strength and combat prowess, a guardian against looming chaos.
Wright	+1 to Force +1 to Force or Focus	+2	+0	+4	They are the master crafter, a visionary with unparalleled intellect, blending magic and machines to reshape fate.

ARBITER

You emerge as a master of social dynamics and diplomatic finesse. Your primary weapon is your silver-tongued charisma. Your refined speech can sway leaders and beguile monsters. You draw upon the ancient art of Rhetorimancy. These magical, disciplined skills sharpen in the crucible of eloquence and persuasion.

You charm creatures and negotiate with mechanical beings through the dance of words. You navigate the complex tapestry of alliances, ensuring the delicate balance between factions.

As a voice of reason, you unravel tension with well-chosen phrases and calm storms of conflict. As an arbiter, you know that true power lies not in the swing of a sword but in the art of discourse.

Weaving magic in conversation's dance,

Silver-tongued charisma, their primary lance.

Bearing the power of discourse, not swords swung wide,

Arbiters navigate with words, forging bonds worldwide.

- ✱ **Truth.** You gain the following personal Truth, *Arbiter*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [0]
 - **Finesse** [0]
 - **Focus** [+1]
 - Increase either your *Force* or *Focus* approach by +1.
- ✱ **Technique Level.** You have no bonus for your starting Technique Level.
- ✱ **Hope.** You have a +4 bonus for your starting maximum Hope.
- ✱ **Resources.** You have a +2 bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one **experience** after resolving a conflict without using violence that affects you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Collaborator**, **Experiential Learning**, **Inspire**, **Mediation**, or **Rally**.
- ✱ **Equipment.** You may begin with the following equipment: One **Hand Made** or **Deep Forged Weapon** (T0 -> T2), **Hand Made Armor** (T0 -> T2), **Medical Supplies** (T1 -> T2), and **Artisan** or **Communication Supplies** (T1 -> T2); or 6 Wealth Points.

COLLABORATOR [ARIBERT TALENT]

You know how to do things most people can't figure out, and your presence makes it more than possible.

Choose a single **approach** (*Force*, *Finesse*, or *Focus*) when selecting this talent.

Whenever you **assist** a character using the chosen approach, you may spend one **Hope**. When you do so, you may assist and roll 2d12 rather than 1d12.

When you complete a **Long rest**, you may change the initial approach chosen for any Talent (including this one).

EXPERIENTIAL LEARNING [ARBITER TALENT]

You understand the best way to learn is through trial and error.

When another character in the group fails a **Test**, you may spend **Hope** to help them learn and gain **experience**. The Hope cost is equal to 6 minus the **Difficulty** of the Test. The other character must be visible to you and able to perceive you when they fail the Test.

INSPIRE [ARBITER TALENT]

You provide people with courage when despair draws close.

When you attempt a **Test** to help an ally who is **hopeless**, you reduce the **Difficulty** by 1. If you succeed, they regain **Hope** equal to your **Approach** used, rather than only 1.

MEDIATION [ARBITER TALENT]

Things get hectic, but you find a way to a peaceful resolution.

When you or a group member performs an action that generates **Chaos**, you may spend **Harmony** instead. You must spend two Harmony to prevent one Chaos generation.

RALLY [ARBITER TALENT]

You empower the collective spirit.

When you use the *Gain Favor* **Harmony** spend to restore an ally's **Hope**; you may spend Hope to target extra allies. You target allies that can perceive you as equal to the amount of Hope spent.

The effect of a friendly bond applies after this talent resolves.

BROKER

In the shadows of the world, you emerge as the consummate manipulator. You navigate a tapestry of intrigue with a silver tongue and cunning intellect. Along with many tools, you specialize in influence, forging alliances, and unraveling secrets.

Renowned as a negotiator, you excel in trading for supplies and artifacts. Often, you have the perfect tool or item for anyone in need. You may even have a device capable of discerning truths from lies. Your gear could include a magical trinket that facilitates trades with other world beings.

You have an uncanny ability to befriend strangers with ease. A social web is woven around you through mastery of storytelling and rumors. Your mind is a reservoir of tales, anecdotes, and obscure knowledge used to manipulate. Legends whisper your memory is more than a mental archive, but a magical repository. As a broker, you orchestrate alliances, uncover truths, and manipulate power flow.

Their memory, a magical vault, altering fate,
Recalling legends that resonate, never inflate.
Befriending strangers effortlessly, tales unfold,
The Broker's mark on the tapestry, a story to be told.

- ✱ **Truth.** You gain the following personal Truth, *Broker*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [0]
 - **Finesse** [+1]
 - **Focus** [0]
 - Increase either your **Force** or **Finesse** approach by +1.
- ✱ **Technique Level.** You have a **+1** bonus for your starting Technique Level.
- ✱ **Hope.** You have a **+2** bonus for your starting maximum Hope.
- ✱ **Resources.** You have a **+3** bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one **experience** after making a new positive connection with a different individual or group that helps you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Attentive to Details**, **Dedicated Bonds**, **I Heard About This**, **More Than a Story**, or **Supply and Demand**.
- ✱ **Equipment.** You may begin with the following equipment: One **Hand Made** or **Deep Forged Weapon** (T0 -> T2), **Hand Made Armor** (T0 -> T2), **Cosmetic Supplies** or **Pack** (T1, and 3 Wealth Points); or 10 Wealth Points.

METICULOUS SPEECH [BROKER TALENT]

You know how to say things to the right people to get what you want.

Whenever you have a social **Contest**, you may spend **Harmony** to succeed in the **Test**. You have two ways to spend Harmony before you roll, depending on if you are the **active** or **reactive** character:

- ✱ **Active.** You may spend Harmony equal to twice the Difficulty to succeed in the Test. You do not generate Harmony, nor do you risk any Complications.
- ✱ **Reactive.** You may spend one Harmony to increase the Difficulty for the active character by +1. You do not generate Harmony, nor does the active character risk Complications.

DEDICATED BONDS [BROKER TALENT]

You know how to make quick connections, for better or for worse.

You gain one extra bond within the group.

After you complete a **Long** rest, you may spend two **Hope** and choose one character to make a special bond with. Anytime you or that character recovers Hope, the other also recovers one Hope. This bond lasts until the next time you take a Long rest.

I HEARD ABOUT THIS [BROKER TALENT]

Everything has a story, and you have heard many of them before.

You may generate up to three **Chaos** at the start of a scene to get information about the situation or location. The **Game Master** provides one piece of information per Chaos generated. Each piece of information acts as a personal **Truth** for the group to use for the scene. The information the GM provides comes from stories or tales from various sources.

MORE THAN A STORY [BROKER TALENT]

The stories you tell are hard to believe and even harder to dispute.

When you create a **Truth**, you may spend one **Harmony** to increase the value of the Truth by 1. You may also spend three Harmony to increase the value of the Truth by 2 or six to increase by 3. Once you or an ally uses the Truth for a Test, the Truth is then reduced by one.

SUPPLY AND DEMAND [BROKER TALENT]

To some, you carry trash. To others, you hold a treasure.

When you trade with another character, you may use **Resource Points** to make a **Truth**. You may spend up to three Resource Points to reveal an item worth up to two **Wealth** per point spent. This creates a specific item for the character, but no particular item is available.

HARVESTER

In the vast expansion of this frontier, you emerge as an expert of resource extraction. You navigate the wondrous landscapes with a keen intellect and unmatched awareness. You have an extraordinary ability to find value in unexpected corners of the world.

You hold a profound understanding of the environment. A blend of magical prowess and technological acumen reveals hidden veins of resources. You mine precious minerals, harvest rare herbs, and siphon ancient magic.

You turn even the most meager resources into potent assets for your allies. You are more than a scavenger. You are an alchemist of the environment, turning raw essence into invaluable commodities. As a harvester, you see the value in the darkened world and salvage the abandoned light.

With keen intellect and enchanted tools ablaze,
Extracting magic and minerals from the hazardous maze.
In the ever-changing landscapes, a steward stands fast,
The Harvester ensures no bounty escapes their grasp.

- ✱ **Truth.** You gain the following personal Truth, *Harvester*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [0]
 - **Finesse** [0]
 - **Focus** [+1]
 - Increase either your *Finesse* or *Focus* approach by +1.
- ✱ **Technique Level.** You have a **+1** bonus for your starting Technique Level.
- ✱ **Hope.** You have a **+1** bonus for your starting maximum Hope.
- ✱ **Resources.** You have a **+5** bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one experience after discovering a valuable Industrial, Magical, or Natural resource that helps you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Expert Scavenger**, **Hyper Vigilant**, **Recycle and Reuse**, **Traveling Prospector**, and **Wanderlust**.
- ✱ **Equipment.** You may begin with the following equipment: One **Hand Made** or **Deep Forged** Weapon (T0 -> T2), **Hand Made Armor** (T0 -> T2), **Pack** (T2), **Breathing Apparatus** or **Scouting Supplies** (T2); or 7 Wealth Points.

EXPERT SCAVENGER [HARVESTER TALENT]

You know what it takes to get what you need and then some.

When you succeed on a **Test** to gather, you may generate two **Chaos** to improve the amount or value. This includes gathering supplies, materials, information, or **Resource Points**. The Game master determines the benefits of the improvement.

HYPER VIGILANT [HARVESTER TALENT]

You stay aware of possible treasures and dangers, hoping for a big score.

You may spend up to five **Hope** at the start of a scene to increase awareness. Decrease the **Difficulty** of **Tests** detecting dangers or treasures by the amount of Hope spent (minimum of 0). This also affects any **contests** against your awareness.

Anytime you or a group member generates **Chaos** in this scene, you recover one Hope. You continue recovering Hope this way until the scene ends or until you recover the Hope spent on this Talent.

RECYCLE AND REUSE [HARVESTER TALENT]

You make sure to use everything for what it's worth.

At the end of a scene, you have two options for any objects you created using **Resource Points**.

- ✱ You may recover half (rounded up) the Resource Points spent to make the object.
- ✱ You may spend half (rounded down) the cost to make the object to sustain it for another scene.

TRAVELING PROSPECTOR [HARVESTER TALENT]

You know treasure is everywhere if you know what you want.

When you succeed in a **Test** to locate something, you generate two short-term **Harmony**. The short-term Harmony can only apply to asking questions about the Test target.

WANDERLUST [HARVESTER TALENT]

You seek places you have only heard stories about, and nothing can stop you.

You reduce the **Test Difficulty** or **Harmony** cost of moving through difficult terrain by 1.

RUNNER

Where shadows and silence bring survival, you emerge as a master of covert movement. You are a beacon of swiftness, navigating treacherous landscapes with grace. Keen perception gives expertise in infiltrating perilous locations unnoticed.

Your missions range from seeking powerful artifacts to hunting elusive creatures. Your exceptional agility allows you to traverse impassable terrain and avoid dire consequences. Many seek your talents to get things once lost or deliver things that must remain hidden.

You embody fluidity in motion through every action. Remaining unseen, seeking relics in forbidden ruins, or tracking prey through labyrinthine streets. As a runner, nothing hinders your progress as a master of stealth and reconnaissance.

Swift beacon navigating treacherous terrain,
Keen perception, perilous realms to tame.
Talents sought for secrets once concealed,
A runner's prowess, in shadows revealed.

- ✱ **Truth.** You gain the following personal Truth, *Runner*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [0]
 - **Finesse** [+1]
 - **Focus** [0]
 - *Increase either your **Finesse** or **Focus** approach by +1.*
- ✱ **Technique Level.** You have a **+1** bonus for your starting Technique Level.
- ✱ **Hope.** You have a **+2** bonus for your starting maximum Hope.
- ✱ **Resources.** You have a **+3** bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one experience after resolving a conflict discretely or in a clever and indirect manner that affects you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Just Keep Moving**, **No One's Watching**, **Opportunist**, **Risky**, and **This Will Help**.
- ✱ **Equipment.** You may begin with the following equipment: One **Hand Made** or **Deep Forged Weapon** (T0 -> T2), **Hand Made** or **Deep Forged Armor** (T0 -> T2), **Burglary Supplies** (T1 or T2), **Mobility** or **Survival Supplies** (T2); or 6 Wealth Points.

JUST KEEP MOVING [RUNNER TALENT]

Some people can get to places quickly and by then you are already back.

When you spend Harmony to move an extra zone, you may instead move up to two extra zones.

NO ONE'S WATCHING [RUNNER TALENT]

You get things done and most people won't even know you were there.

You gain short-term **Harmony** when acting while hidden from enemies. You gain +2 short-term Harmony for an action performed against an enemy unaware of you. You gain an extra +1 short-term Harmony for each character in a group unaware of you. The short-term Harmony only applies for the action performed against the unaware target.

OPPORTUNIST [RUNNER TALENT]

The smallest detail can make for the biggest opening to you.

You may spend extra **Harmony** when asking using *Ask a Question* to create a **Truth**. You must spend one Harmony to *Create a Truth* after spending Harmony to *Ask a Question*.

RISKY [RUNNER TALENT]

Things get complicated, but you find a way to keep your cool.

Whenever you roll a **complication**, you may reroll that dice once for free and must keep the new roll. If you roll a **Complication** again, it counts as two **Complication**, and you regain one **Hope**.

THIS WILL HELP [RUNNER TALENT]

You collect things knowing that they just might help you get out of trouble.

During an action scene, you may spend two **Resources** on your turn to create a temporary **Truth**. You may create the **Truth** before or after your take your action. **Truth** must be a negative **Truth**. Examples effects include:

- ✱ Adding +1 **Difficulty** of the next **Test** one **NPC** makes.
- ✱ Prevent one **NPC** from taking a specific type of action.

You may suggest alternative small effects with **Game Master's** (GM's) permission.

VANGUARD

Amidst the chaos and peril that shadows bring, you emerge as a stalwart defender. You embody unmatched strength, combat prowess, and an unyielding commitment to protection. Many consider you the indomitable guardian, ready to face any danger head-on.

You are a warrior capable of wielding an array of weapons with deadly precision. You apply a distinct style of martial mastery with magical or mechanical enhancements. Identified as the protector of communities, from humble hamlets to sprawling cities. You can lead on the front lines or quell internal conflicts with unwavering resolve.

You embody the art of combat to confront challenges head-on. Your presence on the battlefield is a beacon of hope. Any use of magic or machines only cements as the guardian of the frontiers. As a vanguard, you stand resolute against the shadows the seek to plunge your world into chaos.

Blessed with strength, versatile and precise,
In battle's embrace, their prowess shall suffice.
Masters of combat, confronting the night,
Vanguards stand in shadows, a resolute light.

- ✱ **Truth.** You gain the following personal Truth, *Vanguard*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [+1]
 - **Finesse** [0]
 - **Focus** [0]
 - Increase either your **Force** or **Finesse** approach by +1.
- ✱ **Technique Level.** You have no bonus for your starting Technique Level.
- ✱ **Hope.** You have a **+3** bonus for your starting maximum Hope.
- ✱ **Resources.** You have a **+4** bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one experience after defeating a Major NPC that threatened you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Always Armed**, **Double Team**, **Monumental Strike**, **Stalwart**, or **Weapons Akimbo**.
- ✱ **Equipment.** You may begin with the following equipment: Two **Hand Made** or **Deep Forged Weapon** (T0 -> T2), **Hand Made** or **Deep Forged Armor** (T0 -> T2), **Pack** (T0), and **Illumination Supplies** (T0 -> T2); or 6 Wealth Points.

ALWAYS ARMED [VANGUARD TALENT]

Even when unarmed, you find a way to make something deadly.

On your turn, you may spend one **Resource point** to produce a **melee** weapon which inflicts an **Injury 1**. The **Game Master** (GM) determiner's the Injury's name. You may improve the weapons capability by spending more Resources.

- ✱ Increase the **damage** by +1: One Resource point.
- ✱ Add **Ranged** to the weapon: One Resource point.
- ✱ Add one **Quality** to the weapon: One Resource point.

The weapon no longer functions and breaks at the start of your next turn or the end of the scene. You recover half the Resources spent (rounded down, minimum of 0) when the weapon breaks.

DOUBLE TEAM [VANGUARD TALENT]

You know the value of a coordinated effort and motivated companions.

You regain one **Hope** when you create a **Truth** based on a weakness or flaw after an attack. Different effects occur depending on who succeeds their attack using the new Truth:

- ✱ If you succeed in the attack on the target, you decrease the **Chaos** pool by two.
- ✱ If another character succeeds in the attack on the target, both you and the character regain one Hope. If the character is an NPC, the Chaos pool decreases by one.

An attack that uses the Truth removes whether the attack was successful or not.

MONUMENTAL STRIKE [VANGUARD TALENT]

You know how to make your hits count.

When you succeed at an attack, you may spend one Hope to increase the cost to avoid the Injury by +2.

STALWART [VANGUARD TALENT]

You know what it takes to stay in the fight and stay alive.

You may generate one Chaos to reduce the cost to avoid an Injury by 2 (to a minimum of 1). You can provide this reduction to an ally, but the ally must be within reach when attacked.

WEAPONS AKIMBO [VANGUARD TALENT]

Two heads are better than one, and two weapons are better than none.

When you make an attack, you may choose to wield two weapons. Make the first attack as normal. On a success, you may spend one Harmony to make a second attack which must be with the other weapon.

WRIGHT

Where arcane energies intertwine with mechanical power, you emerge as the master crafter. You are a visionary wielding unparalleled intellect and engineering prowess. Your genius lies in your ability to build anything you seek. Understanding magical and technological principles gives intricate magical artifacts to complex mechanical wonders.

You may be adept at deciphering the arcane runes on enchanted objects. You may also dismantle intricate machinery to grasp the essence of its functionality. A specialty in reverse engineering to understand their inner workings. This knowledge allows you to reconstruct and enhance these creations.

Your ideas push the boundaries of innovation where magic and machines coalesce. You forge objects that defy conventional limits using magical and mechanical tools. A sanctuary of invention is where you call home. As a wright, you make arcane sparks and mechanical whirrs harmonize to reshape fate.

Ethereal blades and clockwork dreams,

A visionary in the fantastical scheme.

In the nexus where magic and gears converge,

The Wright arises, their hopeful creations urge.

- ✱ **Truth.** You gain the following personal Truth, *Wright*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [+1]
 - **Finesse** [0]
 - **Focus** [0]
 - *Increase either your **Force** or **Focus** approach by +1.*
- ✱ **Technique Level.** You have a **+1** bonus for your starting Technique Level.
- ✱ **Hope.** You have no bonus for your starting maximum Hope.
- ✱ **Resources.** You have a **+4** bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one experience after resolving a manufactured Industrial, Magical, or Natural danger that threatened you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Energy Recycling**, **Keen Mind**, **Manufactured Assistant**, **Resourceful Crafting**, and **Quick Fix**.
- ✱ **Equipment.** You may begin with the following equipment: One **Hand Made** or **Deep Forged Weapon** (T0 -> T2), **Hand Made Armor** or **Deep Forged Armor** (T0 -> T2), **Artisan Supplies** (T1 -> T3), and a **Grimprinter**; or 7 Wealth Points.

ENERGY RECYCLING [WRIGHT TALENT]

The world is full of power, and it takes a careful hand to use it.

As an action, you can spend one or more **Resource Points** to refresh a **charged** object you or an ally are carrying. It costs two Resource points to refresh a *Charged (Quick)* object. Three Resource points refresh a *Charged (Short)* object, and four for a *Charged (Long)* object.

KEEN MIND [WRIGHT TALENT]

You see the smaller details and find the best opportunities.

You may spend **Hope** to amplify any **Truth** other than a personal Truth. Whenever you apply a Truth or **assist** while a Truth applies, you may spend one Hope to increase the Truth by one. This increase applies only to one action.

You may also use *Ask a Question* **Harmony** spend for free on successful tests.

MANUFACTURED ASSISTANT [WRIGHT TALENT]

You've created an assistant using various components. They remain by your side or attached to you, designed to aid you.

You created your assistant using *artisan supplies* that it now holds for you. It includes mounting options for objects you find or make in the field. You may add charged objects, other than weapons or armor, to the assistant during a **Short** rest. The assistant can carry a number of objects equal to half (rounded down) of your highest **Mind** (*Approach*).

When you use any object mounted to your assistant, you may spend one **Hope**. Doing so allows you to upgrade a d6 before the roll and re-roll two dice after the roll. You may drain any object on your assistant to refresh another drained object of equal charge.

RESOURCEFUL CRAFTING [WRIGHT TALENT]

You make things without wasting components in the process.

You reduce the number of **Resource Points** spent to create objects by 1 (to a minimum of 1). You may choose to disassemble any object you created, regaining one Resource Point.

QUICK FIX [WRIGHT TALENT]

Few things work like they used to, but you find a way.

Whenever you make a **Test** to repair an object, you may choose to generate **Chaos** to pass regardless. You must generate Chaos equal to the **Difficulty** of the Test. The object functions as intended but increases the **complication range** by 1 on all tests. The object immediately stops working after rolling a **Complication**.

TENDENCIES

Tendencies are not personalities but more character behaviors. The available tendencies are **aggressive**, **analytical**, **devious**, **empathetic**, **expressive**, or **stubborn**.

Each tendency provides a base set of benefits:

- ✱ **Truth.** The character gains a single Truth, usually the name of the tendency.
- ✱ **Specialty.** The character's specialties start with 0 ranks. The tendency provides the character with a single Specialty rank related to a specific approach.
- ✱ **Bond.** The character starts with several bonds. One of the starting bonds must be a specific type.
- ✱ **Drive.** The tendency provides the character with a specific behavior that gives a personal way to recover **Hope**.
- ✱ **Hopelessness.** The tendency has a particular type of Hopelessness that a character experiences from reduced to zero Hope.
- ✱ **Flaw.** The tendency provides the character with a specific behavior that gives a personal way to gain **experience**.

AGGRESSIVE

You are daring and abrasive. You tend to be unpredictable and prefer handling things the easiest way possible.

- ✱ **Truth.** You gain the following personal Truth, **Aggressive**.
- ✱ **Specialty.** You gain +1 rank in a **specialty** related to *Force*.
 - **Body** (*Force*) is the **Brutal** specialty.
 - **Mind** (*Force*) is the **Rational** specialty.
 - **Soul** (*Force*) is the **Candid** specialty.
- ✱ **Bond.** You must have at least one **friendship** when selecting bonds with the group.
- ✱ **Drive.** You regain one **Hope** when the Game Master spends or generates two or more **Chaos** at once.
- ✱ **Hopelessness.** You may choose to become **Weakened** (locks down the *Force* approach) when your **Hope** is reduced to zero. You generate two Chaos if you choose **Clumsy** or **Distracted** when becoming **hopeless**.
- ✱ **Flaw.** You gain one **experience** if your group faces a problem because you choose to **advance** or **attack** without considering your allies.

TENDENCY OVERVIEW

TENDENCY	APPROACH	BOND
Aggressive	Force	Friendship
Analytical	Focus	Rivalry
Devious	Finesse	Friendship
Empathetic	Force	Rivalry
Expressive	Finesse	Rivalry
Stubborn	Focus	Friendship

You could mix and match the features of the Tendencies to make your own.

ANALYTICAL

You are careful and cautious, and sometimes too cautious. You always plan and consider all outcomes before acting.

- ✱ **Truth.** You gain the following personal Truth, **Analytical**.
- ✱ **Specialty.** You gain +1 rank in a **specialty** related to *Focus*.
 - **Body** (*Focus*) is the **Durable** specialty.
 - **Mind** (*Focus*) is the **Deliberate** specialty.
 - **Soul** (*Focus*) is the **Tranquil** specialty.
- ✱ **Bond.** You must have at least one **rivalry** when selecting bonds with the group.
- ✱ **Drive.** You regain one **Hope** when you save one or more Harmony in the group pool.
- ✱ **Hopelessness.** You may choose to become **Distracted** (locks down the *Focus* approach) when your **Hope** is reduced to zero. You generate two Chaos if you choose **Weakened** or **Clumsy** when becoming **hopeless**.
- ✱ **Flaw.** You gain one **experience** if your group faces a problem because you choose to **plan** or **prepare** before acting.

DEVIOUS

You are competent in plotting and scheming. You manipulate situations to ensure your success.

- * **Truth.** You gain the following personal Truth, *Devious*.
- * **Specialty.** You gain +1 rank in a **specialty** related to *Finesse*.
 - **Body** (*Finesse*) is the *Nimble* specialty.
 - **Mind** (*Finesse*) is the *Insightful* specialty.
 - **Soul** (*Finesse*) is the *Tactful* specialty.
- * **Bond.** You must have at least one **friendship** when selecting bonds with the group.
- * **Drive.** You regain one **Hope** when creating a **Truth** standing for a plot or a scheme.
- * **Hopelessness.** You may choose to become **Clumsy** (locks down the *Finesse* approach) when your **Hope** is reduced to zero. You generate two Chaos if you choose **Weakened** or **Distracted** when becoming **hopeless**.
- * **Flaw.** You gain one **experience** if your group faces a problem because you choose to keep secrets or trick a friend or ally.

EMPATHETIC

You are compassionate and sincere. You understand the feelings of others but tend to be too trusting.

- * **Truth.** You gain the following personal Truth, *Empathetic*.
- * **Specialty.** You gain +1 rank in a **specialty** related to *Force*.
 - **Body** (*Force*) is the *Brutal* specialty.
 - **Mind** (*Force*) is the *Rational* specialty.
 - **Soul** (*Force*) is the *Candid* specialty.
- * **Bond.** You must have at least one **rivalry** when selecting bonds with the group.
- * **Drive.** You regain one **Hope** when you create a Truth that supports an ally or friend.
- * **Hopelessness.** You may choose to become **Weakened** (locks down the *Force* approach) when your **Hope** is reduced to zero. You generate two Chaos if you choose **Clumsy** or **Distracted** when becoming **hopeless**.
- * **Flaw.** You gain one **experience** if your group faces a problem because you choose to support a character with opposing goals.

EXPRESSIVE

You are a competent individual, and you know it. It is important to ensure that others are aware of it.

- * **Truth.** You gain the following personal Truth, *Expressive*.
- * **Specialty.** You gain +1 rank in a **specialty** related to *Finesse*.
 - **Body** (*Finesse*) is the *Nimble* specialty.
 - **Mind** (*Finesse*) is the *Insightful* specialty.
 - **Soul** (*Finesse*) is the *Tactful* specialty.
- * **Bond.** You must have at least one **rivalry** when selecting bonds with the group.
- * **Drive.** You regain one **Hope** when you succeed on Difficulty 3 Test.
- * **Hopelessness.** You may choose to become **Clumsy** (locks down the *Finesse* approach) when your **Hope** is reduced to zero. You generate two Chaos if you choose **Weakened** or **Distracted** when becoming **hopeless**.
- * **Flaw.** You gain one **experience** if your group faces a problem because you choose to show off your skills somehow.

STUBBORN

You are strong-willed and determined. Once you have decided on something, there is little that could change your mind.

- * **Truth.** You gain the following personal Truth, *Stubborn*.
- * **Specialty.** You gain +1 rank in a **specialty** related to *Focus*.
 - **Body** (*Focus*) is the *Durable* specialty.
 - **Mind** (*Focus*) is the *Deliberate* specialty.
 - **Soul** (*Focus*) is the *Tranquil* specialty.
- * **Bond.** You must have at least one **friendship** when selecting bonds with the group.
- * **Drive.** You regain one **Hope** when you fail a Test as part of the *Chain Action Harmony* spend.
- * **Hopelessness.** You may choose to become **Distracted** (locks down the *Focus* approach) when your **Hope** is reduced to zero. You generate two Chaos if you choose **Weakened** or **Clumsy** when becoming **hopeless**.
- * **Flaw.** You gain one **experience** if your group faces a problem because you choose to persist in a specific approach.

EXPANDING CHARACTERS

Once you have your origin, archetype, and tendency, it is time to finish the final details. Also, explore the ways to improve your character moving forward.

CALCULATING HOPE

You should have your maximum **Hope** value. This equals the number of your **specialty** [**Attribute** (*Approach*)] chosen from your **tendency**. Any bonuses from your **origin** and **archetype** further increase it. Remember, characters all have a starting +1 for their Hope.

CALCULATING RESOURCES

You should have your baseline **Resources** value. This equals the bonuses gained from your **origin** and **archetype**. Remember, characters all have a starting +2 for their baseline Resources.

ESTABLISHING BONDS

The number of **bonds** you have depends on the number of players in the group. Your **tendency** is either based on **friendship** or **rivalry**. Choose one other player character in the group to share a bond with that type. This bond goes both ways and is the same for both characters.

Any subsequent bonds gained by any characters can be a friendship or rivalry.

STARTING BONDS

NUMBER OF PCS	STARTING NUMBER OF BONDS PER PC
2	1
3	1
4	2
5	2
6+	3

STARTING EQUIPMENT

Your chosen archetype gives you your starting equipment. Resource Points represent other objects, items, and improvised equipment. Each starting character begins with 2 **Wealth Points**.

Wealth Points are explained in more detail in the next chapter.

DETERMINING GOALS

Every character has something they want to achieve. These desires drive you forward, giving meaning to the actions you do. These goals are split into short-term and long-term ambitions.

SHORT-TERM AMBITION

A **short-term ambition** is something the character wants to happen soon. Ideally, a short-term ambition leads a character closer to completing a long-term ambition.

LONG-TERM AMBITION

A **long-term ambition** is the character's overarching goal. Achieving this goal should be considered a major turning point in that character's life. Sometimes, it may be enough to convince a character to retire.

ACHIEVING GOALS

You gain **experience** when you complete a **short-term ambition** and create a new one.

You and your entire group gain experience when you complete a **long-term ambition**. You can create a new ambition or allow the character to retire.

EXPERIENCE AND GROWTH

Several situations describe providing a character with **experience**. These are moments of development and advancement for characters. Experience allows a character to grow and learn from these moments. Each session provides at least one experience for the table just for participating.

Characters also gain experience whenever the **Game Master** (GM) spends three or more **Chaos** at once. Every character in the group receives this experience. A character may have no more than nine experiences at one time. Any gain over this limit disappears and is no longer applicable.

USING EXPERIENCE

Characters use their experiences to improve themselves. Different improvements will have different costs of experience. You may spend any amount of experience during a downtime period. It is vital to keep track of experience gained and spent as it may be helpful later in the character's life.

EXPERIENCE SPENDS

GROWTH IMPROVEMENT	EXPERIENCE COST
Increase maximum Resource Points by +1 .	1 Experience
Increase maximum Hope by +1 .	2 Experience
Increase Technique Level by +1 , to a maximum of 6.	3 Experience
Increase one Approach by +1 , to a maximum of 4.	2 Experience
Increase one Attribute by +1 , to a maximum of 6.	3 Experience
Increase one Specialty by +1 , to a maximum of 6.	4 Experience
Change the Bond with a character you already have with.	1 Experience
Create a Bond with a character you do not have a bond with.	2 Experience
Create an additional Truth for your character.	3 Experience
Remove a fixed Truth from your character.	2 Experience
Change a fixed Truth of your character.	3 Experience
Gain a new archetype . You gain the Truth and Goals of the archetype and access to the archetype's Talent list.	3 Experience and requires a Mentor
Select one additional Talent available to your character.	X Experience X equals the number of talents already known.

EXPERIENCE AND RANKS

Characters gain experiences from various sources that help them improve themselves. Some characters have experienced enough to stand out among their peers. Experience ranks categorize individuals within a specific power scale for reference. These ranks are helpful when starting groups off with more experience.

EXPERIENCE RANKS

EXPERIENCES	TITLE	GRADING RANK
0 – 4	Commoner	Unranked
5 – 19	Initiate	D-
20 – 44	Novice	D
45 – 74	Adept	D+
75 – 109	Expert	C-
110 – 149	Master	C
150 – 194	Grandmaster	C+
195 – 244	Archon	B
245 – 299	Paragon	B+
300 – 359	Legend	A
360+	Ascendent	S

CHARACTER LEGACIES

Sometimes, characters perish. Sometimes, they decide they've found a purpose other than adventuring. It's natural for characters to leave a group, which may lead to new opportunities for the players.

RETIRED LEGENDS

A character may retire under two circumstances.

- ✱ The character has achieved their long-term ambition.
- ✱ The character has reached the end of an adventure and has three or more injuries.

A **retired** character settles down in a nearby community of their choice and is no longer playable. They are instead an allied NPC. This causes a few changes for the group.

A FRIENDLY FACE

The retired friend guarantees shelter and hospitality when the group visits their community. A **long** or **short** rest in a community with a retired friend restores an extra 50% of Hope (rounded up).

NEWS AND INFORMATION

The group may contact a retired friend once per session for help. Contact may be in person or by alternative means available to the group. The group may ask the retired friend three questions about the local area and recent events. The **Game Master** (GM) provides information in response to the group.

YOUR TURN TO CARRY THIS...

A retiring character selects one item and one bond they have. The bonded character receives the selected item and ignores any Technique Level requirements. Retiring characters may repeat this for each bond they have.

SHIFTED BONDS

Any character with a bond with the retired friend changes that bond to a Reminiscent Bond, as shown below.

REMINISCENT BOND

Note down the highest attribute the former character has. Once per session, a character may recall their old friend. The character may roll a number of d12s based on the former character's highest attribute. Each success generates a single Hope.

FALLEN LEGENDS

A fallen character lives on in the memories of their friends. Any character who had a bond to a fallen character changes that bond to the Memorial Bond below.

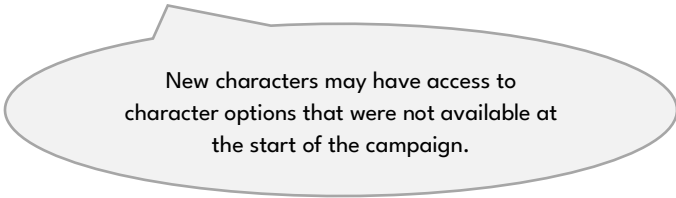
MEMORIAL BOND

Note down the highest attribute and approach the former character has. Once per session, a character may recall their fallen friend. The character may roll a number of d12s based on the fallen character's highest attribute (approach). Every success grants a single point of Hope and reduces a single point of Chaos.

NEW CHARACTERS

The player may make a new character if their character has retired or fallen. The player creates the character as they see fit. The new character is another legend adding to the legacy of the world.

A character created after the fall or retirement of another character gains experience. Any unspent experience of the former character goes to the new character. Half of the experience (rounded up) spent by the former character also goes to the new character.



New characters may have access to character options that were not available at the start of the campaign.

ADVANCED ARCHETYPES

An adventure may need more capable starting characters. Sometimes, players create a new character in an ongoing game. Some characters have enough **experience** and may have access to **advanced archetypes**.

These are more capable or powerful character concepts. Advanced archetypes have distinct abilities and statuses for an adventure. A player may select a advanced archetype with the **Game Master's** (GM's) permission. The GM may have introduced the archetypes during the game or as an option after a character legacy.

Characters often learn about these advanced archetypes through the story. The characters may have met a member or discovered information about these groups.

The following Advanced Archetypes cannot be selected until **Legendary talents** have been introduced to a campaign. The Game Master may allow this archetype. A player must spend 6 **experiences** during character creation to select one of these archetypes.

BELLATOR

You emerge as the epitome of martial prowess and strategic acumen. Every move you make on the battlefield is calculated, every strike precise. With a mere gesture, you command the very essence of combat, bolstering defenses, deterring foes, or retaliating with unmatched ferocity. Your hands are not just instruments of destruction, but tools of salvation, expertly reducing injuries and mending broken spirits alike.

Driven by an unyielding pursuit of justice, you are a beacon of hope amidst the chaos of battle. Every evasion by your adversaries only serves to stoke the flames of your determination, fueling your resolve to press on against insurmountable odds. Armed with ranged weaponry, your aim is unparalleled, each shot a testament to your mastery of marksmanship.

In the heat of combat, you are a force to be reckoned with, piercing through defenses with ease and inflicting significant damage upon your targets. As a Bellator, the battlefield is your domain, and your strategic brilliance knows no bounds.

With hands that heal and weapons that blaze,
They command the field in myriad ways.
In the heart of battle, where chaos reigns,
The Bellator stands amidst the strains.

- ✱ **Truth.** You gain the following personal Truth, ***Bellator***.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [+1]
 - **Finesse** [+1]
 - **Focus** [0]
 - *Increase either your **Force** or **Focus** approach by +1.*
- ✱ **Technique Level.** You have a **+2** bonus for your starting Technique Level.
- ✱ **Hope.** You have a **+3** for your starting maximum Hope.
- ✱ **Resources.** You have a **+2** bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one experience after receiving an Injury from or inflicting an Injury on a Major NPC that threatened you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Aura of Reproach**, **Cerulean Paragon**, **Relentless Combatant**, or **Sharpshooter**.
- ✱ **Equipment.** You may begin with the following equipment: Two **Hand Made** or **Deep Forged Weapon** (T0 -> T2), One **Cyber Forged Weapon** (T4), **Hand Made**, **Deep Forged**, or **Cyber Forged Armor** (T0 -> T4), **Pack** (T1), and **Medical Supplies** (T1 -> T2); or 6 Wealth Points.

AURA OF REPROACH [BELLATOR TALENT]

You channel your combat prowess into an overwhelming and threatening presence.

You may activate your Aura at the start of any action and ends at the start of your next action. Choose one of the following options when activating your aura:

- ✱ **Block.** Add +1 to the Difficulty of attacks against you or one nearby ally.
- ✱ **Lock.** Any NPC attacking someone other than you must spend one Chaos to do so.
- ✱ **Knock.** Anyone who fails a melee attack against you suffers an Injury of 2. The aura determines the type of Injury.

The first use of this ability in a scene is free. The second use generates one Chaos. Each time after the second increases the Chaos generated by +1.

CERULEAN PARAGON [BELLATOR TALENT]

Your affinity for restoration and augmentation treats the wounded and restores the broken.

When attempting First Aid on a character with an Injury, you reduce the rating by 1. A character can only receive this healing benefit once per Long rest. This instead treats Injuries reduced to 0 and also removed if the Test has at least one success.

RELENTLESS COMBATANT [BELLATOR TALENT]

You charge without hesitation and thrive when they do not fall.

You regain Hope when your enemy avoids Injury inflicted by your melee attacks. You regain Hope equal to the amount of Chaos spent avoiding injury.

SHARPSHOOTER [BELLATOR TALENT]

You make every shot count, even against the most protected targets.

You increase the damage made with ranged attacks with the breaking quality. Each Harmony spend increases the weapon's damage by +2 instead of +1.

FABRICATOR

In the expansive realms, you emerge as a virtuoso of both mystical forces and technological wonders. Your origins lie in the fusion of arcane brilliance and mechanical genius, marking you as a harbinger of innovation and strength.

Daemonata's essence flows within you, guiding your every action with unearthly foresight. When necessary, you tap into this dark energy to ensure triumph, even manipulating fate itself through sacrifice. With an intimate understanding of mystical forces, you effortlessly navigate the complexities of magic, smoothing the path to victory even in the face of adversity.

Drawing upon the very essence of light and energy, you ensure that power is always within reach. Your senses are finely attuned, piercing through reality's veil to refine your sorcery and invocations with unmatched precision.

Understanding the mystical dynamics at play, you effortlessly ease the difficulty of your magical feats, overcoming daunting challenges with finesse. As a Fabricator, you embody the fusion of magic and technology, reshaping reality with your boundless creativity and unrivaled power.

Daemonata's whispers guide their hand,
Crafting wonders, both arcane and grand.
Amidst realms where mystic forces collide,
The Fabricator's brilliance does preside.

- ✱ **Truth.** You gain the following personal Truth, *Fabricator*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [+1]
 - **Finesse** [0]
 - **Focus** [+1]
 - Increase either your *Finesse* or *Focus* approach by +1.
- ✱ **Technique Level.** You have a +3 bonus for your starting Technique Level.
- ✱ **Hope.** You have no bonus for your starting maximum Hope.
- ✱ **Resources.** You have a +5 bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one experience after interacting with a powerful Industrial, Magical, or Natural event or Lost Remnant that benefits you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Daemon Disciple**, **Grim Pulse**, **Scarlet Paragon**, or **Overclock**.
- ✱ **Equipment.** You may begin with the following equipment: One **Hand Made** or **Deep Forged Weapon** (T0 -> T3), One **Hand Made** or **Deep Forged Armor** (T0 -> T3), **Artisan Supplies** (T1 -> T3), a **Grimprinter**, and **Surveillance Supplies** (T2); or 8 Wealth Points.

DAEMON DISCIPLE [FABRICATOR TALENT]

The essence of Daemonata flows through you and guides your actions forward.

You may spend **Hope** after upgrading dice to guarantee a roll. After upgrading one or more dice and spending two more Hope, count one d12 as if it had rolled a 10. This must occur before rolling.

GRIM PULSE [FABRICATOR TALENT]

Attuned senses refine your sorcerers and invocations.

You may spend **Resources** to reduce the difficulty of a thaumaturgical action. You may spend two Resources to reduce the **Difficulty** of the action by 1, to a minimum of 0. The **Test** still occurs even if reduced to 0 and resolves **Complications** as normal.

OVERCLOCK [FABRICATOR TALENT]

You drain the light from any source, ensuring the power supply is never an issue.

You may drain a charged object to refresh the cooldown period on an invocation. The object must have a refresh period equal to or greater than the chosen invocation.

SCARLET PARAGON [FABRICATOR TALENT]

Your affinity for induction and conjuration blends together for powerful results.

You reduce the Resource points required for invocations in half (rounded down). Any damage caused by you or objects you create includes an extra burned 1 Injury.

SOOTHSAYER

In the intricate dance of fate and manipulation, you emerge as the Soothsayer, a master of foresight and orchestration. Your presence is a blend of charisma and strategy, shaping the course of events with precision. Balancing preservation and vexation, you and your bonded companions radiate a distinct aura, enhancing hope and harmony wherever you tread.

Your mastery of manipulation extends to crafting intricate plans and strategies. Through masterful tactics you generate events representing your schemes and empowering allies to execute actions in alignment with your vision. With unparalleled influence, you weave potent sigils effortlessly, tapping into your Soul attribute and expending Hope to bend reality to your will.

Coordinating team efforts is your forte, ensuring optimal outcomes with every move. Whether aiding or being aided by allies, you trigger various effects bolstering the group with each contribution, even in the face of failure. As the Soothsayer, you are the architect of destiny, guiding others with your silver-tongued persuasion and unwavering resolve.

With bonds strong and visions clear,
They shape destiny, dispelling fear.
In the cosmic dance of chance and choice,
Soothsayer's voice, a steady voice.

- ✱ **Truth.** You gain the following personal Truth, *Soothsayer*.
- ✱ **Approaches.** Your starting approaches are as follows:
 - **Force** [0]
 - **Finesse** [+1]
 - **Focus** [+1]
 - Increase either your **Force** or **Finesse** approach by +1.
- ✱ **Technique Level.** You have a +1 bonus for your starting Technique Level.
- ✱ **Hope.** You have a +5 for your starting maximum Hope.
- ✱ **Resources.** You have a +1 bonus for your starting baseline Resources.
- ✱ **Goals.** You gain one experience after using a Bond you have to resolve a conflict that affects you, your group, or an allied community.
- ✱ **Talents.** You start with one of the following Talents: **Citrine Paragon**, **Gambit Tactics**, **Rhetorimancy**, or **Synchronized Effort**.
- ✱ **Equipment.** You may begin with the following equipment: One **Hand Made** or **Deep Forged Weapon** (T0 -> T2), **Hand Made Armor** (T0 -> T3), **Cosmetic Supplies** (T2 -> T3), **Mobility Supplies** (T1 -> T3), a **Pack** (T0 -> T2) and 5 Wealth Points; or 12 Wealth Points.

CITRINE PARAGON [SOOTHSAYER TALENT]

Your affinity for preservation and vexation weaves a delicate balance.

You and those you have Bonds enjoy your distinct presence. When you or a bond spends Hope to upgrade dice, reroll, or avoid Injury, they may double the effects of the Hope spent. The character must spend two Harmony to double the effect and an extra four Harmony to double it again.

You may spend one Hope to remove one Chaos after an enemy spends Chaos to upgrade dice, reroll, or avoid Injury. The enemy must have spent Chaos targeting or responding to an action you or a Bond performed. After removing the one Chaos, add two Harmony to the group pool.

GAMBIT TACTICS [SOOTHSAYER TALENT]

You set things in motion to ensure the success you desire.

When you create a Truth representing a plan or strategy, you may spend one Harmony to create a second Truth. As an action, you may have an ally take an action instead. The ally must use your plan in their action, and you count as assisting their Test if required.

RHETORIMANCY [SOOTHSAYER TALENT]

Your influence comes with a power that causes the world to follow suit.

You can create a SIGIL you know without drawing one by using the Plan and Prepare action to create a Truth. You must spend one Hope in addition to the Resource cost. You may use your Soul attribute rather than Body or Mind.

SYNCHRONIZED EFFORT [SOOTHSAYER TALENT]

You find a way to get optimal effort with team action.

When you assist an ally or an ally assists you, you may have one of the following effects occur:

- ✱ The leader and the assistants all reroll 1d12 once per assistant.
- ✱ Reduce the complication range by 1 per assistant.
- ✱ Generate one short-term Harmony per assistant.

You may spend one Hope to have more than one effect. If the Test fails, add one to the group's Harmony pool for each assistant.

CHARACTER TALENTS

A player has several options when spending experience to buy more talents. The player selects one provided by their archetype(s) or one of the general talents.

GENERAL TALENTS

The following talents are available to all characters.

ADVISOR [GENERAL TALENT]

You understand what it takes to do something the right way, and your allies thank you for it.

Choose a single **approach** (*Force*, *Finesse*, or *Focus*) when selecting this talent.

You grant a specific benefit when **assisting** an ally that uses the chosen approach. The ally may reroll up to two dice in their dice pool for free without spending **Hope**.

AGILE [GENERAL TALENTS]

You have astounding balance, even in disastrous environments.

Whenever you make a **Test** to move or make a maneuver, you may spend two **Harmony** to ignore a **Complication** rolled.

AMBUSH [GENERAL TALENT]

Surprise attacks come quickly, quietly, and quite deadly.

You gain specific benefits when making an attack against an enemy unaware of you. You decrease the Difficulty of the attack by 1 and increase the damage rating of the attack by +2. This talent may only apply once per enemy per scene.

BOLD [GENERAL TALENT]

You are willing to take risks, and nothing has given you reason to stop yet.

You must have the Aggressive, Expressive, or Stubborn **tendency** to take this talent.

You regain one extra **Hope** when generating **Chaos** when using the *Tempt Fate* option.

CAUTIOUS [GENERAL TALENT]

You are unwilling to act with haste and such patience tends to be rewarding.

You must have the Analytical, Devious, or Empathetic **tendency** to take this talent.

You regain one extra **Hope** when spending **Harmony** when using the *Gain Favor* option.

COMPOSED [GENERAL TALENT]

There is a level of control you have with every action you take.

You generate one short term **Harmony** on any Test you succeed.

CONFIDENT [GENERAL TALENT]

The world may be dangerous, but you remain hopeful about the future.

When you take a **Quick Rest**, you regain 3 **Hope** instead of 2.

When you take a **Short Rest**, you regain 6 **Hope** instead of 4.

When you take a **Long Rest**, you regain 9 **Hope** instead of 6.

DEFENSIVE MANEUVERS [GENERAL TALENT]

Move. Move quickly. Don't get hit.

You gain a special benefit as the **reactive character** during an attack. You may re-roll two dice for free without spending **Hope**.

DRIVING ACE [GENERAL TALENT]

When you are behind the wheel, control is seamless.

Whenever you make a Test to pilot a moving vehicle, you may choose to spend **Harmony** to pass regardless. You must spend **Harmony** equal to the Difficulty of the Test. You do not generate **Harmony** on the Test nor do you risk any complications.

EXTRA EFFORT [GENERAL TALENT]

When it's time to put in the work, you make the most of everything you've got.

Choose a single **approach** (*Force*, *Finesse*, or *Focus*) when selecting this talent.

You gain a special benefit when using the chosen approach during an action. When you spend **Hope** to upgrade a dice, you may also reroll up to two dice for free without spending **Hope**.

FOLLOW THROUGH [GENERAL TALENT]

A quick strike isn't enough, so you carry through with extra momentum.

You gain a special benefit as the **active character** during an attack. You may increase the Difficulty of the attack by 1. By doing so, you increase the damage rating of your attack by +2 on a success.

HARMONIOUS [GENERAL TALENT]

There is little your team can't do while in sync.

Increase the limit of your group's **Harmony** pool by +1.

HEROIC ACTION [GENERAL TALENT]

You make every moment count and act with clear intentions.

You ignore the increased **Difficulty** for your second action when using *Chain Action*.

INCONSPICUOUS [GENERAL TALENT]

You know how to disappear and leave without a trace.

When you attempt to hide yourself or others, the **Difficulty** of the **Test** is reduced by 1. Reduce the **Harmony** cost to create a **Truth** representing concealment by 1.

INQUISITIVE [GENERAL TALENT]

You notice small details and dig deeper into their meanings.

You gain a special benefit when spending **Harmony** to use *Ask a Question*. You may ask one more question for free without spending **Harmony**.

MENTAL ACCUITY [GENERAL TALENT]

Study and learn how to deal with the coming threats.

You ignore the first **Complication** you roll when making a **Test** using your **Mind** attribute.

PHYSICALLY FIT [GENERAL TALENT]

Work and train your body to deal with what is coming.

You ignore the first **Complication** you roll when making a **Test** using your **Body** attribute.

QUICK THINKING [GENERAL TALENT]

You see the world around as an opportunity with every moment.

You gain a special benefit when spending **Harmony** to use *Ask a Question*. You may generate one **Chaos** to create a **Truth** representing the information.

SECOND STRIKE [GENERAL TALENT]

You know that the first strike is rarely the last one.

You regain **Hope** when making an attack against an **Injured** enemy. You regain one **Hope** before making the attack.

SOCIAL GRACE [GENERAL TALENT]

Engage with the world knowing that danger can't be avoided forever.

You ignore the first **Complication** you roll when making a **Test** using your **Soul** attribute.

SUPPORTIVE [GENERAL TALENT]

You help your friends and allies through tough times and keep them going forward.

When you spend one or more **Harmony** to restore an ally's **Hope**, that ally may reroll up to two dice on their next **Test** for free.

SUSPICIOUS [GENERAL TALENT]

You are wary of the dangers around you and respond quickly.

You may spend **Harmony** before attempting to detect ambushers or hidden dangers. Spending one **Harmony** reduces the **Difficulty** of the **Test** by 1 (to a minimum of 0). You may recover one **Harmony** whenever the Game Master (GM) spends two or more **Chaos** at once.

TOUGH [GENERAL TALENT]

A couple scrapes and bruises can't slow you down.

The first time each scene that you spend one or more **Hope** to avoid an **Injury**, regain one **Hope** afterwards.

LEGENDARY TALENTS

The following talents are not available as general talents. Characters need the GM's permission to access these talents. Such access could come through training or other means of gaining specialized knowledge.

THAUMATURGICAL TALENTS

The following are talents only meant for thaumaturgical techniques.

CAERULEUM HEART [THAUMATURGY TALENT]

Blue flows cool and soothes so well.

You now have access to the **Mend** restoration invocation. This talent requires you to have acquired the **Light Bringer** talent.

DAEMON CALLER [THAUMATURGY TALENT]

Comfort in the darkness weakens the power of fear without a light.

You now have access to the **Grim Radiation** renunciation invocation. This talent requires you to have acquired the **Krokos Spirit**, **Maven Spirit**, and **Verdant Spirit** talents.

FLAVUM HEART [THAUMATURGY TALENT]

Yellow shines bright and refuses to fall.

You now have access to the **Guard** preservation invocation. This talent requires you to have acquired the **Light Bringer** talent.

GRIM SOURCE [THAUMATURGY TALENT]

You've learned the fundamentals of Thaumaturgy and learned Sorcery.

You may attempt Tests to perform simple **sorcery** actions. Based on knowledge and training, you gain access to refined thaumaturgy talents.

KROKOS SPIRIT [THAUMATURGY TALENT]

Orange taints anything it touches as the yellow dims and the red cinders.

You now have access to the **Debilitate** vexation invocation. This talent requires you to have acquired the **Flavum Heart** and **Rubrum Heart** talent.

LIGHT BRINGER [THAUMATURGY TALENT]

A candle can be a lighthouse in the darkest of places.

You now have access to the **Alter** utility invocation. This talent requires you to have acquired the **Grim Source** talent.

MAVEN SPIRIT [THAUMATURGY TALENT]

Purple makes everything possible as the red cinders and the blue recede.

You now have access to the Fabricate conjuration invocation. This talent requires you to have acquired the **Rubrum Heart** and **Caeruleum Heart** talent.

RUBRUM HEART [THAUMATURGY TALENT]

Red burns hot and hits even harder.

You now have access to the Bullet induction invocation. This talent requires you to have acquired the **Light Bringer** talent.

VERDANT SPIRIT [THAUMATURGY TALENT]

Green grows mightier than ever as the blue recedes and the yellow dims.

You now have access to the Transcend augmentation invocation. This talent requires you to have acquired the **Caeruleum Heart** and **Flavum Heart** talent.

CHAPTER EQUIPMENT

A Little Something for Everyone

ECONOMY AND TRADE

Characters begin the game with a certain amount of wealth. This represents both currency and valuables they have. Valuables may include rare items, resources, and more.

WEALTH POINTS

Several factors affect characters' and objects' purchasing power. Their **Wealth Points** (¤) measure the general value or currency available to a character.

ITEM RARITY

All items have a **rarity** rating from 1 to 5. Higher rarity represents scarcity, regulation, or legal consequences to have. The rarity of an item provides several points of information for the **Game Master** (GM) and players.

Price. Rarity determines the amount of Wealth Points involved in buying or selling an item. Characters may only receive Wealth Points equal to half the rarity (rounded up).

Haggle. Rarity determines the **Difficulty** of a Test to increase or reduce the price for buying or selling.

Discovery. Rarity determines the chance of locating the item and its condition.

ITEM VALUE SCALE

ITEM RARITY	MEANING
1	The item is common enough to find in most places.
2	The item is uncommon and needs larger or particular regions to find.
3	The item is rare and needs specialized communities or distinct locations to find.
4	The item is lucrative and only exists in specific areas or dangerous locations.
5	The item is scarce and discovered only in exotic locations.

Rarity may increase or decrease depending on the region, characters, communities, and type of item.

Objects of a higher Technique Level than the buyer counter their cost as half (rounded up), as the object isn't helpful for them to have.

BARTERING

Items listed later in this chapter provide a standard cost of wealth. This is the value to either buy or sell the item. Different groups may consider items worth more or less than the listed cost.

AETHERNAUTS

These communities tend only to buy goods when they need them. Their particular magical abilities allow them to sustain necessities. They regard **Lost Lore** and magical objects as worth 50% more than the listed cost when buying or selling. They do not care for anything industrial or similar in technology that isn't magical.

ERATHANS

These communities produce most of what they need. They are more likely to sell their surplus in exchange for things they cannot produce. They will pay 50% more for goods or services they cannot produce. They will never buy any items of a higher Technique level than the buyer. Neither do they care for any **Lost Remnants** or anything magical.

MYTHOTERICS

These communities only buy goods and services related to the services they provide. They focus on getting weapons, armor, and information for hunting or defending. There is an interest in **Lost Legends** within range of a community's territory or borders.

REVENITES

These communities tend to buy and sell everything. They can produce most things they need but believe everything is useful. They are particularly interested in **Lost Remnants** and will pay 50% more for **Lost Legacies**.

TECHNOCRATS

These communities are willing to buy any goods or information they don't already have. They will pay 50% more for goods that they don't already have. Particularly goods that have a Technique higher than the buyer. They tend to have no interest in natural resources or **Lost Remnants**.

LOST REMNANTS

Information about the world and its history fills the landscape. This information is a form of power in the right hands, the power of Lost Remnants. The fragments of the world, both past and present, have value. The value may be more or less for different groups.

Lost Lore. Information connected to the world before the Grim Sublimation. These are facts about people and places that existed before they faced destruction.

Lost Legends. Information connected to the state of the world since the Grim Dawn. These are facts about people and places that currently exist. The focus is information that is unknown to most and otherwise a secret.

Lost Legacies. Information connected to specific people and places relevant to other individuals or communities. These are facts about people and places recently dying or facing destruction. The focus is information on details that people have lost.

GENERAL GEAR

Many items that people use tend to be older made. Repaired or refurbished items recovered from ruins make up the majority of gear. Although one may discover these ancient items, they are far from the only source of gear.

Any community of a sustainable size will have crafters. These individuals know forging techniques and practical skills. Forging allows the alteration of minerals, ceramics, plastics, and fabrics into useful forms. Forgers with an understanding of industrial or magical influences can push limits.

In game terms, each item listed has a category describing the forging method. Most state the type of material or knowledge required to produce a brand-new version of said item.

HAND MADE

Hand-made refers to items crafted by hand. Examples such as making a club from wood or a knife from metal debris. Some items may take more work to craft but shouldn't need any form of industrial or magical help. Advanced hand-made include smithing such as a rudimentary sword or metal woven armor.

DEEP FORGED

Deep Forged refers to items made with a powered forge of some kind. These items may use deep metal, referring to an alloy with trace Grim Light. Grinding deep metal into a fine powder allows the creation of firearms. Most deep forged items tend to be large, unwieldy, or complex for handmade techniques. Industrial or magical resources are necessary to craft these items.

CYBER FORGED

Cyber Forged refers to items made using technology that includes nanowire and nanoweaving. The process uses Ethedian, a lightweight metal, weaving it into specific items. Cyber Forgers need precise schematics for the material to replicate through weaving. Some describe these processes as three-dimensional printing.

RUNE FORGED

Rune Forged refers to items made using powerful magic and sometimes ancient forces. Powers greater than most can fathom bless the process involved in crafting items. Forging magical items needs a flexible material capable of holding ample magic. Orikhalos is a dense, fibrous material akin to wood with the toughness of metal. Using this material charges the item and grants magical resistance.

MISCELLANEOUS GEAR

Some items may not fall into any of these specific forging categories. Reasons include lack of knowledge for production to the limit of energy necessary. Rather than forging them, people have these items through discovery and restoration. These include specialized facilities, vehicles, and distinct magical technologies.

GRIM CHARGED OBJECTS

Many items found, and several produced, across the world are **Grim Charged**. These items radiate subtle but distinct **New Clear** energy that draws on the world.

A charged object requires this energy to function. No one has to track how much energy is available in a given object. If the item has energy, then it works.

Charged objects have the energy drained when used during a **Test**. Draining a charged object during a Test takes one dice from the pool and sets it to "12" immediately. The object also generates two short-term Harmony on the success of the Test. Draining the object of its energy is impossible if the Test does not include a d12.

Once drained, the object loses any energy until refreshed. Objects, such as weapons, work as normal without the grim charge if possible.

REFRESHING CHARGED OBJECTS

Charged objects refresh at different rates depending on the objects. Objects may list Quick, Short, or Long for their refresh rate. These refer to the type of rest the owning character needs to refresh the object. Charged objects created using Resource points cannot refresh.

WEAPONS

People find settlements far from danger, but the world is still perilous. Threats linger from arcane storms and slumbering mechs to the ark rifts and Light Eaters. Some seek information lost to the world, and others explore the unknown rifts. A person may carry simple weapons meant to hunt or defend themselves. Others may choose more imposing armaments to express their ill intent.

The following traits describe weapons in **LIGHT OMENS RPG**

- ✱ **Name.** The weapon's name or brief description. This is also considered the weapon's **Truth**.
- ✱ **Technique Level.** The complexity of the weapon. This compares to the Technique level of the character for effective use.
- ✱ **Weapon Type.** The weapon's combat type. Weapons work either as melee or ranged. Weapons used in both melee and ranged list them. Such as throwing weapons.
- ✱ **Damage Effects.** The weapon's damage comes in two parts. The first is a single word or short phrase which is the **Injury** the weapon inflicts. This injury becomes a Truth when inflicted. The second is the damage rating, a number from 1 – 6 which is the cost to avoid the injury by spending **Hope**.
 - *Weapons with square brackets describe stacked injuries, such as Shrapnel [x2].*
- ✱ **Qualities.** The weapon's other listed qualities.

DAMAGE EFFECTS

The following are common damage effects from weapons that become **Injury** based **Truths**.

Bleeding. Covers most slashing wounds that cause bleeding including lacerations and internal bleeding.

Burned. Covers most forms of burning damage such as from extreme heat, cold, or acid.

Concussed. Covers most non-lethal impacts to the head.

Crushed. Covers most bludgeoning wounds that may cause broken bones.

Impale. Covers most piercing wounds that may break through or be stuck.

Poisoned. Covers most effects that hinder or harm a biological creature.

Shocked. Covers most effects that transfer electrical injury and can be non-lethal.

Shrapnel. Covers most effects that include multiple points of impact and damage.

WEAPON QUALITIES

The following are common weapon qualities.

Ammo. This weapon is either consumed on use or has consumable resources.

Burst. This weapon may damage several targets at once. This includes explosions, many projectiles, or areas of effect. When targeting an NPC group, extra targets cost 1 Harmony instead of 2.

Breaking. This weapon reduces the protection gained from armor. Armor and NPCs list how much protection they provide against breaking attacks.

Charged. This weapon relies on New Clear energy to function. Characters may drain the weapon when making an attack.

Discrete. This weapon remains hidden and undetectable (+1 Difficulty) by those looking at the character.

Heavy. This weapon is bulky and harder to use (+1 Difficulty). Using proper support or leverage counters the weight problem.

Long Ranged. This weapon allows further ranged attacks than other weapons. The character ignores the Difficulty of increasing the firing on a target at long range.

Loud. This weapon makes a lot of noise when used.

Non-Lethal. This weapon allows incapacitation without lasting damage. Injuries inflicted by this weapon heal and disappear when treated or at the start of the next scene.

Planted. These weapons need placement as an action and do not trigger immediately. A Difficulty 1 Test determines how well-positioned or concealed they are. Harmony generated from the placement Test can increase the triggered damage rating. The weapon itself doesn't activate until triggered.

Quiet. This weapon makes very little noise when used.

Threatening. This weapon is scary, dangerous, or otherwise brings concern. Using or having this weapon may affect interactions and generate Chaos.

HAND MADE WEAPONS

NAME	TECHNIQUE	RARITY	TYPE	DAMAGE	QUALITIES
Axe	1	1	Melee	Bleeding 2	—
Bow	1	1	Ranged	Impale 1	Long Ranged, Quiet
Club	0	1	Melee	Crushed 1	—
Crossbow	2	2	Ranged	Impale 2	Long Ranged, Quiet
Dart (Poison)	1	2	Ranged	Poison 2	Discrete, Quiet
Hammer	1	1	Melee	Crushed 2	—
Junk Grenade (3)	1	2	Ranged	Shrapnel [x2] 1	Burst, Loud
Junk Mine (2)	2	2	Mine	Shrapnel [x2] 2	Burst, Loud, Planted
Knife	0	1	Melee/Ranged	Bleeding 1	Discrete, Quiet
Sling	1	1	Ranged	Crushed 1	Discrete, Quiet
Spear	1	1	Melee/Ranged	Impale 2	—
Sword	2	2	Melee	Bleeding 3	—

DEEP FORGED WEAPONS

NAME	TECHNIQUE	RARITY	TYPE	DAMAGE	QUALITIES
Assault Rifle	4	4	Ranged	Impale 2	Ammo, Burst, Long Ranged, Loud, Threatening
Battle Axe	3	3	Melee	Bleeding 3	Breaking
Battle Rifle	4	5	Ranged	Impale 3	Ammo, Breaking, Long Ranged, Loud, Threatening
Combat Sword	3	3	Melee	Bleeding 4	—
Electric Rod	2	3	Melee	Shocked 2	Charged (Quick), Discrete, Non-Lethal
Frag Grenade (3)	3	4	Ranged	Shrapnel [x2] 2	Burst, Loud
Frag Mine (2)	4	5	Mine	Shrapnel [x2] 3	Burst, Loud, Planted
Handgun	2	2	Ranged	Impale 2	Ammo, Loud
Machine Gun	3	3	Ranged	Impale 3	Ammo, Burst, Breaking, Heavy, Long Ranged, Loud, Threatening
Marksman Rifle	3	4	Ranged	Impale 4	Ammo, Breaking, Long Ranged, Loud, Threatening
Shotgun	2	3	Ranged	Impale 2	Ammo, Burst, Breaking, Loud, Threatening
Sniper Rifle	4	5	Ranged	Impale 5	Ammo, Breaking, Heavy, Long Ranged, Loud, Threatening
Submachine Gun	2	3	Ranged	Impale 2	Ammo, Burst, Loud
Taser Gun	3	4	Ranged	Shocked 3	Ammo, Charged (Short), Non-Lethal
War Hammer	2	2	Melee	Crushed 3	—

CYBER FORGED WEAPONS

NAME	TECHNIQUE	RARITY	TYPE	DAMAGE	QUALITIES
Energy Grenade (3)	4	4	Ranged	Shocked [x2] 3	Burst, Breaking, Loud
Energy Mine (2)	4	5	Mine	Shocked [x2] 4	Burst, Breaking, Loud, Planted
Flamethrower	3	4	Ranged	Burns 4	Ammo, Burst, Threatening
Induction Blade	4	4	Melee	Burns 4	Breaking, Charged (Long), Threatening
Induction Blaster	4	4	Ranged	Burns 3	Burst, Breaking, Charged (Short), Loud, Threatening
Induction Glove	3	3	Melee/Ranged	Concussed 4	Burst, Charged (Quick), Non-Lethal
Induction Rifle	4	5	Ranged	Burns 4	Breaking, Charged (Long), Long Ranged, Loud, Threatening
Nanowire Sword	3	4	Melee	Bleeding 4	Charged (Long), Threatening
Salvo Launcher	5	5	Ranged	Shrapnel [x3] 2	Ammo, Burst, Loud

ASSAULT RIFLE

A compact, selective-fire firearm designed for rapid, sustained fire in combat situations, offering firepower and accuracy in semi-automatic and automatic modes.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	4
CRAFTING	WEALTH	RARITY
—	5	4
DAMAGE	QUALITIES	
Impale 2	Ammo, Burst, Long Ranged, Loud, Threatening	

AXE

A heavy, one-handed melee weapon with a sharp edge, designed for chopping and cleaving through armor and flesh with brutal force.

FORGE	TYPE	TECHNIQUE
Hand Made	Melee	1
CRAFTING	WEALTH	RARITY
2	2	1
DAMAGE	QUALITIES	
Bleeding 2	—	

BATTLE AXE

A hefty, two-handed melee weapon with a sharpened edge on one side and a bludgeoning surface on the other, delivering devastating strikes in close combat.

FORGE	TYPE	TECHNIQUE
Deep Forged	Melee	3
CRAFTING	WEALTH	RARITY
—	4	3
DAMAGE	QUALITIES	
Bleeding 3	Breaking	

BATTLE RIFLE

A powerful, semi-automatic or burst-fire firearm optimized for medium to long-range engagements, combining accuracy and stopping power.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	4
CRAFTING	WEALTH	RARITY
—	6	5
DAMAGE	QUALITIES	
Impale 3	Ammo, Breaking, Long Ranged, Loud, Threatening	

BOW

A ranged weapon using tensioned string to propel arrows accurately over long distances, offering stealth and precision in combat.

FORGE	TYPE	TECHNIQUE
Hand Made	Ranged	1
CRAFTING	WEALTH	RARITY
2	1	1
DAMAGE	QUALITIES	
Impale 1	Long Ranged, Quiet	

CLUB

A blunt, melee weapon fashioned from wood or metal, delivering powerful strikes to crush bones and knock foes senseless.

FORGE	TYPE	TECHNIQUE
Hand Made	Melee	0
CRAFTING	WEALTH	RARITY
1	1	1
DAMAGE	QUALITIES	
Crushed 1	—	

COMBAT SWORD

A specialized melee weapon optimized for swift strikes and precise parries, offering versatility and lethality in close combat.

FORGE	TYPE	TECHNIQUE
Deep Forged	Melee	3
CRAFTING	WEALTH	RARITY
—	4	3
DAMAGE	QUALITIES	
Bleeding 4	—	

CROSSBOW

A ranged weapon combining the power of a bow with the ease of a trigger mechanism, offering high damage and accuracy in a single shot.

FORGE	TYPE	TECHNIQUE
Hand Made	Ranged	2
CRAFTING	WEALTH	RARITY
3	2	2
DAMAGE	QUALITIES	
Impale 2	Long Ranged, Quiet	

DART (POISON)

A small, projectile weapon tipped with a deadly poison or other chemical, silently incapacitating enemies with swift and stealthy precision.

FORGE	TYPE	TECHNIQUE
Hand Made	Ranged	1
CRAFTING	WEALTH	RARITY
3	2	1
DAMAGE	QUALITIES	
Poison 2	Discrete, Quiet	

ELECTRIC ROD

A melee weapon infused with electrical energy, delivering stunning shocks to incapacitate most foes and disrupt machinery.

FORGE	TYPE	TECHNIQUE
Deep Forged	Melee	2
CRAFTING	WEALTH	RARITY
—	3	3
DAMAGE	QUALITIES	
Shocked 2	Charged (Quick), Discrete, Non-Lethal	

ENERGY GRENADE (3)

Explosive devices utilizing concentrated energy bursts, capable of causing devastating damage to both organic and mechanical targets.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Ranged	4
CRAFTING	WEALTH	RARITY
—	5	4
DAMAGE	QUALITIES	
Shocked [x2] 3	Burst, Breaking, Loud	

ENERGY MINE (2)

Deployable explosive devices powered by energy sources, capable of triggering devastating blasts upon detection of nearby movement or disturbances.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Mine	4
CRAFTING	WEALTH	RARITY
—	6	5
DAMAGE	QUALITIES	
Shocked [x2] 4	Burst, Breaking, Loud, Planted	

FLAMETHROWER

A ranged weapon projecting ignited fuel, engulfing enemies in flames and causing widespread panic and damage in close quarters.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Ranged	3
CRAFTING	WEALTH	RARITY
—	4	4
DAMAGE	QUALITIES	
Burns 4	Ammo, Burst, Threatening	

FRAG GRENADE (3)

Explosive devices designed to fragment into deadly shrapnel upon detonation, causing widespread damage to enemies in the blast radius.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	3
CRAFTING	WEALTH	RARITY
—	4	4
DAMAGE	QUALITIES	
Shrapnel [x2] 2	Burst, Loud	

FRAG MINE (2)

Concealed explosive devices triggered by proximity sensors, perfect for setting traps and defensive fortifications with high impact.

FORGE	TYPE	TECHNIQUE
Deep Forged	Mine	4
CRAFTING	WEALTH	RARITY
—	4	5
DAMAGE	QUALITIES	
Shrapnel [x2] 3	Burst, Loud, Planted	

HAMMER

A versatile melee weapon, capable of delivering crushing blows with its blunt force or smashing through obstacles with its weight.

FORGE	TYPE	TECHNIQUE
Hand Made	Melee	1
CRAFTING	WEALTH	RARITY
2	1	1
DAMAGE	QUALITIES	
Crushed 2	—	

HANDGUN

A compact, handheld firearm designed for one-handed use, offering quick draw and maneuverability in close-quarters combat.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	2
CRAFTING	WEALTH	RARITY
—	3	2
DAMAGE	QUALITIES	
Impale 2	Ammo, Loud	

INDUCTION BLADE

A melee weapon emitting energy pulses along its edge, capable of cutting through armor and disrupting electronic systems.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Melee	4
CRAFTING	WEALTH	RARITY
—	5	4
DAMAGE	QUALITIES	
Burns 4	Breaking, Charged (Long), Threatening	

INDUCTION BLASTER

A ranged weapon firing concentrated energy blasts, offering high damage and penetration against both organic and mechanical targets.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Ranged	4
CRAFTING	WEALTH	RARITY
—	5	4
DAMAGE	QUALITIES	
Burns 3	Burst, Breaking, Charged (Short), Loud, Threatening	

INDUCTION GLOVE

A gauntlet equipped with energy emitters, allowing for devastating melee strikes and electromagnetic manipulation at a distance.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Melee/Ranged	3
CRAFTING	WEALTH	RARITY
—	4	3
DAMAGE	QUALITIES	
Concussed 3	Burst, Charged (Quick), Non-Lethal	

INDUCTION RIFLE

A firearm harnessing electromagnetic energy to fire powerful projectiles, offering versatility and high damage output in combat.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Ranged	4
CRAFTING	WEALTH	RARITY
—	6	5
DAMAGE	QUALITIES	
Burns 4	Breaking, Charged (Long), Long Ranged, Loud, Threatening	

JUNK GRENADE (3)

Improvised explosive devices crafted from salvaged materials, effective for area denial and inflicting chaos in combat using random components.

FORGE	TYPE	TECHNIQUE
Hand Made	Ranged	1
CRAFTING	WEALTH	RARITY
3	2	2
DAMAGE	QUALITIES	
Shrapnel [x2] 1	Burst, Loud	

JUNK MINE (2)

Hidden explosives rigged from scrap materials, perfect for ambushes and setting traps to catch enemies off guard.

FORGE	TYPE	TECHNIQUE
Hand Made	Mine	2
CRAFTING	WEALTH	RARITY
3	2	2
DAMAGE	QUALITIES	
Shrapnel [x2] 2	Burst, Loud, Planted	

KNIFE

A versatile and lightweight melee weapon, ideal for close-quarters combat and silent takedowns with its sharp blade.

FORGE	TYPE	TECHNIQUE
Hand Made	Melee/Ranged	0
CRAFTING	WEALTH	RARITY
1	1	1
DAMAGE	QUALITIES	
Bleeding 1	Discrete, Quiet	

MACHINE GUN

A fully-automatic firearm capable of sustained fire, providing suppressive firepower and overwhelming force in combat.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	3
CRAFTING	WEALTH	RARITY
—	4	3
DAMAGE	QUALITIES	
Impale 3	Ammo, Burst, Breaking, Heavy, Long Ranged, Loud, Threatening	

MARKSMAN RIFLE

A precision firearm optimized for long-range accuracy and high-powered shots, ideal for skilled marksmen and snipers.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	3
CRAFTING	WEALTH	RARITY
—	4	4
DAMAGE	QUALITIES	
Impale 4	Ammo, Breaking, Long ranged, Loud, Threatening	

NANOWIRE SWORD

A blade crafted from ultra-thin nanowires, capable of slicing through virtually any material with surgical precision.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Melee	3
CRAFTING	WEALTH	RARITY
—	5	4
DAMAGE	QUALITIES	
Bleeding 4	Charged (Long), Threatening	

SALVO LAUNCHER

A heavy weapon firing barrages of explosive projectiles, ideal for saturating an area with devastating firepower.

FORGE	TYPE	TECHNIQUE
Cyber Forged	Ranged	5
CRAFTING	WEALTH	RARITY
—	6	5
DAMAGE	QUALITIES	
Shrapnel [x3] 2	Ammo, Burst, Loud	

SHOTGUN

A close-range firearm firing a spread of pellets, devastating enemies with its wide cone of fire and stopping power.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	2
CRAFTING	WEALTH	RARITY
—	3	3
DAMAGE	QUALITIES	
Impale 2	Ammo, Burst, Breaking, Loud, Threatening	

SLING

A ranged weapon utilizing a leather pouch and projectile, offering mobility and versatility in launching stones or other small objects.

FORGE	TYPE	TECHNIQUE
Hand Made	Ranged	1
CRAFTING	WEALTH	RARITY
2	1	1
DAMAGE	QUALITIES	
Crushed 1	Discrete, Quiet	

SNIPER RIFLE

A high-caliber firearm with telescopic sights, designed for long-range precision shooting and eliminating targets with lethal accuracy.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	4
CRAFTING	WEALTH	RARITY
—	6	5
DAMAGE	QUALITIES	
Impale 5	Ammo, Breaking, Heavy, Long Ranged, Loud, Threatening	

SPEAR

A long, thrusting melee weapon with a pointed tip, providing reach advantage and lethal precision in combat engagements.

FORGE	TYPE	TECHNIQUE
Hand Made	Melee/Ranged	1
CRAFTING	WEALTH	RARITY
2	2	1
DAMAGE	QUALITIES	
Impale 2	—	

SUBMACHINE GUN

A compact, rapid-firing firearm ideal for close-quarters combat, offering high mobility and rate of fire over power and range.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	2
CRAFTING	WEALTH	RARITY
—	3	3
DAMAGE	QUALITIES	
Impale 2	Ammo, Burst, Loud	

SWORD

A classic melee weapon with a sharp, edged blade, offering versatility and deadly effectiveness in skilled hands with a common enough structure.

FORGE	TYPE	TECHNIQUE
Hand Made	Melee	2
CRAFTING	WEALTH	RARITY
3	2	2
DAMAGE	QUALITIES	
Bleeding 3	—	

TASER GUN

A ranged weapon firing electrified darts or projectiles, incapacitating targets with non-lethal electrical shocks.

FORGE	TYPE	TECHNIQUE
Deep Forged	Ranged	3
CRAFTING	WEALTH	RARITY
—	4	4
DAMAGE	QUALITIES	
Shocked 3	Ammo, Charged (Short), Non-Lethal	

WAR HAMMER

A massive, two-handed melee weapon designed for crushing blows and breaking through armor with sheer force.

FORGE	TYPE	TECHNIQUE
Deep Forged	Melee	2
CRAFTING	WEALTH	RARITY
—	3	2
DAMAGE	QUALITIES	
Crushed 3	—	

ARMOR

Armor provides a character with protection by making it easier to avoid Injury. All armor has a protection rating. A character reduces the cost to avoid injury by an amount equal to the protection rating.

A character may also sacrifice armor to avoid an injury. A character may also sacrifice armor to avoid an injury. This destroys the armor, removes the protection, and the character is still defeated. NPCs cannot use this option.

Reinforced protects against **breaking** damage. Breaking attacks are reduced by the reinforced value.

ARMOR QUALITIES

The following are common qualities of armor.

Cumbersome. This armor is heavy and hard to move in. The GM may spend one Chaos to add +1 Difficulty when a character attempts to make a maneuver.

Environmental. This armor provides resistance to particular environmental conditions and hazards. The items entry includes the specific type of Hazard in parentheses.

Flexible. This armor grants full mobility. A character may reroll three instead of two when spending Hope to reroll on a maneuvering Test.

Threatening. This armor is scary, dangerous, or otherwise brings concern. Having it may affect interactions and generate Chaos.

Utility. This armor includes several pockets, pouches, and attachment points for tools and supplies. A character wearing this armor gains a +3 bonus to their baseline **Resource** points.

ARMOR

NAME	FORGE TYPE	TECHNIQUE	PROTECTION (REINFORCED)	WEALTH	RARITY	QUALITIES
Combat Armor (Σ)	Deep Forged	3	4 (2)	5	3	Cumbersome, Threatening
Combat Armor (Ω)	Deep Forged	4	5 (3)	6	4	Cumbersome, Threatening
Heavy Armor (Σ)	Cyber Forged	3	5 (3)	6	4	Cumbersome, Threatening
Heavy Armor (Ω)	Cyber Forged	4	6 (3)	7	4	Cumbersome, Threatening
Protective Clothing (Σ)	Hand Made	1	2 (0)	3	2	Flexible
Protective Clothing (Ω)	Hand Made	2	3 (0)	3	3	Flexible
Scrap Armor (Σ)	Hand Made	0	1 (1)	2	1	—
Scrap Armor (Ω)	Hand Made	1	2 (1)	2	2	—
Tactical Armor (Σ)	Deep Forged	2	2 (1)	3	3	Utility
Tactical Armor (Ω)	Deep Forged	3	3 (2)	4	4	Utility
Voyager Suit (Σ)	Deep Forged	1	1 (0)	3	2	Environmental
Voyager Suit (Ω)	Deep Forged	2	2 (0)	4	3	Environmental

COMBAT ARMOR

Combat armor is specially designed protection for various encounters. The nature of the armor includes deep forging, making it more durable, heavier, and leaving a clear intent. No one wears this armor casually.

Sigma Combat Armor is armor which provides Protection of 4 and Omega Combat Armor is armor which provides Protection of 5 instead. In either case, this Protection is reduced to half (rounding up) by attacks with the **breaking** quality. The armor is *cumbersome* and *threatening*.

COMBAT ARMOR (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		3
CRAFTING	WEALTH	RARITY
—	5	3
PROTECTION	QUALITIES	
4 (Reinforced 2)	Cumbersome, Threatening	

COMBAT ARMOR (Ω - OMEGA)

FORGE		TECHNIQUE
Deep Forged		4
CRAFTING	WEALTH	RARITY
—	6	4
PROTECTION	QUALITIES	
5 (Reinforced 3)	Cumbersome, Threatening	

HEAVY ARMOR

Heavy armor is carefully crafted to endure most forms of harm. The armor exists through cyber forging allowing for tougher plating showcasing obvious protection for dangerous circumstances.

Sigma Heavy Armor is armor which provides Protection of 5 and Omega Heavy Armor is armor which provides Protection of 6 instead. In either case, this Protection is reduced to half (rounding up) by attacks with the **breaking** quality. The armor is *cumbersome* and *threatening*.

HEAVY ARMOR (Σ - SIGMA)

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	6	4
PROTECTION	QUALITIES	
5 (Reinforced 3)	Cumbersome, Threatening	

HEAVY ARMOR (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		4
CRAFTING	WEALTH	RARITY
—	7	4
PROTECTION	QUALITIES	
6 (Reinforced 3)	Cumbersome, Threatening	

PROTECTIVE CLOTHING

Protective clothing is pieces of tough, thick, or otherwise durable fabric woven together. This clothing provides decent protection and mobility but is not intended for combat.

Sigma Protective Clothing is armor which provides Protection of 2 and Omega Protective Clothing is armor which provides Protection of 3 instead. In either case, this Protection is ignored by attacks with the **breaking** quality. The armor is *flexible*.

PROTECTIVE CLOTHING (Σ - SIGMA)

FORGE		TECHNIQUE
Hand Made		1
CRAFTING	WEALTH	RARITY
1	3	2
PROTECTION	QUALITIES	
2	Flexible	

PROTECTIVE CLOTHING (Ω - OMEGA)

FORGE		TECHNIQUE
Hand Made		2
CRAFTING	WEALTH	RARITY
—	3	3
PROTECTION	QUALITIES	
3	Flexible	

SCRAP ARMOR

Scrap armor is a collection of junk or other discarded or broken materials. The armor tends to be poorly maintained and is generally broken at first impact but better than nothing in conflict.

Sigma Scrap Armor is armor which provides Protection of 1 and Omega Scrap Armor is armor which provides Protection of 2 instead. In either case, this Protection is reduced to half (rounding up) by attacks with the **breaking** quality.

SCRAP ARMOR (Σ - SIGMA)

FORGE		TECHNIQUE
Hand Made		0
CRAFTING	WEALTH	RARITY
1	2	1
PROTECTION	QUALITIES	
1 (Reinforced 1)	—	

SCRAP ARMOR (Ω - OMEGA)

FORGE		TECHNIQUE
Hand Made		1
CRAFTING	WEALTH	RARITY
—	2	2
PROTECTION	QUALITIES	
2 (Reinforced 1)	—	

TACTICAL ARMOR

Tactical armor is specialized to offer protection and practical uses. The armor allows modifications to have additional equipment without sacrificing safety.

Sigma Tactical Armor is armor which provides Protection of 2 and Omega Tactical Armor is armor which provides Protection of 3 instead. In either case, this Protection is reduced to half (rounding up) by attacks with the **breaking** quality. The armor is *utility*.

TACTICAL ARMOR (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	3
PROTECTION	QUALITIES	
2 (Reinforced 1)	Utility	

TACTICAL ARMOR (Ω - OMEGA)

FORGE		TECHNIQUE
Deep Forged		3
CRAFTING	WEALTH	RARITY
—	4	4
PROTECTION	QUALITIES	
3 (Reinforced 2)	Utility	

VOYAGER SUIT

Voyager suits are intended to provide safeguards from specific types of hazards. The armor gives a standard level of protection while fortifying against potential environmental threats.

Sigma Voyager Suit is armor which provides Protection of 1 and Omega Voyager Suit is armor which provides Protection of 2 instead. In either case, this Protection is by attacks with the **breaking** quality. The armor is *environmental* and requires a specific designation.

VOYAGER SUIT (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		1
CRAFTING	WEALTH	RARITY
2	3	2
PROTECTION	QUALITIES	
1	Environmental (HAZARD)	

VOYAGER SUIT (Ω - OMEGA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	4	3
PROTECTION	QUALITIES	
2	Environmental (HAZARD)	

GEAR AND TOOLS

When it comes to equipment beyond weapons and armor, the list of options is quite extensive. The following section provides a few sets of personal gear and tools available in the game. There are no strict restrictions on how many items a person carries, but a Game Master may always impose limitations to avoid the endless inventory.

This is not an exhaustive list of possible items. A player may always suggest an item that does not align with the provided options. They may work with the game master to determine the forge type, technique requirements, wealth cost, and rarity of the new item.

PERSONAL GEAR AND TOOLS

ITEM	FORGE TYPE	TECHNIQUE	WEALTH	RARITY
Artisan Supplies	Hand Made → Cyber Forged	1, 2, or 3	2, 3, or 4	1, 2, or 3
Breathing Apparatus	Deep Forged → Cyber Forged	2, 3, or 4	2, 3, or 5	2, 3, or 4
Burglary Supplies	Hand Made → Cyber Forged	1, 2, or 3	2, 3, or 5	1, 2, or 4
Communication Supplies	Cyber Forged	2 or 3	3 or 4	2 or 3
Cosmetic Supplies	Hand Made	1 or 2	1 or 3	1 or 2
Data Storage Device	Deep Forged	2, 3, or 4	2, 3, or 4	1, 2, or 3
Fire Suppression Supplies	Deep Forged	2 or 3	3 or 4	2 or 3
Food and Water (x1 Day)	—	0	2	1
Grimprinter	Cyber Forged	3	5	4
Illumination Supplies	Hand Made → Deep Forged	0, 1, or 2	1, 2, or 3	1 or 2
Medical Supplies	Hand Made → Cyber Forged	1, 2, or 3	2, 3, or 5	2, 3, or 4
Mobility Supplies	Deep Forged → Cyber Forged	1, 2, or 3	2, 3, or 5	1, 2, or 4
Pack	Hand Made → Deep Forged	0, 1 or 2	2 or 3	1, 2, or 3
Scouting Supplies	Deep Forged → Cyber Forged	2, 3, or 4	3, 4, or 5	2, 3, or 4
Surveillance Supplies	Cyber Forged	3 or 4	4 or 5	3
Survival Supplies	Hand Made → Cyber Forged	2 or 3	3 or 5	1 or 2

ARTISAN SUPPLIES

A kit comprising precision tools and materials for crafting and maintenance tasks, tailored to artisans and engineers for intricate repairs or specialized creations.

A character can use artisan supplies on a Test of a difficulty no higher than 1 more than the technique level of the supplies. Doing so reduces the Difficulty of the test by one.

Omega versions are **charged**, including the ability to repair computer software, and refresh after a **Short** rest.

ARTISAN SUPPLIES (Z - ZETA)

FORGE		TECHNIQUE
Hand Made		1
CRAFTING	WEALTH	RARITY
2	2	1

ARTISAN SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	2

ARTISAN SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged (Charged)		3
CRAFTING	WEALTH	RARITY
—	4	3

BREATHING APPARATUS

Portable respiratory devices, including masks and air filters, provide breathable air in hazardous or contaminated environments, crucial for survival in toxic conditions.

The device is simple enough to use for any character, regardless of their Technique level.

The Zeta version supports the ability to breathe with minor filtration. The Sigma version provides greater filtration and breathing. The Omega version is **charged**, including the ability to recycle air for submersion, and refreshes after a **Short** rest.

BREATHING APPARATUS (Z - ZETA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	2	2

BREATHING APPARATUS (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		3
CRAFTING	WEALTH	RARITY
—	3	3

BREATHING APPARATUS (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		4
CRAFTING	WEALTH	RARITY
—	5	4

BURGLARY SUPPLIES

A clandestine collection of tools and equipment for covert entry and infiltration, including lockpicks, crowbars, and stealthy implements, essential for skilled thieves and infiltrators.

A character can use burglary supplies on a Test of a difficulty no higher than 1 more than the technique level of the supplies. Doing so reduces the Difficulty of the test by one.

Omega versions are **charged**, including the ability to hack computer software, and refresh after a **long** rest.

BURGLARY SUPPLIES (Z - ZETA)

FORGE		TECHNIQUE
Hand Made		1
CRAFTING	WEALTH	RARITY
2	2	1

BURGLARY SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	2

BURGLARY SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	5	4

COMMUNICATION SUPPLIES

A compact kit containing various communication devices, from radios to signal flares, facilitating contact and coordination in remote or hazardous environments.

A character may use communication supplies to relay information across distances or using covert options.

Both versions are **charged**, with the Sigma version refreshing after a **quick** rest and the Omega version refreshing after a **short** rest.

COMMUNICATION SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Cyber Forged		2
CRAFTING	WEALTH	RARITY
—	3	2

COMMUNICATION SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	4	3

COSMETIC SUPPLIES

A collection of grooming tools and cosmetics for personal hygiene and disguises, enhancing social interactions for different situations.

A character may use cosmetic supplies to alter their general appearance to be more fitting to a situation. The Omega version allows for greater disguises rather than simple cosmetic changes.

COSMETIC SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Hand Made		1
CRAFTING	WEALTH	RARITY
2	1	1

COSMETIC SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Hand Made		2
CRAFTING	WEALTH	RARITY
3	3	2

DATA STORAGE DEVICE

A portable device for storing and transferring digital information, vital for archiving data, sharing intelligence, or safeguarding sensitive information in the field.

A character may use a data storage device to collect and hold information gathered. The amount of data storage is limited but may be increased at the GM's discretion.

All versions are considered **charged** but have no means of draining their total energy. They refresh after a **short** rest if drained. Drained devices lose up to half their stored data.

DATA STORAGE DEVICE (Z - ZETA)

FORGE		TECHNIQUE
Cyber Forged		2
CRAFTING	WEALTH	RARITY
—	2	1

DATA STORAGE DEVICE (Σ - SIGMA)

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	3	2

DATA STORAGE DEVICE (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		4
CRAFTING	WEALTH	RARITY
—	4	3

FIRE SUPPRESSION SUPPLIES

Equipment for containing and extinguishing fires, including extinguishers, blankets, and foam, essential for maintaining safety and preventing widespread destruction.

A character may use fire suppression supplies to extinguish fires or prevent the spread of fire. Higher grade equipment may apply to different hazards and magical conditions.

FIRE SUPPRESSION SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
3	3	2

FIRE SUPPRESSION SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Deep Forged		3
CRAFTING	WEALTH	RARITY
—	4	3

FOOD AND WATER (X1 DAY)

Rations and hydration provisions for sustenance during expeditions or emergencies meant to sustain for a single day.

FOOD AND WATER

FORGE		TECHNIQUE
—		0
CRAFTING	WEALTH	RARITY
2	2	1

GRIMPRINTER

A portable fabrication device capable of creating simple objects or components from raw materials, offering on the go manufacturing capabilities for repairs or improvisation. Necessary tool for creating SIGILs.

A character may use a grimprinter to convert raw materials into temporary objects, reducing the crafting cost by 1. Grimprinters are considered **charged** and refresh after a **short** rest.

GRIMPRINTER

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	5	4

ILLUMINATION SUPPLIES

Lighting tools ranging from torches and candles to flashlights and chem-lights, ensuring visibility in low-light conditions and aiding exploration and navigation.

A character may use illumination supplies to change the light visibility of their zone by one step. The level of visibility, range of zones, and adjustments of light depends on the technique level of the supplies.

Omega versions are **charged** and refresh after a **quick** rest.

ILLUMINATION SUPPLIES (Z - ZETA)

FORGE		TECHNIQUE
Hand Made		0
CRAFTING	WEALTH	RARITY
2	1	1

ILLUMINATION SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		1
CRAFTING	WEALTH	RARITY
—	2	1

ILLUMINATION SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	2

MEDICAL SUPPLIES

A comprehensive kit containing bandages, medications, and medical tools for treating injuries and illnesses.

A character can use medical supplies on a first aid Test of a difficulty no higher than 1 more than the technique level of the supplies. Doing so reduces the Difficulty of the test by one.

Omega versions are **charged**, including the ability to graft major injuries, and refresh after a **Long** rest.

MEDICAL SUPPLIES (Z - ZETA)

FORGE		TECHNIQUE
Hand Made		1
CRAFTING	WEALTH	RARITY
3	2	2

MEDICAL SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	3

MEDICAL SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	5	4

MOBILITY SUPPLIES

Equipment for enhancing mobility and traversal, including ropes, climbing gear, grappling hooks, and collapsable bikes, facilitating navigation through challenging terrain.

A character can use mobility supplies on a Test of a difficulty no higher than 1 more than the technique level of the supplies. Doing so reduces the difficulty of the test by one.

Omega versions are **charged**, providing three-dimensional mobility for a scene, and refresh after a **Long** rest.

MOBILITY SUPPLIES (Z - ZETA)

FORGE		TECHNIQUE
Hand Made		1
CRAFTING	WEALTH	RARITY
2	2	1

MOBILITY SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	2

MOBILITY SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	5	4

PACK

A durable backpack or pouch designed for carrying and organizing gear, offering storage and easy access to essentials.

A character with a pack increases their maximum resources points by +3 and an additional +2 for each technique level.

PACK (Z - ZETA)

FORGE		TECHNIQUE
Hand Made		0
CRAFTING	WEALTH	RARITY
2	2	1

PACK (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		1
CRAFTING	WEALTH	RARITY
—	3	2

PACK (Ω - OMEGA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	3

SCOUTING SUPPLIES

Gear for reconnaissance and intelligence gathering, including binoculars, camera, and listening devices.

A character can use scouting supplies to study a location or situation with greater detail and detect hidden things.

Omega versions are **charged**, and refresh after a **Short** rest.

SCOUTING SUPPLIES (Z - ZETA)

FORGE		TECHNIQUE
Deep Forged		2
CRAFTING	WEALTH	RARITY
—	3	2

SCOUTING SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Deep Forged		3
CRAFTING	WEALTH	RARITY
—	4	3

SCOUTING SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		4
CRAFTING	WEALTH	RARITY
—	5	4

SURVEILLANCE SUPPLIES

Tools for covert observation and monitoring, such as cameras, drones, and recording devices.

A character can use surveillance supplies to gather information and record data in a location or during a situation. Both versions are **charged**, with the Sigma version refreshing after a **short** rest and the Omega version refreshing after a **long** rest.

SURVEILLANCE SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Cyber Forged		3
CRAFTING	WEALTH	RARITY
—	4	3

SURVEILLANCE SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Cyber Forged		4
CRAFTING	WEALTH	RARITY
—	5	3

SURVIVAL SUPPLIES

Essential gear for enduring and adapting to challenging environments, including shelter, fire-starting tools, and water purification equipment.

A character can use survival supplies to establish a location of safety in various conditions and environments. Using survival supplies allows a scene to provide shelter and comfort for rest.

SURVIVAL SUPPLIES (Σ - SIGMA)

FORGE		TECHNIQUE
Hand Made		2
CRAFTING	WEALTH	RARITY
3	3	1

SURVIVAL SUPPLIES (Ω - OMEGA)

FORGE		TECHNIQUE
Deep Forged		3
CRAFTING	WEALTH	RARITY
—	5	2

VEHICLES

You are referred to as a **passenger** when you are inside a vehicle. Some passengers take on specific roles within the vehicle, called **crew**.

CREW ROLES

Each character inside a vehicle can take on specific crew roles related to that vehicle. A character may take a role as part of an action. Example roles include the following. Other passengers may operate extra equipment of a vehicle as separate crew roles.

Pilot. A vehicle can only have a single pilot. The pilot takes action to move the vehicle. The pilot makes a Test whenever a vehicle needs to make a Test related to movement. A vehicle without a pilot fails all movement-related Tests.

Gunner. A gunner operates weaponry mounted on the vehicle. A gunner can only operate one weapon each turn, regardless of the number of weapons mounted. A mounted weapon may only have a single gunner operate each round.

SPLITTING ROLES

A single character may attempt to assume more than one crew role at once. An example includes attempting to be both the gunner and pilot for a vehicle. The character makes **Tests** with a +1 **Difficulty** without a vehicle quality or **Truth**.

VEHICLE ZONES

Vehicles move in combat zones like any other combatant in an action scene. Vehicles don't move as characters do, and zone effects vary in their impact on vehicles.

Large Hazards. This hazard may only affect vehicles of a specific scale or larger. This includes terrain that smaller vehicles may navigate without challenge.

Small Hazards. This hazard may only affect vehicles of a specific scale or smaller. This includes terrain that larger vehicles may power through or over unhindered.

Terrain Hazards. This hazard may only affect vehicles with a specific quality. This includes terrain that may impact wheels or hulls underwater.

VEHICULAR MOVEMENT

When a character is the pilot of a vehicle, they may move the vehicle rather than moving themselves. A pilot may move zones equal to the vehicle's Speed for free before or after their action on their turn. Breaking up movement is possible if the speed is more than one movement zone. This allows a pilot to move one or more zones before their action and one or more afterward.

A pilot may move the vehicle further than the base Speed. They must spend their action driving and succeeding in a Test or spending two Harmony on their turn. This allows the vehicle to move extra zones equal to the vehicle's Speed.

LOSING CONTROL

The most common outcomes of failed vehicle terrain **Tests** are as follows. The **Game Master** (GM) determines which applies in each case. Some of the results below cause the vehicle to stop. **Stopping** means the vehicle loses any remaining movement and halts in that zone.

Jarring Stop. The vehicle immediately stops. Each character in the vehicle suffers a concussed Injury. The damage rating equals the number of zones the vehicle moved before stopping.

Skid. The vehicle moves in a random direction. Roll a d6: 1 - 2, the vehicle skids left; 3 - 4, the vehicle skids forward; 5 - 6, the vehicle skids right based on direction travel. The vehicle suffers a crashed **Injury** if it collides with an object that makes it stop. The damage rating equals the number of zones the vehicle moved before stopping. Skidding includes a jarring stop.

Spin: The vehicle loses the rest of its movement from the action and faces a different direction. The next vehicle movement action increases in Difficulty by +1 or needs a test if it didn't before.

Stuck: The vehicle loses the rest of its movement from the action, and the terrain holds it in place. The vehicle gains the stuck Truth. A stuck vehicle moves one zone less than normal with any pilot action and cannot move as a free action.

If the vehicle was in motion before, the pilot must make another vehicle movement action. If the pilot doesn't make a movement action, then the vehicle loses control.

VEHICLE ATTACKS

Vehicle gunners can make attacks with mounted weapons the same way as a personal weapon. You cannot carry or fire these weapons without mounting them on a stand or vehicle.

A pilot may defend their vehicle from attacks and turn them into **Contests** if in motion. A pilot may not defend their vehicle from attacks if it is stationary or lost control. Passengers may attack with personal weapons if the vehicle has the exposed quality.

ATTACKING PASSENGERS

You can attack passengers of a vehicle after a successful attack against a vehicle. If the vehicle has the **exposed** quality, you may spend one Harmony to hit one passenger instead. If the vehicle has a **covered X** quality, the Harmony cost to hit passengers increases by +X.

Weapons with **burst** quality have a different effect on exposed and covered vehicles. Spending Harmony allows the attack to hit each passenger instead of one.

RAMMING

The pilot of a moving vehicle can attempt a melee attack against a target in the same zone. A pilot must make a Difficulty 1 Soul (Finesse) to make the attack. The vehicle deals a crashed injury with a damage rating equal to the distance traveled. The attack includes the breaking quality.

The attack vehicle suffers damage when ramming into another vehicle or structure. The vehicle suffers a crashed Injury with a damage equal to the target's Protection.

VEHICLE INJURIES

Attacks can target vehicles like any other combatant. When an attack damages a vehicle, it suffers an Injury. A vehicle can suffer Injuries equal to their Scale before they're defeated.

A defeated vehicle no longer functions. Each Injury is a Truth that impedes the vehicle in some way. This includes Difficulty increases of Tests to operate the vehicle or maintain control. A vehicle pilot may spend Hope to avoid the Injuries the vehicle suffers.

BUMPS AND BRUISES

Vehicle passengers may take damage whenever their vehicle takes damage. Each passenger suffers an Injury with damage equal to a vehicle's scale when defeated. The damage may increase by the vehicle's speed if it is in motion.

REPAIRING VEHICLES

Repairing vehicle Injuries works through **Body/Mind** (*Force/Finesse*) Tests. Vehicles don't repair themselves, so characters must work on the vehicle between scenes. The following breaks down the steps to repair and restore a vehicle.

REPAIR VEHICLE INJURY

You hammer out dents and make minor repairs to a vehicle. This is a Body (Force/Finesse) Test equal to the base rating of the Injury. Success repairs the specific Injury. Repaired Injuries are temporary Truths that circumstances may change.

REMOVE VEHICLE INJURY

You repair and replace parts of the wrecked vehicle. This is a Mind (Force/Finesse) Test with a Difficulty of 2 on a repaired Injury. Attempting this requires spending Resources equal to the vehicle's Technique level. A character may attempt this without the initial repair. The Difficulty equals the base rating of the Injury or 2, whichever is higher.

Success removes a single Injury plus one extra Injury per two Harmony spent. This removes the Injury.

VEHICLE PROFILES

The following traits describe vehicles in **LIGHT OMENS RPG**.

Truths. A vehicle's main truth will be its type, make, and model. Other truths reflect the vehicle's condition, modification, or other quirks. This describes the preferred terrain, driving style, and any characteristics beyond qualities.

Speed. A vehicle's speed shows how fast it can move, measured by the number of zones.

Scale. A vehicle's Scale is a representation of its size. Scale 0 refers to any vehicle approximately the same size as a human. Scale 1 covers vehicles twice the size of a human, and each number doubles further. Tests where size or mass would be a problem increase the Difficulty by the vehicle's Scale.

Protection. The vehicle's protection reduces damage received. The presentation of protection is an X (Y). X is the vehicle's protection and Y is the reinforced protection.

Cover. This lists one of three qualities depending on how protected the crew and passengers are.

- ✱ **Enclosed.** The vehicle completely encloses the crew and passengers. Attacks outside the vehicle cannot target crew and passengers. Crew and passengers cannot use their personal weaponry to attack outside the vehicle.
- ✱ **Covered X.** The vehicle provides some protection from outside attacks. Attacks can still target the crew and passengers. The crew may attack with their weaponry but lose cover of the vehicle.
- ✱ **Exposed.** The vehicle provides no protection from outside attacks. Attacks may target the crew and passengers. The crew may attack with their weaponry.

Passengers. The passenger entry shows how many passenger spaces are inside the vehicle. Each passenger space unoccupied allows an extra +2 Cargo for Resource points.

Qualities. Vehicles come in various types, from nimble motorcycles to rugged trucks everywhere. A vehicle's qualities describe how it navigates the terrain around it and how characters use it.

Weapons. The weapons entry on a vehicle lists the weapons it has mounted or incorporated into its design.

VEHICLE QUALITIES

Some vehicles may have one or more of the following qualities.

All-Terrain. The vehicle works for all kinds of roads. Decrease the Difficulty of movement over difficulty terrain by +1.

Cargo X. The vehicle is capable of holding Resource points equal to X. Anything more than X increases the Difficulty of movement Tests by +1. The vehicle remains stationary if the vehicle carries more than twice as much as X.

Cumbersome. The vehicle is bulky and unresponsive, increasing the difficulty of moving by +1.

High-Performance. The vehicle is powerful and fine-tuned. The pilot may spend two Harmony after a successful test to increase its speed by +1 for the round. Any test to repair the vehicle increases the Difficulty by +1 due to its tuned nature.

Hover. The vehicle does not touch the surface it travels over and instead hovers a short height above. The vehicle ignores difficult terrain not caused by obstacles. It can move over land and shallow water.

Resilient X. The vehicle is tough to damage. This vehicle has a personal pool of points to spend to avoid Injuries equal to X.

Rugged. Reduce the Difficulty of tests to repair rugged vehicles by +1.

Single Seat. Single seat vehicles allow operation by a single pilot. This means the pilot can assume the role of a gunner without penalty.

Tough X: The vehicle can take more punishment than most. The number of Injuries needed to defeat the vehicle increases by X.

COMMON VEHICLES

STREET CARS

These vehicles are the everyday options on main roads. Nothing about them is too special but they are common enough to come across.

CARTS

A small, motorized vehicle with limited speed on clear roads. Still capable of short journeys through the city and similar areas.

CART

TECHNIQUE	FORGED	COST	RARITY
2	Deep Forged	6	2
PERSONAL TRUTHS			SCALE
Low Power Pedestrian Vehicle			1
PROTECTION	COVER	SPEED	PASSENGERS
1 (0)	Exposed	2	3
QUALITIES			
Cargo 3			

SEDAN

A classic four-door civilian vehicle provides enough comfort for a handful of people. It also grants immediate protection from the outside.

CLASSIC

TECHNIQUE	FORGED	COST	RARITY
3	Deep Forged	8	3
PERSONAL TRUTHS			SCALE
Four Door Civilian Vehicle			2
PROTECTION	COVER	SPEED	PASSENGERS
2 (1)	Cover 1	3	5
QUALITIES			
Cargo 8			

SPORTS

A high-performance street vehicle meant to cover paved grounds. They're excellent for settled areas but hard to maintain.

SPORT

TECHNIQUE	FORGED	COST	RARITY
4	Deep Forged	7	4
PERSONAL TRUTHS			SCALE
Two Door Lightweight Vehicle			2
PROTECTION	COVER	SPEED	PASSENGERS
1 (0)	Cover 1	4	2
QUALITIES			
Cargo 5, High Performance			

VANS

A large classic typically with a side panel door. It allows for more passengers and more space.

VAN

TECHNIQUE	FORGED	COST	RARITY
3	Deep Forged	9	3
PERSONAL TRUTHS			SCALE
Panel Door Cargo Vehicle			2
PROTECTION	COVER	SPEED	PASSENGERS
2 (1)	Cover 1	3	7
QUALITIES			
Cargo 10			

OFF ROADERS

These vehicles specialize in going off road while providing plenty of passenger and cargo space.

CARRIERS

Decent sized vehicles for limited passengers. Known for its large bed of space for cargo in the back.

CARRIER

TECHNIQUE	FORGED	COST	RARITY
3	Deep Forged	9	3
PERSONAL TRUTHS			SCALE
Mid-Size Pickup Vehicle			2
PROTECTION	COVER	SPEED	PASSENGERS
2 (1)	Cover 1	3	3
QUALITIES			
All-Terrain, Cargo 12, Resilient 1			

HAULERS

Larger vehicle with a larger cargo bed to match. Holds much more room for resources and passengers.

HAULER

TECHNIQUE	FORGED	COST	RARITY
4	Deep Forged	11	4
PERSONAL TRUTHS			SCALE
Full Size Pickup Vehicle			2
PROTECTION	COVER	SPEED	PASSENGERS
3 (2)	Cover 2	3	5
QUALITIES			
All-Terrain, Cargo 16, Resilient 2			

TROTTERS

Decent sized vehicles with room to carry more individuals. Designed to traverse different terrains with suitable cargo.

TROTTER

TECHNIQUE	FORGED	COST	RARITY
3	Deep Forged	10	3
PERSONAL TRUTHS			SCALE
Mid-Size Utility Vehicle			2
PROTECTION	COVER	SPEED	PASSENGERS
2 (1)	Cover 1	3	7
QUALITIES			
All-Terrain, Cargo 10, Tough 1			

GALLIVANTERS

Larger vehicles with space to carry several people. Includes extra room for resources secured inside.

GALLIVANTER

TECHNIQUE	FORGED	COST	RARITY
4	Deep Forged	12	4
PERSONAL TRUTHS			SCALE
Full Size Utility Vehicle			2
PROTECTION	COVER	SPEED	PASSENGERS
3 (2)	Cover 2	3	8
QUALITIES			
All-Terrain, Cargo 14, Resilient 1, Tough 1			

CYCLERS

These vehicles tend to be smaller and easier to manage. They allow one or two people to ride through small spaces.

ROADSTERS

Simple single seat vehicle for easy travel through crowded spaces. Simple storage on the road and easy to repair.

ROADSTER

TECHNIQUE	FORGED	COST	RARITY
4	Deep Forged	7	3
PERSONAL TRUTHS			SCALE
Classic Street Bike			1
PROTECTION	COVER	SPEED	PASSENGERS
1 (0)	Exposed	3	1
QUALITIES			
Rugged, Single Seat			

MUSCLES

A high-performance cycle giving more speed. Designed heavier to endure more bumps.

MUSCLE

TECHNIQUE	FORGED	COST	RARITY
4	Deep Forged	9	4
PERSONAL TRUTHS			SCALE
Powerful Heavy Bike			1
PROTECTION	COVER	SPEED	PASSENGERS
2 (1)	Exposed	4	1
QUALITIES			
High-Performance, Resilient 2, Single Seat			

ADVENTURERS

An off-road cycle that allows transportation on different terrains. Specially built to handle rough roads and crashes.

ADVENTURER

TECHNIQUE	FORGED	COST	RARITY
4	Deep Forged	8	4
PERSONAL TRUTHS			SCALE
Off-Road Bike			1
PROTECTION	COVER	SPEED	PASSENGERS
1 (0)	Exposed	3	1
QUALITIES			
All-Terrain, Single Seat, Tough 1			

NEON CYCLES

Specialized cycle using Grim Light to levitate. Designed with speed and mobility in mind.

NEON CYCLE

TECHNIQUE	FORGED	COST	RARITY
5	Cyber Forged	11	5
PERSONAL TRUTHS			SCALE
Light Powered Hover Bike			2
PROTECTION	COVER	SPEED	PASSENGERS
3 (2)	Exposed	4	2
QUALITIES			
High Performance, Hover			

CHAPTER GRIM FORGING

More Power, More Possibilities, More Problems

SIGILS

Intricate designs decorate the known landscape. An old mystic art lingers among the marks of warning, roving bandits, and shelter. These specialized symbols hold a form of power that few still understand. These are the remnants and legacy of SIGILS.

SIGILs, Source-Influenced Grim Imaging Layouts, derives from a depreciated ancient magical art. Placing specific designs allowed one to change the fundamental composition of something.

Some SIGILs hold a message for a wanderer to know the best path forward. Others create a barrier or protection upon an entrance or structure. There are stories of mythic SIGILs that could bind a soul to an object. Only a handful of people still know how to apply SIGILs. Advancements in technology and community management made the SIGIL designs too complicated.

Rumors claimed someone developed a tool for creating SIGILs. Now, technocrats have manifested their version of this mythic tool. The Grimprinter allows the rapid application of a SIGIL using preformatted parameters.

UNDERSTANDING SIGILS

Learning a new SIGIL brand requires spending experience. The experience required equals the Complexity of the SIGIL. A character can attempt to affix the SIGIL brand once learning the layout.

Applying a SIGIL requires a Body/Mind (Finesse) Test with a Difficulty equal to its complexity. Using a Grimprinter requires minutes equal to its complexity to place. A character must spend enough Resources equal to its Complexity.

Other ways of applying a SIGIL other than a Grimprinter take longer and easier to remove. A character must also spend enough Resources equal to twice the Complexity of the SIGIL.

ADVANCED SIGILS

SIGILs may have advanced complications that go beyond the listing. The Game Master may decide to allow a SIGIL to have an altered effect with an increased complexity. Contain may seal a willing soul with a +1 increase in complexity. An unwilling soul may increase the complexity by +2. Each variation may count as its own SIGIL and a character must spend experience as normal.

KNOWN SIGILS

Quick list of known SIGILs.

KNOWN SIGILS

NAME	DESCRIPTION
Bind – 1	Temporarily secures an object or individual.
Contain – 2	Seals an object within the brand's confines.
Forbid – 2	Prevents crossing a designated threshold.
Illuminate – 1	Creates controllable glowing light.
Intangible – 3	Allows phasing through matter temporarily.
Message – 1	Seals a message for specific triggers.
Obscure – 2	Hides presence from one or more senses.
Override – 3	Changes parameters of a brand.
Reinforce – 2	Increases material integrity and durability.
Rewrite – 3	Alters history of an object/location.
Shield – 1	Creates a barrier that absorbs damage.
Trace – 1	Marks a target for easy tracking.
Whisper – 1	Sends a private message to a target.

BIND

Complexity Level: 1

This SIGIL temporarily secures an object or individual in place, preventing movement for a short duration. Activation requires a target, and the effect lasts until the end of the next turn, after which the SIGIL dissipates.

CONTAIN

Complexity Level: 2

This SIGIL allows someone to seal an object inside of the brand. Activation places an object equal to or less than your Technique level within the brand. Triggering releases the object and disintegrates the SIGIL.

FORBID

Complexity Level: 2

This SIGIL prevents individuals from crossing a designated threshold. Activation sets the parameters for access such as specific targets and passwords. The activation must include a specific Attribute. Characters attempting to bypass must make a Focus Test using the designated Attribute. Your Technique level establishes the difficulty of the test.

Characters who trigger this SIGIL gain the *resistance* Truth against forbid SIGIL. This truth lasts until after the next Long Rest.

ILLUMINATE

Complexity Level: 1

This SIGIL creates a glowing light with a controllable level of brightness, color, and direction. The light may be static or have specific commands to control the lighting. A character that knows this SIGIL may access the controls for the light without needing the specific commands.

INTANGIBLE

Complexity Level: 1

This SIGIL alters the state of being for an object, person, or part of a structure when activated. This allows the chosen target to phase through matter for a duration. Once the intangibility has been deactivated, it cannot reactivate until after a **Short** rest.

MESSAGE

Complexity Level: 1

This SIGIL allows one to place a message within the brand. The message includes short-form written notes or recorded ideas using audio or video. This process includes memories. Activation seals the message, granting access through specific triggers. This includes a general message or a secure message.

OBSCURE

Complexity Level: 2

This SIGIL allows one to hide the presence of the person, object, or piece of a structure from one or more senses. This treats something as silent, invisible, or odorless depending on the severity of the brand.

Characters who bypass this SIGIL gain the *resistance* Truth against obscure SIGIL. This truth lasts until after the next **Short** Rest.

OVERRIDE

Complexity Level: 3

This SIGIL allows one to claim and change an established brand. This includes dismissing, increasing potency, or changing parameters.

REINFORCE

Complexity Level: 2

This SIGIL increases the integrity and durability of the material. Activation increases the protection rating of the material by your Technique level until the end of a scene. The SIGIL disintegrates after one use. Spending Harmony extends the uses at one per Harmony spent when activated.

REWRITE

Complexity Level: 3

This SIGIL allows one to alter the narrative or history of a location or object, changing its past effects or attributes. Activation requires the user to spend twice the required resources, and the changes remain until countered by another SIGIL or a significant event occurs. A similar SIGIL cannot be applied until after a Long rest.

SHIELD

Complexity Level: 1

This SIGIL creates a temporary barrier that absorbs a small amount of when activated, it reduces incoming damage once by your Technique level. The SIGIL disintegrates after one use.

TRACE

Complexity Level: 1

This SIGIL marks an object or person with a glowing outline that is visible only to the creator. Activation allows the user to follow the marked target for a short distance, making it easier to track them.

WHISPER

Complexity Level: 1

This SIGIL allows the user to send a short, private message to a target within a limited range. Activation delivers the message audibly to the recipient's mind without the need for spoken words.

THAUMATURGY

Everyone possesses inherent magical energy. This source derives from the early Erathans and the introduction of **New Clear** energy. Harnessing **Grim Light** to produce effects is the art, or science, of **Thaumaturgy**.

The destruction of the **Grim Forges** diminished magical power. Despite this, people still have Grim Light, allowing them to access its power when needed. Developing these abilities advances magical aptitude toward true Thaumaturgy. The key to this power lies in the concepts and insights of **Daemonata**.

DAEMONATA, THAUMATURGY IN THEORY

Since the collapse of the forges, grim charged crystals of different colors appeared. The colors of these Daemonata represented distinct energy sources unrelated to the Forges. Practitioners tap into the Daemonata's energy, extract knowledge, and perceive the world's threads. Manipulating the energy allows one to create extraordinary effects and alter surrounding world.

APPLICATION OF THAUMATURGY

Most people have the energy required to perform **Thaumaturgy**. Despite this, only a few can do so with any significance. Some may tap into fragments of their potential power during vital moments. These include surges of stress, aggressive levels of adrenaline, or during focused rituals.

SORCERY

Sorcery is the foundation of thaumaturgy. Performing a sorcery requires access to the character talent, Grim Source. Sorcery may need Tests to perform if a situation is dangerous or the source is volatile.

A character with access to sorcery may exchange **Resource** points to generate **Harmony**. A character may spend two Resource points to make a **Difficulty 0 Body, Mind, or Soul (Focus)** Test. This allows a character to generate Harmony for each success generated.

Each time a character enacts a sorcery, they generate Grim Light build up. This buildup causes each subsequent sorcery to double the Resource point cost. The character resets their build up after they complete a **Quick** rest.

INVOCATION FORMULAS

Invocations are the refined approach to thaumaturgy. These are forms of magic that need specific formulas to enact an effect. Each formula belongs to a specific axiom, or discipline.

Each formula has an associated **Difficulty**. You must make the Test using the Difficulty of the formula to enact the effect. Complications rolled during an invocation drain one Hope rather than the normal effects.

The following are the known axioms available for formulas.

AUGMENTATION

Augmentation formulas affect a character's primary attributes. The focus is amplifying the target's physical or mental state or prowess. Examples include strengthening a friend or improving a horse's stamina. Augmentation does not affect objects or structures.

CONJURATION

Conjuration formulas allow for the manifestation or transpiration of objects or characters. The focus is obtaining specific gear or accessing specific locations. Examples include summoning a sword or teleporting across a gap.

INDUCTION

Induction formulas create damaging effects against targets. The focus is generating force and hazards to cause harm. Examples include manifesting balls of fire or launching bolts of lightning.

PRESERVATION

Preservation formulas provide forms of protection or otherwise defense against harm. The focus is preventing damage to specific characters or targets. Examples include magical walls for defense or protective bubbles for breathable air.

RENUNCIATION

Renunciation formulas specialize in stopping magical effects. The focus is to negate magical events or remove applied magical effects. Examples include snuffing out a magical burning flame or preventing formula activation.

RESTORATION

Restoration formulas ease stress, harm, and suffering for characters. The focus is to provide longevity and negate the effects of damage. Examples include sealing a laceration, purging a poison, or restoring the recently deceased.

UTILITY

Utility formulas cover small actions outside bigger rules. The focus is a form of advanced sorcery to apply minor manipulations to the world. Examples include making small objects float, transmuting basic substances, or creating spontaneous light.

VEXATION

Vexation formulas cause hindrances against targets. The focus is manifesting limitations or restrictions against a character or a target. Vexation differs from Induction by effects and Augmentation by targets. Examples include psychic disturbances, biological diseases, or structural debilitations.

COMMON INVOCATIONS

Invoking a **formula** requires a **Test** that varies depending on the formula. Each formula has a specific method of action that it applies to. Invocations use considerable power and personal energy, thus costing **Resources** and **Hope**.

All invocations generate Grim Light buildup. Grim Light buildup increases the cost to enact the same invocation. Buildup doubles the cost of all resources used to enact the same invocation. This cost affects Resource points, **Harmony**, and **Hope**. Each invocation has its own recovery period that a character must **rest** for.

The following formulas are available as invocations. Characters must discover the formulas through exploration or mentorship.

IMPROPER INVOCATIONS

A character may not understand an invocation or ignore necessary requirements. This allows for a character to enact an Improper Invocation. A character may declare an improper invocation after enacting but before rolling dice. Choosing to have an improper invocation has the following effects.

- Reduce the Difficulty of the Invocation by 1.
- Generate one Complication on top of any generated by the Test.
- Generate one Chaos per Resource point spent.
- All Harmony spends increased by +1.

A character may choose increased severity by stacking the improper invocation. The effects all increase by 1. A character can do this until the Difficulty of the Test reaches 0.

ALTER [UTILITY – WHITE]

Action: Improvise and Interact

Cost: Resource point [2] and Harmony [1]

Difficulty: 1

Attribute (Approach): Any (Any)

Recovery: Quick

If successful, you may create the effect of any gear equal to or less than your **Technique** level. This excludes weapons, armor, vehicles, and facilities. The effect lasts until the end of the scene, and you may only have one effect active at a time. Activating a different effect ends the current invocation and enacts it again.

BULLET [INDUCTION – RED]

Action: Advance and Attack

Cost: Resource point [3] and Hope [1]

Difficulty: 2

Attribute (Approach): Mind (Force or Finesse)

Recovery: Short

If successful, you create a mote of energy you then launch at a target. This counts as an attack and you may choose **melee** or **ranged** if applicable. Enemies with relevant formulas may defend against this attack, making it a **Contest**. Any increases in the **Difficulty** of an attack affects this invocation as well.

The target suffers a *burned* **Injury** with a damage rating equal to your **Technique** level.

DEBILITATE [VEXATION – ORANGE]

Action: Advance and Attack

Cost: Resource point [4] and Hope [1]

Difficulty: 3

Attribute (Approach): Body (Force or Finesse)

Recovery: Short

If successful, you manifest a wave of energy at a target. This counts as an attack and you may choose **melee** or **ranged** if applicable. Enemies aware of the invocation can defend against the attack, making it a **Contest**.

The target becomes **hopeless** and your choice of **Weakened**, **Clumsy**, or **Distracted**. Weakened cancels Force, Clumsy cancels Finesse, and Distracted cancels Focus. For minor NPCs, this invocation cancels their **Specialty** approach. This counts as one **Injury** and unavoidable against **NPCs**.

FABRICATE [CONJURATION – PURPLE]

Action: Plan and Prepare

Cost: Resource point [4] and Hope [1]

Difficulty: 3

Attribute (Approach): Soul (Finesse or Focus)

Recovery: End of Scene

If successful, you may create any **Hand Made** or **Deep Forged** object within your **Technique** level. Any object you make using this also counts as **Charged (Quick)**. Objects made from this invocation disintegrate at the end of the scene. You may spend one **Hope**, one **Harmony**, and one **Resource** point to sustain the object. Doing so also refreshes the charge.

GRIM RADIATION [RENUNCIATION – BLACK]

Action: Improvise and Interact

Cost: Resource point [5] and Hope [2]

Difficulty: 4

Attribute (Approach): Any (Any)

Recovery: Long

If successful, you generate a field of **Grim Light**. For the rest of the scene you gain the following benefits:

- Each Harmony spent counts as three.
- The GM doubles their Chaos spending.
- You regain Hope anytime you generate Harmony or Chaos.

At the end of the scene you two hindrances occur based on the attribute and approach used. You become **Hopeless** based on the approach used to enact the invocation.

You also suffer an **injury** related to the Attribute used with a damage rating equal to the attribute. This injury can kill a character who has claimed *Willing to Die*.

GUARD [PRESERVATION – YELLOW]

Action: Evade and Endure

Cost: Resource point [3] and Hope [1]

Difficulty: 2

Attribute (Approach): Soul (Finesse or Focus)

Recovery: Short

If successful, create a protective field of energy. This shield provides a pool of points that you can use to avoid **Injuries** instead of spending **Hope**. The pool contains points equal to your **Technique** level, +1 per **Harmony** spent. These points can't replenish, and you may not invoke any other formula while one or more points remain. You may drop the guard to end the effect at any point during your turn and discard any remaining points.

MEND [RESTORATION – BLUE]

Action: Plan and Prepare

Cost: Resource point [3] and Hope [1]

Difficulty: 2

Attribute (Approach): Body (Force or Focus)

Recovery: Long

If successful, you generate a rejuvenating energy for yourself or an ally. You reduce one Injury by 1, +1 per Harmony spent to a minimum of 1.

TRANSCEND [AUGMENTATION – GREEN]

Action: Plan and Prepare

Cost: Resource point [4] and Hope [1]

Difficulty: 3

Attribute (Approach): Mind (Force or Focus)

Recovery: Short

If successful, you create a Truth for yourself, or ally related to a Specialty. You may increase the severity of the Truth per Harmony spent. Body (Force), which is Brutal, could grant a Truth that allows them to lift a car. Mind (Finesse), which is Insightful, could grant a Truth that gives them a 360-degree field of view in their zone. Soul (Focus), which is Tranquil, could grant a Truth that makes them resist fearful moments.

The augmentation loses one level of severity per use of the Truth and completely wears off at the end of the scene.

CHAPTER NON-PLAYER CHARACTERS

Not All Strangers Are Enemies

NPC TYPES

LIGHT OMENS RPG defines **Non-Player Characters** (NPCs) on specific details. These details are the relation to the player characters and story significance. Relationship to player characters falls into one of three categories.

Adversaries are NPCs whose role within a scene opposes the player characters. They are not evil but something the player characters must avoid or overcome.

Allies are NPCs whose role within a scene is to aid and support the actions of the player characters. Allies include those the player characters assist or protect. Allies are not good but align with the player characters for now.

Bystanders are NPCs unaligned and not opposing the player characters.

NPCs AND HOPE

NPCs do not have Hope. NPCs may spend Chaos from the Game Master's (GMs) pool like Hope. Major NPCs may have a dedicated Chaos pool only they spend from.

Allied NPCs generate Harmony and Chaos like player characters.

MINOR NPCs

Minor NPCs are the most common type of NPC in most scenes. The majority of NPCs encountered in any game will be Minor. Minor characters have a single Truth that describes how they are, who they are, and what they do.

Minor characters have two attributes. One is the prominent attribute of their **Body**, **Mind**, or **Soul**. The second is a general attribute representing the remaining attributes. The second attribute falls under the "General Specialties" category.

Each attribute has an associated approach. The prominent attribute includes a prominent **Force**, **Finesse**, or **Focus** approach. The general attribute includes a general approach that represents the remaining approaches.

Minor characters may also list any weapons they carry and actions they can perform.

Any Injury **defeats** most minor characters.
Inflicting the Hopeless condition counts as a non-lethal Injury.

RUNNING MINOR CHARACTERS

The design of NPCs in Light Omens RPG supports the Game Master in running smooth characters.

Minor NPCs don't have the full set of attributes and approaches. Instead, they have a primary attribute and approach to cover the actions they are good at. Also, they have a general attribute and approach to cover everything else.

Minor characters have a personal attribute and approach describing their preferred actions. This allows ease of managing character behavior as well as the mechanics.

Using the Nimble Husk Drudge as an example, they have Body (Finesse) as their primary based on being nimble. Their movement would be quick and graceful. Husk reminds you that the minor character belongs to the umbralings. Drudge emphasizes the category of its rank and potential within its faction. Situation difficulty may change due to their nimbleness, Umbraling faction, and Husk position.

MINOR UMBRALING CHARACTER

NIMBLE HUSK DRUDGE		GENERAL SPECIALTY			
BODY 1	FINESSE 1	ATTRIBUTE 1	APPROACH 0		
WEAPONS		ACTIONS			
Bone Claws (Melee): Bleeding 1		Corruption Swarm: The character generates +1 Chaos when making an attack.			
SPECIAL ABILITIES					
Bone Armor. Protection 1.					

CREATING A MINOR NPC

Attributes and approaches are necessary when creating a Minor character. These values develop by comparing the values to the desired level of effectiveness.

The prominent attribute and approach of the minor character determines the effectiveness level. The General Specialty attribute and approach should be any level below the prominent.

DETERMINING NPC EFFECTIVENESS

RANK	EFFECTIVENESS	ATTRIBUTE	APPROACH
None	Incidental	1	0
D	Common	1	1
C	Elite	2	1
B	Legendary	3	2
A	Mythic	4	2
S	Ascended	5	3

ARMING, ABILITIES, AND ACTIONS

Equip the minor character with any applicable weapons. Characters may have a "natural" form of attack. Natural attacks have a damage rating equal to their prominent approach. Deadly characters may have a +1 to their natural weapon damage.

Most characters have a unique action they can perform or a special ability that affects them. A majority of minor characters have only one action or ability.

NPC GROUPS

Minor characters may operate in a group. A group consists of up to five identical minor characters acting as one. The following features apply to NPC groups.

Group Actions. One group member is the **leader**, and extra minor characters represent **assistants**. The leader initiates all actions, and each minor character assists with them.

Attacking a Group. Attacks against a group always use **Tests** rather than **Contests**. The **Difficulty** of the Test increases by +1 for every two group members able to defend themselves.

Defeating a Group. A single character suffers Injuries and defeat from an attack that hits the group. The attacker may spend Harmony to hit extra group members. Every two Harmony hits one extra character.

MAJOR NPCS

Major NPCs describe determined and resourceful characters with powerful abilities and influence. They may be a leader or an important figure of minor characters.

- ✱ **Truths.** A Major character has at least one Truth. The Truth is a basic description of the character's role or purpose.
- ✱ **Attributes.** Major characters have three attributes like player characters: **Body**, **Mind**, and **Soul**.
- ✱ **Approaches.** Major characters have three approaches like player characters: **Force**, **Finesse**, and **Focus**.
- ✱ **Dedicated Chaos.** All major characters have a pool of personal Chaos. This pool contains between 3 and 6 Chaos. The GM may spend this Chaos for any action or ability of the character. Chaos spending includes avoiding Injury.
- ✱ **Defeat.** A major character must suffer several injuries before facing defeat. This equals the number of Truths for the character +1.
- ✱ **Special Abilities.** Major characters have between 2 and 5 special abilities. These abilities affect how the character functions, and not all abilities are positive.
- ✱ **Unique Actions.** Major characters have a list of their specific actions, including attacks and weapons. A table presents the actions, allowing random determination of character actions. Each major character has between 4 and 6 unique actions.

MAJOR UMBRALING CHARACTER

WEARY HELOTITAN		
Brutal Giant Drudge Exhausted by Psionic Forces		
DEDICATED CHAOS 5	DEFEATED 2 INJURIES	
ATTRIBUTES		
BODY 4	MIND 3	SOUL 1
APPROACHES		
FORCE 3	FINESSE 1	FOCUS 2
SPECIAL ABILITIES		
<p>Bone Armor. Protection 2 (reduced to 1 vs breaking attacks).</p> <p>Dangerous. Generates one Chaos at the start of each of its actions.</p> <p>Hindered. Psionic forces torment the character. Increase the complication range by 1 on all Tests.</p> <p>Legion of One. May take more than one turn per round. The first extra turn costs one Chaos, second costs two, and so forth.</p> <p>Sluggish. Reduce the Difficulty of ranged attacks against this character by 1. This character has a scale of 1 (2x larger than a human)</p>		

HELOTITAN UNIQUE ACTIONS

ACTION	D12 ROLL	DESCRIPTION
Crush	1 – 4	<p>The umbraling moves forward seeking to smash an enemy. It moves towards one enemy and makes a melee attack against them.</p> <p>Body (Force): 7d6</p> <p>Giant Legs: Melee Attack, <i>Crushed 3</i></p>
Ground Pound	5 – 6	<p>The umbraling smashes the environment to smash multiple enemies. It does not move this turn. Spend 1, 2, or 3 Chaos and choose an adjacent zone. Each enemy in that zone or sharing a zone with the umbraling must pass a Body (Finesse/Focus) Test with a difficulty equal to the Chaos spent or be hit by debris or the ground.</p> <p>Giant Arms: Melee Attack, <i>Concussed 2</i>, Loud</p>
Psionic Barrage	7 – 8	<p>The umbraling turns, seeking a target, and then unleashes visible psionic waves. It makes a ranged attack against one enemy it can see.</p> <p>Mind (Force): 6d6</p> <p>Softened Husk Brain: Ranged Attack, <i>Crushed 3</i>, Breaking, Burst, Quiet</p>
Snatch	9 – 11	<p>The umbraling reaches out to grasp a nearby enemy. The umbraling chooses a target within melee range and makes a Body (Force/Finesse) contest opposed by the target's Body (Finesse). If the umbraling is successful, the target suffers a grabbed Truth. A grabbed enemy cannot move away from the umbraling and cannot defend against melee attacks.</p>
Trample	12	<p>The umbraling rushes forward aiming to trample an enemy. It moves towards one enemy and makes a melee attack against them.</p> <p>Body (Force): 2d12 + 5d6</p> <p>Giant Body: Melee Attack, <i>Crushed 3 [x2]</i>, Breaking</p>

ABILITIES AND ACTIONS

SPECIAL ABILITIES

Special abilities are traits that alter a character's behavior. These abilities either help or hinder the character.

ARMORED

The character has a protection rating. They reduce the amount of **Chaos** needed to avoid **Injury**. Attacks with the *breaking* quality ignore the protection rating.

DANGEROUS

The character is threatening and causes situations to escalate when involved. At the start of each of its actions, the character generates Chaos.

DEPRECIATED

Each Injury the character suffers adds +1 difficulty to any Test it attempts.

HINDERED

The character has something that prevents full potential. The character increases the complication range of all tests.

LEGION OF ONE

The character can face several enemies. The character may take more than one **turn** each **round**. Each turn after the first costs **Chaos**. The first turn costs one Chaos, the second costs two, and so forth.

SLUGGISH

The character is large, bulky, or otherwise slow-moving. Reduce the **Difficulty** of **ranged** attacks against this character by 1. The character has a Scale of 1 or higher.

SPECIALIST

The character is an expert in a particular skill. The character replaces the number of d6 equal to their specialist value. Specialties describe specific **Attribute** (*Approach*) combinations.

SWIFT

The character moves with speed and grace. When it acts, it may spend one Chaos and move to one extra zone, either before or after its action.

UNIQUE ACTIONS

Unique actions are specific things that a character can do. They utilize the four categories of actions.

AMBUSH

The character emerges and makes a melee attack against a target. The target cannot defend against this attack. This action only works while the character remains hidden. The attack may also come with the *breaker* quality.

DEFEND

The character establishes a defensive guard. Until the start of its next turn, the NPC gains one of two defensive bonuses.

- * Character gains +2 protection or +1 reinforced protection.
- * Increase the Difficulty of attacks against it by +1.

The character may counter failed melee attacks for free using a melee weapon.

HUNT

The character observes its surroundings and watches its enemies. It may perform a **Mind** (*Finesse*) Test of difficulty 0. Any success converts to **Chaos**.

MELEE ATTACK

The character makes a melee attack with the chosen weapon.

RANGED ATTACK

The character makes a ranged attack with the chosen weapon.

RETREAT

The character retreats from battle and does not take part in this scene again. Generate X **Chaos**. X is the number of **Injuries** the character can take before defeat.

REGENERATE

The character removes hindrances and harms. It makes a **Body/Mind/Soul** (*Focus*) Test with a Difficulty of 2 to remove any one hindering Truth affected it.

TRAMPLE

The character modifies their melee attack. Spend two **Chaos** when moving and making an attack. The attack inflicts two **Injuries** instead of one. This action may require a group to apply.

VOLLEY

The character modifies their ranged attack if they have not moved this turn. The character may spend one, two, or three Chaos and choose an enemy in a different zone. The enemy must make a **Body** (*Finesse/Focus*) Test with difficulty equal to the Chaos spent the attack hits them.

FLORA, FAUNA, AND MORE

This section includes example stat blocks and descriptions of many common threats in the world.

METHOD TYPE RANK		GENERAL SPECIALTY	
BODY 2	FINESSE 1	ATTRIBUTE 1	APPROACH 1
WEAPONS		ACTIONS	
SPECIAL ABILITIES			

CHARACTER		GENERAL SPECIALTY	
		ATTRIBUTE	APPROACH
WEAPONS		ACTIONS	
SPECIAL ABILITIES			

CHARACTER		GENERAL SPECIALTY	
		ATTRIBUTE	APPROACH
WEAPONS		ACTIONS	
SPECIAL ABILITIES			

CHARACTER		GENERAL SPECIALTY	
		ATTRIBUTE	APPROACH
WEAPONS		ACTIONS	
SPECIAL ABILITIES			

CHARACTER		GENERAL SPECIALTY	
		ATTRIBUTE	APPROACH
WEAPONS		ACTIONS	
SPECIAL ABILITIES			

CHARACTER		GENERAL SPECIALTY	
		ATTRIBUTE	APPROACH
WEAPONS		ACTIONS	
SPECIAL ABILITIES			

PHANTASMS

Ghosts and Projections

MACHINES

Various mechs

PEOPLE

Humanoids

UMBRALINGS

Husks and Stuff

ARKANES

Blights (Warriors), Catastrophes (Rogues), Disasters (Mages),
and Ruinations (Commanders)

LIGHT EATERS

Wicks

Slags

Giests

APPENDICES

ADDITIONAL RESOURCES

Explain It All One More Time

APPENDIX A: STARTING ADVENTURE

HOW TO USE THIS ADVENTURE

As you play through this adventure, you will see blocks of text like the one below.

NARRATIVE BLOCK (Read or Summarize)

The text in this block is intended to be read aloud to the players by the Game Master. It normally describes the scene or the characters and may include an important hint or clue!

Each of these blocks of read-aloud text has instructions for when to read it aloud. Often, the Game Master should do this at the start of a scene. At other times, the Game Master should read these in response to player character actions, such as when they make a Test.

SUPPORT BLOCK

These sidebars contain supplementary information to support the Game Master in running the scene. Sometimes these sidebars discuss game concepts. Other times, these sidebars provide advice. They may also include information on non-player characters, setting lore, or any other relevant detail to aid in running the scene.

ADVENTURE BACKSTORY

ADVENTURE SYNOPSIS

ENTER, PLAYER CHARACTERS

There are six player characters for this Starting Adventure. The player characters are Atherian teenagers exploring one of the ruined suburbs of the destroyed city. For one reason or another, they gather before dark along the fringes.

While there, the player characters find themselves beneath a spontaneous arcane storm. Finding shelter from the storm proves to be a challenge, but still achievable. However, being out late around the city is dangerous. The player characters must find their way out as the monsters of the night start to stir.

STARTING CONDITIONS

The adventure starts with the player characters and Game Master having adjusted conditions.

- ✱ **Retreating from the Storm.** Since the characters begin in the city during the storm, they experience two key reductions. Each character reduces their starting Hope by 2 and starting Resources by 3.
- ✱ **Stirring in the Dark.** Since the characters are in the city at night, the circumstances are more threatening than

RULES BLOCK

These sidebars are references to rules to aid in figuring out how to resolve the actions in a given encounter or understanding the mechanics that are applied. Not every page or scene has its own rules sidebar. Although new rules are introduced the first time, the players are expected to use them.

normal. The Game Master begins one two Chaos and adds +1 Chaos per player character.

- ✱ **In Medias Res.** The adventure begins in the middle of the action. The group begins with six Harmony. Reduce this starting Harmony by one for each player character in the group (to a minimum of 0).

INTRODUCTION

When everyone is ready to begin, read or paraphrase the following:

[INSERT NARRATIVE BLOCK]

OPENING SCENE:

In the opening scene, the player characters move through a portion of the ruined city. They must pass over a chasm by using a suspended subway train. While they determine the best way to pass, creatures start to approach from behind.

- ✱ **Location Truths:** Heavy Rain, Evening Overcast
- ✱ **Zones:** Close Ledge, First Subway Car, Second Subway Car, Subway Tunnel.

Read or paraphrase the following:

As you navigate the city, you dodge the sounds of creatures and machines stirring around you. Rain pours, clouds obscure the sky, and the crashing water fills your ears. A chasm has formed, splitting the city block in half. Above it, a subway train hangs suspended through the tunnels below you. With the sounds of creatures drawing nearer, this is your sole route to freedom. The question remains: how will you cross?

Patches of wet grass cover the top of the subway train cars. The exterior of the subway trains has a **slippery** truth. A character may move across each subway car exterior using a Difficulty 2 **Body** (*Finesse*) test.

IMPACT OF TRUTHS

Moving along the subway car exterior would be a Difficulty 1 Test to maintain balance. The **slippery** truth increases the difficulty by +1.

Actions that make moving along the exterior easier also create truths. These positive truths made by the characters decrease the difficulty by -1.

A character may try several ways to get across other than simply walking. Examples include:

- ✱ A character may crawl or remain low to the ground. Using bodily leverage may reduce the Difficulty by 1.
- ✱ A character may attempt to enter the subway car. They may try and open a hatch on top. The hatch is **secured** and **rusted**, requiring a Difficulty 2 **Body** (*Force*) test to open.

A character may find alternative ways to cross. Creatures lingering makes the situation harder to concentrate. Using a character's **Mind** attribute plans and prepares reducing the Difficulty of the **Body** tests by 1.

- ✱ Planning requires a Difficulty 2 **Mind** (*Force*) test. They may determine a sturdy stick may help with walking or prying open the hatch. A player may always find this solution on their own without the test.
- ✱ Searching for alternative methods requires a Difficulty 2 **Mind** (*Finesse*) test. They may notice rough patches or loose cables to make walking easier or see a gap in the hatch to support opening it.

Failing the test does not mean a character falls to their death. A player may choose to have a **Complicated Success** instead. The character succeeds on the test even after a failure. However, the character suffers one **Complication**.

When all the characters reach the Subway Tunnel, move on to the Second Scene:

BASE6 BLUEPRINTS – PERFORMING TESTS

To perform a Test, the active player (the player whose character is acting, should do the following:

1. **Collect the pool of d6.** For instance, walking across requires a **Body** (*Finesse*) Test. The number of dice equals the **Body** attribute and the *Finesse* approach.
2. **Roll the Dice.** Any dice that roll a '6' or greater is one success. The Test needs a number of successes equal to the Difficulty. For instance, this is a Difficulty 2 Test, so the player needs to roll at least two 6s.

[I] - SPECIALIZATIONS

If the character has a rank in the **Approach** (*Approach*) combination, they replace 1d6 with 1d12. Once again, any dice that roll a '6' or greater is one success. However, dice that roll a '10' or greater is two successes.

[II] - COMPLICATIONS

If a player rolls a number equal to or less than the Difficulty of the Test, they generate a **Complication**. A complication is an inconvenience to the character and sometimes the group. Each dice may generate one complication, but complications don't prevent success on a test.

An example of a complication would be a character slipping while walking and gaining a **sprained ankle** truth. This Truth should last until the end of the scene, increasing the Difficulty of actions involving their ankle by +1.

[III] - HARMONY

When players succeed on a Test and roll more successes than the Difficulty, they generate **Harmony**. A player generates one **Harmony** for every success greater than the Difficulty. **Harmony** is a group pool that any member may use, and the group may have no more than six **Harmony** in the pool.

[IV] – GENERATING HOPE

The characters start with reduced **Hope**. The players may wish to increase and recover their lost **Hope**. There are two ways they can manage this.

- ✱ **Gain Favor.** After a player character succeeds on a Test, they may spend **Harmony** to recover **Hope**. They may spend one **Harmony** to recover one **Hope** or three **Harmony** to recover two.
- ✱ **Tempt Fate.** Before a player character attempts a Test, they may generate **Chaos** (the Game Master's version of **Harmony**) to recover **Hope**. The exchange rate is the same as that of **Harmony** spending.

SECOND SCENE:

In this scene, the player characters experience a tunnel cave. They must explore the remains of the maintenance chambers to escape the underground.

- ✱ **Location Truths:** Unstable Magic,
- ✱ **Zones:** Subway Maintenance Tunnel, Main Cavern, Flooded Shore, Flooded Pond, Facility Junction.

Read or paraphrase the following:

You enter the subway tunnel mostly caved in, safe from the weather. The train trembles behind you as the weak tunnel lights flicker out completely save for the emergency lights of the maintenance path showing the scattered graffiti. A strange, twisted creature appears in the car closest to you radiating a sickening glow—the train buckles and crumbles under the pressure of the evil darkness. You feel the encroaching dread as the tunnel finally collapses behind you.

Player characters must succeed on a Difficulty 2 **Soul** (Focus) test against the fear created by the Event Horizon. Characters that failure lose one Hope to fear.

EVENT HORIZONS AND NIGHTMARES

Light Eaters, even their fragmented forms, have a haunting aura that consumes light. Regions grow dark and despair starts to settle in. Maintaining composure and emotional strength is necessary to avoid fear and losing hope.

Characters may explore the chamber and survey the walls if they wish. Refer to **Remnant Legend – Subway Tunnel**.

The players may wish to attempt a rest to catch their breath. If they attempt to take a rest, generate one Chaos for the Chaos pool. Then read, or paraphrase the following:

The walls begin to glow beneath the graffiti revealing magic formulas encoded in the art. They vanish as quickly as their appeared with the arrival of the dreadful presence surging once more. As the darkness starts to flood this chamber, the only path forward remaining leads down the narrow maintenance tunnel with limited glowsticks suddenly recharged.

Player characters must succeed on a Difficulty 2 **Soul** (Focus) test against being frightened again. If any character fails, then they gain the temporary **frightened** truth. This truth should last until they are comforted or choose Complicated Success later.

Remnant Legend – Subway Tunnel

“The Writing on the Wall”

The old subway tunnel is covered in what appears to be random graffiti and scribbles. However, some of the writing appears recent enough. Hidden messages point to a few locations that might be connected to other communities or at least areas of potential interest. One of which includes an old shopping complex connected to the subway tunnels.

When exposed to high levels of magical energy from the Light Eater, hidden notes on SIGILS were revealed. Further research necessary to utilize **illumination**, **intangible**, and **obscure** options.

THE MAIN CAVERN

As the characters follow the path set by the glowsticks, read, or paraphrase the following:

Your path leads further down the maintenance tunnel, where a faint pink luminescence radiates. The temperature drops with each step, and faint scorch marks decorate the walls. Continuing further reveals the path opening into a possible cavern, where the light shines brighter. Settled against the wall before the opening, a scorched and petrified body huddles and clutches something in its hands.

A character may choose to investigate the body and recover the **pale bone**. Refer to **Remnant Legacy – Candle Bearer**.

If a character touches the petrified remains, candle, or scorch marks around the body, they stir the **Quarry Numen**, Candelabra.

As you reach out to the petrified body, you watch as it slowly starts to crack and crumble. In its place is only a pale bone and a candle with a faint flame still burning once in the clutches of the body. The flame dances and expands revealing itself as a spirit phantasm bound to the candle.

“My name is Candel, and I am the supervisor of this quarry. My goal is to maintain the standards of this area and the entrance to the facility.” It speaks smoothly and calmly.

Remnant Legacy – Candle Bearer

“Petrified Memorial, Free from Despair”

A corpse scorched by magical energy was discovered in the subway tunnels. It appears the energy that killed them also preserved their bodies through arcane plaster casting. Not only was the shape of the person maintained, but remnants of their light and memories were also preserved, if not sealed, within the casting.

When interacting with the individual and their surroundings, part of the plaster broke, revealing a pale bone imbued with their light. Revenites could pull on the bone's memories and let the person rest. Aethernauts and Technocrats could drain the bone's energy for research. Mythoterics and Erathans would have little use for the bone.

QUARRY PHANTASM CANDEL ABRA

DRAINED TRANQUIL SPRIT		GENERAL SPECIALTY	
SOUL 2	FOCUS 1	ATTRIBUTE 1	APPROACH 0
WEAPONS		ACTIONS	
SPECIAL ABILITIES			

HANDLING NPC INTERACTIONS

Candel has the description of being a “Drained Tranquil Spirit” and is classified as a Phantasm. Characters can choose to physically, mental, or socially deal with this NPC. Physically could destroy Candel. Mentally may confuse Candel. Socially may control Candel.

Leaning into an NPC's strengths may have greater results by taking the more difficult route. Regardless, dealing with the NPC tends to be a contest. Characters make a Test using their related Attribute and either Force or Finesse to overcome Candel's Attribute and Approach combination.

It can't hurt to have an ally who understands the environment. While rolling dice is always an option for handling interactions, sometimes roleplay is more than enough to justify an intention. Candel just wants to do their job and maintain the cavern and facility entrance.

Candel knows most of the details from the Adventure Backstory, but nothing about the current state of the facility deeper in. They respond kindly to non-violence and aids friendly individuals. They become immediately hostile to violence and aims to hinder trespassers without direct harm.

THE FLOODED CHAMBER

As the characters proceed deeper into the cavern, read, or paraphrase the following:

You make your way through the cavern and uncover the flooded chamber. Dozens of crystals pulsing with pink radiance decorate the carved chamber. Puddles of silvery liquid scattered about and a massive pond of flooded water shines in the distance.

Beyond, massive blast doors stand out in contrast to the rock and crystals and appears to be the only way forward and out.

Characters may attempt to learn about the environment around them. Observing or interacting with most things requires a Difficulty 1 test using the appropriate **Attribute** (*Approach*) combination. On a success characters have several ways to spend their **Harmony** to amplify their success.

Having Candel as an ally reduces the Difficulty of the Test by 1, allowing an automatic success to learn details.

BASE6 BLUEPRINTS – HARMONY SPENDS

After a character succeeds on a Test, even if the Difficulty was 0, they may choose to spend Harmony to amplify the success. These following options are only available after a successful Test and as part of the results for the Test.

[I] – ASK A QUESTION

A character may spend one Harmony to ask the GM a question about the scene or something in the scene. The GM answers the question according to what the character can perceive or deduce. If the character cannot receive any information, then Harmony spent refunds. A character may choose to spend more Harmony to buy more questions.

[II] – CREATE A TRUTH

A character may spend two Harmony to change an existing Truth or create a new Truth. A character must first succeed on a Test, and the Truth is something the character could achieve.

[III] – TIME CRUNCH

A character may spend 2 Harmony to halve the time an action takes to complete.

Any interactions with the pulsing crystals or stagnant water activates the **hazards** for the scene. Any Complications may trigger the volatile crystals to burst toward the target or the dusk plagued water to splash toward the target.

[INSERT RULES BLOCK – AVOIDING INJURY]

CROSSING THE FLOOD

As the characters approach the main flooded chamber, read, or paraphrase the following:

[INSERT NARRATIVE BLOCK]

The spirits call individuals to join them in the water. Characters near the flooded chamber feel the call. Characters have two ways to prevent the call against a Difficulty 2 test. Evading the call require **Soul** (*Finesse*) while Enduring the call require **Soul** (*Focus*).

ESCAPING THE FLOODED CHAMBER

Once the characters cross the flooded chamber, read, or paraphrase the following:

[INSERT NARRATIVE BLOCK]

Characters each get one action before the first crystal eruption occurs. The group has several options to get through the door all requiring a Difficulty 3 test.

- ✱ **Force the Door Open.** A character may attempt to use raw strength to open the door. This requires a Body (Force) test.
- ✱ **Hack the Control Panel.** A character may attempt to access and override the panel. This requires a Mind (Force) test.
- ✱ **Convince Candelabra.** A character may attempt to convince the quarry numen to open the door. This requires a Soul (Force) test.

Successfully getting through the door during the

[INSERT RULES BLOCK – SPENDING RESOURCES AND ASSISTING]

Each eruption causes the sealed door to weaken. This truth reduces the Difficulty of the test to get through the door by 1. When all the characters pass through the blast doors of the Facility Junction, move on to the Third Scene:

HAZARDS

This scene has two distinct hazards: **Volatile Crystals** and **Dusk Plagued Water**.

VOLITILE CRYSTALS

The crystals are unstable and volatile. A surge of arcane flame bursts out and fills the chamber space. Inflicts arcane burns 2 against the target that activated them.

Characters have two ways to prevent the damage against a Difficulty 2 Test. Evading the flames require **Body** (Finesse) while Enduring them requires **Body** (Focus). Aethernauts reduce the Difficulty by 1 due to their affinity with magic.

DUSK PLAGUED WATER

The flooded water is contaminated with corrupted arcane energy. The memories of the dead overwhelm the thoughts of a character and causes head pains. Inflicts migraine 1 against the target that touches the water. Full submersion increases the damage to migraine 3.

Characters have two ways to prevent the damage against a Difficulty 2 Test. Evading the memories require **Mind** (Finesse) while Enduring the memories require **Mind** (Focus). Revenites reduce the Difficulty by 1 due to their affinity with death.

THIRD SCENE:

In this scene, the player characters enter a unique facility with plenty of things to do and a moment of actual reprieve.

* Location Truths:

- * **Zones:** Facility Entrance, Keeper's Overlook, Crystal Atrium, Forge Workshop.

Read or paraphrase the following:

[INSERT NARRATIVE BLOCK]

Interacting with the panel requires a Difficulty 0 Test. The panel activates the blast doors above and reveals the glass ceiling and the night sky above. Read or paraphrase the following:

[INSERT NARRATIVE BLOCK]

The moonlight reveals the zones of the facility: the **Facility Entrance** they occupy, the **Keeper's Overlook** elevated to their right, a large **Crystal Atrium** further ahead, and a **Forge Workshop** to the left.

Characters are welcome to take a Quick rest. They generate two Chaos when taking a Short rest. They generate two more Chaos per character for a Long rest. Characters are aware of their dangers and should be told the amount of Chaos a rest may generate.

[INSERT RULES BLOCK – REST AND RECOVERY]

KEEPER'S OVERLOOK

The entrance to the overlook is secured. Accessing through the door requires a Difficulty 1 test. If a character accesses through the door, read, or paraphrase the following:

[INSERT NARRATIVE BLOCK]

Characters have several options available to them in the overlook.

Control Panel.

Gathering Resources.

Surveyor's Journal. A journal written by the original surveyor of the location. Refer to the **Experimental City Generator Remnant Lore**.

FORGE WORKSHOP

As characters pass through the large open doorway, read or paraphrase the following:

[INSERT NARRATIVE BLOCK]

The mech (and the power source?).

Characters may attempt to gather resources in this zone.

CRYSTAL ATRIUM

As the characters enter the chamber, read, or paraphrase the following:

[INSERT NARRATIVE BLOCK]

Choosing to interact with the crystal, the power cable, or the statue causes a manifestation of a Light Eater. Read or paraphrase the following:

[INSERT NARRATIVE BLOCK]

Continue to the conflict sequence.

CONFLICT SEQUENCE

The player characters have a moment to hide, plan, or attack. Read or paraphrase the following:

[INSERT NARRATIVE BLOCK]

Generate one Chaos. The husks provide a challenge, and the level of threat is emphasized.

Player characters take turns, making their movement and actions. Once every player character has taken one turn, play is given to the remaining husks.

HIDE

The characters begin conflict with the hidden truth. This allows the characters to flee and hide. Any character moving to a husk's zone replaces the hidden truth with detected.

A character may avoid detection by spending their turn making a Difficulty 1 **Body** (Finesse) test. Moving away from a husk zone and making a Difficulty 1 **Body** (Finesse) test replaces a detected truth with the hidden truth.

FIGHT

Combat between characters become a Contest.

- * **Melee attack:** Difficulty 1 Body (Force) test against a target group in the same zone. If the Defender (the Husk in this case) is aware, they can attempt to defend themselves instead.
- * **Ranged Attack.** Difficulty 2 Body (Finesse) test against a target in an adjacent zone. If the defender is aware and behind cover, they can attempt to defend themselves instead.

[INSERT RULES BLOCK – COMBAT OPTIONS]

ESCAPE

Leaving the facility should be the main goal in the conflict. There are several ways to escape available to the characters.

Once the characters have initiated their exit, proceed to the Closing Scene:

CLOSING SCENE:

The closing scene has the characters attempting their escape from the facility. Husks continue to swarm and the Event Horizon approaches. Read or paraphrase the following:

[INSERT NARRATIVE BLOCK]

Each character must generate 4 successes before the Game Master generates 12 Chaos. Characters may choose to just run, fight, or whatever else as long as they keep pushing forward.

Characters who are defeated fall into the husk horde. Characters who make it to the escape point gain the escaped truth. This truth allows them to assist others in getting out.

Once the last character escapes or is defeated, move to the Conclusion:

CONCLUSION:

The characters made it out and those that didn't are discovered among the debris by the exit. Nearby, a dwindling candle flickers out. Each of the characters feel a burning sensation somewhere on them and reveals a small mark branded on them.

The characters uncovered a hidden nest of husks. The nearby settlement establishes methods of exterminating remaining creatures and discovering branching paths that connected to the now collapsed facility. For now, they're safe, but who knows what else lingers. At least a fragment of hope has been discovered. A moment of conflicting omens found.

APPENDIX B: CHARACTER SHEET AND PREGENS

NAME		
ORIGIN		TECHNIQUE LEVEL
ARCHETYPE		
TENDENCY		

ATTRIBUTES		
BODY	MIND	SOUL

APPROACHES		
FORCE	FINESSE	FOCUS
WEAKENED <input type="checkbox"/>	CLUMSY <input type="checkbox"/>	DISTRACTED <input type="checkbox"/>

SPECIALTIES		
BODY + FORCE	MIND + FORCE	SOUL + FORCE
○○○○○○○	○○○○○○○	○○○○○○○
BRUTAL STRENGTH	RATIONAL INTELLIGENCE	CANDID SINCERITY
BODY + FINESSE	MIND + FINESSE	SOUL + FINESSE
○○○○○○○	○○○○○○○	○○○○○○○
NIMBLE DEXTERITY	INSIGHTFUL WISDOM	TACTFUL INFLUENCE
BODY + FOCUS	MIND + FOCUS	SOUL + FOCUS
○○○○○○○	○○○○○○○	○○○○○○○
DURABLE STAMINA	DELIBERATE CONCENTRATION	TRANQUIL RESOLVE

HOPE		RESOURCE		EXPERIENCE	
CURRENT	MAXIMUM	CURRENT	BASELINE	CURRENT	TOTAL

BONDS	
FRIENDSHIP <input type="checkbox"/> RIVALRY <input type="checkbox"/>	
FRIENDSHIP <input type="checkbox"/> RIVALRY <input type="checkbox"/>	
FRIENDSHIP <input type="checkbox"/> RIVALRY <input type="checkbox"/>	

SHORT TERM GOALS	LONG TERM GOALS

ARCHETYPE GOAL

TENDENCY DRIVE	TENDENCY FLAW

ABILITIES AND TALENTS

EQUIPMENT
CURRENT WEALTH

APPENDIX C: QUICK REFERENCE

TESTS

A Test involves rolling some d6s equal to the character's **Attribute** and **Approach**. Players can upgrade dice in the dice pool to a d12 by having ranks in a specific **Specialty** or spending **Hope**.

Each die that rolls equal to or greater than “6” is one success. Each die that rolls equal to or greater than “10” is two successes instead.

If the number of successes scored equals or exceeds the **Difficulty** of the Test, the Test is a success. Extra successes add one point of **Harmony** to the group pool. Each roll of a “1” on a die causes a **Complication**.

A character may **Assist** another character in a Test. They explain how they are assisting then roll 1d12. The assisting character adds their successes to the total.

TEST DIFFICULTIES

- * Simple Test (Difficulty 0)
- * Routine Test (Difficulty 1)
- * Average Test (Difficulty 2)
- * Challenging Test (Difficulty 3)
- * Daunting Test (Difficulty 4)
- * Formidable Test (Difficulty 5)

COMPLICATION RANGES

The complication range can never increase to more than five.

COMPLICATION RANGES

COMPLICATION RANGE	COMPLICATIONS ON...
1	1s
2	2s or less
3	3s or less
4	4s or less
5	5s or less

TRUTHS

The following covers the Truths during any given scene.

- * A **location** Truth describes a fact or detail about the location.
- * A **situation** Truth describes something happening in a scene.
- * A **personal** Truth describes the nature or state of a character.
- * An **equipment** Truth describes a single item, object, or tool.

HOPELESSNESS

Characters become **hopeless** when their **Hope** reaches 0. Choose which type of hopelessness your character is suffering. Each hopelessness type locks down a specific Approach.

A character cannot upgrade any dice using a locked-down approach. Hopeless characters also generate one **Complication** when using any approach.

A hopeless character cannot regain Hope by spending Harmony or generating Chaos. Only another character or rest can remove hopelessness.

- * **Weakened** characters lock down their *Force* approach.
- * **Clumsy** characters lock down their *Finesse* approach.
- * **Distracted** characters lock down their *Focus* approach.

RESTING

Characters can recover their Hope by resting. There are three types of rest.

- * **Quick Rest.** A quick rest takes a few minutes. Each character regains two points of Hope by taking a quick rest.
- * **Short Rest.** A short rest takes at least half an hour. Each character regains four points of Hope by taking a short rest.
- * **Long Rest.** A long rest takes several hours and requires sleep. Each character regains six points of Hope by taking a long rest.

ACTIONS

There are four broad actions that characters perform.

- * **Advance and Attack.** The action intends to move forward by way of force or finesse. The goal is to harm or otherwise defeat a given target. Such an action cannot be undone.
- * **Evade and Endure.** The action intends to hold a position relying on finesse or focus. The goal is to resist some potential danger or unfortunate action or event. This action avoids the effects of others but not of oneself.
- * **Improvise and Interact.** The action intends to overcome a challenge by any means available. The goal is to achieve something other than inflicting or repelling harm.
- * **Plan and Prepare.** The action intends to change the circumstances of the given scene. The goal is to change an active Truth or introduce a new Truth to the scene.

MANAGING HARMONY

The following uses for Harmony are always available.

- ✱ **Ask a Question.** A character may spend one Harmony to ask the GM a question about the scene or something in the scene. The GM answers the question according to what the character can perceive or deduce. If the character cannot receive any information, then Harmony spent refunds. A character may choose to spend more Harmony to buy more questions.
- ✱ **Chain Actions.** A character may spend two Harmony to attempt another action after succeeding on a Test. This action occurs before another character can attempt to act or respond. The Difficulty of any Test made on the extra action increases by +1. The action chain cannot add a third action to a turn, nor can the extra action attempt to gain any more actions.
- ✱ **Create a Truth.** A character may spend two Harmony to change an existing Truth or create a new Truth. A character must first succeed on a Test, and the Truth is something the character could achieve.
- ✱ **Damage.** A character may spend Harmony to increase the damage value of an afflicted Injury. The rating increases by +1 for each Harmony spent.
- ✱ **Gain Favor.** A character may spend Harmony to restore up to three Hope after a successful Test. The Hope restored may be for the character or a single ally that can perceive them.
 - The first point of Hope restored costs one point of Harmony. Restoring two costs three, while restoring three costs six.
- ✱ **Time Crunch.** A character may spend 2 Harmony to halve the time an action takes to complete.

MANAGING HOPE

Hope is lost when taking damage. This is a vital resource for survival and overcoming threats.

There are a few ways a character may spend their Hope.

- ✱ **Upgrade Dice.** A character may spend Hope to upgrade a single d6. This option can only work up to the value of the character's approach. This costs 1 Hope per upgrade.
- ✱ **Reroll Dice.** A character may spend Hope to reroll up to two dice in their dice pool. This costs 1 Hope.
- ✱ **Avoid Injury.** A character may spend Hope to negate a negative consequence or impending Injury. Each Injury varies on the Hope cost.

MANAGING CHAOS

Player characters can generate Chaos in a few ways.

- ✱ **Complications.** A character may add one Chaos to negate a Complication on a Test. The GM must agree to the trade to buy off the Complication.
- ✱ **Escalation.** A character generates one Chaos after performing an action that risks escalation. Player characters should be aware of an action or decision that risks escalation.
- ✱ **Tempt Fate.** A character may generate Chaos to restore up to three Hope before making a Test.
 - The first point of Hope restored generates one point of Chaos. Restoring two generates three, while restoring three generates six.

The GM may gain Chaos in the following ways:

- ✱ **Chaotic Circumstances.** The environment or circumstance of a scene may be quite chaotic. The GM may get extra Chaos at the start of an agitated scene. NPCs may generate Chaos by responding to situations or actions in a scene.
- ✱ **Non-Player Character Harmony.** NPCs with unspent Harmony cannot save it. NPCs don't have a group Harmony pool. NPCs may choose to convert unspent Harmony into an equal amount of Chaos.

In return, the GM can spend Chaos in several ways.

- ✱ **Non-Player Character Harmony and Hope.** The Chaos pool mirrors the players' Harmony pool and individual character's Hope. NPCs may use Chaos in all the ways player characters use group Harmony or their own Hope.
- ✱ **Non-Player Character Chaos Spending.** NPCs use Chaos when performing an action a player character would generate Chaos for.
- ✱ **Non-Player Character Complications.** The GM may spend two Chaos to remove a Complication suffered by an NPC.
- ✱ **Complications.** The GM may spend two Chaos and cause a player character to suffer a Complication and afflict a Truth.
- ✱ **Reinforcements.** The GM may add more NPCs during a scene. Standard NPCs cost one Chaos each. Note that this does not apply to NPCs present at the start of the scene. Only extra NPCs who arrive while the scene is active count.
- ✱ **Environmental Effects and Narrative Shifts.** The GM may spend Chaos to trigger or cause problems within the scene or environment.