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# Character Creation Steps

First, why is the game called Nacred? It’s because the sky is filled with dust particles that cause particularly colorful sunrises and sunsets. It also results in longer twilights (over an hour at most latitudes).

During character creation, you can make use of a Character Creation Scratch Sheet.

You can increase your 6 Attributes, Strength (STR), Dexterity (DEX), Perception (PER), Intellect (INT), Charisma (CHA), and Willpower (WIL), from a starting value of -2.

You add Feats from a “Feat List” at each Step, from A to D. In Step B, you will gain 6 Feats for choosing a Background, plus an average of 2 Feats from a Background Event (the actual number of Feats from the Background Event is between 1 and 3, inclusive). You can also “spend” your Aptitude to awaken an Ancestral Bloodline. In Step C, you gain 16 Feats from the Feat List for the Subclass you choose, plus 8 Feats for the Subclass in which you have Basic Training. You can also “spend” your Aptitude to gain the Feats of a Feat List Tier for a Subclass that has an Attribute Adjustment that matches your Aptitude. In Step D, you gain 16 Feats from the Dedication Feat List (if you are Singleclass) or the Feat List for another Subclass you choose (if you are Multiclass). You can also “spend” your Aptitude for Supplemental Dedication.

Color coding in the Feat Lists are Skill Proficiencies, Knowledge/Familiarity, and Spells. Each is worth ½ Feat (you acquire them in sets of two). Note: All Characters have Skill Rank 1, but you cannot “spend” the ½ Feat you gain with Skill Rank 1 unless you “unlock” it by increasing the applicable skill to Rank 2. Also, the ½ Feat you gain for increasing Rank in a skill must normally be related to the Skill, but the requirement is sometimes ignored during character creation.

The Character Creations Steps each have a Letter and a mnemonic to give you an idea about what you will be determining in that step.

A: Aptitude/Ancestry/Astrological Sign. This determines what you are born with and can give you a hint about your early childhood.

B: Basic Training/Background/Background Event/Bloodline. This determines what happened to you during your childhood and/or after you became an adult.

C: Class/Connections. This does not have to “happen after Background.” For example, when you choose your Class, you could write your backstory such that you had your chosen Class before or during your Background Event in Step B. Similarly, Connections describe are how your characters know one another, but you may have already established your connections with the other characters.

D: Dedication/Denouement. Here’s where you choose a Singleclass Dedication (choosing the Class you chose in Step C again) or a Multiclass Dedication (choosing a Class or Subclass that is different than the one you chose in Step C). Denouement is a benefit the GM will give you to ensure your characters speak the same language, have knowledge relevant to the starting scenario of the adventure, and otherwise to smooth out the rough edges of your character.

E: Elevation. Up to this point, your character was considered “0-Level.” Here is where you elevate your character to 1st Level. Your elevation is assumed to have happened relatively recently.

F: Final Touches. Here is where you apply Extraordinary Attribute (acquired for some Ancestries), take your Electives (acquired during Steps C and D), record hit points (hp), ego points (ep), Speed, Alignment, and Deity (if you want but have not chosen one). You will also find the list of all Feats in this section.

G: Gear. Here is where you record your gear. After you have all your gear recorded, your character is complete.

# Step A (Ancestry, Astrological Sign & Aptitude)

## Aptitude

You have Aptitude, which is going to make you better as your career progresses. You really don’t have any control over what Aptitude you have; you’re just born with it. If you want to simulate this by randomizing your Aptitude, see Appendix A. It’s optional and not recommended if you already have a clear character concept.

Think about the source of your Aptitude. Was it a genetic predisposition, a desire to improve that drove you from a young age, or something else? For now, just record your Aptitude on your character sheet and assume you are stronger, more dexterous, more perceptive, more intelligent, more charismatic, or have stronger willpower than your peers; you “spend” your Aptitude later (in Step B, C, or D).

### Strength Aptitude

Record “Strength Aptitude” on your character scratch sheet. Your Aptitude will make you a good Warrior, though you need not choose that path.

Special: Player Characters gain Rank 1 in all Skills.

### Dexterity Aptitude

Record “Dexterity Aptitude” on your character scratch sheet. Your Aptitude will make you a good Rogue, though you need not choose that path.

Special: Player Characters gain Rank 1 in all Skills.

### Perception Aptitude

Record “Perception Aptitude” on your character scratch sheet. Your Aptitude will make you a good Druid, Face (Filidh), or Investigator.

Special: Player Characters gain Rank 1 in all Skills.

### Intellect Aptitude

Record “Intellect Aptitude” on your character scratch sheet. Your Aptitude will make you a good Artificer, or Minister, though you need not choose that path.

Special: Player Characters gain Rank 1 in all Skills.

### Charisma Aptitude

Record “Charisma Aptitude” on your character scratch sheet. Your Aptitude will make you a good Face, though you need not choose that path.

Special: Player Characters gain Rank 1 in all Skills.

### Willpower Aptitude

Record “Willpower Aptitude” on your character sheet. Your Aptitude will make you a good Champion or Face (Marshall), though you need not choose that path.

Special: Player Characters gain Rank 1 in all Skills.

## Ancestry

Aelves, Dvorgar, Humans, and most Troglodytes represent the most common races of Anthropians. Gnomes and Troglodytes can be considered pseudo-races because they are a lot like other Anthropians but cannot reproduce with them. Most Anthropian races and pseudo-races can be referred to as Kith, which comprise sapient creatures that have a way of thinking that is not completely alien to humans, though some have completely alien societies.

Record the 8 Feats associated with your Ancestry on your character scratch sheet. Apart from Extraordinary Attribute (Strength, Dexterity, Perception, Intellect, Charisma, or Willpower), the features you acquire from ancestries other than human (and Dwarf) are gained at birth or in childhood; human features tend to be acquired throughout character creation, in Steps B, C, and D. For humans, you can record the Feats and replace them when you reach the point where they are converted to another feat (in Steps B, C, and D).

### Human

There is far more variation among the human subraces of Nacre than is found on Earth, such as blue- and green-skinned subraces, as well as those with fangs and other beast-like features. Some Halflings have hairy feet and can have cultures distinct from that of other humans, but usually they are just little people.

Other anthropians are often baffled by the success of humans, given they seem to lack any advantages at birth. The superpower of humans is subtle and plays out only for those humans who attempt to excel. Remember to apply the benefits in Step B, C, and D for the Feats Humans have.

All Humans have Human Privilege 6, which is applicable in Step B. You gain 10 of the 12 ½ Feats from a First Background and 10 of the 12 ½ Feats from a Second Background. Roll a Background Event for each Background and either keep both or keep the one you prefer. If you keep only one, you gain the remaining 2 ½ Feats from each Background. If you keep both, you do not gain the remaining 2 ½ Feats from each Background (you straddled both careers as a bit of a jack-of-all-trades). If you are a Goliath, you must roll for your First Background on the Fringer Background Event Table and your Second Background must be Criminal, Military, or Performer (Gladiator).

Ancestry Feats List:

1. Human Privilege 6
2. Large, Quick Study (+1 Elective when you select your Class in Step C), or Small
3. Well-rounded (+1 to any Attribute, maximum Rating 0)

Ancestry Feats List (each of which you can take later as a Feat):

1. Humancentric (Gain three Knowledge: Human Sociology, Regional Language (pick one), and Society (pick one))
2. Gifted 1 ([PREREQ: Skill 4 in a chosen skill] Gain a Feat from the Expert Class that includes the chosen skill for ½ Feat)
3. Gifted 2 ([PREREQ: Skill 6 in the chosen skill] Gain another Expert Feat for ½ Feat)
4. Gifted 3 ([PREREQ: Skill 8 in the chosen skill] Gain another Expert Feat for ½ Feat)

### Aelf

Aelves are immune to aging and typically “fade” after an indiction. Aelves are incredibly beautiful, or at least striking. When offspring of an aelf and a non-aelf are raised in an aelven community, they become aelves, but when raised outside of an aelven community, they become half-aelves, which are physiologically the same as other aelves, but their offspring are human (potentially with cosmetic differences evincing their heritage). The skills Aelves have from birth are due to their natural nimbleness and exceptional senses.

#### Average-sized Aelf (usually just called “Aelf”)

Ancestry Feats List:

1. Extraordinary Perception 1
2. Superhuman Senses (Distance Vision, High Frequency Hearing)
3. Agility 2, Incredible Balance 1
4. Athletics 2, Spider Climb 1
5. Contortion 2, Chameleon
6. Hustle 2, Fleet of Foot
7. Observation 2, Sleepless
8. Recon 2, Keen Vision

#### Aquatic Aelf

Ancestry Feats List:

1. Extraordinary Perception 1
2. Superhuman Senses (Deepvision, Underwater Hearing)
3. Agility 2, Incredible Balance 1
4. Athletics 2, Gills (Water Breathing)
5. Contortion 2, Chameleon
6. Hustle 2, Fins (Swim Speed 4)
7. Observation 2, Sleepless
8. Recon 2, Acute Hearing

#### Winged Aelf

Ancestry Feats List:

1. Extraordinary Perception 1
2. Superhuman Senses (Distance Vision, High Frequency Hearing)
3. Agility 2, Incredible Balance 1
4. Athletics 2, Spider Climb 1
5. Contortion 2, Wings
6. Hustle 2, Fleet of Foot
7. Observation 2, Sleepless
8. Recon 2, Keen Vision

#### Aelven Ancestry Feats

Aelven Magic [PREREQ: CHA 3] You acquire a Penalty Die, instead of -1 Result, when using Aelven Restorative Magic or Otherworldly Magic.

Aelven Magic, Inherent [PREREQ: Aelven Magic, CHA 6] You do not acquire a Penalty Die when using Aelven Restorative Magic or Otherworldly Magic. Your spells are now considered Inherent.

Aelven Restorative Magic (Invigorate) [PREREQ: Aelven Sociology, CHA 0]: You gain Invigorate and can cast the spell using Diplomacy, but with -1 Result. Aelven Restorative Magic is Divine. You can acquire this feat a second time to gain Invigorate (Flora).

Aelven Restorative Magic (Soothe) [PREREQ: Aelven Sociology, CHA 0]: You gain Soothe and can cast the spell using Diplomacy, but with -1 Result. Aelven Restorative Magic is Divine. You can acquire this feat a second and/or time to gain Soothe (Biological Demi-Ethology) and/or Soothe (Ethology).

Ageless Patience [PREREQ: Aelven Sociology, PER 0]: Spend twice as much time to increase Result on a skill test that does not require an immediate success, typically during Intermission Mode.

Ancestral Longevity [PREREQ: Aelven Sociology, INT 0]: +1 Rank with a skill you choose during daily preparations to a maximum of 2, which lasts until next daily preparations.

Ancestral Longevity, Greater [PREREQ: INT 3]: +1 Rank with a skill you choose during daily preparations to a maximum of 3, which lasts until next daily preparations.

Ancestral Longevity, Major [PREREQ: INT 6]: +1 Rank with a skill you choose during daily preparations to a maximum of 4, which lasts until next daily preparations.

Arcane Sense [PREREQ: PER 0]: You can Cast, Maintain, or Discharge Detect Magic using Recon, but with -1 Result, and use Recon, Observation, or Recall Knowledge as a single Action; if you have Impossible Proficiency in Detect Magic from some other source, you can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Magic and use either Recon, Observation, or Recall Knowledge, all as a single Action.

Arcane Sense, Greater [PREREQ: PER 3]: You can Cast, Maintain, or Discharge Detect Incorporeal using Recon, but with -1 Result, and use Recon, Observation, or Recall Knowledge as a single Action; if you have Impossible Proficiency in Detect Incorporeal from some other source, you can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Incorporeal and use either Recon, Observation, or Recall Knowledge, all as a single Action.

Arcane Sense, Major [PREREQ: PER 6]: You can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Magic or Detect Incorporeal and use either Recon, Observation, or Recall Knowledge, all as a single Action.

Darkvision [PREREQ: Ultravision]: Your exposure to the magical energies of the underdark has resulted in you acquiring Darkvision.

Effortless Grace [PREREQ: Aelven Ancestry] +1 Result on Athletics (other than Unbalance Target) and Hustle (other than Trudge) tests.

Lifesense [PREREQ: Aelven Sociology, PER 0]. You can detect the chemical signatures of living creatures.

Otherworldly Magic (Dimensional Lock) [PREREQ: Aelven Sociology, PER 0]: You gain Dimensional Lock and can cast the spell using Lore, but with -1 Result. Otherworldly Magic is Primal.

Otherworldly Magic (Nondetection) [PREREQ: Aelven Sociology, PER 0]: You gain Nondetection and can cast the spell using Lore, but with -1 Result. Otherworldly Magic is Primal.

Otherworldly Magic (Summon Fey) [PREREQ: Aelven Sociology, PER 0]: You gain Summon Fey and can cast the spell using Lore, but with -1 Result. Otherworldly Magic is Primal.

Sleepless [PREREQ: Aelven Neurophysiology]: You have no need to sleep but are not necessarily immune to sleep effects.

### Dvergar

Dvorgar (the plural of dvergar) are smaller than their mass would suggest and have trouble swimming due to their body densities. All dvorgar are male because dvergan offspring are the race of the mother if female, and dvergan if male. Dvorgar are 50% longer lived than humans. Dvorgar have a reputation for wearing beards, but Trolls often cannot grow facial hair; Kobolds, on the other hand, tend to have beards that grow very quickly and can reach absurd lengths.

Some Dvorgar sleep 50% longer each night than humans but those with some mental discipline do tasks with which they are familiar (e.g., travel a known path, craft familiar items, mine for ore, keep watch, and even ask and answer simple questions) while half asleep, which dvorgar refer to as “sleepworking” and is treated as a Superhuman Sense. If anything happens that is out of the ordinary while sleepworking, such as running out of a material used for crafting, spotting a person while on watch, etc., dvorgar can choose to wake. Dvorgar who either take two nonproductive (“sleep and grooming”) Downtime Actions or who sleepwork continuously are treated as having gotten a good night’s sleep regardless of environmental conditions.

Dvergan Reputation (Step B): Dvorgar, at least those who are average-sized, have a reputation as great warriors and craftsmen. You gain 4 of the 12 ½ Feats from a First Background and 4 of the 12 ½ Feats from a Second Background. Roll a Background Event for each Background, one of which must be on either the Artisan Background Event Table or the Military Background Event Table, on two different tables and keep the one you prefer. You gain the remaining 8 ½ Feats of the Background associated with the Event you keep.

#### Dwarf (“Average-sized Dvergar”)

Ancestry Feats List:

1. Extraordinary Willpower 1
2. Dvergan Reputation 1
3. Dvergan Reputation 2
4. Superhuman Senses (Direction Sense, Low Light Vision)
5. Bulwark 2, Stout
6. Constitution 2, Fast Recovery
7. Determination 2, Breath Control
8. Might 2, Sleepworker

#### Kobold (“Small Dvergar”)

Ancestry Feats List:

1. Small
2. Extraordinary Willpower 1
3. Superhuman Senses (Direction Sense, Low Light Vision)
4. Bulwark 2, Stout
5. Constitution 2, Fast Recovery
6. Contortion 2, Tunnel Snake 1
7. Determination 2, Breath Control
8. Might 2, Sleepworker

#### Troll (“Large Dvergar” aka “Mountain Giant”)

Ancestry Feats List:

1. Large
2. Extraordinary Willpower 1
3. Superhuman Senses (Direction Sense, Low Light Vision)
4. Athletics 2, Spider Climb 1
5. Bulwark 2, Stout
6. Constitution 2, Fast Recovery
7. Determination 2, Breath Control
8. Might 2, Sleepworker

#### Dvergan Ancestry Feats

Darkvision [PREREQ: Low Light Vision]: Your exposure to the magical energies of the underdark has resulted in you acquiring Darkvision.

Death Warden [PREREQ: Dvergan Sociology, WIL 0]: You have Negative Energy Resistance equal to your Level.

Dense Flesh [PREREQ: Breath Control and default Sinking +1, STR 0]: You have Damage Resistance (Bludgeoning) equal to your Level and are immune to bludgeoning damage caused by fluid pressure.

Dense Flesh, Greater [PREREQ: STR 3]: Cold Resistance equal to your Level.

Dense Flesh, Major [PREREQ: WIL 6]: Dyspnea Resistance equal to your Level.

Dvergan Magic (Earth Elemental Form) [PREREQ: Dvergan Sociology, WIL 0]: You gain Earth Elemental Form and can cast the spell using Determination, but with -1 Result. Dvergan Magic is Primal.

Dvergan Magic (Elemental Earth) [PREREQ: Dvergan Sociology, WIL 0]: You gain Create Earth and can cast the spell using Determination, but with -1 Result. Dvergan Magic is Primal. You can acquire this feat a second time to gain Animate Earth.

Dvergan Magic (Mending) [PREREQ: Dvergan Sociology, WIL 0]: You gain Mending and can cast the spell using Determination, but with -1 Result. Dvergan Magic is Primal.

Dvergan Magic (Summon Earth Elemental) [PREREQ: Dvergan Sociology, WIL 0]: You gain Summon Earth Elemental and can cast the spell using Determination, but with -1 Result. Dvergan Magic is Primal.

Dvergan Magic [PREREQ: WIL 3]. You acquire a Penalty Die, instead of -1 Result, when using Dvergan Magic.

Dvergan Magic, Inherent [PREREQ: Dvergan Magic, WIL 6] You do not acquire a Penalty Die when using Dvergan Magic. Your spells are now considered Inherent.

Forge-Born [PREREQ: Dvergan Sociology, STR 0]: You have Heat Resistance equal to your Level.

Haughty Obstinacy [PREREQ: WIL 0]: You have Mental Damage Reduction equal to your Level vs. mental effect that attempts to control you, such as charm and coercion.

Leaden Skin [PREREQ: WIL 0]: You have Radiance Resistance equal to your Level.

Magnetic Field [PREREQ: WIL 0]: You have Electricity and Lode Resistance equal to your Level.

Resist Magic [PREREQ: WIL 0]: As a WIL Reaction to a spell or magical effect, acquire a Quality Die vs. the attack or test for you only. (For AoE, the attack effects your allies normally.)

Resist Magic, Greater [PREREQ: WIL 3]: At the start of your turn, you gain a Bonus WIL Reaction that can only be used to Resist Magic until the start of your next turn.

Resist Magic, Major [PREREQ: STR 6]: As Moderate Resist Magic, but increased Result instead of a Quality Die.

Rock Runner: When one an earthen or stone surfaces, decrease Result penalty, if any, by 1 for Hustle (Sprint) and Agility (Balance and Leave no Tracks) tests.

Stonecunning [PREREQ: PER 0]: Your GM will secretly for you to notice unusual stonework, including mechanical traps hidden in stone. If you actively seek or observe, +1 Result.

Stout [PREREQ: Dvergan Physiology] You gain Immovable 1 and Unstoppable 1, but acquire a Penalty Die on Hustle (Sprint) and Agility tests and default Sinking +1.

Strong-Blooded [PREREQ: STR 0]: You have Pathogen Resistance equal to your Level.

Tremorsense [PREREQ: Magnetoception]: You gain Tremorsense.

### Gnome

Gnomish lifespans are practically unlimited, but they tend to spend a gyre out of every indiction in what could be characterized as “productive,” with the other gyres, at least from a human's perspective, wasted. The “wasted” time is referred to as hibernation, though gnomes do not actually sleep during this period. Hibernating gnomes are sentient, not sapient, and their alignment cannot be detected with magic, but their moral behavior is like that which they had prior to hibernation, with some potential for them to become increasingly wild as time passes. You are assumed to be at the start of a productive period.

Gnomes have a unique brain anatomy that enables gnomes to have half of their brain asleep while the other is awake. They are fully awake for 2 Downtime Actions per day, half-awake for 1 Downtime Action during which their first personality controls (while half of their brain sleeps), and half-awake for 1 Downtime action during which their second personality controls. When both halves of their brains are awake the memories of the two halves are shared and they have a hybrid personality. If the first and second personalities have different alignments, the alignments cannot vary by more than one step without causing the gnome to go insane and if the alignment varies by ½ a step, round toward Chaotic and Good. For example, a Gnome with a first personality of N(G) and a second personality of (L)N would have a hybrid personality of N(G); a Gnome with a first personality of N(E) and a second personality of (C)N would have a hybrid personality of (C)N; and a Gnome with a first personality of N(G) and a second personality of (C)N would have a hybrid personality of N(CG).

#### Chameleon (“Animal Friend”)

Chameleons (confusingly, this is also a lizard) are born with an instinctive understanding of animals and can speak the language of animals even if never exposed to it. Chameleons tend to have high PER and CHA.

Ancestry Feats List:

1. Small
2. Extraordinary Charisma 1
3. Superhuman Senses (High Frequency Hearing, Low Light Vision)
4. Contortion 2, Chameleon
5. Diplomacy 2, Artimaean Language, Ethology
6. Empathy 2, Telempathy (Zoological) 1
7. Observation 2, Gnomish Neurophysiology
8. Soothe (Animal)\*

\* You have -2 Result on Spellcasting tests unless you acquire Inherent Spells.

#### Domovoi (“Strong Gnome”)

Domovoi (confusingly, nobody seems to know the word “Domovoi,” which is the word Domovoi use to describe themselves) have horns and tails. Domovoi tend to have high STR, DEX, PER, and WIL, but low INT and CHA.

Ancestry Feats List:

1. Small
2. Extraordinary Strength 1
3. Superhuman Senses (High Frequency Hearing, Low Light Vision)
4. Bulwark 2, Unstoppable 1
5. Melee Combat 2, Unarmed (you have Horns, Tail natural weapons)
6. Might 2, Iron Grip 1
7. Observation 2, Gnomish Neurophysiology
8. Nondetection\*

\* You have -2 Result on Spellcasting tests unless you acquire Inherent Spells.

#### Hob (“Household Spirit”)

Hobs are known as household spirits, though they often inhabit barns and prefer rural settings over urban, as well. Many Hobs are shoemakers, for whatever reason, and all have an instinctive knowledge of natural materials (particularly those derived from animals and plants). Hobs tend to have high DEX and PER.

Ancestry Feats List:

1. Small
2. Extraordinary Dexterity 1
3. Superhuman Senses (High Frequency Hearing, Low Light Vision)
4. Lore 2, Traditional Craft
5. Observation 2, Gnomish Neurophysiology
6. Sleight of Hand 2, Sticky Fingers
7. Tinker 2, Animal Materials, Plant Materials
8. Invisibility\*

\* You have -2 Result on Spellcasting tests unless you acquire Inherent Spells.

#### Tinker

Tinkers (confusingly, this is also a profession), have an instinctive understanding of mathematics and physical science. Tinkers tend to have high DEX and INT.

Ancestry Feats List:

1. Small
2. Extraordinary Intellect 1
3. Superhuman Senses (High Frequency Hearing, Microscopic Vision)
4. Alchemy 2, Electromagnetism, Thermodynamics
5. Mechanics 2, Gnomish Neurophysiology
6. Observation 2, Appraise, Cryptography
7. Tinker 2, Acoustics, Optics
8. Mending\*

\* You have -2 Result on Spellcasting tests unless you acquire Inherent Spells.

#### Gnomish Ancestry Feats

Adapted Spell [PREREQ: Gnomish Language, INT 0]: +1 Spell Slot, which you can use to memorize any spell you know. You can take this feat multiple times to gain additional spell slots, with a maximum of INT, minimum of 1.

Animal Accomplice [PREREQ: Gnomish Language, CHA -3]: You gain an Animal Familiar. See Witch’s Familiar.

Arcane Sense [PREREQ: PER 0]: You can Cast, Maintain, or Discharge Detect Magic using Lore, but with -1 Result, and use Recon, Observation, or Recall Knowledge as a single Action; if you have Impossible Proficiency in Detect Magic from some other source, you can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Magic and use either Recon, Observation, or Recall Knowledge, all as a single Action.

Arcane Sense, Greater [PREREQ: PER 3]: You can Cast, Maintain, or Discharge Detect Life using Recon, but with -1 Result, and use Recon, Observation, or Recall Knowledge as a single Action; if you have Impossible Proficiency in Detect Life from some other source, you can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Life and use either Recon, Observation, or Recall Knowledge, all as a single Action.

Arcane Sense, Major [PREREQ: PER 6]: You can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Magic or Detect Life and use either Recon, Observation, or Recall Knowledge, all as a single Action.

Bloodhound [PREREQ: Gnomish Physiology, PER 3]. Increase Cap on Observe (Chemical) tests by 2; also increase Effect of Recon (Chemical) by 2 for the purpose of determining the Cap, but this is kept secret until you attempt an Observe (Chemical) test. This Feature stacks with Sensitive Nose.

Chameleon [PREREQ: Gnomish Language, Low Light Vision or Ultravision]: +1 Result on Contortion (Hide) tests if you spend an Intermission in similar terrain. Chameleon gnomes can also change their hair and skin coloration with concentration.

Darkvision [PREREQ: Ultravision]: Your exposure to the magical energies of the underdark has resulted in you acquiring Darkvision.

First World Magic (Nondetection) [PREREQ: Gnomish Sociology, CHA 0]: You gain Nondetection and can cast the spell using Diplomacy, but with -1 Result. First World Magic is Primal.

First World Magic (Summon Fey) [PREREQ: Gnomish Sociology, CHA 0]: You gain Summon Fey and can cast the spell using Diplomacy, but with -1 Result. First World Magic is Primal.

First World Magic (Time Flux) [PREREQ: Gnomish Sociology, CHA 0]: You gain Time Flux and can cast the spell using Diplomacy, but with -1 Result. First World Magic is Primal.

Gnome Obsession [PREREQ: INT 0]: You have an increased Result with one Recall Knowledge tests for one Knowledge, which you choose when you acquire this Feat, and +2 Rank in a Skill for a narrow subset of that Knowledge, which you also choose when you acquire this Feat.

Gnomish Animal Magic (Soothe) [PREREQ: Gnomish Sociology, CHA 0]: You gain Soothe (Ethology) and can cast the spell using Diplomacy, but with -1 Result. Animal Magic is Primal. You can acquire this feat a second time to gain Invigorate.

Gnomish Animal Magic (Summon Animal) [PREREQ: Gnomish Sociology, CHA 0]: You gain Summon Animal and can cast the spell using Diplomacy, but with -1 Result. Animal Magic is Primal.

Gnomish Illusionist Magic (Effervescent) [PREREQ: Gnomish Language, CHA 0]: You gain Effervescent and can cast the spell using Deception, but with -1 Result. Gnomish Illusionist Magic is Occult.

Gnomish Illusionist Magic (Inaudibility) [PREREQ: Gnomish Language, CHA 0]: You gain Inaudibility and can cast the spell using Deception, but with -1 Result. Gnomish Illusionist Magic is Occult.

Gnomish Illusionist Magic (Invisibility) [PREREQ: Gnomish Language, CHA 0]: You gain Invisibility and can cast the spell using Deception, but with -1 Result. Gnomish Illusionist Magic is Occult.

Gnomish Magic [PREREQ: INT 3 or CHA 3] You acquire a Penalty Die, instead of -1 Result, when using First World Magic, Gnomish Animal Magic, Gnomish Illusionist Magic, or Gnomish Tinker Magic.

Gnomish Magic, Inherent [PREREQ: Gnomish Magic, INT 6 or CHA 6] You do not acquire a Penalty Die with Gnomish Animal Magic. Your spells are now considered Inherent.

Gnomish Tinker Magic (Mending) [PREREQ: Mechanics, INT 0]: You gain Mending and can cast the spell using Mechanics, but with -1 Result. Gnomish Tinker Magic is Occult. You can acquire this feat a second time to gain Improvisational Builder.

Gnomish Tinker Magic (Summon Construct) [PREREQ: Mechanics, INT 0]: You gain Summon Construct and can cast the spell using Mechanics, but with -1 Result. Gnomish Tinker Magic is Occult.

Natural Chameleon [PREREQ: Chameleon Gnome, CHA 0]: You gain +2 Result if you remain stationary for 1 minute, an increased Result if you move through a consistent environment, and a Quality Die if you remain stationary for one Pass.

Sensitive Nose [PREREQ: PER 0] +1 Result on Recon (Chemical Signatures) and Observation (Chemical Signature) tests for same.

Split Personality [PREREQ: Gnomish Sociology] You gain a non-physical (though any Skill Proficiency is acceptable) Moderate Feat that is only shared when a first half of your brain is awake; and a second non-physical Moderate Feat that is not shared while the first half of your brain is awake; the first half of your brain is typically unaware of the second Moderate Feat.

Tail [PREREQ: Domovoi, STR 0] You may have had a tail all along and just learned how to use it as an appendage, or perhaps you were exposed to a stimulus that caused your tail to grow (or grow larger). In any case, you now have a tail.

### Troglodyte

Troglodytes are, in some respects, humans with more prominent animal characteristics. Indeed, Aelven scholars use the same word for humans as they do for Troglodytes, with humans being categorized as “ape-like troglodytes.”

For Troglodytes other than Iruxi, if found in a Background or Class Feats List, replace instances of Anthropology (by itself) with Mammalian Troglodyte Anthropology and replace instances of Mammalian Troglodyte Anthropology with Anthropology (which is for Aelf, Dvergar, Human, and Uruk).

All Troglodytes gain two Feats for the cost of one. (E.g., Batlings gain both Small and Wings as a single Feat.)

#### Troglodyte Ancestry Feats

Troglodyte Ancestry Feat Prerequisites can be interpreted as “having the appropriate physiology,” but the name of the relevant Troglodyte race or pseudo-race is indicated for each, instead.

Amphibious Physiology [PREREQ: Amphibious Iruxi] You gain Breath Control, Webbed Hands & Feet, Nictating Membrane, and Underwater Hearing; this normally comes with a Flaw that reduces Land Speed to 4, but Amphibious Iruxi have the Landwalker feat, which eliminates the Flaw.

Bloodhound [PREREQ: Amphibious Iruxi, Batling, Ysoki]. Increase Cap on Observe (Chemical) tests by 2; also increase Effect of Recon (Chemical) by 2 for the purpose of determining the Cap, but this is kept secret until you attempt an Observe (Chemical) test. This Feature stacks with Sensitive Nose.

Claws [PREREQ: Amphibious Iruxi] You can use your Claws as natural weapons and gain Climb Speed 4. You also do not have a -1 Result to Athletics (Climb) tests when using one hand if you use both feet (and no penalty if you use one foot and both hands).

Fangs [PREREQ: Batling] You can use your Fangs as a natural weapon.

Fish Tail [PREREQ: Fish Physiology] You gain Deepvision, Fins (Swim Speed 4), Gills (Water Breathing), and Underwater Hearing. However, you have Land Speed 2.

Jaws [PREREQ: Amphibious Iruxi] You can use your Jaws as a natural weapon.

Landwalker [PREREQ: Amphibious Iruxi] This eliminates the Flaw that reduces Land Speed for having an Amphibious Physiology.

Tail [PREREQ: Amphibious Iruxi] You can use your Tail as a natural weapon.

#### Batling (“Bat Folk”)

Ancestry Feats List:

1. Small, Wings
2. Superhuman Senses 1 (High Frequency Hearing, Low Light Vision)
3. Superhuman Senses 2 (Echolocation: Ultrahigh Frequency Hearing in a narrow band and Ultrahigh Frequency Sound Production in the narrow band)
4. Agility 2, Aeronaut (Glider) 1
5. Athletics 2, Spider Climb 1
6. Contortion 2, Tunnel Snake 1
7. Melee Combat 2, Unarmed (you have Claws, Fangs natural weapons)
8. Recon 2, Sensitive Nose 1

#### Iruxi (“Lizard Folk”)

Iruxi are of an anthropian pseudo-race; they cannot naturally produce offspring with other anthropians. If found in a Background or Class Feats List, replace instances of Mammalogy and Mammalian Troglodyte Anthropology with Herpetology and Amphibious & Reptilian Pseudo-Anthropology, respectively. (Or switch the order in which they are received if both Mammalian Troglodyte Anthropology and Amphibious & Reptilian Pseudo-Anthropology are in the Feats List.

Ancestry Feats List:

1. Aquanaut 1, Breath Control
2. Superhuman Senses (Low Light Vision, Underwater Hearing)
3. Athletics 2, Judoka
4. Determination 2, Resolve 1
5. Hustle 2, Iruxi Tail (Swim Speed 4)
6. Melee Combat 2, Unarmed (you have Claws, Fangs natural weapons)
7. Might 2, Exploit Trip Trait
8. Recon 2, Sensitive Nose 1

#### Leonid (“Cat Folk”)

Ancestry Feats List:

1. Fleet of Foot, Powerful Leap
2. Superhuman Senses 1 (High Frequency Hearing, Low Light Vision)
3. Agility 2, Incredible Balance 1
4. Athletics 2, Spider Climb 1
5. Contortion 2, Chameleon
6. Hustle 2, Fleet of Foot
7. Melee Combat 2, Unarmed (you have Claws, Fangs natural weapons)
8. Recon 2, Sensitive Nose 1

#### Lycan (“Wolf Folk”)

Ancestry Feats List:

1. Bloodhound, Sleuth
2. Superhuman Senses 1 (High Frequency Hearing, Low Light Vision)
3. Constitution 2, Fast Recovery
4. Determination 2, Resolve 1
5. Empathy 2, Human Sociology, Lycan Sociology
6. Hustle 2, Fleet of Foot
7. Melee Combat 2, Unarmed (you have Claws, Fangs natural weapons)
8. Recon 2, Sensitive Nose 1

#### Tauran (“Minotaur”)

Taurans frequently coat their horns with special materials and runes to make them function as magical weapons.

Ancestry Feats List:

1. Sensitive Nose 1, Surefooted
2. Superhuman Senses (High Frequency Hearing, Low Frequency Hearing)
3. Bulwark 2, Natural Armor (Light)\*
4. Constitution 2, Irongut
5. Hustle 2, Unstoppable 1
6. Melee Combat 2, Unarmed (you have Horns natural weapon)
7. Might 2, Fast Physical Recovery
8. Recon 2, Sensitive Nose 1

\* Taurans treat Light Armor as Field Armor, replacing the effect of their Natural Light Armor while they wear the armor.

#### Ysoki (“Rat Folk”)

Ysoki have surprisingly voluminous cheek pouches in which they can carry things.

Ancestry Feats List:

1. Small, Burrower 1
2. Superhuman Senses 1 (High Frequency Hearing, Low Light Vision)
3. Agility 2, Incredible Balance 1
4. Athletics 2, Spider Climb 1
5. Contortion 2, Tunnel Snake 1
6. Melee Combat 2, Unarmed (you have Claws, Fangs natural weapons)
7. Recon 2, Sensitive Nose 1
8. Tinker 2, Ceramic, Miner

## Astrological Sign

Astrological Signs can have an impact on your character when the GM assigns Denouement Feats and after character creation when fortunetellers discern your fate. There are 16 Astrological Signs, but because Astrological Signs are by month and a gyre is much longer than a year on earth (and due to some science that we will not get into here), an astrological sign is hidden about 20% of the time; if you are born under a hidden Astrological Sign, your “effective” Astrological Sign becomes Sun, Moon, Stars, or Void. Roll 1d20 to determine which one is yours.

1 Altar

2 Anvil

3 Archer

4 Bear

5 Crow

6 Dolphin

7 Fish

8 Hawk

9 Horse

10 Lyre

11 Owl

12 Scales

13 Sculptor

14 Shepherd

15 Snake

16 Warrior

17 Sun

18 Moon

19 Stars

20 Void

## Attribute Adjustment

Increase one Attribute from -2 to -1. If you wish, you can increase a second Attribute from -2 to -1 and decrease a third Attribute from -2 to -3. Consider the Skills in your Ancestry Feats List as a guideline to the most likely candidate for an Attribute and, of course, your Aptitude provides a strong suggestion for one of your Attribute Adjustments (though even that is optional).

All Attribute Adjustments at this point are up to you. You are free to play against type (e.g., a highly charismatic dvergar). After all, there’s magic in the world; your unusual attributes may be a minor magical mutation!

# Step B (Bloodline, Background & Basic Training)

In Step B, you can choose to “spend” your Aptitude to awaken (or acquire) a Bloodline. Then you choose Basic Training for a Subclass of any Class you like, choose a Background, roll on a Background Event Table, and Adjust Attribute.

Backgrounds are organized in such a way to give you a hint about what might be an appropriate Background Event table, but you are not required to match Backgrounds to Background Event Tables.

Basic Training will be used in Step C to “finish off” the backstory part of your character. You can look ahead to Step C if you want to see the Feats List for your chosen Basic Training.

## Bloodline (Optional)

You can “spend” your Aptitude to awaken (or acquire) a Bloodline. You generally record a bloodline in parenthesis next to your Ancestry. For example, Human (Earth Genasi) or Aelf (Gold Dragon). The Reborn Dvergan Femail Bloodline is a “Free Bloodline;” you do not have to spend your Aptitude to acquire it.

You cast bloodline spells as a Druid, with the Material Component of any Spellcasting Action coming from your aura. Natural Spellcaster grants you the Feat in parenthesis only if you learn at least one other Inherent Spell.

If you already have a Skill that is in the Bloodline Feats List, ignore it (you do not replace it with another ½ Feat). If you already have a Skill 2 that is in the Bloodline Feats List, ignore it (you do not replace it with another ½ Feat).

### Aelf Ancestry

#### Elfling (“Small Aelf”)

PREREQ: Aelf Ancestry and either Dexterity or Perception Aptitude

Bloodline Feats List:

1. Extraordinary Dexterity 1
2. Agility 3
3. Athletics 3
4. Contortion 3
5. Hustle 3
6. Recon 3
7. Sleight of Hand 2, Acute Hearing
8. Tinker 2, Small

#### Fey-Touched Aelf

PREREQ: Aelf Ancestry and either Charisma or Perception Aptitude

Bloodline Feats List:

1. Extraordinary Charisma 1
2. Deception 2, Inherent Spells
3. Diplomacy 2, Inherent Spells
4. Empathy 2, Telempathy (Fey) 1
5. Haggle 2, Acute Hearing
6. Performance 2, Dancing, Singing
7. Performance 3
8. Nondetection

#### High Elf

PREREQ: Aelf Ancestry and either Perception or Willpower Aptitude

Bloodline Feats List:

1. Extraordinary Willpower 1
2. Authority 2, Air of Authority (Presence) 1
3. Determination 2, Traditional Craft
4. Empathy 2, Acute Hearing
5. Intimidation 2, Menace (Presence) 1
6. Lore 2, Traditional Pharmacology
7. Lore 3, Lore 4
8. Tinker 2, Traditional Alchemy

#### Norsa (“Large Aelf” aka “Green Giant”)

PREREQ: Aelf Ancestry and either Perception or Strength Aptitude

Bloodline Feats List:

1. Extraordinary Strength 1
2. Agility 3
3. Athletics 3
4. Bulwark 2, Large
5. Contortion 3
6. Hustle 3
7. Might 2, Acute Hearing
8. Recon 3

#### Wild Aelf (often categorized by terrain in which they are found, e.g., “Arctic Aelf” or “Desert Aelf”)

PREREQ: Aelf Ancestry and Perception Aptitude

Bloodline Feats List:

1. Agility 3
2. Athletics 3
3. Contortion 3
4. Empathy 2, Acute Hearing
5. Hustle 3
6. Lore 2, Ethology, Terrain (the one in which you were born)
7. Observation 3
8. Recon 3

### Cambion (Diabolic Bloodline)

PREREQ: Charisma Aptitude

The Malleus Maleficarum concludes cambions are born when a succubus mates with a human male and acquires a sample of his sperm, passes the sperm to an incubus, and the incubus impregnates a human female with the human sperm. Some say it is also possible for female devil-worshipping witches to be impregnated by their patron devil (while others counter that it is just an incubus impregnating the witch as described in the Malleus Maleficarum). Cambions seem human at birth but have no pulse or breath. After their first gyre (about 11 Earth years), Cambion begin to take on devilish characteristics and no longer need to sleep.

You can use Deception, Diplomacy, Haggle, or Performance as your Spellcasting Skill if you wish. If you gain Arcane (or other) Spellbook 2, you gain Arcane (or other) Spellbook 3 for free.

Bloodline Feats List:

1. Extraordinary Charisma 1
2. Authority 2, Air of Authority (Presence) 1
3. Deception 2, Breathless
4. Constitution 2, Immunity to Bleed
5. Diplomacy 2, No Heartbeat
6. Haggle 2, Inherent Spell
7. Intimidation 2, Menace (Presence) 1
8. Performance 2, Inherent Spell

### Earth Genasi (Elemental Bloodline)

PREREQ: Strength Aptitude

One of your parents or a more distant ancestor was an Earth Elemental. An Earth Elemental bloodline means you have, or will develop during puberty, rocky or metallic features. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

Bloodline Feats List:

1. Extraordinary Strength 1
2. Athletics 2, Burrower 1
3. Bulwark 2, Natural Field Armor; treat Field Armor w/ Earth Trait as Heavy Armor, replacing Natural Field Armor while wearing it
4. Constitution 2, Form Control (Elemental)
5. Contortion 2, Natural Spellcaster (Tunnel Snake 1)
6. Melee Combat 2, Unarmed (hands and body are treated as gauntlets and body as armor surface, but they are natural weapons)
7. Might 2, Natural Spellcaster (Burrower 2)
8. Earth Elemental Form (your Spellcasting Skill is Bulwark)

### Genie-Kin (Djinn) (Genie Bloodline)

PREREQ: Intellect Aptitude

One of your parents or a more distant ancestor was a Genie, and specifically a Djinn. Some scholars would categorize you as a “Sylph.” A Genie Bloodline generally only subtly gives away your heritage, and sometimes not at all given the natural diversity among kith, but there are telltale signs. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

Bloodline Feats List:

1. Extraordinary Intellect 1
2. Agility 2, Levitation
3. Contortion 2, Natural Spellcaster (Form Control (Air Elemental))
4. Philosophy 2, Natural Spellcaster (Air Elemental Form)
5. Animate Air
6. Cold Resistance
7. Create Air
8. Elemental Attack (Cold) (your Spellcasting Skill is Philosophy).

### Gold Dragon (Draconic Bloodline)

PREREQ: Perception Aptitude

One of your ancestors was a fire-breathing Gold Dragon (a Linnorm), which makes you a Dragon, too. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years). You should probably be young at the end of character creation because your Dragon Form is initially the same Size as your Anthropian Form; if you were older, your Dragon Form will be expected to be much bigger.

Bloodline Feats List:

1. Extraordinary Perception 1
2. Agility 2, Aeronaut (Glider) 1
3. Authority 2, Aeronaut 2
4. Hustle 2, Natural Spellcaster (Aquanaut (Swimmer) 1)
5. Intimidation 2, Form Control (Gold Dragon)
6. Might 2, Aeronaut 3
7. Recon 2, Natural Spellcaster (Aeronaut (Skydiver) 1)
8. Dragon Form (Gold Dragon) (your Spellcasting Skill is Recon)

### Mutant (Aberrant Bloodline)

PREREQ: Dexterity Aptitude

One or both of your parents is an Aberration. Fortunately, you have learned to control the insanity that often accompanies your heritage. Against Mental and Social Attacks or effects, you are treated as having the Mammalian (or appropriate type if you are a non-mammalian Troglodyte) type. Against Physical Attacks and effects, including healing, you are treated as having the Aberration type. You have a natural ability to morph your body into unnatural shapes but can pass for your ancestry if you do not; those with some knowledge in Xenobiology can usually determine you have an Aberrant Bloodline. There are many Mutant Variants, but they are outside the scope of these rules; if you want to try to come up with something, work with your GM.

Bloodline Feats List:

1. Extraordinary Dexterity 1
2. Agility 2, Increased Reach (+1)
3. Athletics 2, Spider Climb 1
4. Contortion 2, Escape Artist
5. Hustle 2, Swim Speed 4
6. Melee Combat 2, Exploit Reach (+n) Trait
7. Sleight of Hand 2, Tunnel Snake +1\*
8. Tinker 2, Tunnel Snake +1\*

\* Unlike other characters, you can eventually reach a rating of 6 in Tunnel Snake (allowing you, for practical purposes, to basically transform into a fluid).

### Nephilim (Outerplanar Avatic Bloodline)

PREREQ: Willpower Aptitude

One of your parents or a more distant ancestor was an Angel, a Psychopomp, or a Devil. Your natural predilections throughout childhood will tend to skew in the direction of your avatic ancestor, but when you get old enough to have moral intentions, your alignment will change to whatever matches your morality. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

If you learn to cast spells as a Minister of a Lawful Deity, your aura acts as your Sacred Symbol, making its use unnecessary; you can also cast Domain Spells using Authority instead of Philosophy if you wish. You will develop wings if you learn any inherent spells. If/when your wings present, they have the Morph trait; you can withdraw them into your body or extend them as an Action, but you need custom armor. You can spend 2 Feats to make your spells Inherent Spells.

Bloodline Feats List:

1. Extraordinary Willpower 1
2. Authority 2, Air of Authority (Presence) 1
3. Determination 2, Natural Spellcaster (Aeronaut (Glider) 1)
4. Intimidation 2, Menace (Presence) 1
5. Might 2, Natural Spellcaster (Wings)
6. Detect Alignment
7. Dispel Alignment
8. Wrath (your Spellcasting Skill is Authority)

### Reincarnated Female Dvergar (Free Acquired Bloodline)

PREREQ: None

Reincarnated dvergan females exist, but they just aren’t born. Replace ancestry Feats with Dvergan Ancestry Feats but do not change attributes (though you are henceforth treated as having Dvergan Boosts and Flaws); henceforth, you are just like any other Dvergar. This Bloodline is “free” in the sense you do not have to “spend” aptitude to acquire it.

### Werewolf (Acquired Bloodline)

PREREQ: None

If you become a Werewolf during character creation, you “spend” your Aptitude, but it is more akin to losing your Aptitude in favor of your new Bloodline. Add a few wolf-like cosmetic features and mannerisms to your original appearance and demeanor. Your Werewolf form also has a specific appearance that must be selected when you contract Curse of the Lycanthrope; your Wolfen form must be like that of your Werewolf form.

Record under Feats: Lycanthropic Shapeshifting, Lunacy. Note: Lycanthropic Shapeshifting is “worth” 9 Feats and Lunacy is “worth” a Flaw (-1 Feat).

You can spend a Feat to acquire Lupine Empathy while in Anthropian Form and Hamrammr 2 while in Werewolf or Wolfen form (you get both for 1 Feat). You can spend a second Feat to acquire Bloodhound while in Anthropian Form and Hamrammr 3 while in Werewolf or Wolfen form (you get both for 1 Feat). You can spend a third Feat to acquire Keen Vision (Low Light Vision) while in Anthropian form and Hamrammr 4 in Werewolf or Wolfen form (you get both for 1 Feat). If you are a Troglodyte with one or more of the Feats you gain from Lycanthropic Shifting, you gain one or more of these Feats for free.

Lycanthropic Shapeshifting (9 Feats): You can change between Anthropian, Werewolf, and Wolfen form as an Action (or two Actions to shift from Anthropian to Wolfen or vice versa). When in Werewolf Form, you gain: Bloodhound, Claws, Fangs, Fleet of Foot, Hamrammr 1, Keen Vision (Low Light Vision), Lupine Empathy (increase Result on tests related to wolves), Sensitive Nose 1, Rage, Weakness to Silver (equal to your Level). Your Fangs inflict Curse of the Lycanthrope [Curse: Constitution (Mettle) to resist]. When in Wolfen Form, you gain the same Feats as in Werewolf Form, plus Fleet of Foot, but you cannot use your hands.

Lunacy (Flaw): When Luna appears as a full moon in the night sky, make a Determination test:

Impossible Result (5+): You are not meaningfully affected by the full moon in the night sky.

Major Result (4): You are not forced to change form, but if you do, you cannot change back until the moon sets or sunrise.

Greater Result (3): As Moderate Result but starting with Enraged 1 is optional and you do not gain the Delusion.

Moderate Result (2): As Lesser Result but you acquire Enraged 1 immediately after the change, which subsides as normal for the Enraged condition, and the Suggestion is “everyone who is an enemy needs to be killed.”

Lesser Result (1): Use Wolf Form to change to hybrid shape; you cannot change back to your original shape until the moon sets or sunrise. You gain the Suggestion “everyone who is not an ally needs to be killed” and acquire Enraged +1 for the next 4 Passes of the Round, which then subsides as normal but to a minimum of Enraged 1 until the moon sets or sunrise. While not fighting or stalking someone, you howl and rampage unless continuously calmed by an ally.

Minor Result (0 or less): As Lesser Result but your Delusion is that everyone needs to be killed; you remain at Enraged 4 until the full moon sets or the sun rises.

If you were to become a Werewolf after character creation, you would gain Drained 2 and Traumatized 3, which is only applicable when not in Wolf Form but cannot be recovered except by spending Feats to reduce the Drained or Traumatized Condition by 1 with each Feat. You would also have -3 Result on Lunacy tests, which you can reduce by 1 per Feat you spend but can only reduce it if your Permanent Traumatized condition has a lower rating than your current Result penalty on Lunacy tests. You must spend Feats to reduce Drained, Traumatized, and Lunacy Result Penalty if you can.

## Basic Training

Class Attribute (the most important) and Primary Attributes are indicated for informational purposes only; if you end up pursuing the class in which you have Basic Training, you will likely want to max out the Class Attribute and perhps not dump the Primary Attributes.

### Artificer Basic Training

Enter Alchemist, Chirurgeon, Gadgeteer, Grenadier, Mutagenist, or Warlock as your Basic Training.

Artificers craft consumables and, usually, many other things as well, making use of Alchemy, Biology, Mechanics, and Philosophy to various extents. Alchemists and Warlocks are Spellcasters; Warlocks are Witches. Chirurgeons have Melee Combat abilities and can acquire Flesh Golems. Gadgeteers can acquire a Clockwork Golem and Melee or Ranged combat abilities. Grenadiers have Ranged Combat abilities. Mutagenists can acquire Melee Combat capabilities.

Class Attribute: INT

Primary Attributes: DEX, PER

### Champion Basic Training

Enter Cavalier, Kensai, Knight, or Skjaldmær as your Basic Training.

Champions appear much like a cross between a Minister and a Warrior. Champions are usually Frontline Spellcasters.

Class Attribute: WIL

Primary Attributes: STR, DEX

### Druid Basic Training

Enter Druidic Biological Order, Druidic Elemental Order, or Druidic Witch as your Basic Training

Druids are Spellcasters. Druids are Spellcasters.

Class Attribute: PER

Primary Attributes: STR, DEX

### Face Basic Training

Enter Entrepreneur, Envoy, Filidh, Gatecrasher, Marshall, or Sorcerer as your Basic Training.

Faces specialize in social interaction, with differing subspecialties. Entrepreneurs are businessmen and often have just what they need; they act as support in combat. The Gatecrasher specializes in disguise and getting into places they haven’t been invited; in combat, they are Support. The Envoy is an expert in social interactions with Kith; in combat, the Envoy is Support (Backfield or Frontline). The Marshall is Support (Backfield or Frontline). The Filidh are experts in social interactions with animals and have a Minion. The Sorcerer is a Fey Witch Spellcaster.

Class Attribute: CHA (WIL for Marshalls)

Primary Attributes: PER, WIL (STR, DEX for Marshalls)

### Investigator Basic Training

Enter Detective, Medium, Ranger, or Sharpshooter as your Basic Training.

Investigators specialize in strategy. Detectives and Mediums are Skirmishers. Sharpshooters have Ranged Combat abilities. Rangers are Battlefield Controllers.

Class Attribute: PER

Primary Attributes: STR, DEX (CHA, WIL for Medium)

### Minister Basic Training

Minister Sects include (at least one) Sect for each Deity, but you should simply enter Minister Basic Training or Minister of Nature God here and choose your deity in Step C (unless you already know the one you want).

Ministers are usually Backfield Spellcasters.

Class Attribute: INT (PER for Minister of Nature God)

Primary Attributes: DEX, WIL

### Rogue Basic Training

Enter Rogue as your Basic Training. Rogue is not broken into subclasses. Rogues specialize in the use of light weapons and have Melee Combat abilities and can acquire Ranged Combat abilities.

Rogues are Skirmishers.

Class Attribute: DEX

Primary Attributes: STR, CHA

### Warrior Basic Training

Enter Warrior as your Basic Training. Warrior is not broken into subclasses. Warriors have Melee Combat abilities and can acquire Ranged Combat abilities.

Warriors include Armigers (who wear Heavy Armor), Berserkers (who Rage), Destroyers (who use heavy weapons), and Fighters (who are weapon masters).

Class Attribute: STR

Primary Attributes: DEX, WIL

## Backgrounds

Your Background (and Background Event) can occur before, after, or be interleaved with your Basic Training.

If you already have a Skill 2 that is in the Background Feats List, take Language (any) or Regional Society (any) instead. If you already have a Skill 3, Skill 4, or Knowledge/Familiarity (or other ½ Feat) replace it with some any other ½ Feat, which should be related to your Background. If you already have a Feat, choose some other Feat or two ½ Feats, which should be related to your Background.

If you already have a Skill 2 that you receive in a Background Event, ignore it (you do not replace it with anything). If you already have a Skill 3, Skill 4, or Knowledge/Familiarity (or other ½ Feat) that you receive in a Background Event, choose a Background Elective instead. If you already have a Feat, choose 2 Background Electives or a Feat worth 2 Background Electives instead.

### Ancestry Backgrounds

For Ancestry Backgrounds that have only 3 Skill/Feat pairs; choose another Background and take 6 ½ Feats for that Background to combine them; you must take all Knowledge/Familiarity and all Feats (which count as 2 ½ Feats) prior to selecting Background Electives. (A Skill 2 is “free” only after you take a Feat or 2 ½ Feats.) You can roll on any Background Event Table appropriate for your Background choice.

Aelf, Ilúvatar

Ilúvatar Aelves can roll on the Academic or Artisan Background Event Table but replace any improvement in Alchemy, Biology, or Mechanics with improvement in Lore if it matches your Traditional Alchemy/Craft/Pharmacology; and replace any improvement in Philosophy with Lore.

Background Feats List:

1. Alchemy 2, Traditional Alchemy (Chemist, Chemistry if you are a High Aelf)
2. Biology 2, Traditional Pharmacology (Pharmacist, Pharmacology if you are a High Aelf)
3. Empathy 2, Ilúvatar Society, Sperethiel
4. Lore 2, Aelf Anthropology, Visual Art
5. Mechanics 2, Traditional Crafting (Engineer, Vitalism if you are a High Aelf)
6. Philosophy 2, Literacy, Poet

***Aquatic*** [PREREQ: Fins or the equivalent] Background Feats List:

1. Agility 2, Atlantean or Ancestral Language, Regional Society (Aquatic)
2. Athletics 2, Aquatic Terrain, Hydrology
3. Hustle 2, Aquanaut (Swimmer) 1

***Avian*** [PREREQ: Levitation or Wings] Background Feats List:

1. Agility 2, Aeronaut (Glider) 1
2. Athletics 2, Auran or Ancestral Language, Regional Society (Avian or Cloud)
3. Recon 2, Meteorology, Sky Terrain

***Burrow*** [PREREQ: Claws] Background Feats List:

1. Athletics 2, Burrower 1
2. Contortion 2, Regional Society (Burrow), Terran or Ancestral Language
3. Recon 2, Meteorology, Sky Terrain

***Dvergar, Aulë*** Background Feats List:

1. Mechanics 2, Aulëan Society, Khuzdul
2. Melee Combat 2, Light Hafted Weapons or Two-Handed Axes, Hammers, or Picks
3. Tinker 2, Appraise, Engineer

***Dvergar, Abyssal*** Background Feats List:

1. Contortion 2, Khuzdul, Regional Society (Abyssal)
2. Observation 2, Appraise, Engineer
3. Tinker 2, Armorer, Hermetics

***Dvergar, Underdark*** Background Feats List:

1. Contortion 2, Khuzdul, Regional Society (Underdark)
2. Recon 2, Ultravision, Underground Terrain
3. Tinker 2, Ceramic, Miner

***Gnome, Dactyl*** [PREREQ: Hob or Tinker Gnome] Background Feats List:

1. Haggle 2, Gnomish Language, Regional Society
2. Lore 2, Inherent Spells
3. Philosophy 2, Inherent Spells

***Gnome, Luchrupán*** [PREREQ: Chameleon or Domovoi Gnome] Background Feats List:

1. Agility 2, Inherent Spells
2. Athletics 2, Inherent Spells
3. Hustle 2, Gnomish Language, Regional Society

### General Backgrounds

You can roll on the Criminal, Fringer, Military, Rural, or Urban Background Event Tables, plus any Background Event Table indicated for your Background. However, if you do not choose a Traditionalist Background, rolling on the Fringer Background Event Table is likely suboptimal.

Background Electives become available depending on the Event of your Background Event Table roll; they should be limited to ½ Feats that make sense for your Background and/or Background Event.

Academic, Administrator

Background Feats List:

Youthful administrators are typically drawn from scions of the upper class if they show a talent for it, as older administrators work their way up from the middle classes over a longer period that is generally not intended for Backgrounds. You can roll on the Academic or Artisan Background Event Table, but if you roll on the Artisan Background Event Table, Holdings are for your estate, not for a shop.

1. Authority 2, Armor Weapon Subset
2. Authority 3
3. Diplomacy 2, Admin, Dominican Language
4. Melee Combat 2, One-Handed Thrusting Blades
5. Philosophy 2, Literacy, Savoir-Faire
6. Scion

Academic, Barrister

You can roll on the Academic Background Event Table (for, e.g., a Law Professor).

Background Feats List:

1. Diplomacy 2, Dominican Language, Savoir-Faire
2. Haggle 2, Professional
3. Performance 2, Oratory, Stage Performer
4. Philosophy 2, Academia, Literacy
5. Philosophy 3
6. Jurisprudence, Psychology (Human)

Academic, Biochemist

You can roll on the Academic or Artisan Background Event Table.

Background Feats List:

1. Alchemy 2, Chemist, Chemistry
2. Biology 2, Pharmacologist, Pharmacology
3. Mechanics 2, Animal Materials, Fungal Materials
4. Observation 2, Plant Materials, Polymers
5. Philosophy 2, Academia, Literacy
6. Tinker 2, Aromachology, Vitalism

Academic, Cryptozoologist

You can roll on the Academic Background Event Table.

Background Feats List:

1. Alchemy 2, Fairyology, Necromancy
2. Biology 2, Cryptozoology, Mammalogy
3. Empathy 2, Paraphysiology, Parapsychology
4. Observation 2, Occultism, Xenobiology
5. Philosophy 2, Academia, Literacy
6. Recon 2, Zoology (PREREQ: Mammalogy)

Academic, Librarian

You can roll on the Academic Background Event Table.

Background Feats List:

1. Observation 2, Glean Contents
2. Observation 3
3. Philosophy 2, Library Researcher
4. Philosophy 3
5. Academia, Literacy
6. Common Tongue, Background Elective

\* You should generally have Canon (if you are a Cultist) or Astrology, Alignment (any), or Occultism (if you have peered too deeply into the Outer Planes).

Academic, Natural Philosopher

You can roll on the Academic Background Event Table.

Background Feats List:

1. Alchemy 2, Chemist, Chemistry
2. Biology 2, Pharmacologist, Pharmacology
3. Empathy 2, Anthropology
4. Mechanics 2, Appraise, Engineer
5. Observation 2, Ethology, Mammalogy
6. Philosophy 2, Academia, Literacy

Academic, Physicist

You can roll on the Academic Background Event Table.

Background Feats List:

1. Alchemy 2, Ceramic, Glass
2. Biology 2, Metal, Polymer
3. Mechanics 2, Acoustics, Electromagnetism
4. Observation 2, Optics, Thermodynamics
5. Philosophy 2, Academia, Literacy
6. Tinker 2, Appraise, Cryptography

Academic, Priest

You can roll on the Academic or Artisan Background Event Table, but if you roll on the Artisan Background Event Table, Holdings are for your personal effects, not for a shop.

Background Feats List:

1. Authority 2, Canon, Morality (Law)
2. Authority 3
3. Diplomacy 2, Dominican Language, Savoir-Faire
4. Philosophy 2, Academia, Literacy
5. Philosophy 3
6. Ordained

Artisan, Barber

You are the medieval equivalent of a surgeon (and you might also cut hair). You can roll on the Artisan Background Event Table.

Background Feats List:

1. Biology 2, Barber, Surgeon
2. Haggle 2, Professional
3. Observation 2, Favored Craft (Barber) 1
4. Tinker 2, Mammalogy, Physician
5. Tinker 3
6. Favored Craft (Surgeon) 1

Artisan, Chef

You can roll on the Artisan Background Event Table.

Background Feats List:

1. Biology 2, Fungal Material, Microbiological Material
2. Haggle 2, Professional
3. Observation 2, Animal Material, Plant Material
4. Tinker 2, Favored Craft (Chef) 1
5. Tinker 3
6. Chef, Dagger (Melee, S)

Artisan, Chymist

You can roll on the Artisan Background Event Table.

Background Feats List:

1. Alchemy 2, Chemist, Chemistry
2. Haggle 2, Professional
3. Observation 2, Geology, Thermodynamics
4. Tinker 2, Favored Craft (Chemist) 1
5. Tinker 3
6. Favored Craft (Thermodynamics) 1

Artisan, Craftsman

You may be an Armorer or some other Artisan, but you are talented enough to practice a variety of crafts. You can roll on the Artisan Background Event Table.

Background Feats List:

1. Mechanics 2, Appraise, Engineer
2. Haggle 2, Professional
3. Observation 2, Choose a Material and Applied Physical Science appropriate for your trade
4. Tinker 2, Favored Craft (Engineer) 1
5. Tinker 3
6. Favored Craft (pick an Applied Physical Science) 1

Artisan, Pharmacologist

You are the medieval equivalent of a pharmacist. You can roll on the Artisan Background Event Table.

Background Feats List:

1. Biology 2, Pharmacologist, Pharmacology
2. Haggle 2, Professional
3. Observation 2, Plant Materials, Vitalism
4. Tinker 2, Favored Craft (Pharmacologist) 1
5. Tinker 3
6. Favored Craft (Pharmacology) 1

Civilian, Ambassador

Background Feats List:

Ambassadors who specialize in other than Kith may choose an appropriate Anthropology and Psychology Subset, plus a language other than Common Tongue, if applicable. You can roll on the Artisan Background Event Table, but if you roll on the Artisan Background Event Table, Holdings are for your personal effects, not for a shop.

1. Authority 2, Anthropology
2. Deception 2, Psychology
3. Diplomacy 2, Regional Language, Regional Society
4. Diplomacy 3
5. Performance 2, Oratory, Savoir-Faire
6. Motivational Speaker

Civilian, Bounty Hunter

You could be an Assassin, Bounty Hunter, Private Eye, or some other profession that specializes in tracking down people. The profession often has a name that depends on the prey (e.g., Anthropian for a Bounty Hunter) or terrain (e.g., Urban Terrain for a Private Eye). Bounty Hunters who specialize in non-Anthropian prey may choose an appropriate Psychology Subset associated with their specialty (instead of Psychology, which is for Aelf, Dvergar, Human, and Uruk prey).

Background Feats List:

1. Empathy 2, Psychology
2. Melee Combat or Ranged Combat 2, Weapon Familiarity Subgroup
3. Observation 2, Sleuth
4. Observation 3
5. Recon 2, {Deadlands, Sewer, Urban Terrain}
6. Exploit Weapon Trait

Civilian, Guide

Background Feats List:

1. Authority 2. Quiet Allies
2. Deception 2, Social Chameleon 1
3. Diplomacy 2, Mammalian Troglodyte Psychology
4. Empathy 2, Psychology
5. Observation 2, Anthropology
6. Recon 2, Regional Language, Urban Terrain

Civilian, Hospitality

You may be a bartender, waiter, or some other hospitality professional.

Background Feats List:

1. Diplomacy 2, Mammalian Troglodyte Psychology
2. Deception 2, Social Chameleon 1
3. Empathy 2, Amphibious and Reptilian Troglodyte Psychology
4. Diplomacy 3
5. Haggle 2, Psychology
6. Bird Troglodyte Psychology

Civilian, Merchant

You can roll on the Artisan Background Event Table.

Background Feats List:

1. Diplomacy 2, Economics, Trade
2. Empathy 2, Admin, either Savoir-Faire or Urban Terrain
3. Haggle 2, Professional
4. Haggle 3
5. Observation 2, Appraise, Visual Art
6. Psychology

Civilian, Politician

You can roll on the Artisan Background Event Table, but if you roll on the Artisan Background Event Table, Holdings are for your personal effects, not for a shop.

Background Feats List:

1. Deception 2, Psychology
2. Diplomacy 2, Glad-Hand 1
3. Haggle 2, Politics, Regional Language
4. Haggle 3
5. Performance 2, Oratory, Savoir-Faire
6. Motivational Speaker

Civilian, Worker

Workers are sometimes considered “unskilled,” though that’s not necessarily true; they include laborers, messengers, and other working-class occupations.

Background Feats List:

1. Athletics 2, Incredible Balance 1 (Messenger) or Judoka (Laborer)
2. Athletics, Constitution, Hustle, or Might 3
3. Constitution 2, Fast Physical Recovery
4. Hustle 2, Fleet of Foot (Messenger) or Surefooted (Laborer)
5. Melee Combat 2, Terrain (pick one), Unarmed
6. Might 2 (Laborer) or Recon 2 (Messenger), Power Lifter 1 (Laborer) or Breath Control (Messenger)

Civilian, Other

Civilian Backgrounds are particularly suitable for customization. You can choose 6 Skills 2 and 12 Background Electives.

Criminal or Criminal-Adjacent, Con Artist

You may not be a criminal, but you tend to get into trouble. If you aren’t a criminal, don’t roll on the Criminal Background Event Table. If you are a criminal, roll on the Criminal Background Event Table, and gain at least 2 Background Electives, you can take Social Chameleon 1 for 2 Background Electives.

Background Feats List:

1. Deception 2, Swindler
2. Deception 3
3. Diplomacy 2, Amphibious and Reptilian Troglodyte Psychology
4. Empathy 2, Mammalian Troglodyte Psychology
5. Haggle 2, Psychology
6. Savoir-Faire, Urban Terrain

Criminal or Criminal-Adjacent, Gambler

You may not be a criminal, but you tend to get into trouble. If you aren’t a criminal, don’t roll on the Criminal Background Event Table. If you are a criminal, roll on the Criminal Background Event Table, and gain at least 2 Background Electives, you can take Cutpurse, Smuggler, Social Chameleon 1, or Swindler for 2 Background Electives.

Background Feats List:

1. Deception 2, Psychology
2. Deception 3
3. Diplomacy 2, Amphibious and Reptilian Troglodyte Psychology
4. Empathy 2, Mammalian Troglodyte Psychology
5. Sleight of Hand 2, Sticky Fingers
6. Cryptography, Urban Terrain

Criminal, Professional

You may be a Fence, Forger, or some other criminal professional. Choose an Artisan or Civilian Background, or perhaps even an Academic Background, but roll on the Criminal Background Event Table.

Criminal, Thief

You may be a pickpocket, shoplifter, smuggler, or some other kind of thief. If you roll on the Criminal Background Event Table and gain at least 2 Background Electives, you can take Cutpurse, Sticky Fingers, or Swindler for 2 Background Electives.

Background Feats List:

1. Deception 2, Appraise, Urban Terrain
2. Deception 3
3. Sleight of Hand 2, Cutpurse or Sticky Fingers
4. Sleight of Hand 3
5. Smuggler
6. Social Chameleon 1

Criminal, Violent

You may be a Bandit, Enforcer, Highwayman, Hooligan, Mugger, or some other violent criminal who operates within or on the fringes of society. Choose a Military (or Paramilitary) Background but roll on the Criminal Background Event Table.

Military or Paramilitary, Archer

Background Feats List:

1. Ranged Combat 2, Archery
2. Ranged Combat 3
3. Recon 2, Keen Vision
4. Recon 3
5. Exploit (Ranged) AoO, Handy, or Volley Trait
6. Bowyer, Engineer

Military or Paramilitary, Cavalry

Background Feats List:

1. Authority 2, Telempathy (Steed) 1
2. Bulwark 2, Exploit Block Trait
3. Empathy 2, One-Handed Swung Blade
4. Melee Combat 2, One-Handed Swung Hammer
5. Melee Combat 3
6. Lance, One-Handed Swung Axe/Pick [PREREQ: One-Handed Swung Hammer]

Military or Paramilitary, Guard

Background Feats List:

1. Authority 2, Air of Authority (Influence) 1
2. Empathy 2, Psychology
3. Melee Combat 2, One-Handed Swung Blades
4. Might 2, Exploit Block Trait
5. Observation 2, Law Enforcement, Urban Terrain
6. Recon 2, Anthropology

Military or Paramilitary, Infantry

Background Feats List:

1. Melee Combat 2, One-Handed Swung Blades
2. Melee Combat 3
3. Might 2, Exploit Block Trait
4. Might 3
5. Exploit Weapon Trait
6. Shortspear (all uses)

Military or Paramilitary, Officer

Background Feats List:

1. Authority 2, Maintain Morale
2. Determination 2, Lead by Example
3. Empathy 2, Psychology
4. Melee Combat 2, One-Handed Swung Blades
5. Might 2, Exploit Block Trait
6. Observation 2, Mammalian Troglodyte Psychology

Military or Paramilitary, Scout

Background Feats List:

1. Agility 2, Incredible Balance 1
2. Athletics 2, Spider Climb 1
3. Contortion 2, Chameleon
4. Observation 2, Terrain Subset (pick one)
5. Ranged Combat 2, Druidic Projectiles
6. Recon 2, Keen Vision

Military or Paramilitary, Noble

You can roll on the Artisan Background Event Table, but if you roll on the Artisan Background Event Table, Holdings are for your estate, not for a shop. Also, if you gain Noblesse Oblige, you instead gain Holdings (£100) or replace Physical Sciences or Life Sciences Knowledge with Holdings (£10) if you replace one and Holdings (£100) if you replace 2. (The replacements are not optional until you have Holdings (£100) but you can choose if there are more than two options.)

Background Feats List:

1. Authority 2, Armor Weapon Subset
2. Authority 3
3. Intimidation 2, Exploit Parry Trait
4. Melee Combat 2, One-Handed Thrusting Blades
5. Philosophy 2, Literacy, Savoir-Faire
6. Noblesse Oblige

Military or Paramilitary, Other

Military Backgrounds are particularly suitable for customization. You can generally choose 6 Skills 2 and 12 Background Electives (and 2 Background Electives can be replaced with Weapon Familiarity Subgroups and Exploit Weapon Trait).

Performer, Acrobat

You can roll on the Performer Background Event Table.

Background Feats List:

1. Agility 2, Incredible Balance 1
2. Athletics 2, Spider Climb 1
3. Hustle 2, Powerful Leap
4. Performance 2, Tumbler
5. Performance 3
6. Acrobatic Performance, Stage Performer

Performer, Comedian

You can roll on the Performer Background Event Table.

Background Feats List:

1. Deception 2, Leading Diversion
2. Diplomacy 2, Rapier Wit
3. Haggle 2, Motivational Speaker
4. Performance 2, Tumbler
5. Performance 3
6. Comedy, Regional Language

Performer, Fortune-Teller

You can roll on the Performer Background Event Table.

Background Feats List:

1. Authority 2, Astrology, Occultism
2. Empathy 2, Psychology
3. Haggle 2, Anthropology
4. Performance 2, Mana Magnet 1
5. Performance 3
6. Oratory, Stage Performer

Performer, Gladiator

You can roll on the Performer Background Event Table.

Background Feats List:

1. Melee Combat 2, Weapon Familiarity Subgroup
2. Melee Combat 3
3. Performance 2, Exploit Weapon Trait
4. Performance 3
5. Exploit Weapon Trait
6. Combat Performance, Stage Performer

Performer, Magician

You can roll on the Performer Background Event Table.

Background Feats List:

1. Deception 2, Cunning Diversion
2. Performance 2, Cutpurse
3. Performance 3
4. Sleight of Hand 2, Smuggler
5. Tinker 2, Sticky Fingers
6. Magic Performance, Stage Performer

Performer, Multitalented

You can roll on the Performer Background Event Table.

Background Feats List:

1. Agility 2, {Acrobatic Performance, Combat Performance, Dancing}
2. Diplomacy 2, {Acting, Comedy, Oratory}
3. Tinker 2, Play Instrument {Keyboards, Percussion, Strings, Winds}
4. Performance 2, Poetry, Singing
5. Performance 3
6. Magic Performance, Stage Performer

Performer, Musician

You can roll on the Artisan or Performer Background Event Table.

Background Feats List:

1. Performance 2, Mesmerist
2. Performance 3
3. Tinker 2, Appraise, Engineer
4. Tinker 3
5. Acoustics, Musicologist
6. Play Instrument (Keyboards, Percussion, Strings, or Winds), Stage Performer

Traditionalist, Animal Whisperer

Background Feats List:

1. Diplomacy 2, Ethology, Mammalogy
2. Empathy 2, Telempathy (Zoological) 1
3. Empathy 3
4. Lore 2 Physician, Surgeon
5. Observation 2, Zoology (PREREQ: Mammalogy)
6. Traditional Pharmacology

Traditionalist, Barbarian

Barbarians are characterized by being far from civilization and are generally illiterate and low tech (though this generality may not always apply).

Background Feats List:

1. Skill 2\*, Animal Materials, Plant Materials
2. Skill 2\*, Regional Language, Regional Society
3. Skill 2\*, Ethology, Terrain (pick one)
4. Lore 2, Traditional Alchemy
5. Observation 2, Traditional Craft
6. Tinker 2, Traditional Pharmacology

\* Choose these Skills after rolling your Background Event.

Traditionalist, Fisherman

Background Feats List:

1. Lore 2, Traditional Craft
2. Observation 2, Hydrology, Meteorology
3. Observation 3
4. Recon 2, Ecology, Maritime Terrain
5. Tinker 2, Plant Material, Shipwright
6. Determinism (Fauna), Ichthyology

Traditionalist, Guide

Background Feats List:

1. Agility 2, Incredible Balance 1
2. Athletics 2, Spider Climb 1
3. Authority 2. Quiet Allies
4. Lore 2, Traditional Pharmacology
5. Observation 2, Lead Climber
6. Recon 2, Pharmacologist, Terrain (pick one)

Traditionalist, Herbalist

Background Feat List:

1. Haggle 2, Traditional Pharmacology
2. Lore 2, Favored Craft (Vitalism) 1
3. Empathy 2, Botany, Mycology
4. Observation 2, Mammalogy, Vitalism
5. Recon 2, Fungal Materials, Plant Materials
6. Tinker 2, Pharmacologist, Pharmacology

Traditionalist, Hunter

Background Feats List:

1. Empathy 2, Ethology, Mammalogy
2. Lore 2, Traditional Pharmacology
3. Melee Combat or Ranged Combat 2, Shortspear (all uses) or Druidic Projectile Weapons
4. Observation 2, Tracker
5. Observation 3
6. Recon 2, Ecology, Terrain (pick one)

Traditionalist, Midwife

Background Feats List:

1. Authority 2, Anthropology
2. Determination 2, Traditional Pharmacology
3. Empathy 2, Mammalian Troglodyte Anthropology
4. Lore 2, Physician, Surgeon
5. Observation 2, Pharmacologist, Pharmacology
6. Tinker 2, Barber, Mammalogy

Traditionalist, Peasant

Background Feats List:

1. Constitution 2, Botany, Plains Terrain
2. Empathy 2, Ethology, Mammalogy
3. Lore 2, Animal Materials, Plant Materials
4. Observation 2, Appraise, Engineer
5. Recon 2, Traditional Craft
6. Tinker 2, Builder, Wainwright

Traditionalist, Sailor

Background Feats List:

1. Agility 2, Incredible Balance 1
2. Athletics 2, Spider Climb 1
3. Lore 2, Hydrology, Maritime Terrain
4. Observation 2, Traditional Craft
5. Recon 2, Keen Vision
6. Tinker 2, Plant Material, Shipwright

Traditionalist, Trapper

Background Feats List:

1. Lore 2, Traditional Craft
2. Observation 2, Mammalogy, Plant Material
3. Observation 3
4. Recon 2, Ecology, Terrain (pick one)
5. Tinker 2, Appraise, Engineer
6. Mechanician (Snarecrafter), Metal Material

### Background Event

Roll a random event that occurs during your Background. Anyone can choose to roll on the Criminal, Fringer, Military, Rural, or Urban Background Event Tables, but the Academic, Artisan, Performance, and Special Background Event Tables are limited to specific Backgrounds. See Backgrounds, above, to determine whether you are allowed.

Your event roll uses 2 dice: a d4 (Luck) and a d6 (Competence). “Competence” of 3 is generally a romantic event, but you can choose friendship if you are not romantically inclined; your actual competence is largely irrelevant if you roll a 3. Doubles are particularly unusual events.

If you already have a Skill 2 that you receive in a Background Event, ignore it (you do not replace it with anything). If you already have a Knowledge/Familiarity (or other ½ Feat) that you receive in a Background Event, choose any other Background Elective instead. If you already have a Feat, choose any 2 Background Electives instead.

Academic Background Event Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cmp  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Special Event: No Practical Skills | Studying the occult kept you up for days when you should have been getting better rest. 1) Alchemy 2, Pharmacologist, Pharmacology, 1.5) Biology 2, Occultism, Plant Materials, Addiction | You may have taken credit for someone else’s work, which gives you 5 minutes of fame. 1) Alchemy 2, Savoir-Faire, Regional Society, 1.5) Philosophy 2, Enemy (scholar who feels wronged). | Special Event: Rescued! |
| 2 | You were a sickly, cloistered child. 1) Philosophy 2, Pharmacology, Vitalism, 1.5) Biology 2, Glean Contents, Allergy | Special Event: Noble Bloodline | Researching your genealogy, you discover a distant ancestral heritage. 1) Philosophy 2, Adopted Ancestry, 2) Determination 2, Anthropology (of adopted ancestry), Society (of adopted ancestry) | A patron dies while you are studying an item for them… so you keep it. 1) Mechanics 2, Oddity Identification, 2) Observation 2, Mana Magnet 1, 2.5) 1st Level Magic Item |
| 3 | Your relationship was considered socially unacceptable; you were driven out of town (or underground). 1) Deception 2, Social Chameleon 1, 1.5) Biology 2, Regional Society, Urban Terrain, Network (Rivals who still hate you) | Romance was a distraction from study. 1) Mechanics 2, Acoustics, Musicologist, 2) Performance 2, Play Instrument {Keyboards, Percussion, Strings, Winds} | Special Event: Tragic Romance | You build a life with your love, who happens to be wealthy. 1) Philosophy 2, Moderate Holdings, 2) Empathy 2, Regional Language, Regional Society, 2.5) Ally (your love) |
| 4 | Your studies were deemed heretical, and you were imprisoned. 1) Intimidation 2, Alignment (any), Occultism, 1.5) Philosophy 2, Law Enforcement, Jurisprudence, Criminal Record | You were a medium-sized fish in a small pond. 1) Recon 2, Regional Language, Regional Society, 2) Philosophy 2, Botany, Plains Terrain | You become intrigued by materials science. 1) Mechanics 2, Ceramic, Glass, 2) Alchemy 2, Metal, Polymer | Special Event: Secret Life |
| 5 | You try your hand as an Artisan but are left in debt. 1) Tinker 2, Craft (pick one), Material (pick one), 1.5) Mechanics 2, Appraise, Engineer, Debt (£10) | You act as a court advisor, though nobody remembers you anymore. 1) Philosophy 2, Dominican Language, Savoir-Faire, 2) Diplomacy 2, Rapier Wit | The church approves of your scholarship; you are ordained, though it might be an honorary title. 1) Authority 2, Ordained, 2) Philosophy 2, Angelology, Canon | You are a published author. 1) Philosophy 2, Common Tongue, Lesser Holdings, 2) Philosophy 3 & 4, 2.5) Network of Contacts (fans and publishers) |
| 6 | Erudite: Student | Erudite: Controversial | Erudite: Scholar | Erudite: School Master |

Special Events:

No Practical Skills: You gain Lore 2, Dubious Knowledge. If you wish, you can choose 1 or 2 Flaws (Addiction, Allergy, Criminal Record, Code of Honor, Debt (£10), Enemy, Missing Limb, or Network of Rivals) in exchange for acquiring 1 or 2 Background Electives; you can instead choose Network of Enemies for 2 Background Electives.

Rescued!: You were rescued by one or more Player Characters. In gratitude, you allow them to stay as permanent guests in your Holdings. Your Skill 2 and Denouement Feat are associated with your adventures with the other characters; choose the Skill 2 when you gain the Denouement Feat. 1) Biology 2, Moderate Holdings (Estate), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Noble Bloodline: Your noble house is in decline, pining for the wealth and prestige of bygone days. The rest of your house is concerned you are more interested in your studies than keeping your house in the zeitgeist; you are not on good terms. 1) Philosophy 2, Noblesse-Oblige, Savoir-Faire; 2) Skill 2, Moderate Holdings (Estate).

Tragic Romance: You had romance about which tales are still told. Your Skill 2 and Denouement Feat are associated with the romance or hiding/learning from the fans of the tale; choose the Skill 2 when you gain the Denouement Feat. 1) Alchemy 2, Network of Allies (romantics who have heard the tale), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Secret Life: You may have acted as an agent for the crown or church, a crime fighter, or something else (your choice). Your Basic Training (chosen in this Step B) and your Class (chosen in Step C) must be in different Classes, but you gain +2 Electives (which you spend in Step D), Mechanics 2, Ally who knows about your secret life (or who knows you as your secret persona). You also gain Skill 2.

Erudite (you gain the following, plus the additional features indicated below):

1. Alchemy 2, Biology 2, Lore 2, Mechanics 2 & Philosophy 2; Alchemy, Biology, Mechanics, or Philosophy 3
2. Alchemy, Biology, Mechanics, or Philosophy 4, Network (academic Contacts)

Student: Most folks would find your life a little boring, but you found your research satisfying. No additional features.

Controversial: Your new ideas are not well-received. Observation 2 or Tinker 2, Pick one pair of Knowledge: 1) Horologer, Snarecrafter (if you have one of these, you must take Locksmith; if you have both of these, you must take Locksmith, Clockwork); 2) Necromancy, Negative Energy; 3) Astrology, Occultism; or 4) Electromagnetism, Physician (if you have one of these you must take Reanimator), Network of Rivals (conservative scholars).

Scholar: You are known for your scholarship. 1 Background Elective.

School Master: Haggle 2, Professional, Mortgage (£100), Moderate Holdings (School). You derive no lifestyle benefit from the school unless you acquire Lesser Holdings (for yourself) and pay off the Mortgage.

Artisan Background Event Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cmp  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Special Event: Break with Reality | You fall on hard times and turn to Addictohol and carousing. 1) Constitution 2, Regional Language, Urban Terrain, 1.5) Biology 2, Pharmacologist, Pharmacology, Addiction | You took a loan from some shady characters who are now your only customers. 1) Mechanics 2, Urban Terrain, Network of Contacts (black market), 1.5) Haggle 2, Lesser Holdings\*\* | Special Event: Rescued! |
| 2 | You were a sickly child, which motivated you to treat yourself. 1) Biology 2, Pharmacologist, Pharmacology, 1.5) Philosophy 2, Fungal Materials, Vitalism, Allergy | Special Event: Noble Bloodline | Your master shares er heritage. 1) Philosophy 2, Adopted Ancestry, 2) Determination 2, Anthropology (of adopted ancestry), Society (of adopted ancestry) | An apprentice crafts a 1st Level magic item as a fluke, which you keep. 1) Mechanics 2, Craft (associated with item), Lesser Holdings\*\*, 2) Authority 2, Mana Magnet 1, 2.5) 1st Level Magic Item |
| 3 | Your relationship was considered socially unacceptable; you were driven out of town (or underground). 1) Deception 2, Social Chameleon 1, 1.5) Biology 2, Regional Society, Urban Terrain, Network (Rivals who still hate you) | Romance was a distraction from business. 1) Mechanics 2, Acoustics, Musicologist, 2) Performance 2, Play Instrument (Keyboards, Percussion, Strings, or Winds), Engineer | Special Event: Tragic Romance | You build a life with your love; your love is the one with the business contacts. 1) Philosophy 2, Regional Language, Regional Society, 2) Empathy 2, Moderate Holdings, 2.5) Ally (your love) |
| 4 | You were imprisoned. Why? 1) Melee Combat 2, Improvised Weapons, 1.5) Mechanics 2, Engineer, Law Enforcement, Criminal Record | You run a business on behalf of the business owner. 1) Authority 2, Admin, Trade, 2), Alchemy 2, Lesser Holdings\*\*, Network of Contacts (business) | Your master has you work outside your specialty. 1) Alchemy, Biology, or Mechanics \* 2, \*, 2) Tinker 2, Lesser Holdings\*\*, Network of Contacts (business) | Special Event: Secret Life |
| 5 | Through no obvious fault of your own, your investments were a bust. 1) Mechanics 2, Admin, Trade, 1.5) Philosophy 2, Economics, Regional Society, Debt (£10) | Your manual dexterity could be put to other uses. Was it? 1) Mechanics 2, Lesser Holdings\*\*, Network of Contacts (business), 2) Sleight of Hand 2, Sticky Fingers | You have a reputation for honesty and quality. 1) Alchemy 2, \*\*\*, 2) Diplomacy 2, Lesser Holdings\*\*, Network of Contacts (business) | You become known for your attention to detail. 1) Observation 2, Moderate Holdings, 2) Observation 3, 2.5) Network of Contacts (business) |
| 6 | Pinnacle of your Craft: Indentured | Pinnacle of your Craft: Journeyman | Pinnacle of your Craft: Owner | Pinnacle of your Craft: Master |

\* Choose a Craft Skill that is of the lowest Rank you have (or pick one if there is a tie) and gain {Appraise, Engineer}, {Chemist, Chemistry}, or {Pharmacologist, Pharmacology}.

\*\* You can have Mortgage (£100), Moderate Holdings (Business); you own a shop. Profits from the business are limited to a permanent Subsistence Lifestyle (from your Lesser Holdings) and paying interest on the Mortgage until you pay off the Mortgage.

\*\*\* Choose 2 Background Electives from your (or an applicable) Artisan Background.

Special Events:

Break with Reality: You see patterns in the chaos; gain Lore 2, Insane Insight. If you wish, you can choose 1 or 2 Flaws (Addiction, Allergy, Criminal Record, Code of Honor, Debt (£10), Enemy, Missing Limb, or Network of Rivals) in exchange for acquiring 1 or 2 Background Electives; you can instead choose Network of Enemies for 2 Background Electives.

Rescued!: You were rescued by one or more Player Characters. In gratitude, you allow them to hang out and/or use your business whenever they want; you probably made much of their gear, too. Your Skill 2 and Denouement Feat are associated with your adventures with the other characters; choose the Skill 2 when you gain the Denouement Feat. 1) Diplomacy 2, Moderate Holdings (Business), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Noble Bloodline: You are the great hope of a minor new noble house teetering on the brink of remining in the zeitgeist, as is the case with all new money; despite distant relations and very limited support, the patriarch (or matriarch) hopes you will help cement their legacy. 1) Authority 2, Noblesse-Oblige, Savoir-Faire; 2) Skill 2, Moderate Holdings.

Tragic Romance: You had romance about which tales are still told; it may have involved an accidental poisoning. Your Skill 2 and Denouement Feat are associated with the romance or hiding/learning from the fans of the tale; choose the Skill 2 when you gain the Denouement Feat. 1) Alchemy 2, Network of Allies (romantics who have heard the tale and are fans), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Secret Life: You may have acted as an agent for the crown, a spy for a business empire, a crime fighter, or something else (your choice). Your Basic Training (chosen in this Step B) and your Class (chosen in Step C) must be in different Classes, but you gain +2 Electives (which you spend in Step D), Haggle 2, Ally who knows about your secret life (or who knows you as your secret persona). You also gain Skill 2.

Pinnacle of your Craft (you gain the following, plus the additional features indicated below):

1. Haggle 2, Lore 2, Mechanics 2, Observation 2, & Tinker 2; Alchemy, Biology, Haggle, Observation, Mechanics, Philosophy, or Tinker 3
2. Alchemy, Biology, Haggle, Observation, Mechanics, Philosophy, or Tinker 4, Network of Contacts (business)

Indentured: Your business burned to the ground. You owe the new owner of your business and must work off your debt. Mortgage (£100), Moderate Holdings (Business), Admin, Criminal Record. The Holdings aren’t yours until you acquire Lesser Holdings (for yourself) and pay off the Mortgage and your current master can require services of you until you do.

Journeyman: Your master became jealous of your skill and fired you, though many customers know you were the better artisan. You now have a draft horse and wagon with an Alchemy Lab or Makery inside (and which is your Business Holdings). Recon 2, Lesser Holdings (Business).

Owner: You credit your success to your code. Determination 2, Moderate Holdings (Business), Code of Honor.

Master: Authority 2, Moderate Holdings (Business).

Criminal Background Event Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cmp  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Special Event: Break with Reality | You did what you had to do. 1) Constitution 2, Irongut, 1.5) Sewer Terrain | Even when drunk, you are pretty good at fast talk. Haggle 2, Swindler, 1.5) Regional Language, Urban Terrain, Addiction | Special Event: Rescued! |
| 2 | You were imprisoned and had to fend for yourself. 1) Melee Combat 2, Improvised Weapons, 1.5) Law Enforcement, Network of Contacts (ex-cons), Criminal Record | Special Event: Noble Bloodline | You remain stoic as you take a beating. 1) Determination 2, Resolve 1, 2) Regional Society, Urban Terrain | When you divvyed up the loot, nobody but you noticed the 1st Level magic item, so you quietly took it as your share. 1) Observation 2, Appraise, Lesser Holdings, 2) Mana Magnet 1, 2.5) 1st Level Magic Item |
| 3 | Your lover convinced you to act as a mule, then left you when you were caught. 1) Sleight of Hand 2, Smuggler, 1.5) Regional Society, Urban Terrain, Criminal Record | You and your lover had time for leisure between crimes. 1) Regional Society, Urban Terrain, 2) Performance 2, Musicologist, Performance Style (pick one) | Special Event: Tragic Romance | You build a life with your love. 1) Empathy 2, Regional Society, Urban Terrain, 2) Moderate Holdings, 2.5) Ally (your love) |
| 4 | Exposure to a toxin triggered a latent allergy. 1) Alchemy 2, Pharmacologist, Pharmacology, 1.5) Mechanician (Locksmith, Snarecrafter), Allergy | There is a reason you know so much about drugs... 1) Biology 2, Pharmacologist, Pharmacology, 2) Urban Terrain, Network of Contacts (junkies) | You find things for a necromancer. 1) Philosophy 2, Deadlands Terrain, Necromancy, 2) Determinism (Undead), Parapsychology (Undead) | Special Event: Secret Life |
| 5 | You nearly escape the notice of the guards, but one of them gets you in the end. 1) Deception 2, Social Chameleon 1, 1.5) Regional Society, Urban Terrain, Missing Limb | You acted as a lookout for your crew (if you worked with a crew). 1) Recon 2, Keen Vision, 2) Urban Terrain, Superhuman Senses (Low Light Vision) | Your specialty is lockpicking. 1) Tinker 2, Engineer, Metal, 2) Cryptography, Mechanician (Locksmith) | You take advantage of your prominent birth or adoption into a powerful crime family. 1) Intimidation 2, Moderate Holdings, 2) Network of Allies (Crime Family), 2.5) Regional Society, Urban Terrain, Criminal Record |
| 6 | Legitimate Businessman: Ex-con | Legitimate Businessman: Retired | Legitimate Businessman: Hood | Legitimate Businessman: Legend |

Special Events:

Break with Reality: You were institutionalized for acting on your belief that certain types of people, or people who do certain things, deserve to die. You managed to convince your therapist your mental illness is under control (which it is unless you are Evil or even worse, if you are Good). A specific form of Addictohol suppresses your Delusion. gain Delusion, Addiction, Criminal Record, Melee Combat 2, Improvised Weapons.

Rescued!: You were rescued by one or more Player Characters. In gratitude, you swear a life debt and craft (or “find”) items for them. Your Skill 2 and Denouement Feat are associated with your adventures; choose the Skill 2 when you gain the Denouement Feat. 1) Lore 2, Traditional Crafting, 2) Tinker 2, Craft (any), Terrain (pick the one in which you were rescued), Code of Honor (Life Debt), Criminal Record, Skill 2, +1 Denouement Feat (granted in Step D).

Noble Bloodline: You are the black sheep of a greater noble house; they prefer you do not use your noblesse-oblige because it draws attention to you and shames them. 1) Authority, Diplomacy, or Intimidation 2, Noblesse-Oblige, Savoir-Faire; 2) Moderate Holdings.

Tragic Romance: You had romance about which tales are still told. Your Skill 2 and Denouement Feat are associated with the romance or hiding/learning from the fans of the tale; choose the Skill 2 when you gain the Denouement Feat. 1) Lore 2, Network of Allies (romantics who have heard the tale and are fans), Traditional Alchemy, either Network of Enemies (your lover came from a powerful family that wants you dead rather than arrested) or Criminal Record, Enemy (someone who feels justice wasn’t adequately served), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Secret Life: You may have acted as an agent for the crown, a spy for a business empire, a crime fighter, or something else (your choice). Your Basic Training (chosen in this Step B) and your Class (chosen in Step C) must be in different Classes, but you gain +2 Electives (which you spend in Step D) and an Ally who knows about your secret life (or who knows you as your secret persona). You also gain Skill 2.

Legitimate Businessman (you gain the following, plus the additional features indicated below):

1. Haggle 2, Lore 2, Mechanics 2, Observation 2, & Tinker 2; Professional
2. Skill 3 (you must have Skill 2 in the skill you choose)

Ex-con: You may think of yourself as legitimate, but your history suggests otherwise. You derive no lifestyle benefit from your Business Holdings until you pay off the Mortgage. Criminal Record, Network of Contacts (Ex-Cons and Business), Mortgage (£10), Lesser Holdings (Business).

Retired: You (presumably) got out before you got caught but are still known in certain circles. Unfortunately, you left the business in the hands of someone who unscrupulously ran up debt (represented by your Mortgage), though it is now run by a more trustworthy person. You derive no Lifestyle benefit from the Business Holdings until you acquire Lesser Holdings and pay off the Mortgage. Diplomacy 2, Network of Contacts (Business and Underworld), Mortgage (£100), Moderate Holdings (Business).

Hood: You stole from the rich and gave to the poor, perhaps a little more than you should have; you derive no Lifestyle benefit from the Business Holdings until you pay off the Mortgage. Deception 2, Network of Allies (Commoner and Do-gooders), Code of Honor, Network of Enemies (nobles, aristocrats, and other wealthy individuals), Mortgage (£10), Lesser Holdings (Business).

Legend: Your name is still whispered in awe, though you may or may not have been as good as the legend suggests. You only derive a Lifestyle benefit from your Lesser Holdings until you pay off the Mortgage for your Business. Authority 2, Network of Contacts (Business and Underworld), Lesser Holdings, Mortgage (£100), Moderate Holdings (Business).

Fringer Background Event Table:

Although anyone can roll on the Fringer Background Event Table, Traditionalists fare best (because when they get a Traditional Alchemy/Craft/Pharmacology they already have, they get any Feat or 2 Knowledge/Familiarity instead); if you have a Background other than Traditionalist, you will tend to be a fish out of water (and your skill set will almost certainly be suboptimal).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cmp  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Special Event: Feral | You did what you had to do to survive. 1) Biology 2, Traditional Pharmacology, 1.5) Constitution 2, Jungle Terrain | Peaceful natives teach you an herbal “remedy.” 1) Biology 2, Traditional Pharmacology, 1.5) Diplomacy 2, Pharmacologist, Plant Materials, Addiction | Special Event: Rescued! |
| 2 | You fled into the wild to avoid prison. 1) Biology 2, Traditional Pharmacology, 1.5) Recon 2, Swamp Terrain, Regional Society, Criminal Record | Special Event: Noble Bloodline | You try to learn natural remedies with limited success. 1) Biology 2, Traditional Pharmacology, 2) Observation 2, Pharmacologist, Pharmacology | You found something; you embellish when retelling the tale (or maybe it really did happen that way). 1) Mechanics 2, Traditional Craft, 2) Hustle 2, Mana Magnet 1, 2.5) 1st Level Magic Item |
| 3 | Although obviously untrue, you get a reputation for being in love with an animal. 1) Biology 2, Traditional Pharmacology, 1.5) Empathy 2, Ethology, Mammalogy, Network of Rivals (who keep the story alive) | You and your love once asked, “Who wouldn’t party with the Fey?” You’re not sure what happened to er… 1) Alchemy 2, Traditional Alchemy, 2) Performance 2, Parapsychology (Fey), Singing | Special Event: Tragic Romance | You build a life with your love. 1) Mechanics 2, Traditional Craft, 2) Empathy 2, Plains Terrain, Lesser Holdings, 2.5) Ally (your love) |
| 4 | You find urban settings unbearable. 1) Biology 2, Traditional Pharmacology, 1.5) Athletics 2, Mountain Terrain, Pharmaceuticals, Allergy (pollution) | You find animals better companions than people, other than your companions, that is. 1) Biology 2, Traditional Pharmacology, 2) Empathy 2, Ethology, Mammalogy | You move stealthily through the wilderness, avoiding trouble for the most part. 1) Biology 2, Traditional Pharmacology, 2) Agility 2, Ecology, Forest Terrain | Special Event: Secret Life |
| 5 | You’ve now been accused several times of poaching. 1) Biology 2, Traditional Pharmacology, 1.5) Ranged Weapon 2, Druidic Projectile Weapons, Enemy (the accuser). | You survive several dangerous encounters. 1) Biology 2, Traditional Pharmacology, 2) Melee Combat 2, Shortspear (all uses) | You took to the wilderness and found an unclaimed cave you now call home. 1) Mechanics 2, Traditional Craft 1, 2) Contortion 2, Underground Terrain, Lesser Holdings | You make a home in the wilderness. 1) Mechanics 2, Traditional Craft, 2) Tinker 2, Builder, Plant Materials, 2.5) Lesser Holdings |
| 6 | Naturalist: Unlucky Accident | Naturalist: Banished | Naturalist: Stubborn Adherent | Naturalist: Elder |

Special Events:

Feral: You gain Deception 2, Traditional Alchemy, Traditional Pharmacology, Traditional Crafting, Feral, Network of Enemies (who are trying to hunt you down).

Rescued!: You were rescued by one or more Player Characters. In gratitude, you swear a life debt and craft items for them. Your Skill 2 and Denouement Feat are associated with your adventures with the characters; choose the Skill 2 when you gain the Denouement Feat. 1) Mechanics 2, Traditional Crafting, 2) Tinker 2, Lesser Holdings (Business), Code of Honor (Life Debt), Skill 2, +1 Denouement Feat (granted in Step D).

Noble Bloodline: You are a noble in a barbarian tribe. Although you expect the courtesy of Noblesse-Oblige in civilized lands, you may not be known (or a hostile host might even feign ignorance) and you may lack the courtly grace expected in certain settings. 1) Authority, Diplomacy, or Intimidation 2, Noblesse-Oblige, Lesser Holdings; 2) Mechanics 2, Traditional Crafting.

Tragic Romance: You fell in love with a fey creature who has since died or left you; you miss er sorely. Your Skill 2 and Denouement Feat are associated with the romance or hiding/learning from the fans of the tale; choose the Skill 2 when you gain the Denouement Feat. 1) Alchemy 2, Traditional Alchemy, 2) Skill 2, +1 Denouement Feat (granted in Step D).

Secret Life: You may have acted as an agent for the crown, a crime fighter, or something else (your choice); or this may have been your secret life before you fled to the wilderness. Your Basic Training (chosen in this Step B) and your Class (chosen in Step C) must be in different Classes, but you gain +2 Electives (which you spend in Step D), Biology 2, Traditional Pharmacology, Code of Honor. You also gain Skill 2.

Naturalist (you gain the following, plus the additional features indicated below):

1. Mechanics 2, Traditional Craft
2. Biology 2, Traditional Pharmacology

Unlucky Accident: When attempting to master traditional alchemy, you suffer an accident and use an addictive natural remedy to manage the pain. Alchemy 2, Traditional Alchemy, Addiction, Missing Limb.

Banished: You attempted to use a remedy on an important person who died; you have since been banished. Alchemy 2, Traditional Alchemy, Enemy (relative of the person has a Code of Honor; the death must be avenged).

Stubborn Adherent: Alchemy 2, Traditional Alchemy, Code of Honor (you refuse to use science that is not traditional or allow it to be used on you).

Elder: You have at least a basic understanding of the traditional crafts. Alchemy 2, Traditional Alchemy.

Military Background Event Table:

Military Background Events do not include much Melee Combat and Ranged Combat for the most part; if you do not have a Background that grants these skills, you were probably forced to serve in a militia. If you have a Performer Background, you can modify Background Events to suggest you were captured and served as a performer afterward as a slave.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cmp  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Special Event: Break with Reality | When your commander learned where you were from, he revealed himself as a bigot; but your grace (at least to his face) made him look bad so, he hates you even now. 1) Diplomacy 2, Regional Language, Regional Society, 2) Rapier Wit, Enemy (your previous commander). | Your incompetence remained largely hidden, even from your Lycan commander who could supposedly smell your emotions. 1) Deception 2, Psychology, 1.5) Lycan Psychology | Special Event: Rescued! |
| 2 | Your unit was encouraged to take mutagens to enhance your combat abilities. 1) Alchemy 2, Rage, 1.5) Pharmacology, Mutagens, Addiction | Special Event: Noble Bloodline | You lose your medic at the start of a battle and e is never replaced, forcing you to try your hand. 1) Biology 2, Mammalogy, Surgeon, 2) Favored Craft (Physician) 1 | The spoils of war included a 1st Level magic item, which you demanded as your share. 1) Intimidation 2, Unsettle (Glare) 1, 2) Mana Magnet 1, 2.5) 1st Level Magic Item |
| 3 | You think a slave or refugee from a conflict loves you (and perhaps e did in a way), but e leaves when given the chance. 1) Recon 2, Regional Language, Regional Society, 1.5) Urban Terrain | Your love is thrilled by your exploits, which you enact for er. 1) Exploit Weapon Trait, 2) Performance 2, Combat Performance, Unarmed | Special Event: Tragic Romance | After the war, you build a life with your love, who happens to be wealthy. 1) Empathy 2, Regional Society, Urban Terrain, 2) Moderate Holdings, 2.5) Ally (your love) |
| 4 | You were tortured and mutilated as a prisoner of uruk warriors. 1) Constitution 2, Fast Physical Recovery, 1.5) Or’zet Language, Uruk Sociology, Missing Limb | You see little action and spend most of your time maintaining your weapons. 1) Tinker 2, Armorer, Weaponsmith, 2) Metal, Plant Material | You have a trusty steed. 1) Authority 2, Ethology, Mammalogy, 2) Telempathy (Steed) 1 | Special Event: Secret Life |
| 5 | You defy orders to save lives and are discharged for your efforts. 1) Determination 2, Resolve 1, 1.5) Psychology, Code of Honor | You are sent on stealth missions in hostile terrain. 1) Agility 2, Incredible Balance 1, 2) Jungle Terrain, Swamp Terrain | You receive additional weapons training. 1) Melee Combat 2 or Ranged Combat 2, Weapon Familiarity Subgroup\*, 2) Exploit Weapon Trait\* | You were a hero and muster out with a pension. 1) Network of Allies (soldiers and those who appreciate your service), 2) Bulwark 2, Diehard 1, 2.5) Lesser Holdings |
| 6 | Commander: Decimated | Commander: Retired | Commander: Heroic | Commander: Knighted |

\* You should choose your Weapon Familiarity Subgroup and Exploit Weapon Trait for the new training (dissimilar to any you already have).

Special Events:

Break with Reality: You came to view enemies in a conflict as deserving of death and murdered at least one after the conflict ended. A specific form of Addictohol suppresses your Delusion. gain Delusion, Addiction, Criminal Record, Intimidation 2, Unsettle (Glare) 1.

Rescued!: You were bravely fighting to the end when one or more Player Characters came to your aid, saving you from certain death. In gratitude, you swear a life debt. Your Skill 2 and Denouement Feat are associated with your subsequent adventures; choose the Skill 2 when you gain the Denouement Feat. 1) Athletics 2, Judoka, 2) Terrain (pick the one in which you were saved), Code of Honor (Life Debt), Skill 2, +1 Denouement Feat (granted in Step D).

Noble Bloodline: You are a noble from a minor house of limited wealth but a long history of service and valor. 1) Authority, Diplomacy, or Intimidation 2, Noblesse-Oblige, Savoir-Faire; 2) Moderate Holdings (Estate).

Tragic Romance: You had romance about which tales are still told. Your Skill 2 and Denouement Feat are associated with the romance or hiding/learning from the fans of the tale; choose the Skill 2 when you gain the Denouement Feat. 1) Network of Allies (romantics who have heard the tale and are fans), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Secret Life: You may have acted as an agent for the crown, a mole in an enemy army, a crime fighter, or something else (your choice). Your Basic Training (chosen in this Step B) and your Class (chosen in Step C) must be in different Classes, but you gain +2 Electives (which you spend in Step D) and an Ally who knows about your secret life (or who knows you as your secret persona). You also gain Skill 2.

Commander (you gain the following, plus the additional features indicated below):

1. Authority 2, Lead by Example
2. Authority 3

Decimated: Your entire unit was lost. No additional features.

Retired: Network of Contacts (those with whom you served).

Heroic: You let from the front and have the scars to prove it. Hustle 2, Giant Grappler, Code of Honor, Missing Limb, Network of Contacts (those with whom you served)

Knighted: You become a minor noble after your service. Noblesse-Oblige, Network of Contacts (those with whom you served), Network of Rivals (nobles who opposed your elevation to nobility).

Urban Background Event Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Cmp  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Special Event: Break with Reality | You fall on hard times and turn to Addictohol and carousing. 1) Constitution 2, Regional Language, Urban Terrain, 1.5) Fast Physical Recovery, Addiction | You took a loan from some shady characters and had to do some stuff to pay it off. 1) Determination 2, Fast Mental Recovery, 1.5) Urban Terrain | Special Event: Rescued! |
| 2 | You were a sickly child and kept a cloistered lifestyle. 1) Philosophy 2, Common Tongue, Literacy, 1.5) Glean Contents, Allergy | Special Event: Noble Bloodline | You wish you were somebody else or explore a (possible) distant ancestral heritage. 1) Empathy 2, Adopted Ancestry, 2) Anthropology (of adopted ancestry), Society (of adopted ancestry) | You inherit a family heirloom, which only reveals itself to be magic when you receive it. 1) Mechanics 2, Material, Applied Science (associated with item), 2) Mana Magnet 1, 2.5) 1st Level Magic Item |
| 3 | Your relationship was considered socially unacceptable; you were driven out of town (or underground). 1) Deception 2, Social Chameleon 1, 1.5) Regional Society, Urban Terrain, Network of Rivals (who still hate you) | You and your love (literally) went underground to play for Ysoki until your lover got lost; you failed to find er, though you tried. 1) Performance 2, Sewer Terrain, Ysoki Language, 2) Play Instrument (Keyboards, Percussion, Strings, or Winds), Singing | Special Event: Tragic Romance | You build a life with your love, who happens to be wealthy. 1) Empathy 2, Regional Society, Urban Terrain, 2) Moderate Holdings, 2.5) Ally (your love) |
| 4 | You were imprisoned. Why? 1) Melee Combat 2, Improvised Weapons, 1.5) Regional Language, Urban Terrain, Criminal Record | You learn a craft on the mean streets. 1) Lore 2, Traditional Crafter, 2) Engineer, Metal | You navigate the streets, avoiding trouble for the most part. 1) Diplomacy 2, Psychology, 2) Regional Society, Urban Terrain | Special Event: Secret Life |
| 5 | Through no obvious fault of your own, your investments in an alchemical business were a bust. 1) Alchemy 2, Admin, Trade, 1.5) Chemist, Chemistry, Debt (£10) | The laws were strict, but you managed to get things where they needed to be. 1) Sleight of Hand 2, Smuggler, 2) Law Enforcement, Urban Terrain | [3] You become a civic leader of sorts. 1) Authority 2, Moderate Holdings, 2) Politics, Regional Language | You run a business on behalf of the business owner and eventually buy it from er. 1) Haggle 2, Admin, Trade, 2) Tinker 2, Moderate Holdings (Business), 2.5) Network of Contacts (Business) |
| 6 | Jack-of-all-Trades: Between Jobs | Jack-of-all-Trades: Nest Egg | Jack-of-all-Trades: Diligent | Jack-of-all-Trades: Master of None |

\* A “Feature” can be selected from an Occupational Background with INT or CHA as one of its Boost Attributes or from Face (Envoy) or Investigator (Detective or Entrepreneur) Basic Training. The selection should represent the nature of your secret life.

Special Events:

Break with Reality: You see patterns in the chaos; gain Lore 2, Insane Insight. If you wish, you can choose 1 or 2 Flaws (Addiction, Allergy, Criminal Record, Code of Honor, Debt (£10), Enemy, Missing Limb, or Network of Rivals) in exchange for acquiring 1 or 2 Background Electives; you can instead choose Network of Enemies for 2 Background Electives.

Rescued!: You were rescued by one or more Player Characters. In gratitude, you allow them to stay in your house. Your Skill 2 and Denouement Feat are associated with your adventures; choose the Skill 2 when you gain the Denouement Feat. 1) Tinker 2, Moderate Holdings (House), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Noble Bloodline: You are the great hope of a minor new noble house teetering on the brink of remining in the zeitgeist, as is the case with all new money; despite distant relations and very limited support, the patriarch (or matriarch) hopes you will help cement their legacy. 1) Authority, Diplomacy, or Intimidation 2, Noblesse-Oblige, Savoir-Faire; 2) Moderate Holdings (Estate).

Tragic Romance: You had romance about which tales are still told. Your Skill 2 and Denouement Feat are associated with the romance or hiding/learning from the fans of the tale; choose the Skill 2 when you gain the Denouement Feat. 1) Network of Allies (romantics who have heard the tale and are fans), 2) Skill 2, +1 Denouement Feat (granted in Step D).

Secret Life: You may have acted as an agent for the crown, a spy for a business empire, a crime fighter, or something else (your choice). Your Basic Training (chosen in this Step B) and your Class (chosen in Step C) must be in different Classes, but you gain +2 Electives (which you spend in Step D) and an Ally who knows about your secret life (or who knows you as your secret persona). You also gain Skill 2.

Jack-of-all-Trades: Choose a Second (Civilian) Background from the provided list, not a customized one. (You gain the following, plus the additional features indicated below):

1. 2 Background Electives from your Second Background that are not on the Feats List of your First Background
2. 2 Background Electives from your Second Background that are not on the Feats List of your First Background

Between Jobs: Replace a Feat (or 2 Knowledge/Familiarity) from your First Background with 2 Electives from your Second Background that are not on the Feats List of your First Background

Nest Egg: Thanks to your hard work, you managed to save up a sizeable rainy-day fund. Lesser Holdings.

Diligent: You credit your competence to your code. Code of Honor, 2 Background Electives from your Second Background that are not on the Feats List of your First Background

Master of None: 2 Background Electives from your Second Background that are not on the Feats List of your First Background and replace a Feat (or 2 Knowledge/Familiarity) from your First Background with 2 Background Electives from your Second Background that are not on the Feats List of your First Background

## Attribute Adjustment

Increase one Attribute from -2 to -1 or from -1 to 0. If you wish, you can increase a second Attribute from -2 to -1 and decrease a third Attribute from -1 to -2 or -2 to -3. Consider your Background and Background Event as a guideline to the most likely candidate for an Attribute and your Class Attribute and Primary Attributes of your Basic Training, especially the Class Attribute, are always good options, as well.

## Background Flaws

Flaws you can acquire from your Background Event (each of which is worth ½ Feat) include:

Addiction: You start with Addiction 20 in Addictohol or some other Consumable that can cause addiction and cannot reduce Addiction below 10 unless you buy off the flaw. See Consumables, Addictohol.

Allergy: Allergens that are common but easy to avoid (e.g., alcohol or seafood) or rare but hard to avoid if nearby (e.g., the pollen of a relatively unusual plant, at least in high doses) should provide relatively serious consequences (e.g., suffocation); allergens that are rare and easy to avoid should cause death; and allergens that are common and hard to avoid (e.g., sunlight) should cause relatively minor inconvenience (e.g., a penalty die when impacted by the allergen or -1 Damage Reduction per Level).

Code of Honor: Your code should restrict your choices in a meaningful way. One type of Code of Honor is Alignment with an Outer Plane (e.g., Heaven, Hell, etc.). All sapient creatures have an Alignment but you only have to pay attention to your Alignment if you have an Alignment-specific Code of Honor. Although your Alignment often matches your Code of Honor, you can be Neutral with a Lawful, Good, or Lawful Good Code of Honor. (You cannot be Neutral with a Chaotic, Evil, or Chaotic Evil Code of Honor.) Code of Honor (Alignment) is discussed in more detail below.

Criminal Record: This can cause problems when it is discovered, particularly when dealing with law enforcement or law-and-order types. This is essentially a Network of Rivals (Law Enforcement and those who support it) but is both more expansive in scope and less likely to apply unless you are or become known.

Debt: Debt is relatively modest, and you should buy off the flaw relatively quickly after character creation (unless you don’t mind paying usurious interest), then pay down the debt.

Enemy: An enemy has about the same resources as you, or advances Levels when you do, and wants you dead… or worse.

Missing Limb: You must buy off the flaw when you get a replacement (e.g., clockwork, flesh graft, or the like) that ameliorates the flaw.

Network of Rivals: A significant group of individuals who act against your interest. The group can either be relatively small but highly motivated or large but less actively interested in acting against you.

### Code of Honor (Alignment)

There are no alignment-based restrictions on conduct toward creatures that are not innocent. However, you should assume there is a “no rape and no hate crimes against real world groups” rule in place and build a PC that doesn’t do it regardless of the alignment the PC has. Also, PCs cannot be Chaotic Evil in most campaigns and cannot be NE or CN in many campaigns because these alignments tend to be disruptive and are incompatible with more suitable Alignment choices for PCs. While there are no other restrictions per se, take the test below to see if a “Chaotic Evil” character you want to play merely has tendencies towards Evil or Chaos. Neutral is, by far, the most common alignment and can include some pretty cool and some pretty despicable folks.

Alignment is spiritual in nature; it determines where your soul will go when you die. Alignment is determined entirely by intent. As a player, you have complete control over your PC’s intent and, therefore, your PC’s Alignment, but your intent must match your Alignment. That is, you cannot choose to be a first Alignment and then state that your intent comports with a second Alignment, as defined below. It is important to keep in mind that your intent is measured at an instantaneous point in time. Just because it is “your fault” you are in a given position does not change anything; a bumbling fool can be just as “Good” as a wise hero.

The two axes of alignment are Law/Chaos and Good/Evil. Thus, you can be Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral Good (NG), Neutral (NN), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), or Chaotic Evil (CE). The neutral component of alignment can be replaced with a tendency for Law/Chaos or Good/Evil. For example, a LN character can have evil tendencies, represented as L(E), or good tendencies, represented as L(G), instead of being straight LN. Thus, you can also be N(LG), L(G), (L)G, (L)N, N(LE), L(E), (L)E, N(G), N(E), N(CG), C(G), (C)G, (C)N, N(CE), C(E), or (C)E.

***Apparent Alignment & Innocence:*** While alignment is completely under the control of the player, apparent alignment is not. Apparent alignment is what an observer believes your alignment to be; different observers could potentially disagree. Apparent alignment has no tendencies; innocent creatures are sapient creatures with an apparent alignment that is not Evil. Because innocence is based upon apparent alignment, innocence is subjectively determined by observers. Some creatures consider alignment to be “just a label” and act only in accordance with apparent alignment, though it is hard to be Lawful or Good and operate in such a manner.

If you are unable to detect alignment magically, you generally must go by apparent alignment. If you can detect alignment, the actual alignment of a creature may override apparent alignment for purposes of how you treat them, but magic can disguise a Good creature as an Evil one, so detect-smiting may cause you to detect alignment incorrectly and smite an apparently innocent creature that also happens to be innocent. While this may be within your alignment if you are playing a kill-evil-on-sight type, witnesses might peg your apparent alignment as evil, which could become problematic if they include any kill-evil-on-sight types.

***Putting a life at risk:*** Although Moral Alignment revolves around killing or protecting from same, a forcibly restrained victim typically has an increased risk of being killed. Therefore, protecting from forcible restraint, at least one that attempts to take the victim somewhere else, can be treated as trying to kill the creature. This can become a problem if a “victim” is being arrested by plain-clothes police officers. In some cases, even property crimes can reach the level of putting a life at risk (e.g., stealing a person’s clothes and horse in the wilderness in the middle of winter would probably count). You can treat a perpetrator of such crimes as non-innocent if circumstances merit; this is a subjective determination.

***Insanity:*** You are free to play an insane character if you wish, though you cannot choose a mental illness that allows you to skirt alignment-agnostic rules of player conduct or alignment restrictions. Insanity is when you have an intent that establishes your alignment, but due to an inability to distinguish fantasy from reality, you cannot carry out your intent within the parameters your alignment would dictate. For example, if you are LG, but believe aelves are demons, so you kill them on sight, you are LG (insane). The soul of an insane creature will typically go to the place appropriate for its Alignment when it dies, but there are occasionally Far Realms complications (vagueness intended). If you want to make this a feature of your character, you must take the Insane Skill Feat.

#### The Alignment Test

**Question 1 (Morality)**: If you believe an innocent creature of any species, gender, religion, etc. (assume the one you hate the most just to ensure it encompasses everyone) is going to be killed, you believe no other innocent creature will be killed if you attempt to save the innocent creature, and you believe the innocent creature will do more good in the world than you ever could, would you ALWAYS accept certain death if you were sure it would save the innocent creature’s life? If the answer is yes, you are Good (skip to Question 5). If the answer is no, continue to Question 2.

***What does it mean to be Good?*** If you can save an innocent creature’s life without risking the life of any other innocent creature, ***you must***. If you must sacrifice one life to save another, even if you must actively take an innocent life to save another, ***you may***. The number of lives sacrificed or saved is irrelevant; you get to decide which of them is more important and you can always refuse to kill an innocent creature, even at great cost to many others. In extreme cases, observers could get the impression you are not innocent, such as when your choice to sacrifice is overt (e.g., you are the one killing the innocent creature) or when the sacrifice seems objectively misguided (e.g., sacrificing thousands to save one), but as long as your choice is guided by your moral compass, your Good alignment is intact. You cannot weigh your own life more heavily than any other innocent life in these calculations unless you believe you will do more good in the world than the innocent creature(s). Thus, powerful Good creatures can choose not to sacrifice themselves because they are more important. (If this decision is made from cowardice or self-interest, you are not actually Good; you are just pretending to be.) You also cannot choose to save the lives of non-innocent creatures over innocent ones (though you could conceivably save a group that includes both innocent and non-innocent creatures over one or more innocent creatures), and you cannot choose to sacrifice yourself to save creatures if there is not a single innocent creature among them.

Just because a creature is Good does not mean the creature is what you (and perhaps even most people) consider to be “good.” For example, it is possible to be Good and enjoy torturing and killing the non-innocent; a Good person might also lie, cheat, and steal. Such folks might be considered awful, perhaps even deserving of death, by moral folks, but in this game, awful people can be of any alignment. When reference is made to the Good alignment, it is done using a capital letter, while when reference is made to good behavior (e.g., deciding not to torture and kill a foe who has surrendered), it is done without caps. That said, most Good creatures will likely also be moral and many will probably experience guilt or even question whether they are truly Good if forced to sacrifice innocents.

**Question 2**: If you believe an innocent sapient creature of any species, gender, religion, etc. (assume the one you hate the most to ensure it encompasses everyone) is going to be killed, and saving it will not result in any other sapient creature (including yourself) being killed, would you ALWAYS save the sapient creature’s life? If the answer is yes, you have Good tendencies (skip to Question 5). If the answer is no, continue to Question 3.

**Question 3**: Is there at least one circumstance where you would kill an innocent sapient creature even if killing it was not beneficial to you and would not save the lives of any other innocent creature? If the answer is yes, you are Evil (skip to Question 5). If the answer is no, continue to Question 4.

***What does it mean to be Evil?*** You may choose to kill anyone, but in at least some cases you feel an irresistible urge to commit murder; those cases can vary in accordance with the ethical aspect of your alignment or closely held beliefs. ***You must*** occasionally kill innocent creatures of at least one group even at risk to yourself and at no material benefit to yourself. (If the decision to kill is always made only when there is no risk to you or only when it materially benefits you, you are not actually Evil; you have Evil tendencies.)

**Question 4**: Is there at least one circumstance where you would kill an innocent sapient creature if killing it was “worth the risk” because of the material benefits you derive from killing the creature? If the answer is yes, you have Evil tendencies. If the answer is no, you are morally Neutral. Continue to Question 5.

**Question 5 (Ethics)**: If an innocent sapient creature of any species, gender, religion, etc. (assume the one you hate the most to ensure it encompasses everyone) is at risk of loss due to theft or vandalism, and saving the creature’s property will not put another sapient creature at risk of death or loss, would you ALWAYS accept some risk of loss (but not necessarily death) to save the sapient creature’s property or render the thief or vandal less likely to do the crime again? If the answer is yes, you are Lawful (the test is over). If the answer is no, continue to Question 6.

***What does it mean to be Lawful?*** All property rights stem ultimately from God (or some other higher power or philosophy), and then to the various property owners in accordance with law. Although you are a protector of those rights and will take risks and sacrifice your own property to protect them, your moral (Good/Evil) outlook will determine the importance of life within the realm of property rights and who is worthy of protection. See the individual alignment discussions below for more detail.

You are free to take property from creatures who commit the crimes of theft or vandalism (or murder or battery) in recompense for the damage they cause and up to everything they own (at your discretion) as punishment. ***You must*** use the confiscated property to make the victim of the crime whole, to the extent it is possible, but can keep any excess confiscated property to further the interests of the law, which may include keeping it for yourself because you can more readily further the interests of the law if you are properly equipped. (If the decision to keep excess confiscated property is made from selfishness, you are not actually Lawful; you are just pretending to be.)

**Question 6**: If an innocent sapient creature of any species, gender, religion, etc. (assume the one you hate the most) is at risk of loss due to theft or vandalism, and saving the property or rendering the thief or vandal less likely to do the crime again will not put any other sapient creature (including yourself) at risk of death or loss (other than perhaps lost time for reporting the crime), would you ALWAYS attempt to save the sapient creature’s property or render the thief or vandal less likely to do the crime again? If the answer is yes, you have Lawful tendencies (the test is over). If the answer is no, continue to Question 7.

**Question 7**: Is there at least one circumstance where you would commit vandalism that harms an innocent sapient creature’s property or theft from an innocent sapient creature when you don’t even want the stuff you are stealing? If the answer is yes, you are Chaotic (the test is over). If the answer is no, continue to Question 8.

***What does it mean to be Chaotic?*** You may choose to steal from (or vandalize the property of) anyone. ***You must*** occasionally steal or vandalize property of at least one group, even at risk to yourself and at no material benefit to yourself. An openly disrespectful attitude generally accompanies the desire to steal and vandalize from a group. Typical groups include the rich, certain races or species, and certain religions. At least one of the groups must have property rights that stem from the Dominion (or some other higher power or philosophy), but that will generally include just about any reasonably ubiquitous group you choose. (If the decision to destroy or steal property is only made when it is not risky or when it materially benefits you, you are not actually Chaotic; you just have Chaotic tendencies.)

**Question 8**: Is there at least one circumstance where you would steal from an innocent sapient creature if stealing is “worth the risk” because of the benefits you could derive from the theft? If the answer is yes, you have Chaotic tendencies. If the answer is no, you are ethically Neutral.

#### Lawful Good

You are Good. (See “What does it mean to be Good?” above.) You are Lawful. (See “What does it mean to be Lawful?” above.) You consider all innocent creatures to be under the protection of, e.g., the Dominion, with a right to life that comes from, e.g., God. You protect property rights, including the corporeal forms (i.e., bodies and lives), of all innocent creatures; and fight to preserve the property rights of others even at risk to you and your property. Protecting the corporeal form of any innocent creature from permanent harm falls within your purview (if an injury will heal, you do not necessarily have to prevent the injury and may even decide to inflict such an injury). You may consider damage to a thief or vandal’s body to be appropriate punishment, but permanent injury to the thief is generally unacceptable. You would also consider execution of a murderer to be unacceptable unless you were unable to think of a better alternative to prevent the murderer from committing another murder. The life of a non-innocent is always worth less than the life of an innocent when a choice of sacrifice must be made.

#### Neutral Good

You are Good. (See “What does it mean to be Good?” above.)

If you have Lawful tendencies, represented as (L)G, at a minimum you protect the property rights of innocent creatures if it does not put you or your property at risk.

If you have no tendencies, represented as NG, you respect the property rights of innocent creatures, but need not protect the property rights of any creature (innocent or otherwise), even if it would take no meaningful effort on your part.

If you have Chaotic tendencies, represented as (C)G, you have no respect for property rights, but are under no compulsion to steal. Because you are Good, you will not steal from innocent creatures if you know they will die without what you have taken; innocent lives are more important than stuff, even your own stuff.

#### Chaotic Good

You are Good. (See “What does it mean to be Good?” above.) You are Chaotic. (See “What does it mean to be Chaotic?” above.) Because you are Good, you will not steal from or destroy the property of innocent creatures if you know they will die without what you have taken or destroyed, even if the innocent creatures are in the group(s) you are compelled to vandalize or from which you are compelled to steal. The damage you cause is to make the world a better place, even if it causes temporary discomfort. You may be a Robin Hood type or someone who wishes to destroy monuments dedicated to racial supremacy or a religion that does not help the poor.

#### Lawful Neutral

You are Lawful. (See “What does it mean to be Lawful?” above.) You consider all innocent creatures who are not thieves or vandals to be under the protection of the Dominion (or other higher power or philosophy). You think of such creatures as your flock.

You protect property rights, including the corporeal forms (i.e., bodies and lives), of your flock; and fight to preserve the property rights of your flock even at risk to yourself and your property. Protecting the corporeal forms of your flock from permanent harm falls within your purview (though if an injury will heal, you do not necessarily have to prevent the injury and may even decide to inflict such an injury). You tend to punish criminals in front of witnesses in order to make a point.

If you have Good tendencies, represented as L(G), you will not inflict permanent injury on and must try to protect the lives of thieves and vandals if you can do so without putting your life at risk.

If you have no tendencies, represented as LN, you will exact the minimum amount of punishment on thieves and vandals sufficient to discourage them or others from continuing to commit theft or vandalism, which can include permanent injury if the “value” of the potential theft or vandalism that is prevented by the punishment is greater than the “cost” of the damage to the criminal. That said, death is too drastic a punishment for property crimes.

If you have Evil tendencies, represented as L(E), you can treat thieves and vandals however you like, including execution. Although, like other Lawful individuals, you feel punishments are best carried out in front of witnesses, if execution might be seen as too harsh, reflecting poorly on you, you may decide to be more lenient in public and execute the criminal quietly in private.

#### Neutral

Due to the lack of compulsions, Neutral creatures can generally act innocently, regardless of their tendencies. For example, a N(CE) creature could behave innocently while local, but murder and rob when traveling abroad.

If you have Lawful Good tendencies, represented as N(LG), you must protect the lives and property of innocent creatures if you can do so at no great risk to, in the case of innocent lives, your life or, in the case of property, your property. Typical honest cop: although it is not your nature to take great risks, you do what is required of you and that sometimes means trading taking a risk out of self-respect and the respect of the folks you protect, but you are still practical and call for back-up when things start to look dangerous, as opposed to charging in to save the day.

If you have Good tendencies, represented as N(G), you must protect the lives of innocent creatures if you can do so at no great risk to your life, but do not necessarily feel any compunction to protect property rights (though you can if you wish). You know what is important in life, and it isn’t the stuff people carry around or store in their vaults; it’s the lives of the people you meet.

If you have Chaotic Good tendencies, represented as N(CG), you must protect the lives of innocent creatures if you can do so at no great risk to your life, but have no respect for property rights and will steal if it is beneficial to you, though you generally do not perpetrate vandalism. You think of yourself as a good guy, and you’ll help folks out when they are in trouble; of course, society owes you for being such a great guy...

If you have Lawful tendencies, represented as (L)N, you protect the property of innocent creatures (including their corporeal forms) who are neither thieves nor vandals if you can do so at no great risk to your property. Typical law-abiding townie.

If you have no tendencies, represented as N, you will not murder or steal from innocent folks nor will you perpetrate vandalism. However, you are free to decide whether you will protect others. The world is too big a place for you to right every wrong, so you just try to get by without making a nuisance of yourself.

If you have Chaotic tendencies, represented as (C)N, you steal when it benefits you, but do not kill innocent creatures. Although selfish, you are not a murderer.

If you have Lawful Evil tendencies, represented as N(LE), you protect the property of innocent creatures if you can do so at no great risk to your property, and may kill to do so. You may also protect the property of non-innocent creatures, depending upon your code. This is an alignment for bad-guys who think they are good-guys. You will observe laws and protect fellow law-abiding citizens if it doesn’t put you out too much, but your punishments for lawbreakers and outsiders (the punishment of whom can set a good example for others) typically show a distinct lack of compassion.

If you have Evil tendencies, represented as N(E), you generally respect the property rights of innocent creatures, but if anyone tries to take your stuff, you have no compunctions about killing them (not to take their stuff, but rather to preserve your own). This is the alignment of a law-abiding merchant who worked for what he has, so he has no intention of sharing with the poor, even if they are starving in the streets; he would also be perfectly willing to place deadly traps to kill potential burglars and would happily avail themselves of “stand your ground” laws.

If you have Chaotic Evil tendencies, represented as N(CE), you will kill and steal if you can get away with it and it benefits you. This is the most selfish alignment and is insidious because it is hard to detect.

#### Chaotic Neutral

You are Chaotic. (See “What does it mean to be Chaotic?” above.)

If you have Good tendencies, represented as C(G), you will protect the lives of innocent creatures as long as your life is not put at great risk (though you are free to choose whether to protect anyone you want even at great risk to yourself), but you feel compelled to vandalize or steal from certain groups as long as the theft or vandalism will not result in the death of an innocent. You are a social activist who is standing up to economic oppression and trying to force social change without bloodshed (or at least without murder); you might be a steal-from-the-rich-and-give-to-the-poor type of hero, or perhaps more of a steal-from-the-rich-and-give-to-yourself type of “hero.”

If you have no tendencies, represented as CN, you target groups you hate with vandalism and theft, but not murder. However, if you help start a riot that results in victims being beaten to death, you don’t necessarily see it as your responsibility. You are as likely to be part of a racial supremacy movement as a movement protesting unequal treatment. In either case, you likely see yourself as a good guy.

If you have Evil tendencies, represented as C(E), you are a terrorist. You use vandalism and theft to make a statement but will only use murder to make a statement if you can get away with it (or profit from it). You probably see yourself as a champion of your cause, but you may just like to watch things burn.

#### Lawful Evil

You are Evil. (See “What does it mean to be Evil?” above.) You are Lawful. (See “What does it mean to be Lawful?” above.)

You believe that all property should act in accordance with its station. For inanimate objects, this is relatively simple because they just sit there. However, if a sentient or sapient creature does not act in accordance with its station, you feel a murderous impulse to make the world right again. Because you believe all lives are property, you will compensate your victim’s owner with money commensurate with your victim’s worth. You will do so even if it puts you at risk, such as when you must kill the king’s favorite fool for making a joke at your expense. While you need not act in a suicidal manner (unless the draw is truly irresistible because the fool pissed you off THAT MUCH), you will take risks in an attempt to kill anyone who slights you, such as by dueling if that is the appropriate way to kill the offender, or, if the one who slights you is beneath your station, by making a sport of it (such as giving them to the count of 10, then hunting them down, even though you know that introduces some risk to yourself). Lawful Evil murders tend to be done in public because Lawful Evil murders are perfectly justified, from a twisted perspective.

#### Neutral Evil

You are Evil. (See “What does it mean to be Evil?” above.)

If you have Lawful tendencies, represented as (L)E, you will protect the property rights of others if it is at no great risk to your own property. You need a reason to kill somebody, and the reason will depend upon your twisted moral code, but once you have decided they have it coming, you will take whatever risks are necessary to do the deed. You may also commit murder to punish someone who cares about the victim. You tend to want to make the victim’s transgressions clear, either to the victim prior to killing them (perhaps in a monologue) or to those who find the body (perhaps in a letter), but you need not take personal credit for it. You may see yourself as the aggrieved party or even a responsible citizen who kills people who have it coming.

If you have no tendencies, represented as NE, you do not steal from the living, only the dead. You need no reason to commit murder and you do not commit murder to benefit yourself but commit murder you do. Typical serial-killing psychopath.

If you have Chaotic tendencies, represented as (C)E, you kill people to take their stuff, but you see no reason to choose your targets carefully. You will probably try to hide the fact you killed somebody, if you can, and sell what you got from them as discretely as possible. It is this care after the fact that can sometimes enable you to survive in a civil society, though you’ll probably get what you deserve eventually because you can’t help resorting to murder whenever you want something.

#### Chaotic Evil

In a way you are selfless; the death and destruction you cause often doesn’t benefit you at all. CE creatures almost always try to draw out a murder with torture if they have the time. In most societies, CE creatures have short lifespans because they are easily caught and generally their crimes are so horrific that they can be executed without much dispute (and perhaps without a trial).

# Step C (Class & Connections)

In Step C, you choose a Class (and Subclass) and establish Connections with other characters. Appendix C includes some Class Variants.

## Classes

Choose a Class and Subclass.

Record the Feats, Skill Ranks, and Knowledge/Familiarity from the Tier 1, Tier 2, and Tier 3 Feats Lists on your Character Scratch Sheet. If you already have a Skill 2, ignore it if you acquire it again (you don’t get any benefit). Each entry of a Feats List (excluding Skill 2) is “worth” 1 Elective. (Note: Electives are “worth” 1 Feat, whereas Background Electives were only “worth” ½ Feat.) If you already have a Knowledge/Familiarity on the Feats List, you gain +½ Elective (worth ½ Feat). If you already have a Feat or two or three of the Knowledge/Familiarity, you gain +1 Elective.

If you have Basic Training in the Class and Subclass you choose, you gain 8 Electives (which you spend later).

If you have Basic Training in a different Class or Subclass, Record the Skills from the Tier 1 Feats List on your Character Scratch Sheet.

### Artificer (Class)

When you choose an Artificer Class and Subclass in Step C, increase INT (the “Class Attribute”) by 1 if INT is less than 0; otherwise, increase DEX or PER by 1 (whichever is less than 0 or your choice if both are). Optionally, increase INT, DEX, or PER by 1 (one that is less than 0) and decrease STR or CHA by 1.

Volatile Reagents: You are treated as knowing all relevant formulae when creating or intensifying items of the applicable type for your subclass but you must generally have an appropriate “blank” when doing so.

You can take the following Tier 3 Artificer-Specific Actions:

*Create a Volatile Reagent* [PREREQ: Volatile Reagent] As an Action or Reaction, create a Volatile Reagent; there is theoretically no limit to the number of times you can do this per day. Once created, a Volatile Reagent lasts for 1 Round.

*Create a Volatile Consumable* [PREREQ: Volatile Reagent] As an Action, use a Volatile Reagent to infuse a blank to create a Volatile Consumable. See Crafting, below. Volatile Consumables must be Intensified or Deployed on the next Pass, or they are destroyed (bombs can be destroyed catastrophically).

*Intensify Consumable* [PREREQ: Volatile Reagent] As an Action, increase the Level of a Consumable by 1; if not already, the Consumable becomes a Volatile Consumable. You can intensify a Consumable to no higher than your Level +1.

*Ready or Deploy a Consumable*: This is no different from an Action or Reaction anyone can take, but it is treated as an Artificer-Specific Action if it is for a Consumable you can create with a Volatile Reagent (even if you do not actually create the Consumable with a Reagent). Gadgeteers also treat Actions taken in association with Clockwork Items, including reloading Clockwork Crossbows, as Artificer-Specific (Gadgeteer) Actions, but not to Ready or Attack with a Clockwork Crossbow. Warlocks also treat Actions taken in association with Scrolls as Artificer-Specific (Warlock) Actions, but not to Ready a Scroll or Attack with spells from Scrolls.

Tier 3 Artificer-Exclusive Compound Actions (“Loadout/Deployment”):

Flourish (*Loadout*) Gain an Action that can be used for any purpose, gain an Artificer-Specific Action, and gain a Bonus Action that can only be used for a skill test that includes the Move trait.

Hybrid (*Loadout/Deployment*) Gain an Artificer-Specific Action, gain a Reaction that can be used to Create Volatile Reagent or to Ready or Deploy a Consumable, and gain a Bonus Action that can only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Deployment*) Gain a Reaction that can only be used to Ready a Consumable, gain a Reaction that can only be used to Deploy a Consumable, and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

#### Crafting (Tier 0 Artificer)

Anyone can attempt to craft certain items, but you generally need the knowledge of an Artificer (or an appropriate Background) to have much chance of success. To craft, you take one or more “Rounds” of Crafting; each Round includes three (of the four Downtime Rounds per day) Downtime Actions.

##### Preparation (Raw Materials)

Raw material costs are generally nominal in a first round of Crafting (you can ignore them unless the GM believes you need to forage, scavenge, or dip into your savings to get them). An exception is Mana Gems for which you must pay £10Degree x Base Cost for Special Materials. Look up the magic item in Step G, Gear, to find the Base Cost for Special Materials. Degree is 0 for Minor (Raw Material cost = Base Cost), 1 for Lesser, 2 for Moderate, 3 for Greater, 4 for Major, and 5 for Impossible (which is the maximum, at £100,000 x Base Cost). The Special Material is capped at the Degree you paid for, regardless of Effect. You must use (at least) Minor Special Materials for Field Armor, Heavy Armor, Clockwork (including Clockwork Crossbows), Firearms, Buildings, Vehicles, and other items or construction the GM feels would be relatively expensive to craft or build. Buildings and Vehicles may also have an additional Downtime Actions requirement. Note: Minor “Special Materials” aren’t special at all; they just act in the same way as Special Materials for the purpose of crafting Mana Gems. (You can use normal iron to craft Heavy Armor, for example.)

Once you have the applicable raw materials, identify an item you want to craft and select the applicable Material (Animal, Ceramic, Fungal, Geology\*, Glass, Hydrology\*, Metal, Meteorology\*, Microbiological (aka Macrobiological), [Physiology]\*\*, Plant, Polymer, or one of the many Exotic Materials), Artisan (Calligrapher\*\*\*, Chemist, Engineer\*\*\*, Pharmacologist, or Surgeon), Science (Alchemy, Biology, Mechanics, or Philosophy), and Applied Science (Chemistry, Literacy, Pharmacology, Physician, or one of the many Mechanics applied sciences (e.g., Armorer)).

\* These Materials are limited to the crafting of alchemical items.

\*\* Surgeons treat the Physiology of their patients as the “Material” unless doing taxidermy, which uses (typically) Animal Materials; Surgeon and Physician are also applicable to taxidermy-related crafting.

\*\*\* For physical works of art, use Engineer to craft the underlying item (e.g., a canvas on which you can paint, an outfit, etc.) in a First Round of Crafting and choose Improved Aesthetics in a Second Round of Crafting. As with all crafting that takes multiple rounds, you may or may not have a completed item after the First Round. Calligrapher is used for prose, verse, musical composition, playwrighting, and the like; you could craft the underlying item (e.g., paper) but it is assumed you just buy it, so such tests are made in the First Round of Crafting.

Some examples of items and relevant Knowledge (if no Material is provided, use any applicable) are shown in this table:

| Item | Knowledge | Other requirements or notes |
| --- | --- | --- |
| Alchemical, Mulligan | [Physics/Planetology], Chemist, Chemistry |  |
| Alchemical, Pathogen | Chemist, Chemistry | Includes Pathogen (Toxin) but not Pathogen (Disease) |
| Alchemical, Payload | Geology, Chemist, Chemistry | Payloads are combined with Grenado (housings) |
| Alchemical, Potion | Chemist, Chemistry | You will need Vitalism for a later test (to determine max spell level) |
| Arcane Focus\* | Engineer |  |
| Armor | Engineer, Armorer |  |
| Clock | Metal, Engineer, Mechanician (Horologer) | You will need Cryptography for a later test (to determine complexity) |
| Compass | Metal, Engineer, Mechanician (Horologer or Locksmith) | You will need Electromagnetism for a later test (to determine accuracy) |
| Container | Engineer, Outfitter/Tailor |  |
| Gemstone | Glass, Engineer, Jeweler | You will typically attempt an Improved Aesthetics test, as well |
| Grenado | Engineer, Grenado |  |
| Lens | Glass, Engineer, Jeweler | You will need Optics for a later test (to determine magnification) |
| Lock | Metal, Engineer, Mechanician (Locksmith) | You will need Cryptography for a later test (to determine complexity) |
| Mana Gem\*\* | [Special Material], Engineer, [Applied Science] | Mana Gems are the magical component of a permanent item |
| Melee Weapon | Engineer, Weaponsmith |  |
| Musical Instrument | Engineer, Musicologist | You will need Acoustics for a later test (to determine sound quality) |
| Outfit/Clothing | Engineer, Outfitter/Tailor |  |
| Pharma, Mutagen | Animal Material\*\*\*, Pharmacologist, Pharmacology |  |
| Pharma, Pathogen | Pharmacologist, Pharmacology | Includes biological Pathogens (Disease or Toxin) |
| Pharma, Pharmaceutical | Pharmacologist, Pharmacology |  |
| Projectile Weapon | Engineer, Bowyer |  |
| Scroll | Calligrapher, Literacy | You will need Occultism for a later test (to determine spell level) |
| Shield | Engineer, Armorer or Weaponsmith |  |
| Snare/Trap | Engineer, Mechanician (Snarecrafter) | You will need Cryptography for a later test (to determine complexity) |
| Spell Gem | Glass, Engineer, Jeweler | You will need Occultism for a later test (to determine max spell level) |
| Thrown Weapon | Engineer, Bowyer or Weaponsmith |  |
| Tool | Engineer, Bowyer, Mechanician or Weaponsmith |  |

\* Arcane Foci are crafted like any other item (use the Material and Applied Physical Science of the applicable item); the only distinction is that you will eventually incorporate a Spell Gem into them.

\*\* You craft a “Mana Gem” when you craft any other permanent item you intend to craft as a magic item; the Mana Gem can be thought of as the “magical component” of a magic item. Your tests to craft the item and Mana Gem are separate tests, so you generally have to take more Downtime Rounds of Crafting than when you craft mundane items (First and Second Downtime Rounds of Crafting for the “mundane” crafting tests and First and Second Downtime Rounds of Crafting for the “magical” crafting tests). The item is incomplete until you combine the Mana Gem with the Item (as described below).

\*\*\* The Material you use for a Mutagen must match intended Subject species, which is a narrower requirement than simply “Animal Materials.” If intended for a non-Anthropian, you might use Material other than Animal Materials, as well.

##### First (Downtime) Round of Crafting

Attempt a Tinker test (for all 3 of the Downtime Actions as a single test) with -1 Effect per applicable Knowledge you lack; -1 Effect if you lack applicable tools or +1 Effect if you have a Makery or Lab. You have a “Greater” Effect cap unless you have an applicable Favored Craft.

You can share Knowledge with one or more Subjects as a Downtime Action. Subjects are treated as if they have your Knowledge (and their own) when attempting the test. You can also work together; each of you makes a Craft test for the Round and shares Knowledge with one another. In either case, unwilling (or reticent) Subjects may necessitate a test to motivate them, though this is generally unnecessary if you have Air of Authority or Menace (as appropriate for the personality of Subjects). Also, you can only share knowledge (or work together on the same item) if Subject has the prerequisites of an Exotic or Special Material Knowledge that you have. (Subject need not have the Exotic or Special Material Knowledge you share.)

With the Tinker test, you create 1 Refined Material of a Level equal to ½ Effect. If your Effect was an odd positive value (e.g., 1, 3, 5, …) you create 2 Refined Materials; if you prefer quantity over quality, you can (cumulatively) quadruple the number of Refined Materials you create for each reduction of Level by 1. However, if you increase the number of Raw Materials above 1 and there is an associated Raw Materials cost, you must pay for each Refined Material after the first.

If you are satisfied with a Subsistence-Quality Item, you can convert the Refined Material(s) to a Subsistence-Quality Item as a Free Action. 1 Refined Material can be converted to as much Ammo as fits in a Dedicated Container (not including extradimensional space, if applicable).

If you have more than 1 Refined Material, make a note of the Item type (e.g., Armor, Mulligan, etc.) and the Material, Artisan, and Applied Science Knowledge applied to the test. For example, “2 Weapon Refined Materials (Metal, Weaponsmith, Engineer)”. You can save them for a Second (Downtime) Round of Crafting.

##### Volatile Reagents and Artificer Blanks (aka Nonvolatile Reagents)

Artificers can use Refined Materials “on the fly” for Alchemical Items, Pharmacological Items, or Scrolls, which are referred to as “Blanks.” Artificers who can use Volatile Reagents use Blanks (with no cost for raw materials) by attempting a Second Round of Crafting as an Action (not a Downtime Action) during which they combine the Blank with a Volatile Reagent. (You could also take the same actions shown in the table below to complete the crafting process as a Downtime Action if you don’t want or cannot use a Blank.)

Artificers who use Alchemical and Pharmacological Blanks often refer to them as “Nonvolatile Reagents.” Due to the unfortunate antics of some unscrupulous Artificers who demonstrate the use of a Blank then sell it to those who cannot use Volatile Reagents, people other than Artificers often refer to Pharmacological Blanks as “Snake Oil.” This is not necessarily a pejorative term; some people believe Snake Oil works.

Although Scroll Blanks do not have an infused spell, they are limited to a spell you choose during the First Round of Crafting. Artificer (Warlocks) often paint their themselves or their items with Runes, rather than preparing physical Scrolls, but they follow the same rules, other than the need to have a Scroll Readied before you can use it. There is theoretically no limit to the number of Runes you can apply but they take up about 1 square inch of area and must be uncovered to be used; a Rune vanishes when it is combined with a Volatile Reagent. For (likely) obvious reasons, Warlocks typically refer to Scroll Blanks as “Runes.”

Potion Blanks required a Second Downtime Round of Crafting to increase maximum Spell Level before Refined Material can be used as a Blank. Artificer (Alchemists) use Potion Blanks with Volatile Reagents, with the Potion Blank having the applicable maximum Spell Level (Refined Material Level + Effect, as indicated in the table below). The Craft test when using a Volatile Reagent and Potion Blank uses Occultism, Chemist, Potion, and you must be able to cast the Spell from an Alchemist’s Spellbook; Spell Level is equal to 1.5 x Effect (or maximum Spell Level, if lower).

**Volatile Reagent**: Volatile Reagent includes several different Feats associated with the types of Volatile Reagents you can create, such as Bomb, Mutagen, Pharmaceutical, Potion, and Scroll. You can create a Volatile Reagent as an Action, which lasts for 1 Round before becoming inert. You can combine a Volatile Reagent with a Nonvolatile Reagent (or Consumable) as an Action to create a Volatile Consumable. See Second Round of Crafting, below. You can also spend an Action to create a Volatile Reagent and Intensify a Consumable (both as a single Action) to increase Volatile Consumable Level by 1 (to a maximum of your Level + applicable Artificer Tier – 6). A Volatile Consumable is destroyed unless you take an Action to deploy it or Intensify it again on the next Pass (and every subsequent Pass if it takes multiple Passes to deploy or you keep intensifying it); volatile consumables that can explode do when destroyed (presumably in your hand if not deployed).

##### Infusing Spells (Potions, Scrolls, and Spell Gems)

Potions, Scrolls, and Spell Gems (other than Blanks) have an infused spell. You need a Second Round of Crafting for Scrolls (not including Blanks) to determine Spell Level; the infusion of the Spell is considered part of this test and a person who is able to cast the spell must be present.

You need a Second Round of Crafting for Potions (even for Blanks) and Spell Gems to increase max Spell Level. Max Spell Level is equal to Refined Materials Level + Effect, as indicated in the table below. Potions and Spell Gems require a Third Round of Crafting to infuse a Spell. Infusing the Spell requires Occultism, Chemist, Potions (for a Potion) or Occultism, Engineer, Spell Gem (for a Spell Gem) and a person who can cast the spell must be present in either case. Spell Level is equal to 1.5 x Effect (or maximum Spell Level, if lower).

##### Repair

You can attempt a Tinker test (using the same Knowledge as the Tinker test described above) as 3 Intermission Actions of an Intermission Round. You have -1 Effect per Level of the Item (+1 Effect for Moderate Items, +2 Effect for Lesser Items, and +3 Effects for Minor Items). You repair Effect x 10% of max HP. Items of Standard-Quality or higher are reduced in Quality by 1 Level and it generally costs about as much as crafting a new item to recover the loss of Quality (though you might want to do so if the item has cultural or sentimental value). If Effect is 0, you can repair 5% of max HP and if Effect is -1, you can repair 1% of max HP.

If you attempt Repair as a Downtime Round, you have +10 Effect on the Tinker test.

##### Appraise

Appraise uses the same test as Craft, but because Effect is sufficient to determine whether an item is or is not of the Degree equal to Effect, for practical purposes you also know if an item has a higher Degree than Effect (just not how much higher). This is not true for Magic unless you already know an item is magic.

##### Second Round of Crafting

Items must generally be Standard Quality to be crafted and sold at a profit. For this reason, Artisans will often take a Second Downtime Round of Crafting for Improved Aesthetics. If you add precious materials (e.g., gold) when attempting to improve aesthetics, you must pay for however much you use. Any other “Second” Round of Crafting you take in addition to Improved Aesthetics would become a Third (or later) Round of Crafting. Reduced Disfiguration is the surgical equivalent of Improved Aesthetics; you can attempt this test as a follow-up (or touch-up) to surgery on subsequent days and can spread the 3 Downtime Actions to perform it across different days of a week; attempt the test after 1 week to determine Effect.

You will typically take at least one more Downtime Round with Alchemical Items, Pharmacological items, and Spell Infused Items (other than Blanks, unless they are Potion Blanks). Technological devices (clocks, compasses, lenses, musical instruments, and other items made with Mechanician) require a Second Downtime Round to determine complexity, accuracy (for a compass), magnification (for a lens), or sound quality (for a musical instrument). Clocks and Musical Instruments often have Improved Aesthetics, so this additional test would often take place in a Third Round of Crafting for them.

For tests other than Improved Aesthetics, Reduced Disfiguration, and Musical Instrument (for Sound Quality) that are taken in a Downtime Round, you must pay £2Effect for additional materials (including paying a second time for Mana Gems, in addition to the Special Materials cost).

| Item | Knowledge | Other requirements or notes |
| --- | --- | --- |
| Improved Aesthetics | Replace Material with Visual Artist | ¼ Effect determines Quality (1 = Standard, 2 = Fine, 3 = Extravagant) |
| Reduced Disfiguration | Replace Physiology with Barber | Many patients will want you to attempt this test when you perform surgery |
| Clock | Cryptography, Engineer, Mechanician (Horologer) | ½ Effect determines degree of complexity |
| Compass | Electromagnetism, Engineer, Mechanician (Horologer) | ½ Effect determines degree of accuracy |
| Grenado Payload | Thermodynamics, Chemist, Chemistry | Add Effect to Refined Material Level to determine Item Level |
| Lens | Optics, Engineer, Jeweler | ½ Effect determines degree of magnification |
| Lock | Cryptography, Engineer, Mechanician (Locksmith) | ½ Effect determines degree of complexity |
| Mana Gem | Replace Material with Occultism | ½ Effect determines increased Level\* |
| Mulligan | [Exotic Material]\*\*, Chemist, Chemistry | Add Effect to Refined Material Level to determine Item Level |
| Musical Instrument | Acoustics, Engineer, Musicologist | ¼ Effect determines Sound Quality (1 = Standard, 2 = Fine, 3 = Extravagant) |
| Mutagen | Vitalism, Pharmacologist, Pharmacology | Add Effect to Refined Material Level to determine Item Level |
| Pathogen (Biological) | Vitalism, Pharmacologist, Pharmacology | Add Effect to Refined Material Level to determine Item Level |
| Pathogen (Toxin) | Vitalism, Chemist, Chemistry | Add Effect to Refined Material Level to determine Item Level |
| Pharmaceutical | Vitalism, Pharmacologist, Pharmacology | Add Effect to Refined Material Level to determine Item Level |
| Potion | Vitalism, Pharmacologist, Pharmacology | Add Effect to Refined Material Level to determine max Spell Level |
| Scroll | Occultism, Calligrapher, Literacy | Add Effect to Refined Material Level to determine Item Level |
| Snare/Trap | Cryptography, Engineer, Mechanician (Snarecrafter) | ½ Effect determines degree of complexity |
| Spell Gem | Occultism, Engineer, Jeweler | Add Effect to Refined Material Level to determine max Spell Level |

\* Item Level is equal to the Level of Refined Material for the mundane item (e.g., Amulet, Armor, etc.) + Level of Refined Material for the Mana Gem (first Mana Gem test) + ½ Effect of the second Mana Gem test. Add Quality to potential (but not to Item Level) for the purposes of determining max Item Level with Coddling.

\*\* Replace Physics/Planetology with an Exotic Material that has it as a prerequisite.

Attempt a Science (Alchemy, Biology, Mechanics, or Philosophy) test (for all 3 of the Downtime Actions as a single test) with -1 Effect per applicable Knowledge you lack; -1 Effect for items worth £1 or -2 Effect for items worth over £1; and -1 Effect if you lack applicable tools or +1 Effect if you have a Makery or Lab. Consult the table above for what happens when you are successful.

#### Alchemist (Potion Maker)

Alchemical Spellbook: Alchemy is your Spellcasting Skill for spells you prepare from your Alchemical Spellbook in Spell Slots for daily preparation. Your spells are not treated as Inherent Spells; you can only cast them once per day each. With Alchemical spells, effects must make sense given the vehicle through which they are deployed, such as Potion, Bomb, Powder, or Oil; all of these are considered “Potions” for the purpose of alchemical spellcasting, using reagents, and crafting potions normally. Spells that give you mental abilities or information are usually imbibed. Spells that have a Line, Cone, or Fan Area of Effect may not have that type of option available, though Emanations generally center on a person who drinks a potion or where a bomb goes off.

Treat any spell you know that is in your Alchemical Spellbook as a Potion Formula when using a Volatile Reagent to create a Potion. You must have a “blank” to create a Potion with Volatile Reagents. (You must acquire an Alchemical Formula Book to craft Potions normally.)

Alchemist Tier 1 Feats List:

1. Alchemy 2, {Applied Alchemical Science (Chemistry), Artisan (Chemist), Planetology (Geology)}
2. Biology 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
3. Observation 2, Favored Craft (Chemist) 1
4. Philosophy 2, Favored Craft (Chemistry) 1
5. Tinker 2, Favored Craft (Geology) 1
6. Constitution 2, Favored Craft (Pharmacology) 1
7. Mechanics 2, Favored Craft (Pharmacologist) 1
8. Sleight of Hand 2, Favored Craft (Vitalism) 1

Alchemist Tier 2 Feats List:

1. Alchemy 3
2. Observation 3
3. Tinker 3
4. Alchemical Spellbook 1
5. Biological Savant
6. Favored Craft (Chemist) 2
7. Favored Craft (Chemistry) 2
8. Favored Craft (Geology) 2

Alchemist Tier 3 Feats List:

1. {Chemistry (Mulligans), Chemistry (Potions), Occultism}
2. Favored Craft (Chemist) 3
3. Favored Craft (Chemistry) 3
4. Favored Craft (Geology) 3
5. Favored Craft (Pharmacologist) 2
6. Favored Craft (Pharmacology) 2
7. Favored Craft (Vitalism) 2
8. Volatile Reagents (Potions) (Requires a “Blank”)

Alchemist Tier 4 Feats List:

1. Alchemy 4
2. Observation 4
3. Tinker 4
4. Alchemical Spellbook 2
5. Extraordinary Intellect 1
6. Favored Craft (Pharmacologist) 3
7. Favored Craft (Pharmacology) 3
8. Favored Craft (Vitalism) 3

Alchemist Tier 5 Feats List:

1. {Aesthetics (Aromachology), Applied Mechanical Science (Grenado), Physics (Thermodynamics)}
2. Extraordinary Intellect 2
3. Favored Craft (Chemist) 4
4. Favored Craft (Chemistry) 4
5. Favored Craft (Geology) 4
6. Favored Craft (Pharmacologist) 4
7. Favored Craft (Pharmacology) 4
8. Favored Craft (Vitalism) 4

Alchemist Tier 6 Feats List:

1. Alchemy 5
2. Observation 5
3. Tinker 5
4. Materials (any 3)
5. Alchemical Spellbook 3
6. Extraordinary Intellect 3
7. Favored Craft (Occultism) 1
8. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)

Alchemist Capstone Feats List:

1. Alchemy +1
2. Observation +1
3. Tinker +1
4. Extraordinary Intellect 4
5. Favored Craft (Occultism) +1

#### Chirurgeon (Pharmaceutical Maker / Surgeon)

Elective Chirurgeon (Reanimator) Feats List:

1. Favored Craft (Animal Material) +1 (Tier 2)
2. Favored Craft (Physician) +1 (Tier 2)
3. Favored Craft (Surgeon) +1 (Tier 2)
4. {Electromagnetism, Reanimator, Xenobiology} (Tier 3)
5. Telempathy (Flesh Golem) 1 (As Telempathy (Zoological), but for Flesh Golems) (Tier 3)
6. Arcane (Flesh Golem) Familiar 1 (Tier 4)
7. Telempathy (Flesh Golem) 2 (Tier 4)
8. Arcane (Flesh Golem) Familiar 2 (Tier 5)
9. Telempathy (Flesh Golem) 3 (Tier 5)
10. Arcane (Flesh Golem) Familiar 3 (Tier 6)
11. Telempathy (Flesh Golem) 4 (Tier 6)
12. Arcane (Flesh Golem) Familiar 4 (Capstone)

Chirurgeon Tier 1 Feats List:

1. Biology 2, {Aesthetics (Barber), Applied Biological Science (Physician), Artisan (Surgeon)},
2. Melee Combat 2, {Cryptozoology, Dagger (Melee, S), Mammalogy}
3. Observation 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
4. Philosophy 2, {Determinism (Fungus), Fungal Material, Mycology}
5. Tinker 2, {Physiology (Malacology), Determinism (Animal), Animal Material}
6. Alchemy 2, Favored Craft (Pharmacologist) 1
7. Empathy 2, Favored Craft (Pharmacology) 1
8. Sleight of Hand 2, Favored Craft (Vitalism) 1

Chirurgeon Tier 2 Feats List:

1. Biology 3
2. Observation 3
3. Tinker 3
4. {Determinism (Microbiological), Microbiological Material, Microbiology (aka Macrobiology (Ooze Physiology)}
5. Biological Savant
6. Favored Craft (Pharmacologist) 2
7. Favored Craft (Pharmacology) 2
8. Favored Craft (Vitalism) 2

Chirurgeon Tier 3 Feats List:

1. Favored Craft (Mammalogy) 1
2. Favored Craft (Pharmacologist) 3
3. Favored Craft (Pharmacology) 3
4. Favored Craft (Physician) 1
5. Favored Craft (Surgeon) 1
6. Favored Craft (Vitalism) 3
7. Strategic Strike (Dagger, Biology) d4 (After you use Biology to Recall Knowledge about Target, you gain a Pending Strategy with Effect equal to the Result of your Biology test (capped by a precedent Observation test) that can be used once against Target. If you hit with a Dagger in Melee using the Pending Strategy, add as many INT Bonus Dice to weapon damage as Pending Strategy Effect: 1 (Lesser), 2 (Moderate), 3 (Greater), 4 (Major), 5 (Impossible), and 6 (Fanciful). If you add fewer INT Bonus Dice than your Level, you can add Chirurgeon Tier additional INT Bonus Dice, but the total cannot exceed your Level. Also, INT Bonus Dice cannot exceed INT, as normal.)
8. Volatile Reagents (Pharmaceutical)

Chirurgeon Tier 4 Feats List:

1. Biology 4
2. Observation 4
3. Tinker 4
4. {Physiology (Arthropodology, Ichthyology, Malacology, Ornithology)}
5. {Determinism (Plant), Plant Material, Botany}
6. {Determinism (Spirit), Spiritualism (Spirit Parapsychology), Ectoplasmic (Spirit) Physiology}
7. Extraordinary Intellect 1
8. Strategic Strike (Dagger, Biology) d6

Chirurgeon Tier 5 Feats List:

1. Extraordinary Intellect 2
2. Favored Craft (Mammalogy) 2
3. Favored Craft (Pharmacologist) 4
4. Favored Craft (Pharmacology) 4
5. Favored Craft (Physician) 2
6. Favored Craft (Surgeon) 2
7. Favored Craft (Vitalism) 4
8. Strategic Strike (Dagger, Biology) d8

Chirurgeon Tier 6 Feats List:

1. Biology 5
2. Observation 5
3. Tinker 5
4. Extraordinary Intellect 3
5. Favored Craft (Mammalogy) 3
6. Favored Craft (Physician) 3
7. Favored Craft (Surgeon) 3
8. Strategic Strike (Dagger, Biology) d10

Chirurgeon Capstone Feats List:

1. Biology +1
2. Observation +1
3. Tinker +1
4. Knowledge (any 3)
5. Extraordinary Intellect 4
6. Favored Craft (any) +1

#### Gadgeteer (Mechanical/Clockwork Device Maker)

Elective Gadgeteer (Animator) Feats List:

1. Arcane (Clockwork Golem) Familiar 1 (Tier 4)
2. Telempathy (Clockwork Golem) 1 (As Telempathy (Zoological), but for Clockwork Golems) (Tier 4)
3. Arcane (Clockwork Golem) Familiar 2 (Tier 5)
4. Telempathy (Clockwork Golem) 2 (Tier 5)
5. Arcane (Clockwork Golem) Familiar 3 (Tier 6)
6. Telempathy (Clockwork Golem) 3 (Tier 6)
7. Arcane (Clockwork Golem) Familiar 4 (Capstone)
8. Telempathy (Clockwork Golem) 4 (Capstone)

Elective Gadgeteer (Combat Engineer) Feats List:

1. Melee Combat 3 (Tier 3; PREREQ: Armor Weapon Subgroup)
2. Ranged Combat 3 (Tier 3; PREREQ: Clockwork Crossbow)
3. Trap Weapon Subgroup (Tier 3)
4. Striker (Projectile) (Bonus Die on Ranged Combat (Projectile Weapon Attack) tests) (Tier 4)
5. Melee Combat 4 (Tier 5)
6. Ranged Combat 4 (Tier 5)
7. Melee Combat 5 (Capstone)
8. Ranged Combat 5 (Capstone)

Gadgeteer Tier 1 Feats List:

1. Alchemy 2, {Applied Mechanical Science (Bowyer), Physics (Cryptography), Plant Material}
2. Contortion 2, {Determinism (Construct), Construct Xenopsychology, Construct Xenophysiology}
3. Mechanics 2, {Applied Mechanical Science (Mechanician (Horologer, Locksmith, Snarecrafter)}
4. Melee Combat 2, Favored Craft (Metal) 1
5. Observation 2, {Aesthetics (Visual Artist), Applied Mechanical Science (Weaponsmith), Artisan (Engineer), Metal}
6. Ranged Combat 2, Favored Craft (Cryptography) 1
7. Sleight of Hand 2, Favored Craft (Mechanician) 1
8. Tinker 2, {Applied Mechanical Science (Armorer), Artisan (Engineer), Animal Material}

Gadgeteer Tier 2 Feats List:

1. Mechanics 3
2. Observation 3
3. Tinker 3
4. Light Hafted Weapon Subset
5. Favored Craft (Cryptography) 2
6. Favored Craft (Mechanician) 2
7. Favored Craft (Metal) 2
8. Mechanical Savant

Gadgeteer Tier 3 Feats List:

1. {Applied Mechanical Science (Glider, Hermetics, Wainwright)}
2. {Applied Mechanical Science (Jeweler), Physics (Optics), Glass}
3. {Applied Mechanical Science (Mechanician (Animator, Clockwork), Electromagnetism}
4. Exploit Armor Piercing Trait
5. Favored Craft (Cryptography) 3
6. Favored Craft (Mechanician) 3
7. Favored Craft (Metal) 3
8. Strategic Strike (Light Hafted Weapons, Tinker) d4 (As Chirurgeon’s Strategic Strike, but after Mechanics to Recall Knowledge about Target (which can be a device or creature that uses Mechanics for Physiology tests, typically animated objects and Clockwork Golems), using a Light Hafted Weapon in Melee, and if you add fewer INT Bonus Dice than your Level, you can add Gadgeteer Tier additional INT Bonus Dice.)

Gadgeteer Tier 4 Feats List:

1. Mechanics 4
2. Observation 4
3. Tinker 4
4. {Applied Mechanical Science (Musicologist), Physics (Acoustics), Special Material (any)}
5. {Applied Mechanical Science (Outfitter/Tailor, Shipwright), Polymer}
6. Extraordinary Intellect 1
7. Favored Craft (any) 1
8. Strategic Strike (Light Hafted Weapons, Tinker) d6

Gadgeteer Tier 5 Feats List:

1. {Applied Mechanical Science (Builder, Miner), Ceramic}
2. {Planetology (Geology, Hydrology, Meteorology)}
3. Extraordinary Intellect 2
4. Favored Craft (Cryptography) 4
5. Favored Craft (Mechanician) 4
6. Favored Craft (Metal) 4
7. Strategic Strike (Light Hafted Weapons, Tinker) d8

Gadgeteer Tier 6 Feats List:

1. {Aesthetics (Aromachology), Applied Mechanical Science (Grenado), Physics (Thermodynamics)}
2. {Applied Alchemical Science (Chemistry), Artisan (Chemist), Vitalism}
3. Mechanics 5
4. Observation 5
5. Tinker 5
6. Extraordinary Intellect 3
7. Favored Craft (any) 2
8. Strategic Strike (Light Hafted Weapons, Tinker) d10

Gadgeteer Capstone Feats List:

1. Mechanics +1
2. Observation +1
3. Tinker +1
4. Knowledge (any 3)
5. Extraordinary Intellect 4
6. Favored Craft (any) +1

#### Grenadier (Grenado/Mulligan Maker)

Elective Grenadier (Gunsmith) Feats List:

1. Favored Craft (Grenado/Gunsmith) 1 (Tier 3)
2. Favored Craft (Grenado/Gunsmith) 2 (Tier 4)
3. Favored Craft (Grenado/Gunsmith) 3 (Tier 5)
4. Favored Craft (Grenado/Gunsmith) 4 (Tier 6)

Grenadier Tier 1 Feats List:

1. Alchemy 2, {Aesthetics (Aromachology), Applied Mechanical Science (Grenado), Physics (Thermodynamics)}
2. Mechanics 2, {Applied Alchemical Science (Chemistry), Artisan (Chemist), Vitalism}
3. Observation 2, {Physics (Acoustics, Electromagnetism, Optics)}
4. Ranged Combat 2, Alchemical Weapon Familiarity
5. Tinker 2, {Ceramic, Glass, Metal}
6. Melee Combat 2, Favored Craft (Chemist) 1
7. Recon 2, Favored Craft (Chemistry) 1
8. Sleight of Hand 2, Favored Craft (Thermodynamics) 1

Grenadier Tier 2 Feats List:

1. Alchemy 3
2. Mechanics 3
3. Observation 3
4. Ranged Combat 3
5. Tinker 3
6. Favored Craft (Chemist) 2
7. Favored Craft (Chemistry) 2
8. Favored Craft (Thermodynamics) 2

Grenadier Tier 3 Feats List:

1. {Chemistry (Mulligans), Gunsmith, Revolver}
2. Bomber (Bonus Die on Ranged Combat (Indirect Fire) tests)
3. Favored Craft (Chemist) 3
4. Favored Craft (Chemistry) 3
5. Favored Craft (Engineer) 1
6. Favored Craft (Metal) 1
7. Favored Craft (Thermodynamics) 3
8. Volatile Reagents (Mulligan)

Grenadier Tier 4 Feats List:

1. Alchemy 4
2. Mechanics 4
3. Observation 4
4. Ranged Combat 4
5. Tinker 4
6. Extraordinary Intellect 1
7. Favored Craft (Engineer) 2
8. Favored Craft (Metal) 2

Grenadier Tier 5 Feats List:

1. Extraordinary Intellect 2
2. Favored Craft (Chemist) 4
3. Favored Craft (Chemistry) 4
4. Favored Craft (Engineer) 3
5. Favored Craft (Metal) 3
6. Favored Craft (Thermodynamics) 4
7. Striker (Projectile) (Bonus Die on Ranged Combat (Projectile Weapon Attack) tests) (Tier 4)
8. Striker (Thrown) (Bonus Die on Ranged Combat (Thrown Weapon Attack) tests)

Grenadier Tier 6 Feats List:

1. Alchemy 5
2. Mechanics 5
3. Observation 5
4. Ranged Combat 5
5. Tinker 5
6. Extraordinary Intellect 3
7. Favored Craft (Engineer) 4
8. Favored Craft (Metal) 4

Grenadier Capstone Feats List:

1. Alchemy +1
2. Mechanics +1
3. Observation +1
4. Ranged Combat +1
5. Tinker +1
6. Knowledge (any 3)
7. Extraordinary Intellect 4
8. Favored Craft (any) +1

#### Mutagenist (Mutagen Maker)

Elective Mutagenist (Hamrammr) Feats List:

1. Hamrammr 1 (You have a maximum Enraged rating of 2 when under the influence of a Drug or Mutagen. Every time you acquire (or increase) the Enraged condition, you gain 10 temporary ep per new Enraged rating +10 temporary ep per Mutagenist Tier, not to exceed Maximum ep; temporary ep are lost when you are no longer Enraged. When you have the Enraged condition, you are immune to Temporary ep damage, but cannot gain Temporary ep, other than that granted from increasing the Enraged condition.) (Tier 4)
2. Hamrammr 2 (You have a maximum Enraged rating of 3 when under the influence of a Drug or Mutagen. You gain 10 DR against Nonlethal damage and Psychological damage per Enraged rating +10 per Mutagenist Tier, not to exceed 10 x Level of Drug or Mutagen; DR increases or decreases when your Enraged condition changes) (Tier 5)
3. Hamrammr 3 (You have a maximum Enraged rating of 4 when under the influence of a Drug or Mutagen. You ignore Nonlethal and Psychological damage that exceeds your DR until you are no longer Enraged; keep track of it, though, because ½ of it is converted to lethal or neural damage if you take cumulative Nonlethal or Psychological greater than current hp or ep) (Tier 6)
4. Hamrammr 4 (You have a maximum Enraged rating of 5 when under the influence of a Drug or Mutagen) (Capstone)

Mutagenist Tier 1 Feats List:

1. Alchemy 2,
2. Biology 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
3. Philosophy 2, {Physiology (Ichthyology, Malacology, Ornithology)}
4. Observation 2, Improvised Weapons
5. Tinker 2, {Physiology (Arthropodology, Herpetology, Mammalogy), Animal Material}
6. Agility 2, Favored Craft (Pharmacologist) 1
7. Athletics 2, Favored Craft (Pharmacology) 1
8. Melee Combat 2, Favored Craft (Vitalism) 1

Mutagenist Tier 2 Feats List:

1. Biology 3
2. Melee Combat 3
3. Observation 3
4. Tinker 3
5. Biological Savant
6. Favored Craft (Pharmacologist) 2
7. Favored Craft (Pharmacology) 2
8. Favored Craft (Vitalism) 2

Mutagenist Tier 3 Feats List:

1. {Bestial Mutagens, Elemental Mutagens, Mutagens}
2. Aeronaut (Glider) 1
3. Burrower 1
4. Favored Craft (Pharmacologist) 3
5. Favored Craft (Pharmacology) 3
6. Favored Craft (Vitalism) 3
7. Rage
8. Volatile Reagents (Mutagen)

Mutagenist Tier 4 Feats List:

1. Biology 4
2. Melee Combat 4
3. Observation 4
4. Tinker 4
5. Custom Mutagens 1 (Reduce Flaw of a Mutagen you make and use by 1 or reduce Weakness by 3)
6. Extraordinary Intellect 1
7. Mutagenic Flashback Pool 1 (Your Mutagen Flashback Pool 1 includes all mutagens for which you have an Addiction, and triggers automatically, consuming a Mutagen Flashback Point, when exposed to appropriate stimuli. Stimuli are typically when you attempt a test under stress (for attribute-improving Mutagens), are restrained or confined (for Minuo or Dilata, whichever would work best to escape the restraint if you have both in your pool), are exposed to applicable Elemental damage (for Elemental Draught), or when you enter combat or enter an environment for which you would benefit from an Aberrant Feature (for Bestial Mutagen). You have no control over when a flashback occurs.)
8. Simultaneous Mutagens 1 (If you imbibe another mutagen while you are under the effects of a mutagen you created, you gain the benefits and the drawbacks of both mutagens at once, even though they would not normally function together. You cannot reduce the Flaw of the second Mutagen with the Custom Mutagen Feat. If you come under the effects of any further mutagens while benefiting from two mutagens, you lose the benefit of one of the former mutagens of your choice, while retaining the drawbacks of all the mutagens (the drawbacks of the mutagen for which you lost the benefit fade after an Intermission). If you are under the effects of two mutagens and you come under the effect of a non-mutagen polymorph effect, you lose the benefits of the mutagens while retaining the drawbacks of both.)

Mutagenist Tier 5 Feats List:

1. Custom Mutagens 2 (Reduce Flaw of a Mutagen you make and use by 2 or reduce Weakness by 6)
2. Extraordinary Intellect 2
3. Favored Craft (Pharmacologist) 4
4. Favored Craft (Pharmacology) 4
5. Favored Craft (Vitalism) 4
6. Mutagenic Flashback Pool 2 (You can replenish your pool as normal for Focus Pools, but you must increase the Addiction rating for the Mutagen (or one of the Mutagens) for which you experienced the flashback if you do)
7. Simultaneous Mutagens 2 (Reduce Flaw of a second Mutagen you make and use simultaneously with another by 1 or reduce Weakness by 3)
8. Striker (Melee) (Bonus Die on Melee Combat (Weapon Attack) tests)

Mutagenist Tier 6 Feats List:

1. Biology 5
2. Melee Combat 5
3. Observation 5
4. Tinker 5
5. Custom Mutagens 3 (Reduce Flaw of a Mutagen you make and use by 3 or reduce Weakness by 9)
6. Extraordinary Intellect 3
7. Mutagenic Flashback Pool 3
8. Simultaneous Mutagens 3 (Reduce Flaw of a second Mutagen you make and use simultaneously with another by 2 or reduce Weakness by 6)

Mutagenist Capstone Feats List:

1. Biology +1
2. Melee Combat +1
3. Observation +1
4. Tinker +1
5. Knowledge (any 3)
6. Custom Mutagens 4 (Reduce Flaw of a Mutagen you make and use by 4 or reduce Weakness by 12)
7. Extraordinary Intellect 4
8. Mutagenic Flashback Pool 4
9. Simultaneous Mutagens 4 (Reduce Flaw of a second Mutagen you make and use simultaneously with another by 3 or reduce Weakness by 9)

#### Warlock (Witch; Scroll / Spell Gem Maker)

It takes an extraordinary amount of research and planning to be a successful Warlock; multiclassing is difficult.

Use Philosophy as your Spellcasting Skill for spells you prepare from your Grimoire in Spell Slots for daily preparation. Your spells are not treated as Inherent Spells; you can only cast them once per day each. (Coven Spells can be cast at will.) Although your Grimoire includes many spells you cannot understand, you understand as many spells as Philosophy + INT.

Treat any spell in your Grimoire that you can understand as a Scroll Formula when using a Volatile Reagent to create a Scroll. You must have a “blank” to create a Scroll with Volatile Reagents. A “blank” is crafted with Philosophy (Calligrapher, Literacy, and Occultism) just as a Scroll is. (You must acquire an Arcane Formula Book to craft Scrolls normally.)

Elective Warlock (Witch’s Familiar) Feats Lis]:

1. Favored Craft (Familiar Craft) 1 (Tier 3)
2. Favored Craft (Familiar Material) 1 (Tier 3)
3. Favored Craft (Familiar Craft) 2 (Tier 4)
4. Favored Craft (Familiar Material) 2 (Tier 4)
5. Witch’s (Spell Gem) Familiar 1 (Tier 4)
6. Favored Craft (Familiar Craft) 3 (Tier 5)
7. Favored Craft (Familiar Material) 3 (Tier 5)
8. Witch’s (Spell Gem) Familiar 2 (Tier 5)
9. Favored Craft (Familiar Craft) 4 (Tier 6)
10. Favored Craft (Familiar Material) 4 (Tier 6)
11. Witch’s (Spell Gem) Familiar 3 (Tier 6)
12. Witch’s (Spell Gem) Familiar 4 (Capstone)

Warlock Tier 1 Feats List:

1. Intimidation 2, Favored Craft (Engineer) 1
2. Mechanics 2, {Aesthetics (Visual Art), Applied Mechanical Science (Jeweler), Glass}
3. Observation 2, Favored Craft (Glass) 1
4. Philosophy 2, {Applied Philosophical Science (Literacy), Artisan (Calligrapher), Occultism},
5. Tinker 2. {Applied Mechanical Science (Familiar Craft\*\*), Artisan (Engineer), Material (Familiar Material\*\*)}
6. Favored Craft (Calligraphy) 1
7. Favored Craft (Literacy) 1
8. Favored Craft (Occultism) 1

\*\* Your Favored Craft and Material are the ones you (will) use to craft a Familiar (not the Spell Gem that is incorporated into it). If those are Glass and/or Jeweler, take any other Craft and Material instead and Glass is your “Familiar Material” and Jeweler is your “Familiar Craft.”

Warlock Tier 2 Feats List:

1. Mechanics 3
2. Philosophy 3
3. Tinker 3
4. Favored Craft (Calligraphy) 2
5. Favored Craft (Jeweler) 1
6. Favored Craft (Literacy) 2
7. Favored Craft (Occultism) 2
8. Glean Contents

\* While typically Aklo, some Warlocks learn languages more likely to be associated with a potential patron other than a demonic one, such as Azata, Infernal, Primordial, or even (for those interested in Genies), Aethereal, Atlantean, or Vulcan.

Warlock Tier 3 Feats List:

1. {Academia, Aklo\*, Spell Gem Lapidary}
2. Favored Craft (Calligraphy) 3
3. Favored Craft (Engineer) 2
4. Favored Craft (Glass) 2
5. Favored Craft (Jeweler) 2
6. Favored Craft (Literacy) 3
7. Favored Craft (Occultism) 3
8. Traumatized 2\*, Pact (Grimoire), Volatile Reagents (Scrolls) (Requires a “Blank;” a scroll crafted with Calligraphy without an Infused Spell) (Free Feat)

\* Traumatized cannot be recovered until you acquire Comfortable with Madness, a Warlock Class Feat.

Warlock Tier 4 Feats List:

1. Mechanics 4
2. Philosophy 4
3. Tinker 4
4. Extraordinary Intellect 1
5. Favored Craft (Engineer) 3
6. Favored Craft (Glass) 3
7. Favored Craft (Jeweler) 3
8. Pact (Outerplanar)

Warlock Tier 5 Feats List:

1. Coven Spell (Dimensional Lock)
2. Extraordinary Intellect 2
3. Favored Craft (Calligraphy) 4
4. Favored Craft (Engineer) 4
5. Favored Craft (Glass) 4
6. Favored Craft (Jeweler) 4
7. Favored Craft (Literacy) 4
8. Favored Craft (Occultism) 4

Warlock Tier 6 Feats List:

1. Mechanics 5
2. Philosophy 5
3. Tinker 5
4. Coven Spell (Dispel Magic)
5. Coven Spell (Prestidigitation)
6. Coven Spell (Summon Extraplanar Avatic (of type appropriate for Patron))
7. Extraordinary Intellect 3
8. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)

Warlock Capstone Feats List:

1. Mechanics +1
2. Philosophy +1
3. Tinker +1
4. Knowledge (any 3)
5. Comfortable with Madness 1 [PREREQ: Alignment\*]
6. Comfortable with Madness 2 [PREREQ: Psychology\*]
7. Coven Spell (Clairsentience)
8. Coven Spell (Detect Magic)
9. Coven Spell (Telekinesis)
10. Coven Spell (Telepathy)

\* The Alignment/Psychology is that of your Patron. This is usually Limbo/Azata, Demonology/Demonic, Diabolism/Infernal, or Chaos/Primordial, but could instead be Chaos, Demonology, or Limbo/Genie.

### Champion (Class)

When you choose the Champion Class in Step C, increase WIL (the “Class Attribute”) by 1 if WIL is less than 0; otherwise, increase STR or DEX by 1 (whichever is less than 0 or your choice if both are). Optionally, increase STR, DEX, or WIL by 1 (one that is less than 0) and decrease CHA or INT by 1.

Determination is your Spellcasting Skill for Litanies, which must be prepared in Spell Slots. If you acquire an Inherent Spell, you acquire the two Litanies indicated in your Natural Spellcaster Feats. Champion-Specific Actions:

*Cast (“make Pending”) Litany*: It takes 2 Spellcasting Actions to cast a Litany, which have Material and Somatic Components, in that order. The Litany is “Pending” after the second Spellcasting Action, and you gain a Free Action that can only be used to Maintain Pending Litany (with a Somatic Component). Once a Litany is Pending, it will be either Inactive, Active, or Pending until the end of the encounter.

*Intone (“Activate”) Litany*: It takes 1 Spellcasting Action or Reaction to Intone a Pending Litany, which has a Verbal Component and causes the Litany to become “Active.” The Litany reverts to Pending on the following Pass. If the Litany has an effect that would last for only one Pass (or one attack), you can spend 1 empty Spell Slot to prevent the Spell from becoming Inactive, causing it to revert to Pending instead.

*Prepare (“make Pending”) Inactive Litany*: You can reprepare an Inactive Litany as an Intermission Action.

Tier 3 Champion-Exclusive Compound Actions (“Primal Spellcasting”):

Flourish (*Aggressive Spellcasting*) Gain an Action that can be used for any purpose, gain a Champion-Specific Action, and gain a Bonus Action that can only be used for a skill test that includes the Move trait.

Hybrid (*Hybrid Spellcasting*) Gain a Champion-Specific Action, gain a Reaction that can be used for attack or defense, and gain a Bonus Action that can either only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Cautious Spellcasting*) Gain a Champion-Specific Reaction, gain a Reaction that can only be used for defense, and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Champion Tier 1 Feats List:

1. Authority 2, Air of Authority (Presence) 1
2. Bulwark 2, {Determinism (Morality), Canon, Avaticology}
3. Constitution 2, Diehard 1
4. Determination 2, Resolve 1
5. Empathy 2, Size Up
6. Intimidation 2, Menace (Presence) 1
7. Melee Combat 2, Weapon Familiarity (one melee weapon)\*, Weapon Familiarity (one ranged weapon)\*
8. Ranged Combat 2, {Anthropology (Human), Psychology (Human), Common Tongue}

\* If you wish, you can take Dagger (all uses) or Shortspear (all uses) instead of both Weapon Familiarities.

Champion Tier 2 Feats List:

1. Authority 3
2. Constitution 3
3. Determination 3
4. Intimidation 3
5. {Para-Anthropology (Celestial), Psychology (Celestial), Celestial Language} or {Para-Anthropology (Infernal), Psychology (Diabolical), Infernal Language}
6. Litany (Detect Alignment)
7. Natural Spellcaster (Litany (Avatic (Alignment) Enhancement (Armor)))
8. Natural Spellcaster (Litany (Avatic (Alignment) Enhancement (Weapon)))

Champion Tier 3 Feats List: All Tier 1 Feats of a Supplemental Subclass (including Expert but excluding Druid) that depends on Subclass; you can only choose a Witch Supplemental Subclass if you know Para-Anthropology (Infernal). Your Subclass is Kensai if the Supplemental Subclass is a Rogue Subclass (typically Fencer, but you can choose any Subclass); Knight for Face (usually Marshall, but you can choose any; Entrepreneurs are often called “Quaestors”; Envoys are often called “Gallants”, Filidh are often called “Cavaliers” and typically ride their Familiars\*; Gatecrashers are often called “Divine Agents”); Skjaldmær for Fighter (the name suggests a female with a shield, but you can be of any gender and do not have to use a shield). During character creation only, you can instead wait until Denouement and choose Feats from a Feats List of a Tier one higher than any you have other than Champion.

\* Your Steed does not have a “Background Event.” You can attempt Authority (Handle Creature) tests for your Steed, instead of Empathy. Your Steed can be summoned, appearing next to you on your next turn, or dismissed, making it impossible to follow, track, or be harmed in any way (and while dismissed, it heals normally); your Steed cannot be made disloyal to you or accept another master and if it is “killed” it is dismissed with 0 hp and cannot be summoned until fully healed; any condition that would prevent full healing is removed after one day. Your Divine Steed is immune to Alignment damage of your Alignment (e.g., Lawful Alignment damage if you are Lawful and Good Alignment damage if you are Good).

Champion Tier 4 Feats List:

1. Authority 4
2. Constitution 4
3. Determination 4
4. Intimidation 4
5. 1st Tier 2 Feat of your Supplemental Class
6. Extraordinary Willpower 1
7. Litany (Dispel Alignment)
8. Litany (Wrath)

Champion Tier 5 Feats List: You gain Extraordinary Willpower and the 7 remaining Tier 2 Feats of your Supplemental Subclass.

Champion Tier 6 Feats List:

1. Authority 5
2. Constitution 5
3. Determination 5
4. Intimidation 5
5. 1st Tier 3 Feat of your Supplemental Class
6. Extraordinary Willpower 3
7. Retributive Shield (If your Litany is currently Active and an enemy damages you or if you are within 15 feet of an Ally who is damaged by an enemy (“Target”), you or your Ally gain 10 DR per Level against the triggering attack)
8. Retributive Strike (If your Litany is currently Active and an enemy (“Target”) damages an Ally within 15 feet of you, you can attempt an Attack against Target as a Bonus Reaction.)

Champion Capstone Feats List:

1. Authority +1
2. Constitution +1
3. Determination +1
4. Intimidation +1
5. Extraordinary Willpower 4
6. Inherent Spell
7. Inherent Spell

### Druid (Class)

When you choose the Druid Class in Step C, increase PER (the “Class Attribute”) by 1 if PER is less than 0; otherwise, increase DEX or WIL by 1 (whichever is less than 0 or your choice if both are). Optionally, increase DEX, PER, or WIL by 1 (one that is less than 0) and decrease CHA or INT by 1.

The Druidic Order (or main Druidic Order if you consider branches to be other Druidic Orders) include all the Biological Suborders. Formal training requires knowledge of all traditional crafts, though the (informal) suborders do not grant all of them. If you want to be an Elder of the Druidic Order, you must learn all Craft Knowledge. Druids learn the lore of a druidic culture before beginning to learn Order Spells at Tier 3. Lore is your Spellcasting Skill for Order Spells. You can take the following Druid-Specific Actions:

*Cast Order Spell* [PREREQ: Inherent Spells]: It takes 6 Spellcasting Actions to cast an Order Spell. The first, third, and fifth Actions have Somatic Components and the second, fourth, and sixth Actions have Material Components; you must Cast Order Spell at least once during each consecutive Pass or the spell is lost. After you cast a spell, you gain a Bonus Action, replenished each Pass, that can only be used to Maintain the Spell.

*Maintain Order Spell* [PREREQ: Inherent Spells]: It takes a Spellcasting Reaction to maintain an Order Spell, which includes a Material component. After you maintain a Spell, unless otherwise indicated, you have three options on your next Pass: 1) continue to Maintain, 2) Intensify, or 3) Change Effect.

*Intensify Order Spell* [PREREQ: Inherent Spells]: It takes 2-6 Spellcasting Actions to Intensify an Order Spell, which include Verbal Components, with your second, fourth, and sixth Actions providing +1 Effect. You acquire Traumatized +1 with your first, third, and fifth Actions. After you Intensify a Spell once or twice, unless otherwise indicated, you have two options on your next Pass: 1) continue to Intensify or 2) Change Effect (to discharge the Intensified Spell). After your sixth Intensify Action, your only available option is to Change Effect before the end of the next Pass.

*Change Effect* [PREREQ: Inherent Spells, at least one Order Spell]: It takes 1 Spellcasting Action and 1 Spellcasting Action or Reaction to Change Effect. Many spells include an option to Change Effect and you must Change Effect after a sixth Intensify Action.

Tier 3 Druid-Exclusive Compound Actions (“Primal Spellcasting”):

Flourish (*Aggressive Spellcasting*) Gain an Action that can be used for any purpose, gain a Druid-Specific Action, and gain a Bonus Action that can only be used for a skill test that includes the Move trait.

Hybrid (*Hybrid Spellcasting*) Gain a Druid-Specific Action, a Reaction that can be used to Change Effect, and a Bonus Action that can either only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Cautious Spellcasting*) Gain a Reaction that can only be used in the Preliminary Phase to Maintain an Order Spell, gain a Reaction that can only be used in the Closing Phase to Maintain an Order Spell during the next Pass, and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

#### Druid, Biological Order

The following Optional Feats Lists are available to any Biological Order:

Elective Biological Order (Primal Enmity, All) Feats List:

1. Primal Enhancement (Armor) (Tier 4)
2. Primal Enhancement (Weapon) (Tier 4)

Elective Biological Order (Primal Enmity, Aberration) Feats List:

1. {Determinism (Aberrant), Aberrant Xenopsychology, Xenobiology (Aberrant Xenophysiology)} (Tier 2)
2. Destroy Aberration (Tier 4)

Elective Biological Order (Primal Enmity, Construct) Feats List:

1. {Determinism (Construct), Construct Xenopsychology, Construct Xenophysiology} (Tier 2)
2. Destroy Construct (Tier 4)

Elective Biological Order (Primal Enmity, Elemental) Feats List:

1. {Determinism (Elemental), Elemental Parapsychology, Elementalism (Elemental Xenophysiology)} (Tier 2)
2. {Planetology (Geology, Hydrology, Meteorology)} (Tier 2)
3. Destroy Elemental (Tier 4)

Elective Biological Order (Primal Enmity, Fey) Feats List:

1. {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)} (Tier 2)
2. Destroy Fey (Tier 4)

Elective Biological Order (Primal Enmity, Outerplanar Avatic) Feats List:

1. {Determinism (Morality), Avaticology, Xeno-Avaticology} (Tier 2)
2. Destroy Outerplanar Avatic (Tier 4)

Elective Biological Order (Primal Enmity, Spirit) Feats List:

1. {Determinism (Spirit), Spiritualism (Spirit Parapsychology), Ectoplasmic (Spirit) Physiology} (Tier 2)
2. Destroy Spirit (Tier 4)

Elective Biological Order (Primal Enmity, Undead) Feats List:

1. {Determinism (Undead), Undead Parapsychology, Necromancy (Undead Physiology)} (Tier 2)
2. Destroy Undead (Tier 4)

Elective Biological Order (Primal Alliance) Feats List:

1. Invigorate (Fey) (Tier 4) [PREREQ: Fairyology]\*
2. Invigorate (Fungus) (Tier 4) [PREREQ: Mycology]
3. Invigorate (Ooze) (Tier 4) [PREREQ: Microbiology]
4. Invigorate (Plant) (Tier 4) [PREREQ: Botany]
5. Invigorate (Spirit) (Tier 4) [PREREQ: Paraphysiology]\*
6. Invigorate (Tier 4) [PREREQ: Zoology (all)]
7. Soothe (Animal) (Tier 4) [PREREQ: Determinism (Animal)]
8. Soothe (Beast) (Tier 4) [PREREQ: Cryptozoology, Soothe (Animal)]
9. Soothe (Fungus) (Tier 4) [PREREQ: Determinism (Fungus)]
10. Soothe (Fey) (Tier 4) [PREREQ: Parapsychology (Fey)]\*
11. Soothe (Spirit) (Tier 4) [PREREQ: Parapsychology (Spirit)]\*
12. Soothe (Ooze) (Tier 4) [PREREQ: Determinism (Microbiological)]
13. Soothe (Plant) (Tier 4) [PREREQ: Determinism (Plant)]
14. Soothe (Tier 4) [PREREQ: Mammalian Troglodyte Psychology, Psychology]

\* You cannot have both Primal Alliance and Primal Enmity for the same type of creature.

Elective Suborder of the Leaf (Familiar) Feats:

1. Primal (Plant) Familiar 1 (Tier 4)
2. Telempathy (Plant) 2 (Tier 4)
3. Primal (Plant) Familiar 2 (Tier 5)
4. Telempathy (Plant) 3 (Tier 5)
5. Primal (Plant) Familiar 3 (Tier 6)
6. Primal (Plant) Familiar 4 (Capstone)

Suborder of the Leaf Tier 1 Feats List:

1. Athletics 2, Traditional Alchemy
2. Contortion 2, Traditional Pharmacology
3. Empathy 2, {Determinism (Plant), Plant Material, Botany}
4. Lore 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
5. Melee Combat 2, Traditional Craft
6. Observation 2, {Ecology, Plains Terrain, Polymer}
7. Recon 2, Flora Terrain Subset
8. Tinker 2, {Applied Mechanical Science (Builder, Mechanician (Snarecrafter)), Artisan (Engineer)}

Suborder of the Leaf Tier 2 Feats List:

1. Lore 3
2. {Aesthetics (Aromachology), Applied Alchemical Science (Chemistry), Artisan (Chemist)}
3. {Applied Mechanical Science (Armorer, Bowyer, Weaponsmith)}
4. {Parapsychology (Plant), Uplifted Plant Psychology, Sylvan Language}
5. Favored Terrain (Forest) 1
6. Favored Terrain (Jungle) 1
7. Favored Terrain (Plains) 1
8. Favored Terrain (Swamp) 1

Suborder of the Leaf Tier 3 Feats List:

1. Improvised Weapons Subgroup
2. Create Green Energy
3. Burrower 1
4. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
5. Natural Spellcaster (Plant Form)
6. Natural Spellcaster (Form Control (Plant) (You can cast Plant Form as a single Action (including all Actions necessary to cast the spell) and Maintain the spell as a Free Action. You can Intensify then Discharge the Spell as a single Action and you can Intensify the spell after Discharge (though no higher than 3 times, less any Intensify Actions you used prior to Discharge) to increase the Result of the spell))
7. Order Spell Focus Pool 1
8. Telempathy (Plant) 1 (As Telempathy (Zoological), but for Sentient Plants)

Suborder of the Leaf Tier 4 Feats List:

1. Lore 4
2. Invigorate (Plant)
3. Soothe (Plant)
4. Extraordinary Perception 1
5. Favored Terrain (Forest) 2
6. Favored Terrain (Jungle) 2
7. Favored Terrain (Swamp) 2
8. Order Spell Focus Pool 2

Suborder of the Leaf Tier 5 Feats List:

1. Animate Plant
2. Nature’s Ally
3. Poison
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Natural Dominion (While in Forest, Jungle, Plains, or Swamp Terrain, you can Cast an Order Spell as if taking 2 Actions. Also, once per day you can spend up to 4 Intermission Actions while in applicable terrain to gain a Terrain Pool of a size equal to the Intermission Actions you used; you can use the Terrain Pool to cast Order Spells as if in the applicable terrain (costing a point each time you cast one), even after you leave, until next daily preparations. You can replenish the Terrain Pool like most other pools, but you must reenter applicable terrain to do so)
8. Order Spell Focus Pool 3

Suborder of the Leaf Tier 6 Feats List:

1. Lore 5
2. Disease (Cryptobotanical)
3. Summon Plant
4. Extraordinary Perception 3
5. Favored Terrain (Plains) 2
6. Order Spell Focus Pool 4
7. Timeless Nature (You cease aging and are immune to aging effects and Disease)
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action

Suborder of the Leaf Capstone Feats List:

1. Lore +1
2. Extraordinary Perception 4

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Elective Suborder of the Spore (Familiar) Feats:

1. Primal (Fungus) Familiar 1 (Tier 4)
2. Telempathy (Fungus) 2 (Tier 4)
3. Primal (Fungus) Familiar 2 (Tier 5)
4. Telempathy (Fungus) 3 (Tier 5)
5. Primal (Fungus) Familiar 3 (Tier 6)
6. Telempathy (Fungus) 4 (Tier 6)
7. Primal (Fungus) Familiar 4 (Capstone)

Suborder of the Spore Tier 1 Feats List:

1. Athletics 2, Traditional Alchemy
2. Contortion 2, Traditional Pharmacology
3. Empathy 2, {Determinism (Fungus), Fungal Material, Mycology}
4. Lore 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
5. Melee Combat 2, Traditional Craft
6. Observation 2, {Ecology, Plains Terrain, Polymer}
7. Recon 2, {Forest Terrain, Jungle Terrain, Underground Terrain}
8. Tinker 2, {Aesthetics (Aromachology), Applied Alchemical Science (Chemistry), Artisan (Chemist)}

Suborder of the Spore Tier 2 Feats List:

1. Lore 3
2. {Applied Mechanical Science (Grenado), Artisan (Engineer), Physics (Thermodynamics)}
3. {Parapsychology (Fungus), Uplifted Fungus Psychology, Myconid Language}
4. Favored Terrain (Forest) 1
5. Favored Terrain (Jungle) 1
6. Favored Terrain (Plains) 1
7. Favored Terrain (Underground) 1
8. Tunnel Snake 1

Suborder of the Spore Tier 3 Feats List:

1. Improvised Weapons Subgroup
2. Create Green Energy
3. Burrower 1
4. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
5. Natural Spellcaster (Fungus Form)
6. Natural Spellcaster (Form Control (Fungus) (You can cast Fungus Form as a single Action (including all Actions necessary to cast the spell) and Maintain the spell as a Free Action. You can Intensify then Discharge the Spell as a single Action and you can Intensify the spell after Discharge (though no higher than 3 times, less any Intensify Actions you used prior to Discharge) to increase the Result of the spell))
7. Order Spell Focus Pool 1
8. Telempathy (Fungus) 1 (As Telempathy (Zoological), but for Sentient Fungi)

Suborder of the Spore Tier 4 Feats List:

1. Lore 4
2. Invigorate (Fungus)
3. Soothe (Fungus)
4. Extraordinary Perception 1
5. Favored Terrain (Forest) 2
6. Favored Terrain (Jungle) 2
7. Favored Terrain (Underground) 2
8. Order Spell Focus Pool 2

Suborder of the Spore Tier 5 Feats List:

1. Animate Fungus
2. Fungal Hyphae
3. Poison
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Natural Dominion (While in Forest, Jungle, Plains, or Underground Terrain, you can Cast an Order Spell as if taking 2 Actions. Also, once per day you can spend up to 4 Intermission Actions while in applicable terrain to gain a Terrain Pool of a size equal to the Intermission Actions you used; you can use the Terrain Pool to cast Order Spells as if in the applicable terrain (costing a point each time you cast one), even after you leave, until next daily preparations. You can replenish the Terrain Pool like most other pools, but you must reenter applicable terrain to do so)
8. Order Spell Focus Pool 3

Suborder of the Spore Tier 6 Feats List:

1. Lore 5
2. Disease (Fungal)
3. Summon Fungus
4. Extraordinary Perception 3
5. Favored Terrain (Plains) 2
6. Order Spell Focus Pool 4
7. Timeless Nature (You cease aging and are immune to aging effects and Disease)
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action

Suborder of the Spore Capstone Feats List:

1. Lore +1
2. Extraordinary Perception 4

Suborder of the Tooth Tier 1 Feats List:

1. Athletics 2, Traditional Alchemy
2. Contortion 2, Traditional Pharmacology
3. Empathy 2, Telempathy (Zoological) 1
4. Lore 2, {Physiology (Mammalogy), Animal Material, Polymer}
5. Melee Combat 2, Traditional Craft
6. Observation 2, {Physiology (Arthropodology, Herpetology, Ichthyology, Ornithology)}
7. Recon 2, {Cryptozoology, Determinism (Animal), Ethology, Malacology}
8. Tinker 2, {Aesthetics (Barber), Applied Biological Science (Physician), Artisan (Surgeon)}

Suborder of the Tooth Tier 2 Feats List:

1. Lore 3
2. {Aesthetics (Aromachology), Applied Alchemical Science (Chemistry), Artisan (Chemist)}
3. {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
4. {Applied Mechanical Science (Armorer, Outfitter/Tailor), Artisan (Engineer)}
5. {Parapsychology (Animal; aka Ethology), Uplifted Animal Psychology, Artimaean Language}
6. Terrain Subset (any)\*
7. Burrower 1
8. Telempathy (Zoological) 2

\* Although unusual, so-called street shamans have the Artificial Terrain Subset; you can also choose {Arctic, Mountain, Underground}

Suborder of the Tooth Tier 3 Feats List:

1. Improvised Weapons Subgroup
2. Create Green Energy
3. Aeronaut (Glider) 1
4. Natural Spellcaster (Animal Form)
5. Natural Spellcaster (Form Control (Animal) (You can cast Animal Form as a single Action (including all Actions necessary to cast the spell) and Maintain the spell as a Free Action. You can Intensify then Discharge the Spell as a single Action and you can Intensify the spell after Discharge (though no higher than 3 times, less any Intensify Actions you used prior to Discharge) to increase the Result of the spell))
6. Order Spell Focus Pool 1
7. Primal (Animal) Familiar 1
8. Telempathy (Zoological) 3

Suborder of the Tooth Tier 4 Feats List:

1. Lore 4
2. Invigorate
3. Soothe (Animal)
4. Extraordinary Perception 1
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Order Spell Focus Pool 2
7. Primal (Animal) Familiar 2
8. Telempathy (Zoological) 4

Suborder of the Tooth Tier 5 Feats List:

1. Soothe (Beast)
2. Summon Animal
3. Venom
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Order Spell Focus Pool 3
8. Primal (Animal) Familiar 3

Suborder of the Tooth Tier 6 Feats List:

1. Lore 5
2. Moon Frenzy
3. Soothe
4. Extraordinary Perception 3
5. Order Spell Focus Pool 4
6. Primal (Animal) Familiar 4
7. Timeless Nature (You cease aging and are immune to aging effects and Disease)
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action

Suborder of the Tooth Capstone Feats List:

1. Lore +1
2. Extraordinary Perception 4

#### Druid, Elemental Order

Elective Suborder of the Stone (Familiar) Feats List:

1. Primal (Earth Elemental) Familiar 1 (Tier 4)
2. Telempathy (Earth Elemental) 1 (Tier 4)
3. Primal (Earth Elemental) Familiar 2 (Tier 5)
4. Telempathy (Earth Elemental) 2 (Tier 5)
5. Primal (Earth Elemental) Familiar 3 (Tier 6)
6. Telempathy (Earth Elemental) 3 (Tier 6)
7. Primal (Earth Elemental) Familiar 4 (Capstone)
8. Telempathy (Earth Elemental) 4 (Capstone)

Suborder of the Stone Tier 1 Feats List:

1. Athletics 2, Traditional Alchemy
2. Bulwark 2, Traditional Pharmacology
3. Contortion 2, {Applied Mechanical Science (Miner), Artisan (Engineer), Ceramic}
4. Empathy 2, {Determinism (Elemental), Elemental Parapsychology, Elementalism (Elemental Xenophysiology)}
5. Lore 2, Traditional Craft
6. Melee Combat 2, {Applied Mechanical Science (Armorer, Weaponsmith), Metal}
7. Observation 2, Earth Terrain Subset
8. Tinker 2, {Applied Mechanical Science (Builder), Physics (Electromagnetism), Planetology (Geology)}

Suborder of the Stone Tier 2 Feats List:

1. Lore 3
2. {Abyssal Terrain, Exotic Material (Elemental Earth), Terran Language}
3. Improvised Weapons Subgroup
4. Burrower 1
5. Favored Terrain (Desert) 1
6. Favored Terrain (Mountain) 1
7. Favored Terrain (Underground) 1
8. Tunnel Snake 1

Suborder of the Stone Tier 3 Feats List:

1. Brawling Weapons Superset
2. {Polymer, Special Material (Adamantium, Obsidian)}
3. Create Earth
4. Favored Terrain (Abyssal) 1
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Natural Spellcaster (Earth Elemental Form)
7. Natural Spellcaster (Form Control (Earth Elemental) (You can cast Earth Elemental Form as a single Action (including all Actions necessary to cast the spell) and Maintain the spell as a Free Action. You can Intensify then Discharge the Spell as a single Action and you can Intensify the spell after Discharge (though no higher than 3 times, less any Intensify Actions you used prior to Discharge) to increase the Result of the spell))
8. Order Spell Focus Pool 1

Suborder of the Stone Tier 4 Feats List:

1. Lore 4
2. Animate Earth
3. Create Heat
4. Extraordinary Perception 1
5. Favored Terrain (Desert) 2
6. Favored Terrain (Mountain) 2
7. Favored Terrain (Underground) 2
8. Order Spell Focus Pool 2

Suborder of the Stone Tier 5 Feats List:

1. Animate Heat
2. Heat Resistance
3. Lode Resistance
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Natural Dominion (While in Abyssal, Desert, Mountain, or Underground Terrain, you can Cast an Order Spell as if taking 2 Actions. Also, once per day you can spend up to 4 Intermission Actions while in applicable terrain to gain a Terrain Pool of a size equal to the Intermission Actions you used; you can use the Terrain Pool to cast Order Spells as if in the applicable terrain (costing a point each time you cast one), even after you leave, until next daily preparations. You can replenish the Terrain Pool like most other pools, but you must reenter applicable terrain to do so)
8. Order Spell Focus Pool 3

Suborder of the Stone Tier 6 Feats List:

1. Lore 5
2. Animate Lode
3. Create Lode
4. Summon Earth Elemental
5. Extraordinary Perception 3
6. Order Spell Focus Pool 4
7. Timeless Nature (You cease aging and are immune to aging effects and Disease)
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action.

Suborder of the Stone Capstone Feats List:

1. Lore +1
2. Extraordinary Perception 4

Elective Suborder of the Waves (Familiar) Feats List:

1. Primal (Water Elemental) Familiar 1 (Tier 4)
2. Telempathy (Water Elemental) 1 (Tier 4)
3. Primal (Water Elemental) Familiar 2 (Tier 5)
4. Telempathy (Water Elemental) 2 (Tier 5)
5. Primal (Water Elemental) Familiar 3 (Tier 6)
6. Telempathy (Water Elemental) 3 (Tier 6)
7. Primal (Water Elemental) Familiar 4 (Capstone)
8. Telempathy (Water Elemental) 4 (Capstone)

Suborder of the Waves Tier 1 Feats List:

1. Agility 2, Traditional Alchemy
2. Contortion 2, Traditional Pharmacology
3. Empathy 2, {Determinism (Elemental), Elemental Parapsychology, Elementalism (Elemental Xenophysiology)}
4. Lore 2, {Applied Alchemical Science (Chemistry), Artisan (Chemist), Vitalism}
5. Hustle 2, Traditional Craft
6. Melee Combat 2, {Applied Mechanical Science (Shipwright), Artisan (Engineer}, Plant Material}
7. Observation 2, Water Terrain Subset
8. Tinker 2, {Acoustics, Electromagnetism, Hydrology}

Suborder of the Waves Tier 2 Feats List:

1. Lore 3
2. {Aquan Language, Exotic Material (Elemental Water), Swamp Terrain}
3. Aquanaut (High Diver) 1
4. Aquanaut (Swimmer) 1
5. Favored Terrain (Abyssal) 1
6. Favored Terrain (Aquatic) 1
7. Favored Terrain (Maritime) 1
8. Favored Terrain (Swamp) 1

Suborder of the Waves Tier 3 Feats List:

1. {Applied Mechanical Science (Armorer), Metal, Special Material (Orichalcum)}
2. {Applied Mechanical Science (Hermetics), Glass, Special Material (Sapphire)}
3. Improvised Weapons Subgroup
4. Create Water
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Natural Spellcaster (Water Elemental Form)
7. Natural Spellcaster (Form Control (Water Elemental) (You can cast Water Elemental Form as a single Action (including all Actions necessary to cast the spell) and Maintain the spell as a Free Action. You can Intensify then Discharge the Spell as a single Action and you can Intensify the spell after Discharge (though no higher than 3 times, less any Intensify Actions you used prior to Discharge) to increase the Result of the spell))
8. Order Spell Focus Pool 1

Suborder of the Waves Tier 4 Feats List:

1. Lore 4
2. Animate Water
3. Create Electricity
4. Extraordinary Perception 1
5. Favored Terrain (Abyssal) 2
6. Favored Terrain (Aquatic) 2
7. Favored Terrain (Swamp) 2
8. Order Spell Focus Pool 2

Suborder of the Waves Tier 5 Feats List:

1. Animate Electricity
2. Electricity Resistance
3. Sonic Resistance
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Natural Dominion (While in Abyssal, Aquatic, Maritime, or Swamp Terrain, you can Cast an Order Spell as if taking 2 Actions. Also, once per day you can spend up to 4 Intermission Actions while in applicable terrain to gain a Terrain Pool of a size equal to the Intermission Actions you used; you can use the Terrain Pool to cast Order Spells as if in the applicable terrain (costing a point each time you cast one), even after you leave, until next daily preparations. You can replenish the Terrain Pool like most other pools, but you must reenter applicable terrain to do so)
8. Order Spell Focus Pool 3

Suborder of the Waves Tier 6 Feast List:

1. Lore 5
2. Animate Sound
3. Create Sound
4. Summon Water Elemental
5. Extraordinary Perception 3
6. Order Spell Focus Pool 4
7. Timeless Nature (You cease aging and are immune to aging effects and Disease)
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action.

Suborder of the Waves Capstone Feats List:

1. Lore +1
2. Extraordinary Perception 4

Elective Suborder of the Wind (Familiar) Feats List:

1. Primal (Air Elemental) Familiar 1 (Tier 4)
2. Telempathy (Air Elemental) 1 (Tier 4)
3. Primal (Air Elemental) Familiar 2 (Tier 5)
4. Telempathy (Air Elemental) 2 (Tier 5)
5. Primal (Air Elemental) Familiar 3 (Tier 6)
6. Telempathy (Air Elemental) 3 (Tier 6)
7. Primal (Air Elemental) Familiar 4 (Capstone)
8. Telempathy (Air Elemental) 4 (Capstone)

Suborder of the Wind Tier 1 Feats List:

1. Agility 2, Traditional Alchemy
2. Athletics 2, Traditional Pharmacology
3. Contortion 2, Traditional Craft
4. Empathy 2, {Determinism (Elemental), Elemental Parapsychology, Elementalism (Elemental Xenophysiology)}
5. Lore 2, {Applied Alchemical Science (Chemistry), Artisan (Chemist), Vitalism}
6. Melee Combat 2, {Applied Mechanical Science (Shipwright), Artisan (Engineer}, Plant Material}
7. Observation 2, Air Terrain Subset
8. Tinker 2, {Meteorology, Optics, Thermodynamics}

Suborder of the Wind Tier 2 Feats List:

1. Lore 3
2. {Auran Language, Exotic Material (Elemental Air), Plains Terrain}
3. {Applied Mechanical Science (Glider, Wainwright), Polymer}
4. Aeronaut (Glider) 1
5. Aeronaut (Skydiver) 1
6. Favored Terrain (Arctic) 1
7. Favored Terrain (Maritime) 1
8. Favored Terrain (Plains) 1
9. Favored Terrain (Sky) 1

Suborder of the Wind Tier 3 Feats List:

1. Improvised Weapons Subgroup
2. {Applied Mechanical Science (Armorer), Metal, Special Material (Mithril)}
3. {Applied Mechanical Science (Hermetics), Glass, Special Material (Glassteel)}
4. Create Air
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Natural Spellcaster (Air Elemental Form)
7. Natural Spellcaster (Form Control (Air Elemental) (You can cast Air Elemental Form as a single Action (including all Actions necessary to cast the spell) and Maintain the spell as a Free Action. You can Intensify then Discharge the Spell as a single Action and you can Intensify the spell after Discharge (though no higher than 3 times, less any Intensify Actions you used prior to Discharge) to increase the Result of the spell))
8. Order Spell Focus Pool 1

Suborder of the Wind Tier 4 Feats List:

1. Lore 4
2. Animate Air
3. Create Cold
4. Extraordinary Perception 1
5. Favored Terrain (Arctic) 2
6. Favored Terrain (Maritime) 2
7. Favored Terrain (Sky) 2
8. Order Spell Focus Pool 2

Suborder of the Wind Tier 5 Feats List:

1. Animate Cold
2. Cold Resistance
3. Radiance Resistance
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Natural Dominion (While in Arctic, Maritime, Plains, or Sky Terrain, you can Cast an Order Spell as if taking 2 Actions. Also, once per day you can spend up to 4 Intermission Actions while in applicable terrain to gain a Terrain Pool of a size equal to the Intermission Actions you used; you can use the Terrain Pool to cast Order Spells as if in the applicable terrain (costing a point each time you cast one), even after you leave, until next daily preparations. You can replenish the Terrain Pool like most other pools, but you must reenter applicable terrain to do so)
8. Order Spell Focus Pool 3

Suborder of the Wind Tier 6 Feats List:

1. Lore 5
2. Animate Radiance
3. Create Radiance
4. Summon Air Elemental
5. Extraordinary Perception 3
6. Order Spell Focus Pool 4
7. Timeless Nature (You cease aging and are immune to aging effects and Disease)
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action.

Suborder of the Wind Capstone Feats List:

1. Lore +1
2. Extraordinary Perception 4

#### Druidic Witch

Druidic Witch (all) Tier 1 Feats List:

1. Authority 2, Traditional Craft
2. Diplomacy 2, Traditional Pharmacology
3. Empathy 2, {Aesthetics (Barber), Applied Biological Science (Physician), Artisan (Surgeon)}
4. Haggle 2, Traditional Alchemy
5. Lore 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
6. Observation 2, {Applied Philosophical Science (Literacy), Artisan (Calligrapher), Occultism}
7. Recon 2, {Aesthetics (Aromachology), Applied Alchemical Science (Chemistry), Artisan (Chemist)}
8. Tinker 2, {Applied Mechanical Science (Grenado), Artisan (Engineer), Physics (Thermodynamics)}

Suborder of the East Tier 2 Feats List:

1. Lore 3
2. {Determinism (Fungus), Fungal Material, Mycology}
3. {Determinism (Plant), Plant Material, Botany}
4. Flora Terrain Subset
5. {Parapsychology (Animal; aka Ethology), Uplifted Animal Psychology, Artimaean Language}
6. {Physiology (Arthropodology, Mammalogy), Polymer}
7. {Physiology (Cryptozoology, Ichthyology, Malacology, Ornithology)}
8. {Physiology (Herpetology), Determinism (Animal), Planetology (Ecology), Animal Material}

Suborder of the East Tier 3 Feats List:

1. Create Green Energy
2. Invigorate
3. Soothe
4. Soothe (Animal)
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Natural Spellcaster (Hospitality)
7. Natural Spellcaster (Summon Animal)
8. Order Spell Focus Pool 1
9. Traumatized 2\*, Pact (Witch’s Brew), Witch’s (Biological) Familiar 1 (Free Feat)

\* Traumatized cannot be recovered until you acquire Inherent Spells.

Suborder of the East Tier 4 Feats List:

1. Lore 4
2. Invigorate (Fungus)
3. Invigorate (Plant)
4. Soothe (Fungus)
5. Soothe (Plant)
6. Extraordinary Perception 1
7. Order Spell Focus Pool 2
8. Witch’s (Biological) Familiar 2

Suborder of the East Tier 5 Feats List:

1. {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)}
2. {Pseudo-Anthropology (Eladrin), Psychology (Eladrin), Eladrin Language}
3. Soothe (Beast)
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Order Spell Focus Pool 3
8. Witch’s (Biological) Familiar 3

Suborder of the East Tier 6 Feats List:

1. Lore 7, Lore 8
2. Coven Spell (Invigorate (Fey))
3. Coven Spell (Soothe (Fey))
4. Extraordinary Perception 3
5. Order Spell Focus Pool 4
6. Timeless Nature (You cease aging and are immune to aging effects and Disease)
7. Witch’s (Biological) Familiar 4
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action.

Suborder of the East Capstone Feats List:

1. Lore +1
2. Animal Form
3. Fungus Form
4. Plant Form
5. Coven Spell (Summon Fey)
6. Extraordinary Perception 4

Suborder of the North Tier 2 Feats List:

1. Lore 3
2. {Arctic, Maritime, Underground Terrain}
3. {Applied Mechanics Science (Outfitter/Tailor), Exotic Material (Elemental Cold), Planetology (Meteorology)}
4. {Exotic Material (Elemental Air), Frigus Language, Hydrology}
5. {Parapsychology (Animal; aka Ethology), Uplifted Animal Psychology, Artimaean Language}
6. {Physiology (Arthropodology, Mammalogy), Polymer}
7. {Physiology (Cryptozoology, Ichthyology, Malacology, Ornithology)}
8. {Physiology (Herpetology), Determinism (Animal), Planetology (Ecology), Animal Material}

Suborder of the North Tier 3 Feats List:

1. Animate Air
2. Animate Cold
3. Cold Resistance
4. Create Cold
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Natural Spellcaster (Create Green Energy)
7. Natural Spellcaster (Hospitality)
8. Order Spell Focus Pool 1
9. Traumatized 2\*, Pact (Witch’s Brew), Witch’s (Biological) Familiar 1 (Free Feat)

\* Traumatized cannot be recovered until you acquire Inherent Spells.

Suborder of the North Tier 4 Feats List:

1. Lore 4
2. Animate Water
3. Create Heat
4. Invigorate
5. Soothe (Animal)
6. Extraordinary Perception 1
7. Order Spell Focus Pool 2
8. Witch’s (Biological) Familiar 2

Suborder of the North Tier 5 Feats List:

1. {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)}
2. {Pseudo-Anthropology (Unseelie), Psychology (Unseelie), Xindhi Language}
3. Aeronaut (Glider) 1
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Order Spell Focus Pool 3
8. Witch’s (Biological) Familiar 3

Suborder of the North Tier 6 Feats List:

1. Lore 5
2. Coven Spell (Invigorate (Fey))
3. Coven Spell (Soothe (Fey))
4. Extraordinary Perception 3
5. Order Spell Focus Pool 4
6. Timeless Nature (You cease aging and are immune to aging effects and Disease)
7. Witch’s (Biological) Familiar 4
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action.

Suborder of the North Capstone Feats List:

1. Lore +1
2. Animal Form
3. Coven Spell (Air Elemental Form)
4. Coven Spell (Water Elemental Form)
5. Coven Spell (Summon Fey)
6. Extraordinary Perception 4

Suborder of the South Tier 2 Feats List:

1. Lore 3
2. {Desert, Jungle, Swamp Terrain}
3. {Exotic Material (Elemental Heat), Planetology (Geology), Thermodynamics}
4. {Applied Mechanics Science (Outfitter/Tailor), Exotic Material (Elemental Air), Planetology (Meteorology)}
5. {Parapsychology (Animal; aka Ethology), Uplifted Animal Psychology, Artimaean Language}
6. {Physiology (Arthropodology, Mammalogy), Polymer}
7. {Physiology (Cryptozoology, Ichthyology, Malacology, Ornithology)}
8. {Physiology (Herpetology), Determinism (Animal), Planetology (Ecology), Animal Material}

Suborder of the South Tier 3 Feats List:

1. Create Green Energy
2. Heat Resistance
3. Invigorate (Plant)
4. Soothe (Plant)
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Natural Spellcaster (Animate Air)
7. Natural Spellcaster (Hospitality)
8. Order Spell Focus Pool 1
9. Traumatized 2\*, Pact (Witch’s Brew), Witch’s (Biological) Familiar 1 (Free Feat)

\* Traumatized cannot be recovered until you acquire Inherent Spells.

Suborder of the South Tier 4 Feats List:

1. Lore 4
2. Animate Heat
3. Create Heat
4. Invigorate
5. Soothe (Animal)
6. Extraordinary Perception 1
7. Order Spell Focus Pool 2
8. Witch’s (Biological) Familiar 2

Suborder of the South Tier 5 Feats List:

1. {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)}
2. {Pseudo-Anthropology (Seelie), Psychology (Seelie), Sidheic Language}
3. Aeronaut (Glider) 1
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Order Spell Focus Pool 3
8. Witch’s (Biological) Familiar 3

Suborder of the South Tier 6 Feats List:

1. Lore 5
2. Coven Spell (Invigorate (Fey))
3. Coven Spell (Soothe (Fey))
4. Order Spell Focus Pool 4
5. Extraordinary Perception 3
6. Timeless Nature (You cease aging and are immune to aging effects and Disease)
7. Witch’s (Biological) Familiar 4
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action.

Suborder of the South Capstone Feats List:

1. Lore +1
2. Coven Spell (Air Elemental Form)
3. Coven Spell (Earth Elemental Form)
4. Coven Spell (Invigorate (Macrobiological))
5. Coven Spell (Soothe (Macrobiological))
6. Coven Spell (Summon Fey)
7. Extraordinary Perception 4
8. Animal Form
9. Fungus Form
10. Plant Form

Suborder of the West Tier 2 Feats List:

1. Lore 3
2. {Deadlands, Forest, Plains Terrain}
3. {Determinism (Fungus), Fungal Material, Mycology}
4. {Determinism (Plant), Plant Material, Botany}
5. {Determinism (Spirit), Spiritualism (Spirit Parapsychology), Ectoplasmic (Spirit) Physiology}
6. {Physiology (Arthropodology, Mammalogy), Polymer}
7. {Physiology (Cryptozoology, Ichthyology, Malacology, Ornithology)}
8. {Physiology (Herpetology), Determinism (Animal), Planetology (Ecology), Animal Material}

Suborder of the West Tier 3 Feats List:

1. Create Spiritual Energy
2. Invigorate (Spirit)
3. Soothe (Spirit)
4. Coven Spell (Detect Incorporeal)
5. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
6. Natural Spellcaster (Create Green Energy)
7. Natural Spellcaster (Hospitality)
8. Order Spell Focus Pool 1
9. Traumatized 2\*, Pact (Witch’s Brew), Witch’s (Biological) Familiar 1 (Free Feat)

\* Traumatized cannot be recovered until you acquire Inherent Spells.

Suborder of the West Tier 4 Feats List:

1. Lore 4
2. Fear
3. Invigorate
4. Soothe (Animal)
5. Coven Spell (Summon Spirit)
6. Extraordinary Perception 1
7. Order Spell Focus Pool 2
8. Witch’s (Biological) Familiar 2

Suborder of the West Tier 5 Feats List:

1. {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)}
2. {Pseudo-Anthropology (Ghaele), Psychology (Ghaele), Ghaelaec Language}
3. Aeronaut (Glider) 1
4. Extraordinary Perception 2
5. Inherent Spells
6. Inherent Spells
7. Order Spell Focus Pool 3
8. Witch’s (Biological) Familiar 3

Suborder of the West Tier 6 Feats List:

1. Lore 5
2. Coven Spell (Invigorate (Fey))
3. Coven Spell (Soothe (Fey))
4. Extraordinary Perception 3
5. Order Spell Focus Pool 4
6. Timeless Nature (You cease aging and are immune to aging effects and Disease)
7. Witch’s (Biological) Familiar 4
8. You can take 2 Druid-Specific Actions (but not Reactions) as a single Action.

Suborder of the West Capstone Feats List:

1. Lore +1
2. Coven Spell (Summon Fey)
3. Coven Spell (Spirit Form)
4. Extraordinary Perception 4

### Expert (Multiclass)

Each Expert Subclass is associated with an Attribute. Each Attribute is associated with 4 Skills of 2 “Skill Pairs” each; the Feats of Expert Tiers 1, 2, 4, and 6 depend upon what Skill Pair you prefer.

#### Strength Expert

Tier 1 (Mobility) Feats List:

1. Athletics 2, Consistency 1 (Athletics) (Achieve no lower than a Minor (0) Result on tests)
2. Hustle 2, Consistency 1 (Hustle) (Achieve no lower than a Minor (0) Result on tests)
3. Fleet of Foot 1 (Bonus Die on Hustle (Sprint) tests)
4. Giant Grappler (Bonus Die on Hustle (Close to Disarm, Close to Trip) tests)
5. Judoka (Bonus Die on Athletics (Unbalance Target), Bulwark (Resist Trip, Trip) tests)
6. Powerful Leap (Bonus Die on Athletics (High Jump, Long Jump, High/Long Jump) tests)
7. Spider Climb 1 (Bonus Die on Athletics (Climb, Hold On, Slow Fall) tests)
8. Surefooted (Bonus Die on Hustle (Trudge) tests)

Tier 1 (Power) Feats List:

1. Bulwark 2, Consistency 1 (Bulwark) (Achieve no lower than a Minor (0) Result on tests)
2. Might 2, Consistency 1 (Might) (Achieve no lower than a Minor (0) Result on tests)
3. Diehard 1 (Bonus Die on Bulwark (Fortitude) tests; Give up the Ghost at Dying 5 instead of Dying 4)
4. Immovable 1 (Bonus Die on Bulwark (Resist Shove, Stand Ground) tests)
5. Improved Grab (Bonus Die on Might (Grab, Grab to Disarm/Trip), Melee Combat (Trap Weapon, Weapon Grab to Disarm/Trip) tests)
6. Iron Grip 1 (Bonus Die on Might (Break out of Restraint, Improve Grip) tests)
7. Unstoppable 1 (Bonus Die on Bulwark (Brute Force, Shove) tests)
8. Weapon Grip (Bonus Die on Might (Disarm, Resist Disarm, and Weapon Shove/Sunder/Sweep/Trip) tests)

Tier 2 (Mobility) Feats List:

1. Athletics 3
2. Hustle 3
3. Aquanaut (Swimmer) 1 (Bonus Die on Aquabatics (Float, Swim); Bonus Action for Aquabatics (Float)\*; with Fins or equivalent, Swim Speed 8)
4. Burrower 1 (You can Burrow one Square as a Downtime Action (or Intermission Action if you have Claws or appropriate tools))
5. Consistency 2 (Athletics) (Achieve no lower than a Lesser (1) Result on tests)
6. Consistency 2 (Hustle) (Achieve no lower than a Lesser (1) Result on tests)
7. Hefty Hauler 1 (Bulk Limit 10)
8. Spider Climb 2 (Bonus Reaction that can only be used for Sleight of Hand (Grab a Ledge); if you have Claws, Climb Speed 8)

\* If you have both Aquanaut 1 Feats, Free Action for Aquabatics (Float)

Tier 2 (Power) Feats List:

1. Bulwark 3
2. Might 3
3. Consistency 2 (Bulwark) (Achieve no lower than a Lesser (1) Result on tests)
4. Consistency 2 (Might) (Achieve no lower than a Lesser (1) Result on tests)
5. Diehard 2 (You gain 10 hp, not to exceed Level x 20)
6. Iron Grip 2 (Treat Size as +1 on Might (Resist Disarm) tests)
7. Power Lifter 1 (Treat STR as +2 on Might (Lift) tests)
8. Unstoppable 2 (Reduce Result Penalty by 1 for Hustle (Sprint or Trudge) in Difficult Terrain)

Tier 3 Feats List: All Tier 1 Strength Expert Feats.

Tier 4 (Mobility) Feats List:

1. Athletics 4
2. Hustle 4
3. Aquanaut 2 (Reduce Abyssal, Aquatic, and Maritime Terrain Result Penalty by 1 in Difficult Terrain)
4. Burrower 2 (Burrow Speed 2 with Natural Weapon (Claws); otherwise, Burrow 1 Square as Intermission Action in soft material without tools)
5. Consistency 3 (Athletics) (Achieve no lower than a Moderate (2) Result on tests)
6. Consistency 3 (Hustle) (Achieve no lower than a Moderate (2) Result on tests)
7. Fleet of Foot 2 (Bonus Action that can only be used for Hustle (Sprint))
8. Spider Climb 3 (Reduce Terrain Result Penalty by 1 in Difficult Terrain when using Climb)

Tier 4 (Power) Feats List:

1. Bulwark 4
2. Might 4
3. Consistency 3 (Bulwark) (Achieve no lower than a Moderate (2) Result on tests)
4. Consistency 3 (Might) (Achieve no lower than a Moderate (2) Result on tests)
5. Diehard 3 (You gain 10 (20 total with Diehard 2) hp, not to exceed Level x 20)
6. Immovable 2 (Treat Size as +1 for Bulwark (Resist Shove, Resist Trip) tests)
7. Iron Grip 3 (Treat Size as +1 on Might (Grab to Disarm, Grab to Trip))
8. Power Lifter 2 (Treat STR as +4 on Might (Lift) tests)

Tier 5 Feats List: All Tier 2 Strength Expert Feats.

Tier 6 (Mobility) Feats List:

1. Athletics 5
2. Hustle 5
3. Aquanaut 3 (Reduce Abyssal, Aquatic, and Maritime Terrain Result Penalty by 2 in Difficult Terrain)
4. Consistency 4 (Athletics) (Achieve no lower than a Greater (3) Result on tests)
5. Consistency 4 (Hustle) (Achieve no lower than a Greater (3) Result on tests)
6. Hefty Hauler 3 (Bulk Limit 20)
7. Spider Climb 4 (Reduce Terrain Result Penalty by 2 in Difficult Terrain when using Climb)
8. Unstoppable 3 (Reduce Result Penalty by 2 for Hustle (Sprint or Trudge) in Difficult Terrain)

Tier 6 (Power) Feats List:

1. Bulwark 5
2. Might 5
3. Consistency 4 (Bulwark) (Achieve no lower than a Greater (3) Result on tests)
4. Consistency 4 (Might) (Achieve no lower than a Greater (3) Result on tests)
5. Diehard (Defy Death) 4 (Give up the Ghost at Dying 6 or STR, whichever is higher, instead of Dying 4)
6. Diehard (Increased Hit Points) 4 (You gain 10 (30 total with Diehard 2 and 3) hp, not to exceed Level x 20) (Tier 6)
7. Immovable 4 (Treat Size as +2 for Bulwark (Resist Shove, Resist Trip) tests)
8. Iron Grip 4 (Treat Size as +2 on Might (Resist Disarm) tests)

Capstone Feats List [PREREQ: All Tier 4 Strength Expert Feats]:

1. Athletics +1
2. Bulwark +1
3. Hustle +1
4. Might +1
5. Aquanaut 4 (Reduce Abyssal, Aquatic, and Maritime Terrain Result Penalty by 4 in Difficult Terrain)
6. Cinematic Strength +1 (maximum 4)
7. Diehard 5 (You gain 30 (60 total with Diehard 2, 3, and 4) hp, not to exceed Level x 20)
8. Spider Climb 5 (Reduce Terrain Result Penalty by 4 in Difficult Terrain when using Climb)

#### Dexterity Expert

Tier 1 (Grace) Feats List:

1. Agility 2, Consistency 1 (Agility) (Achieve no lower than a Minor (0) Result on tests)
2. Contortion 2, Consistency 1 (Contortion) (Achieve no lower than a Minor (0) Result on tests)
3. Artful Dodger 1 (Bonus Die on Agility (Dodge) tests; with Aeronaut 3, Aerobatics (Dodge) tests; with Aquanaut (Swimmer) 1, Aquabatics (Dodge) tests)
4. Chameleon (Bonus Die on Contortion (Reduce Optical Signature) tests)
5. Escape Artist (Bonus Die on Contortion (Escape) tests)
6. Incredible Balance 1 (Bonus Die on Agility (Balance, Leave no Tracks, Reduce Auditory Signature) tests)
7. Tumbler (Bonus Die on Agility (Kip Up, Landing Fall, Move Through Occupied Square) tests)
8. Tunnel Snake 1 (Bonus Die on Contortion (Constrained Space Fighting, Squeeze) tests)

Tier 1 (Manual Dexterity) Feats List:

1. Sleight of Hand 2, Consistency 1 (Sleight of Hand) (Achieve no lower than a Minor (0) Result on tests)
2. Tinker 2, Consistency 1 (Tinker) (Achieve no lower than a Minor (0) Result on tests)
3. Able Pilot (Bonus Die on Tinker (Pilot) tests)
4. Aeronaut (Glider) 1 (Bonus Action for Aerobatics (Glide) if you have Wings or the equivalent; with Levitation or Wings, Fly Speed 2)
5. B & E Specialist 1 (Bonus Die on Tinker (Disable Device) tests)
6. Cutpurse (Bonus Die on Sleight of Hand (Pick Pocket, Plant Evidence) tests)
7. Smuggler (Bonus Die on Sleight of Hand (Conceal Object) tests)
8. Sticky Fingers (Bonus Die on Sleight of Hand (Grab a Ledge, Palm an Object) tests)

Tier 2 (Grace) Feats List:

1. Agility 3
2. Contortion 3
3. Aeronaut (Skydiver) 1 (Bonus Die on Aerobatics (Freefall) tests)
4. Aquanaut (High Diver) 1 (Bonus Die on Aquabatics (Water Entry) tests; Bonus Action for Aquabatics (Float)\*)
5. Artful Dodger 2 (Bonus Reaction that can only be used to Dodge)
6. Cat Fall (Convert Falling 0 to Dive 0 as a free action)
7. Consistency 2 (Agility) (Achieve no lower than a Lesser (1) Result on tests)
8. Consistency 2 (Contortion) (Achieve no lower than a Lesser (1) Result on tests)

\* If you have both Aquanaut 1 Feats, Free Action for Aquabatics (Float)

Tier 2 (Manual Dexterity) Feats List:

1. Sleight of Hand 3
2. Tinker 3
3. Aeronaut (Glider) 2 (Free Action for Aerobatics (Glide) if you have Wings; if you have Levitation or Wings, Fly Speed 4)
4. Consistency 2 (Sleight of Hand) (Achieve no lower than a Lesser (1) Result on tests)
5. Consistency 2 (Tinker) (Achieve no lower than a Lesser (1) Result on tests)
6. Favored Craft (Engineer) 1\* (Bonus Action that can only be used for a Craft test with your favored craft)
7. Nimble Fingers (Take 2 Don/Remove Armor or Reload Actions as a single Action)
8. Somatosensation (Use the higher of Observation or Tinker for Tinker tests if you precede Tinker with Observation on things you touch)

\* If you have two of the three Favored Crafts (Material, Artisan, Applied Science) applicable to the test, you can take 2 crafting Actions as a single Action. If you have all three, you can take 3 crafting Actions as a single Action. You can change the order in which you gain Favored Craft (Artisan) 1, either as Tier 2, 4, or 6 (Manual Dexterity) Feats.

Tier 3 Feats List: All Tier 1 Dexterity Expert Feats.

Tier 4 (Grace) Feats List:

1. Agility 4
2. Contortion 4
3. Aeronaut (Flier) 3 (Bonus Die on Aerobatics (Fly) tests)
4. Aeronaut (Stormbird) 3 (Reduce Sky Terrain Result Penalty by 1 in Difficult Terrain)
5. Consistency 3 (Agility) (Achieve no lower than a Moderate (2) Result on tests)
6. Consistency 3 (Contortion) (Achieve no lower than a Moderate (2) Result on tests)
7. Incredible Balance 2 (Reduce Result Penalty by 1 for Agility (Balance) on Difficult Terrain)
8. Tunnel Snake 2 (Reduce Result Penalty by 1 for Contortion (Squeeze) in Difficult Terrain)

Tier 4 (Manual Dexterity) Feats List:

1. Sleight of Hand 4
2. Tinker 4
3. Aeronaut (Glider) 3 (Bonus Die on Aerobatics (Dive, Pull Up, Regain Control) tests; if you have Levitation or Wings, Fly Speed 8)
4. Consistency 3 (Sleight of Hand) (Achieve no lower than a Moderate (2) Result on tests)
5. Consistency 3 (Tinker) (Achieve no lower than a Moderate (2) Result on tests)
6. Favored Craft (Calligrapher) 1\* (Bonus Action that can only be used for a Craft test with your favored craft)
7. Favored Craft (Surgeon) 1\* (Bonus Action that can only be used for a Craft test with your favored craft)
8. Hefty Hauler 2 (Bulk Limit 14; you are assumed to occasionally tinker with your pack)

\* If you have two of the three Favored Crafts (Material, Artisan, Applied Science) applicable to the test, you can take 2 crafting Actions as a single Action. If you have all three, you can take 3 crafting Actions as a single Action. For surgeons, the three Knowledges are (Physiology, Surgeon, Physician).

Tier 5 Feats List: All Tier 2 Dexterity Expert Feats.

Tier 6 (Grace) Feats List:

1. Agility 5
2. Contortion 5
3. Aeronaut 4 (Reduce Sky Terrain Result Penalty by 2 in Difficult Terrain)
4. Artful Dodger 3 (Your Bonus Action to Dodge becomes a Free Action instead)
5. Consistency 4 (Agility) (Achieve no lower than a Greater (3) Result on tests)
6. Consistency 4 (Contortion) (Achieve no lower than a Greater (3) Result on tests)
7. Incredible Balance 3 (Reduce Result Penalty by 2 for Agility (Balance) on Difficult Terrain)
8. Tunnel Snake 3 (Reduce Result Penalty by 2 for Contortion (Squeeze) in Difficult Terrain)

Tier 6 (Manual Dexterity) Feats List:

1. Sleight of Hand 5
2. Tinker 5
3. B&E Specialist 4 (Reduce Result Penalty by 4 for a complex device)
4. Consistency 4 (Sleight of Hand) (Achieve no lower than a Greater (3) Result on tests)
5. Consistency 4 (Tinker) (Achieve no lower than a Greater (3) Result on tests)
6. Favored Craft (Chemist) 1\* (Bonus Action that can only be used for a Craft test with your favored craft)
7. Favored Craft (Pharmacologist) 1\* (Bonus Action that can only be used for a Craft test with your favored craft)
8. Hefty Hauler 4 (Bulk Limit 28)

Capstone Feats List:

1. Agility +1
2. Contortion +1
3. Sleight of Hand +1
4. Tinker +1
5. Aeronaut 5 (Reduce Sky Terrain Result Penalty by 4 in Difficult Terrain)
6. Cinematic Dexterity +1
7. Incredible Balance 4 (Reduce Result Penalty by 4 for Agility (Balance) on Difficult Terrain)
8. Tunnel Snake 4 (Reduce Result Penalty by 4 for Contortion (Squeeze) in Difficult Terrain)

#### Perception Expert

Tier 1 (Sensation) Feats List:

1. Observation 2, Consistency 1 (Observation) (Achieve no lower than a Minor (0) Result on tests)
2. Recon 2, Consistency 1 (Recon) (Achieve no lower than a Minor (0) Result on tests)
3. Acute Hearing (Bonus Die on Observation (Auditory), Recon (Auditory) tests)
4. Frisk (Bonus Die on Observation (Pat Down) tests and tests to notice concealed items)
5. Keen Vision (Bonus Die on Observation (Optical), Recon (Optical) tests)
6. Sensitive Nose 1 (Bonus Die on Observation (Chemical), Recon (Chemical) tests; increase cap on Observation/Recon (Chemical) tests by 1)
7. Sleuth (Bonus Die on Observation (Track Down) tests; with Biology 3, Bonus Die on Biology (Forensic Science) tests)
8. Tracker (Bonus Die on Observation (Track) tests)

Tier 1 (Wisdom) Feats List:

1. Empathy 2, Consistency 1 (Empathy) (Achieve no lower than a Minor (0) Result on tests)
2. Lore 2, Consistency 1 (Lore) (Achieve no lower than a Minor (0) Result on tests)
3. Forager (Bonus Die on Lore (Find Shelter, Find Water, Foraging, Gather Raw Materials) tests)
4. Size Up (Bonus Die on Empathy (Anticipate Feint, Gather Information, Observe) tests)
5. Sociologist (Bonus Die on Empathy (Recall Knowledge) tests)
6. Telempathy (Zoological) 1 (Bonus Die on Empathy (Calm Creature, Handle Creature, Train Creature) tests with animals)
7. Terrain Knowledge Subset\*
8. Trauma Counselor (Bonus Die on Empathy (Psychotherapy) tests)

\* Typical Terrain Knowledge Subsets are as indicated here, but some Feats Lists provide alternative groupings. Air Terrain Subset {Arctic, Plains, Sky}. Artificial Terrain Subset {Deadlands, Sewer, Urban}, Earth (Rocky/Sandy) Terrain Subset {Desert, Mountain, Underground}, Flora Terrain Subset {Forest, Jungle, Swamp}, Water Terrain Subset {Abyssal, Aquatic, Maritime}. You can acquire one Terrain Knowledge of a Subset for ½ Feat. The Primary Knowledge and Languages in the table below are to give you an idea what might be relevant; you must learn them as separate Knowledge if you want them.

|  |  |  |  |
| --- | --- | --- | --- |
| Terrain | Coverage | Primary Knowledge | Languages |
| Abyssal | Abyssal plain, continental shelf, underwater caves | Geology | Abyssal, Alghollthu, Aquan |
| Aquatic | Submarine environments above floor and below surface | Ecology | Abaia, Aquan, Atlantean |
| Arctic | Glacier, ice cap, tundra, snowy or icy terrain | Thermodynamics (Cold) | Arctan, Atlantean, Pruina |
| Deadlands | Crypts, graveyards, Shadow Realm (and overlapping region) | Parapsychology | Caligni, Dominican, Necril |
| Desert | Deserts, sandy beaches | Thermodynamics (Heat) | Auran, Ignan, Terran |
| Forest | Moderate to relatively dense woodlands, but not Jungle | Ecology | Arboreal, Artimaean, Myconid, Sylvan |
| Jungle | Areas of dense vegetation not covered by water | Ecology | Artimaean, Msituni, Myconid, Sylvan |
| Maritime | Surface of any body of water | Meteorology | Aquan, Atlantean, Auran |
| Mountain | Mountains, rocky terrain that is not underground | Ecology | Altaic, Nubis, Terran |
| Plains | Sparsely wooded grasslands, fields | Ecology | Artimaean, Myconid, Terran |
| Sewer | Sewer systems, aqueducts | Common Tongue | Protean, Regional, Undercommon |
| Sky | Clouds, any terrain in which you do not touch the ground | Meteorology | Atlantean, Auran, Nubis |
| Swamp | Bogs, marshes | Ecology | Aquan, Artimaean, Hamo, Protean, Sylvan |
| Underground | Subterranean terrain that is not submerged | Geology | Darkslang, Myconid, Protean, Undercommon |
| Urban | Metropolitan and rural settlements | Common Tongue | Comslang, Dominican, Regional |

Tier 2 (Sensation) Feats List:

1. Observation 3
2. Recon 3
3. B&E Specialist (Wary Disarmament) 2 (+1 Effect on Defense tests vs. devices you trigger while disarming)
4. Consistency 2 (Observation) (Achieve no lower than a Lesser (1) Result on tests)
5. Consistency 2 (Recon) (Achieve no lower than a Lesser (1) Result on tests)
6. Favored Craft ([Material]) 1 (this Feat only provides a benefit if you have at least one other applicable Favored Craft)
7. Sensitive Nose 2 (Increase the cap on Observation or Recon (Chemical) by 1 (usually from Lesser to Greater))
8. Superhuman Senses 1 (pick two\*)

\* Superhuman Auditory Senses 1 include High Frequency Hearing, Low Frequency Hearing, Perfect Pitch, Sound Filter, Tremorsense, Underwater Hearing. Superhuman Chemical Senses 1 include Bloodhound (treat as Sensitive Nose +1, but with effective Rank of Sensitive Nose 4, no cap on Observation/Recon (Chemical) tests), Smell Pheromones). Superhuman Optical Senses 1 include Deepvision, Distance Vision, Low Light Vision, Microscopic Vision, Ultravision.

Tier 2 Feats List:

1. Empathy 3
2. Lore 3
3. Consistency 2 (Empathy) (Achieve no lower than a Lesser (1) Result on tests)
4. Consistency 2 (Lore) (Achieve no lower than a Lesser (1) Result on tests)
5. Favored Terrain 1 (3 Constructive Feats in your favored terrain\*)
6. Naturalist (Bonus Die on Lore (Recall Knowledge) tests related to Life Sciences or Terrain when in terrain for which you have Knowledge)
7. Traditional Crafting (Use Lore at Mechanics Rank for Physical Science Craft tests or to Recall Knowledge about Materials)
8. Traditional Pharmacology (Use Lore at Biology Rank for Life Sciences Craft tests or to Recall Knowledge about Physiologies)

\* When in your Favored Terrain you are treated as if you have 3 Constructive Feats, which you must select when you gain Favored Terrain. If you don’t have Agility 2 or Contortion 2, you are treated as if you have it/them while in your Favored Terrain. You can choose {Telempathy (Zoological) 1, Psychologist, Size Up} and/or {Forager, Naturalist, Scholar} as a Constructive Feat, but the Feat Groups only extend to creatures or subjects native to the Terrain. If you already have one or more of the indicated Feats, you can Retrain (or choose an alternative Constructive Feat for each Feat you already have).

Abyssal: Breath Control, Chameleon, Incredible Balance 1, Surefooted, Tunnel Snake 1.

Aquatic: Able Pilot (submersible), Aquanaut (Swimmer) 1, Aquanaut 2, Breath Control, Chameleon.

Arctic: Able Pilot (dogsled or sleigh), Chameleon, Diehard 1, Incredible Balance 1, Surefooted.

Deadlands: Chameleon, Mindfulness, Sensitive Nose 1, Sensitive Nose 2, Tunnel Snake 1.

Desert: Chameleon, Diehard 1, Incredible Balance 1, Keen Vision, Surefooted.

Forest: Chameleon, Incredible Balance 1, Spider Climb 1, Surefooted, Tracker.

Jungle: Chameleon, Incredible Balance 1, Spider Climb 1, Surefooted, Tracker.

Maritime: Able Pilot (boat or ship), Aquanaut (High Dive) 1, Keen Vision, Incredible Balance 1, Spider Climb 1,

Mountain: Chameleon, Incredible Balance 1, Spider Climb 1, Spider Climb 2, Surefooted.

Plains: Able Pilot (chariot or wagon), Chameleon, Keen Vision, Fleet of Foot, Tracker.

Sewer: Aquanaut 1, Chameleon, Incredible Balance, Surefooted, Tunnel Snake 1.

Sky: Able Pilot (airship), Aeronaut (Glider) 1, Aeronaut (Skydiver) 1, Aeronaut 2, Aeronaut 3.

Swamp: Aquanaut 1, Chameleon, Incredible Balance, Spider Climb 1, Surefooted.

Underground: Chameleon, Incredible Balance, Spider Climb 1, Surefooted, Tunnel Snake 1.

Urban: Chameleon, Glad-Hand 1, Networker 1, Sleuth, Social Chameleon 1.

Tier 3 Feats List: All Tier 1 Perception Expert Feats.

Tier 4 (Sensation) Feats List:

1. Observation 4
2. Recon 4
3. Consistency 3 (Observation) (Achieve no lower than a Moderate (2) Result on tests)
4. Consistency 3 (Recon) (Achieve no lower than a Moderate (2) Result on tests)
5. Mind Palace 2 (Snapshot what you can currently perceive for analysis in Intermission (including take 20))
6. Sensitive Nose 3 (Increase the Cap on Observation or Recon (Chemical) by 3 (usually from Lesser to Major)) (Tier 5)
7. Superhuman Senses 1 (pick 2)
8. Superhuman Senses 1 (pick 2)

Tier 4 (Wisdom) Feats List:

1. Empathy 4
2. Lore 4
3. 2nd Terrain Knowledge Subset
4. Consistency 3 (Empathy) (Achieve no lower than a Moderate (2) Result on tests)
5. Consistency 3 (Lore) (Achieve no lower than a Moderate (2) Result on tests)
6. Favored Terrain 1 (3 Constructive Feats in your favored terrain; must be in the same subset as other Favored Terrain 1)
7. Favored Terrain 1 (3 Constructive Feats in your favored terrain; must be in the same subset as other Favored Terrain 1)
8. Traditional Alchemy (Use Lore at Alchemy Rank for Alchemical Science Craft tests or to Recall Knowledge about Elements)

Tier 5 Feats List: All Tier 2 Perception Expert Feats.

Tier 6 (Sensation) Feats List:

1. Observation 5
2. Recon 5
3. Consistency 4 (Observation) (Achieve no lower than a Greater (3) Result on tests)
4. Consistency 4 (Recon) (Achieve no lower than a Greater (3) Result on tests)
5. Superhuman Senses 1\* (pick 2)
6. Superhuman Senses 1\* (pick 2)
7. Superhuman Senses 1\* (pick 2)
8. Superhuman Senses 2 (pick 1)

\* After you obtain all of these, you gain all other Superhuman Senses 1 for free.

\*\* Superhuman Auditory Senses 2 include Subsonic Hearing, Ultrasonic Hearing. Superhuman Chemical Senses 2 include Deathsense, Lifesense. Superhuman Optical Senses 1 include Darkvision, Infravision.

Tier 6 (Wisdom) Feats List:

1. Empathy 5
2. Lore 5
3. Consistency 4 (Empathy) (Achieve no lower than a Greater (3) Result on tests)
4. Consistency 4 (Lore) (Achieve no lower than a Greater (3) Result on tests)
5. Favored Terrain 2 (4 Constructive Feats in your favored terrain)
6. Favored Terrain 2 (4 Constructive Feats in your favored terrain)
7. Favored Terrain 2 (4 Constructive Feats in your favored terrain)
8. Telempathy (Zoological) 2 (+1 Effect on Social tests with Animals)

Capstone Feats List:

1. Empathy +1
2. Lore +1
3. Observation +1
4. Recon +1
5. Cinematic Perception +1
6. Favored Terrain 3 (5 Constructive Feats in your favored terrain)
7. Superhuman Senses 1 (any 2)
8. Superhuman Senses 2 (any 1)
9. Telempathy (Any) +1
10. Telempathy (Zoological) 3 (+1 Effect on Social tests with a Bonded Animal)

#### Intellect Expert

Tier 1 (Hard Science) Feats List:

1. Alchemy 2, Consistency 1 (Alchemy) (Achieve no lower than a Minor (0) Result on tests)
2. Mechanics 2, Consistency 1 (Mechanics) (Achieve no lower than a Minor (0) Result on tests)
3. Alchemical Savant (Bonus Die on Alchemy (Recall Knowledge) and Observation tests related to Alchemical Science)
4. Favored Craft (Applied Mechanical Science) 1\* (Bonus Die on Mechanics Craft tests)
5. Hard Science Knowledge Subset\*\*
6. Mechanical Savant (Bonus Die on Mechanics (Recall Knowledge) and Observation tests related to most permanent items and devices)
7. Technician (Bonus Die on Mechanics (Assess Complex Device) tests and Observation tests related to Physical Science)
8. Undetectable Scent (Bonus Die on Alchemy (Reduce Chemical Signature) tests)

\* If you have two of the three Knowledges for a Craft test (Material, Artisan, Applied Science) applicable to the test, you gain a second Bonus Die; if you have all three, you gain a third Bonus Die. You can take this Feat multiple times, once for each Applied Science.

\*\* You gain a Knowledge Subset and can acquire one Knowledge from any “Unrestricted” Subset as a ½ Feat or another “Unrestricted” Subset for 1 Feat. See Artisan for Craft tests. (Some of the subsets, particularly those with particularly difficult subject matter, do not provide the three Knowledges you need for (usually) crafting without penalty.) Unrestricted Subsets include:

{Aesthetics (Aromachology), Applied Mechanical Science (Grenado), Physics (Thermodynamics)},

{Applied Alchemical Science (Chemistry), Artisan (Chemist), Vitalism},

{Applied Mechanical Science (Armorer), Artisan (Engineer), Animal Material},

{Applied Mechanical Science (Bowyer), Artisan (Engineer), Plant Material},

{Applied Mechanical Science (Builder), Artisan (Engineer), Ceramic},

{Applied Mechanical Science (Jeweler), Physics (Optics), Glass},

{Applied Mechanical Science (Mechanician (Horologer, Locksmith, Snarecrafter)},

{Applied Mechanical Science (Miner), Artisan (Engineer), Ceramic},

{Applied Mechanical Science (Musicologist), Artisan (Engineer), Physics (Acoustics)},

{Applied Mechanical Science (Outfitter/Tailor), Artisan (Engineer), Polymer},

{Applied Mechanical Science (Wainwright), Artisan (Engineer}, Plant Material}

{Applied Mechanical Science (Weaponsmith), Artisan (Engineer), Metal},

{Physics (Electromagnetism), Planetology (Hydrology, Meteorology)}

If you acquire two subsets that include Artisan (Engineer), you gain Aesthetics (Visual Artist) for free; if you acquire three subsets that include Artisan (Engineer), you gain Physics (Cryptography) for free.

If you acquire two subsets that include Plant Material, you gain Applied Mechanical Science (Shipwright) for free; if you acquire two subsets that include Ceramic, you gain Planetology (Geology) for free.

Tier 1 (Soft Science) Feats List:

1. Biology 2, Consistency 1 (Biology) (Achieve no lower than a Minor (0) Result on tests)
2. Philosophy 2, Consistency 1 (Philosophy) (Achieve no lower than a Minor (0) Result on tests)
3. Biological Savant (Bonus Die on Biology (Recall Knowledge) and Observation tests related to Life Science)
4. Favored Craft (Literacy) 1\* (Bonus Die on Philosophy Craft tests)
5. Favored Craft (Physician) 1\* (Bonus Die on Biology (Attach Prosthetic, Stabilize, Stop Bleeding, Treat Disease, Treat Toxin, Treat Wounds) tests)
6. Soft Science Knowledge Subset\*\*
7. Library Researcher (Bonus Die on Philosophy (Gather Information) tests)
8. Scholar (Bonus Die on Philosophy (Recall Knowledge) and Observation tests related to Philosophical Science)

\* If you have two of the three Knowledges for a Craft test (Material, Artisan, Applied Science) applicable to the test, you gain a second Bonus Die; if you have all three, you gain a third Bonus Die. For physicians, the three Knowledges are (Physician, Physiology, Surgeon).

\*\* You gain a Knowledge Subset and can acquire one Knowledge from any “Unrestricted” Subset as a ½ Feat or another “Unrestricted” Subset for 1 Feat. See Artisan for Craft tests. (Some of the subsets, particularly those with particularly difficult subject matter, do not provide the three Knowledges you need for (usually) crafting without penalty.) Unrestricted Subsets include.

{Academia, Appraise, Chef},

{Acrobatic Performance, Combat Performance, Dance Performance},

{Acting Performance, Comedy Performance, Magic Performance},

{Admin, Economics, Trade},

{Aesthetics (Barber), Applied Biological Science (Physician), Artisan (Surgeon)},

{Aesthetics (Poetry) Performance, Oratory Performance, Singing Performance},

{Anthropology (Aelven), Psychology (Aelven), Sperethiel Language},

{Anthropology (Dvergan), Psychology (Dvergan), Khuzdul Language},

{Anthropology (Human), Psychology (Human), Common Tongue},

{Anthropology (Mammalian Troglodyte (pick one)), Psychology (Mammalian Troglodyte (pick one)), Mammalian Troglodyte Language (pick one)},

{Anthropology (Uruk), Psychology (Uruk), Or’zet Language},

{Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism},

{Applied Philosophical Science (Literacy), Artisan (Calligrapher), Occultism},

{Criminology, Law Enforcement, Jurisprudence},

{Determinism (Aberrant), Aberrant Xenopsychology, Xenobiology (Aberrant Xenophysiology)},

{Determinism (Construct), Construct Xenopsychology, Construct Xenophysiology},

{Determinism (Elemental), Elemental Parapsychology, Elementalism (Elemental Xenophysiology)},

{Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)},

{Determinism (Fungus), Fungal Material, Mycology},

{Determinism (Microbiological), Microbiological Material, Microbiology (aka Macrobiology (Ooze Physiology)},

{Determinism (Morality), Canon, Avaticology},

{Determinism (Plant), Plant Material, Botany},

{Determinism (Spirit), Spiritualism (Spirit Parapsychology), Ectoplasmic (Spirit) Physiology},

{Determinism (Undead), Undead Parapsychology, Necromancy (Undead Physiology)},

{Determinism (Xeno-Morality), Astrology, Xeno-Avaticology},

{Para-Anthropology (Azata), Psychology (Azata), Azata Language},

{Para-Anthropology (Celestial), Psychology (Celestial), Celestial Language},

{Para-Anthropology (Demonic), Psychology (Demonic), Aklo Language},

{Para-Anthropology (Genie), Psychology (Genie), Janni Language},

{Para-Anthropology (Infernal), Psychology (Diabolical), Infernal Language},

{Para-Anthropology (Primordial), Psychology (Primordial), Primordial Language},

{Para-Anthropology (Rephaim), Psychology (Rephaim), Requian Language},

{Parapsychology (Animal; aka Ethology), Uplifted Animal Psychology, Artimaean Language},

{Parapsychology (Fungus), Uplifted Fungus Psychology, Myconid Language},

{Parapsychology (Plant), Uplifted Plant Psychology, Sylvan Language},

{Physiology (Arthropodology, Mammalogy), Polymer},

{Physiology (Ichthyology, Malacology, Ornithology)},

{Physiology (Herpetology), Determinism (Animal), Animal Material},

{Play Instrument (Keyboards, Percussion, Strings, Winds) Performance},

{Politics, Religion, Savoir-Faire},

{Pseudo-Anthropology (Arthropodological Troglodyte (pick one)), Psychology (Arthropodological Troglodyte (pick one)), Arthropodological Troglodyte Language},

{Pseudo-Anthropology (Bird Troglodyte (pick one)), Psychology (Bird Troglodyte (pick one)), Bird Troglodyte Language},

{Pseudo-Anthropology (Draconic), Psychology (Draconic), Draconic Language},

{Pseudo-Anthropology (Giant), Psychology (Giant), Jotun Language},

{Pseudo-Anthropology (Gnomish (pick one)), Psychology (Gnomish (pick one)), Gnomish Language},

{Pseudo-Anthropology (Fey (pick one), Psychology (Fey (pick one)), Fey Language (pick one)},

{Pseudo-Anthropology (Fish Troglodyte (pick one)), Psychology (Fish Troglodyte (pick one)), Fish Troglodyte Language},

{Pseudo-Anthropology (Malacological Troglodyte (pick one)), Psychology (Malacological Troglodyte (pick one)), Malacological Troglodyte Language},

{Pseudo-Anthropology (Reptilian Troglodyte (pick one)), Psychology (Reptilian Troglodyte (pick one)), Reptilian Troglodyte Language (pick one)},

{Pseudo-Anthropology (Vampiric (includes all undead societies)), Psychology (Undead), Necril Language},

{Regional Society (pick one), Common Tongue, Regional Language}.

If you acquire two Performance subsets, you gain the third for free; if a Regional Society shares a Common Tongue and/or Regional Language, take any other Regional Society or applicable language for each shared Knowledge. If you acquire two subsets that include (in each) one or more of Arthropodology, Herpetology, Ichthyology, Malacology, Mammalogy, or Ornithology (or if you acquire one of the Physiologies as a Knowledge, plus one other Subset), you gain one of Cryptozoology or Planetology (Ecology) for free; if you acquire three, you gain both for free.

Morality acts as both Determinism and Parapsychology for Celestials and Infernals. Avaticology acts as Physiology for Celestials and Infernals. Celestials include Angels (LG), Psychopomps (LN), and Deva (NG). Infernals include Devils (LE) and Daemons (NE). Xeno-Morality acts as Determinism and Parapsychology for Azata, Demons, and Primordials. Xeno-Avaticology acts as Physiology for Azata, Demons, and Primordials.

If you acquire Gnomish Language twice, you gain Artimaean, Common Tongue, or Whistletongue (and gain another each time you acquire Gnomish Language again). Note: The four types of Gnomes are Chameleon, Domovoi, Hob, and Tinker.

Fey Pseudo-Anthropologies and Psychologies include Eladrin, Ghaelaec, Seelie, and Unseelie; the respective languages are Eladrin, Ghaelaec, Sidheic, and Xindhi.

The most common four Mammalian Troglodytes are Batling, Leonid, Lycan, Tauran, and Ysoki. There are no common Arthropodological Troglodytes but Crab Folk and Ettercaps are known. The most common Bird Troglodytes are Tengu. The most common Fish Troglodytes are Merfolk and Tritons. There are no common Malacological Troglodytes, but Nautilaeans are known. The most common Reptilian Troglodyte is Iruxi, but Gui and Naeddre are known.

**Language**: Relatively common languages are listed in the table below with their phonemes (the base language they sound like) and alphabet (the language that serves as a basis for the written version of the language), along with its primary speakers

| Common/Uncommon Languages | Phonemes | Alphabet | Primary Speakers |
| --- | --- | --- | --- |
| Abyssal | Aquan | Janni | Anthropians (Dvorgar) |
| Aethereal | Auran | Janni | Djinn and Aether Elementals (Anthropians and Djinn use spoken and written forms) |
| Aklo | Aklo | Infernal | Demons |
| Altaic (Earth Dialect of Frigus) | Terran | Ancient Grek | Anthropians |
| Anglish | Grek | Leten | Anthropians (Common Tongue) |
| Aquan | Aquan | Ancient Umayyad | Anthropians and Thunder Elementals |
| Aquilonian | Umayyad | Ancient Ygyptian | Anthropians |
| Arboreal | Sylvan | Eladrin | Plants (Forest) |
| Arctan (Water Dialect of Frigus) | Aquan | Ancient Grek | Anthropians |
| Artimaean | Artimaean | Eladrin | Troglodytes, and Talking Animals |
| Atlantean | Aquan | Janni | Marid and Storm Elementals (Anthropians and Marid use spoken and written forms) |
| Auran | Auran | Nubian | Anthropians and Echo Elementals |
| Azata | Azata | Celestial | Azata |
| Celestial | Celestial | Celestial | Angels, Peris, and Psychopomps |
| Chemsha (Fervidus Water Dialect) | Aquan | Ancient Umayyad | Anthropians |
| Dominican | Grek | Celestial | Anthropians |
| Dōng | Dōng | Kanjee | Anthropians (Common Tongue) |
| Draconic | Draconic | Janni | Dragons |
| Fervidus | n/a | n/a | Brimstone, Fire, and Steam Elementals |
| Frigus | n/a | n/a | Frost, Ice, and Rime Elementals |
| Gnomish | Gnomish | Kanjee | Anthropians (Gnomes) |
| Hamo | Sylvan | Nubian | Plants (Swamp) |
| Haponese | Haponese | Kanjee | Anthropians |
| Hindwani | Hindwani | Ancient Ygyptian | Anthropians (Common Tongue) |
| Ignan (“Dry” Fervidus Air Dialect) | Auran | Ancient Ygyptian | Anthropians |
| Igneus (Fervidus Earth Dialect) | Terran | Ancient Ygyptian | Anthropians |
| Infernal | Infernal | Infernal | Daevas and Devils |
| Jotun | Jotun | Cyclopean | Giants |
| Katapi | Katapi | Katapi | Anthropians |
| Khuzdul | Jotun | Ancient Grek | Anthropians (Dvorgar) |
| Lectricus | Aquan | Leten | Lightning Elementals (Anthropians use the spoken and written form) |
| Lumus | Auran | Leten | Light Elementals (Anthropians use the spoken and written form) |
| Msituni | Sylvan | Ancient Umayyad | Plants (Jungle) |
| Mvuke (Wet Fervidus Air Dialect) | Auran | Nubian | Anthropians |
| Myconid | Sylvan | Ancient Umayyad | Fungi |
| Necril | Infernal | Infernal | Undead |
| Nubis (“Wet” Frigus Air Dialect) | Auran | Nubian | Anthropians |
| Or’zet | Jotun | Cyclopean | Anthropians (Orks) |
| Polyglot | Umayyad | Ancient Umayyad | Anthropians (Common Tongue) |
| Primordial | Primordial | Celestial | Primordials |
| Protean | Aquan | Nubian | Oozes |
| Pruina (“Dry” Frigus Air Dialect) | Auran | Ancient Grek | Anthropians |
| Requian | Celestial | Celestial | Rephaim |
| Sidheic | Aelven | Eladrin | Fey (Seelie) |
| Sperethiel | Aelven | Eladrin | Anthropians (Aelves) |
| Sylvan | Sylvan | Eladrin | Plants (Common Tongue) |
| Tempus | Terran | Kanjee | Metal Elementals |
| Terran | Terran | Ancient Ygyptian | Anthropians and Tremor Elementals |
| Tormentis (Constructed Language) | Tormentis | Tormentis | Anthropians (Algostan) |
| Undercommon | Terran | Cyclopean | Anthropians (Subterranean) |
| Utopian | Draconic | Celestial | Anthropians (Utopia) |
| Vulcan | Terran | Janni | Efreet and Forge Elementals (Anthropians and Efreet use spoken and written forms) |
| Xindhi | Aelven | Eladrin | Fey (Unseelie) |
| Ygyptian | Ygyptian | Ancient Ygyptian | Anthropians (Regional) |
| Ysoki | Artimaean | Leten | Anthropians (Ysoki) |

The three most well-known of the Elemental Languages are Aquan, Auran, and Terran, but there are Cold, Heat, and energy-related elemental languages. For some Elemental Languages, you may only be able to learn the “code” associated with the language, allowing you to understand, but not always actively use it.

Aethereal is communicated using color shifting patterns over the body. Creatures with eyes can sometimes communicate by shifting the color of only their eyes. Djinn can use both native Aethereal and a spoken and written form of the language, which they have taught to Anthropians.

Fervidus and Frigus are languages communicated via touch. Frigus and Fervidus are often categorized as a similar language by Anthropians, but they are mutually unintelligible, with Air, Earth, and Water dialects of each. Creatures that cannot rapidly alter their body temperatures cannot communicate to others with either of these languages, though a creature without these capabilities could be taught to understand. Humans have adapted the languages to spoken form using phonemes from Aquan (water dialects), Auran (air dialects), and Terran (earth dialects), and to written form using the alphabets from different civilizations.

Lectricus is a language that is communicated via touch or at longer range if you can arc electricity but cannot be attempted by a creature that cannot produce a small electric charge, though it can be understood. Many creatures find it unpleasant to communicate using Lectricus.

Tempus is a coded language that has been given a written form by Anthropians but is generally transmitted by tapping a hard surface or using a percussion instrument if unable to produce the sounds naturally; it’s similar to Morse code when transmitted and Braille when written. Metal Elementals sound like musical saws when they communicate in native Tempus. Those with Performance (Musical Instrument) who know Tempus can learn to communicate fluently with Metal Elementals and other creatures that understand only native Tempus.

Rare languages include: Abaia (fish language), Alghollthu, Amurrun (feline language), Anadi, Boggard (amphibian language), Caligni, Cyclopean, Eladrin, Fenghuang (bird language), Ghaelaec, Gnoll, Goblin, Grek (Ancient), Grippli (amphibian language), Iruxi, Janni, Kuru, Sphinx, Strix (bird language), Tengu, and Utopian. Although Grek is rarely spoken, it is the most common written language for wizards. There are also a great many rarely spoken constructed languages, which are invented by artists, linguists, or other creatures who want their own personal language; Tormentis is the most prominent constructed language and many people have heard of Utopian, though not many people actually learn it.

**Regional Society**: In the table of Regional Societies below, a little additional information (about continent and prominent ethnicities) is provided, in addition to the Common Tongue, the most prominent Regional Language (which may be more dominant than the nominal Common Tongue), and alternative (less common) languages for the region.

| Regional Society | Continent | Prominent Ethnicities | Common Tongue | Regional Language | Alternative Languages |
| --- | --- | --- | --- | --- | --- |
| Abyss | n/a | Dvergan | Abyssal | Khuzdul | Alghollthu, Aquan, Terran |
| Al’Andalus | Mesembria | Aquilonian (Umayyad) | Polyglot | Aquilonian | Anglish, Ygyptian |
| Al’umu | Mesembria | Hindwani, Katapi | Polyglot\* | Ygyptian | Hindwani, Necril |
| Algostan | Occidens | Barbarian | Anglish | Tormentis | Barbarian Dialects |
| Appolonia | Occidens | Anglish, Grek, Hindwani | Anglish | Dominican | Hindwani, Ygyptian |
| Asmodiax | Occidens | Grek | Anglish | Anglish | Dominican, Infernal |
| Atlantic Archipelago | Occidens | Barbarian | Anglish\* | Barbarian Dialects | Atlantean |
| Aulë | Occidens | Anglish, Barbarian, Dvergan | Anglish | Khuzdul | Barbarian Dialects, Dominican |
| Bahara | Mesembria | Hindwani | Polyglot\* | Ygyptian | Hindwani, Janni, Katapi |
| Camelot | Occidens | Anglish | Anglish | Anglish | Dominican, Draconic |
| Eastern Expanse | Oriens | Geng | Dōng\* | Geng Dialects |  |
| Faustia | Occidens | Anglish | Anglish | Anglish | Dominican, Infernal |
| Freeboot | Mesembria | Anglish, Umayyad Barbarian | Polyglot | Anglish | Goblin, Kuru, Umayyad Dialects |
| Gothica | Occidens | Anglish, Undead | Anglish | Necril | Barbarian Dialects |
| Great Desert | Mesembria | Umayyad | Polyglot\* | Aquilonian | Janni, Umayyad Dialects |
| Hindwan | Anaton | Hindwani | Hindwani | Hindwani | Dominican |
| Ilúvatar | Occidens | Aelven | Anglish | Sperethiel | Sidheic, Sylvan |
| Imperia | Occidens | Grek, Anglish | Anglish | Anglish | Dominican, Hindwani |
| Jadu | n/a | Katapi | Hindwani\* | Katapi | Hindwani, Janni, Ygyptian |
| Katap | Anaton | Katapi | Hindwani\*\* | Katapi\*\* | Anglish, Ygyptian |
| Northern Expanse | Occidens | Barbarian | Anglish\* | Barbarian Dialects | Ghaelaec, Jotun |
| Shogunate | Oriens | Haponjin | Dōng\*\* | Haponese | Atlantean, Draconic |
| Southern Expanse | Mesembria | Umayyad | Polyglot\* | Umayadd Dialects |  |
| Underdark | Varies | Dvergar | Undercommon\*\*\* | Khuzdul | Draconic, Terran |
| Uruk Strongholds | Occidens | Uruk | Anglish\* | Or’zet | Barbarian Dialects, Jotun |
| Utopia | n/a | None | Utopian | Draconic | Anglish, Dōng, Hindwani, Polyglot |
| Ygypt | Mesembria | Aquilonian (Umayyad), Hindwani | Polyglot\*\* | Ygyptian\*\* | Dominican, Hindwani, Aquilonian |
| Wo-shi | Oriens | Wo-shi-ren | Dōng | Dōng | Draconic, Hindwani |

\* Although nominally common tongues, these regions don’t have a consistently understood language other than the regional one (and sometimes even that has limited universal adoption).

\*\* The vast majority of Hindwani in Ygypt speak Ygyptian, but Polyglot is typically used with outsiders. The vast majority of Katapi in Katap speak Katapi, but Hindwani is typically used with outsiders. The vast majority of Haponjin in the Shogunate speak Haponese and in the Eastern Expanse it is a Geng Dialect, but Dōng is typically used with outsiders.

\*\*\* There are four dialects of Undercommon, each of which is mutually unintelligible: Anatoni, Mesembrian, Subterren (under Occidens), Taen (under Oriens). The dialect depends on the Continent over the Underdark.

Tier 2 (Hard Science) Feats List:

1. Alchemy 3
2. Mechanics 3
3. B&E Specialist (Complex Devices) 2 (Reduce Result Penalty by 1 for a complex device)
4. Consistency 2 (Alchemy) (Achieve no lower than a Lesser (1) Result on tests)
5. Consistency 2 (Mechanics) (Achieve no lower than a Lesser (1) Result on tests)
6. Favored Craft (Applied Mechanical Science) 1 (Bonus Die on Mechanics Craft tests)
7. Favored Craft (Chemistry) 1 (Bonus Die on Alchemy Craft tests)
8. 2nd Hard Science Knowledge Subset

Tier 2 (Soft Science) Feats List:

1. Biology 3
2. Philosophy 3
3. Consistency 2 (Biology) (Achieve no lower than a Lesser (1) Result on tests)
4. Consistency 2 (Philosophy) (Achieve no lower than a Lesser (1) Result on tests)
5. Glean Contents (Bonus Action to Imprint a Scroll or read; you can also read 20 words per Action (normally it’s 10))
6. Favored Craft (Pharmacology) 1 (Bonus Die on Biology Craft tests)
7. Mind Palace 1 (Choose 4 Knowledges you don’t know and Swap between them as a Downtime Action)
8. 2nd Soft Science Knowledge Subset

Tier 3 Feats List: All Tier 1 Intellect Expert Feats.

Tier 4 (Hard Science) Feats List:

1. Alchemy 4
2. Mechanics 4
3. B&E Specialist 3 (Reduce Result Penalty by 2 for a complex device)
4. Consistency 3 (Alchemy) (Achieve no lower than a Moderate (2) Result on tests)
5. Consistency 3 (Mechanics) (Achieve no lower than a Moderate (2) Result on tests)
6. Favored Craft (Applied Mechanical Science) 1\* (Bonus Die on Mechanics Craft tests)
7. Favored Craft (Applied Mechanical Science) 2 (Bonus Die on Mechanics Craft tests)
8. 3rd Hard Science Knowledge Subset

\* You gain all Favored Craft (Applied Mechanical Science) 1 Feats you could have acquired as Tier 1 (Hard Science) Feats if you have the requisite Knowledge.

Tier 4 (Soft Science) Feats List:

1. Biology 4
2. Philosophy 4
3. Arcane Spellbook 1 (You know one Spell, which you can prepare from a Spellbook with -2 Result)
4. Consistency 3 (Biology) (Achieve no lower than a Moderate (2) Result on tests)
5. Consistency 3 (Philosophy) (Achieve no lower than a Moderate (2) Result on tests)
6. Favored Craft (Literacy) 2\* (+1 Effect on Philosophy Craft tests)
7. Risky Surgery (+1d6-3 Effect on Biology (Treat Wounds) tests)
8. 3rd Soft Science Knowledge Subset

Tier 5 Feats List: All Tier 2 Intellect Expert Feats.

Tier 6 (Hard Science) Feats List:

1. Alchemy 5
2. Mechanics 5
3. Consistency 4 (Alchemy) (Achieve no lower than a Greater (3) Result on tests)
4. Consistency 4 (Mechanics) (Achieve no lower than a Greater (3) Result on tests)
5. Favored Craft (Applied Mechanical Science) 2\* (+1 Effect on Mechanics Craft tests for the chosen Applied Physical Science)
6. Favored Craft (Applied Mechanical Science) 2\* (+1 Effect on Mechanics Craft tests for the chosen Applied Physical Science)
7. Favored Craft (Chemistry) 2\* (+1 Effect on Philosophy Craft tests)
8. 4th Hard Science Knowledge Subset, which can include a Restricted Knowledge Subset\*\*

\* You do not need a formula to Create Value for an item lower than your Level with the craft if you have all relevant Knowledge for a Craft test; +1 Effect also stacks if you have Favored Craft for multiple relevant Knowledges of a Craft test (up to +3 Effect if you have Favored Craft 2 for all 3). When you acquire the third Favored Craft (Applied Physical Science) 2 Feat, you gain Favored Craft (Applied Physical Science) 2 for all Applied Mechanical Sciences for which you have Favored Craft (Applied Physical Science) 1.

\*\* You can now take Restricted Knowledge for which you meet the prerequisites with ½ Feat. Restricted Knowledge Subsets (and Exotic and Special Material) include:

{Chemistry (Mulligans), Chemistry (Potions), Exotic Material (pick one)},

{Applied Mechanical Science (Mechanician (Animator, Clockwork), Electromagnetism},

{Applied Mechanical Science (Glider, Grenado (Gunsmith), Hermetics)},

{Applied Mechanical Science (Jeweler (Spell Gem Lapidary), Exotic Material (pick one), Special Material (pick one)}.

**Exotic Material, Elemental Air** [PREREQ: Meteorology] is used to infuse alchemical items with Elemental Air; it is one of the three Fundamental Elements (which are Air, Earth, and Water) and is the opposite of Dyspnea. This is the same Knowledge as the Special Material of the same name but you cannot use it in an alchemical context without Meteorology.

**Exotic Material, (Elemental) Cold** [PREREQ: Thermodynamics] is used to infuse alchemical items with Cold; it is the opposite of Heat and acts as Physiology Knowledge for Djinn and Elementals with the Cold Trait.

**Exotic Material, Elemental Earth** [PREREQ: Geology] is used to infuse alchemical items with Elemental Earth; it is one of the three Fundamental Elements (which are Air, Earth, and Water) and is the opposite of Disintegration. This is the same Knowledge as the Special Material of the same name but you cannot use it in an alchemical context without Geology.

**Exotic Material, (Elemental) Electricity** [PREREQ: Electromagnetism] is used to infuse alchemical items with Electricity; it is the opposite of Lode and acts as Physiology Knowledge for Marid and Elementals with the Electricity Trait.

**Exotic Material, (Elemental) Heat** [PREREQ: Thermodynamics] is used to infuse alchemical items with Heat; it is the opposite of Cold and acts as Physiology Knowledge for Efreet and Elementals with the Heat Trait.

**Exotic Material, (Elemental) Lode** [PREREQ: Electromagnetism] is used to infuse alchemical items with Lode; it is the opposite of Electricity and acts as Physiology Knowledge for Efreet and Elementals with the Lode Trait.

**Exotic Material, Elemental Negation (Darkness)** [PREREQ: (Elemental) Radiance] is used to infuse alchemical items with Darkness; it is the opposite of Radiant Energy.

**Exotic Material, Elemental Negation (Desiccation)** [PREREQ: Elemental Water] is used to infuse alchemical items with Desiccation; it is the “opposite” of Elemental Water.

**Exotic Material, Elemental Negation (Disintegration)** [PREREQ: Elemental Earth] is used to infuse alchemical items with Disintegration; it is the “opposite” of Elemental Earth.

**Exotic Material, Elemental Negation (Dyspnea)** [PREREQ: Elemental Air] is used to infuse alchemical items with Dyspnea; it is the “opposite” of Elemental Air.

**Exotic Material, Elemental Negation (Silence)** [PREREQ: (Elemental) Sound] is used to infuse alchemical items with Silence; it is the opposite of Sonic Energy.

**Exotic Material, (Elemental) Radiance** [PREREQ: Optics] is used to infuse alchemical items with Radiant Energy; it is the opposite of Darkness and acts as Physiology Knowledge for Djinn and Elementals with the Radiance Trait.

**Exotic Material, (Elemental) Sound** [PREREQ: Acoustics] is used to infuse alchemical items with Sonic Energy; it is the opposite of Silence and acts as Physiology Knowledge for Marid and Elementals with the Sound Trait.

**Exotic Material, Elemental Water** [PREREQ: Hydrology] is used to infuse alchemical items with Elemental Water; it is one of the three Fundamental Elements (which are Air, Earth, and Water) and is the opposite of Desiccation. This is the same Knowledge as the Special Material of the same name, but you cannot use it in an alchemical context without Hydrology.

**Exotic Material, Green Energy** [PREREQ: Ecology] is used to infuse alchemical items with Green Energy; it is treated as the “opposite” of Positive, Negative, and Spiritual Energy, as it is harmful to Outerplanar creatures, Spirits, and Undead. (Green Energy is typically ineffective against incorporeal creatures; so, despite being harmful, it often has no practical effect on Spirits.) This is the same Knowledge as Exotic Materials, Fey but you cannot use it in an alchemical context unless you also know Ecology.

**Exotic Material, Negative Energy** [PREREQ: Necromancy] is used to infuse alchemical items with Negative Energy; it is treated as the opposite of Green, Positive, and Spiritual Energy, as it is harmful to living creatures, whether outerplanar or native, and is associated with the “unlife force” of undead. (Negative Energy is typically ineffective against incorporeal creatures; so, despite being harmful, it often has no practical effect on Spirits.) This is the same Knowledge as Exotic Materials, Necromantic but you cannot use it in an alchemical context unless you also know Necromancy.

**Exotic Material, Positive Energy** [PREREQ: Avaticology] is used to infuse alchemical items with Positive Energy; it is treated as opposite of both Spiritual and Negative Energy as it is harmful to Spirits and Undead. (Positive Energy is equally effective against corporeal and incorporeal targets.) This is the same Knowledge as Exotic Materials, Outerplanar Avatic but you cannot use it in an alchemical context unless you also know Avaticology.

**Exotic Material, Spiritual Energy** [PREREQ: Paraphysiology] is used to infuse alchemical items with Spiritual Energy; it is treated as the opposite of Positive and Negative Energy, as it is harmful to Outerplanar Avatics and Undead. (Spiritual Energy is equally effective against corporeal and incorporeal targets.) This is the same Knowledge as Exotic Materials, Ectoplasmic.

**Special Material\*, Adamantium (aka “Numerian Steel”)** [PREREQ: Metal] allows you to craft Numerian Steel items, with -1 Effect if you lack Geology Knowledge, which have the Earth/Metal Trait. Numerian Steel is magnetic if Elemental Lode is used (though not normal magnets) but does not conduct electricity (even Elemental Electricity).

**Special Material\*, Animal (aka “Goliah Leather” or “Dragonhide”)** [PREREQ: Animal Material] allows you to craft items from special animal material (the most famous being a marsupial known as a goliah to create “Goliah Leather”), with -1 Effect if you lack the applicable Zoology Knowledge, which have the Animal Trait. You can also treat Cryptozoological creatures (with Dragons being the most famously used) as you would animals, with -1 Effect if you lack Cryptozoology or Zoology (or -2 without both), in a mechanical crafting context. Dragonhide and items made of materials from other Cryptozoological creatures have the Animal/Beast Trait. You can also fashion Ironskin from Animal or Beast Materials, which has the Animal/Beast Trait, with -1 Effect if you lack Cryptozoology or Zoology (or -2 without both) in a mechanical crafting context, and is treated much like metal, though it is non-ferrous (despite its name); Ironskin fashioned from Draconic Materials is often referred to as “Dragonscale.”

**Special Material\*, Ectoplasm** [PREREQ: Polymer] allows you to craft items from ectoplasm, with -1 Effect if you lack Paraphysiology Knowledge, which have the Spirit/Incorporeal Trait. You can also treat Spirits as you would animals with -1 Effect without Glass or Paraphysiology (or -2 without both) in a mechanical crafting context. Ectoplasmic Materials are treated as solid material to Incorporeal creatures, but it is not an impenetrable barrier; it can be damaged and sundered.

**Special Material\*, Elemental Air (aka “Glassteel”)** [PREREQ: Glass] allows you to craft Glassteel Items from Glassteel Sand, with -1 Effect if you lack Meteorology Knowledge, which are transparent to optical light (but opaque to Infrared) and have the Air/Glass Trait. You can also treat Air Elementals as you would animals with -1 Effect without Avaticology or Meteorology (or -2 without both) in a mechanical crafting context.

**Special Material\*, Elemental Earth** **(aka “Bedrock”)** [PREREQ: Ceramic] allows you to craft Bedrock items, with -1 Effect if you lack Geology Knowledge, which have the Earth/Ceramic Trait. You can also treat Earth Elementals as you would animals with -1 Effect without Avaticology or Geology (or -2 without both) in a mechanical crafting context. Elemental Earth is not liquified with normal heat, but those with access to Elemental Heat can render it amorphous and fashion it into objects much like you could metal.

**Special Material\*, Elemental Water (aka “Sapphire”)** [PREREQ: Polymer] allows you to craft Sapphire items from Atlantean Sapphire, with -1 Effect if you lack Hydrology Knowledge and have the Water/Polymer Trait. You can also treat Water Elementals as you would animals with -1 Effect without Avaticology or Hydrology (or -2 without both) in a mechanical crafting context. Atlantean Sapphire has some very unusual characteristics; it is evaporated or melted (turning it into a material that can be worked like metal and is transparent while in fluid form) using Elemental Cold but is not melted with heat (even Elemental Heat). Also, Atlantean Sapphires conduct Elemental Electricity (though not normal electricity) but are not magnetic even with respect to Elemental Lode.

**Special Material\*, Fey (aka “Feyfeather”)** [PREREQ: Animal Material] allows you to treat Fey as you would animals, with -1 Effect if you lack Fairyology Knowledge, in a mechanical crafting context, to create Feyfeather items with the Animal/Fey Trait. You have an additional -1 Effect if the Fey is Fungal or Plant if you lack Fungal Material or Plant Material and items produced with such material would have the Fungi/Fey or Plant/Fey Trait.

**Special Material\*, Fungal (aka “Earthball Leather”)** [PREREQ: Fungal Material] allows you to craft items from special fungi (the most famous being the earthball), with -1 Effect if you lack Polymer Knowledge, which have the Fungus/Leather Trait.

**Special Material\*, Macrobiological (aka “Slimeskin”)** [PREREQ: Microbiological Material] allows you to craft items from Oozes, with -1 Effect if you lack Polymer Knowledge, which have the Macrobiology/Leather Trait. You can also treat Aberrations as you would animals, with -1 Effect if you lack Xenobiology or Cryptozoology (or -2 without both), in a mechanical crafting context.

**Special Material\*, Mithril (aka “Truesteel”)** [PREREQ: Metal] allows you to craft Truesteel items, which have the Air/Metal Trait. You have -1 Effect unless you know Meteorology. Truesteel is non-ferrous and opaque to electromagnetic radiation but is transparent to Elemental Radiance.

**Special Material\*, Necromantic (aka “Lichbone”)** [PREREQ: Animal Material] allows you to treat Undead as you would animals, with -1 Effect if you lack Necromancy Knowledge, in a mechanical crafting context.

**Special Material, Obsidian (aka “Numerian Steel”)** [PREREQ: Glass] allows you to craft Obsidian items from a rare material that looks like obsidian (hence the name) but is a different material, with -1 Effect if you lack Geology Knowledge, which have the Earth/Glass Trait. Obsidian is an insulator but conducts Elemental Heat.

**Special Material\*, Polymer (aka “Oilskin”)** [PREREQ: Polymer] allows you to craft Oilskin items from crude oil, with -1 Effect if you lack Geology Knowledge, which have the Earth/Polymer Trait. Oilskin is nonflammable but can be burned with Elemental Heat (though it is not particularly inflammable even then).

**Special Material\*, Orichalcum (aka “Atlantean Steel”)** [PREREQ: Metal] allows you to craft Atlantean Steel items, which have the Water/Metal Trait. You have -1 Effect unless you know Hydrology. Atlantean Steel is non-ferrous but conducts Elemental Electricity (but is not affected by Elemental Lode).

**Special Material\*, Outerplanar Avatic** [PREREQ: Animal Material] allows you to treat Outerplanar Avatics as you would animals, with -1 Effect if you lack Avaticology Knowledge, in a mechanical crafting context.

**Special Material\*, Plant (aka “Bronzewood”)** [PREREQ: Plant Material] allows you to craft items from special plants (the most famous being the Bronzewood tree), which have the Plant/Wood Trait.

\* A property of Special Material is that when you Polymorph into a form that has the same Trait as the Special Material, the item crafted with the Special Material can Polymorph with you (and is incorporated into your form, if you wish). Normally items do not change form when you Polymorph.

Tier 6 (Soft Science) Feats List:

1. Biology 5
2. Philosophy 5
3. Arcane Spellbook 2 (You can learn Arcane Spells as a Downtime Action if they are in a Spellbook and you have only -1 Result)
4. Consistency 4 (Biology) (Achieve no lower than a Greater (3) Result on tests)
5. Consistency 4 (Philosophy) (Achieve no lower than a Greater (3) Result on tests)
6. Favored Craft (Pharmacology) 2\* (+1 Effect on Biology Craft tests)
7. Favored Craft (Physician) 2\* (+1 Effect on Biology (Attach Prosthetic, Stabilize, Stop Bleeding, Treat Disease, Treat Toxin, Treat Wounds) tests)
8. 4th Soft Science Knowledge Subset, which can include Restricted Knowledge\*\*

\* You do not need a formula to Create Value for an item lower than your Level with the craft if you have all relevant Knowledge for a Craft test; +1 Effect also stacks if you have Favored Craft for multiple relevant Knowledges of a Craft test (up to +3 Effect if you have Favored Craft 2 for all 3).

\*\* You can now take Physician (Reanimator) with ½ Feat if you have Electromagnetism and Physician. The only Restricted Knowledge Subset is {Pharmacology (Bestial Mutagens, Elemental Mutagens, Mutagens)}, but you can take Exotic and Special Material (listed above for the Hard Sciences).

Capstone Feats List:

1. Alchemy +1
2. Biology +1
3. Mechanics +1
4. Philosophy +1
5. Arcane Spellbook 3\* (You can transfer spells from Scrolls to your Spellbook as a Downtime Action and have no Result Penalty)
6. Cinematic Intellect +1 (maximum 4)
7. Divine Guidance [PREREQ: Canon] (Find guidance in the writings of your faith)
8. Favored Craft 3\*\* (+1 Effect with Craft tests for the chosen craft)
9. Lingering Spell (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action instead)
10. Mind Palace 4 (You can have up to INT Knowledges in your Mind Palace, minimum of 5)

\* This also counts as one of the two Inherent Spells Feats you must take to gain Inherent Spells. (If you already have Inherent Spells, you can take Arcane Spellbook 3 for free when you complete Tier 5, assuming you have Arcane Spellbook 2.)

\*\* +1 Effect stacks if you have Favored Craft for multiple relevant Knowledges of a Craft test (up to +6 Effect if you have Favored Craft 3 for all 3).

#### Charisma Expert

Tier 1 (Glamour) Feats List:

1. Deception 2, Consistency 1 (Deception) (Achieve no lower than a Minor (0) Result on tests)
2. Performance 2, Consistency 1 (Performance) (Achieve no lower than a Minor (0) Result on tests)
3. Cunning Diversion (Bonus Die on Deception (Create Diversion) tests)
4. Cunning Feint (Bonus Die on Deception (Feint) tests)
5. Mana Magnet 1\* (Bonus Die on Performance (Coddle Magic Item, Invest in Magic Item) tests; increase Mana Limit to 110%)
6. Mesmerist (Bonus Die on Performance (Fascinating Performance) tests)
7. Motivational Speaker (you gain Stage Performer as a Free Knowledge; If it seems appropriate to the GM, Diplomacy against a group; roll once and apply to each target)
8. Social Chameleon 1 (Bonus Die on Deception (Avoid Notice, Control Body Language, Impersonation, Leave no Trail) tests)

\* You can acquire Mana Magnet 2 for ½ Feat if you start with a 1st Level Magic Item and have Mana Magnet 1. (You do not get this benefit if you gain a Magic Item after rolling your Background Event.)

Tier 1 (Personality) Feats List:

1. Diplomacy 2, Consistency 1 (Diplomacy) (Achieve no lower than a Minor (0) Result on tests)
2. Haggle 2, Consistency 1 (Haggle) (Achieve no lower than a Minor (0) Result on tests)
3. Glad-Hand 1 (Bonus Die on Diplomacy (Engage in Conversation, Make an Impression) tests)
4. Interrogator (Bonus Die on Diplomacy (Gather Information) tests)
5. Networker 1\* (Bonus Die on Haggle (Establish Connections) tests)
6. Professional\*\* (Bonus Die on Haggle (Establish Storefront))
7. Rapier Wit (Bonus Die on Diplomacy (Bon Mot) tests)
8. Swindler (Bonus Die on Haggle (Fast Talk, Negotiate) tests)

\* You gain ½ Feat when you advance a Level next time if you have Ally or Network of Contacts (from a Background Event, typically) and gain an Ally or Network of Contacts with an Establish Connections test; you gain 1 Feat when you advance a Level next time if you have Benefactor or Network of Allies and gain a Benefactor or Network of Allies with an Establish Connections test. The ½ Feat or Feat should be related to either your existing connection or the new one.

\*\* You gain Knowledge the next time you advance a Level if you start with Lesser Holdings (Business) (from a Background Event, typically) and acquire Moderate Holdings (Business). You gain your choice of 2 Knowledge or Favored Craft 1 the next time you advance a Level if you start with Moderate Holdings (Business) and acquire Greater Holdings (Business). The Knowledge or Favored Craft should be related to your business. You only gain this benefit if the Holdings have no Mortgage or you pay off the Mortgage first.

You can also “buy off” any Holdings Feat when you acquire Holdings of a higher degree than those with which you start to gain a ½ Feat (if you start with Lesser Holdings) or 1 Feat (if you start with Moderate Holdings). Note: You must pay ½ Feat to remove a Debt (£10) Flaw before you can acquire Moderate Holdings or pay ½ Feat to reduce a Debt (£100) to Debt (£10) before you can acquire Lesser Holdings.

Tier 2 (Glamour) Feats List:

1. Deception 3
2. Performance 3
3. Air of Authority (Impersonate Officer) 2 (Attempt Deception (Impersonation) then Authority (Coerce) as a single Action)
4. Consistency 2 (Deception) (Achieve no lower than a Lesser (1) Result on tests)
5. Consistency 2 (Performance) (Achieve no lower than a Lesser (1) Result on tests)
6. Leading Diversion (Create a Diversion and, if successful, Target’s attention is diverted for your Reactions and Movement)
7. Mana Magnet 2 (increase Mana Limit to 120%)
8. Social Chameleon 2 (Bonus Action for Deception (Avoid Notice, Leave no Trail) tests)

Tier 2 (Personality) Feats List:

1. Diplomacy 3
2. Haggle 3
3. Consistency 2 (Diplomacy) (Achieve no lower than a Lesser (1) Result on tests)
4. Consistency 2 (Haggle) (Achieve no lower than a Lesser (1) Result on tests)
5. Glad-Hand (Cold Read) 2 (Reduce Result Penalty by 1 for Diplomacy (Engage in Conversation, Make an Impression) tests)
6. Glad-Hand (Gift of Gab) 2 (Reduce Result Penalty by 2 from lack of Knowledge for Diplomacy tests)
7. Networker 2 (Bonus Downtime Action for Haggle (Establish Connections))
8. Shameless Request 1 (+1d6-3 Effect on tests made in association with Established Connections)

Tier 3 Feats List: All Tier 1 Charisma Expert Feats.

Tier 4 (Glamour) Feats List:

1. Deception 4
2. Performance 4
3. Consistency 3 (Deception) (Achieve no lower than a Moderate (2) Result on tests)
4. Consistency 3 (Performance) (Achieve no lower than a Moderate (2) Result on tests)
5. Covert Spellcaster (Bonus Die on Performance (Eschew Material Component, Eschew Somatic Component, Eschew Verbal Component) tests)
6. Mana Magnet 3 (Increase Mana Limit to 130%)
7. Resonance (Music) (Performance is a Resonating test for you and your allies; see Face (Bard))
8. Social Chameleon 3 (Bonus Die on Craft tests related to a Disguise)

Tier 4 (Personality) Feats List:

1. Diplomacy 4
2. Haggle 4
3. Consistency 3 (Diplomacy) (Achieve no lower than a Moderate (2) Result on tests)
4. Consistency 3 (Haggle) (Achieve no lower than a Moderate (2) Result on tests)
5. Glad-Hand (Cold Read) 3 (Reduce Result Penalty by 1 for Diplomacy (Engage in Conversation, Make an Impression) tests)
6. Glad-Hand (Gift of Gab) 3 (Reduce Result Penalty by 2 from lack of Knowledge for Diplomacy tests)
7. Moderate Holdings
8. Shameless Request 2 (+1d6-2 Effect on tests made in association with Established Connections)

Tier 5 Feats List: All Tier 2 Charisma Expert Feats.

Tier 6 (Glamour) Feats List:

1. Deception 5
2. Performance 5
3. Bardsong (any)
4. Consistency 4 (Deception) (Achieve no lower than a Greater (3) Result on tests)
5. Consistency 4 (Performance) (Achieve no lower than a Greater (3) Result on tests)
6. Mana Magnet 4 (Increase Mana Limit for your Level to the next Level)
7. Social Chameleon (Inscrutable) 4 (+1 Effect on tests to conceal your true nature)
8. Social Chameleon (Wardrobe) 4 (Free Downtime Action to craft a disguise as a flashback that is ready for the present situation)

Tier 6 (Personality) Feats List:

1. Diplomacy 5
2. Haggle 5
3. Consistency 4 (Diplomacy) (Achieve no lower than a Greater (3) Result on tests)
4. Consistency 4 (Haggle) (Achieve no lower than a Greater (3) Result on tests)
5. Glad-Hand 4 (Eliminate Result Penalties for Diplomacy (Engage in Conversation and Make an Impression))
6. Greater Holdings
7. Networker 3 (Free Downtime Action for Haggle (Establish Connections))
8. Shameless Request 3 (+1d6-1 Effect on tests made in association with Established Connections)

Capstone Feats List:

1. Deception +1
2. Diplomacy +1
3. Haggle +1
4. Performance +1
5. Bardsong (any)
6. Cinematic Charisma +1 (maximum 4)

#### Willpower Expert

Tier 1 (Aura) Feats List:

1. Authority 2, Consistency 1 (Authority) (Achieve no lower than a Minor (0) Result on tests)
2. Intimidation 2, Consistency 1 (Intimidation) (Achieve no lower than a Minor (0) Result on tests)
3. Air of Authority (Influence) 1 (Bonus Die on Authority (Coerce, Testify) tests)
4. Air of Authority (Presence) 1 (If it seems appropriate to the GM, Authority against a group; roll once and apply to each target)
5. Unsettle (Glare) 1 (Bonus Die on Intimidation (Intimidating Glare) tests)
6. Unsettle (Threaten) 1 (Bonus Die on Intimidation (Demoralize) tests)
7. Menace (Influence) 1 (Bonus Die on Intimidation (Gather Information, Make an Impression) tests)
8. Menace (Presence) 1 (If it seems appropriate to the GM, Intimidation against a group; roll once and apply to each target)

Tier 1 (Grit) Feats List:

1. Constitution 2, Consistency 1 (Constitution) (Achieve no lower than a Minor (0) Result on tests)
2. Determination 2, Consistency 1 (Determination) (Achieve no lower than a Minor (0) Result on tests)
3. Breath Control (Bonus Die on Constitution (Control Breathing, Hold Breath, Physical Hold Breath Recovery, Stop Heart) tests)
4. Fast Mental Recovery 1 (Bonus Die on Determination (Mental Hold Breath Recovery, Mental Recovery, Psychoactive Toxin Recovery) tests)
5. Fast Physical Recovery 1 (Bonus Die on Constitution (Physical Recovery) tests)
6. Irongut 1 (Bonus Die on Constitution (Bioactive Toxin Recovery, Physical Addiction Recovery) tests; you can also eat/drink while sickened)
7. Mindfulness 1 (Bonus Die on Determination (Confidence, Psychological Addiction Recovery) tests)
8. Resolve 1 (Bonus Die on Determination (Mettle) tests; Permanent Insanity at Temporary Insanity 5 instead of 4)

Tier 2 (Aura) Feats List:

1. Authority 3
2. Intimidation 3
3. Consistency 2 (Authority) (Achieve no lower than a Lesser (1) Result on tests)
4. Consistency 2 (Intimidation) (Achieve no lower than a Lesser (1) Result on tests)
5. Inspiring Leader (Bonus Die on Authority (Rally Ally) tests)
6. Lead Climber (Roll Athletics (Climb) once for all allies with climbing kits in Intermission Mode)
7. Menace 2 (Reduce Result Penalty by 2 from lack of Knowledge for Coerce, Demoralize, and Intimidating Glare tests)
8. Quiet Allies (Roll Agility or Deception once for all allies to avoid notice in Intermission Mode)

Tier 2 (Grit) Feats List:

1. Constitution 3
2. Determination 3
3. Consistency 2 (Constitution) (Achieve no lower than a Lesser (1) Result on tests)
4. Consistency 2 (Determination) (Achieve no lower than a Lesser (1) Result on tests)
5. Fast Mental Recovery 2 (+1 Effect with Determination (Mental Hold Breath Recovery, Mental Recovery, Psychoactive Toxin Recovery))
6. Fast Physical Recovery 2 (+1 Effect with Constitution (Physical Recovery))
7. Irongut 2 (+1 Effect with Constitution (Bioactive Toxin Recovery, Physical Addiction Recovery))
8. Resolve 2 (You gain 10 ep, not to exceed Level x 20)

Tier 3 Feats List: All Tier 1 Willpower Expert Feats.

Tier 4 (Aura) Feats List:

1. Authority 4
2. Intimidation 4
3. Air of Authority 2 (+1 Effect to Coerce; applicable only to reduce Result of Target due to belief you lack authority)
4. Consistency 3 (Authority) (Achieve no lower than a Moderate (2) Result on tests)
5. Consistency 3 (Intimidation) (Achieve no lower than a Moderate (2) Result on tests)
6. Lead by Example (When you use Authority (Rally Ally), you gain the benefit for yourself as well as your ally)
7. Unsettle 2 (+1 Effect to Demoralize or Intimidating Glare (or both if you have both Unsettle 1 Feats), but only to counteract confidence Target will not lose)
8. Tactical Genius (Bonus Die on Authority (Direct Troops) tests)

Tier 4 (Grit) Feats List:

1. Constitution 4
2. Determination 4
3. Consistency 3 (Constitution) (Achieve no lower than a Moderate (2) Result on tests)
4. Consistency 3 (Determination) (Achieve no lower than a Moderate (2) Result on tests)
5. Fast Mental Recovery 3 (+2 Effect with Determination (Mental Hold Breath Recovery, Mental Recovery, Psychoactive Toxin Recovery))
6. Fast Physical Recovery 3 (+2 Effect with Constitution (Physical Recovery))
7. Irongut 3 (+2 Effect with Constitution (Bioactive Toxin Recovery, Physical Addiction Recovery))
8. Resolve 3 (You gain 10 (20 total with Resolve 2) ep, not to exceed Level x 20)

Tier 5 Feats List: All Tier 2 Willpower Expert Feats.

Tier 6 (Aura) Feats List:

1. Authority 5
2. Intimidation 5
3. Consistency 4 (Authority) (Achieve no lower than a Greater (3) Result on tests)
4. Consistency 4 (Intimidation) (Achieve no lower than a Greater (3) Result on tests)
5. Control Steed (Treat as Telempathy 1 (or +1) with your Steed, and you can use Authority (Handle Creature) with your Steed)
6. Maintain Morale (Attempt Authority (Rally Ally) for all allies other than yourself as a single Action)
7. Menace 3 (Reduce Result Penalty by 2 from lack of Knowledge for Coerce, Demoralize, and Intimidating Glare tests)
8. Unsettle 3 (+2 Effect to Demoralize or Intimidating Glare (or both if you have both Unsettle 1 Feats), but only to counteract confidence Target will not lose)

Tier 6 (Grit) Feats List:

1. Constitution 5
2. Determination 5
3. Consistency 4 (Constitution) (Achieve no lower than a Greater (3) Result on tests)
4. Consistency 4 (Determination) (Achieve no lower than a Greater (3) Result on tests)
5. Mind Palace 3 (Replace a Knowledge in your Mind Palace with another as an Intermission Action if appropriate material/subject is available)
6. Mindfulness 1 (+1 Effect with Determination (Confidence, Psychological Addiction Recovery) tests)
7. Resolve (Strong Will) 4 (You gain 10 (30 total with Resolve 2 and 3) ep, not to exceed Level x 20)
8. Resolve (Unbreakable Sanity) 4 (Permanent Insanity at Temporary Insanity 6 or WIL, whichever is higher, instead of Temporary Insanity 4)

Capstone Feats List:

1. Authority +1
2. Constitution +1
3. Determination +1
4. Intimidation +1
5. Cinematic Willpower +1
6. Resolve 5 (You gain 30 (60 total with Resolve 2, 3, and 4) ep, not to exceed Level x 20)
7. Unsettle 4 (+4 Effect to Demoralize or Intimidating Glare (or both if you have both Unsettle 1 Feats), but only to counteract confidence Target will not lose)

### Face (Class)

When you choose the Face Class (but not Marshall Subclass) in Step C, increase CHA (the “Class Attribute”) by 1 if CHA is less than 0; otherwise, increase PER or WIL by 1 (whichever is less than 0 or your choice if both are). Optionally, increase PER, CHA, or WIL by 1 (one that is less than 0) and decrease STR or INT by 1.

When you choose the Marshall Subclass in Step C, increase WIL (the “Class Attribute”) by 1 if WIL is less than 0; otherwise, increase STR or PER by 1 (whichever is less than 0 or your choice if both are). Optionally, increase STR, PER, or WIL by 1 (one that is less than 0) and decrease INT or CHA by 1.

You can take the following Face-Specific Actions [PREREQ: Resonance]:

*Resonant Skill test*: You have a set of skills (“Resonant Skills”) you can use to create Resonance (using Infrasound, Pheromones, Trance, or Voice, depending on your Face Subclass) with a Resonance test. Infrasound cannot be used in silence and only works if your Auditory Signature would be detected but for Subject lacking the sensory capabilities to hear it. Pheromones can only be used in an environment in which particulates could be carried through a fluid from you to Subject and only works if your Chemical Signature would be detected but for Subject lacking the sensory capabilities to smell it. Some creatures with Subsonic Hearing will ignore Infrasound and some creatures who can sense Pheromones will ignore them. Trance and Voice require Subject to have the sensory capability to see or hear you; Trance only works if Subject has Detected Stimuli (you) 4 and you are able to look at Subject’s Square (even if you can’t see er); Voice only works if Subject has Detected Stimuli (you) 2 and your Auditory Signature and you are able to speak. See the individual Subclass entries for details regarding your Resonance.

When you attempt a Resonant Skill test, you gain “Resonance,” which has a Resonance Result equal to the Result of your Resonant Skill test. When an Ally who can detect your Resonance (or would be able to detect it but for lacking the sensory capabilities, as described above) attempts a Resonating test and the Resonating test Result is less than your Resonance Result, the Ally is treated as having Skill Rank 6 only for the purpose of determining maximum Result (the Ally does not gain any bonus on the Resonating Skill test) and gains +1 Result on the Resonating Skill test. See the individual Subclass entries for details regarding applicable Resonating Skills.

When you have Resonance and attempt a Resonating Skill test, if the Resonating Skill test is less than your Resonance Result, you are treated as having Skill Rank 6 only for the purpose of determining maximum Result and gain +1 Result on the Resonating Skill test.

*Maintain Resonance*: While you have Resonance, you gain a Bonus Action that can only be used to Maintain Resonance at its current Resonance Result. You can instead choose to make a Resonant Skill test as an Action (not a Bonus Action), which requires an Action and replaces the previous Resonance Result with the new Resonance Result, even if it is worse.

Face-Exclusive Compound Actions (“Resonance”):

Flourish (*Acute Resonance*) [PREREQ: All 16 Feats of a Face Subclass, which you have] Gain an Action that can be used for any purpose (including a Resonant Skill test), gain an Action that can only be used for a Resonating Skill test, and gain a Bonus Action that can only be used for a skill test that includes the Move trait. Special: You can use the higher of the Resonance Result and your Resonating test Result as your Resonating test Result, but your Resonance ends immediately.

Hybrid (*Timely Resonance*) [PREREQ: All 16 Feats of a Face Subclass, which you have] You gain an Action that can be used for any purpose, gain a Reaction that can only be used for a Resonant Skill test when an Ally attempts a Resonating test, and gain a Bonus Action that can only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Lingering Resonance*) [PREREQ: All 16 Feats of a Face Subclass, which you have] Attempt a Resonant Skill test during the Preliminary Phase of a Pass, gain a Reaction that can only be used to Maintain Resonance in the Closing Phase of the Pass, and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

**Unbreakable Bond**: You grant ½ Feat to permanent party members for Unbreakable Bond 1, plus another ½ Feat for Unbreakable Bond 2; Unbreakable Bond 3 grants a Feat to each Ally (instead of a ½ Feat). The Feats should be related to your Resonance or the role of an Ally within the party. As a member of the party, you also gain the ½ Feat (or Feat), as does your Familiar, if you have one (but not the Familiars of other party members).

Elective Face (Troubadour) Feats List:

1. Agility 2, Incredible Balance 1 (Tier 1)
2. Athletics 2, Spider Climb 1 (Tier 1)
3. Contortion 2, Mesmerist (Tier 1)
4. Performance 2, Singing, Stage Performer (Tier 1)
5. Sleight of Hand 2. Play Instrument (all) or {Acrobatic Performance, Combat Performance, Dancing} (Tier 1)
6. Performance 3 (Tier 2)
7. Resonance (Music) and Performance is a Resonating test for you and your allies (Tier 3)
8. Agility 3 (Tier 4)
9. Athletics 3 (Tier 4)
10. Contortion 3 (Tier 4)
11. Performance 4 (Tier 4)
12. Sleight of Hand 3 (Tier 4)
13. Bardsong (any) (Tier 4)
14. Agility 4 (Tier 6)
15. Athletics 4 (Tier 6)
16. Contortion 4 (Tier 6)
17. Performance 5 (Tier 6)
18. Sleight of Hand 4 (Tier 6)
19. Agility 5 (Capstone)
20. Athletics 5 (Capstone)
21. Contortion 5 (Capstone)
22. Performance +1 (Capstone)
23. Sleight of Hand 5 (Capstone)

#### Entrepreneur

The Entrepreneur knows where to go to get the best deals and always seems to have what you need on hand.

Haggle is your Resonant Skill (Voice). Haggle is a Resonating Skill for you and Authority is a Resonating Skill for your allies. In the context of appraising, buying, or selling, Alchemy, Biology, Deception, Diplomacy, Mechanics, Observation, and Philosophy are also Resonating Skills for you.

Entrepreneur Tier 1 Feats List:

1. Authority 2, {Engineer, Literacy, Visual Art}
2. Deception 2, {Aromachology, Glass, Metal}
3. Diplomacy 2, {Anthropology (Human), Psychology (Human), Common Tongue}
4. Haggle 2, {Animal Material, Plant Material, Polymer}
5. Philosophy 2, {Applied Philosophical Science (Literacy), Artisan (Calligrapher), Occultism}
6. Empathy 2, {Anthropology (Mammalian Troglodyte (Ysoki)), Psychology (Mammalian Troglodyte (Ysoki)), Mammalian Troglodyte Language (Ysoki)}
7. Observation 2, {Chemist, Pharmacologist, Vitalism}
8. Performance 2, {Appraise, Economics, Trade}

Entrepreneur Tier 2 Feats List:

1. Deception 3
2. Diplomacy 3
3. Haggle 3
4. Empathy 3
5. Observation 3
6. {Anthropology (Dvergan), Psychology (Dvergan), Khuzdul Language}
7. Mana Magnet 1
8. Professional

Entrepreneur Tier 3 Feats List:

1. {Ceramic, Savoir-Faire, Urban Terrain}
2. {Anthropology (Aelven), Psychology (Aelven), Sperethiel Language}
3. Favored Craft (Appraise) 1
4. Hefty Hauler 1
5. Mana Magnet 2
6. Networker 1
7. Resonance (Voice)
8. Unbreakable Bond 1

Entrepreneur Tier 4 Feats List:

1. Deception 4
2. Diplomacy 4
3. Haggle 4
4. Philosophy 4
5. Empathy 4
6. Observation 4
7. Extraordinary Charisma 1
8. Favored Craft (Appraise) 2

Entrepreneur Tier 5 Feats List:

1. {Para-Anthropology (Genie), Psychology (Genie), Janni Language}
2. {Anthropology (Mammalian Troglodyte (all)), Psychology (Mammalian Troglodyte (all)), Regional Language}
3. {Pseudo-Anthropology (Draconic), Psychology (Draconic), Draconic Language},
4. {Pseudo-Anthropology (Gnomish (Tinker)), Psychology (Gnomish (Tinker)), Gnomish Language}
5. Extraordinary Charisma 2
6. Favored Craft (Appraise) 3
7. Mana Magnet 3
8. Unbreakable Bond 2

Entrepreneur Tier 6 Feats List:

1. Deception 5
2. Diplomacy 5
3. Haggle 5
4. Philosophy 5
5. Empathy 5
6. Observation 5
7. Extraordinary Charisma 3
8. Just the Thing\*

\* With a Craft test using Appraise, you can ready an item of a degree equal to Effect that is not currently in your inventory. For example, if you get a Moderate Result, you can ready a Moderate item. Choose the applicable Material, Artisan, and Applied Science for the item (and replace one of them with Appraise if you lack the requisite Knowledge); if the item requires two or more Downtime Rounds to craft, you must spend an Action “rummaging through your pack” for each Downtime Round that is required. Until you can replenish your pack, reduce maximum Bulk and Weight by that of the item (even if you drop the item because it was taking up space before you readied it) unless you drop the item and replace it with other gear of at least the same Bulk and Weight. Any Raw Materials cost of an Item is subtracted from Holdings, which cannot be reduced below 0. If you attempt to produce a permanent Magic Item, you can flashback for an Investment test, but you cannot exceed you Mana Limit and if the flashback does not result in Investment, the magic item refuses to perform (though you can keep it and attempt to Invest later).

Entrepreneur Capstone Feats List:

1. Deception +1
2. Diplomacy +1
3. Haggle +1
4. Philosophy +1
5. Empathy +1
6. Observation +1
7. Extraordinary Charisma 4
8. Favored Craft (Appraise) 4
9. Hefty Hauler 2
10. Mana Magnet 4
11. Unbreakable Bond 3

#### Envoy

The Envoy is what most people think of as the “Face.” They specialize in Anthropian and Pseudo-Anthropian relations.

Diplomacy is your Resonant Skill (Voice). Authority and Diplomacy vs. sapient creatures other than Aberrations are Resonating tests for you and Authority and Intimidation are Resonating tests for Allies excluding yourself. If you have Insane Insight, your Resonant Skill is effective against sapient Aberrations, too. If you know the relevant Alignment, your Resonance is also effective on Sentient Avatics.

Envoy Tier 1 Feats List:

1. Authority 2, Air of Authority (Presence) 1
2. Deception 2, {Anthropology (Human), Psychology (Human), Common Tongue}
3. Determination 2, {Anthropology (Aelven), Psychology (Aelven), Sperethiel Language}
4. Diplomacy 2, Rapier Wit
5. Empathy 2, Motivational Speaker
6. Haggle 2, {Anthropology (Mammalian Troglodyte (Ysoki)), Psychology (Mammalian Troglodyte (Ysoki)), Mammalian Troglodyte Language (Ysoki)}
7. Intimidation 2, Menace (Influence) 1
8. Performance 2, {Oratory, Politics, Savoir-Faire}

Envoy Tier 2 Feats List:

1. Authority 3
2. Deception 3
3. Determination 3
4. Diplomacy 3
5. Empathy 3
6. Haggle 3
7. Intimidation 3
8. {Anthropology (Dvergan), Psychology (Dvergan), Khuzdul Language}

Envoy Tier 3 Feats List:

1. {Anthropology (Mammalian Troglodyte (all)), Psychology (Mammalian Troglodyte (all)), Regional Language}
2. {Anthropology (Uruk), Psychology (Uruk), Or’zet Language}
3. {Pseudo-Anthropology (Bird Troglodyte (Tengu)), Psychology (Bird Troglodyte (Tengu)), Tengu Language}
4. {Pseudo-Anthropology (Fish Troglodyte (Merfolk)), Psychology (Fish Troglodyte (Merfolk)), Merfolk Language}
5. {Pseudo-Anthropology (Reptilian Troglodyte (Iruxi)), Psychology (Reptilian Troglodyte (Iruxi)), Iruxi Language}
6. Glad-Hand 1
7. Resonance (Voice)
8. Unbreakable Bond 1

Envoy Tier 4 Feats List:

1. Authority 4
2. Deception 4
3. Determination 4
4. Diplomacy 4
5. Empathy 4
6. Haggle 4
7. Intimidation 4
8. Extraordinary Charisma 1

Envoy Tier 5 Feats List:

1. {Para-Anthropology (Genie), Psychology (Genie), Janni Language}
2. {Pseudo-Anthropology (Draconic), Psychology (Draconic), Draconic Language}
3. {Pseudo-Anthropology (Bird Troglodyte (all)), Psychology (Bird Troglodyte (all)), Auran Language}
4. {Pseudo-Anthropology (Fish Troglodyte (all)), Psychology (Fish Troglodyte (all)), Atlantean Language}
5. {Pseudo-Anthropology (Reptilian Troglodyte (all)), Psychology (Reptilian Troglodyte (all)), Aquan Language}
6. Extraordinary Charisma 2
7. Glad-Hand (Cold Read) 2
8. Unbreakable Bond 2

Envoy Tier 6 Feats List:

1. Authority 5
2. Deception 5
3. Determination 5
4. Diplomacy 5
5. Empathy 5
6. Haggle 5
7. Intimidation 5
8. Extraordinary Charisma 3

Envoy Capstone Feats List:

1. Authority +1
2. Deception +1
3. Determination +1
4. Diplomacy +1
5. Empathy +1
6. Haggle +1
7. Intimidation +1
8. Extraordinary Charisma 4
9. Unbreakable Bond 3

#### Filidh

A Filidh is an “animal” Face. Their Resonance is generally only effective on or in association with animals and non-sapient creatures for which the Filidh has the applicable Telempathy.

Performance is your Resonant Skill (Trance). Authority, Deception, Diplomacy, Haggle, Intimidation, and Performance vs. Sentient (but not Sapient) Animals are Resonating tests for you. All tests your Familiar makes are Resonating tests, assuming you have one. Stealth vs. Animals is a Resonating test for Allies excluding yourself. Biology and Empathy (Psychotherapy) on Animals are Resonating tests for you and your allies. (As a Traditionalist, you would normally use Lore for the applicable Biology test.) Animals are treated as if they can see you if they are naturally blind (but not if they can naturally see but are currently blind). Note: Children are treated as Sentient (not Sapient) in the context of Resonance.

Elective Filidh (Familiar) Feats List:

1. {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)} (Tier 2)
2. Resonance (Trance) is applicable to Fey creatures (Tier 3)
3. Primal (Animal) Familiar 1 (Tier 4)
4. Primal (Animal) Familiar 2 (Tier 5)
5. Primal (Animal) Familiar 3 (Tier 6)
6. Primal (Animal) Familiar 4 (Capstone)

Elective Filidh (Familiar, Dragon Rider) Feats List:

1. Resonance (Trance) is applicable to Cryptozoological creatures (Tier 3)
2. Telempathy (Cryptozoological) 1 (Tier 3)
3. Primal (Beast) Familiar 1 (Tier 4)
4. Telempathy (Cryptozoological) 2 (Tier 4)
5. Primal (Beast) Familiar 2 (Tier 5)
6. Telempathy (Cryptozoological) 3 (Tier 5)
7. Primal (Beast) Familiar 3 (Tier 6)
8. Telempathy (Cryptozoological) 4 (Tier 6)
9. Primal (Beast) Familiar 4 (Capstone)

Elective Filidh (Familiar, Curandera) Feats List:

1. {Parapsychology (Fungus), Uplifted Fungus Psychology, Myconid Language} (Tier 2)
2. Resonance (Infrasound) is applicable to Fungi (Tier 3; Fungi are treated as having Tremorsense for detecting your Resonance)
3. Telempathy (Fungus) 1 (Tier 3)
4. Primal (Fungus) Familiar 1 (Tier 4)
5. Telempathy (Fungus) 2 (Tier 4)
6. Primal (Fungus) Familiar 2 (Tier 5)
7. Telempathy (Fungus) 3 (Tier 5)
8. Primal (Fungus) Familiar 3 (Tier 6)
9. Telempathy (Fungus) 4 (Tier 6)
10. Primal (Fungus) Familiar 4 (Capstone)

Elective Filidh (Familiar, Woodwose) Feats List:

1. {Parapsychology (Plant), Uplifted Plant Psychology, Sylvan Language} (Tier 2)
2. Resonance (Infrasound) is applicable to Plants (Tier 3; Plants are treated as having Tremorsense for detecting your Resonance)
3. Telempathy (Plant) 1 (Tier 3)
4. Primal (Plant) Familiar 1 (Tier 4)
5. Telempathy (Plant) 2 (Tier 4)
6. Primal (Plant) Familiar 2 (Tier 5)
7. Telempathy (Plant) 3 (Tier 5)
8. Primal (Plant) Familiar 3 (Tier 6)
9. Telempathy (Plant) 4 (Tier 6)
10. Primal (Plant) Familiar 4 (Capstone)

Filidh Tier 1 Feats List:

1. Authority 2, Traditional Alchemy
2. Deception 2, {Physiology (Herpetology), Determinism (Animal), Animal Material}
3. Diplomacy 2, {Physiology (Ichthyology, Malacology, Ornithology), Cryptozoology}
4. Empathy 2, {Physiology (Arthropodology, Mammalogy), Polymer, Ecology}
5. Haggle 2, Traditional Crafting
6. Intimidation 2, Telempathy (Animal) 1
7. Lore 2, Flora Terrain Subset
8. Performance 2, Traditional Pharmacology

Filidh Tier 2 Feats List:

1. Authority 3
2. Deception 3
3. Diplomacy 3
4. Empathy 3
5. Haggle 3
6. Lore 3
7. Performance 3
8. Telempathy (Animal) 2

Filidh Tier 3 Feats List:

1. {Anthropology (Mammalian Troglodyte (Lycan)), Psychology (Mammalian Troglodyte (Lycan)), Lycan Language}
2. {Determinism (Fungus), Fungal Material, Mycology}
3. {Determinism (Plant), Plant Material, Botany}
4. Earth Terrain Subset
5. {Parapsychology (Animal; aka Ethology), Uplifted Animal Psychology, Artimaean Language}
6. Resonance (Trance)
7. Telempathy (Animal) 3
8. Unbreakable Bond 1

Filidh Tier 4 Feats List:

1. Diplomacy 4
2. Empathy 4
3. Haggle 4
4. Lore 4
5. Performance 4
6. Air Terrain Subset
7. Extraordinary Charisma 1
8. Telempathy (Animal) 4

Filidh Tier 5 Feats List:

1. {Anthropology (Mammalian Troglodyte (all)), Psychology (Mammalian Troglodyte (all)), Regional Language}
2. {Pseudo-Anthropology (Bird Troglodyte (Tengu)), Psychology (Bird Troglodyte (Tengu)), Tengu Language}
3. {Pseudo-Anthropology (Draconic), Psychology (Draconic), Draconic Language}
4. {Pseudo-Anthropology (Fish Troglodyte (Merfolk)), Psychology (Fish Troglodyte (Merfolk)), Merfolk Language}
5. {Pseudo-Anthropology (Reptilian Troglodyte (Iruxi)), Psychology (Reptilian Troglodyte (Iruxi)), Iruxi Language}
6. Water Terrain Subset
7. Extraordinary Charisma 2
8. Unbreakable Bond 2

Filidh Tier 6 Feats List:

1. Diplomacy 5
2. Empathy 5
3. Haggle 5
4. Lore 5
5. Performance 5
6. Elective Filidh Feat
7. Extraordinary Charisma 3
8. Primal (Animal) Familiar 4

Filidh Capstone Feats List:

1. Diplomacy +1
2. Empathy +1
3. Haggle +1
4. Lore +1
5. Performance +1
6. Extraordinary Charisma 4
7. Unbreakable Bond 3

#### Gatecrasher

Deception is your Resonant Skill (Trance). Deception, Mechanics, and Tinker are Resonating tests for you and Deception and Sleight of Hand are Resonating tests for you and your allies. You must choose whether you are an Infiltrator (making use of Alchemy, Mechanics, and Philosophy) or a Partycrasher (making use of Empathy, Lore, and Recon) when you acquire the Tier 1 Feats List. Traditionalists gain the Feat after the “or” in the Feats Lists.

Gatecrasher Tier 1 Feats List:

1. Alchemy 2, {Applied Mechanical Science (Jeweler), Visual Art, Glass} or Recon 2, Traditional Alchemy
2. Deception 2, Social Chameleon 1
3. Haggle 2, {Applied Mechanical Science (Outfitter/Tailor), Artisan (Engineer), Polymer}
4. Mechanics 2, {Applied Mechanical Science (Mechanician (Horologer, Locksmith, Snarecrafter)} or Lore 2, Traditional Crafter
5. Observation 2, {Religion, Savoir-Faire, Urban Terrain} or Observation 2, {Plains, Sewer, Urban Terrain}
6. Philosophy 2, {Applied Philosophical Science (Literacy), Artisan (Calligrapher), Common Tongue} or Empathy 2, Traditional Pharmacology
7. Sleight of Hand 2. Smuggler
8. Tinker 2, {Anthropology (Human), Psychology (Human), Appraise}

Gatecrasher Tier 2 Feats List:

1. Alchemy 3 or Recon 3
2. Deception 3
3. Mechanics 3 or Lore 3
4. Philosophy 3 or Empathy 3
5. Sleight of Hand 3
6. Tinker 3
7. {Anthropology (Aelven), Psychology (Aelven), Sperethiel Language}
8. Social Chameleon 2

Gatecrasher Tier 3 Feats List:

1. {Anthropology (Mammalian Troglodyte (Catfolk\*)), Psychology (Mammalian Troglodyte (Catfolk\*)), Catfolk\* Language}
2. Favored Craft (Appraise) 1
3. Favored Craft (Engineer) 1
4. Favored Craft (Outfitter/Tailor) 1
5. Favored Terrain (Urban) 1
6. Resonance (Trance)
7. Social Chameleon 3
8. Unbreakable Bond 1

\* You can choose another race of Mammalian Troglodyte (that is usually) of your size; one of your disguises may be of this race.

Gatecrasher Tier 4 Feats List:

1. Alchemy 5 or Recon 5
2. Deception 5
3. Mechanics 5 or Lore 5
4. Philosophy 5 or Empathy 5
5. Sleight of Hand 5
6. Tinker 5
7. Extraordinary Charisma 1
8. Social Chameleon (Wardrobe) 4 (Free Downtime Action to craft a disguise as a flashback that is ready for the present situation)

Gatecrasher Tier 5 Feats List:

1. Cunning Diversion
2. Extraordinary Charisma 2
3. Favored Craft (Appraise) 2
4. Favored Craft (Engineer) 2
5. Favored Craft (Outfitter/Tailor) 2
6. Social Chameleon (Inscrutable) 4 (+1 Effect on tests to conceal your true nature)
7. Sticky Fingers
8. Unbreakable Bond 2

Gatecrasher Tier 6 Feats List:

1. Alchemy 7 or Recon 7
2. Deception 7
3. Mechanics 7 or Lore 7
4. Philosophy 7 or Empathy 7
5. Sleight of Hand 7
6. Tinker 7
7. Prescient Wardrobe\*
8. Extraordinary Charisma 3

\* With Prescient Wardrobe, Social Chameleon (Wardrobe) 4 produces a disguise you already have on underneath your current outfit. The disguise must generally not replace worn items unless they are outerwear (which you must spend at least one Action to remove), but the Action can also be to reverse the item (e.g., if you could conceivably have a reversible cloak). A willing Ally with whom you have spent at least one Day since the last time you used this ability for flashback can assist as a Free Action (and they will necessarily know you have the disguise you choose). Finally, you can use this ability to already have on any disguise you have (without flashback); no test is required, but if you are frisked this ability is suppressed until you spend a Free Intermission Action. Any Raw Materials cost of an outfit (or jewelry) is subtracted from Holdings, which cannot be reduced below 0. If you attempt to produce a permanent Magic Item, you can flashback for an Investment test, but you cannot exceed you Mana Limit and if the flashback does not result in Investment, you do not have the outfit on (though you can keep it and attempt to Invest later).

Gatecrasher Capstone Feats List:

1. Alchemy +1 or Recon +1
2. Deception +1
3. Mechanics +1 or Lore +1
4. Philosophy +1 or Empathy +1
5. Sleight of Hand +1
6. Tinker +1
7. Extraordinary Charisma 4
8. Favored Craft (any) +1
9. Unbreakable Bond 3

#### Marshall

Authority is your Resonant Skill (Voice). Authority and Intimidation vs. sapient creatures other than Aberrations are Resonating tests for you and Physical Attack and Mental and Physical Defense tests are Resonating tests for Allies excluding yourself. If you have Insane Insight, your Resonant Skill is effective against sapient Aberrations, too. If you know the relevant Alignment, your Resonance is also effective on Sentient Avatics. You can also use Authority (Handle Creature) instead of Empathy with a Bonded Creature.

Marshall Tier 1 Feats List:

1. Authority 2, Air of Authority (Presence) 1
2. Bulwark 2, Inspiring Leader
3. Deception 2, Lead by Example
4. Determination 2, Air of Authority (Influence) 1
5. Empathy 2, {Anthropology (Mammalian Troglodyte (Lycan)), Psychology (Mammalian Troglodyte (Lycan)), Lycan Language}
6. Intimidation 2, Menace (Presence) 1
7. Melee Combat 2, Mana Magnet 1
8. Recon 2, {Anthropology (Human), Psychology (Human), Common Tongue}

Marshall Tier 2 Feats List:

1. Authority 3
2. Deception 3
3. Determination 3
4. Empathy 3
5. Intimidation 3
6. Melee Combat 3
7. Recon 3
8. Mana Magnet 2

Marshall Tier 3 Feats List: 1) Resonance (Voice), 2) Unbreakable Bond 1, and 3-6) 6 Tier 1 Feats of a Supplemental Subclass of your choice. During character creation only, you can instead wait until Denouement and choose Feats from a Feats List of a Tier one higher than any you have other than Marshall.

Marshall Tier 4 Feats List:

1. Authority 4
2. Deception 4
3. Determination 4
4. Empathy 4
5. Intimidation 4
6. Melee Combat 4
7. Recon 4
8. Extraordinary Willpower 1

Marshall Tier 5 Feats List:

1. 7th Tier 1 Feat of Supplemental Class
2. 8th Tier 1 Feat of Supplemental Class
3. Bannerette (Multiply the number of Allies that benefit from your Authority (Direct Troops) test by 4)
4. Extraordinary Willpower 2
5. Maintain Morale
6. Mindfulness
7. Tactical Genius
8. Unbreakable Bond 2

Marshall Tier 6 Feats List:

1. Authority 5
2. Deception 5
3. Determination 5
4. Empathy 5
5. Intimidation 5
6. Melee Combat 5
7. Recon 5
8. Extraordinary Willpower 3

Marshall Capstone Feats List:

1. Authority +1
2. Deception +1
3. Determination +1
4. Empathy +1
5. Intimidation +1
6. Melee Combat +1
7. Recon +1
8. Air of Authority +1
9. Extraordinary Willpower 4
10. Mana Magnet +1
11. Unbreakable Bond 3

#### Sorcerer

Performance is your Resonant Skill (Voice). Authority, Deception, Diplomacy, Intimidation, and Performance vs. Fey are Resonating tests for you. All tests your Fey Familiar makes are Resonating tests. Stealth vs. Fey is a Resonating test for Allies excluding yourself.

Most Sorcerers are survivalist, but Street Sorcerers are not. Street Sorcerer Familiars are often amphibians, rats, pigeons, or oozes (and in some rare cases even sentient diseases) that were born (or reborn) in areas in which refuse, usually sewage, contaminated an otherwise secluded grove, cavern, or shoal. When you choose the Sorcerer Class, you can take Microbiology or any of the other listed Physiology Knowledge as your instinctive Physiology Knowledge. If you take Microbiology, you must take Biological Demi-Ethology as your instinctive Psychology Knowledge. Your instinctive Terrain Knowledge is usually Sewer, but Urban is also common. Other than that, Street Sorcerers follow the same rules as other Sorcerers.

Sorcerer Tier 1 Feats List:

1. Authority 2, Air of Authority (Presence) 1
2. Contortion 2, {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)}
3. Deception 2, {Pseudo-Anthropology (Fey (pick one), Psychology (Fey (pick one)), Fey Language (pick one)}
4. Diplomacy 2, {Physiology (Arthropodology, Mammalogy), Polymer}
5. Empathy 2, {Physiology (Ichthyology, Malacology, Ornithology), Cryptozoology}
6. Haggle 2, {Physiology (Herpetology), Determinism (Animal), Animal Material, Ecology}
7. Intimidation 2, Menace (Presence) 1
8. Performance 2, Motivational Speaker

Sorcerer Tier 2 Feats List:

1. Authority 3
2. Contortion 3
3. Deception 3
4. Diplomacy 3
5. Empathy 3
6. Haggle 3
7. Intimidation 3
8. Performance 3

Sorcerer Tier 3 Feats List:

1. {Anthropology (Human), Psychology (Human), Appraise}
2. {Dancing, Magic Performance, Singing}
3. {Determinism (Fungus), Fungal Material, Mycology}
4. {Determinism (Plant), Plant Material, Botany}
5. {Parapsychology (Animal; aka Ethology), Uplifted Animal Psychology, Artimaean Language}
6. {Pseudo-Anthropology (Fey (all), Psychology (Fey (all)), Fey Language (all)}
7. Rapier Wit
8. Traumatized 2\*, Resonance (Voice), Witch’s (Fey) Familiar 1 (Free Feat)
9. Unbreakable Bond 1

\* Traumatized cannot be recovered until you acquire Pixilated, a Sorcerer Class Feat.

Sorcerer Tier 4 Feats List:

1. Deception 4
2. Diplomacy 4
3. Empathy 4
4. Haggle 4
5. Intimidation 4
6. Performance 4
7. Extraordinary Charisma 1
8. Witch’s (Fey) Familiar 2

Sorcerer Tier 5 Feats List:

1. Coven Spell (Effervescent)
2. Coven Spell (Inaudibility)
3. Coven Spell (Invisibility)
4. Coven Spell (Nondetection)
5. Coven Spell (Summon Fey (or creature of Familiar’s superficial type))
6. Extraordinary Charisma 2
7. Unbreakable Bond 2
8. Witch’s (Fey) Familiar 3

Sorcerer Tier 6 Feats List:

1. Deception 5
2. Diplomacy 5
3. Empathy 5
4. Haggle 5
5. Intimidation 5
6. Performance 5
7. Extraordinary Charisma 3
8. Witch’s (Fey) Familiar 4

Sorcerer Capstone Feats List:

1. Deception +1
2. Diplomacy +1
3. Empathy +1
4. Haggle +1
5. Intimidation +1
6. Performance +1
7. Coven Spell (Detect Magic)
8. Coven Spell (Dispel Magic)
9. Coven Spell (Prestidigitation)
10. Coven Spell (Time Flux)
11. Extraordinary Charisma 4
12. Pixilated 1
13. Pixilated 2
14. Unbreakable Bond 3

### Investigator (Class)

When you choose an Investigator Class and Subclass in Step C, increase PER (the “Class Attribute”) by 1 if PER is less than 0; otherwise, increase DEX or INT\* by 1 (whichever is less than 0 or your choice if both are). Optionally, increase PER, DEX, or INT\* by 1 (one that is less than 0) and decrease STR or CHA by 1.

\* WIL instead of INT if Traditional Crafting or Traditional Pharmacology is on your Feats List.

Tier 3 Investigator-Exclusive Compound Actions (“Strategy”):

Flourish (*Aggressive Strategy*) [PREREQ: All 16 Feats of an Investigator Subclass, which you have] Gain an Action that can be used for any purpose, gain an Action that can only be used for a Strategic Strike or Strategic Defense, and gain a Bonus Action that can only be used for a skill test that includes the Move trait. Special: Although you cannot normally attack twice, you can use the better of an Attack Action Result and the Pending Strategy Result. If you use Strategic Defense as an Action, you gain an unlimited number of Free Reactions you can use for Strategic Defense until your Pending Strategy is used (i.e., you are hit by your Mark).

Hybrid (*Hybrid Strategy*) [PREREQ: All 16 Feats of an Investigator Subclass, which you have] You gain an Action that can be used for any purpose, gain a Reaction that can only be used for Devise Strategy or Strategic Defense, and gain a Bonus Action that can only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Cautious Strategy*) [PREREQ: All 16 Feats of an Investigator Subclass, which you have] Devise a Strategy during the Preliminary Phase of a Pass, gain a Reaction that can be used for any purpose other than attack, and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

#### Detective

Observation is your Strategic Skill.

Detective Tier 1 Feats List:

1. Alchemy 2, {Applied Alchemical Science (Chemistry), Artisan (Chemist), Vitalism}
2. Biology 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Appraise}
3. Deception 2, {Anthropology (Human), Psychology (Human), Common Tongue}
4. Empathy 2, {Anthropology (Mammalian Troglodyte (Ysoki)), Psychology (Mammalian Troglodyte (Ysoki)), Mammalian Troglodyte Language (Ysoki)}
5. Mechanics 2, {Applied Mechanical Science (Mechanician (Horologer, Locksmith, Snarecrafter)}
6. Observation 2. {Applied Mechanical Science (Builder), Artisan (Engineer), Ceramic}
7. Philosophy 2, {Applied Philosophical Science (Literacy), Artisan (Calligrapher), Occultism}
8. Recon 2, Artificial Terrain Subset

Detective Tier 2 Feats List:

1. Alchemy 3
2. Biology 3
3. Deception 3
4. Mechanics 3
5. Observation 3
6. Philosophy 3
7. Recon 3
8. Mind Palace 1

Detective Tier 3 Feats List:

1. {Aesthetics (Barber), Applied Biological Science (Physician), Artisan (Surgeon)}
2. {Criminology, Law Enforcement, Jurisprudence}
3. {Anthropology (Mammalian Troglodyte (all)), Psychology (Mammalian Troglodyte (all)), Regional Language}
4. {Applied Mechanical Science (Miner), Cryptography, Planetology (Geology)}
5. Deductive Reasoning (+1 Effect on Recall Knowledge following an Observation test, not to exceed Observation Effect cap)
6. Mind Palace 2
7. Pursue a Lead (When using Observation in association with a clue, you can Pursue a Lead. For example, you could Pursue a Lead on a group of bandits after observing one of them or on a creature that left a footprint. In general, the better the Result of the Observation test, the more expansive your lead. Once you are pursuing a lead, you can take an Intermission Action to gain a Quality Die on Empathy and Recon tests against Marks who are related to the lead. You can only Pursue one Lead at a time unless otherwise indicated)
8. Strategic Strike (Observation) d4 (After you use Observation on Target, you gain a Pending Strategy with Effect equal to the Result of your Observation test that can be used once against Target. You can use Pending Strategy in lieu of an attack roll; if you hit using the Pending Strategy, add as many PER Bonus Dice to weapon damage as Pending Strategy Effect: 1 (Lesser), 2 (Moderate), 3 (Greater), 4 (Major), 5 (Impossible), and 6 (Fanciful). If you add fewer PER Bonus Dice than your Level, you can add Detective Tier additional PER Bonus Dice, but the total cannot exceed your Level. Also, PER Bonus Dice cannot exceed PER, as normal.)

Detective Tier 4 Feats List:

1. Alchemy 4
2. Biology 4
3. Mechanics 4
4. Observation 4
5. Philosophy 4
6. Recon 4
7. Extraordinary Intellect 1
8. Strategic Strike (Observation) d6

Detective Tier 5 Feats List:

1. {Determinism (Spirit), Spiritualism (Spirit Parapsychology), Ectoplasmic (Spirit) Physiology}
2. {Physiology (Arthropodology, Mammalogy), Polymer}
3. {Physiology (Ichthyology, Malacology, Ornithology), Cryptozoology}
4. {Physiology (Herpetology), Determinism (Animal), Animal Material, Ecology}
5. Extraordinary Intellect 2
6. Mind Palace 3
7. Strategic Strike (Observation) d8
8. Superhuman Senses (Microscopic Vision, Perfect Timing)

Detective Tier 6 Feats List:

1. Alchemy 5
2. Biology 5
3. Mechanics 5
4. Observation 5
5. Philosophy 5
6. Recon 5
7. Extraordinary Intellect 3
8. Strategic Strike (Observation) d10

Detective Capstone Feats List:

1. Alchemy +1
2. Biology +1
3. Mechanics +1
4. Observation +1
5. Philosophy +1
6. Recon +1
7. Extraordinary Intellect 4

#### Medium

Empathy is your Strategic Skill.

Medium Tier 1 Feats List:

1. Deception 2, {Determinism (Undead), Undead Parapsychology, Necromancy (Undead Physiology)}
2. Determination 2, Traditional Alchemy
3. Diplomacy 2, {Determinism (Spirit), Spiritualism (Spirit Parapsychology), Ectoplasmic (Spirit) Physiology}
4. Empathy 2, {Anthropology (Mammalian Troglodyte (Ysoki)), Psychology (Mammalian Troglodyte (Ysoki)), Mammalian Troglodyte Language (Ysoki)}
5. Intimidation 2, Traditional Crafting
6. Lore 2, Traditional Pharmacology
7. Observation 2, {Anthropology (Human), Psychology (Human), Common Tongue}
8. Recon 2, Artificial Terrain Subset

Medium Tier 2 Feats List:

1. Deception 3
2. Determination 3
3. Diplomacy 3
4. Empathy 3
5. Intimidation 3
6. Lore 3
7. Observation 3
8. Recon 3

Medium Tier 3 Feats List:

1. {Determinism (Morality), Occultism, Avaticology}
2. {Determinism (Xeno-Morality), Astrology, Xeno-Avaticology},
3. {Para-Anthropology (Celestial), Psychology (Celestial), Celestial Language}
4. {Para-Anthropology (Infernal), Psychology (Diabolical), Infernal Language}
5. {Para-Anthropology (Rephaim), Psychology (Rephaim), Requian Language}
6. Favored Terrain (Deadlands) 1
7. Séance (You welcome Spirits into your head; the most aggressive or interested spirits will come first. Angry Spirits will attempt Intimidation (Demoralize), desperate Spirits will attempt Authority (Coerce), trickster Spirits will attempt Diplomacy (Bon Mot), and friendly Spirits will attempt Diplomacy (Engage in Conversation). You take full damage from their efforts but can attempt Empathy (Parapsychology) as a Recall Knowledge test to instantly gain information the Spirit cares most about worth several minutes of conversation or visual, audible, and/or chemical playback; if information is of a higher degree than your Recall Knowledge Result, the information will be confusing or incomplete, and if it is of a lower degree it will tend to be complete and easy to interpret.)
8. Traumatized 2\*, Strategic Defense (Empathy) d4 (as for Ranger, but use Empathy and Medium Tier), Witchsight 1
9. Witch’s (Spirit) Familiar 1

\* Traumatized cannot be recovered unless you acquire Serenity, a Medium Class Feat.

Medium Tier 4 Feats List:

1. Determination 4
2. Empathy 4
3. Intimidation 4
4. Lore 4
5. Observation 4
6. Recon 4
7. Extraordinary Perception 1
8. Strategic Defense (Empathy) d6

Medium Tier 5 Feats List:

1. Coven Spell (Clairsentience)
2. Coven Spell (Invigorate (Spirit))
3. Coven Spell (Read Fate)
4. Coven Spell (Soothe (Spirit))
5. Coven Spell (Telekinesis)
6. Extraordinary Perception 2
7. Strategic Defense (Empathy) d8
8. Witchsight 2

Medium Tier 6 Feats List:

1. Determination 5
2. Empathy 5
3. Intimidation 5
4. Lore 5
5. Observation 5
6. Recon 5
7. Extraordinary Perception 3
8. Strategic Defense (Empathy) d10

Medium Capstone Feats List:

1. Determination +1
2. Empathy +1
3. Intimidation +1
4. Lore +1
5. Observation +1
6. Recon +1
7. Coven Spell (Create Spiritual Energy)
8. Coven Spell (Detect Magic)
9. Coven Spell (Dispel Magic)
10. Coven Spell (Invigorate)
11. Coven Spell (Prestidigitation)
12. Coven Spell (Soothe)
13. Extraordinary Perception 4
14. Serenity 1
15. Serenity 2
16. Witch’s (Spirit) Familiar +1
17. Witchsight 3

#### Ranger

Lore is your Strategic Skill.

Ranger Tier 1 Feats List:

1. Agility 2, Traditional Crafting
2. Athletics 2, Traditional Pharmacology
3. Empathy 2, {Determinism (Plant), Plant Material, Botany}
4. Lore 2, {Applied Biological Science (Pharmacology), Artisan (Pharmacologist), Vitalism}
5. Melee Combat 2, Spear (all uses)
6. Observation 2, {Physiology (Mammalogy), Determinism (Animal), Animal Material}
7. Ranged Combat 2, Druidic Projectile Weapon Subgroup
8. Recon 2, Flora Terrain

Ranger Tier 2 Feats List:

1. Agility 3
2. Athletics 3
3. Empathy 3
4. Lore 3
5. Melee Combat 3
6. Observation 3
7. Ranged Combat 3
8. Recon 3

Ranger Tier 3 Feats List:

1. {Applied Mechanical Science (Bowyer, Mechanician (Snarecrafter), Artisan (Engineer)}
2. {Determinism (Fungus), Fungal Material, Mycology}
3. {Physiology (Herpetology, Ichthyology, Ornithology), Ecology}
4. Favored Terrain (Forest) 1
5. Favored Terrain (pick one) 1
6. Forager
7. Strategic Defense (Lore) d4 (After you use Lore on Terrain, you gain a Pending Strategy with Effect equal to the Result of your Lore test that can be used once. You can use Pending Strategy in lieu of a defense roll; if you are hit anyway, add as many PER Bonus Dice to DR as Pending Strategy Effect: 1 (Lesser), 2 (Moderate), 3 (Greater), 4 (Major), 5 (Impossible), and 6 (Fanciful). If you add fewer PER Bonus Dice than your Level, you can add Ranged Tier additional PER Bonus Dice, but the total cannot exceed your Level. Also, PER Bonus Dice cannot exceed PER, as normal. If an attack misses when you use Pending Strategy, you retain the Pending Strategy)
8. Tracker

Ranger Tier 4 Feats List:

1. Agility 4
2. Empathy 4
3. Lore 4
4. Observation 4
5. Ranged Combat 4
6. Recon 4
7. Extraordinary Perception 1
8. Strategic Defense (Lore) d6

Ranger Tier 5 Feats List:

1. {Arctic, Deadlands, Plains Terrain}
2. Earth Terrain Subset
3. Extraordinary Perception 2
4. Favored Terrain (pick one) 1
5. Favored Terrain (Forest) 2
6. Nature’s Edge (Observe a Phenomenon in a random location using Lore; roll 1d8 to determine first adjacent Square of a cone (1 is front, 2 is diagonally adjacent in a clockwise direction, and so forth to 8, which is diagonally adjacent in a counterclockwise direction from the square in front of you) and 1d10 to determine distance in Squares. For each feature you Observe starting with Negligible (Lesser), you can either modify direction by 1 (e.g., if you rolled a ‘1’, you could treat it as a ‘2’ or an ‘8’) or distance by 1. The Phenomenon can enable concealment (Lesser to Fanciful depending upon the feature you detected, adjusted downward if you modified the cone or distance), act as difficult terrain, or act as a hazard (your choice). The Phenomenon is “spent” after it is used, and you can cancel the effect if an ally enters the square (unless you informed your allies of the Phenomenon, in which case it is “really there”). A hazard should be no more powerful than a snare worth no more than Consumable of your Level, but a hazard can have greater effect than its “value.” For example, an area of unstable ground could give way, causing Target to fall off a cliff; ground can only be unstable if it would be possible (e.g., making a section of a fortress wall unstable is unreasonable unless the fortress is a crumbling ruin). You can apply Strategic Defense (as Strategic Strike) to snare damage, if applicable, but not to other effects (such as falling))
7. Strategic Defense (Lore) d8
8. Superhuman Senses (Distance Vision, Low Light Vision)

Ranger Tier 6 Feats List:

1. Agility 5
2. Contortion 5
3. Empathy 5
4. Lore 5
5. Observation 5
6. Recon 5
7. Extraordinary Perception 3
8. Strategic Defense (Lore) d10

Ranger Capstone Feats List:

1. Agility +1
2. Contortion +1
3. Empathy +1
4. Lore +1
5. Observation +1
6. Recon +1
7. Extraordinary Perception 4
8. Favored Terrain (any) +1

#### Sharpshooter

Recon is your Strategic Skill.

Sharpshooter Tier 1 Feats List:

1. Agility 2, Ranged Feint
2. Contortion 2, {Applied Mechanical Science (Mechanician (Locksmith, Snarecrafter), Metal} or Contortion 2, Traditional Alchemy
3. Mechanics 2, Artificial Terrain Subset or Lore 2, Traditional Crafting
4. Might 2, {Anthropology (Human), Psychology (Human), Common Tongue}
5. Observation 2. Light Thrown Weapons Subset
6. Ranged Weapon Group 2, Archery
7. Recon 2, Flora Terrain Subset
8. Tinker 2, {Applied Mechanical Science (Bowyer), Artisan (Engineer), Plant Material}

Sharpshooter Tier 2 Feats List:

1. Agility 3
2. Contortion 3
3. Might 3
4. Observation 3
5. Ranged Combat 3
6. Recon 3
7. Tinker 3
8. Striker (Projectile) (Bonus Die on Ranged Combat (Projectile Weapon Attack) tests)

Sharpshooter Tier 3 Feats List:

1. Projectile Weapons Superset
2. Thrown Weapons Superset
3. Bomber
4. Exploit AoO (Projectile) Trait
5. Exploit Volley Trait (“Point Blank Shot”)
6. Nimble Fingers
7. Strategic Strike (Recon) d4 (As for Detective, but use Recon instead of Observation)
8. Striker (Thrown) (Bonus Die on Ranged Combat (Thrown Weapon Attack) tests)

Sharpshooter Tier 4 Feats List:

1. Agility 4
2. Contortion 4
3. Might 4
4. Observation 4
5. Ranged Combat 4
6. Recon 4
7. Extraordinary Perception 1
8. Strategic Strike (Recon) d6

Sharpshooter Tier 5 Feats List:

1. Deadly Aim (if you take an Action to aim, use your Pending Strategy, ***and*** attempt a Ranged Attack, you inflict normal damage if either your Pending Strategy Effect or Ranged Attack Result would result in a hit and double the PER Bonus Dice for Strategic Strike if both would hit, subject to the usual maximum Bonus Dice limit of, in this case, Ranged Combat Rank + PER)
2. Exploit AoO (Thrown) Trait
3. Extraordinary Perception 2
4. Flurry of Shots (As a single Action, throw a one-handed weapon with each hand, knock two arrows and fire them from a bow, or drop a sling bullet into a still-swinging sling after you fire a first bullet and then fire the second bullet. You must have a Pending Strategy, but the Result is irrelevant; make a Ranged Combat test once for both attacks, decrease Result with the second attack by 1, and apply damage normally (without adding bonus damage for Strategic Strike). Flurry of Shots causes the Pending Strategy to expire. With this Feat and Nimble Fingers, you can use the Flurry of Shots Trait of a Double Crossbow, reload both bolts, and Ready the weapon again, all as one Action.)
5. Keen Vision
6. Powerful Draw (Either thanks to having good tech, like a composite bow, diligent practice to draw a bowstring that seems far beyond your actual strength, or increasing torque with a sling, treat Heft as +1 with your projectile weapons)
7. Strategic Strike (Recon) d8
8. Superhuman Senses (Distance Vision, Low Light Vision)

Sharpshooter Tier 6 Feats List:

1. Agility 5
2. Contortion 5
3. Might 5
4. Observation 5
5. Ranged Combat 5
6. Recon 5
7. Extraordinary Perception 3
8. Strategic Strike (Recon) d10

Sharpshooter Capstone Feats List:

1. Agility +1
2. Contortion +1
3. Might +1
4. Observation +1
5. Ranged Combat +1
6. Recon +1
7. Extraordinary Perception 4

### Minister (Class)

Apologies in advance for anyone offended by Apollo being dead, Hermes being a bum, or Isis having Evil tendences. The names of the deities were translated from Gnomish and rather than use the actual names of the deities, an editorial decision was made to match them to deities from Earth’s history; the match is imperfect.

Your Spellcasting Skill for Domain Spells is either Philosophy or Lore (see Minister Class Feats, Sacred Symbol). You can take the following Minister-Specific Actions [PREREQ: Sacred Symbol 3, at least one Domain Spell]:

*Cast Domain Spell (aka Pray)*: It takes 6 Spellcasting Actions to cast a Domain Spell. The first 2 Actions have Somatic and Material Components, in that order, and the final 4 Actions have a Verbal Component; you must Cast Domain Spell at least once during each consecutive Pass or the spell is lost. After you cast a spell, the spell is considered “discharged;” unless otherwise indicated, you gain a Bonus Action, replenished each Pass, that can only be used to Maintain the Spell; and you have three options on your next Pass: 1) Maintain, 2) Intensify, or 3) Change Effect.

*Maintain Domain Spell (aka Continue to Pray)*: It takes a Spellcasting Reaction to maintain an Order Spell, which includes a Material component. After you maintain a Spell, unless otherwise indicated, you have three options on your next Pass: 1) continue to Maintain, 2) Intensify, or 3) Change Effect.

*Intensify Domain Spell*: It takes 2-6 Spellcasting Actions to Intensify a Domain Spell, which include Material Components, with your second, fourth, and sixth Actions providing +1 Effect. You acquire Traumatized +1 with your first, third, and fifth Actions. After you Intensify a Spell once or twice, unless otherwise indicated, you have two options on your next Pass: 1) continue to Intensify or 2) Change Effect (to discharge the Intensified Spell). After your sixth Intensify Action, your only available option is to Change Effect before the end of the next Pass.

*Change Effect*: It takes 1 Spellcasting Action and 1 Spellcasting Action or Reaction to Change Effect. Many spells include an option to Change Effect and you must Change Effect after a sixth Intensify Action.

Minister-Exclusive Compound Actions (“Divine Spellcasting”):

Flourish (*Urgent Prayer*) [PREREQ: All 16 Feats of a Minister Subclass, which you have] Gain an Action that can be used for any purpose, gain a Minister -Specific Action, and gain a Bonus Action that can only be used for a skill test that includes the Move trait.

Hybrid (*Prayer for Relief*) [PREREQ: All 16 Feats of a Minister Subclass, which you have] Gain a Minister -Specific Action, gain a Reaction that can be used to Change Effect, and gain a Bonus Action that can either only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Lingering Prayer*) [PREREQ: All 16 Feats of a Minister Subclass, which you have] Gain a Reaction that can only be used in the Preliminary Phase to Maintain a Domain Spell, gain a Reaction that can only be used in the Closing Phase to Maintain a Domain Spell during the next Pass, and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Elective Minister (Divine Enmity, Fey) Feats List:

1. {Determinism (Fey), Fey Parapsychology, Fairyology (Fey Physiology)} (Tier 2)
2. Destroy Fey (Tier 4)

Elective Minister (Divine Enmity, Outerplanar Avatic) Feats List:

1. Destroy Outerplanar Avatic (generally used to destroy enemy or rogue Outerplanar Avatics) (Tier 3)

Elective Minister (Divine Enmity, Spirit) Feats List:

1. {Determinism (Spirit), Spiritualism (Spirit Parapsychology), Ectoplasmic (Spirit) Physiology} (Tier 2)
2. Destroy Spirit (Tier 4)

Elective Minister (Divine Enmity, Undead) Feats List:

1. {Determinism (Undead), Undead Parapsychology, Necromancy (Undead Physiology)} (Tier 2)
2. Destroy Undead (Tier 4)

Minister Tier 1 Feats List:

1. Authority 2, {Determinism (Morality), Canon, Avaticology}
2. Determination 2, {Determinism (Xeno-Morality), Weapon Familiarity (weapon associated with your sect), Xeno-Avaticology},
3. Diplomacy 2, {Para-Anthropology (Celestial), Psychology (Celestial), Celestial Language}
4. Empathy 2, {Para-Anthropology (Infernal), Psychology (Diabolical), Infernal Language}
5. Haggle 2, Motivational Speaker or Recon 2, Traditional Alchemy (Minister of a Nature God)
6. Intimidation 2, {Para-Anthropology (Rephaim), Psychology (Rephaim), Requian Language}
7. Performance 2, {Calligrapher, Deadlands Terrain, Literacy} or Observation 2, Traditional Pharmacology (Minister of a Nature God)
8. Philosophy 2, {Dominican Language, Oratory, Savoir-Faire} or Lore 2, Traditional Crafting (Minister of a Nature God)

Minister Tier 2 Feats List:

1. Authority 3
2. Determination 3
3. Diplomacy 3
4. Empathy 3
5. Intimidation 3
6. Philosophy 3 or Lore 3 (Minister of a Nature God)
7. Sacred Symbol 1 (When using your Sacred Symbol, you can use Philosophy as your Spellcasting Skill with -2 Result unless you have prepared a Domain Spell in a Spell Slot, in which case you have -1 Result)
8. Sacred Text (You can prepare Domain Spells of your sect, even if you do not know them yet, in Spell Slots using your Sacred Text during daily preparations; If you know the Domain Spell you have prepared, you can either cast it at will or consume the Spell Slot instead of gaining Traumatized +1 for a first (but not second or later) Intensify Action when you cast it)

Minister Tier 3 Feats List (assumes the Alignment of your deity Law; replace the Alignment with Law if that is not the case):

1. Avatic Suppression
2. Detect Alignment
3. Dispel Alignment
4. Wrath
5. Domain Spell (of your Deity)
6. Domain Spell (of your Deity)
7. Sacred Symbol 2 (One Bonus Action that you can use only to Maintain Spell can be taken as a Free Action with Sacred Symbol Readied)
8. Sacred Text 2 (If you have prepared a Domain Spell in a Spell Slot using your Sacred Text, you have no penalty to cast it)

Minister Tier 4 Feats List:

1. Authority 4
2. Determination 4
3. Diplomacy 4
4. Empathy 4
5. Intimidation 4
6. Philosophy 4 or Lore 4 (Minister of a Nature God)
7. Emblazon Armament (Your sacred symbol is emblazoned on your armor (or outfit), shield, and/or weapon; when your armor is on or your shield or weapon is Readied, your sacred symbol is treated as Readied if it is not covered)
8. Extraordinary Spellcasting 1 (For the purposes of Spellcasting, your Spellcasting Attribute is treated as +1)

Minister Tier 5 Feats List: 1) Extraordinary Spellcasting 2, 2) Sacred Text 3 (Prepare Miracle in a Spell Slot using your Sacred Text, even though it is not a Domain Spell, and treat it as a Domain Spell if it is prepared), 3-8) Gain the 6 remaining Domain Spells of your Deity.

Minister Tier 6 Feats List:

1. Authority 5
2. Determination 5
3. Diplomacy 5
4. Empathy 5
5. Intimidation 5
6. Philosophy 5 or Lore 5 (Minister of a Nature God)
7. Extraordinary Spellcasting 3
8. Sacred Symbol 3 (Take 2 Minister-Specific Actions (but not Reactions) as a single Action with two Sacred Symbols (both of which can be Emblazoned but must be on different items) Readied)

Minister Capstone Feats List:

1. Authority +1
2. Determination +1
3. Diplomacy +1
4. Empathy +1
5. Intimidation +1
6. Philosophy +1 or Lore +1 (Minister of a Nature God)
7. Extraordinary Spellcasting 4
8. Sacred Symbol 4 (You gain Sacred Symbol Pool 4. When using your Sacred Symbol, if you have prepared a Domain Spell in a Spell Slot using your Sacred Text during daily preparations, you can spend a Sacred Symbol Pool Point instead of gaining Traumatized +1 for a second (but not third or later) Intensify Action)
9. Splinter Faith (You can remove two spells from the 8 Domain Spells specifically associated with your Deity and add three spells from another sect that are representative of your Splinter Faith. The GM may decide one or more members of your original Sect become apathetic or even hostile, depending upon how much the spells seem to deviate from what they believe are the interests of your Deity. The GM may also rule the power of the spells comes from a wayward avatar of the Deity or another Deity entirely, depending on how much the GM thinks the spells deviate from the interests of your Deity. The spells can be of any tradition but are treated as Prayers for you. You generally need to acquire a Sacred Text specifically for your Splinter Faith and your Sacred Symbol is frequently modified at least a little)
10. Syncretism +1 (Add one spell to your Domain Spells if the GM agrees they are representative of your Deity’s interests. The spells can be of any tradition but are treated as Prayers for you. You generally must use a modified (sometimes in a manner that is barely noticeable) or annotated version of your Sacred Text, but your Sacred Symbol is usually unmodified. You can take this Feat multiple times; each time you take it, you can add 1 spell +1 one additional spell per Syncretism Rating (e.g., gain 2 Spells for Syncretism 2 on top of the spell you gained for Syncretism 1, an additional 3 Spells for Syncretism 3, etc.)

#### Domain Spells

Amaterasu: Animate Radiance, Bless, Create Radiance, Freedom of Movement, Invigorate, Nondetection, Radiance Resistance, Soothe

Aphrodite: Admonish, Captivating Adoration, Charm, Daze, Overstuff, Retributive Pain, Venom, Whims of Passion

Apollo: Bless, Death Ward, Dimensional Lock, Discern Location, Invigorate, Oathsworn, Shield, Soothe

Ares: Destructive Aura, Devastation, Fear, Invulnerability, Magic Weapon, Proud Confidence, Righteous Might, Zeal for Battle

Asmodeus: Admonish, Appearance of Wealth, Charm, Create Darkness, Fear, Elemental Attack (Heat), Telepathy, Tyrannical Authority

Athena: Bless, Dimensional Lock, Invigorate, Invulnerability, Magic Armor, Magic Weapon, Righteous Might, Zeal for Battle

Comus: Charm, Competitive Edge, Face in the Crowd, Freedom of Movement, Invulnerability, Moon Frenzy, Overstuff, Pulse of the City

Glycon: Breath Weapon, Dragon Form, Elemental Attack (Cold, Electricity, Heat, Lode, Radiance, Sonic)

Hecate: Clairsentience, Detect Magic, Dispel Magic, Phantasm, Read Fate, Telekinesis, Telepathy, Teleportation

Hermes: Discern Location, Effervescent, Freedom of Movement, Illusory Disguise, Inaudibility, Invisibility, Nondetection, Presto

Hestia: Adapt Self, Adaptive Ablation, Haste, Improvisational Builder, Invigorate, Soothe, Teleportation, Time Flux

Isis: Clairsentience, Detect Magic, Dimensional Lock, Dispel Magic, Prestidigitation, Telekinesis, Telepathy, Teleportation

Jupiter: Create Air, Create Earth, Create Water, Invigorate, Elemental Attack (Cold, Electricity, Heat, Sound)

Melete: Clairsentience, Dimensional Lock, Freedom of Movement, Haste, Invulnerability, Nondetection, Telekinesis, Teleportation

Philotes: Bless, Desiccate Resistance, Disintegration Resistance, Dyspnea Resistance, Freedom of Movement, Guidance, Invigorate, Soothe

Plutus: Appearance of Wealth, Bless, Face in the Crowd, Gluttony, Mending, Pulse of the City, Soothe, Transmute Metal

Ponos: Blind Ambition, Create Metal, Elemental Attack (Heat), Improvisational Builder, Mending, Mortal Chains, Tireless Worker, Transmute Metal

Ptah: Captivating Adoration, Hospitality, Improvisational Builder, Invigorate, Magic Tools/Kit, Mending, Phantasm, Presto

Ra: Create Light, Discern Location, Elemental Attack (Heat, Radiance), Elemental Resistance (Heat, Radiance), Invigorate, Invigorate (Flora)

Selene: Bit of Luck, Haste, Lucid Dream, Lucky Break, Moonbeam, Nondetection, Sleep, Soothe

Shezmu: Create Spiritual Energy, Death Ward, Death’s Call, Dimensional Lock, Invigorate, Invigorate (Paraphysiology), Soothe, Soothe (Parapsychology)

Vulcan: Elemental Attack (Heat), Heat Resistance, Invigorate, Magic Armor, Magic Shield, Magic Weapon, Mending, Transmute Metal

Xolotl: Admonish, Bless, Invigorate, Retributive Pain, Soothe, Tireless Worker, Tyrannical Authority, Unity

#### Domain Spells (Nature Gods)

Artemis: Create Green Energy, Effervescent, Haste, Invigorate, Inaudibility, Invisibility, Magic Weapon, Nature’s Ally

Dagon: Create Desiccation, Create Disintegration, Create Dyspnea, Create Green Energy, Death’s Call, Effervescent, Nature’s Ally, Toxin

Demeter: Create Green Energy, Hospitality, Invigorate, Invigorate (Flora), Nature’s Ally, Soothe, Soothe (Demi-Ethology), Unity

Morrigan: Create Green Energy, Detect Magic, Dispel Magic, Invigorate, Nature’s Ally, Nondetection, Soothe, Soothe (Ethology)

Neptune: Animate Air, Animate Water, Create Green Energy, Create Water, Electricity Resistance, Elemental Attack (Electricity, Sonic), Sonic Resistance

Peko: Animate Earth, Create Green Energy, Create Water, Invigorate (Flora), Mending, Nature’s Ally, Summon Plant, Tireless Worker

Rhea: Animate Earth, Animus Mine, Create Earth, Create Green Energy, Freedom of Movement, Invigorate, Summon Earth Elemental, Summon Plants

Soma: Animate Air, Create Green Energy, Freedom of Movement, Haste, Mirror Image, Nature’s Ally, Nondetection, Phantasm

Sun Wukong: Animate Air, Create Green Energy, Freedom of Movement, Haste, Mirror Image, Nature’s Ally, Nondetection, Phantasm

### Rogue (Class)

When you choose the Rogue Class in Step C, increase DEX by 1 if DEX is less than 0; otherwise, increase STR or PER by 1 (whichever is less than 0 or your choice if both are). Optionally, increase STR, DEX, or PER by 1 (one that is less than 0) and decrease INT or WIL by 1.

Tier 3 Rogue-Exclusive Compound Actions (“Stances”):

Flourish (*Offensive Stance*) [PREREQ: All 16 Feats of a Rogue Subclass, which you have] Gain 2 Actions that can only be used for Offensive tests and Combat Maneuvers (which cannot normally include attacking with the same weapon) and gain a Bonus Action that can only be used for a skill test that includes the Move trait.

Hybrid (*Hybrid Stance*) [PREREQ: All 16 Feats of a Rogue Subclass, which you have] Gain an Action that can be used for a Combat Maneuver or Offensive test, gain a Reaction that can be used for a Combat Maneuver or Defensive test, and gain a Bonus Action that can either only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Defensive Stance*) [PREREQ: All 16 Feats of a Rogue Subclass, which you have] Gain 2 Reactions that can only be used for Defensive tests and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Elective Rogue (Fencer) Feats List:

1. Brawling (Pummel) Weapon Subset, One-Handed Light Thrust Blades (Tier 2)
2. Defender (Bonus Die on Melee Combat (Parry) tests) (Tier 3)
3. En Garde (When you use a weapon suitable for Sneak Attack with the AoO Trait and acquire a Bonus Reaction that can be used to Parry or Riposte, the Bonus Reaction does not count against the total number of Bonus Reactions you can acquire during a single Pass if you use it to Parry) (Tier 4)
4. Exploit AoO Trait (Melee) (Bonus Reaction to take an attack of opportunity against Target that triggers Reactions when using a melee weapon with the AoO Trait that is suitable for Sneak Attack) (Tier 4)
5. Exploit Parry Trait (Bonus Reaction to Parry with a weapon that has the Parry Trait and is suitable for Sneak Attack) (Tier 4)
6. Exploit Reach (+n) Trait (With a weapon that has the Reach (+n) trait and is suitable for Sneak Attack, extend Reach by up to n and attack with the weapon as a single Action) (Tier 4)
7. Flurry of Strikes (When you have two weapons that both qualify for Sneak Attack, treat an attack with one of the weapons as a Combat Maneuver) (Tier 4)
8. Quick Feint (With a weapon that qualifies for Sneak Attack, attempt Deception (Feint) and attack with the weapon as a single Action) (Tier 4)
9. Remise (As a single Action, attack the same Target twice for ½ damage with a weapon suitable for Sneak Attack. If Target has Remise and a suitable weapon as well, Target can attempt to Parry both attacks with a single Reaction) (Tier 4)
10. Second Intention (Place a secret coin on Heads or Tails, prepare to roll an attack with a weapon suitable for Sneak Attack, and reveal the Result of the attack and the coin after Target indicates whether e will Parry. If Target refuses to Parry, resolve your attack normally; the coin is not relevant. Otherwise, on Heads (“without second intention”), the Attack, Parry, and Riposte, if applicable, are resolved normally; and on Tails (“with second intention”), your attack is automatically parried, Target automatically Ripostes but the Riposte fails, and you can Sneak Attack if Target Riposted and Target cannot use a Reaction against your Sneak Attack) (Tier 4)

Elective Rogue (Handyman) Tier Feats List:

1. Light Hafted Weapon Subset (Tier 2)
2. Tinker 3 (Tier 3)
3. Tinker 4 (Tier 4)
4. Exploit Armor Piercing Trait (Might (Weapon Sunder) becomes available to you when using a weapon with the Armor Piercing Trait that is suitable for Sneak Attack) (Tier 4)
5. Exploit Handy Trait (Reduce Handedness by ½ with a weapon that has the Handy Trait) (Tier 4)
6. Exploit Overstrike Trait (Tier 4)
7. Tinker 5 (Tier 6)
8. Tinker +1 (Capstone)

Elective Rogue (Lasher) Feats List:

1. Looping Flail Weapon Subset (Tier 2)
2. Exploit AoO Trait (Thrown) (Tier 4)
3. Exploit Disarm Trait (Might (Weapon Grab to Disarm) becomes available to you when using a weapon with the Disarm Trait that is suitable for Sneak Attack) (Tier 3)
4. Exploit Reach (+n) Trait (Tier 4)
5. Exploit Trip Trait (Might (Weapon Trip) becomes available to you when using a weapon with the Trip Trait that is suitable for Sneak Attack) (Tier 4)
6. Quick Disarm 1 (Attempt Hustle (Close to Disarm) and Weapon Group (Trap Weapon) as a single Action) (Tier 4)
7. Quick Trip 1 (Attempt Hustle (Close to Trip) and Athletics (Unbalance Target) as a single Action) (Tier 4)
8. Exploit Overstrike Trait (See Gear (Weapons), but it is only available to weapons suitable for Sneak Attack) (Tier 5)
9. Quick Disarm 2 (Attempt Might (Grab to Disarm) and Might (Disarm) as a single Action; or, with a weapon suitable for Sneak Attack, you can take Melee Combat (Weapon Grab to Disarm) and Might (Disarm) as a single Action) (Tier 5)
10. Quick Trip 2 (Attempt Might (Grab to Trip) and Hustle (Trip) as a single Action; or, with a weapon suitable for Sneak Attack, you can take Melee Combat (Weapon Grab to Trip) and Hustle (Trip) as a single Action) (Tier 5)
11. Reactive Lash (When using a Flail suitable for Sneak Attack, your weapon gains the AoO Trait and can be used for AoO at up to the Reach (+n); you must have Exploit AoO Trait (Thrown) to take advantage of this) (Tier 5)
12. Third Hand (When wielding a Flail with Disarm, Trip, and at least Reach (+1) Traits that is suitable for Sneak Attack, treat Reach (+n) as Reach n when attempting Weapon Group (Weapon Grab to Disarm), Weapon Group (Weapon Grab to Hold On), or Weapon Group (Weapon Grab to Trip), and gain a Bonus Reaction that can only be used to disentangle your weapon, Might (Disarm), Might (Improve Grip), or Might (Trip) while Target remains Grabbed, triggered by anything Target does or at any time during Target’s turn. If you wish, you can use your Reaction immediately to Disarm or Trip (but not to Improve Grip) and gain a Quality Die on the attempt if you have Exploit Disarm Trait or Exploit Trip Trait. Also, you can only Improve Grip if you have the Exploit Overstrike Trait. You can also use Whip Grab to grab objects and, if they are unsecured and sufficiently light, pull them into your open hand as a Reaction. Note: Weapon Group (Weapon Grab to Hold On) is not listed under as a Weapon Group test because it is not normally available; it functions the same as Might (Grab) but uses Flail Weapon Group instead of Might) (Tier 5)
13. Quick Disarm 3 (With a weapon suitable for Sneak Attack, attempt all three of Hustle (Close to Disarm), Melee Combat (Trap Weapon), and Might (Grab to Disarm) as a single Action; or all three of Melee Combat (Trap Weapon), Might (Grab to Disarm), and Might (Disarm) as a single Action) (Tier 6)
14. Quick Trip 3 (Attempt all three of Hustle (Close to Trip), Athletics (Unbalance Target), and Might (Grab to Trip); or all three of Athletics (Unbalance Target), Might (Grab to Trip), and Hustle (Trip) as a single Action) (Tier 6)
15. Quick Disarm 4 (With a weapon suitable for Sneak Attack, attempt all four of Hustle (Close to Disarm), Melee Combat (Trap Weapon), Might (Grab to Disarm), and Might (Disarm) as a single Action) (Capstone)
16. Quick Trip 4 (Attempt all four of Hustle (Close to Trip), Athletics (Unbalance Target), Might (Grab to Trip), and Hustle (Trip) as a single Action) (Capstone)

Elective Rogue (Sniper) Feats List:

1. Any Projectile Weapons Subset, Light Hafted Thrown Weapon Subset, or Light Thrown Weapon Subset (Tier 2)
2. Ranged Combat 3 (Tier 3)
3. Striker (Projectile or Thrown) (Bonus Die on Ranged Combat (Projectile or Thrown Weapon Attack) tests) (Tier 3)
4. Ranged Combat 4 (Tier 4)
5. Exploit AoO (Projectile or Thrown) Trait (Bonus Reaction to take an attack of opportunity against Target that triggers Reactions when using a ranged weapon with the AoO Trait) (Tier 4)
6. Nimble Fingers (Tier 4)
7. Ranged Feint (You can use Deception (Feint) with a ranged weapon) (Tier 4)
8. Ranged Combat 5 (Tier 6)
9. Ranged Combat +1 (Capstone)

Elective Rogue (Spear Fencer) Feats List:

1. Shortspear (all uses) (Tier 2)
2. En Garde (As described above for Fencer, plus you can Parry on behalf of an ally that is between you and Target or adjacent to a square between you and Target) (Tier 4)
3. Exploit AoO Trait (Melee) (Tier 4)
4. Exploit Parry Trait (Tier 4)
5. Exploit Reach (+n) Trait (Tier 4)
6. Exploit Trip Trait (Tier 4)
7. Quick Lunge 1 (With a weapon that qualifies for Sneak Attack, change Grip from Half-Staff to Quarterstaff, or vice versa, and Attack as one Action) (Tier 4)
8. Quick Trip 1 (Tier 4)
9. Remise (Tier 4)
10. Second Intention (Tier 4)
11. Quick Trip 2 (Tier 5)
12. Quick Lunge 2 (With a weapon that qualifies for Sneak Attack, change Grip from Half-Staff to Quarterstaff, or vice versa, and Attack with Reach (+n) as one Action) (Tier 4)
13. Quick Trip 3 (Tier 6)
14. Quick Trip 4 (Capstone)

Elective Rogue (Thief) Feats List:

1. {Appraise, Trade, Urban Terrain} (Tier 2)
2. Cutpurse, Smuggler, or Sticky Fingers (Tier 2)
3. Sleight of Hand 3 (Tier 3)
4. Sleight of Hand 4 (Tier 4)
5. Sleight of Hand 5 (Tier 6)
6. Sleight of Hand +1 (Capstone)

Rogue Tier 1 Feats List:

1. Agility 2, Artful Dodger 1
2. Athletics 2, Incredible Balance 1
3. Contortion 2, Tumbler
4. Deception 2, Gang Up (When Target is adjacent to you and at least one of your allies, and you are not adjacent to any of Target’s allies, Target cannot use a Reaction to defend against your attack)
5. Empathy 2, Size Up
6. Hustle 2, Fleet of Foot
7. Melee Combat 2, Dagger (all uses)
8. Ranged Combat 2, Nonlethal Brawling Weapon Subset

Rogue Tier 2 Feats List:

1. Agility 3
2. Athletics 3
3. Contortion 3
4. Deception 3
5. Melee Combat 3
6. Misericorde (When you make an attack in Grapple range against an armored Target using a Dagger to inflict Piercing damage, you can attack with the same weapon as a Combat Maneuver, shoving it into a gap in Target’s armor to inflict Piercing damage but ignoring armor Hardness)
7. Striker (Melee) (Bonus Die on Melee Combat (Weapon Attack) tests)
8. Twist the Knife

Rogue Tier 3 Feats List: All Expert (Dexterity) Tier 1 Feats. Note: Because you already have (at least) 3 Expert (Dexterity) Tier 1 Feats, this nets you 3 Electives.

Rogue Tier 4 Feats List:

1. Agility 4
2. Athletics 4
3. Contortion 4
4. Deception 4
5. Melee Combat 4
6. Debilitating Strike 1 (When you successfully attack with a weapon that qualifies for Sneak Attack, Target becomes your choice of Befuddled 1, Clumsy 1, Enfeebled 1, Nervous 1, Oblivious 1, or Repugnant 1)
7. Extraordinary Dexterity 1
8. Sneak Attack

Rogue Tier 5 Feats List:

1. Debilitating Strike 2 (Take Mental Debilitations, Methodical Debilitations, Precise Debilitations, Tactical Debilitations, or Vicious Debilitations. When you take the additional Feat, your Attribute Requirement is 0, instead of 3)
2. Extraordinary Dexterity 2
3. Harrier 1 (You can use a Reaction to cancel the Reaction of Target of less than your Level if within Reach)
4. Martial Artist
5. Optional Rogue Feat of up to Tier 5.
6. Optional Rogue Feat of up to Tier 5.
7. Optional Rogue Feat of up to Tier 5.
8. Optional Rogue Feat of up to Tier 5.

Rogue Tier 6 Feats List

1. Agility 5
2. Athletics 5
3. Contortion 5
4. Deception 5
5. Melee Combat 5
6. Debilitating Strike 3 (Take Bloody Debilitations, Critical Debilitations, Cumulative Debilitations, Double Debilitation, or Embarrassing Debilitations. When you take the additional Feat, your Attribute Requirement is 3, instead of 6)
7. Extraordinary Dexterity 1
8. Harrier 2 (You can use a Reaction to cancel the Reaction of Target of your Level if within Reach)

Rogue Capstone Feats List:

1. Agility +1
2. Athletics +1
3. Contortion +1
4. Deception +1
5. Melee Combat +1
6. Mental Debilitations ([PREREQ: CHA 3] You can choose from three additional debilitations when you use Debilitating Strike: 1) Target gains Nervous 2, 2) Repugnant 2, or 3) Stupefied 1 (or Stupefied 2 if you also have Precise Debilitations or Tactical Debilitations). Also, your attacks are Sneak Attacks if Target has the Nervous, Repugnant, or Stupefied Condition)
7. Methodical Debilitations ([PREREQ: WIL 3] You can choose from three additional debilitations when you use Debilitating Strike: 1) Target gains Clumsy 2, 2) Enfeebled 2, or 3) Hobbled 1 (or Hobbled 2 if you also have Precise Debilitations or Vicious Debilitations). Also, your attacks are Sneak Attacks if Target has the Clumsy, Enfeebled, or Hobbled Condition)
8. Precise Debilitations ([PREREQ: PER 3] You can choose six additional debilitations when you use Debilitating Strike: Befuddled 2, Clumsy 2, Enfeebled 2, Nervous 2, Oblivious 2, or Repugnant 2. Also, your attacks are Sneak Attacks if Target has the Befuddled, Clumsy, Enfeebled, Hobbled, Nervous, Oblivious, Repugnant, or Stupefied Condition)
9. Tactical Debilitations ([PREREQ: INT 3] You can choose from three additional debilitations when you use Debilitating Strike: 1) Target gains Befuddled 2, 2) Oblivious 2 or 3) Stupefied 1 (or Stupefied 2 if you also have Precise Debilitations or Mental Debilitations). Also, your attacks are Sneak Attacks if Target has the Befuddled, Oblivious, or Stupefied Condition)
10. Vicious Debilitations ([PREREQ: STR 3] You can choose from two additional debilitations when you use Debilitating Strike: 1) Target gains Enfeebled 2, 2) Nervous 2, or 3) Hobbled 1 (or Hobbled 2 if you also have Precise Debilitations or Methodical Debilitations). Also, your attacks are Sneak Attacks if Target has the Enfeebled, Nervous, or Hobbled Condition)
11. Bloody Debilitations ([PREREQ: Vicious Debilitations, STR 6] When using a piercing or slashing weapon, you can choose from one additional debilitation when you use Debilitating Strike: Persistent Bleed Damage equal to Bonus DEX Damage from Sneak Attack. This does not count as Bonus DEX Damage)
12. Critical Debilitations ([PREREQ: Methodical Debilitations, WIL 6] When you Critically Hit with a Sneak Attack, you can choose from one additional debilitation when you use Debilitating Strike: Stunned 1 (or Stunned 2 if you have both Mental Debilitations and Tactical Debilitations or both Methodical Debilitations and Vicious Debilitations))
13. Cumulative Debilitations ([PREREQ: Tactical Debilitations, INT 6] Treat a condition as additive when using Debilitating Strike. For example, Enfeebled 2 becomes Enfeebled +2)
14. Double Debilitation ([PREREQ: Precise Debilitations, PER 6] You can impose two debilitations on Target when you use Debilitating Strike)
15. Embarrassing Debilitations ([PREREQ: Mental Debilitations, CHA 6] When you Critically Hit with a Sneak Attack, you double damage as normal, but half of that is Psychological damage and you add Bonus CHA Damage equal to the Psychological damage)

### Warrior (Class)

When you choose the Warrior Class in Step C, increase STR by 1 if STR is less than 0; otherwise, increase DEX or WIL by 1 (whichever is less than 0 or your choice if both are). Optionally, increase STR, DEX, or WIL by 1 (one that is less than 0) and decrease INT or CHA by 1.

Tier 3 Warrior-Exclusive Compound Actions (“Stances”):

Flourish (*Offensive Stance*) Gain 2 Actions that can only be used for Offensive tests and Combat Maneuvers (which cannot normally include attacking with the same weapon) and gain a Bonus Action that can only be used for a skill test that includes the Move trait.

Hybrid (*Hybrid Stance*) Gain an Action that can be used for a Combat Maneuver or Offensive test, gain a Reaction that can be used for a Combat Maneuver or Defensive test, and gain a Bonus Action that can either only be used for a skill test that includes the Move trait or to replenish Reactive Movement and gain a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Press (*Defensive Stance*) Gain 2 Reactions that can only be used for Defensive tests and gain a Bonus Reaction that can only be used to replenish Reactive Movement and grant a Free Reaction that can be used with Reactive Movement (e.g., Dodge or Stealth).

Elective Warrior (Fighter, Blade) Feats List:

1. Agility 2, One-Handed Swung Blade Subset (Tier 1)\*
2. Blade Weapons Superset (Tier 2)\*
3. Defender (Bonus Die on Melee Combat (Parry) tests) (Tier 3)
4. Exploit AoO Trait (Melee) (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
5. Exploit Reach (+n) Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
6. Half-Sword (When you make an attack against an armored Target using a Blade larger than a Dagger capable of both Slashing and Piercing to inflict Piercing damage, you can attack with the same weapon as a Combat Maneuver, shoving it into a gap in Target’s armor to inflict Piercing damage but ignoring armor Hardness if you hit) (Tier 4)
7. Misericorde (As the Rogue Feat) (Tier 4)

Elective Warrior (Fighter, Flail) Feats List:

1. Sleight of Hand 2, One-Handed Flail Subset (Tier 1)\*
2. Flail Weapons Superset (Tier 2)\*
3. Exploit Disarm Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
4. Exploit Overstrike Trait (Tier 4)
5. Exploit Parry Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
6. Exploit Reach (+n) Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
7. Exploit Trip Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
8. Quick Disarm 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
9. Quick Trip 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
10. Quick Disarm 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 5)
11. Quick Trip 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 5)
12. Quick Disarm 3 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
13. Quick Trip 3 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
14. Quick Disarm 4 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Capstone)
15. Quick Trip 4 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Capstone)

Elective Warrior (Fighter, Hafted Weapons) Feats List:

1. Tinker 2, One-Handed Swung Hammer Subset (Tier 1)\*
2. Hafted Weapons Superset (Tier 2)\*
3. Exploit Armor Piercing Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
4. Exploit Handy Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
5. Exploit Overstrike Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
6. Exploit Shove Trait (Might (Weapon Shove) becomes available to you when using a weapon with the Shove Trait) (Tier 4)
7. Exploit Sweep Trait (Might (Weapon Sweep) becomes available to you when using a weapon with the Sweep Trait) (Tier 4)

Elective Warrior (Fighter, Polearm) Feats List:

1. Recon 2, Shortspear (all uses) (Tier 1)\*
2. Polearm Weapons Superset (Tier 2)\*
3. Deny Advance (When using a Polearm, Target triggers Reactions from you if it moves closer to you, either from or into a Square you threaten. You can use a Combat Maneuver (offensive or defensive) for AoO (Charge), and gain a Bonus Die on the test, but you must choose to Impale on a Critical Hit) (Tier 4)
4. Exploit AoO Trait (Melee) (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
5. Exploit Parry Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
6. Exploit Reach (+n) Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
7. Exploit Trip Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
8. Quick Lunge 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
9. Quick Trip 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
10. Quick Trip 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 5)
11. Quick Lunge 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
12. Quick Trip 3 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
13. Quick Trip 4 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Capstone)

Elective Warrior (Fighter, Shield) Feats List:

1. Brawling Weapons Superset (Tier 2)\*
2. Exploit Block Trait (Bonus Reaction to Raise Shield with a Readied Shield) (Tier 2)\*
3. Exploit Shove Trait (Tier 3)
4. Reactive Shove (If your shield blocks a melee attack when you use Flatfooted Defense gain a Bonus Reaction for Might (Weapon Shove)) (Tier 4)
5. Resist Sunder (Reduce damage to your items by 50%) (Tier 4)

Elective Warrior (Fighter, Thrown Weapons) Feats List:

1. Ranged Combat 2, Hafted Thrown Weapons Subset (Tier 1)\*
2. Ranged Combat 3 (Tier 2)
3. Thrown Weapons Superset (Tier 2)
4. Striker (Thrown) (Bonus Die on Ranged Combat (Thrown Weapon Attack) tests) (Tier 3)
5. Ranged Combat 4 (Tier 4)
6. Exploit AoO Trait (Thrown) (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
7. Exploit Handy Trait (Tier 4)
8. Ranged Combat 5 (Tier 6)
9. Ranged Combat +1 (Capstone)

Elective Warrior (Berserker) Feats List:

1. Two-Handed Swung Hammer Subset (Tier 2)\*
2. Hafted Weapons Superset (Tier 3)\*
3. Battle Cry (Bonus Action to attempt Intimidation (Intimidating Glare), which gains the Auditory Trait) (Tier 3)
4. Rage (If attacked while under the influence of a drug or mutagen, gain Enraged 1) (Tier 3)
5. Hamrammr 1 (As Artificer (Mutagenist), but using Warrior Tier) (Tier 4)
6. Stoke Rage (Gain Enraged +1 as a Combat Maneuver while under the influence of a drug or mutagen) (Tier 4)
7. Hamrammr 2 (As Artificer (Mutagenist), but using Warrior Tier and maximum ep is based on your Level (not Level of Mutagen)) (Tier 5)
8. Power Attack (Wind Up with a swung two-handed weapon that inflicts 2d12 base damage as a Combat Maneuver (which can be an offensive or defensive Combat Maneuver for the purposes of this ability) to decrease any penalty due to the weight of the weapon. After you Wind Up, on your attack, if you miss, your weapon is Unready; if you hit, it is treated as a miss, and if you Critically Hit, quadruple damage) (Tier 5)
9. Hamrammr 3 (As Artificer (Mutagenist), but you no longer need to be under the influence of a Drug or Mutagen if you Stoke Rage) (Tier 6)
10. Hamrammr 4 (As Artificer (Mutagenist)) (Capstone)

\* These are “Mandatory Tier 5 Feats.”

Warrior Tier 1 Feats List:

1. Athletics 2, Judoka
2. Bulwark 2, Immovable 1
3. Constitution 2, Diehard 1
4. Determination 2, Resolve 1
5. Empathy 2, Size Up
6. Hustle 2, Unstoppable 1
7. Melee Combat 2, Improvised Weapon Subset
8. Might 2, Fast Physical Recovery

Warrior Tier 2 Feats List:

1. Athletics 3
2. Bulwark 3
3. Constitution 3
4. Determination 3
5. Hustle 3
6. Melee Combat 3
7. Might 3
8. Striker (Melee) (Bonus Die on Melee Combat (Weapon Attack) tests)

Warrior Tier 3 Feats List: All Expert (Strength) Tier 1 Feats. Note: Because you already have (at least) 4 Expert (Strength) Tier 1 Feats, this nets you 4 Electives.

Warrior Tier 4 Feats List:

1. Athletics 4
2. Bulwark 4
3. Constitution 4
4. Determination 4
5. Hustle 4
6. Melee Combat 4
7. Might 4
8. Extraordinary Strength 1

Warrior Tier 5 Feats List: Extraordinary Strength 2, Martial Artist, and 6 Mandatory Tier 5 Feats (you must take one if you don’t have all, but do not need all to advance).

Warrior Tier 6 Feats List:

1. Athletics 5
2. Bulwark 5
3. Constitution 5
4. Determination 5
5. Hustle 5
6. Melee Combat 5
7. Might 5
8. Extraordinary Strength 3

Warrior Capstone Feats List:

1. Athletics +1
2. Bulwark +1
3. Constitution +1
4. Determination +1
5. Hustle +1
6. Melee Combat +1
7. Might +1
8. Extraordinary Strength 4

## Connections

You should establish connections with the other characters. Some classes (e.g., Faces) grant some benefit from establishing these connections.

All Player Characters gain Cinematic [Attribute] 1 for establishing connections with at least one other Player Character. You can choose the Attribute. It is not a bad idea to select an Attribute that is not very good because it can save you when you get into trouble; or you can double-down on your best Attribute if you are less cautious. A Cinematic Attribute can save you when things get really bad.

**Replacing Flaws**: You can help another character with whom you establish a connection deal with a Flaw. For example, you can help someone with Missing Limb by helping them pay for a clockwork grafted limb or pay for regenerative magic (or perhaps they pay for raw materials, and you craft the limb for them if you have the ability). Every Flaw that is paid off must be replaced with another. Debt (£10) is the “going rate” to fix a Flaw worth ½ Feat, though you could also reasonably replace a Flaw with Code of Honor (because of a feeling of indebtedness).

You can also reduce a Flaw worth 1 Feat to a Flaw worth ½ Feat. For example, Network of Enemies could be reduced to either Enemy or Network of Rivals. You cannot fully eliminate a Flaw worth 1 Feat and you generally cannot reduce Debt.

**Acquiring Flaws**: If you want +½ Denouement Feat, you can take an additional Flaw (worth ½ Feat) that is somehow related to your connection with another character, the most typical being Code of Honor and Debt (£10), though you can pick any that seem appropriate for your character.

**Relinquishing Boons**: If you want +½ Denouement Feat, you can relinquish a Boon worth ½ Feat or, for +1 Denouement Feat, relinquish a Boon worth 1 Feat. The reason for relinquishing the boon should somehow be tied to a character with whom you established connections.

Replacing Flaws, Acquiring Flaws, and Relinquishing Boons should only be done if it makes sense for your character story; it should not be an exercise in optimization. However, if a Flaw is particularly unappealing to a player, the GM should allow it to be bought off because that is more fun.

# Step D (Dedication, Denouement & Deity)

In Step C, you choose a Class (and Subclass) and establish Connections with other characters. Appendix C includes some Class Variants.

## Dedications

Choose a Class and Subclass.

### Singleclass Dedication

If the Class and Subclass are the same as you chose in Step C, record the Feats, Skill Ranks, and Knowledge/Familiarity from the Tier 4, Tier 5, and Tier 6 Feats Lists on your Character Scratch Sheet. Each entry of a Feats List is “worth” 1 Elective. If you already have a Knowledge/Familiarity on the Feats List, you gain +½ Elective (worth ½ Feat). If you already have a Feat or two or three of the Knowledge/Familiarity, you gain +1 Elective.

Increase Attributes as indicated for the Subclass, but, unlike in Step C, your Class Attribute can be increased to 1.

### Multiclass Dedication

If the Class and Subclass are different than the ones you chose in Step C, you have a Multiclass Dedication.

If you did not have Basic Training in the Class and Subclass in which you multiclass, record the Feats, Skill Ranks, and Knowledge/Familiarity from the Tier 1, Tier 2, and Tier 3 Feats Lists on your Character Scratch Sheet. If you already have a Skill 2, ignore it if you acquire it again (you don’t get any benefit). Each entry of a Feats List (excluding Skill 2) is “worth” 1 Elective. If you already have a Knowledge/Familiarity on the Feats List, you gain +½ Elective (worth ½ Feat). If you already have a Feat or two or three of the Knowledge/Familiarity, you gain +1 Elective.

If you had Basic Training in the Subclass (which gave you Tier 1 Feats in Step C), record the Feats, Skill Ranks, and Knowledge/Familiarity from the Tier 2, Tier 3, and Tier 4 Feats Lists on your Character Scratch Sheet.

You can also choose to spend an appropriate Aptitude (the Aptitude matches one of your Class Attributes) now to record the Feats, Skill Ranks, and Knowledge/Familiarity from a next-higher Tier (Tier 4 or Tier 5) Feats List of one of your Classes on your Character Scratch Sheet.

Increase Attributes as indicated for the Class in which you Multiclass; if the Class Attribute for both of your Subclasses is the same, you can increase your Class Attribute to 1.

### Expert Dedication

If you have not yet spent your Aptitude, you must spend it now. Record the Feats, Skill Ranks, and Knowledge/Familiarity from the Expert Tier 1 Feats List that matches your Aptitude on your Character Scratch Sheet.

Increase the Attribute associated with the Expert Class by 1 to a maximum of 1. You can also increase an Attribute that is less than 0 (or less than 1 if it is the Attribute of your Aptitude) if you decrease another Attribute by 1 (but to no lower than -3).

## Denouement

Everyone can have a Denouement Feat, but it is just the Feat you gain from Elevation (in Step E). If you choose to spend the Denouement Feat, you do not gain a Feat for advancing to 1st Level. You may also gain Denouement Feats from, e.g., Background Events and the Face’s Unbreakable Bond Feature.

The GM knows what Knowledge/Familiarity is relevant to the adventure. If you request a Denouement Feat, the GM will provide some options e knows to be topical. Common Tongue, Regional Language, Regional Society, and Terrain are almost always topical.

It is not a requirement that characters speak a common language. If characters in the party lack a common language, it is assumed they have worked out a code that allows everyone to communicate important concepts (particularly in battle) efficiently; no test is required (and you are also assumed to share a language that some of you speak poorly). Moreover, if you have appropriate Connections with another character, you can decide you both speak an unusual regional language (that is not common enough to cost a ½ Feat). If the Language becomes relevant (and it only should become relevant if you seek out others who know the language), it costs you ½ Feat the next time you advance a Level.

More generally, Languages provide -1 Effect on tests that rely on language, but you are assumed to be able to communicate with anyone who can speak a language, albeit with difficulty in some cases.

## Deity

A character can be devout, agnostic, or an atheist. The devout pray to a pantheon of multiple gods, to a single god, or to a divine being that is “above” one or more gods the follower of the religion sees as intermediaries or agents of the one true god. Ministers are devout and their powers come from a single specified deity; they may or may not believe in the one true god and may not pray to multiple deities in addition to the deity that grants them their powers. The devout cannot normally receive divine powers from an Evil source, but Asmodeus, Medjed, and Algos are exceptions to this rule. (Evil cultists are normally witches, not ministers.) The devout also cannot normally receive divine powers from a Chaotic source.

The largest Druidic religion venerates the Green Mother, which is a collective of nature gods and frequently includes animistic beliefs. It is not clear if each Druid that worships the Green Mother is gaining magical powers from a specific nature deity, multiple (or all) nature deities, or from animism. Followers of this religion are typically heathens, as their power comes from a Neutral source. Some are pagans, as their power comes from a Good source.

Agnostics believe, despite evidence to the contrary, the existence of gods cannot be proven. For example, they may believe the apparent influence on the world is a conspiracy cooked up by a cabal of powerful magic users.

Atheists reject the divine for a variety of reasons including a belief that all deities have malignant goals that should be resisted or that deities are just another state of being to which any sapient being can aspire. The former tend to be Chaotic in the sense they war against Lawful authority that derives its justification for power from the divine, while the latter can exist in peace with Lawful authority as a natural order of things (and can even be Lawful themselves despite their lack of faith in the exceptionalism of the divine). A belief that there are actually no deities is possible, but rare, given evidence to the contrary.

### The Dominion

The most ubiquitous religion of Nacre is referred to as the Dominion. Lawful Good devotees of the religion generally believe in the one true god, but certainly not all. Lawful Evil devotees are more likely to pray to a single god while rejecting the one true god even if they believe in Er. Lawful Neutral devotees (including those with Good, Neutral, or Evil tendencies) run the gamut of believing in the one true god, praying to the pantheon, or worshiping a single god. Pursuant to the Ancient Pact, there were supposed to be no Chaotic or Heretical (Evil) Ministers other than Asmodeus, but Medjed has some Ministers due to a mysterious deal with Asmodeus and Algos found a way to skirt the rules, making him the only deity with Heretical (Evil) Ministers. In exchange for this, and to end the war between Heaven and Hell, Hell was given control of Tartarus and some authority in Hades; this allowed a more united front to prevent encroachment of creatures from the Far Realms. Paradise, Purgatory, and Sheol, collectively referred to as Heaven, already had and continue to have an unbreakable alliance, though Sheol frequently complains Peris in Purgatory harbor Azata fugitives and let them go free, only to encroach on Purgatory again later, while Purgatory complains Psychopomps refuse to act as good Samaritans.

The kings of the Dominion include the current members of the Angelic Choir and the Curia Regis. Amaterasu (LG), Athena (L(G)), Apollo (LN), and Plutus (L(E)) make up the Angelic Choir (of Heaven) and Asmodeus (LE) is the sole representative of the Curia Regis (of Hell). Amaterasu has been absent from the Prime Material Plane since the ancient pact between Heaven and Hell and Apollo has been killed (though his Ministers still have power), so Athena and Plutus are the face of the Angelic Choir on the Prime Material Plane. The Angelic Choir begrudgingly allowed Asmodeus to have Ministers as part of the Ancient Pact. Any Minister who deviates from allowed alignments loses their powers.

Scholars generally count Beelzebub, Lucifer, and Satan as members of the Curia Regis but, perhaps surprisingly, few include Asmodeus. Members of the Curia Regis empower Witches because they are incapable of maintaining a ministry, which appears to be either an intentional effect or side effect of the Ancient Pact between the Angelic Choir and Curia Regis. Thus, although Asmodeus is not all-powerful in Hell, his power on the Prime Material Plane is greater than that of any other devil.

Whereas the Kings of the Dominion assume the role of protectors of the Dominion, the Aspirational Gods usher souls towards the Dominion. The Aspirational Gods include Glycon (LG), god of dragons, Hestia (L(G)), god of the elves, Vulcan (LN), god of the dwarves, Xolotl (L(E)), god of the orcs, and Medjed (LE), god of sapient undead (liches, wights, phantoms, wraiths, and vampires) and those who aspire to become undead. Dragons tend toward Neutrality, with “Metallic” dragons often having (C)G alignments and “Chromatic” dragons often having (C)E alignments, though the actual color of scales is not usually indicative of alignment. As is true of all the Aspirational Gods, Glycon must work against the tendency of his followers to stray from the path of Law. Xolotl is an ancient god of the orcs who is now infrequently worshipped due to her alliance with the Dominion, which most orcs despise, though a surprisingly large number of female orcs worship her. Medjed encourages her followers to defend the Dominion because it is within that framework they can live forever. She has an alliance with Asmodeus and, because undeath steals souls from the outer planes, is assumed to provide some sort of service or advantage to Asmodeus that stems from the Ancient Pact, though what that is remains a mystery. Aspirational gods cannot have Chaotic Ministers, but frequently have Chaotic worshippers, particularly those with applicable ancestries.

### Civic and Selfish Gods

The Civic Gods include Ptah ((L)G), Selene(N(LG)), Melete ((L)N), Shezmu (N(LE)), and Thanatos ((L)E). Ptah is the goddess of beauty and art and protects works of art, as well as structures within towns. She loves all sapient beings and protects life above all else but is respectful of legacy and disapproves of vandals. Selene is the god of pleasant dreams and a protector of travelers. Melete is a stern god who observes tradition. Shezmu is a kind god with death as one of her portfolios; as such she must kill innocent creatures but is respectful of her victims even long after they are dead (and despises graverobbers). Thanatos is the god of civilized assassination; he needs a reason to kill, though the reason can be a twisted one. Thanatos’s Ministers are often assassins but may commit murder pro bono as a tactic to increase the notoriety of their cult. Civic gods cannot have Chaotic Ministers, but some have Chaotic worshippers, particularly those who appreciate the benefits of civilization even if they despise the Dominion. Whereas the Kings of the Dominion will always favor a course that protects their outer-planar realms even if it causes harm, even catastrophic harm, on the Prime Material Plane, the Civic Gods see value in what exists on the Prime and will heavily weigh any impact there when making decisions. The rigidity and frigidity of the Kings of the Dominion and even the Aspirational Gods make the Civic Gods a much more popular choice among those with a more relaxed religious viewpoint.

While scholars tend to agree the Civic Gods are different from the Selfish Gods, the deities of nature, and the deities of magic, they are functionally similar. Ra (NG), Comus (N(G)), and Ponos (N) are frequently counted among the Civic Gods by the laity, while Dominion scholars tend to categorize them with the Selfish Gods. Ra is a fierce protector of innocent sapient beings and a hated foe of the undead. Comus is a fun-loving god who is good-hearted but a bit rowdy. Ponos is the god of hard work and protector of (only) those who have earned it. Even among the laity, as the goddess of isolated communities (with a large contingent of stone giant worshippers), Jupiter (N(E)) doesn’t quite make the cut to be mistaken for a Civic God. As the mother of monsters, Lysssa (NE) rarely makes the cut, either.

The Selfish Gods also include Philotes ((C)G), Aphrodite (N(CG)), Hermes ((C)N), Ares (N(CE)), and Algos ((C)E). Spellcasting followers of the Selfish Gods are typically Witches. Ministers of the Selfish Gods are rare, but the ministries of those that have them act in much the same manner as those of the Civic Gods. Algos only tortures those who displease him to death; everyone else can expect to survive a torture session. The selfish gods range from victimless freedom from social constraints (Philotes) to Ayn Rand (Ares) or even worse (Algos).

### Deities of Nature

The 9 great deities of nature are Demeter (N(LG)), Peko ((L)N), Dagon (N(LE)), Rhea (N(G)), Artemis (N), Neptune (N(E)), Soma (N(CG)), Sun Wukong ((C)N), and Morrigan (N(CE)). While all are Neutral, they have tendencies that put them at odds with one another. The Green Mother is a religion that venerates all the deities of nature as one. Spellcasting followers of the Nature Gods are typically Druids, though Ministers of the Rural Gods are not uncommon. Other than Morrigan, nature gods cannot have Chaotic Ministers (not even Soma and Sun-Wukong), though some have Chaotic worshippers (especially Soma and Sun-Wukong).

The rural gods, including Demeter, Peko, and Dagon, tend to be worshiped in farming communities and villages within the confines of what may be referred to as “settled lands.” They tend to be respectful of customs and hard work, with an acceptance of outsiders that varies from welcoming (Demeter) to hostile (Dagon).

The wilderness gods, Rhea, Artemis, and Neptune, keep an eye on folks on the outer edge of civilization. While they tend to be elusive. Rhea keeps an eye on rural communities to ensure they are not keeping slaves and will actively intervene if she becomes offended. Artemis is an aloof hunter who will only act as a protector in the wilderness of those who pay him homage or are otherwise respectful of nature. Neptune is not a vindictive or sadistic god, but his portfolio includes storms and the sea, which means he must kill innocent sailors in storms; he takes no pleasure in it but also feels no remorse. Ministers of the Wilderness Gods are rare, but do exist.

The wild gods, Soma, Sun Wukong, and Morrigan, do not respect the boundaries of civilization and have been known to destroy villages that encroach upon wilderness areas they consider sacred. Soma tends to help those in need, but he has no respect for concepts like property. Sun Wukong is a generally good-natured trickster who will aid those who appear to have a good sense of humor and are respectful of nature, but he takes what he wants without regard for claims of ownership even from those he likes. Morrigan is the secretive god of druidic magic. Her priests maintain a shrine that acts as a storehouse of knowledge of the druidic faith and kill anyone who chances upon it to ensure the secrets are kept. Morrigan has granted a few Ministers divine power in the past (though she may or may not have an active ministry now); Ministers who derive power from Morrigan are no friend of the undead, even if they channel negative energy. Ministers of the Wild Gods may or may not currently exist, though they are at least theoretically possible.

Morrigan is considered both a Great Deity of Nature and a Great Deity of Magic.

### Deities of Magic

The 3 great deities of magic are Hecate (god of occult magic), Morrigan (god of primal magic), and Isis (god of arcane magic). Ministers of the Gods of Magic often multiclass. All the great deities of magic are N(CE), but despite their chaotic and evil tendencies, their followers can be of any alignment and spellcasters frequently follow one of the great deities of magic regardless of alignment. Witches who do not have devils as patrons frequently draw power from Hecate, Arcanists frequently worship Isis, and Druids frequently worship Morrigan. Hecate is known as God of End Times and is frequently confused with the deities of the apocalypse, but he is just waiting for the end, not actively brining it about; his vision extends into the Far Realms, and he can see what is coming. Morrigan encourages peace and merrymaking at various times during the gyre when she is present, during which times her faithful will cease all fighting, but when she leaves things get back to normal. Isis is protective of those who seek knowledge and is a gracious and patient teacher of talented pupils (she has no time for pupils who lack talent and is an abusive mentor to those who might succeed if they only tried harder); any who keep her from her goals, however, find she can be lethally efficient in clearing a path.

Morrigan is considered both a Great Deity of Nature and a Great Deity of Magic.

### Deities of the Apocalypse

The 5 great deities of the apocalypse are Findeladlara (CG), Milani (C(G)), Adrestia (CN), Malari (C(E)), and Rovagug (CE). All these deities wish to destroy the Dominion and generally (apart from Rovagug) believe this will not destroy the Prime Material Plane, which will become a paradise, though the definition of “paradise” varies somewhat depending upon which deity you ask. Although Hecate has seemingly never let on which of the deities of the apocalypse are correct, if any, some signs point to Hecate viewing Findeladlara as idealistic and overly optimistic.

### The Living Gods

The Living Gods include Faust and Algos. Algos is the only deity who grants Divine powers directly to his Ministers; all other deities grant powers via an avatar of themselves. Algos gets a perverse thrill from the fact that when he visits the Prime Material Plane he can be killed, though he only does so occasionally. The other supposedly living god is Faust, the ruler of Faustian. One of the best-kept secrets of Golarion is that the “Living God” of Faustian is not actually a God. Rather, his Ministers derive their powers from Asmodeus, who grants these powers discretely as a bid to increase his power in the Prime Material Plane. Even Faust’s Ministers are unaware their Divine powers actually come from Asmodeus, though higher-ranking priests in the order, who are usually Arcanists, do.

### Ministers

Ministers have alignments limited by their deities’ alignments. Each deity also provides Domain Spells.

Plutus (L(E)) is a Member of the Angelic Choir and the de facto “God of Capitalism.” His LG followers tend to view capitalism as a philosophy so important for the greater good that those it harms are a necessary sacrifice; they ameliorate this with charities and tend to champion institutions that support the downtrodden. His LN followers range from the relatively generous, to those who simply mouth the word “capitalism” as code for no taxes, and finally to social Darwinists who believe the poor get what they deserve. His alignment is Lawful (Evil), so he falls in the latter camp to some extent, but fundamentally he believes life is fleeting and everyone will get what they deserve when they die, so the harm of capitalism is always outweighed by its philosophical import.

Hestia (L(G)), as the Aspirational God of aelves, tries to get all aelves to join the Dominion. Because of their slightly greater tendency to favor Law over Chaos than other Aelves, High Aelves most typically worship Hestia, though not in great numbers. Hestia holds sway over transitions. Physical transitions through doorways and portals or over thresholds, metaphorical transitions, and even the forward flow of time—Hestia influences them all. She watches over city gates, helping keep invaders out and defenders safe. She also watches over those moving into a new stage in life, whether that means a birthday, a marriage, or a more fitting body. It is common for anyone entering into a life change, such as moving to a new town or changing careers, to look to Hestia for guidance. Likewise, birth and death are both transitions, and expectant mothers and the bereaved both offer her prayers, linking Hestia’s church to that of Shezmu, though it is always Shezmu who takes the life; Hestia simply tries to ease the transition.

Glycon (LG), as is true of all the Aspirational Gods, must work against the tendency of his followers to stray from the path of Law. As the Aspirational God of Dragons, he has his work cut out for him. Dragons tend toward Neutrality, with “Metallic” dragons often having (C)G alignments and “Chromatic” dragons often having (C)E alignments, though the actual color of scales is not usually indicative of alignment.

Apollo (LN) is a Member of the Angelic Choir. Prior to Apollo’s death, it was primarily he and Athena who made decisions for the Angelic Choir, with Amaterasu believing her interests would be adequately protected while giving her the opportunity to avoid speaking with Plutus, whom she considers to be a grifter with more akin to Asmodeus than one who should serve on the Choir. Plutus, for his part, accepted being shut out of the dealmaking with a profound lack of grace, but since Apollo’s death has happily contributed by taking Apollo’s place; and Amaterasu is nowhere to be found. Despite his death, Apollo’s Ministers retain their powers so long as they maintain a Lawful alignment. Indeed, on the prime material, they exert more power within the Dominion than the followers of living members of the Choir. Apollo is often characterized as the Aspirational God of Troglodytes, though many, particularly those who are not humans, consider him to be the Aspirational God of Humans and Troglodytes.

Philotes ((C)G) is classified as one of the many so-called “Selfish Gods,” along with some less savory gods, such as Algos. Philotes represents freedom, physical beauty, and sexuality. More than anything else, freedom is what matters to Philotes. For many this is most seen as freedom for sexual expression, but Philotes represents the freedom to experience all that is good in the world, be it an ideology or a specific emotional or physical expression. So long as it doesn’t harm others, Philotes believes creatures should do, think, and feel as they will, and encourages her followers to try new things, to think in new ways, and to wear new forms. While followers and even non-spellcasting priests of Philotes are often Chaotic, due to the Ancient Pact, there are no Chaotic Ministers (as they lack the ability to use Divine Magic). A rumored exception is those with an Avatic Bloodline with Far Realms ancestry.

Asmodeus (LE) is the sole representative of the Curia Regis (of Hell) on the material plane. Scholars generally count Beelzebub, Lucifer, and Satan as members of the Curia Regis but, perhaps surprisingly, few include Asmodeus. Members of the Curia Regis empower Witches because they are incapable of maintaining a clergy, which appears to be either an intentional effect or side effect of the Ancient Pact between the Angelic Choir and Curia Regis. Thus, although Asmodeus is not all-powerful in Hell, his power on the Prime Material Plane is greater than that of any other devil. Medjed encourages her followers to defend the Dominion because it is within that framework they can live forever. She has an alliance with Asmodeus and, because undeath steals souls from the outer planes, is assumed to provide some sort of service or advantage to Asmodeus that stems from the Ancient Pact, though what that is remains a mystery. Asmodeus is one of the three Heretical Deities, along with Medjed and Algos, though he also has Axiomatic Ministers. It may be noted that Asmodeus and his followers consider him to be the fourth Great Deity of Magic (Divine), but most other people do not count him among their number.

Aphrodite (N(CG)) is probably one of the most unfairly represented of the Greater Gods. She has some decidedly unwholesome monikers, such as The Savored Sting. While she is appropriately seen as the goddess of lust, she is also seen as the goddess of trickery and revenge in all forms, when really, she just recommends trickery and revenge against those who deserve it. Silver-tongued and charming, she is an expert at weaving insults into compliments and laying intricate groundwork for retribution at its finest. While followers and even non-spellcasting priests of Aphrodite are often Chaotic, due to the Ancient Pact, there are no Chaotic Ministers (as they lack the ability to use Divine Magic). A rumored exception is those with an Avatic Bloodline with Far Realms ancestry.

Once a mortal human, Comus (N(G)) is now one the few deities known as the Ascended. In his mortal years, Cayden was a sellsword of no small fame, known for his boisterous manner, skill with a blade, and fearless resolve. During a particularly rowdy night of drinking, a series of escalating dares led the wandering mercenary to attempt the Test of the Starstone. He emerged from the Starstone Cathedral 3 days later, laughing, a fully realized god. Divine responsibility did little to change Cayden’s attitude from what it was in his mortal life. He continues to crave adventure, drink, and pleasurable company while abhorring bullies, tyrants, and cowards.

Dagon (N(LE)) has villages of followers that, despite their hostility toward strangers, tend to be prolific exporters, known for their whiskeys, referred to as “Dagonic Whiskeys” by some, hallucinogenic substances, and preserved foods, including some that are considered acquired tastes.

Selene (N(LG)) is the god of pleasant dreams and a protector of travelers.

Ponos (N) is the god of hard work and protector of (only) those who have earned it. Considering their alignments are not diametrically opposed, there is a great deal of enmity between Ponos and Vulcan, the latter believing the former betrayed him and his people, the Dvorgar, in favor of selfish pursuits.

Demeter (N(LG)) is a rural god who encourages his followers to be gracious hosts and protectors of their lands. While Demeter himself is not a hunter because he has no need to eat, hunters who are respectful of the animals thank him for taking care of the animals while they lived to be plentiful to those who hunt for food. He is also worshipped by peasants who work the fields.

Jupiter (N(E)) doesn’t quite make the cut to be mistaken for a Civic God, but she’s in the family of gods that fall between the Civic Gods and Selfish Gods. She is worshiped primarily by isolated communities with a large contingent of stone giant worshippers.

Rhea (N(G)) keeps an eye on rural communities from her mountain home to ensure they are not keeping slaves and are being respectful of nature.

Ares (N(CE)) is the god of taking what you want by force. Like most of his followers, he does as he pleases and takes what he wants, but they are generally not insane; they take what they can get away with taking. While followers and even non-spellcasting priests of Ares are often Chaotic, due to the Ancient Pact, there are no Chaotic Ministers (as they lack the ability to use Divine Magic). A rumored exception is those with an Avatic Bloodline with Far Realms ancestry.

Neptune (N(E)), one of the Great Deities of Nature and specifically one of the wilderness gods, makes his home on the boundary between calm coastal waters and the open sea. He is not a vindictive or sadistic god, but his portfolio includes storms and the sea, which means he kills innocent sailors in storms; he takes no pleasure in it but also feels no remorse, but he observes tradition and accepts his role.

Hecate (N(CE) is one of the four Gods of Magic, with Occult being his domain. Hecate is known as God of End Times and is frequently confused with the deities of the apocalypse, but he is just waiting for the end, not actively brining it about. His vision extends into the Far Realms and he can see what is coming. While followers and even non-spellcasting priests of Hecate are often Chaotic, due to the Ancient Pact, there are no Chaotic Ministers (as they lack the ability to use Divine Magic). A rumored exception is those with an Avatic Bloodline with Far Realms ancestry. Witches who do not have devils as patrons frequently draw power from Hecate.

Athena (L(G)) is the militant face of the Angelic Choir.

Melete ((L)N) is a stern god who observes tradition.

Peko ((L)N), one of the 9 great deities of nature and specifically one of the rural gods, likes to work the fields and prefers to keep things simple and honest.

Artemis (N), one of the 9 great deities of nature and specifically one of the wilderness gods, is an aloof hunter who will only act as a protector in the wilderness of those who pay him homage or are otherwise respectful of nature.

Cloacina ((C)E) is the god of thieves, rats, and the night. She is at odds with both Thanatos and Hermes as she represents both unsanctioned murder and stealing from babies. Due to the Ancient Pact, it is not possible to have Heretical (Evil) Ministers, but Cloacina has some Heathen Ministers who are certainly not Good; most of her devout are actually Witches and she has a cult of Druids who claim the sewers as their home.

Lysssa (NE) is the Mother of Monsters. Her priests are surprisingly good neighbors, a practice that is intended to make their neighbors not bother them. Strangers and trespassers, on the other hand, are considered prey. Nobody would mistake Lysssa (NE) for a “Civic” God, but she’s in the family of gods that fall between the Civic Gods and Selfish Gods. Due to the Ancient Pact, it is not possible to have Heretical (Evil) Ministers, but Lysssa has some Heathen Ministers who are certainly not Good; most of her devout are actually Druids or Witches.

Xolotl (L(E)) is an ancient god of the orks who is now infrequently worshipped due to her alliance with the Dominion, which most orks despise, though a surprisingly large number of female orcs worship her. She is the Aspirational God of Orks.

Morrigan (N(CE)), both one of the 9 great deities of nature, and specifically one of the wild gods, and one of the 3 Great Deities of Magic, and specifically the god of primal magic, is a secretive god. Her priests maintain a shrine that acts as a storehouse of knowledge of the druidic faith and kill anyone who chances upon it to ensure the secrets are kept. Morrigan grants few Ministers divine power but even the most evil of them are no friend of the undead. Despite their chaotic and evil tendencies, their followers can be of any alignment and spellcasters frequently follow one of the great deities of magic regardless of alignment. With Primal Magic being her domain, Druids frequently worship Morrigan. Morrigan encourages peace and merrymaking at various times during the gyre when she is present, during which times her faithful will cease all fighting, but when she leaves things get back to normal.

With Arcane Magic being the domain of Isis (N(CE)), those who use spellbooks to prepare spells frequently worship Isis. Isis is protective of those who seek knowledge and is a gracious and patient teacher of talented pupils (she has no time for pupils who lack talent and is an abusive mentor to those who might succeed if they only tried harder); any who keep her from her goals, however, find she can be lethally efficient in clearing a path.

Thanatos ((L)E) is the god of civilized assassination and machines (especially traps); he needs a reason to kill, though the reason can be a twisted one. Thanatos’s Ministers are often assassins but may commit murder pro bono as a tactic to increase the notoriety of their cult. Due to the Ancient Pact, it is not possible to have Heretical (Evil) Ministers, but Thanatos has some Heathen Ministers who are certainly not Good; most of his devout are actually Witches.

Shezmu (N(LE)) is a kind god with death as one of her portfolios; as such she must kill innocent creatures but is respectful of her victims even long after they are dead (and despises graverobbers).

Faust (N(LE)), the “Living God” is not actually a deity. Ministers of Faust, usually lower-ranking priests, derive their powers from Asmodeus, but are not aware Asmodeus is the real source of their power. Asmodeus does not provide Telepathy as a domain spell to Faustian priests, lest they use it to learn the truth, and a couple of other spells. Instead, he gets an assist from his allies, Thanatos and Medjed, who provide three Domain Spells to Faustian Ministers: Gluttony, Nondetection, and Mortal Chains, to provide the Faustian Ministers with a unique set of Domain Spells. Because the source of divine power comes at least in part from Asmodeus, Faustian Ministers can be either Axiomatic or Heretical (of Asmodeus by way of Faust), even though Faust himself is Neutral, albeit with Lawful and Evil tendencies. Despite their frequently similar alignments, priests of Plutus and Faust hate one another with a white-hot passion.

Ra (NG) is a fierce protector of innocent sapient beings and a hated foe of the undead.

Ptah ((L)G) is the goddess of beauty and art and protects works of art, as well as structures within towns. She loves all sapient beings and protects life above all else but is respectful of legacy and disapproves of vandals.

Amaterasu (LG) has been absent from the Prime Material Plane since the ancient pact between Heaven and Hell and Apollo has been killed (though his Ministers still have power), so Athena and Plutus are the face of the Angelic Choir on the Prime Material Plane. Many of Amaterasu’s followers are socially active but have secret lives that are dedicated to eradicating evil and chaos. Many of the teachings of Amaterasu can be summarized as “sunlight is the best disinfectant,” but this teaching only applies to secrets that are harmful to society; secrets kept for the good of society are maintained with utmost diligence. Enemies of Amaterasu often try to portray Amaterasu and her agents as hypocritical, but the faithful see no contradiction.

Hermes ((C)N) is the God of Thievery. While followers and even non-spellcasting priests of Hermes are often Chaotic, due to the Ancient Pact, there are no Chaotic Ministers (as they lack the ability to use Divine Magic). A rumored exception is those with an Avatic Bloodline with Far Realms ancestry.

Sun Wukong ((C)N), one of the 9 great deities of nature, and specifically one of the wild gods, is a generally good-natured trickster who will aid those who appear to have a good sense of humor and are respectful of nature, but he takes what he wants without regard for claims of ownership even from those he likes.

Vulcan (LN), the aspirational god of dvorgar, is a natural fit for many dvergan societies because Dvorgar tend to respect law. Considering their alignments are not diametrically opposed, there is a great deal of enmity between Ponos and Vulcan, the latter believing the former betrayed all dvorgar, in favor of selfish pursuits.

Medjed (LE) encourages her followers to defend the Dominion because it is within that framework they can live forever. She has an alliance with Asmodeus and, because undeath steals souls from the outer planes, is assumed to provide some sort of service or advantage to Asmodeus that stems from the Ancient Pact, though what that is remains a mystery. She is one of the three Heretical Deities, along with Asmodeus and Algos, though she also has Axiomatic Ministers. Although she is typically depicted using a scythe, she and her priests use a Pollaxe with an elongated scythe-like blade.

Soma (N(CG)), one of the 9 great deities of nature, is the most good-natured of the wild gods and is generally willing to aid travelers who are in trouble in the wilderness. He’s often represented eating mushrooms with almost comically dilated pupils.

Algos ((C)E) is the god of pain and torture, and one of the so-called “Living Gods.” Due to the Ancient Pact, it is normally not possible to have Heretical (Evil) Ministers, but Algos broke the rules, giving him a monopoly on Heretical (NE) Ministers, though there are also Heretical (LE) Ministers of Medjed.

# Step E (Electives, Elevation & Exceptional Attributes)

## Electives

You can spend your Electives on Feats in the Tier 1 Feats List of any Class or on a Feats List one Tier higher than you currently have.

## Elevation

In Step E, you acquire the features on the first row of the Advancement Table (below), initially 1 spell slot in which you can prepare spells, +1 to an attribute (max 0), a Feat (for which you must meet the Level prerequisite), and the option to Retrain 1 Feat (with some limitations). If you don’t know any spells, you gain no benefit from the spell slot.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Level | Prepared Spell Slots | AttributeS | Attribute Max | Feats | Retraining | Mana Limit |
| 1 | 1 | +1 to Any | 0 | +1 Feat (Tier 1) | Any 1 Feat\*\* | £40 |
| 2 | 2 | +1 to Any | 1 | +1 Feat (Tier 2 max) | Any 1 Feat | £80 |
| 3 | 3 | +1 to Any | 1 | +1 Feat (Tier 2 max) | Any 1 Feat | £160 |
| 4 | 4 | +1 to Any | 2 | +1 Feat (Tier 3 max) | Any 1 Feat | £320 |
| 5 | 5 | +1 to Any | 2 | +1 Feat (Tier 3 max) | Any 1 Feat | £640 |
| 6 | 6 | +1 to Any | 3 | +1 Feat (Tier 4 max) | Any 1 Feat | £1280 |
| 7 | 7 | +1 to Any | 3 | +1 Feat (Tier 4 max) | Any 1 Feat | £2560 |
| 8 | 8 | +1 to Any | 4 | +1 Feat (Tier 5 max) | Any 1 Feat | £5120 |
| 9 | 9 | +1 to Any | 4 | +1 Feat (Tier 5 max) | Any 1 Feat | £10,000 |
| 10 | 10 | +1 to Any | 5 | +1 Feat (Tier 6 max) | Any 1 Feat | £20,000 |
| 11 | 11 | +1 to Any | 5 | +1 Feat (Tier 6 max) | Any 1 Feat | £40,000 |
| 12 | 12 | +1 to Any | 6 | +1 Feat (Tier 7\* max) | Any 1 Feat | £80,000 |
| 13 | 13 | +1 to Any | 6 | +1 Feat (Tier 7\* max) | Any 1 Feat | £160,000 |
| 14 | 14 | +1 to Any | 7 | +1 Feat (Tier 8\* max) | Any 1 Feat | £320,000 |
| 15 | 15 | +1 to Any | 7 | +1 Feat (Tier 8\* max) | Any 1 Feat | £640,000 |
| 16 | 16 | +1 to Any | 8 | +1 Feat (Tier 9\* max) | Any 1 Feat | £1,280,000 |
| 17 | 17 | +1 to Any | 8 | +1 Feat (Tier 9\* max) | Any 1 Feat | £2,560,000 |
| 18 | 18 | +1 to Any | 9 | +1 Feat (Tier 10\* max) | Any 1 Feat | £5,120,000 |
| 19 | 19 | +1 to Any | 9 | +1 Feat (Tier 10\* max) | Any 1 Feat | £10,000,000 |
| 20 | 20 | +1 to Any | 10 | +1 Feat | Any 1 Feat | £20,000,000 |

\* Tier 6 is the normal maximum for Feats, but for these purposes “Tier 7” means a Capstone Feat you take one, “Tier 8” is a Capstone Feat you take twice, and so forth. (Skill Rank 6 would be available with a Tier 7 Feat, for example, but Skill Rank 7 would require a Tier 8 Feat.)

\*\* You do not gain a Feat if you spent it (as a Denouement Feat) in Step D. For features acquired during character creation, Retraining is generally prohibited unless a Feature becomes obsolete, but not if the feature is a prerequisite of another feature. When you gain a Feat, you can also increase any Skill 1 to Skill 2 until all your Skills have a rating of 2.

**Mana Limit**: Although it fluctuates somewhat, you should expect to start a level with roughly as much value in permanent magic items (excluding the value of the mundane component) as indicated for the Mana Limit, increasing to the next strata by the time you reach the next level (or £200,000 by the end of 20th Level). Accordingly, you can think of your Mana Limit as your “starting” Mana Limit for the Level. However, if you have more than the indicated Mana Limit, you may become a target for thieves, your magic items may turn against you or one another, or some other unfortunate event may occur (typically costing you at least one Magic Item). If you exceed your Mana Limit by more than 1 Level, one of these events becomes virtually guaranteed.

For reference, the following table includes the costs of magic items of the corresponding level. All Permanent Magic Items of your Level are Major Magic Items and all Permanent Magic Items of higher level than you can be referred to as Artifacts (though the only Artifact in the table below is a “20th Level Artifact,” which is the equivalent of a 21st Level Magic Item). The “Value” column is the value of the magical component of the item; the value of the “mundane” component is extra (and Special Materials are considered part of the “mundane” component value). Consumables are worth 10% of a permanent item of the same Level.

|  |  |
| --- | --- |
| Permanent Magic Item | Value |
| Minor | £1 |
| Lesser | £2 |
| Moderate | £5 |
| Greater | £10 |
| Major (1st Level) | £20 |
| 2nd Level | £40 |
| 3rd Level | £80 |
| 4th Level | £160 |
| 5th Level | £320 |
| 6th Level | £640 |
| 7th Level | £1280 |
| 8th Level | £2560 |
| 9th Level | £5120 |
| 10th Level | £10,000 |
| 11th Level or higher | 1000 x value of item 10 Levels lower |

## Extraordinary Attributes

Some Feats Lists grant an Extraordinary Attribute. Extraordinary Attributes increase an applicable Attribute by 1 per Rank of the Extraordinary Attribute, and they can exceed the maximum Attribute for Level.

# Step F (Final Touches)

## Hit Points

Hit Points (hp) are equal to at least 10 x Level. If you have STR 1 or higher, increase hp by up to 10 x STR, but total hp cannot exceed 20 x Level. The way in which your character reacts to damage is up to you. Hit Points cannot be reduced below 0.

When a PC takes damage, apply the damage as follows:

1. Apply Damage Reduction (DR)
2. Apply 1 hp of actual damage if any damage gets past DR and the rest to temporary hp
3. Apply remaining damage to hp
4. If you are dropped to 0 hp, you gain the Dying condition unless you took 200% of max hp damage in a single shot, in which case you die immediately.

Because of the advantage of CHiPs, creatures with roughly the same abilities, but without CHiPs are considered an appropriate tough challenge.

Companions do not have CHiPs.

**Temporary hp Damage**: Subtract temporary hp damage from current hp to determine effective hp. If effective hp are reduced to 0, you are paralyzed unless otherwise indicated. Temporary hp damage is immediately recovered at the end of an encounter. If you take Temporary hp damage that would reduce effective hp to less than 0, you take ½ the absolute value of the excess damage as Psychological damage (not hp damage).

**Nonlethal Damage**: Subtract nonlethal damage from current hp to determine effective hp. If effective hp are reduced to 0, you are unconscious. If damage would have reduced you below 0 hp, you take ½ of the absolute value of the excess damage as lethal damage.

At the end of an Intermission, you recover nonlethal damage equal to 50% of current hp. If you want to determine how quickly you recover consciousness, assume you recover 1% of current hp every 3 rounds.

**Lethal Damage**: Unless otherwise specified, hp damage is Lethal damage. You can recover hp damage (and other conditions) with a Constitution (Recovery) Downtime Action.

If Lethal damage reduces you to 0 hp, you acquire Dying with a rating equal to your Wounded condition +1. You must attempt a flat test 10 to stabilize. If you succeed, decrease Dying condition by 1; if you fail increase Dying condition by 1. If you roll a natural ‘20’, reduce Dying condition to 0; if you roll a natural ‘1’, you die. You also die if you reach Dying 4. If you reduce Dying to 0, you acquire Wounded +1, set hp to 10% of maximum hp, and set nonlethal damage to 10% of maximum hp if not currently worse. If you take hp damage while at 0 hp, acquire Dying +1 (or a rating equal to Wounded condition +1 if you were stable at 0 hp).

**Giving up the Ghost**: If you die, you gain Traumatized +8, which cannot be recovered unless you spend 8 Feats, reducing the Permanent Traumatized Condition by 1 per Feat, though you can recover Traumatized by other sources. You are also initially bound to your body or the location of your corporeal death. You can choose to be bound to another character if they are nearby or find the location of your corporeal death later. You have a spiritual version of all your gear, which acts normally in the spirit world when used there. Damage to or destruction of items, either the physical or spiritual variant, is inflicted on both (and the damage is apparent) and Invested Items are treated as nonmagical, though they still radiate magic and are as resilient as in their original (magical) form, in the physical world. Damage you receive in the spirit world is reflected on your physical body, at least until it has degraded to the point where it makes no difference, but damage to your physical body after you have given up the ghost is not reflected on your spiritual self. However, your spirit superficially retains the wounds that killed you, even when healed.

You have the Spirit Type but can be brought back with the Raise Dead spell. If your body is animated with the Animate Dead spell or you otherwise become a non-sapient Undead creature, you cannot be raised from the dead, but if you become a Sapient Undead creature, either a corporeal one by animating your body or an incorporeal one by contaminating your spirit, you replace the Spirit Type with that of the Sapient Undead creature; you can also convert any Feats you used to reduce the Traumatized condition for becoming a Spirit to Feats used to reduce the effects of becoming the Sapient Undead creature.

Record under Feats: Aeronaut (Glider) 1, Aeronaut 2, Levitation, Lifesense, Physical Resistance, Spirit Immunities, Incorporeal

Physical Resistance (2 Feats): You gain Damage Reduction equal to your Level to Magical Elemental (other than Mental Damage) and Magical Physical Damage.

Spirit Immunities (4 Feats): You are immune to death effects (and disease), paralysis (and sleep), non-magical physical damage, and toxin.

Incorporeal (2 Flaws): You cannot perceive the physical world other than though the use of Lifesense. You cannot interact with the physical world by nonmagical means, but you can use magic that has mental effects normally, but if the magic causes elemental (other than Mental Damage) or physical damage, reduce Damage by your Level. Also, if Target can perceive you, you can use non-magical Social Attacks.

**Spiritual Death**: If you have become a Spirit and then “die” again, your Spirit is transported to Sheol, where your soul is sorted depending on your alignment. You can potentially linger in Sheol for a long time, which leaves the option for you to be resurrected. If you make a new character, your old character’s soul is sorted and typically cannot be brought back without an epic quest into the afterlife.

**Cinematic Strength, Dexterity, or Perception**: Level-appropriate NPCs and monsters appear to be as good as PCs. The necessary edge for PCs to avoid losing half the time against an equal match is in Cinematic Attributes. Although Cinematic Attributes can be used however the GM wishes (who will not tell you when they are spent), the “default” use of Cinematic Strength (to “take it”), Cinematic Dexterity (to “avoid it”), and Cinematic Perception (to “see it coming”) is to apply hp damage to your maximum hp (instead of current hp), leaving you with either your current hp or maximum hp – Damage, whichever is lower. Note: Against certain BBEGs (“Big Bad Evil Guys”), you cannot use Cinematic Attributes, though they are always available for use against Minions and creatures of your Level or lower.

## Ego Points

Ego Points (ep) are equal to at least 10 x Level. If you have WIL 1 or higher, increase ep by up to 10 x WIL, but total ep cannot exceed 20 x Level. Ego Points cannot be reduced below 0.

When a PC takes damage, apply the damage as follows:

1. Apply Mental Damage Reduction (DR)
2. Apply 1 ep of actual damage if any damage gets past DR and the rest to temporary ep
3. Apply remaining damage to ep
4. If you are dropped to 0 ep, you gain the Temporary Insanity condition unless you took 200% of max ep damage in a single shot, in which case you gain Permanent Insanity.

**Temporary ep damage**: Temporary ep damage is immediately recovered at the end of an encounter or when you are subjected to a hostile action. Some Social “Attacks” are not treated as hostile (often because they aren’t, really); they often inflict Temporary ep damage. If effective ep is 0 or less, any additional Temporary ep damage either has no effect or replaces a current Suggestion effect, whichever seems most appropriate.

**Psychological Damage**: Psychological damage to ep is the equivalent of Nonlethal damage to hp. Subtract Psychological damage from current ep to determine effective ep. If effective ep are reduced to 0, you acquire the Suggestive condition and will typically be compelled to take an action that depends upon the effect that reduced your effective ep to 0. You normally lose the Suggestive condition if your effective ep increase to 1 or more. While you have the Suggestive condition, you cannot be compelled to act against your alignment, though you can often more easily be tricked into doing things you would never intentionally do. If damage would have reduced you below 0 ep, you take ½ of the absolute value of the excess damage as Neural damage.

At the end of an Intermission, you recover Psychological damage equal to 50% of current ep. If you want to determine how quickly you recover consciousness, assume you recover 1% of current ep every 3 rounds.

**Traumatic (“Neural”) Damage**: Traumatic damage to ep equivalent of Lethal damage to hp. Unless otherwise specified, ep damage is Traumatic damage. You can recover ep damage (and other conditions) with a Determination (Recovery) Downtime Action. What that means depends upon what dropped you to 0 ep. For example, if it was a Fear-based effect, you might flee in terror and then cower in a hiding place until you recover at least 1 ep. If you took 200% of max ep damage in a single shot, you lose control of your character permanently.

If Traumatic damage reduces you to 0 ep, you acquire Temporary Insanity with a rating equal to your Stress condition +1. You must attempt a flat test 10 to snap out of it. If you succeed, decrease Temporary Insanity condition by 1; if you fail increase Temporary Insanity condition by 1. If you roll a natural ‘20’, reduce Temporary Insanity condition to 0; if you roll a natural ‘1’, you acquire Permanent Insanity. You also acquire Permanent Insanity if you reach Temporary Insanity 4. If you reduce Temporary Insanity to 0, you acquire Stress +1, increase ep to 10% of maximum ep, and set Psychological damage to 10% of maximum ep if not currently worse. If you take ep damage while at 0 ep, acquire Temporary Insanity +1 (or a rating equal to Stress condition +1 if you were stable at 0 ep).

**Permanent Insanity**: Although your body lingers, your mind has died. You become a Sentient (not Sapient) creature with a personality that is a hybrid of the personality you had before, the source of the trauma, and the Suggestion that accompanied your transition to Permanent Insanity.

**Cinematic Intellect, Charisma, and Willpower**: Level-appropriate NPCs and monsters appear to be as good as PCs. The necessary edge for PCs to avoid losing half the time against an equal match is in Cinematic Attributes. Although Cinematic Attributes can be used however the GM wishes (who will not tell you when they are spent), the “default” use of Cinematic Charisma (to “be too nice to hit hard”), Cinematic Intellect (to “determine the damage is optional”), and Cinematic Willpower (to “take it”) is to apply ep damage to your maximum ep (instead of current ep), leaving you with either your current ep or maximum ep – Damage, whichever is lower. Note: Against certain BBEGs (“Big Bad Evil Guys”), you cannot use Cinematic Attributes, though they are always available for use against Minions and creatures of your Level or lower.

## Skills (Free Feat for Rank 2 with Skill Feat; 1 Feat for Ranks 3 and 4)

You, as a Player Character (PC), have an initial Rank of 1 in all skills. When you acquire a Feat associated with a Skill for the first time, you gain Skill 2 for free. During character creation, this rule is often broken to give you Skill 2 when you gain an unrelated Feat. You can increase Rank in a Skill that is on a Feats List Tier one higher than a Tier you have completed for any Subclass. (You can take Feats from any Tier 1 Feats List.) See Classes (Expert) for a universally available list of skills.

If you have a positive Attribute, you have as many ½ d4 Bonus Dice as your Attribute. ½ Dice are rounded down, so a ‘1’ is a ‘0’. If you have a negative Attribute for a skill, you roll as many ½ d10 Penalty Dice as the absolute value of your Attribute. The size of the Bonus Dice (or Penalty Dice) for the applicable Attribute changes when you increase Skill Rank. Specifically, if you have a positive Attribute, increase Bonus Di(c)e size to ½ d6 at Rank 2, ½ d8 at Rank 3, and ½ d10 at Rank 4. Conversely, if you have a negative Attribute, reduce Penalty Di(c)e size by 2 per Rank in a Skill. For example, if you have Agility 2 (a DEX-based Skill) and DEX -2, you have 2 ½ d8 Penalty Dice; if you have Agility 3 and DEX -2, you have 2 ½ d6 Penalty Dice; and if you have Agility 4 and DEX -2, you have 2 ½ d4 Penalty Dice. Note: If you achieve a Rank higher than 4, that does not further increase Di(c)e size, but does increase your cap.

The Result or “Effect” of a test is 1/10 the roll of a Dice Pool that includes a ½ d20 plus your Bonus Dice or Penalty Dice. In other words, if you roll a ‘12’, you have a Result of 1 (a Lesser Result). The Maximum Result you can achieve is equal to your Skill Rank. For example, if you have Skill Rank 1 and roll a ‘25’, you get a Result of 1 instead of 2. Tests generally use the following formulae (the parenthetical “Result” is the 10’s place of what you rolled with your Dice Pool):

Miraculous Result (8). A Miraculous Result is so far-fetched that most observers will not believe their eyes.

Mythical Result (7). At this point, observers might consider the Result impossible even with magic.

Fanciful Result (6). Even immortal masters often cannot achieve a Fanciful Result, but in a world of magic most folks can believe it

Impossible Result (5). A mortal master would consider an Impossible Result to be, well, impossible without magic.

Major Result (4). A mortal master would consider a Major Result to be the greatest success humanly possible without magic; this is typically superior to any world record, but just barely.

Greater Result (3). A mortal master can achieve a Greater Result, though not necessarily consistently; this is typically on par with just below a world record.

Moderate Result (2). Moderate Result is not unexpected for a mortal master, at least occasionally, and anyone with a little training could probably achieve a Moderate Result.

Lesser Result (1). High level characters would likely consider a Lesser Result to be a failure, but normal people would consider a Lesser Result a success.

Minor Result (0). Minor Result is expected for normal people.

Trivial Result (-1). Trivial Result only happens to those who are unsuited to the task.

Inconsequential Result (-2). You may as well have not even tried. You generally need substantial penalties to get a Result this bad.

For damage, Bonus Dice are determined by Might (for most weapon attacks), Hustle (for Armor Surface and certain Natural Weapon Attacks, such as Horns and Tail), Authority (for Coerce), Diplomacy (for Bon Mot), Intimidation (for Demoralize and Intimidating Glare), and Performance (for Fascinating Performance). The Bonus Dice are full dice (not ½ dice) unless you make a thrusting attack with a weapon, in which case you gain ½ Dice instead.

Traits include the following:

***Active*** Some skills have the Active trait. Tasks remain “active” until the start of your next turn, at which point you can choose to convert an action to a non-action, which causes the skill to remain active until the start of your next turn. There is practically no limit to the number of times you can keep a skill active in this way, but there may be a limit on the number of Reactions in your repertoire. Active skills give you a Reaction you can use when triggered.

***Concentrate*** Some skills have the Concentrate trait, which means you need to be relatively clear-headed to use the skill. Mental Fatigue will give you penalties and some Conditions can cloud your mind such that you cannot use the skill.

***Downtime*** Some skills have the Downtime trait, which means the skill is primarily used when you take a long rest or during Downtime activities that last at least one day.

***Intermission*** Some skills have the Intermission trait, which means the skill is primarily used when you take a short rest or during Intermission that lasts about 15 minutes. Most skills without this trait can also be used as Encounter or Downtime actions.

***Linguistic*** Some skills have the Linguistic trait, which means you must know a relevant language (or have a magical ability that overcomes this requirement) to complete a relevant task effectively.

***Tools*** Some skills have the Tools trait, which means you normally need a set of appropriate tools to take the action. You will also need a formula to take the action if you are building something from scratch.

***Manual*** Some skills have the Manual trait, which requires you to be able to use your hands and often benefit from enhancements from magic gloves or other effects on your hands, such as Spider Climb (which can also effect your feet).

***Momentum*** Tasks with the Momentum trait benefit from being chained to Hustle (Sprint) tests or by gaining Momentum in some other way before the test is attempted.

***Move*** Tasks with the Move trait replace your usual movement. (Normally, you can move up to your Speed during a Pass.)

***Reactive Movement*** Tasks with the Reactive Movement trait can only be taken if you have at least some Reactive Movement.

***Reaction*** Tasks with the Reaction trait can only be taken if you have an applicable Reaction available. You may also be limited to a set number of Reactions in your repertoire.

***Signature*** Tasks with the Signature trait allow you to adjust your signature, which acts essentially like Size to determine how easy you are to detect under a specific set of circumstances. Most signatures start at your Size and Nil Difficulty. For example, a human would have Auditory Signature Medium (Nil) unless an attempt was made to reduce effective Size and/or Difficulty. When Target attempts Recon, you roll your skill to determine whether your Signature is below Target’s Signature Detection Threshold for the specific Signature.

***Strength*** Several DEX-based skills are limited by your Strength. Use the lower of DEX or STR for determining Bonus (or Penalty) Dice on the test.

Tests that are available from a number of different skills include the following:

***Gather Information*** (Intermission or Downtime Concentrate Action, Linguistic, Secret) Attempt an applicable test after asking around to achieve a success to gather information about a specific individual or topic. Diplomacy is the typical applicable test, but other skills can be used; you typically gain one or more Penalty Dice on the test if you use a skill other than Diplomacy and you may not be as discrete. If you use Intimidation, you will generally get all three of “No Progress”, “False Lead”, and either the results of a Gather Information test or False Data (if the Result is “No Progress” or another “False Lead”), plus the authorities or other powerful individuals may learn you are pushing people around.

Specific interactions with NPCs are not Gather Information tests. You can statements (no need to categorize as data or information; they are what they are) and statements can be true or false (intentionally or due to ignorance). However, you can get leads that are used with a subsequent Gather Information test. Leads can be red herrings (not possible if you acquire a lead through Gather Information) or they can be false leads, data leads, or information leads.

The difficulty of a Gather Information task depends upon the nature of the information. If your Result matches the difficulty, you generally get data, which is usually partially true and partially false. If your Result is one below that required, you generally get a lead on data (which lets you know the vicinity in which the data can be found) or track down a lead if you are already in the vicinity; if your Result is two below that required, you generally get no data or make no progress with a lead; and if your Result is three below what is required, the GM will feed you a load of crap that seems believable but is all false (or perhaps some is true, plus you get a false lead). If your Result is one higher than required, you generally get the data plus a “good lead” that, if tracked down, will enable you to determine what parts of the data are true and what parts are false, giving you “actionable intelligence;” and if your Result is two higher than required, you generally know what parts of the data are true and what parts are false (“actionable intelligence”).

Although players can set the amount of time they will spend on a Gather Information task, they (and their characters) do not necessarily know the difficulty of the task. So if a player uses an Intermission Action, but the information they seek is Major, the task fails automatically (treat as decreased Result, but anything better than No Progress is treated as No Progress). Players can also Gather Information as a Free Intermission Action, but if the data they seek is Moderate or Greater, the task fails automatically (treat as decreased Result, but anything better than No Progress is treated as No Progress). All Gather Information tests automatically fail if you are not in the vicinity of a source of the information, but if you have a lead, the lead will include the vicinity. (A lead is essentially instructions regarding in which vicinity you should look.)

|  |  |  |
| --- | --- | --- |
| Degree of Difficulty | Asking around takes… | Nature of lead |
| Minor | Bonus Action\* | Common knowledge, faux secrets, or talk of the town |
| Lesser | Bonus Action\* | Uncommon knowledge, poorly guarded secrets, or rumors |
| Moderate | Intermission | Rare knowledge, secrets, or obscure rumors |
| Greater | Intermission | Very rare or esoteric knowledge, carefully guarded secrets |
| Major | Downtime | Unique (to a creature or very small group) or forbidden knowledge, buried secrets |
| Impossible | Downtime | Forgotten knowledge |
| Fanciful | ? | Something nobody ever knew (?) |

\* You Gather Information during Intermission, but Minor and Lesser information doesn’t take an appreciable amount of time, so you can gather it and still take another Intermission Action in the same vicinity.

Fanciful Result (60+): +2 Result on a related Recall Knowledge test. If you are seeking Impossible Information, you get a Good Lead instead; when you reach the vicinity, you can retry to gain Intel with a Greater Result or better. If you are seeking Fanciful Information, you get a Lead instead; when you reach the vicinity, you can retry to gain Data with a Lesser Result or better.

Impossible Result (50-59): +1 Result on a related Recall Knowledge test. If you are seeking Impossible Information, you get a Lead instead; when you reach the vicinity, you can retry to gain Data with a Lesser Result or better.

Major Result (40-49): You gain Intel, which allows you to make a Recall Knowledge test without a Result Penalty. Note: The sensory capabilities of the witness who provided the Intel, not your actual sensory capabilities, limit Apparent Knowledge.

Greater Result (30-39): You gain a Good Lead on a vicinity (or person) where you can gain Intel, allowing you to retry when you get there and treat a Greater Result as a Major Result.

Moderate Result (20-29): You gain Data, which allows you to make a Recall Knowledge test. Note: The sensory capabilities of the witness who provided the Data, not your actual sensory capabilities, limit Apparent Knowledge.

Lesser Result (10-19): You gain a Lead on a vicinity (or person) where you can gain Data, allowing you to retry when you get there and treat a Lesser Result as a Moderate Result. If you are seeking Impossible or Fanciful Information, you make no progress.

Minor Result (0-9): You make no progress, but you can retry. If you are seeking Impossible or Fanciful Information, treat as a Trivial Result instead and you cannot get better than a Lesser Result (no progress) on a retry until circumstances change.

Trivial Result (-1 or less): You gain a False Lead on a vicinity (or person) where you can supposedly gain Data. Treat as a Lesser Result, but the Data you acquire is false (or perhaps it’s a trap!).

***Recall Knowledge*** (Lesser Concentrate Action, Secret) You can Recall Knowledge after an Observation test, but the Observation Result acts as a cap because if you cannot detect a feature, you cannot recall knowledge about it. Higher level subjects of Recall Knowledge do not necessarily have higher associated difficulty. However, if Target is significantly higher level than you, knowledge should become increasingly fanciful and if Target is significantly lower level than you, knowledge will tend to be grounded in reality. Also, Recall Knowledge, will not give you information that is entirely unexpected; you wouldn’t know anything about the ability of a dog to talk with a Lore (Zoology) test because there is no breed of dog that talks (presumably).

To the extent it is possible, you should avoid Recall Knowledge until actually faced with a stimulus unless you spend time researching something specifically (to avoid building up an “encyclopedia” of knowledge about a number of different subjects until actually facing them. As you achieve success with Recall Knowledge, you can acquire Permanent Common Knowledge, Limited Knowledge, and Accurate Knowledge, as indicated in the Results below, which you can record on your Character Sheet. The format of the Permanent Knowledge is Common/Limited/Accurate Knowledge ([the Knowledge you used for the test] / [the Race or Breed (or the equivalent) of Target]). If you encounter the same race or breed (or the equivalent) again and score a Minor Result, it is treated as a Lesser Result (for Common Knowledge), a Moderate Result (for Limited Knowledge), or a Greater Result (for Accurate Knowledge), but a Trivial or Inconsequential Result causes you to mistake the race or breed for another. Permanent Knowledge does not apply to other creatures of the same species but of a different race or breed (or the equivalent) unless the Result of your Recall Knowledge identifies the other creatures as being of the same species.

Apparent Knowledge is generally limited to what you can observe, and generally is most useful if you first succeed with an Observation test. Apparent Knowledge can also include things you cannot observe if you do research on a subject and the research accurately provides you with additional insight you can apply to Target. You generally do not apply the Result Penalty for Apparent Knowledge or after you achieve Permanent Knowledge, but if all you are going on is Data (see Gather Information), you have a Result Penalty:

|  |  |  |
| --- | --- | --- |
| Result Penalty | Knowledge | Example Philosophy (Zoology) test Result |
| 0 (Minor) | Common | Know characteristics of an endemic animal |
| -1 (Lesser) | Academic | Know characteristics of a common animal |
| -2 (Moderate) | Esoteric | Know characteristics of an uncommon animal |
| -3 (Greater) | Secret | Know characteristics of a rare animal |
| -4 (Major) | Forbidden | Know characteristics of a very rare animal |
| -5 (Impossible) | Lost | Know characteristics of a mythological or extinct animal |
| -6 (Fanciful) | Unknown | Know characteristics of an unknown (to anyone) animal |

-1 Result if attempting to Recall Knowledge based upon signs of a creature’s presence or hints about a subject, as opposed to an accurate detailed description or actual observation. Note: This typically puts “Fanciful” Knowledge out of grasp based on signs; you cannot ascribe signs to the unknown.

Fanciful Result (60+): The GM will give you an answer to an unanswered question the GM feels is most pertinent to your character regarding information it would be impossible for you to know.

Impossible Result (50-59): The GM will give you the answers to everything within your sensory capabilities and knowledge without you asking any questions (all “Apparent Knowledge”), plus you can ask the GM for a bit of information it would be impossible for you to know given your sensory capabilities and knowledge but that is generally within the scope of the Knowledge you used for the test; the GM may provide a limited or cryptic answer depending upon how aggressive you are in asking for information GM would rather keep secret. You can retry with any Result above Impossible counting as an Impossible Result.

Major Result (40-49): You can ask 3 questions about “Apparent Knowledge;” the GM will (helpfully) give you answers to those and three unasked questions related to the “Apparent Knowledge,” and you gain Permanent Accurate Knowledge ([Knowledge]/[Race or Breed]). You can retry with any Result above Major counting as a Major Result.

Greater Result (30-39): You can ask 2 questions about “Apparent Knowledge;” the GM will (helpfully) give you answers to those and two unasked questions related to the “Apparent Knowledge,” and you gain Permanent Limited Knowledge ([Knowledge]/[Race or Breed]). You can retry with any Result above Greater counting as a Greater Result.

Moderate Result (20-29): You can ask 1 question about “Apparent Knowledge;” the GM will (helpfully) give you an answer to an unasked question related to the “Apparent Knowledge,” and you gain Permanent Common Knowledge ([Knowledge]/[Race or Breed]). Regardless, you can retry with any Result above Moderate counting as a Moderate Result.

Lesser Result (10-19): You can ask 1 question about “Apparent Knowledge,” which the GM will answer (though if you are aggressive in asking for too much, the GM should be cryptic in the response). You can retry, but any Result above Lesser Result counts as a Lesser Result.

Minor Result (0-9): You gain a bit of “Apparent Knowledge,” about Target, which the GM chooses based on what is most obvious. “Apparent Knowledge” may be true and may be false; you can come to the wrong conclusion about what you observe. The information can only be about features of Target you can observe and for which you have at least some knowledge. Basically, the GM will just tell you what you observe, modified by other knowledge you have, and you can come to any conclusions about that you feel are merited. You can retry, but any Result above Minor Result counts as a Minor Result.

Trivial Result (-1 or less): Treat as a Lesser Result, but the GM will answer with false information. You can retry, but any Result above Minor Result counts as a Minor Result.

### Aerobatics (Agility)

Aerobatics uses the Agility Skill, but you have -1 Result if you do not have an Aeronaut Feat. You may also be unable to make use of certain tests if you do not have a Fly Speed, such as Fly or Pull Up; and you cannot use Aerial Dodge unless you either have a Fly Speed (and do not have the Falling condition) or the Dive 1 condition.

If you are unable to take an action while airborne, you must normally either convert Glide to Falling 0 or Dive to Falling of the same rating to a maximum of 4 (terminal velocity). If you gain a Bonus Action and choose to Delay, you can use the Bonus Action at any time during Forced Movement.

Wind can cause Forced Movement. For simplicity, you can assume forced movement due to air currents or wind is a relatively constant vector even if there is some turbulence, though the GM may choose to randomize forced movement in some cases. Do not apply the Result Penalty unless there is turbulence, but you can assume at least some turbulence from Gale-force winds. For example, a steady Moderate Breeze may cause a lot of Forced Movement, but if it is relatively constant, it isn’t much harder to fly in than slower-moving air. Treat Terrain Difficulty as two degrees less if you are on a surface.

|  |  |  |
| --- | --- | --- |
| Terrain Difficulty | Result Penalty | Example and Forced Movement |
| Trivial | -0 | Calm: No Forced Movement |
| Minor | -0 | Light Air: 5 Feet |
| Lesser\* | -1 | Lesser Breeze: 10 Feet |
| Moderate\* | -2 | Moderate Breeze: 20 feet |
| Greater\* | -3 | Greater Breeze: 40 feet |
| Major\* | -4 | Major Breeze: 80 feet |
| Impossible\*\* | -5 | Gale: 160 feet |
| Fanciful\*\* | -6 | Hurricane: 320 feet |

\* Air currents may or may not increase terrain difficulty. For example, a strong, steady wind could easily carry you 5’ after each action but it is no harder to fly in a steady wind than in calm air. Although air currents rarely pull you up or down with great force, updrafts have been observed that created wind speeds that rival hurricanes, but they are generally high in the atmosphere. Other than that, gale-force and stronger winds are rarely “steady.”

\*\* Winds of higher than hurricane force often cause concussive damage from the pressure, as well. A liquifying blast, as the name suggests, pretty much turns everything in the blast into liquid (e.g., molten rock).

***Aerial Dodge*** (Lesser Reaction, Strength) Aerial Dodge is the aerial equivalent of Agility (Dodge), but you can only attempt it if you have the Glide or Dive condition. However, if you have the Dive condition, you have -1 Result.

***Dive*** (Lesser Action) You can attempt Dive to convert the Glide or Falling condition into the Dive condition. Once you have the Dive condition, it will increase automatically at the end of the Pass; you do not have to take another Dive Action. Although Falling 4 is terminal velocity, the Dive condition can be as high as 7.

If you jump off a surface, you gain Dive 0 and a Bonus Reaction that can only be used for Agility (Landing Fall) or Aquabatics (Water Entry); a controlled fall, whether headfirst or feetfirst is covered by the Dive condition, not the Falling condition. Jumping off a surface is automatically successful and Dive gains the Step Trait when used in this way.

Fanciful Result (60+): Increase to Dive 7, and you can pick a forced movement that is equal to that of your initial Dive condition, your new Dive condition, or anywhere in between.

Impossible Result (50-59): Increase Dive 1 to Dive 2, Dive 2 to Dive 4, or Dive 3 to Dive 7, and if you increased your Dive condition by 2, you can pick a forced movement that is equal to that of your initial Dive condition, your new Dive condition, or anywhere in between.

Major Result (40-49): Increase Dive 2 to Dive 3 or Dive 3 to Dive 6, and if you increased your Dive condition by 1, you can pick a forced movement that is equal to that of your initial Dive condition, your new Dive condition, or anywhere in between.

Greater Result (30-39): Gain a Bonus Action as long as you do not convert to Dive 7.

Moderate Result (20-29): Increase Dive 4 to Dive 7.

Lesser Result (10-19): Increase Dive 4 to Dive 6 or Dive 5 or 6 to Dive 7.

Minor Result (0-9): If you have the Glide or Falling condition, you can convert Glide to Dive 0 or Falling to Dive with a rating that matches your Falling rating. Otherwise, your Dive condition is unchanged.

Trivial Result (-1 or less): If you have the Falling condition, the condition is unchanged. Otherwise, convert Glide to Falling 0 or Dive to Falling with a rating that matches your Dive rating, up to a maximum of 4 (terminal velocity).

***Fly*** (Lesser Action, Move, Strength) Fly is the aerial equivalent of Hustle (Sprint), but it is not Strenuous and you can only attempt it if you have the Glide condition and a Fly Speed. You can also generally move faster when flying.

Fanciful Result (60+): Fly Speed 48.

Impossible Result (50-59): Fly Speed 32.

Major Result (40-49): Fly Speed 24.

Greater Result (30-39): Fly Speed 20.

Moderate Result (20-29): Fly Speed 16.

Lesser Result (10-19): Fly Speed 12 or you can treat Result as one lower than you achieved but gain a Bonus Action.

Minor Result (0-9): Speed 10.

Trivial Result (-1 to -10): Speed 8.

Inconsequential Result (-11 or less): Convert Glide to Falling 0.

***Freefall*** (Lesser Action, Move (Tracking)) You must have the Dive condition (not the Falling condition) to attempt Freefall.

Fanciful Result (60+): Tracking Speed 1 at Dive 0 and 16 at Dive 1.

Impossible Result (50-59): Tracking Speed 4 at Dive 1 and 24 at Dive 2.

Major Result (40-49): Tracking Speed 1 at Dive 1, 16 at Dive 2, and 20 x Dive Condition rating at Dive 3 or higher.

Greater Result (30-39): Tracking Speed 16 at Dive 3 and 20 x Dive Condition rating at Dive 4 or higher.

Moderate Result (20-29): Tracking Speed 15 x Dive condition rating at Dive 4 or higher.

Lesser Result (10-19): Tracking Speed (Forced Movement) 10 x Dive condition rating at Dive 4 or higher or treat the Result as one lower than you achieved but gain a Bonus Action.

Minor Result (0-9): You can choose to gain Tracking Speed 5 x Dive condition rating at Dive 4 or higher. Tracking Speed cannot exceed Momentum (from gravity) x2. If you are Tracking in Freefall and would take no damage from hitting the ground, you can “push off” a surface and gain the Gliding condition in an elevated square in the direction you were Tracking. When you “push off,” you can take an Action, such as attack, with a Bonus Action, if you have one, then continue on. Glide Speed is normally 8; when gliding without an updraft, you will slowly lose elevation over time, but this is ignored in Encounter Mode.

Trivial Result (-1 or less): Convert Dive to Falling.

***Pull Up*** (Lesser Action, Strength) When you have the Dive condition, you can reduce Momentum from diving (to no lower than Momentum 0) and potentially convert the Dive condition into the Glide condition. You must have a Fly Speed to get a Result higher than a Minor Result.

Fanciful Result (60+): Reduce Momentum as much as you like.

Impossible Result (50-59): Reduce Momentum by up to 50.

Major Result (40-49): Reduce Momentum by up to 40.

Greater Result (30-39): Reduce Momentum by up to 30.

Moderate Result (20-29): Reduce Momentum by up to 25 or treat the Result as having -1 Result but gain a Bonus Action that cannot be used to move but can be used to acquire Reactive Movement.

Lesser Result (10-19): Reduce Momentum by up to 20.

Minor Result (0-9): Reduce Momentum by up to 10; if you reduce Momentum to 0, you gain the Glide condition. If you do not have a Fly Speed, you cannot reduce Momentum below 35 (terminal velocity).

Trivial Result (-1 or less): Increase Dive by 1 or convert up to Dive 4 to Falling of the same rating; Dive 5, 6, or 7 are converted to Falling 4.

***Regain (or Gain) Control*** (Lesser Action, Strength) When you have the Falling condition, you can attempt to Regain Control (if you lost the Dive or Glide condition) or Gain Control (if you didn’t have the Dive or Glide condition in the first place).

Fanciful Result (60+): Convert Falling to Dive in Fanciful Difficult Sky Terrain.

Impossible Result (50-59): Convert Falling to Dive in Impossible Difficult Sky Terrain.

Major Result (40-49): Convert Falling to Dive in Major Difficult Sky Terrain.

Greater Result (30-39): Convert Falling to Dive in Greater Difficult Sky Terrain.

Moderate Result (20-29): Convert Falling to Dive in Moderate Difficult Sky Terrain or treat Result as having -1 Result and, after converting Falling to Dive, gain a Bonus Action that can only be used for Pull Up (only if you have a Fly Speed) or Freefall.

Lesser Result (10-19): Convert Falling to Dive in Lesser Difficult Sky Terrain.

Minor Result (0-9): Convert Falling to Dive in Minor Difficult Sky Terrain.

Trivial Result (-1 or less): Your Falling condition is unchanged.

### Agility (DEX)

Agility can be used for Stealth (Leave no Trail or Sneak), to Dodge attacks, Jump, Kip Up, to ameliorate the effects of Falling (Landing Fall, and to ameliorate difficult terrain (Balance). It is possible to need multiple Agility tests for terrain that is difficult for more than one reason.

***Balance, Precarious*** (Lesser Action or Reaction, Move, Strength\*) You must attempt an Agility test to ameliorate terrain difficulty due to limited or precarious surface area. Balance may be used when you would like to take a Reaction that requires movement (though not limited to move actions) while on a precarious surface. If you are Flatfooted against an attack while you are on a precarious surface, you must make a Balance test as a Reaction (or as a Free Action with -1 Result) but ignore any Result that indicates you can move. The test assumes the surface can support a creature of your Size and would not slice through your foot (e.g., a literal razor’s edge).

\* If you attempt to Balance when not under duress (e.g., when attacked), or if you have Levitation, Tail, or Wings, the test loses the Strength Trait.

If you use a balancing pole, reduce the Result Penalty by 1, but Balance gains the Manual trait.

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| Terrain Difficulty | Result Penalty | Example |
| Minor | -0 | Less width than the space (squares) you occupy; 1/1 incline |
| Lesser | -1 | 1/5 width of space you occupy (e.g., a 1’ wide plank for Medium creatures); 2/1 incline |
| Moderate | -2 | Beam or mooring rope; 5/1 incline |
| Greater | -3 | Pole or Tightrope (world record Speed 3) |
| Major | -4 | Wire |
| Impossible | -5 | Thread |
| Fanciful | -6 | Levitating grains of dirt that you can reach with each step (?) |

Fanciful Result (60+): On Fanciful Terrain gain a Bonus Action that can only be used for Hustle (Sprint), but with -1 Result (no penalty on Impossible Terrain); on Major Terrain, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead of a Bonus Action.

Impossible Result (50-59): On Impossible Terrain gain a Bonus Action that can only be used for Hustle (Sprint), but with -1 Result (no penalty on Major Terrain); on Greater Terrain, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead of a Bonus Action.

Major Result (40-49): On Major Terrain gain a Bonus Action that can only be used for Hustle (Sprint), but with -1 Result (no penalty on Greater Terrain); on Moderate Terrain, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead of a Bonus Action.

Greater Result (30-39): On Greater Terrain gain a Bonus Action that can only be used for Hustle (Sprint), but with -1 Result (no penalty on Moderate Terrain); on Lesser Terrain, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead of a Bonus Action.

Moderate Result (20-29): On Moderate Terrain gain a Bonus Action that can only be used for Hustle (Sprint), but with -1 Result (no penalty on Lesser Terrain); on Minor Terrain, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead of a Bonus Action.

Lesser Result (10-19): Lose Counteractive and/or Reactive Movement; on Lesser Terrain gain a Bonus Action that can only be used for Hustle (Sprint), but with -1 Result (no penalty on Minor Terrain).

Minor Result (0-9): Lose Counteractive and/or Reactive Movement; on Minor Terrain gain a Bonus Action that can only be used for Hustle (Sprint), but with -1 Result.

Trivial Result (-1 to -10): Lose Counteractive and/or Reactive Movement; on Major Terrain Forced Movement -1; on Impossible or Fanciful Terrain, Falling 0.

Inconsequential Result (-11 to -20): You gain Forced Movement -1 or, on Impossible or Fanciful Terrain, Falling 0. See Sleight of Hand (Grab a Ledge).

Catastrophic (Nil) Result (-21 or less): You gain Falling 0. See Sleight of Hand (Grab a Ledge).

***Balance, Slippery*** (Lesser Action, Move, Strength\*) You must attempt an Agility test to ameliorate terrain difficulty due to slipperiness. If you are Flatfooted against an attack while you are on a slippery surface, you must make a Balance test as a Reaction (or as a Free Action with -1 Result) but ignore any Result that indicates you can move.

\* If you attempt to Balance when not under duress (e.g., when attacked), or if you have Levitation, Tail, or Wings, the test loses the Strength Trait.

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| Terrain Difficulty | Result | Example |
| Minor | No Penalty | Not particularly slippery |
| Lesser | -1 | Wet tiles; compact snow |
| Moderate | -2 | Most natural ice |
| Greater | -3 | Smooth Ice |
| Major | -4 | Lubricated Glass |
| Impossible | -5 | Alchemical Lube |
| Fanciful | -6 | Practically Frictionless |

No matter how much of an incline it has, practically frictionless surfaces will eventually cause anything on them to reach Falling 4 (or Dive 4 or more for a controlled slide) if it is not possible to drive a spike into the surface or grab something as you slide by, though a non-vertical incline can slow the rate at which the Falling condition increases. Even if the incline eventually becomes flat, the speed you built up does not go down so if you Splat after a long but gentle slope, you may still hit the wall horizontally at terminal velocity. However, if you are in a “saucer” with sufficient depth that you do not slide out, you will eventually settle into the lowest area as gravity slowly reduces your momentum each time you slide up a side of the saucer. Depending upon the incline, you may have a Falling Timer; when reduced to 0, you gain Falling +1 during Forced Movement then reset the Timer.

|  |  |
| --- | --- |
| Incline | Falling Timer |
| Minor or Lesser | Don’t worry about it in Encounter Mode |
| Moderate | 4 |
| Greater | 2 |
| Major | 1 |
| Impossible | 0 |
| Fanciful (vertical) | 0 |

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, on Fanciful Terrain; on Impossible Terrain, you have a Penalty Die to the test if you use the Bonus Action but no Penalty Die on other physical actions; on Major Terrain you gain the Bonus Action as a Free Action and can use Counteractive or Reactive Movement.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, on Impossible Terrain; on Major Terrain, you have a Penalty Die to the test if you use the Bonus Action but no Penalty Die on other physical actions, and you have no Penalty Die; on Greater Terrain you gain the Bonus Action as a Free Action and can use Counteractive or Reactive Movement; you also do not automatically fall Prone in Fanciful Terrain.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, on Major Terrain; on Greater Terrain, you have a Penalty Die to the test if you use the Bonus Action but no Penalty Die on other physical actions; on Moderate Terrain you gain the Bonus Action as a Free Action and can use Counteractive or Reactive Movement.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, on Greater Terrain; on Moderate Terrain, you have a Penalty Die to the test if you use the Bonus Action but no Penalty Die on other physical actions; on Lesser Terrain you gain the Bonus Action as a Free Action and can use Counteractive or Reactive Movement.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, on Moderate Terrain; on Lesser Terrain, you have a Penalty Die to the test if you use the Bonus Action but no Penalty Die on other physical actions; on Minor Terrain you gain the Bonus Action as a Free Action and can use Counteractive or Reactive Movement; you also do not automatically fall Prone in Impossible Terrain.

Lesser Result (10-19): As Minor Result, but on Lesser Terrain; on Minor Terrain, you have a Penalty Die to the test if you use the Bonus Action but no Penalty Die on other physical actions.

Minor Result (0-9): As Trivial Result, but on Minor Terrain you gain a Bonus Action that can only be used for Hustle (Sprint), with -1 Result, and you have a Penalty Die on physical actions until you retry.

Trivial Result (-1 to -10): You maintain your balance but lose Counteractive and/or Reactive Movement unless you are on Impossible or Fanciful Terrain, in which case you fall Prone. Until you retry, physical actions have -1 Result.

Inconsequential Result (-11 to -20): You maintain your balance but lose Counteractive and/or Reactive Movement unless you are on Impossible or Fanciful Terrain, in which case you fall Prone. Until you retry, physical actions have -1 Result unless you are Prone.

Catastrophic (Nil) Result (-21 or less): You fall Prone.

***Balance, Slippery & Precarious*** (Lesser Action or Reaction, Move, Strength\*) Use the table for Balance, Precarious, but with the worst of the two terrain difficulties, plus an additional penalty: If the terrains are equally bad, you have -2 Result; if one of the terrains is worse than the other by 1, you gain -1 Result; and if one of the terrains is worse than the other by 2 or 3, you gain a Penalty Die; if one of the terrains is worse than the other by 4 or more, you have no additional penalty.

\* If you attempt to Balance when not under duress (e.g., when attacked), or if you have Levitation, Tail, or Wings, the test loses the Strength Trait.

***Dodge*** (Lesser Reaction, Strength)

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, a Fanciful attack misses and against a Major attack, you gain a Bonus Reaction that can only be used to Dodge again; against a Greater attack, it is a Free Action.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, an Impossible attack misses and against a Greater attack, you gain a Bonus Reaction that can only be used to Dodge again; against a Moderate attack, it is a Free Action.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, a Major attack misses and against a Moderate attack, you gain a Bonus Reaction that can only be used to Dodge again; against a Lesser attack, it is a Free Action.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, a Greater attack misses and against a Lesser attack, you gain a Bonus Reaction that can only be used to Dodge again; against a Minor attack, you gain a Free Action instead of a Bonus Action, which can only be used to Dodge again.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, a Moderate attack misses and against a Minor attack, you gain a Bonus Reaction that can only be used to Dodge again.

Lesser Result (10-19): As Minor Result, but a Lesser attack misses.

Minor Result (0-9): A Minor attack that can be dodged (which generally includes physical attacks) misses. If the attack has an Area of Effect, you must use Reactive Movement to get outside of the Area of Effect or behind Cover to dodge the attack.

Trivial Result (-1 or less): Even a Minor attack hits.

***Kip Up (aka Stand Up from Prone)*** (Reaction, Strength) Attempt Agility as a Reaction to being knocked prone (or at any time while prone). If taken as an action, Kip Up costs you Movement instead of Reactive Movement.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, your Bonus Action or Reaction is instead a Free Action.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, you can Kip Up as a Reaction for 0 Reactive Movement and, if you Kip Up as a Reaction, you gain a Bonus Reaction.

Major Result (40-49): As Greater Result but if you have at least Major Proficiency, you can Kip Up as a Reaction for 2 Reactive Movement and, if you Kip Up as an Action, you gain a Bonus Action.

Greater Result (30-39): As Moderate Result but if you have at least Greater Proficiency, you can Kip Up as a Reaction for 4 Reactive Movement.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, you can Kip Up as a Reaction for 6 Reactive Movement.

Lesser Result (10-19): As Minor Result but you can Kip Up as a Reaction for 8 Reactive Movement, which does not trigger Reactions; if you don’t have enough Reactive Movement, you fail.

Minor Result (0-9): You can stand up from prone as an Action, triggering Reactions. If you attempted to Kip Up as a Reaction, you fail.

Trivial Result (-1 or less): You can stand up from prone as an action but it triggers Reactions. If you attempted to Kip Up as a Reaction, you fail but it still costs you all your Reactive Movement.

***Landing Fall*** (Reaction) If you have the Dive condition with feet down, you can attempt Landing Fall when Forced Movement brings you in contact with a surface.

If you jump off a surface, you gain Dive 0 and a Reaction that can only be used for Agility (Landing Fall) or Aquabatics (Water Entry); a controlled fall, whether headfirst or feetfirst is covered by the Dive condition, not the Falling condition. Jumping off a surface does not require a test.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency you are treated as two Sizes smaller.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency you are treated as one Size smaller.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency reduce effective Momentum by 5.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency reduce effective Momentum by 3.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency reduce effective Momentum by 2.

Lesser Result (10-19): As Minor Result but reduce effective Momentum by 1.

Minor Result (0-9): When landing on a surface, treat Momentum 1 as Momentum 0.

Trivial Result (-1 or less): When landing on a surface, you do not reduce effective Momentum.

***Leave no Tracks*** (Intermission) In an environment for which you have an applicable Survival Knowledge, you can leave little or no evidence of you passed through.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you are treated as five Sizes smaller.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you are treated as four Sizes smaller.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you are treated as three Sizes smaller.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you are treated as two Sizes smaller.

Moderate Result (20-29): If you have at least Moderate Proficiency, you are treated as one Size smaller for the purposes of determining how hard it is to follow your tracks. Anything smaller than Fine, you are treated as effectively leaving no tracks, and you do not need to Bulwark (Trudge) as long as you are not sunk into the terrain (and you can generally stay on top of a viscous fluid or, if you have the appropriate footwear or natural or magical means, any liquid).

Lesser Result (10-19): You derive no benefit from Leave no Tracks.

Minor Result (0-9): As Lesser Result, but you are treated as one Size larger for the purposes of determining how hard it is to follow your tracks.

Trivial Result (-1 or less): As Minor Result, but you are treated as two Sizes larger.

***Move Through Occupied Square*** (Lesser Action, Move, Strength\*) Moving through an occupied square is often not exceedingly difficult unless Target uses a Reaction to stop your movement. You cannot Move Through an Occupied Square if Target takes up the entire available surface of the square (e.g., a Halfling is in your way on a tightrope or a sufficiently large creature plants its foot in front of a tunnel, completely blocking it). You have an increased Result against a smaller Target equal to the difference in Size. The GM may adjust these modifiers depending upon the shape of the creature (e.g., making it harder if the creature takes up more space than a bipedal creature).

\* If Target does not attempt to stop your movement, the test loses the Strength Trait.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, Target cannot stop you.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, Target must achieve a Fanciful Result to stop you.

Major Result (40-49): As Greater Result but if you have at least Major Proficiency, Target must achieve an Impossible or Fanciful Result to stop you; also, you gain a Free Action instead of a Bonus Action (though you must still use it to ameliorate difficult terrain, if necessary).

Greater Result (30-39): As Moderate Result but if you have at least Greater Proficiency, you do not lose Reactive Movement unless you move through Difficult Terrain (necessitating an Agility (Balance) or Hustle (Sprint) test); Target must achieve at least a Major Result to stop you.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, the Bonus Action can be taken without a Penalty Die and Target must achieve at least a Greater Result to stop you.

Lesser Result (10-19): As Minor Result, but the Bonus Action has a Penalty Die instead of -1 Result and Target must achieve at least a Moderate Result to stop you.

Minor Result (0-9): As Trivial Result, but the Bonus Action has -1 Result without the Penalty Die and Target must achieve at least a Lesser Result to stop you.

Trivial Result (-1 to -10): You lose Counteractive and/or Reactive Movement, but you gain a Bonus Action that can only be used for Agility (Balance) or Hustle (Sprint), which have a -1 Result and a Penalty Die. If Target uses a Reaction to stop your movement, Target must achieve at least a Minor Result to succeed.

Failure (-11 or less): You lose Counteractive and/or Reactive Movement and your attempt fails.

***Sneak (aka Establish Potential Auditory Signature)*** (Lesser Action, Move, Signature, Step, Hustle+2) Attempt Agility to acquire a Potential Auditory Signature. Whether your Potential Auditory Signature will be effective depends on environmental conditions, typically Distance from you and Ambient Noise. You can only use Reactive Movement to move, regardless of Result; although Sneak has the Move trait, it does not grant you movement but rather prevents you from moving normally. Unless you take one of the automatic actions, you must Step (in this case, that means use Reactive Movement to move 1 Square) before attempting the test.

You automatically get the equivalent of a Major Result on your Sneak test (and are treated as if you have Major Proficiency) if you take no physical actions of any kind on your turn, are not breathing hard due to exertion (or some other reason), and nothing in or on your body is louder than quiet breathing; this can be taken as a Free Action. This Result only continues so long as you take no physical actions.

You automatically get the equivalent of an Impossible Result on your Sneak test (and are treated as if you have Impossible Proficiency) if you first Hold Breath as a Free Action (or are Breathless or already holding your breath), nothing in or on your body is as loud as quiet breathing, and you take no other physical action of any kind on your turn; this can be taken as a Free Action. This Result only continues so long as you continue to hold your breath and take no physical actions.

You automatically get the equivalent of a Fanciful Result on your Sneak test (and are treated as if you have Impossible Proficiency) if you first Hold Breath as a Free Action and Stop Heart as a Free Action (or are Breathless or are already holding your breath and/or have no heartbeat), nothing in or on your body is as loud as a calm heartbeat, and you take no other physical action of any kind on your turn; this can be taken as a Free Action. This Result only continues so long as your heart remains stopped, you do not breathe, and you take no physical actions.

If you take a move action while you have an Auditory Signature of better than Trivial, you must ignore any portion of a Result that indicates you can move normally or your Auditory Signature reverts to Trivial.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Fanciful Potential Auditory Signature (the sound produced from the friction of your joints as you move your limbs); you must also be able to stop your heart from beating (or have the No Heartbeat Trait) to achieve this Result.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Impossible Potential Auditory Signature (as loud as a Heartbeat); you must also be holding your breath (or have the Breathless Trait) to achieve this Result.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Major Potential Auditory Signature (as loud as Calm Breathing); you must also be breathing calmly to achieve this Result.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Greater Potential Auditory Signature (Pianississimo; as loud as a Faint Whisper).

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Moderate Potential Auditory Signature (Pianissimo; as loud as a Whisper).

Lesser Result (10-19): As Minor Result, but Lesser Potential Auditory Signature (Piano; as loud as a Quiet Conversation).

Minor Result (0-9): As Trivial Result, but Minor Potential Auditory Signature (Mezzo-Piano; as loud as a Conversation) and any Reactive Movement after the first reduces your Signature by 1 degree.

Trivial Result (-1 or less): You have a Trivial Potential Auditory Signature (Mezzo-Forte; as loud as a Loud Conversation) in adjacent Squares, which means you failed to Sneak. Worse, if you use any Reactive Movement beyond the first, you have an Inconsequential Auditory Signature, worse than if you didn’t try to Sneak at all, until the end of the Pass.

### Aquabatics (Agility)

Aquabatics uses the Agility Skill, but you have -1 Result if you do not have the Aquanaut Feat.

If you are unable to take an action while in fluid, you must normally attempt Float as a Nonaction (with an automatic Trivial Result as a Result). Things that float, like people not wearing metal armor or carrying dense objects, have default Sinking 0, which is counteracted by water pressure under normal circumstances, though you can drop below (and stay below) the surface. Most things that don’t float, including dvergar and armored humans, have default Sinking 1 and warriors in field or heavy armor often have default Sinking 2; only adamantium-clad warriors reach default Sinking 3. You gain as many Quality Dice for Bulwark (Trudge) as your default Sinking value if your feet touch the bottom.

You acquire Sinking 0 when you enter a 5’ square (cube) of water and do not sink further if there is no water square (cube) below the first one; you are considered submerged for the purpose of attempting Bulwark (Trudge) but do not have to hold your breath because your head is assumed to stick out of the square. Also, you do not automatically reach your default Sinking value even if there is another water square below; you have to fail a Float test first.

Flowing water can have a forced movement effect. Major Flows are down an incline and Waterfalls are a vertical drop, which can be treated as Major Flows at the drop. Waterfalls more than 60 feet high have water that eventually acquires the Falling condition; for simplicity, just assume you have to swim faster than you fall if you swim up with a minimum of 40 feet (Major Flow) near the top. Most deep-water environments are Minor Difficult Terrain; it’s the surface that is frequently more difficult.

|  |  |  |
| --- | --- | --- |
| Terrain Difficulty | Result | Forced Movement in Water |
| Minor | -0 | Calm: 0 |
| Lesser\* | -1 | Lesser Current or Flow: 5 feet |
| Moderate\* | -2 | Moderate Current or Flow: 10 feet |
| Greater\* | -3 | Greater Current or Flow: 20 feet |
| Major\* | -4 | Major Current or Flow: 40 feet |
| Impossible\*\* | -5 | Maelstrom: 80 feet\*\* |
| Fanciful\*\* | -6 | Charybdis (apocryphal): 160 feet\*\* |

\* Currents may or may not increase terrain difficulty. For example, the Gulf Stream could easily carry you 10’ after each action but it is no harder to swim in the Gulf Stream than most other areas of the ocean, while a swirling brook with a Lesser Flow could still be Lesser Difficult Terrain. Strong rip currents can be Greater Currents, though most are Moderate. Rip currents are channels of water; if you swim at right angles to the rip current, you will eventually get out of it. They are usually not more than 50 feet wide, but some are as wide as 200 feet. The reason rip currents kill so many people is that they try to swim against the current, which is physically impossible even for the best of (normal human) swimmers for the strongest rip currents. Of course, if you can swim up a waterfall, you can easily handle a rip current, too.

\*\* Maelstroms can cause concussive damage; Fanciful flows would rip pretty much anything to shreds and would probably boil away from the heat generated by the energy required to churn that fast. If you fail to counteract 60’ of a waterfall’s Forced Movement, which is typical, you gain the Falling 0 condition. You also cannot swim up a Waterfall unless you and your limbs are completely submerged. Once you gain Falling 0, you are in freefall and use Aerobatics (Freefall) instead of Float until you reach the bottom of the waterfall. A Maelstrom is treated as having a Greater Current towards its center, but an Impossible Current as you swirl, with weaker currents if you are farther away; a Maelstrom (or, more specifically, a vortex) does not give you the Falling condition unless you reach the center.

For simplicity, you can generally assume forced movement due to currents, tides, or downhill flow remains the same even if there is turbulence, though the GM may choose to randomize forced movement in some cases.

Effective STR modifiers for Size are ignored for Aquabatics tests.

***Float*** (Lesser Action) Float is the aquatic equivalent of Aerobatics (Freefall), but without Tracking. Your hands are free while you Float. If your Result would be reduced below Trivial Result due to Difficult Terrain, you sink as many squares as your default Sinking rating +1, maximum of 3.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you also float up 7 squares if you have default Sinking rating 0, 4 squares if you have default Sinking rating 1, or 2 squares if you have default Sinking rating 2.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you also float up 5 squares if you have default Sinking rating 0 or 2 squares if you have default Sinking rating 1.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you also float up 4 squares if you have default Sinking rating 0 or 1 square if you have default Sinking rating 1.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you also float up 3 squares if you have default Sinking rating 0.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you also float up 2 squares if you have default Sinking rating 0.

Lesser Result (10-19): As Minor Result, but you lose the Drowning condition if you have it and are in the surface square. If you do not have the Drowning condition, you gain a Bonus Action instead. If you prefer, you can also choose to keep the Drowning condition and gain a Bonus Action.

Minor Result (0-9): If you have default Sinking rating 0, you float up one Square. Otherwise, you sink as many squares as your default Sinking rating -1. If you have the Drowning condition, you do not lose it even if you are at the surface square.

Trivial Result (-1 or less): You sink as many squares as your default Sinking rating and gain the Drowning condition if you do not have it already.

***Marine Dodge*** (Lesser Reaction, Strength) Marine Dodge is the aquatic equivalent of Agility (Dodge), but you can only attempt it if you have the Float condition.

***Marine High Jump*** (Move, Momentum, Strength\*) This is the same as Agility (High Jump), but you High Jump out of water using your Swim Speed and it requires a little less strength.

\* If you have Levitation, the test loses the Strength Trait.

***Marine Long Jump*** (Move, Momentum, Strength\*) This is the same as Agility (Long Jump), but you Long Jump out of water using your Swim Speed and it requires a little less strength.

\* If you have Levitation, the test loses the Strength Trait.

***Swim*** (Lesser Action, Move, Manual, Strength) Swim is the aquatic equivalent of Hustle (Sprint), but it is not Strenuous, and you can only attempt it if you have the Float condition and a Swim Speed. If you have Fins or Jet Propulsion, Swim loses the Manual trait. If you have Swim Speed 2, unless otherwise indicated you have ¼ the indicated Speed; if you have Swim Speed 4, ½ the indicated Speed. If your natural Swim Speed is 2, you also have -1 Result if you swim underwater; most creatures who can swim but are not native to marine environments swim slower underwater.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, in addition to the Reactive Movement 8, Speed 24.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you also gain Reactive Movement 8, which you can immediately use as per Minor Result if you like (to move further), further increasing Momentum.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Speed 16.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Speed 14.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Speed 12.

Lesser Result (10-19): Speed 10 or, if Swim does not have the Manual trait for you, you can treat Result as one lower than you achieved but gain a Bonus Action.

Minor Result (0-9): Speed 8.

Trivial Result (-1 or less): Speed 6. If your Swim Speed is less than 2, you sink as many squares as your default Sinking rating and gain the Drowning condition if you do not have it already.

***Water Entry*** (Lesser Reaction) Water Entry is a Reaction taken at the end of a pass when Forced Movement brings you into contact with a liquid. If you jump off a surface, you gain Dive 0 and a Reaction that can only be used for Agility (Landing Fall) or Aquabatics (Water Entry); a controlled fall, whether headfirst or feetfirst is covered by the Dive condition, not the Falling condition. Jumping off a surface does not require a test.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency reduce effective Momentum by 35 (terminal velocity).

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency reduce effective Momentum by 24.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency reduce effective Momentum by 18.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency reduce effective Momentum by 16.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency reduce effective Momentum by 14.

Lesser Result (10-19): As Minor Result, but reduce effective Momentum by 12.

Minor Result (0-9): When diving into a liquid, reduce effective Momentum by 10.

Trivial Result (-1 or less): When diving into a liquid, reduce effective Momentum by 6. You can “pencil dive” feet first with arms held tightly at your sides or headfirst with arms outstretched. A “pancake” landing does not reduce effective Momentum; you take falling damage. You are submerged (first square of water) upon entry, but increase the depth by 1 square per 5 (actual) Momentum; it generally takes less than a second (less than a turn) to reach this depth, so assume you reach the indicated depth either during the Forced Movement phase or during your next turn.

### Alchemy (INT)

***Create Value*** You can Create Value to craft alchemical items.

***Recall Knowledge*** You can Recall Knowledge, limited by an Observation test, to understand features of chemicals or materials.

***Mask Scent (aka Establish Potential Chemical Signature)*** (Intermission Action, Manual, Signature) Reducing Chemical Signature from normal body odor can be accomplished to some extent with advance planning (e.g., by bathing and transferring odors from the environment to you. You generally need another feat to even attempt this task for more exotic “chemical” signatures, such as Foil Lifesense to reduce the chemical signature of life. This test does not involve dousing yourself in skunk musk, which anyone could do to make the stench so overwhelming that your Chemical Signature is practically undetectable; you don’t replace your signature with something else. However, you could combine stench with your masked scent to ensure the stench is so much higher than your masked scent that the olfactory senses of anyone will be saturated. Your Potential Chemical Signature lasts until it is changed due to getting bloody, sweaty, dirty, or the like.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you have a Fanciful Potential Chemical Signature.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you have an Impossible Potential Chemical Signature.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you have a Major Potential Chemical Signature.

Greater Result (30-39): As Moderate Result, but if you have at least Moderate Proficiency, you have a Greater Potential Chemical Signature.

Moderate Result (20-29): Your Potential Chemical Signature is Greater, which would be very difficult to achieve without some basic alchemy.

Lesser Result (10-19): Your Potential Chemical Signature is Lesser, probably mostly thanks to good hygiene and no cologne or scented soap.

Minor Result (0-9): Your Potential Chemical Signature is Minor, due to some hygienic efforts.

Trivial Result (-1 or less): Your Potential Chemical Signature is Trivial, the same as anyone else who rarely bathes. Your Potential Chemical Signature lasts until the end of the encounter.

### Athletics (STR)

***Climb*** (Lesser Action, Move, Manual) Attempt Athletics when you wish to move across a vertical or reverse-incline surface using your hands. If you have Climb Speed 2, you have ¼ the indicated Speed and if you have Climb Speed 4, you have ½ the indicated Speed. (Most creatures have Climb Speed 2.) You do not use both Climb and an Agility test; slipperiness is built into Terrain Difficulty for Climb and surface area generally doesn’t matter and, unlike with a Balance test, reduced surface area can actually aid climbing because you can wrap your limbs around. If you use one hand to climb, you have -1 Result. When you reach the top of a climb, you typically have to crawl one square to mantel.

Note 1: If you have time, it’s a good idea to burn an action to gain a Reaction and Reactive Movement, just in case you start to fall.

Note 2: Difficult Terrain due to incline is two degrees lower for Climb as it is for Sprint (aka Hike).

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| --- | --- | --- | --- |
| Surface Difficulty | Result | Example | Horizontal Movement (incline only) |
| Minor | 0 | Vertical ladder | 6/7 Speed multiple; equivalent to Moderate incline for Hike |
| Lesser | -1 | Climbing wall or the natural equivalent | 2/3 Speed multiple; equivalent to Greater incline for Hike |
| Moderate | -2 | Wall with handholds; natural cliff | 1/2 Speed multiple; equivalent to Major incline for Hike |
| Greater | -3 | Wall w/ fingerholds; inverse incline w/ handholds | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |
| Major | -4 | Rough wall; inverse incline with fingerholds | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |
| Impossible | -5 | Smooth slippery wall; rough inverse incline | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |
| Fanciful | -6 | Smooth slippery ceiling; inverse incline | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Speed 24.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you also replenish Reactive Movement.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Speed 16. If you have Climb Speed 4, you can take a Free Action instead of moving and, regardless of whether you move, you do not lose Reactive Movement.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Speed 12. If you have Climb Speed 4, you can take a Bonus Action instead of moving.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Speed 8. If you have Climb Speed 8, you can take a Free Action instead of moving and, regardless of whether you move, you do not lose Reactive Movement.

Lesser Result (10-19): As Minor Result, but Speed 5. If you have Climb Speed 8, you can take a Bonus Action instead of moving.

Minor Result (0-9): As Trivial Result, but Speed 3. If you have Climb Speed 2, you make no progress.

Trivial Result (-1 to -10): Speed 2, but you lose Reactive Movement; you also lose Counteractive Movement if you move, as normal. If you have Climb Speed 2, you gain Forced Movement -1. See Hold On and Sleight of Hand (Grab a Ledge).

Inconsequential Result (-11 to -20): If you have Climb Speed 2, you gain Falling 0. If you have Climb Speed 4, you gain Forced Movement -1. If you have Climb Speed 8, you make no progress and lose Reactive Movement.

Nil Result (-21 or less): If you have Climb Speed less than 8, you gain Falling 0. If you have Climb Speed 8, you gain Forced Movement -1.

***High Jump*** (Lesser Action, Move, Momentum) For vertical jump distance calculation purposes, you are assumed to have a height of 1 square (even though that doesn’t include your head, generally), a center of mass of ½ the height of a square, and a reach of ½ the height of a square. So, if you are standing still, you can reach up ½ a square above an elevated square without leaping. High Jump either increases your reach by the vertical distance you achieve or allows you to shift your center of mass over an elevated square, where you land prone.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency you are treated as if you have +3 Momentum and if you have at least 13 Momentum, you leap 4 squares up and onto an adjacent quadruple-elevated square or gain a Bonus Action that can only be used to attempt Sleight of Hand (Grab a Ledge) to grab the ledge of a quintuple-elevated square with no negative Forced Movement.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency you are treated as if you have +2 Momentum and if you have at least 8 Momentum, you leap 3 squares up and onto an adjacent triple-elevated square or gain a Bonus Action that can only be used to attempt Sleight of Hand (Grab a Ledge) to grab the ledge of a quadruple-elevated square with no negative Forced Movement.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you are treated as if you have +1 Momentum and if you have at least 5 Momentum, you leap 2 squares up and onto an adjacent double-elevated square.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency you get a Lesser Result even if you have 0 Momentum; you get a Moderate Result even if you have only 1 Momentum; and if you have at least 3 Momentum, you leap up and land prone in an adjacent double-elevated square or gain a Bonus Action that can only be used to attempt Sleight of Hand (Grab a Ledge) to grab onto the ledge of a triple-elevated square with no negative Forced Movement.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and you have at least 2 Momentum, you leap 1 square up and onto an adjacent elevated square.

Lesser Result (10-19): As Minor Result, but if you have at least 1 Momentum, you can, instead of landing prone, gain a Bonus Action that can only be used to attempt Sleight of Hand (Grab a Ledge) to grab onto the ledge of a double-elevated square with no negative Forced Movement.

Minor Result (0-9): You leap up and land prone on in adjacent elevated square. An “elevated square” is of the size you occupy normally. So if you are Large, “elevated square” is 10’ high.

Trivial Result (-1 or less): You leap ½ square up but cannot move horizontally or grab a ledge; making your leap pretty useless unless someone grabs you.

***High/Long Jump*** (Lesser Action, Move, Momentum) A high/long jump is a hybrid of a high jump and a long jump. For Lesser Result or less, the Results are the same as for Long Jump.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency you are treated as if you have +3 Momentum and if you have at least 13 Momentum, you leap 2 squares with increasing elevation to an elevated square elevation, 2 elevated squares, 2 double-elevated squares, 1 triple-elevated square, 2 double-elevated squares, 2 elevated squares, and 2 squares with decreasing elevation, for a total distance 13 squares.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency you are treated as if you have +2 Momentum and if you have at least 8 Momentum, you leap 2 squares with increasing elevation to an elevated square elevation, 2 elevated squares, 1 double-elevated square, 2 elevated squares, and 2 squares with decreasing elevation, for a total distance 9 squares.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency you are treated as if you have +1 Momentum and if you have at least 5 Momentum, you leap 2 squares with increasing elevation, over 2 elevated squares, and 2 squares with decreasing elevation for a total distance of 6 squares.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency you get a Lesser Result even if you have 0 Momentum; you get a Moderate Result even if you have only 1 Momentum; and if you have at least 3 Momentum, you leap 1 square with increasing elevation, 2 elevated squares, and 1 square with decreasing elevation, for a total distance of 4 squares.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and you have at least 2 Momentum, you leap 1 square with increasing elevation, 1 elevated square, and 1 square with decreasing elevation, for a total distance of 3 squares.

Lesser Result (10-19): You leap 3 squares horizontally if you have at least 1 Momentum. If you do not land on a solid or liquid square, you gain Falling 0 and forced horizontal movement equal to the distance you leaped in the direction of your leap.

Minor Result (0-9): You leap 2 squares horizontally. A normal active adult would be expected to achieve this pretty much every time without runup. (Instead of leaping from the middle of a square, you are assumed to jump from the edge to the middle of the target square so, technically, the distance you clear is about 7.5 feet if you are Medium-sized.)

Trivial Result (-1 or less): You leap into an Adjacent square.

***Hold On*** (Lesser Reaction, Manual) You normally attempt a Athletics (Hold On) test after a successful Sleight of Hand (Grab a Ledge). You can also Hold On as a Reaction to Forced Movement while climbing; a successful Hold On test prevents any forced movement so you take no falling damage.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you succeed in holding on no matter how far you continuously fell.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you succeed in holding on if you have Forced Movement -5.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you succeed in holding on if you Forced Movement -4.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you succeed in holding on if you have Forced Movement -3.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you succeed in holding on if you have Forced Movement -2.

Lesser Result (10-19): If you used Sleight of Hand (Grab a Ledge) prior to your turn, you succeed in holding on if you have Forced Movement -1. You take any applicable falling damage when you Hold On.

Minor Result (0-9): You fail to hold on after successfully using Sleight of Hand (Grab a Ledge).

Trivial Result (-1 or less): As Minor Result, but you also push yourself 5 feet away from the surface if that makes your situation worse (GM discretion).

***Long Jump*** (Lesser Action, Move, Momentum) Attempt Agility to leap (mostly) horizontally.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency you are treated as if you have +3 Momentum and if you have at least 13 Momentum, you leap 3 squares with increasing elevation to an elevated square elevation, 3 elevated squares, 3 double-elevated squares, 3 elevated squares, and 3 squares with decreasing elevation, ending your leap at the same elevation from the square from which you leaped on your previous turn, for a total distance 15 squares.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you are treated as if you have +2 Momentum and if you have at least 8 Momentum, you leap 4 squares with increasing elevation, over 2 elevated squares, and 4 squares with decreasing elevation, for a total distance of 10 squares.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you are treated as if you have +1 Momentum and if you have at least 5 Momentum, you leap 3 squares with increasing elevation, over 1 elevated square, and 3 squares with decreasing elevation for a total distance of 7 squares.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency you get a Lesser Result even if you have 0 Momentum; you get a Moderate Result even if you have only 1 Momentum; and if you have at least 3 Momentum, you leap 2 squares with increasing elevation, over 1 elevated square, and 2 squares with decreasing elevation for a total distance of 5 squares.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and you have at least 2 Momentum, you leap 4 squares.

Lesser Result (10-19): You leap 3 squares horizontally if you have at least 1 Momentum. If you do not land on a solid or liquid square, you gain Falling 0 and forced horizontal movement equal to the distance you leaped in the direction of your leap.

Minor Result (0-9): You leap 2 squares horizontally. A normal active adult would be expected to achieve this pretty much every time without runup. (Instead of leaping from the middle of a square, you are assumed to jump from the edge to the middle of the target square so, technically, the distance you clear is about 7.5 feet if you are Medium-sized.)

Trivial Result (-1 or less): You leap into an Adjacent square.

***Slow Fall*** (Lesser Reaction). You can Slow Fall when you experience negative Forced Movement while near a wall or surface you can touch.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, decrease Falling by 2, your Sleight of Hand (Grab a Ledge) test succeeds automatically if you were at less than Falling 2, and your Athletics (Hold On) test succeeds automatically if you were at less than Falling 1; you also get 2 Free Reactions that can only be used for Sleight of Hand (Grab a Ledge) and Athletics (Hold On), instead of a Bonus Reaction and a Free Reaction.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, decrease Falling by 1 and your Sleight of Hand (Grab a Ledge) test succeeds automatically if you were at less than Falling 1; also, you can use your Bonus Reaction for Athletics (Hold On) and gain a Free Reaction that can only be used for Sleight of Hand (Grab a Ledge).

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, either (your choice) your Falling condition does not increase or you treat Forced Movement as 6 less (which is sufficient to treat Falling 0 as having no Forced Movement) on a Athletics (Hold On) test if you successfully Grab a Ledge.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and Falling 1, your Falling condition does not increase; if you do not have the Falling condition, treat Forced Movement as 4 less on a Athletics (Hold On) test if you successfully Grab a Ledge.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and Falling 0, your Falling Condition does not increase; if you do not have the Falling condition, treat Forced Movement as 2 less on a Athletics (Hold On) test if you successfully Grab a Ledge.

Lesser Result (10-19): As Minor Result, but if you have less than Falling 0, at the end of the Pass your Falling condition does not increase and you fall the same distance again even if Sleight of Hand (Grab a Ledge) fails.

Minor Result (0-9): You gain a Bonus Reaction that can only be used for Sleight of Hand (Grab a Ledge). Grab a Ledge automatically fails if there is no surface you can grab.

Trivial Result (-1 or less): No effect.

***Unbalance Target*** (Attack) Attempt Unbalance Target to get into position to Might (Grab to Trip) Target. If you are not within Grapple range, your Unbalance Target attempt has -1 Result. Unbalance Target fails automatically if Target’s Size is greater than the effective Size of your Close to Trip attempt.

If your Unbalance Target attempt is successful, you can use an action to Grab (see Might, Grab) as long as Target remains unbalanced. Target remains unbalanced until Target balances itself, which it can do automatically as an action. If you score a Critical Hit, you gain a Bonus Action that can only be used to Hustle (Trip), skipping the usually precedent Might (Grab to Trip) action.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Unbalance Target is a Fanciful Attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Unbalance Target is an Impossible Attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Unbalance Target is a Major Attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Unbalance Target is a Greater Attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Unbalance Target is a Moderate Attack.

Lesser Result (10-19): As Minor Result, but Unbalance Target is a Lesser Attack.

Minor Result (0-9): Your Unbalance Target attempt is a Minor Attack.

Trivial Result (-1 or less): You fail to Unbalance Target.

### Authority (WIL)

Authority is a social skill.

***Coerce*** (Concentrate Action, Auditory, Emotion, Fear, Linguistic, Mental, Social Attack) Using Coercion causes you, Target, and any other interested parties to enter Encounter Mode. Attempt an Authority test to get a creature to submit to your authority as a Social Attack. Your Result will be modified, in addition to the usual modifiers for tests, based upon how likely Target feels you have actual authority, which generally grants Target up to +1 Result per Level it is above your Level. If you attempt to Coerce a group, they generally defer to their leader or the individual among them with the greatest Determination (Mettle), but only Target takes ep damage, so Target’s allies are free to interpret the situation as it appears to them even if Target is reduced to 0 ep.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency your Coerce is a Fanciful Social Attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency your Coerce is an Impossible Social Attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency your Coerce is a Major Social Attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency your Coerce is a Greater Social Attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency your Coerce is a Moderate Social Attack.

Lesser Result (10-19): As Minor Result, but your Coerce is a Lesser Social Attack.

Minor Result (0-9): As Trivial Result, but your Coerce is a Minor Social Attack. You can use Diplomacy instead of Intimidation to inflict Temporary ep damage. (See Effect, below.)

Trivial Result (-1 or less): Your Coerce is a Trivial Social Attack. If Target is reduced to 0 ep, e gains a Suggestion to “do as you command.” A Suggestion cannot cause Target to act against its Alignment or loved ones, but it is possible to fluster Target into taking an action that would cause Target to be seen as having a different Alignment than e actually has (“apparent Alignment”). If Target is not reduced to 0 ep, e is free to interpret your attempt however circumstances merit, which often includes an Empathy test to determine whether you are on the level. Coerce can also be used on an ally to Counteract some other Suggestion as a verbal “slap across the face,” which would counteract a Suggestion if your Result is at least equal to the degree of the Suggestion.

Effect: Coerce Result, modified by Determination (Mettle) of Target: +1 for Trivial Determination, -1 for Lesser Determination, -2 for Moderate Determination, …, -6 for Fanciful Determination; -1 if Target cannot understand what you are saying. Target has an additional modifier of +1 to -6 depending upon susceptibility to your coercion; the modifier can be a combination of certainty you do not have the authority you claim and duty to prevent you from taking an action or to resist efforts to countermand standing orders. If Target is not sufficiently invested to stand up to your coercion or feels overwhelmed, Target can choose to just do as you say and take no Psychological damage (the Coerce Result is more relevant than potential damage in this instance); an appropriate Disguise on your part can go a long way toward getting this result, though a low Coerce Result can be a hint that you lack the gravitas of your station, which is a roundabout way of seeing through even an otherwise perfect disguise. If Target feels it has no recourse but to resist you or is confident it should resist you, Coerce inflicts Effect x Intimidation Psychological (ep) damage +1d10 damage if you have Impossible Proficiency with Intimidation. The Effect is only applicable the first time you use Coerce; for second and subsequent uses of Coerce against Target, you inflict psychological damage equal to 2 x Effect (or 1 if Effect is 0). If Effect is -1, Target is immune to your Coerce until the end of the encounter. If Effect is -2, Target is immune to your Coerce until circumstances change.

Until the end of the encounter, a successful Counteract test is required to heal ep for or grant Temporary ep to Target with a spell or effect if Target was reduced to 0 ep by the Coerce or would have taken psychological damage from the Coerce if already at 0 ep.

***Direct Troops*** (Concentrate Action, Auditory, Emotion, Mental, Social) Direct Troops is only effective with allies who are lower level than you and you cannot increase effective level of an ally higher than your own level.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, +7 effective level to one, +6 to four, +5 to 16, or +4 to 64 allies.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, +6 effective level to one, +5 to four, +4 to 16, or +3 to 64 allies.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, +5 effective level to one, +4 to four, +3 to 16, or +2 to 64 allies.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, +4 effective level to one, +3 to four, +2 to 16, or +1 to 64 allies.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, +3 effective level to one, +2 to four, or +1 to 16 allies.

Lesser Result (10-19): Increase one ally’s effective level by 2 or 4 allies’ effective level by 1 during the next Pass.

Minor Result (0-9): Increase ally’s effective level by 1 during the next Pass.

***Handle Creature***: You can attempt Authority instead of Empathy (Handle Creature) when commanding Bonded Creatures, Steeds, and creatures GM determines respond well to authority, such as Guard Dogs that are trained for you.

***Rally Ally*** (Concentrate Action, Auditory, Emotion, Mental, Social) Attempt an Authority test to rally an ally in the face of stress.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Target gains 50% of max ep as temporary ep.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Target gains 40% of max ep as temporary ep.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Target gains 30% of max ep as temporary ep.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Target gains 20% of max ep as temporary ep.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Target also gains 10% of max ep as temporary ep until the start of your next turn and is immune to Temporary ep damage until the end of the encounter.

Lesser Result (10-19): Target recovers all Temporary ep damage.

Minor Result (0-9): You fail to rally Target and cannot score better than a Lesser Result on Target for the rest of the encounter.

Trivial Result (-1 or less): You fail to rally Target and cannot use Rally Ally on Target for the rest of the encounter.

***Testify*** (Concentrate Action, Auditory, Linguistic, Mental) Attempt an Authority test to tell the truth. While success will make Target believe you, sometimes Target wants to blame you anyway. So it doesn’t always matter that you are telling the truth and/or that Target believes you. Also, if you are not in control of the situation, such as if you are placed in chains and forced to testify while standing in pig shit, you can receive one or more Penalty Dice on the test, which represents the bias of the crowd, not your sincerity. (Some individuals may be immune to efforts to humiliate you, though.)

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, the evidence is completely irrelevant. Targets believe you. Anyone who wants to “prove” you lied (whether or not they believe you) needs to present evidence when you are not around to Testify or present evidence to those who will say you are guilty even if they think you are not.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, it would take (fabricated) evidence that proves beyond any doubt that what you said was untrue before Targets could be persuaded that you lied.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, it would take (fabricated) evidence that proves beyond a reasonable doubt that what you said was untrue before Targets could be persuaded that you lied.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency it would take clear and convincing (fabricated) evidence that what you said was untrue before Targets could be persuaded that you lied.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, it would take a preponderance of (fabricated) evidence that what you said was untrue before Targets could be persuaded that you lied.

Lesser Result (10-19): If the evidence leans in your favor, Targets will believe you, even if they are initially suspicious.

Minor Result (0-9): While sympathetic witnesses will likely attribute it to nervousness or the like, unsympathetic witnesses will take some aspect of your speech or body language to suggest you are lying, and neutral witnesses will not be swayed either way by your demeanor.

Trivial Result (-1 or less): As Minor Result, but you also accidently say something untrue and then correct yourself.

### Biology (INT)

***Attach Prosthetic*** (Action) Attempt a Biology test to affix a mechanical prosthetic on a patient.

Greater Result (30 or higher): As Moderate Result, but if you have at least Greater Proficiency, you attach the prosthetic.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and you spend 1 additional action, you can attach the prosthetic.

Lesser Result (10-19): If you spend 2 additional actions, you can attach the prosthetic; otherwise, no effect.

Minor Result (9 or less): You fail to attach the prosthetic but can retry.

Attaching a Clockwork or Flesh Prosthetic is much harder (PREREQ: Risky Surgery), takes longer (Intermission Action), requires you have a custom-made Flesh Interface, and is dangerous (patient gains at least Drained +1).

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Target gains Drained +1.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Target gains Drained +1d4.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Target gains Drained +1d6 and you attach the prosthetic, which becomes functional when Target is fully healed.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and you spend 1 additional Intermission Actions, giving Target Drained +1d4 with each action (including this one), you can attach the prosthetic, which becomes functional when Target is fully healed.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and you spend 2 additional Intermission Actions, giving Target Drained +1d4 with each action (including this one), you can attach the prosthetic, which becomes functional when Target is fully healed.

Lesser Result (10-19): You fail to attach the prosthetic and Target acquires Drained +1d4 from your leechcraft; you can retry.

Minor Result (0-9): You fail to attach the prosthetic, destroying the Flesh Interface in the process, and Target acquires Drained +1d6 from your leechcraft; you can retry if you obtain another custom-made Flesh Interface.

Trivial Result (-1 or less): You fail to attach the prosthetic, destroying the Flesh Interface in the process, and Target acquires Drained +1d12 from your leechcraft; you can retry if you obtain another custom-made Flesh Interface.

***Create Value*** If you have Pharmacognosy and Microbiology, you can use Biology to craft Antiplague and Pathogens (disease only). If you have Pharmacognosy and either Elementalism or Physiology, you can use Biology to craft Antitoxin and Pathogens (poison only) that is appropriate for the Elemental or Physiological source. If you have Pharmacognosy and Physiology associated with the intended recipient of a mutagen or pharmaceutical, you can use Biology instead of Alchemy to craft the mutagen or pharmaceutical. If you have Pharmacognosy and Elementalism (traditionally Electromagnetism (Electricity), but the GM may allow others), you can use Biology instead of Alchemy to craft a Flesh Golem.

***Forensic Analysis*** (Concentrate Action) Attempt a Biology test on an injured or dead creature to determine the cause of injury or death. This is treated as a first attempt at a Gather Information test that can only be followed up with an actual Diplomacy (Gather Information), or the equivalent, or a Crafting Lore test that acts as Gather Information associated with weapons or substances that may have contributed to death. The results of the initial test are limited to what can be gleaned from the scene, but follow up tests can turn up related information that would not be ascertainable at the scene.

The GM may require an Observation test to notice features that are difficult to detect.

Forensic Analysis can also be used to analyze evidence at a scene to learn about criminals or witnesses who were present, generally as Intermission or Downtime Actions.

***Psychotherapy*** (Intermission Concentrate Action, Auditory, Healing, Mental, Social) You must chain an Empathy (Psychology) Observe test to Biology (Psychology) to use Psychotherapy. You have an increased Result on the Observe test if you know Target well (which is assumed when the test is attempted on other PCs.) If you have a feat that allows you to provide Psychotherapy with 3 actions instead of as an Intermission action, roll Psychotherapy on the second action, but you must take the third action regardless of Result unless otherwise indicated (if you become unable to take the third action, reduce Result by 1). If used on Sentient creatures, other than sentient Avatics, the test loses the Social trait.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Subject reduces Traumatized by 1 and gains +3 Result on next Determination (Mental Recovery) test.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Subject reduces Traumatized 3 to Traumatized 2 and gains +2 Result on next Determination (Mental Recovery) test.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency Subject loses the Stressed condition and reduces Traumatized 2 to Traumatized 1.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Subject reduces Stressed 2 to Stressed 1 and Traumatized 1 to Traumatized 0.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Subject reduces Stressed 1 to Stressed 0 and Subject gains +1 Result on next Determination (Mental Recovery) test.

Lesser Result (10-19): Subject gains +1 Result on next Determination (Mental Recovery) test if neither Traumatized nor Stressed.

Minor Result (0-9): You fail to have any effect.

Trivial Result (-1 or less): You fail to heal and Target acquires Traumatized +1 and Stress +1 from your leechcraft.

***Recall Knowledge*** You can Recall Knowledge, limited by an Observation test, to understand pathogens, pharmaceuticals, physiology, and other medical information. An understanding of Psychology does not grant insight into psychological state, but can be useful in understanding effects of psychoactive drugs and pathogens.

***Stabilize*** (Concentrate Action, Healing, Manipulate, Healer’s Tools) Attempt a Biology test on a creature that has 0 hp and the Dying condition.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Target recovers to 10% of maximum hp.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Target recovers 1 hit point.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Target does not increase its Wounded condition from losing the Dying condition.

Greater Result (30-39): If you have at least Greater Proficiency, Target recovers 1 hit point if you spend 1 additional action to Stabilize.

Moderate Result (20-29): If you have at least Moderate Proficiency, Target recovers to 1 hit point if you spend 2 additional actions to Stabilize.

Lesser Result (10-19): Target gains a Quality Die on its next Recovery test if you spend 2 additional actions to Stabilize.

Minor Result (0-9): No effect, but after you spend 2 additional actions to Stabilize, you can retry with the second action.

Trivial Result (-1 or less): You make it worse. Target gains a Penalty Die on its next Recovery test, but after you spend 3 additional actions to Stabilize, you can retry with the third action.

***Stop Bleeding*** (Concentrate Action, Healing, Manipulate, Healer’s Tools) Attempt a Biology test on a creature that has persistent Bleed damage.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Target also recovers to 10% of maximum hp if currently at less than 10%.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Target Persistent Bleed is reduced to 0 immediately.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, and you spend 1 additional action to Stop Bleeding, Target Persistent Bleed is reduced to 0.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and you spend 1 additional action to Stop Bleeding, divide Persistent Bleed in half immediately after the additional action.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Target also takes no damage from Persistent Bleed at the end of the Pass.

Lesser Result (10-19): If you spend 2 additional actions to Stop Bleeding, divide Persistent Bleed in half immediately after the second action. (Normally you apply Persistent Bleed damage then divide Persistent Bleed damage in half at the end of the Pass.)

Minor Result (0-9): No effect, but after you spend 2 additional actions to Stop Bleeding, you can retry with the second action.

Trivial Result (-1 or less): You make it worse. Multiply Persistent Bleed by 2, but after you spend 3 additional actions to Stop Bleeding, you can retry with the third action.

***Treat Disease*** (Intermission, Healing, Manipulate, Healer’s Tools) You can attempt a Biology test governed by Microbiology Knowledge to Treat Disease. The difficulty of the task depends upon the disease. You have -1 Result per Level of a Disease above your Level. The benefits you provide for Treat Disease do not stack with those of other Treat Disease tests; use the best Result. The benefits do stack with Pharmaceuticals.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Fanciful Disease; increase Periodicity for a Major Disease; you cure any Major (or less) Disease of your Level.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Subject gains +1 Result on Pathogen Recovery tests for an Impossible Disease; increase Periodicity for a Greater Disease; you cure any Major (or less) Disease of less than your Level.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Major Disease; increase Periodicity for a Moderate Disease. If you were attempting to treat a Fanciful disease, you do not contract it.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Greater Disease; increase Periodicity for a Lesser Disease. If you were attempting to treat an Impossible disease, you do not contract it.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Moderate Disease; increase Periodicity for a Minor Disease. If you were attempting to treat a Major disease, you do not contract it.

Lesser Result (10-19): As Minor Result, but Subject gains +1 Result on Pathogen Recovery tests for a Lesser Disease. If you were attempting to treat a Greater disease, you do not contract it.

Minor Result (0-9): Subject gains +1 Result on Pathogen Recovery tests for a Minor Disease. If you were attempting to treat a Greater, Major, Impossible, or Fanciful disease, you contract it.

Trivial Result (-1 or less): You contract the disease.

***Treat Toxin*** (Action, Healing, Manipulate, Healer’s Tools) It is almost never of any statistically significant benefit to induce vomiting after ingesting poison, nor does eating activated charcoal do anything, though this type of leechcraft is routinely practiced on Earth. Most of the time you just have to hope the body flushes the poison out while you make sure hydration remains good. However, alchemical antidotes can be used to treat just about any poison. (Food poisoning is often caused by bacteria, viruses, or parasites, which requires Treat Disease.) If you have antidote and the relevant Elementalism or Physiology Knowledge for a poison, you can attempt a Biology test to Treat Toxin without penalty. An ally with the relevant Elementalism or Physiology Knowledge can provide the knowledge, as well, allowing you to Treat Toxin with the applicable antidote without penalty.

There is no way to effectively treat snakebites and other envenomation without antivenin. If you have antivenin and the relevant Elementalism or Physiology Knowledge for a poison, you can attempt a Biology test to Treat Venom without penalty. An ally with the relevant Elementalism or Physiology Knowledge can provide the knowledge, as well, allowing you to Treat Venom with antivenin without penalty. You have -2 Result if you do not have the proper Antivenin and -1 Result per Level of a Toxin above your Level. The benefits you provide for Treat Toxin do not stack with those of other Treat Toxin tests; use the best Result. The benefits do stack with Pharmaceuticals.

Fanciful Result (60+): As Impossible Result, plus if you have Impossible Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Fanciful Toxin; increase Periodicity for a Major Toxin; you purge any Major (or less) Toxin of your Level.

Impossible Result (50-59): As Major Result, plus if you have Impossible Proficiency, Subject gains +1 Result on Pathogen Recovery tests for an Impossible Toxin; increase Periodicity for a Greater Toxin; you purge any Major (or less) Toxin of less than your Level.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Major Toxin; increase Periodicity for a Moderate Toxin.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Greater Toxin; increase Periodicity for a Lesser Toxin.

Moderate Result (20-29): As Lesser Result, plus if you have at least Moderate Proficiency, Subject gains +1 Result on Pathogen Recovery tests for a Moderate Toxin; increase Periodicity for a Minor Toxin.

Lesser Result (10-19): As Minor Result, plus Subject gains +1 Result on Pathogen Recovery tests for a Lesser Toxin.

Minor Result (0-9): Subject gains +1 Result on Pathogen Recovery tests for a Minor Toxin.

Trivial Result (-1 or less): You poison yourself.

***Treat Wounds*** (Intermission, Healing, Manipulate, Healer’s Tools) Spend an Intermission Action treating Target then attempt a Biology test. Fast Healing, if any, is applied after increasing to the indicated hp. Some abilities may allow you to Treat Wounds in Encounter Mode, with some limitations. When attempted in Encounter Mode, Treat Wounds also has the effect of Stop Bleeding, but you do not roll twice; use the same Result for both Treat Wounds and Stop Bleeding.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Subject reduces Drained by 1 and gains +3 Result on next Constitution (Physical Recovery) test.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Subject reduces Drained 3 to Drained 2 and gains +2 Result on next Constitution (Physical Recovery) test. If you have Risky Surgery, use a Major Healing Salve, and Treat Wounds a Downtime Action, you can attach a limb or organ from a freshly dead corpse to a patient that is missing the limb or organ.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency Subject loses the Wounded condition and reduces Drained 2 to Drained 1.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Subject reduces Wounded 2 to Wounded 1 and Drained 1 to Drained 0.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Subject reduces Wounded 1 to Wounded 0 and Subject gains +1 Result on next Constitution (Physical Recovery) test.

Lesser Result (10-19): Subject gains +1 Result on next Constitution (Physical Recovery) test if neither Drained nor Wounded.

Minor Result (0-9): You fail to have any effect.

Trivial Result (-1 or less): You fail to heal and Target acquires Drained +1 and Wounded +1 from your leechcraft.

### Bulwark (STR)

***Brute Force*** (Lesser Action, Momentum, Strenuous) You can use retained Momentum to move up to Momentum squares into a square occupied by an Obstacle then attempt Brute Force to defeat the Obstacle. If you have no Momentum, you can move 1 square into the square of an Obstacle but decrease Result by 1.

The difficulty of the task is normally dependent on the materials used to craft the obstacle, though a Building (Create Value) test can produce doors that are stronger than indicated. Size may or may not effect your Brute Force test against an Obstacle; if you smash through a square, Size does not effect the test. So, for example, a Large creature would smash through a 10’x10’ portion of an Obstacle instead of a 5’x5’ portion that a Medium creature would smash through; but if you can defeat an Obstacle designed for a smaller creature, increase Result by 1 per Size difference between you and the Obstacle and if trying to defeat an Obstacle designed for a larger creature, decrease Result by 1 per Size difference. The GM may provide one or more Bonus Dice for Obstacles that can be tipped over or otherwise pushed out of the way, but such Obstacles are not considered to have been moved until the end of the Pass when Forced Movement is taken. Note: Even if you cannot defeat an obstacle with Brute Force, you can attack it with appropriate tools.

|  |  |  |
| --- | --- | --- |
| Difficulty | Result Penalty | Example |
| Minor | 0 | Minor Door or Trellis |
| Lesser | -1 | Lesser Door or Gate |
| Moderate | -2 | Moderate Door or Gate |
| Greater | -3 | Greater Door or Portcullis |
| Major | -4 | Major Door or Portcullis; ice\* of 1/5 Square thickness |
| Impossible | -5 | Impossible Door or Portcullis; One square of ice\*; limestone\*\* of 1/5 Square thickness |
| Fanciful | -6 | Fanciful Door or Portcullis; One square of limestone\*\*; granite\*\*\* of 1/5 Square thickness |

\* Materials such as packed earth, soft brick, and soft concrete can be treated as the equivalent of ice, but packed earth normally has to take up a full square to have a height of one square; packed earth 1/5 Square thickness would only take up about 1/5 a square in height.

\*\* Materials such as sandstone, copper, hard brick, and hard concrete can be treated as the equivalent of limestone.

\*\*\* Materials such as solid bone and steel can be treated as the equivalent of granite.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, double retained Momentum prior to moving (but do not double it again after defeating any Obstacles). You can also smash through adjacent Obstacles that each take up a full square, but it costs you 2 movement to move into the adjacent square.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, double any remaining available movement after defeating the first Obstacle (but not after defeating other Obstacles).

Major Result (40-49): As Greater Result but if you have at least Major Proficiency, double any remaining retained Momentum after defeating the second Obstacle, if applicable.

Greater Result (30-39): As Moderate Result but if you have at least Greater Proficiency, you can use any remaining movement for the (second) Brute Force or Shove attempt and continue to move (as if Sprinting) and using Brute Force or Shove until you run out of movement.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, when you defeat the first Obstacle, it does not cost you any movement (other than what it took to reach the square of the Obstacle) and if you can reach a second Obstacle with the movement you have remaining (as if Sprinting) you gain a Bonus Action that can only be used for a second Brute Force or Shove attempt; you cannot attempt the second Brute Force action if the first and second Obstacles take up an entire square and are in adjacent squares (i.e., there is no gap between them).

Lesser Result (10-19): As Minor Result but you can continue moving after defeating the Obstacle and keep all retained movement. If you continue moving, your Momentum at the end of your action is equal to ½ the squares from the Obstacle to the square in which you end your action.

Minor Result (0-9): As Trivial Result, but you defeat the Obstacle, ending your movement in the square where the obstacle once stood with Momentum 0 and all retained movement 0.

Trivial Result (-1 or less): Convert Momentum into Speed and move into the square of the Obstacle, but you fail to defeat the Obstacle, bounce back to the adjacent square through which you moved to the Obstacle, and end your movement in that square with Momentum 0 and all retained movement 0; if you used all available Speed (from your Momentum) to get to the square of the Obstacle, you fall prone when you bounce back.

***Fortitude*** (Lesser Reaction) Fortitude can be used to fight off systemic damage. If you do not have a Reaction available or do not want to use a Reaction you have available, you can attempt Fortitude with -1 Result as a Nonreaction.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, fight off a Fanciful systemic attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, fight off an Impossible systemic attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, fight off a Major systemic attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, fight off a Greater systemic attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, fight off a Moderate systemic attack.

Lesser Result (10-19): As Minor Result, but fight off a Lesser systemic attack.

Minor Result (0-9): Fight off a Minor systemic attack.

Trivial Result (-1 to -10): Fight off a Trivial systemic attack.

Inconsequential Result (-11 or less): You fail to fight off a systemic attack.

***Resist Shove (aka Remain Standing)*** (Lesser Reaction) If you have Counteractive Movement or Momentum, you gain and increased Result on Resist Shove. Instead or in addition (i.e., increased and decreased Result cancels), if you do not have a Reaction or do not wish to use one, Resist Shove is a Free Action but with -1 Result. Record the sum of Forced Movement between the attacker and defender and see Combat (Forced Movement) for damage and other Forced Movement modifiers that are considered after the Shove Attack is resolved.

Fanciful Result (60+): As Major Result, but if you have Impossible Proficiency, the Shove Attack must be at least a Fanciful Shove Attack or it fails.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, the Shove Attack must be at least an Impossible Shove Attack or it fails.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, the Shove Attack must be at least a Major Shove Attack or it fails.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, the Shove Attack must be at least a Greater Shove Attack or it fails.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, the Shove Attack must be at least a Moderate Shove Attack or it fails.

Lesser Result (10-19): As Minor Result, but the Shove Attack must be at least a Lesser Shove Attack or it fails.

Minor Result (0-9): As Trivial Result, but the Shove Attack must be at least a Minor Shove Attack or it fails.

Trivial Result (-1 to -10): If you have Momentum or used a Reaction to Resist Shove, roll Hustle (Shove) using your Momentum; you do not convert Momentum to Speed on this test. Forced Movement from your Hustle (Shove) test counters the Forced Movement of the Shove Attack and either you or Target, depending upon who gave the other more Forced Movement, gains Forced Movement equal to the difference. (The sum of Forced Movement is used to compute damage, if any.) Forced Movement is converted to 5 foot squares so modify net Forced Movement from Shove to the size of square appropriate for your actual Size: x½ per your Size rating over Medium (retain fractions) or x2 per your Size rating under Medium. Your new Momentum is ½ Forced Movement, either in your original direction (not to exceed your original Momentum) or in the direction dictated by the Shove Attack. You can use Counteractive Movement to reduce Forced Movement. However, if you lost the contest, you are considered Airborne if Forced Movement is greater than 1 after reducing for Counteractive Movement, so you cannot use the Forced Movement to gain Momentum for skills that depend on Momentum.

Inconsequential Result (-11 or less): The Shove Attack succeeds and you lose all Reactive Movement, Counteractive Movement, and Momentum, if any.

***Resist Trip*** (Lesser Reaction) As a Reaction, you can counter a Trip attempt. If you do not have a Reaction available, you can Resist Trip as a Free Action, but with -1 Result.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, the Trip Attack must be at least a Fanciful Trip Attack or it fails automatically. If less than an Impossible Trip Attack, you gain the Bonus Reaction if you used a Reaction.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, the Trip Attack must be at least an Impossible Trip Attack or it fails automatically. If less than a Major Trip Attack, you gain the Bonus Reaction if you used a Reaction.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, the Trip Attack must be at least a Major Trip Attack or it fails automatically. If less than a Greater Trip Attack, you gain the Bonus Reaction if you used a Reaction.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, the Trip Attack must be at least a Greater Trip Attack or it fails automatically. If less than a Moderate Trip Attack, you gain the Bonus Reaction if you used a Reaction.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, the Trip Attack must be at least a Moderate Trip Attack or it fails automatically. If less than a Lesser Trip Attack, you gain the Bonus Reaction if you used a Reaction.

Lesser Result (10-19): As Minor Result, but the Trip Attack must be at least a Lesser Trip Attack or it fails automatically. If less than a Minor Trip Attack, you gain a Bonus Reaction if you used a Reaction, so the Resist Trip test essentially did not cost you a Reaction.

Minor Result (0-9): As Trivial Result, but the Trip Attack must be at least a Minor Trip Attack or it fails automatically.

Trivial Result (-1 to -10): If you used a Reaction to Resist Trip, roll Hustle (Trip). Forced Movement from your Hustle (Trip) test counters the Forced Movement of the Trip Attack and either you or Target, depending upon who gave the other more Forced Movement, gains Forced Movement equal to the difference; if Forced Movement is 0, both parties fall prone. Forced Movement is converted to 5 foot squares so modify net Forced Movement from Trip to the size of square appropriate for your actual Size: x½ per your Size rating over Medium (retain fractions) or x2 per your Size rating under Medium. You can increase (negative) Forced Movement with Counteractive Movement. If Forced Movement is still negative after using Counteractive Movement, you fall prone and lose 1 Reactive Movement per -1 of Forced Movement, if any. If Forced Movement is -2, the other party can choose an adjacent square to both of you into which you fall prone. You also take fall damage with Momentum equal to the absolute value of ½ Forced Movement.

Inconsequential Result (-11 or less): The Trip Attack succeeds and you lose all Reactive Movement and Momentum, if any, unless you use Counteractive Movement to increase Forced Movement to 0 from the (negative) value of the Trip Attack.

***Shove*** (Attack, Momentum) You can use retained Momentum to move up to Momentum squares into a square occupied by Target then attempt Hustle (Shove) to determine the degree of your attack and its associated Horizontal Forced Movement. If you have no Momentum, you can move 1 square into the square of Target but decrease Result by 1; your Momentum is 0 in this case.

You can also use Shove to throw a willing or incapacitated Target or an object of your Size or smaller, substituting spin for runup, but use Might to determine effective Momentum. When throwing, you get an increased Result per Size of Object/Target less than you. You can thrown an Object of one Size larger than you 1 square with a Fanciful Result or into an adjacent Square with an Impossible Result (though shoving generally gets about the same result). If you Shove with a weapon, use Might (Weapon Shove) instead.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency your attack is a Fanciful Shove Attack with Forced Movement 4; if you have 1 Momentum, Forced Movement 5; if you have 2 Momentum, Forced Movement 6; if you have 3 Momentum, Forced Movement 7; if you have 7 Momentum, Forced Movement 8; if you have 9 Momentum, Forced Movement 9; or if you have at least 10 Momentum, Forced Movement 10.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency your attack is an Impossible Shove Attack with Forced Movement 3; if you have 1 Momentum, Forced Movement 4; if you have 2 Momentum, Forced Movement 5; if you have 5 Momentum, Forced Movement 6; or if you have at least 6 Momentum, Forced Movement 7.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency your attack is a Major Shove Attack with Forced Movement equal to Momentum +1, 2 minimum, 5 maximum.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency your attack is a Greater Shove Attack with Forced Movement 2; if you have 1 Momentum, Forced Movement 3; or if you have at least 3 Momentum, Forced Movement 4.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency your attack is a Moderate Shove Attack with Forced Movement equal to Momentum +1, 3 maximum.

Lesser Result (10-19): As Minor Result, but your attack is a Lesser Shove Attack with Forced Movement 1 or, if you have at least 1 Momentum, Forced Movement 2.

Minor Result (0-9): Convert Momentum into Speed and move into the square of Target, your attack is a Minor Shove Attack with Horizontal Forced Movement 1 in a vector away from you. Forced Movement is converted to 5 foot squares so modify Forced Movement from Shove to the size of square appropriate for your actual Size: x2 per your Size rating over Medium or x½ per your Size rating under Medium (retain fractions). Because allies are acting simultaneously, Target’s square is not treated as vacated until the end of the Pass, allowing allies to attack Target before Target is shoved out of the way, but preventing allies from moving into the space unless they Tumble Through; allies of Target who enter from the square into which Forced Movement would move Target must also Tumble Through.

Trivial Result (-1 or less): Convert Momentum into Speed and move into Grapple range, but your Shove Attack has Forced Movement 0 (no effect).

***Stand Ground*** (Lesser Action) You cannot use Stand Ground to counteract Forced Movement from Falling, but if you are holding onto a surface (and not Falling), you can reduce Forced Movement by holding on. See Athletics (Hold On).

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you gain 32 Counteractive Movement and Unlimited Free Reactions.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you gain 24 Counteractive Movement and 3 Free Reactions.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you gain 16 Counteractive Movement and 2 Free Reactions.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you gain 14 Counteractive Movement and a Free Reaction instead of a Bonus Reaction.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you gain 12 Counteractive Movement, and the Bonus Reaction can also be used to counteract Forced Movement as long as you have Counteractive Movement remaining.

Lesser Result (10-19): As Minor Result, but you gain 10 Counteractive Movement.

Minor Result (0-9): As Trivial Result, but you gain 8 Counteractive Movement and a Bonus Reaction that can only be used to prevent Move Through (your) Occupied Square. If you use the Reaction to stop movement through your square, make a Stand Ground test and compare to Target’s Move Through Occupied Square Result.

Trivial Result (-1 or less): You gain 6 Counteractive Movement. Counteractive Movement lasts until it is consumed, until you move (or are moved) out of your square or do not maintain contact with a solid surface, or until the end of the encounter, whichever comes first. You can also use Counteractive Movement as Reactive Movement to move up to the lower of Speed or your current Counteractive Movement, but you lose all unused Counteractive (and Reactive) Movement immediately thereafter.

***Trip*** (Attack) After a successful Grab to Trip, you can attempt Bulwark (Trip) vs. Bulwark (Resist Trip). Your Trip attack fails automatically if Target’s Size is greater than the effective Size of your Grab to Trip attempt.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Fanciful Trip Attack with Forced Movement -10.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Impossible Trip Attack with Forced Movement -6.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Major Trip Attack with Forced Movement -5.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Greater Trip Attack with Forced Movement -4.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Moderate Trip Attack with Forced Movement -3.

Lesser Result (10-19): As Minor Result, but Lesser Trip Attack with Forced Movement -2.

Minor Result (0-9): Your Trip is a Minor Trip Attack with Forced Movement -1 (down). Forced Movement is converted to 5 foot squares so modify Forced Movement from Trip to the size of square appropriate for your actual Size: x2 per your Size rating over Medium or x½ per your Size rating under Medium (retain fractions).

Trivial Result (-1 or less): Your Trip attempt fails.

### Constitution (WIL)

***Bioactive Pathogen Recovery*** (Lesser Action) Lethargic Toxins are treated as either Bioactive or Psychoactive, whichever is better for you. See Determination (Psychoactive Pathogen Recovery). In some instances, the GM may decide that, when you recover, you are treated as if you received a Vaccine (see Pharmaceuticals). You have decreased task difficulty on Recovery tests against Pathogens for each Level of a Pathogen lower than your Level (minimum Minor). You acquire a Penalty Die on Recovery tests against Pathogens for each Level of a Pathogen higher than your Level. If you are dosed multiple times with different Pathogens, you must attempt Recovery tests for each Pathogen and track recovery for each one separately. If you were dosed multiple times with the same Pathogen, you must attempt first Recovery tests for each and use the worst result, but thereafter only need attempt a single Recovery test for all instances of the same Pathogen.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, decrease the first Condition imposed by a Pathogen by 1 and treat all subsequent Recovery tests against that Pathogen as Fanciful Results.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, against a Major Pathogen, you gain a Bonus Action to compensate for the Lesser Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1.

Major Result (40-49): As Greater Result but if you have Major Proficiency, against a Greater Pathogen, you gain a Bonus Action to compensate for the Lesser Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1; or the Conditions of a Major Pathogen are unchanged.

Greater Result (30-39): As Moderate Result but if you have Greater Proficiency, against a Moderate Pathogen, you gain a Bonus Action to compensate for the Lesser Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1; the Conditions of a Greater Pathogen are unchanged; or increase the second Condition imposed by a Major Pathogen by 1.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, against a Lesser Pathogen, you gain a Bonus Action to compensate for the Lesser Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1; the Conditions of a Moderate Pathogen are unchanged; increase the second Condition imposed by a Greater Pathogen by 1; or increase the first and second Conditions imposed by a Major Pathogen by 1.

Lesser Result (10-19): Against a Minor Pathogen, you gain a Bonus Action to compensate for the Action you used for this Recovery test and the Minor Pathogen has no further effect on you. The Conditions of a Lesser Pathogen are unchanged. Increase the second Condition imposed by a Moderate Pathogen by 1. Increase the first and second Conditions imposed by a Greater or Major Pathogen by 1.

Minor Result (0-9): The Conditions of a Minor Pathogen are unchanged. Increase the second Condition imposed by a Lesser Pathogen by 1. Increase the first and second Conditions imposed by a Moderate, Greater, or Major Pathogen by 1.

Trivial Result (-1 or less): Increase the second Condition imposed by a Minor Pathogen by 1. Increase the first and second Conditions imposed by any other Pathogen by 1 each.

***Control Breathing (aka Long-Distance Running)*** (Lesser Intermission or Downtime Concentrate Action) You must attempt Control Breathing to avoid Fatigue if you Stride more than once per Encounter or Downtime Round. You must be in an environment in which you can breathe in order to Control Breathing. If you take the action as a Free Action, you have -1 Result on the test.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you can Stride six times per Downtime Round or Intermission before Fatigue, and, in Intermission Mode, divide the Fatigue you gain by 2.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you can Stride four times per Downtime Round or Intermission before Fatigue, and, in Downtime Mode, divide the Fatigue you gain by 2.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you can Stride thrice per Intermission before Fatigue.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you can Stride thrice per Downtime Round before Fatigue.

Moderate Result (20-29): As Lesser Result, plus you can Stride twice per Intermission before Fatigue.

Lesser Result (10-19): As Minor Result, plus you can Stride twice per Downtime Round before Fatigue.

Minor Result (0-9): You can Stride once per Intermission without penalty, but for each full Stride after the first, you gain Fatigued +1. A Strenuous Action, other than one used to move (because that is already incorporated into the Stride formula), is equivalent to a Stride. You can also Stride once per Downtime Round without penalty, but you gain Fatigued +4 for each Stride after the first. (You can instead choose to take an additional ¼, ½, or ¾ Stride to gain Fatigued +1, +2, or +3.)

Trivial Result (-1 or less): As Minor Result but double the Fatigue penalties.

***Hold Breath*** (Lesser Concentrate Action) When you start to hold your breath, set a maximum Hold Breath Timer. You can Hold Breath as a Reaction with -1 Result or as a Free Action with -2 Result. See also Mental Hold Breath Recovery and Constitution (Physical Hold Breath Recovery). While holding your breath, Strenuous tests have a Penalty Die.

If your Hold Breath Timer is reduced to 0, you gain Enfeebled +1 and Nervous +1. If your effective hp are reduced to 0 (due to the Enfeebled condition), you start breathing (if you can) or, in addition to being unconscious, reduce Enfeebled by 1 and gain Drained +1 instead (if you can’t). If your effective ep are reduced to 0 (due to the Nervous condition), you gain the Suggestive condition (start breathing or Panic!) or, in addition to panicking, reduce Nervous by 1 and gain Traumatized +1 instead (if you can’t start breathing).

Fanciful 8 (80+): As Fanciful+, but if you have Impossible Proficiency, maximum Hold Breath Timer 7200 (4 hours).

Fanciful 7 (70-79): As Fanciful Result, but if you have Impossible Proficiency, maximum Hold Breath Timer 1800 (1 hour).

Fanciful Result (60-69): As Impossible Result, but if you have Impossible Proficiency, maximum Hold Breath Timer 450. Reduce Enfeebled and Nervous per Intermission by 1 +1 per physical action, reaction, or damage that you take or +2 per Strenuous action, which assumes you held your breath for 15 minutes.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, maximum Hold Breath Timer 150. Reduce Enfeebled and Nervous per Intermission Action by 1 +1 per physical action, reaction, or damage that you take or +2 per Strenuous action, which assumes you held your breath for 5 minutes; you would have to do this 3 times if you spent every Intermission Action holding your breath.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, maximum Hold Breath Timer 64 and you can continue voluntarily holding your breath until you reach Nervous 15 or fall unconscious.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, maximum Hold Breath Timer 32 and you can continue voluntarily holding your breath until you reach Nervous 12.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, maximum Hold Breath Timer 16 and you can continue voluntarily holding your breath until Nervous 9 or you reach an Enfeebled rating that, if increased, would cause you to go unconscious.

Lesser Result (10-19): As Minor Result, but maximum Hold Breath Timer 8 and you can voluntarily continue holding your breath to Enfeebled 6 or Nervous 6.

Minor Result (0-9): As Trivial Result, but you can voluntarily continue holding your breath until you reach Enfeebled 3 or Nervous 3 (due to holding breath).

Trivial Result (-1 to -10): You cannot hold your breath voluntarily, but if forced to do so, maximum Hold Breath Timer 6. When you hold your breath or are in an environment in which you cannot breathe during a pass, at the end of the pass reduce your Hold Breath Timer by 1 +1 per physical action, reaction, or damage that you take or +2 per Strenuous action or if you speak. (Compound Actions count as two actions, as does a Reaction that includes Reactive Movement.) You have a Marine Depth Multiple of 1 if you are at the surface or less than 15 feet deep, 1.5 at 15-25 feet, 1 + 1 per 30 feet at 30 feet or deeper; so if you are swimming 30 feet under the surface, the Marine Depth Multiple is 2. Multiply the loss to your Hold Breath Timer by the Marine Depth Multiple. Increase your Hold Breath Timer by 1 at the end of the pass if you are in an environment in which you can breathe, but no higher than your maximum Hold Breath Timer.

***Hold Breath Recovery, Physical*** (Lesser Action, Healing) Physical Hold Breath Recovery is only used when you start breathing after you have gained the Enfeebled or Drained condition(s) due to holding your breath, dyspnea, or suffocation. You can take a Nonaction and attempt both Mental Hold Breath Recovery and Physical Hold Breath Recovery as Free Actions when you start breathing again.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, reduce Drained by as much as possible, if applicable.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, reduce Drained by 6, if applicable.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, reduce Enfeebled by as much as possible and Drained by 4, if applicable.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, reduce Enfeebled by 6 and Drained by 3, if applicable.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, reduce Enfeebled by 4 and Drained by 2, if applicable.

Lesser Result (10-19): As Minor Result, but reduce Enfeebled by 3 and Drained by 1, if applicable.

Minor Result (0-9): As Trivial Result, but reduce Enfeebled by 2, if applicable.

Trivial Result (-1 to -10): Reduce Enfeebled by 1 if you acquired or increased the Enfeebled condition due to holding your breath, dyspnea, or suffocation.

Inconsequential Result (-11 or less): No effect.

***Recovery, Physical*** (Downtime) You can recover hit points and physical conditions with a Recovery test. Doomed is treated as neither a physical nor mental condition but can be reduced with a Recovery test. The GM may grant a Quality Die for attempting the Recovery test in a comfortable location or impose a Penalty Die for attempting the Recovery test in an uncomfortable location. You can take Physical Recovery as a Free Downtime Action with -1 Result; make the attempt after you have resolved all other Downtime actions.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, reduce a permanent physical condition by 1. Also, if you have maximum ep and no non-permanent mental Conditions, reduce Doomed by 1.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, reduce all non-permanent physical conditions to 0.

Major Result (40-49): As Greater Result but if you have Major Proficiency, recover 100% of Maximum hp.

Greater (30-39): As Moderate Result but if you have at least Greater Proficiency, recover 50% of Maximum hp.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, reduce all non-permanent physical conditions (including Wounded and Drained) by 1 each.

Lesser Result (10-19): As Minor Result, but you can reduce one non-permanent physical condition (including Wounded or Drained) by 1.

Minor Result (0-9): Recover 10% of Maximum hp if you are neither Wounded nor Drained.

Trivial Result (-1 or less): If you have the Wounded condition, your wound becomes infected. See Disease.

***Recovery, Physical Addiction*** (Downtime) You can reduce the rating of a Physical Addiction with a Physical Addiction Recovery test. You cannot use more than one Downtime Action for Physical Addiction Recovery per Downtime.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, reduce rating by 100.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, reduce rating by 10.

Major Result (40-49): As Greater Result but if you have Major Proficiency, reduce rating by 4.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, reduce rating by 2.

Lesser Result (10-19): Reduce your addiction rating by 1.

Minor Result (0-9): You fail to reduce your addiction rating.

Trivial Result (-1 or less): Increase Physical Addiction by 1 for any addictions you currently have.

***Stop Heart*** (Lesser Action) When you stop your heart, set a maximum Stop Heartbeat Timer. You recover the Enfeebled Condition (and Drained Condition, if applicable) from stopping your heart in the same way you recover from holding your breath. If your effective hp are reduced to 0 (due to the Enfeebled condition), your heart starts beating immediately if it can. If you are shot through the heart or otherwise have your heart stopped against your will, you can attempt to Stop Heart as a Reaction with -1 Result and a minimum of Major Result (meaning only a Fanciful Result will give you better than a Major Result), except your heart doesn’t start beating again when you reach 0 hp. If your heart doesn’t start beating again automatically, you remain unconscious at 0 hp and increase Drained by +1 (until you die) and reduce Enfeebled by -1 (until it reaches 0) after each Pass.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your Enfeebled Condition increases at ½ the indicated rate.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you can stop your heart until your hp reach 0 and when your heart is stopped during a pass, at the end of the pass you acquire Enfeebled +2 +2 per physical action, reaction, or damage that you take or +4 per Strenuous action.

Major Result (40-49): If you have at least Major Proficiency, you can stop your heart from beating for one Pass; you are also assumed to be holding your breath but there is no need to track a Hold Breath Timer because the lack of oxygen from stopping your heart far exceeds that from holding your breath. At the end of the pass you acquire Enfeebled +4 +4 per physical action, reaction, or damage that you take or +8 per Strenuous action. Compound Actions count as two actions, as does a Reaction that includes Reactive Movement if you use them both.

Greater Result (39 or less): No Effect.

### Contortion (DEX)

***Constrained Fighting, Grapple*** (Lesser Action, Hustle+2) You must attempt a Contortion test to take physical actions in Grapple range; if you are in an inferior position (e.g., restrained), you have -1 Result; if you are in a superior position, you have +1 Result. Constrained Fighting, Grapple and Constrained Fighting, Lack of Space are considered the same test for the purposes of feats, but are separated for readability.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, you can use the Bonus Action for any one-handed weapon in Close Combat with 3 less Penalty Dice.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, you can use the Bonus Action for any one-handed weapon in Close Combat with 2 less Penalty Dice. If you attempt an action, including attack with a 1 Bulk Weapon, you gain a Free Action instead of a Bonus Action.

Major Result (40-49): As Greater Result but if you have at least Major Proficiency, you can use the Bonus Action for any one-handed weapon in Close Combat with one less Penalty Die. If you attempt an action, including attack with a ½ Bulk Weapon, you gain a Free Action instead of a Bonus Action.

Greater Result (30-39): As Moderate Result but if you have at least Greater Proficiency, you can use the Bonus Action for any one-handed weapon in Close Combat with 2 Penalty Dice per Bulk. The GM may impose equivalent Penalty Dice for actions that require as much space as such weapons. If you attempt an action, including attack with a ¼ Bulk Weapon, you gain a Free Action instead of a Bonus Action.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, you do not have a penalty when using the Bonus Action. If you attack with a Negligible Bulk Weapon, you gain a Free Action instead of a Bonus Action.

Lesser Result (10-19): As Minor Result, but the Bonus Action can be used for a weapon that has the Grapple trait, for Dodge (though only against a grappler and you cannot use Reactive Movement), and most other physical actions that don’t require much space or that can be accomplished by slipping around or predicting movement of the opposing grappler, and with a Penalty Die instead of -1 Result.

Minor Result (0-9): You gain a Bonus Action that can only be used for a weapon that has the Grapple trait and for most other physical actions but with -1 Result.

Trivial Result (-1 or less): You do not gain a Bonus Action.

***Constrained Fighting, Lack of Space*** (Lesser Action, Hustle+2) You must attempt a Contortion test to take physical actions while in a space-constrained square. The GM may require a Constrained Fighting test for certain other actions, such as tool use, when space is needed. (Small tools would generally be treated as if they have the Grapple trait.) Constrained Fighting, Grapple and Constrained Fighting, Lack of Space are considered the same test for the purposes of feats, but are separated for readability.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, treat Difficult Terrain as 5 degrees less.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, treat Difficult Terrain as 4 degrees less.

Major Result (40-49): As Greater Result but if you have at least Major Proficiency, treat Difficult Terrain as 3 degrees less.

Greater Result (30-39): As Moderate Result but if you have at least Greater Proficiency, treat Difficult Terrain as 2 degrees less.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, treat Difficult Terrain as 1 degree less for the purpose of taking your Bonus Action. If the reduction in Difficult Terrain degree would make the terrain, effectively Minor Difficult Terrain, your Bonus Action is instead a Free Action and you do not lose Counteractive and/or Reactive Movement.

Lesser Result (10-19): As Minor Result, but the Bonus Action can be used for a weapon with the Grapple trait in Lesser Difficult Terrain due to space-constraint or for a weapon in Minor Difficult Terrain due to space-constraint with 2 Penalty Dice per Bulk of the weapon (1 Penalty Die for a ½ Bulk weapon) if swung or by 1 Penalty Die per Bulk of the weapon (no Penalty Die for a ½ Bulk weapon) if thrust.

Minor Result (0-9): You lose Counteractive and/or Reactive Movement but gain a Bonus Action that can only be used for a weapon with the Grapple trait in Minor Difficult Terrain due to space-constraint with a Penalty Die.

Trivial Result (-1 or less): You lose Counteractive and/or Reactive Movement but gain a Bonus Action that can only be used for a weapon with the Grapple trait in Minor Difficult Terrain due to space-constraint but with -1 Result.

***Escape Artist*** (Lesser Action) You must attempt a Contortion test to slip out of a restraint. If a restraint is slippery, you generally acquire a Quality Die. The difficulty of the task depends upon the skill (or the equivalent) of the one responsible for the restraint. Police would typically use a Greater Restraint but would probably know some escape artists might be able to get out if given time.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency but you can escape a Fanciful restraint in Encounter Mode; if you escape a Major restraint, you gain the Bonus Action, but if you escape a Greater restraint, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead.

Impossible Result (50-59): As Major Result unless you have Impossible Proficiency, in which case you can escape an Impossible restraint in Encounter Mode and a Fanciful restraint in Intermission Mode; if you escape a Moderate restraint, you gain the Bonus Action, but if you escape a Lesser restraint, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead.

Major Result (40-49): As Greater Result unless you have at least Major Proficiency, in which case you can escape a Major restraint in Encounter Mode and an Impossible restraint in Intermission Mode; if you escape a Lesser restraint, you gain the Bonus Action, but if you escape a Minor restraint, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead. You can retry against a Fanciful restraint in Intermission Mode.

Greater Result (30-39): As Moderate Result unless you have at least Greater Proficiency, in which case you can escape a Greater restraint in Encounter Mode and a Major restraint in Intermission Mode; if you escape a Minor restraint, you gain the Bonus Action, but if you Escape from a Lesser restraint, you do not lose Counteractive and/or Reactive Movement and gain a Free Action instead. You can retry against an Impossible restraint in Intermission Mode.

Moderate Result (20-29): As Lesser Result unless you have at least Moderate Proficiency, in which case you can escape a Moderate restraint in Encounter Mode and a Greater restraint in Intermission Mode; if you escape a Minor restraint, you gain a Bonus Action you can use for any purpose. You can retry against a Major restraint in Intermission Mode.

Lesser Result (10-19): As Minor Result, but you can escape a Lesser restraint in Encounter Mode and a Moderate restrain in Intermission Mode. You can retry against a Greater restraint in Intermission Mode.

Minor Result (0-9): As Trivial Result, but you can escape a Minor restraint in Encounter Mode and a Lesser restraint in Intermission Mode.

Trivial Result (-1 or less): You lose Counteractive and/or Reactive Movement but can escape a Minor restraint in Intermission Mode. You cannot retry against a Greater, Major, Impossible, or Fanciful restraint unless circumstances change and can only retry against a Moderate restraint in Intermission Mode.

***Hide (aka Establish Potential Optical Signature)*** (Lesser Action, Signature, Hustle+3) Your Hide Result lasts as long as you only use Reactive Movement to move and do not physically interact with anyone, and you must use 1 Reactive Movement per turn to maintain your Potential Optical Signature in a Cone, 2 Reactive Movement to maintain it in a Fan, and 3 Reactive Movement to maintain it all around you. Instead or in addition, you can spend 1 Reactive Movement in a Cone above you, 2 in a Fan above you, or 3 in a Dome above you. (If you maintain your Potential Optical both all around you and in a Dome, you only need to spend 5 Reactive Movement.) If you are airborne and want to use your Potential Optical Signature below you (or if you think someone might be able to see you through the ground), it costs the same as if you were using it above you, and the “Dome” below you costs 2 Reactive Movement if you are also using it all around you. So, to use it in all directions, it would cost you 7 Reactive Movement.

Fanciful Result (60+): If you have Impossible Proficiency, you have a Fanciful Potential Optical Signature.

Impossible Result (50-59): If you have Impossible Proficiency, you have an Impossible Potential Optical Signature.

Major Result (40-49): If you have at least Major Proficiency, you have a Major Potential Optical Signature.

Greater Result (30-39): If you have at least Moderate Proficiency, you have a Greater Potential Optical Signature.

Moderate Result (20-29): You have a Greater Potential Optical Signature and can make competent use of concealment that is available to you.

Lesser Result (10-19): You have a Lesser Potential Optical Signature and can make use of concealment that is available to you.

Minor Result (0-9): You have a Minor Potential Optical Signature and can make limited use of concealment that is available to you.

Trivial Result (-1 or less): You have a Trivial Potential Optical Signature, the same as anyone who is not attempting to hide.

***Squeeze*** (Lesser Action, Move, Hustle+1) You must attempt a Contortion test to ameliorate terrain difficulty due to space that restricts your movement. If you have a Burrow Speed and can burrow through the substance restricting your movement, you must declare whether you are burrowing or squeezing, but you can choose to Burrow on a next action after the Result indicates that you must squeeze in Intermission Mode or that you cannot retry.

If terrain is slippery, treat any failure as a Lesser Result if moving horizontally through difficult terrain; if slippery and downhill, you get an increased Result.

The GM may provide a Quality Die if a space has a greater vertical or horizontal dimension (but not depth) than indicated in the examples below. For example, Greater Difficult Terrain would be the equivalent of a 1 foot diameter tunnel for a Medium-sized creature, but if such a creature tries to squeeze through a 1 foot wide gap that is tall as they are, the GM may grant a Quality Die (or even treat the terrain as Moderate if the walls are smooth).

|  |  |  |
| --- | --- | --- |
| Terrain Difficulty | Result | Example |
| Minor | -0 | A space 4/5 as big as you normally take up |
| Lesser | -1 | A space 3/5 as big as you normally take up |
| Moderate | -2 | A space 2/5 as big as you usually take up |
| Greater | -3 | A space 1/5 as big as you usually take up |
| Major | -4 | A space 1/10 as big as you usually take up |
| Impossible | -5 | A space 1/20 as big as you usually take up |
| Fanciful | -6 | A space 1/60 as big as you usually take up (1 inch for a Medium-sized creature) |

Impossible Result (50+): As Major Result, but if you have Impossible Proficiency, you gain a Free Action instead of a Bonus Action.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you do not lose your Reactive Movement.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you do not have a Penalty Die on your move action.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, gain a Bonus Action that can only be used for a move action with 1 Penalty Die.

Lesser Result (10-19): As Minor Result, but you gain a Bonus Action that can only be used for a move action with 2 Penalty Dice.

Minor Result (0-9): As Trivial Result, but you gain a Bonus Action that can only be used for a move action with 3 Penalty Dice

Trivial Result (-1 to -10): As Inconsequential Result, but you gain a Bonus Action that can only be used for a move action, but with 4 Penalty Dice.

Inconsequential Result (-11 to -20): You lose Counteractive and Reactive Movement, if any, and make no progress; in Intermission Mode, treat as a Trivial Result.

Nil Result (-21 or less): You get stuck until circumstances change.

### Deception (CHA)

***Avoid Notice*** (Action, Signature, Social) In an environment for which you have an applicable Survival Knowledge, you can avoid notice. This is not possible if you are Observed unless you are around other creatures that also would not attract notice or in an area creatures such as you frequently traverse (e.g., a street in a city), even if you are the only creature in the area. In a relatively crowded area, you can even pass through the square of another Target without attracting notice, which may be useful if you intend to pick pockets, plant evidence, or shank Target with a weapon that can be used at Grapple range. Effective Size can also be adjusted depending on features other than Size. For example, in a community of dvorgar, non-dvorgar would have an effective Size of +1 (or more), and being unaccustomed to an expected dress code or manners could have effective Size of another +1 or +2.

Witnesses who fail to notice you but would have been aware someone passed by will tend to confuse your features with that of others who are around at the time.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, Size-5 (Fanciful).

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, Size-4 (Impossible).

Major Result (40-49): As Greater Result but if you have at least Major Proficiency, Size-3 (Major).

Greater Result (30-39): As Moderate Result but if you have at least Greater Proficiency, Size-2 (Greater).

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, Size-1 (Moderate).

Lesser Result (10-19): The difficulty to detect your Signature is Lesser. So, if you have Medium Size, the relevant Signature is Medium (Lesser).

Minor Result (0-9): As Lesser Result, but Size (Minor).

Trivial Result (-1 or less): As Minor Result, but Size+1 (Nil).

***Control Body Language*** (Concentrate Action, Mental, Social) Attempt a Deception test to control your body language in a manner you desire. You can make yourself appear truthful when telling a lie (or perhaps appear untruthful when telling the truth) appear to be unafraid or nervous (or perhaps fearful and/or nervous), or whatever other façade you wish. The contents of your delivery (e.g., a whopper of a lie) is irrelevant to the body language you portray, but lies that are easily disproven are, obviously, easily disproven by considering the evidence. Target can attempt an Empathy test to see through your attempt, but only a very good result can determine with certainty you are being deceptive, if at all.

The test is often accompanied by speech and, if so, the test gains the Auditory and Linguistic traits.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your control of body language is absolute. For example, if you tell a lie, your body language is so compelling that what you say can only be proven untrue by finding evidence to the contrary.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, even a Fanciful Result is inconclusive, and anything less will tend to make Target give weight to the body language you portray.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, only a Fanciful Result will see through your façade and anything less than an Impossible Result will tend to make Target give weight to the body language you portray.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, only an Impossible Result will see through your façade and anything less than a Major Result will tend to make Target give weight to the body language you portray.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, only a Major Result will see through your façade and anything less than a Greater Result will tend to make Target give weight to the body language you portray.

Lesser Result (10-19): As Minor Result, but only a Greater Result will see through your façade and anything less than a Moderate Result will tend to make Target give weight to the body language you portray.

Minor Result (0-9): At least a Moderate Result on an Empathy test is needed to enable Target to see through your façade to know you were attempting to control your body language; anything less than a Lesser Result will tend to make Target give weight to the body language you portray.

Trivial Result (-1 or less): At least a Lesser Result on an Empathy test is needed to enable Target to see through your façade to know you were attempting to control your body language; with a Minor Result, Target will ignore your attempt and a Trivial Result on the Empathy test will tend to make Target give weight to the body language you portray, but only due to Target’s utter lack of attention or awareness.

***Create a Diversion*** (Concentrate Action, Mental, Social) Creating a diversion causes you, Target, and any other nearby creatures to enter Encounter Mode. If you use a gesture or trick, this action gains the Manipulate trait and loses the Social trait. If you use distracting words, it gains the auditory and linguistic traits. For each Target after the first, you have a Penalty Die on the Diversion test.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you create a Fanciful Diversion and if a Major Diversion would exceed Target’s Empathy, Target must attempt Determination (Confidence) as Reaction or next Action.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you create an Impossible Diversion and if a Greater Diversion would exceed Target’s Empathy, Target must attempt Determination (Confidence) as Reaction or next Action.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you create a Major Diversion and if a Moderate Diversion would exceed Target’s Empathy, Target must attempt Determination (Confidence) as Reaction or next Action.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you create a Greater Diversion and if a Lesser Diversion would exceed Target’s Empathy, Target must attempt Determination (Confidence) as Reaction or next Action.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you create a Moderate Diversion and if a Minor Diversion would exceed Target’s Empathy, Target must attempt Determination (Confidence) as a Reaction next Action.

Lesser Result (10-19): As Minor Result, but you create a Lesser Diversion.

Minor Result (0-9): You create a Minor Diversion. If the Diversion exceeds Target’s Empathy, your ally can take an action without Target noticing. If the Diversion matches Target’s Empathy, your ally may act, but the diversion will become obvious to Target in retrospect (on Target’s next turn), which is likely to lead to suspicion.

Trivial Result (-1 or less): Your diversion is obvious, but if your ally intended to take advantage of the diversion, your ally must still take the intended action as if the diversion was successful.

***Eschew Verbal Component*** (Envision Action, Auditory) You can attempt a Deception test to eschew a verbal component before you take an action to cast a spell. You must normally use Elaborate Spell to pull this off.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your spellcasting action loses the Auditory trait; it can be cast in complete silence.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, your spellcasting action with a verbal component is taken as a soft exhalation, no louder than your normal breathing.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, your spellcasting action with a verbal component is uttered as a faint whisper that is impossible to identify as spellcasting in and of itself, and is normally completely concealed within some other action you take as long as that action has the Auditory Trait.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and you were muttering or performing when you attempted to eschew the verbal component, your spellcasting action with a verbal component becomes part of your performance or muttering and cannot be recognized, in and of itself, as spellcasting.

Moderate Result (20-29): If you have at least Moderate Proficiency, you can replace the usual verbal component with gibberish; the action is more noticeable than if you had simply cast the spell, but your gibberish cannot be recognized, in and of itself, as spellcasting.

Lesser Result (10-19): Your attempt to eschew verbal component fails; you can choose to start the spellcasting process over or just cast the spell with its verbal component.

Trivial Result (-1 or less): Your attempt to eschew verbal component fails and you must start the spellcasting process over.

***Feint*** (Action) If you are within melee reach of Target you can attempt to Feint while in Encounter Mode. Your next attack after you Feint gains the Feint trait with a degree equal to the Result; if either your attack defeats Target’s defense or your Feint defeats Target’s Empathy, your attack hits.

***Impersonate*** (Intermission Action, Auditory, Linguistic, Manual, Social) You pretend to be someone or something you are not (“the Profile”). Assembling a convincing collection of clothing, jewelry, and gear (“the Costume”) requires one or more Intermission actions, relevant Society Knowledge, and either a purchase (if the relevant items are available for purchase) or a relevant Craft test. Applying makeup, wigs, and prosthetics (“the Makeup”) requires a Biology (Barber) test with a disguise kit. Your disguise can be no better than its component parts. Authentic items are generally not the problem unless you are trying to impersonate a specific person, in which case even authentic items of the relevant type may not be perfect forgeries of actual items the specific person owns. A lack of societal knowledge could cause you to make an error in how to wear or present an item, but that is considered an error of Behavior. When crafting, make a relevant Craft test and note the Result. When purchasing, make a Philosophy test with the relevant Society Knowledge unless authenticity is guaranteed under the circumstances. When a person with the requisite knowledge pays attention, the person will detect a flaw as if it is a Negligible ([Result]) feature regardless of the quality of your impersonation. (That does not necessarily blow your cover, but it can cause suspicion.)

Studying and practicing (“the Behavior”) the subject of your impersonation generally requires you have access and time, unless you have practiced the Behavior before. Without sufficient access or time, the GM may impose -1 Result if you don’t even know the Behavior a nonspecific person. If you try to act like a specific person and encounter a Target who knows the person, Target gets an increased Result; if Target knows the person very well, Target gets a second increased Result if you interact for an extended duration with them; and if Target is intimately familiar with the person, Target gets a third increased Result if you interact for an even longer duration.

When attempting tests while impersonating another, doing worse on a test than expected can, if much worse than expected, immediately impose -1 Result on your Impersonation Result by anyone who witnesses it; doing a little worse may only have an effect after several failures. Similarly, doing better than expected can impose -1 Result, though you can intentionally act with less skill than you actually have in order to ameliorate the risk.

You can have one or more decreases to Result on your Impersonate test depending upon how much the disguise deviates from you. This generally assumes the Profile is sapient.

|  |  |
| --- | --- |
| Result Penalty | Example |
| 0 (Minor) | Trying to act like a person that shares pretty much all of your characteristics |
| -1 (Lesser) | Trying to act like a person of the same sex, race, and approximate size as you |
| -2 (Moderate) | Trying to act like a person of your species |
| -3 (Greater) | Trying to act like a person of a similar species as your own |
| -4 (Major) | Trying to act like a person of a species that is dissimilar to your own |
| -5 (Impossible) | Trying to act like a person of a species that is entirely different than your own |

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your impersonation is given away by Negligible (Fanciful) features. Some might say your impersonation is more believable than the original! As always, prosthetics can be pulled off of you, which is still a dead giveaway.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, your impersonation is given away by Negligible (Impossible) features.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, your impersonation is given away by Negligible (Major) features.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, your impersonation is given away by Negligible (Greater) features.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, your impersonation is given away by Negligible (Moderate) features.

Lesser Result (10-19): Your impersonation is given away by Negligible (Lesser) features of anyone who pays attention.

Minor Result (0-9): Your impersonation is given away by Negligible (Minor) features of anyone who pays attention.

Trivial Result (-1 to -10): Your disguise is obvious to anyone who pays attention.

Inconsequential Result (-11 or less): Your disguise is obvious to everyone, even those who aren’t paying attention.

***Leave no Trail*** (Intermission) With Survival (Urban) Knowledge, you can leave little or no evidence of your presence. You stay away from places and people that might note your presence, only dealing with trusted (or black market) merchants, going to seedy taverns, and staying at seedy inns. Any creatures who see you can, of course, be questioned, so Diplomacy might be useful to keep them quiet, but otherwise you can generally lay low and rely on your instincts to only deal with those who would not talk. You must retry Leave no Trail if you advertise your presence in some manner and use the lower of your initial Result and your new attempt; if you roll a ‘1’, your next retry is at -1 Result. You can also leave an area and then reenter after circumstances change in order to get a new test.

Your trail uses “Size” as an abstract concept that is related to your impact in the area; actual Size may be relevant in this regard, as well. You can spend an additional Leave no Trail action to cause your companions to leave little or no evidence of their presence, using the largest Size of your companions, if applicable. If you try to have an entire squad leave no trail, increase effective Size by 1, an entire platoon, increase effective Size by 2, or an entire company, increase effective Size by 3.

Fanciful Result (60+): As Major Result, but if you have Impossible Proficiency, you are treated as five Sizes smaller (e.g., a Large presence would be treated as Fine and a Medium presence would leave no trail at all) for the purposes of determining how hard it is to follow your trail.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you are treated as four Sizes smaller (e.g., a Medium presence would be treated as Fine and a Small presence would leave no trail at all) for the purposes of determining how hard it is to follow your trail.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you are treated as three Sizes smaller (e.g., a Small creature would be treated as Fine) for the purposes of determining how hard it is to follow your trail.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you are treated as two Sizes smaller for the purposes of determining how hard it is to follow your trail.

Moderate Result (20-29): If you have at least Moderate Proficiency, you are treated as one Size smaller for the purposes of determining how hard it is to follow your trail. Anything smaller than Fine, and you are treated as effectively leaving no trail (though witnesses can still be questioned).

Lesser Result (10-19): You derive no benefit from Leave no Trail.

Minor Result (0-9): As Lesser Result, but you are treated as one Size larger for the purposes of determining how hard it is to follow your trail.

Trivial Result (-1 or less): As Minor Result, but you are treated as two Sizes larger for the purposes of determining how hard it is to follow your trail.

### Determination (WIL)

***Confidence*** (Free Action) You must attempt Confidence in some instances to be confident in a Result. For example, Recon tests that “barely succeed” or that fail might make you think you detected something that wasn’t there.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you cannot be convinced you were wrong (and you weren’t).

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you can be convinced you were wrong by (false) evidence that proves you were wrong beyond a reasonable doubt.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you can be convinced you were wrong by (false) clear and convincing evidence.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you are confident you are right (and you are) or you are confident you were wrong or it was just your imagination; you can be convinced you were wrong by a (false) preponderance of the evidence.

Moderate Result (20-29): As Lesser Result, but you gain the Detected Stimuli condition (if you were right).

Lesser Result (10-19): As Minor Result, but you can be swayed by evidence that makes it more likely than not your confidence is misguided; you do not gain the Detected Imaginary Stimuli condition (even if you were wrong) and multiple failed attempts to detect a stimulus that is not there can be considered evidence it was your imagination.

Minor Result (0-9): As Trivial Result, but you are confident you are right (even though you are not) or are confident you were wrong (even though you weren’t); evidence will rarely sway you to the contrary unless it is clear and convincing.

Trivial Result (-1 or less): You are certain you detected something that was not there (or the equivalent) and gain the Detected Imaginary Stimuli condition; or are certain what you detected was simply your imagination (or the equivalent) and do not gain the Detected Stimuli condition; evidence will rarely sway you to the contrary unless it is beyond a reasonable doubt. You should make a note of Detected Stimuli (even if it is imaginary) but the GM will secretly keep track of a Detected Imaginary Stimuli condition for you.

***Hold Breath Recovery, Mental*** (Lesser Concentrate Action, Healing) Hold Breath Recovery is only used when you start breathing after you have gained the Nervous or Traumatized condition(s) due to holding your breath, dyspnea, or suffocation. You can take a Nonaction and attempt both Mental Hold Breath Recovery and Physical Hold Breath Recovery as Free Actions when you start breathing again. You can attempt Mental Hold Breath Recovery to remain calm while continuing to hold your breath, but you have -1 Result equal to ½ Enfeebled (due to holding breath) rating.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, reduce Traumatized by as much as possible, if applicable.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, reduce Traumatized by 6, if applicable.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, reduce Nervous by as much as possible and Traumatized by 4, if applicable.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, reduce Nervous by 6 and Traumatized by 3, if applicable.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, reduce Nervous by 4 and Traumatized by 2, if applicable.

Lesser Result (10-19): As Minor Result, but reduce Nervous by 3 and Traumatized by 1, if applicable.

Minor Result (0-9): As Trivial Result, but reduce Nervous by 2, if applicable.

Trivial Result (-1 to -10): Reduce Nervous by 1 if you acquired or increased the Nervous condition due to holding your breath, dyspnea, or suffocation.

Inconsequential Result (-11 or less): No effect.

***Mettle*** (Lesser Concentrate Reaction) Mettle can be used to deflect mental or social attacks. If you do not have a Reaction available or do not want to use a Reaction you have available, you can attempt Mettle with -1 Result as a Nonreaction.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, deflect a Fanciful attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, deflect an Impossible attack or reduce damage from a Fanciful Social Attack by 50%.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, deflect a Major attack or reduce damage from an Impossible Social Attack by 50%.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, deflect a Greater attack or reduce damage from a Major Social Attack by 50%.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, deflect a Moderate attack or reduce damage from a Greater Social Attack by 50%.

Lesser Result (10-19): As Minor Result, but deflect a Lesser attack or reduce damage from a Moderate Social Attack by 50%.

Minor Result (0-9): Deflect a Minor or Social Attack or reduce damage from a Lesser Social Attack by 50%.

Trivial Result (-1 to -10): You fail to deflect a Mental or Social Attack, but you can still reduce damage from a Minor Social Attack by 50%.

Inconsequential Result (-11 or less): You fail to deflect a Mental or Social Attack and take full damage from a Social Attack.

***Psychoactive Pathogen Recovery*** (Lesser Concentrate Action) Lethargic Toxins are treated as either Bioactive or Psychoactive, whichever is better for you. In some instances, the GM may decide that, when you recover, you are treated as if you received a Vaccine (see Pharmaceuticals). You have decreased task difficulty on Recovery tests against Pathogens for each Level of a Pathogen lower than your Level (minimum Minor). You acquire a Penalty Die on Recovery tests against Pathogens for each Level of a Pathogen higher than your Level. If you are dosed multiple times with different Pathogens, you must attempt Recovery tests for each Pathogen and track recovery for each one separately. If you were dosed multiple times with the same Pathogen, you must attempt first Recovery tests for each and use the worst result, but thereafter only need attempt a single Recovery test for all instances of the same Pathogen.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, decrease the first Condition imposed by a Pathogen by 1 and treat all subsequent Recovery tests against that Pathogen as Fanciful Results.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, against a Major Pathogen, you gain a Bonus Action to compensate for the Non-Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1.

Major Result (40-49): As Greater Result but if you have Major Proficiency, against a Greater Pathogen, you gain a Bonus Action to compensate for the Non-Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1; or the Conditions of a Major Pathogen are unchanged.

Greater Result (30-39): As Moderate Result but if you have Greater Proficiency, against a Moderate Pathogen, you gain a Bonus Action to compensate for the Non-Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1; the Conditions of a Greater Pathogen are unchanged; or increase the second Condition imposed by a Major Pathogen by 1.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, against a Lesser Pathogen, you gain a Bonus Action to compensate for the Non-Action you used for this Recovery test and decrease the first Condition imposed by the Pathogen by 1; the Conditions of a Moderate Pathogen are unchanged; increase the second Condition imposed by a Greater Pathogen by 1; or increase the first and second Conditions imposed by a Major Pathogen by 1.

Lesser Result (10-19): Against a Minor Pathogen, you gain a Bonus Action to compensate for the Non-Action you used for this Recovery test and the Minor Pathogen has no further effect on you. The Conditions of a Lesser Pathogen are unchanged. Increase the second Condition imposed by a Moderate Pathogen by 1. Increase the first and second Conditions imposed by a Greater or Major Pathogen by 1.

Minor Result (0-9): The Conditions of a Minor Pathogen are unchanged. Increase the second Condition imposed by a Lesser Pathogen by 1. Increase the first and second Conditions imposed by a Moderate, Greater, or Major Pathogen by 1.

Trivial Result (-1 or less): Increase the second Condition imposed by a Minor Pathogen by 1. Increase the first and second Conditions imposed by any other Pathogen by 1 each.

***Recovery, Mental*** (Downtime Concentrate Action) You can recover ego points and mental conditions with a Recovery test. Doomed is treated as neither a mental nor a physical condition but can be reduced with a Recovery test. The GM may grant a Quality Die for attempting the Recovery test in a comfortable location or impose a Penalty Die for attempting the Recovery test in an uncomfortable location.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, reduce a permanent mental condition by 1. Also, if you have maximum hp and no non-permanent physical Conditions, reduce Doomed by 1.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, reduce all non-permanent mental conditions to 0.

Major Result (40-49): As Greater Result but if you have Major Proficiency, recover 100% of Maximum ep.

Greater Result (30-39): As Moderate Result but if you have Greater Proficiency, recover 50% of Maximum ep.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, reduce all non-permanent physical conditions (including Stressed and Traumatized) by 1 each.

Lesser Result (10-19): As Minor Result, but you can reduce one non-permanent mental condition (including Stressed or Traumatized) by 1.

Minor Result (0-9): Recover 10% of Maximum ep if you are neither Stressed nor Traumatized.

Trivial Result (-1 or less): If you have the Stressed condition, you have PTSD. See Disease.

***Recovery, Psychological Addiction*** (Downtime Concentrate Action) You can reduce the rating of a Psychological Addiction with a Psychological Addiction Recovery test. You cannot use more than one Downtime Action for Psychological Addiction Recovery per Downtime.

Fanciful Result (60+): As Impossible Result but if you have Impossible Proficiency, reduce rating by 100.

Impossible Result (50-59): As Major Result but if you have Impossible Proficiency, reduce rating by 10.

Major Result (40-49): As Greater Result but if you have Major Proficiency, reduce rating by 4.

Moderate Result (20-29): As Lesser Result but if you have at least Moderate Proficiency, reduce rating by 2.

Lesser Result (10-19): Reduce your addiction rating by 1.

Minor Result (0-9): You fail to reduce your addiction rating.

Trivial Result (-1 or less): Increase Psychological Addiction by 1 for any addictions you currently have.

### Diplomacy (CHA)

***Bon Mot*** (Concentrate Action, Auditory, Emotion, Linguistic, Mental, Social Attack) Prior to attempting Bon Mot, you can try to Gather Information to determine the psychological characteristic that makes Target susceptible to Bon Mot. Antisocial creatures (though not necessarily antisocial members of a species that is generally social) are immune to Bon Mot.

Bon Mot is effectively a Make an Impression test; even if you inflict no damage, your Bon Mot Result is treated as Make an Impression. The impression is positive if Witnesses approve of ridicule in general or against Target in particular. The impression is negative if Witnesses disapprove of ridicule in general or against Target in particular. However, a negative impression can be turned to a positive if a witness, although e may disapprove of what you did, feels e needs to hire you or ask you for a favor that you can apparently accomplish given your skill set. If you wish, you can attempt Empathy (Society) to read the crowd first, and decide whether to use Bon Mot based upon how Witnesses will react to your Bon Mot.

Bon Mot causes you, Target, and any other nearby creatures to enter Encounter Mode. In a social setting, even though it inflicts psychological damage, the Bon Mot is not considered by anyone other than Target to be a hostile action, so a violent response by Target may be seen as an illegal escalation. In some social situations, Target could legally demand a duel or attack you if violence is an acceptable response. If Target attacks you, you can use Bon Mot as a Free Action each turn until Target hits you for damage.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency your Bon Mot is a Fanciful Social Attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency your Bon Mot is an Impossible Social Attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency your Bon Mot is a Major Social Attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency your Bon Mot is a Greater Social Attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency your Bon Mot is a Moderate Social Attack.

Lesser Result (10-19): As Minor Result, but your Bon Mot is a Lesser Social Attack.

Minor Result (0-9): As Trivial Result, but your Bon Mot is a Minor Social Attack.

Trivial Result (-1 or less): Your Bon Mot is a Trivial Social Attack. If Target is reduced to 0 ep, e gains a Suggestion to “only take actions designed to reduce embarrassment or save face;” depending on Target’s personality, this can include ignoring all others to attack you socially or physically. If Target has the Rage feat (or an equivalent), e will almost always Rage. Bon Mot cannot cause neural damage, even if you use it after Target has 0 ep. A Suggestion cannot cause Target to act against its Alignment or loved ones, but it is possible to fluster Target into taking an action that would cause Target to be seen as having a different Alignment than e actually has (“apparent Alignment”). A Bon Mot can also be used on an ally to Counteract some other Suggestion as a verbal “slap across the face,” which would counteract a Suggestion if your Result is at least equal to the degree of the Suggestion.

Effect: Bon Mot Result, reduced by Determination (Mettle) of Target: +1 for Trivial Determination, -1 for Lesser Determination, -2 for Moderate Determination, …, -6 for Fanciful Determination. Reduce by an additional -1 if Target cannot understand what you are saying. Reduce by an additional up to -6 depending upon the susceptibility of Target to your Bon Mot (though this can be ameliorated or even reversed to as high as +3 with proactive information gathering activities). Bon Mot inflicts Effect x Empathy Psychological (ep) damage +1d10 damage if you have Impossible Proficiency with Empathy. The Effect is only applicable the first time you use Bon Mot; for second and subsequent uses of Bon Mot against Target, you inflict psychological damage equal to 2 x Effect (or 1 if Effect is 0). If Effect is -1, Target is immune to your Bon Mot until the end of the encounter. If Effect is -2, Target is immune to your Bon Mot until circumstances change.

Until the end of the encounter, a successful Counteract test is required to heal ep for or grant Temporary ep to Target with a spell or effect if Target was reduced to 0 ep by the Bon Mot or would have taken psychological damage from the Bon Mot if already at 0 ep.

***Engage in Conversation*** (Lesser Concentrate Action, Auditory, Linguistic, Mental, Social Attack) Engage in Conversation is a social “attack,” but is rarely interpreted as a hostile action unless you are speaking when it is forbidden. You can engage in conversation with hostile creatures, which may cause them to pause in their efforts to kill you, though hostilities will likely eventually resume when they tire of the conversation; this is entirely dependent on the nature of the hostile creature. You can also use this skill to subtly cut between someone you don’t want influencing Target by inflicting temporary ep damage on Target (the victim), which interrupts ongoing efforts such as Make an Impression.

Engage in Conversation causes you, Target, and any other nearby creatures to enter Encounter Mode. Temporary ep damage is recovered at the start of Target’s turn unless they welcome your efforts or you confuse them sufficiently that they don’t know how to break away (e.g., if you are disguised as someone Target would be loathe to ignore). It is very difficult to succeed on an effort that inflicts temporary ep damage unless target is at least somewhat amenable or susceptible to your efforts. If the Encounter turns violent, Target recovers all Temporary ep damage immediately.

Trivial Result (-1 or less): Your Engage in Conversation inflicts no temporary ep damage and Target is immune to your Engage in Conversation until circumstances change, but at least until the end of the encounter.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency your Engage in Conversation is a Fanciful Social Attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency your Engage in Conversation is an Impossible Social Attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency your Engage in Conversation is a Major Social Attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency your Engage in Conversation is a Greater Social Attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency your Engage in Conversation is a Moderate Social Attack.

Lesser Result (10-19): As Minor Result, but your Engage in Conversation is a Lesser Social Attack.

Minor Result (0-9): As Trivial Result, but your Engage in Conversation is a Minor Social Attack. A Minor Result is sufficient to cause Target to engage in conversation with you even if the social attack is unsuccessful, if they would be so inclined, though the better the Result, the higher the probability Target will find it enjoyable to do so.

Trivial Result (-1 or less): Your Engage in Conversation is a Trivial Social Attack. If Target is reduced to 0 ep, e gains a Suggestion to “pay attention to you.” Engage in Conversation cannot cause Psychological damage, even if you use it after Target has 0 ep.

Effect: Engage in Conversation Result, reduced by Empathy (Psychology) of Target: +1 for Trivial Empathy, -1 for Lesser Empathy, -2 for Moderate Empathy, …, -6 for Fanciful Empathy. Reduce by an additional -1 if Target cannot understand what you are saying. Reduce by an additional up to -6 depending upon the susceptibility of Target to engage in conversation, which can be a combination of Target’s propensity to engage in conversation, current duties, and propensity to engage in conversation with someone such as you. Bon Mot inflicts Effect x Diplomacy Temporary (ep) damage +1d10 damage if you have Impossible Proficiency with Diplomacy. The Effect is only applicable the first time you use Engage in Conversation; for second and subsequent uses of Engage in Conversation against Target, you inflict temporary ep damage equal to 2 x Effect (or 1 if Effect is 0). If Effect is -1, Target is immune to your Engage in Conversation until the end of the encounter. If Effect is -2, Target is immune to your Engage in Conversation until circumstances change.

If you would inflict temporary ep damage on the victim of a creature engaged in a social attack (such as Coerce, Engage in Conversation, Handle Creature, Intimidating Glare, or Make an Impression), the victim has at least 1 ep, and the victim would like to get away, the victim takes no temporary ep damage from you attempt and tries to slip away; you may need to get in the way in some instances, which could result in some hostility.

***Gather Information*** You can use Diplomacy to Gather Information and is the most reliable technique for doing so. Gather Information gains the Social trait when attempted with Diplomacy. Gather Information provides information, but you may need a Recall Knowledge test to fully understand what you learn.

***Make an Impression*** (Concentrate Action, Auditory, Linguistic, Mental, Social Attack) Make an Impression is a social “attack,” but will not be seen as an offensive action unless you are speaking out of turn. Attempt a Diplomacy test to make an impression when you first encounter a creature. Subsequent attempts cannot be used to improve the Result above its original value, but can reduce previous Results.

Make an Impression causes you, Target, and any other nearby creatures to enter Encounter Mode. The vast majority of NPCs are indifferent, but they can still be nice. NPC attitude steps are nemesis (-3), hostile (-2), antagonistic (-1), indifferent (0), sympathetic (1), dependable (2), and loyal (3). The steps generally correspond to someone who dedicates themselves to harming/helping you (-3/3), someone who will put their safety on the line to harm/help (-2/2), someone who roots against/for you (-1/1), and indifferent (0).

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you can permanently increase Attitude to Loyal as long as Target is psychologically capable of absolute loyalty, or the highest Attitude Target is psychologically capable of having.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you can permanently increase Attitude to Dependable as long as Target is psychologically capable of such loyalty, or the highest Attitude Target is psychologically capable of having.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency, you can permanently increase Attitude to Sympathetic as long as Target is psychologically capable of such loyalty, or the highest Attitude Target is psychologically capable of having.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency, you can permanently increase Attitude by 1 degree as long as Target is psychologically capable of such an attitude.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you can temporarily increase Attitude by 2 degrees as long as Target is psychologically capable of such an attitude, but it eventually wears off.

Lesser Result (10-19): You can temporarily increase Attitude by 1 degree as long as Target is psychologically capable of such an attitude, but it eventually wears off.

Minor Result (0-9): You fail to improve Target’s Attitude.

Trivial Result (-1 or less): Your attempt angers Target; Temporarily decrease Attitude by 1 degree or, if Target is predisposed to it, permanently decrease Attitude by 1 degree.

In combat, for the purposes of assessing targets of spells, you can use the following tables to determine whether a spell you cast would treat a creature as “an ally” or as “an enemy.” Use the Result for the creature’s attitude toward you or your attitude toward them, whichever you prefer. (PCs and their Familiars and companions are always considered allies.) These tables are only applicable for lethal hp damage and neural ep damage; you can treat anyone as an enemy if you want to inflict nonlethal or psychological damage. If you are Good, you will generally treat anyone you know to be Evil as a Nemesis and may or may not be Hostile to anyone who appears to be Evil (or who threatens to cause more Evil then they are “worth”), depending on your confidence and predisposition.

|  |  |  |
| --- | --- | --- |
| Alignment | Enemy Attitude toward you (if known) or your Attitude toward Enemy | Ally Attitude (if known) or your Attitude toward Ally |
| Good | Nemesis or Hostile | Antagonistic, Indifferent, Sympathetic, Dependable, or Loyal |
| (Good) | Nemesis or Hostile | Indifferent, Sympathetic, Dependable, or Loyal |
| Neutral | Nemesis or Hostile | Sympathetic, Dependable, or Loyal |
| (Evil) | Nemesis, Hostile, or Antagonistic | Dependable or Loyal |
| Evil | Nemesis, Hostile, Antagonistic, or Indifferent | Loyal |

### Empathy (PER)

Each time you gain a rating in Empathy, you gain a Knowledge, usually a Psychology Knowledge.

***Anticipate Feint*** (Reaction) When an attack has the Feint Trait, you can attempt to Defend against it with an Empathy test.

***Calm Creature*** (Concentrate Action, Auditory, Manual, Social Attack) Calm Creature is a social “attack” that is unlikely to be perceived as an attack by Witnesses. Calm Creature is governed by an applicable Psychology Knowledge (e.g., Ethology for animals) and can normally only be used on Sentient (and not Sapient) creatures. Against a creature that is trained to attack, Calm Creature can be used to Counteract the Train Creature test of its trainer. You cannot calm a Bonded Creature that perceives you as an Enemy (or whose master perceives you as an Enemy). You have -1 Result if you attempt Calm Creature using only Auditory or only Manual.

Fanciful Result (60+): Fanciful Social Attack.

Impossible Result (50-59): Impossible Social Attack.

Major Result (40-49): Major Social Attack.

Greater Result (30-39): Greater Social Attack.

Moderate Result (20-29): Moderate Social Attack.

Lesser Result (10-19): Lesser Social Attack.

Minor Result (0-9): Minor Social Attack.

Trivial Result (-1 or less): Your Calm Creature is a Trivial Social Attack. If Target is reduced to 0 ep, e gains a Suggestion to “don’t harm anyone;” depending on Target’s personality, this can include running way, walking away, or sticking around to see what you do. Calm Creature cannot cause neural damage, even if you use it after Target has 0 ep. Calm Creature can also be used on a sentient companion or Bonded Creature to Counteract some other Suggestion as a verbal “slap across the face,” which would counteract a Suggestion if your Result is at least equal to the degree of the Suggestion.

Effect: Calm Creature Result, reduced by Determination (Mettle) of Target: +1 for Trivial Determination, -1 for Lesser Determination, -2 for Moderate Determination, …, -6 for Fanciful Determination. Reduce by an additional -1 if Target is wild. Reduce by an additional up to -6 depending upon the susceptibility of Target to calming. (See Handle Creature below.) Calm Creature inflicts Effect x Diplomacy Temporary (ep) damage +1d10 damage if you have Impossible Proficiency with Diplomacy. The Effect is only applicable the first time you use Calm Creature; for second and subsequent uses of Calm Creature against Target, you inflict Temporary ep damage equal to 2 x Effect (or 1 if Effect is 0). If Effect is -1, Target is immune to your Calm Creature until the end of the encounter. If Effect is -2, Target is immune to your Calm Creature until circumstances change.

If you or an ally attacks Target for lethal or neural damage, Target recovers all Temporary ep damage. You and your allies can inflict Nonlethal (hp) or Psychological (ep) damage without Target recovering all Temporary ep damage, but only if Target is attacking you.

***Handle Creature*** (Preliminary Action, Auditory or Manual) Handle Creature is governed by an applicable Psychology Knowledge (e.g., Ethology for animals) and can normally only be used on Sentient (and not Sapient) creatures. Successfully handling a trained creature allows you to get it to perform a task for which it is trained and/or to behave in accordance with its training. Successfully handling a creature with 0 ep (see Calm Creature) allows you to use Train Creature on it.

You attempt Handle Creature in the Preliminary Phase of a Pass and, if other Actions become available to you, you declare them after determining the Result. You will often have a Penalty Die or -1 Result (or worse), depending on Target. Creatures that are not trained by you, are not trained for you, are not trained at all, are not domesticable, or are “impossible” to train all have penalties, as determined by the GM.

Miraculous Result (80+): Target retains 4 Actions. On Effect 9, you get an automatic Miraculous Success until the end of the encounter (no additional test required).

Mythical Result (70-79): Target retains 3 Actions.

Fanciful Result (60-69): Target retains 2 Actions.

Impossible Result (50-59): Target retains 1 Action (instead of converting to a Lesser Action), which it uses to your benefit during the current Pass only. If Target is trained (by or for you), during the current Pass only, you can convert the Action to a Compound Action Target has been trained to do.

Major Result (40-49): Target converts 4 Nonactions or Actions to Lesser Actions.

Greater Result (30-39): Target converts 3 Nonactions or Actions to Lesser Actions.

Moderate Result (20-29): Target converts 2 Nonactions or Actions to Lesser Actions.

Lesser Result (10-19): Once per Round until the end of the encounter, Intermission, or Downtime, Target converts a Nonaction or Action to a Lesser Action, which it will not use to harm you. If Target is trained (by or for you), during the current Pass only, you can convert a Lesser Action to an Action Target is trained to do.

Minor Result (9 or less): Target will do to you what it is in its nature to do (e.g., attack you if it is a predator, buck you off and run away if it is a steed, or run away if it is not a predator). Target’s action is not necessarily indicative of malice; it might just be confused.

***Create Value (aka Train Creature)*** You can Create Value to increase the value of a creature you have used Handle Creature to prepare it for training similar to the way Tinker is used to Create Value for items. For the purpose of determining Added Value assume each Trick adds 1/6 of the difference between an untrained and trained creature’s cost. Creatures that know more than 6 tricks are treated as if “more valuable” than a fully trained creature by +1/6 of the difference per trick after the 6th. The first 5 tricks must generally be Drop Prone, Leap, Seek, Stand, Stride, Strike. The 6th and later tricks include any actions the creature can perform.

***Gather Information (aka Interrogate)*** You can use Empathy to Gather Information when Target chooses to speak with you, which is only as likely as it is in Target’s nature to do so, or when Target is compelled. Decrease Target’s attitude by 1 if compelled. Target can only give you information it knows, but you can follow up with other techniques to Gather Information using what it provided thus far as clues. Gather Information provides information, but you may need a Recall Knowledge test to fully understand what you learn.

***Observe*** You can use Empathy instead of Observation to detect features related to Psychology.

***Recall Knowledge*** You can Recall Knowledge, limited by an Observation test and your sensory capabilities, related to Psychology.

### Haggle (CHA)

Haggle is generally used to conduct business or profit from a business. It is often worthwhile to invest money into “Holdings” to improve your storefront. You can also “buy” connections in lieu of using Haggle to gain them. You can also invest money that you can later draw upon for certain Lifestyle-related emergencies, such as when you need to have a few coins in your pocket.

When your Investment in an area reaches a certain point, you can spend Investment to buy Holdings in that area. You generally cannot sell Holdings; those who already have your Lifestyle don’t need yours and those who do not cannot afford to buy it. Even those with Lesser Holdings may only be able to afford what they have because they inherited it. If you do not acquire Holdings, your Investment can be moved to a new area if you take appropriate action (e.g., expand your business empire with an Philosophy (Economics) test). The table below illustrates the Holdings Threshold for Small, Medium, and Large creatures, as well as a breakdown of the expenses that go towards Necessities (Wardrobe includes Outfit and grooming and Shelter includes Containers and lodging). Small creatures generally pay ½ as much as Medium-sized creatures for Wardrobe, ¼ as much for Drink and Shelter, and ⅛ as much for Food at Subsistence, but the cost gradually increases to match the cost for Medium-sized creatures as you approach Major Holdings. Large creatures pay an inverse multiple of that of Small, but costs similarly gradually decrease to match the cost for Medium-sized creatures as you approach Major Holdings.

Total cost is for everything necessary to maintain a Lifestyle for 1 day, but the text in red is all that is necessary if you have an appropriate outfit; to pull off a Lifestyle over an extended time span, you need a full wardrobe (2 outfits for Moderate (Comfortable), 5 for Greater (Fine), and 20 for Major (Extravagant)).

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Holdings | Investment (Small/Medium/Large) | Wardrobe | Food | Drink | Shelter | Total | Expected Currency |
| Lesser | £1 / £10 / £100 | £0.1 | £0.01 | £0.01 | £0.1 | £0.1 + £0.12 | Copper |
| Moderate | £20 / £100 / £500 | £2 | £0.1 | £0.1 | £1 | £1 + £1.2 | Silver |
| Greater | £5000 / £10,000 / £50,000 | £50 | £1 | £1 | £10 | £10 + £12 | Gold |
| Major | £10,000,000 | £2000 | £10 | £10 | £100 | £100 + £120 | Platinum |

16 pounds of copper or 1 pound of silver is worth £1. PCs will generally track resources in £ and probably used silver for most of their lives, but after character creation, currency is assumed to be gold; 1 pound of gold is worth £16. Although referred to as “platinum,” platinum currency is actually crystalline osmium, the rarest naturally occurring stable element in the world and is also the densest non-magical material in the world. (Osmium oxidizes and the oxide is toxic, but crystallized osmium does not oxidize.) Crystalline osmium is formed into a coin shape, usually using magic or a very skilled alchemist; 1 pound of platinum (currency) is worth £256. Platinum currency is almost impossible to imitate in a cost-effective manner because it is denser than anything other than adamantium, and adamantium is more valuable. Normal (non-currency) platinum metals are quite dense but are worth about the same as gold because they have no use as currency.

***Establish Connections*** (Downtime, Social) Make a test to establish connections. Before attempting the test, identify the individual you wish to make your connection; Target can be a Demigod, Emperor, King, Prince, Noble, Prominent Citizen, or Burgher. You generally cannot establish connections with this test if Target doesn’t care about wealth or social status and you normally have to have done something that impresses Target before even attempting the test. What constitutes a “noble” or “king” is pretty vague, but someone calling themselves king might be as hard to reach as someone who actually is. *Very* generally, an emperor rules over up to 100 million people, a king up to 10 million, a prince up to 1 million, and a noble up to 100,000. Prominent citizens are less likely to “rule” but can influence up to 10,000 (e.g., the most popular chef in a large city could be a prominent citizen). A connection is as loyal as their personality allows.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you establish a Demigod or the equivalent as a connection. (The value of an Emperor connection is £10,000,000 if you “buy” it.) If you have a Demigod as a Benefactor, you decrease the cost of acquiring Major Holdings by 1%. You also gain the Benefactor Feat for free, but it can only be used for a Prince that is subservient to a Demigod connection.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you establish an Emperor or the equivalent as a connection. (The value of an Emperor connection is £1,000,000 if you “buy” it.) If you were trying to establish connections with a Demigod, you can retry. If you have an Emperor as a Benefactor and have Moderate Holdings, you gain Greater Holdings for free. You also gain the Benefactor Feat for free, but it can only be used for a Noble that is subservient to an Emperor connection.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you establish a King or the equivalent as a connection. (The value of a King connection is £100,000 if you “buy” it.) If you were trying to establish connections with an Emperor, you can retry, and with a Demigod, you do not provoke their ire. If you have a King as a Benefactor and have Moderate Holdings, decrease the cost of acquiring Greater Holdings by 10%.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you establish a Prince or the equivalent (e.g., a merchant prince) as a connection. (The value of a Prince connection is £10,000 if you “buy” it.) If you were trying to establish connections with a King, you can retry, and with an Emperor, you do not provoke their ire. If you have a Prince as a Benefactor and have Moderate Holdings, decrease the cost of acquiring Greater Holdings by 1%.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency you establish a Noble or the equivalent (e.g., a wealthy business owner) as a connection. (The value of a Noble connection is £1000 if you “buy” it.) If you were trying to establish connections with a Prince, you can retry, and with a King, you do not provoke their ire. Also, if you establish a connection with at least a Noble or the equivalent, you do not lose £12 if you have a Fine Outfit (even if you do not have Greater Holdings).

Lesser Result (10-19): As Minor Result, but you establish a Prominent Citizen as a connection. (The value of a Prominent Citizen connection is £100 if you “buy” it.) If you were trying to establish connections with a Noble, you can retry, and with a Prince, you do not provoke their ire.

Minor Result (0-9): As Trivial Result, but you establish a Burgher as a connection. (The value of a Commoner connection is £10 if you “buy” it, but you can usually pay less for someone to be your temporary “friend.”) If you were trying to establish connections with a Prominent Citizen, you can retry, and with a Noble, you do not provoke their ire.

Trivial Result (-1 or less): You lose £12 unless you have at least Greater Holdings (or go into debt). You cannot retry with a connection you desired until circumstances change. If you were trying to establish connections with a Burgher, you can retry, but with anyone else you cannot retry and with a Noble, Prince, King, Emperor, or Demigod, they might also become offended and act against you from afar if you are worthy of their ire.

***Establish Storefront*** (Downtime) Make a test to establish a storefront or run a business. A storefront can allow you to sell Standard Items at more than 50% of their value, which is the usual amount you can expect, and occasionally sell Fine and Extravagant Items at more than 20% and 5% of their value, which is also typical. The sales prices assume you are moving through inventory, but it is possible to find a customer who is willing to pay full price for items, especially if custom-made for them at their request. However, if you don’t have a storefront, you are unlikely to get the recognition you may deserve for your skill or, equally importantly, may not get the recognition you deserve when the customer shows something you made for them to others.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency and spend £5,000,000 to establish Major Holdings, all items you have for sale start at 200% of their actual value.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency and spend £5,000,000 to establish Major Holdings, Extravagant items you have for sale start at 200% of their actual value.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency and spend £50,000 to establish Greater Holdings, all Items you have for sale start at their actual value.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and spend £50,000 to establish Greater Holdings in the form of a Business Emporium, Fantastical Restaurant, or Extravagant Hotel, Fine Items you have for sale start at their actual value and Extravagant Items start at 50% of their actual value.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you gain the equivalent of Lesser Holdings (£5) for free when you hawk your wares on the corner; if you spend £500 to establish Moderate Holdings in the form of an inn or shop, Standard Quality Items you have for sale start at their full value, Fine Items start at 50% of their actual value, and Extravagant Items start at 20% of their actual value.

Lesser Result (10-19): If you spend £5 to establish Lesser Holdings in the form of a booth or corner where you are known to sell items, Subsistence Quality Items you have for sale start at their full value, Standard Quality Items start at 50% of their actual value, Fine Items start at 20% of their actual value, and Extravagant Items start at 5% of their actual value.

Minor Result (9 or less): Subsistence Quality Items you have for sale start at 50% of their actual value, Standard Quality Items start at 20% of their actual value, Fine Items start at 5% of their actual value, and Extravagant Items start at 1% of their actual value.

***Fast Talk*** (Linguistic) You can attempt a test to confuse Target with your words. Fast talking is essentially “selling” something without there being anything to sell. You can occasionally force Target to commit to a transaction they nominally agreed to, but Targets generally know they have been fast-talked after a success. That said, Fast Talk can be used with more Targets than Engage in Conversation (which requires at least some interest on the part of Target), making it a little better if your goal is distraction or getting Target to leave you alone for just a minute when you want to get away.

***Negotiate*** (Linguistic) You can attempt a test to try to increase the price of an item you are selling, decrease the price of an item you are buying, or attempt to get Target interested in a transaction when there is no initial interest.

### Hustle (STR)

***Close to Disarm*** (Step) You can Step into Grapple range and attempt Hustle to prepare for Weapon Group (Trap Weapon) associated with a readied weapon or Brawling Weapon Group with an open hand. If you are already within Grapple range, you can attempt the test in order to try to increase your effective Size on a subsequent Weapon Group (Trap Weapon) test without actually taking a Step.

Fanciful Result (60+): As Impossible Result, but the effective Size of the attack is increased by 4 if you have Impossible Proficiency.

Impossible Result (50-59): As Major Result, but the effective Size of the attack is increased by 3 if you have Impossible Proficiency.

Major Result (40-49): As Greater Result, but the effective Size of the attack is increased by 2 if you have at least Major Proficiency.

Greater Result (30-39): As Moderate Result, but the effective Size of the attack is increased by 1 if you have at least Greater Proficiency.

Moderate Result (20-29): As Lesser Result, but the effective Size of the attack is not reduced by 1 if you have at least Moderate Proficiency.

Lesser Result (10-19): You can attempt to Weapon Group (Trap Weapon) as your next action, but reduce your effective Size by 1 on the attempt.

Minor Result (0-9): You can attempt to Weapon Group (Trap Weapon) as your next action, but reduce your effective Size by 2 on the attempt.

Trivial Result (-1 or less): You must attempt to Trap Weapon with your next action, but the attempt fails automatically.

***Close to Trip*** (Step) You can Step into Grapple range and attempt Hustle to prepare for Athletics (Unbalance Target) If you are already within Grapple range and have at least Moderate Proficiency , you can attempt the test in order to try to increase your effective Size without actually taking a Step.

Fanciful Result (60+): As Impossible Result, but the effective Size of the Trip attempt is increased by 4 if you have Impossible Proficiency.

Impossible Result (50-59): As Major Result, but the effective Size of the Trip attempt is increased by 3 if you have Impossible Proficiency.

Major Result (40-49): As Greater Result, but the effective Size of the Trip attempt is increased by 2 if you have at least Major Proficiency.

Greater Result (30-39): As Moderate Result, but the effective Size of the Trip attempt is increased by 1 if you have at least Greater Proficiency.

Moderate Result (20-29): As Lesser Result, but the effective Size of the Trip attempt is not reduced by 1 if you have at least Moderate Proficiency.

Lesser Result (10-19): You can attempt Might (Grab to Trip) as your next action, but reduce your effective Size by 1 when attempting the subsequent Trip test.

Minor Result (0-9): You can attempt Might (Grab to Trip) as your next action, but reduce your effective Size by 2 when attempting the subsequent Trip test.

Trivial Result (-1 or less): You must attempt to Grab to Trip with your next action, but the attempt fails automatically.

***Sprint (aka Hike)*** (Lesser Action, Move, Strenuous) Any time you have the option of attempting Hustle (Sprint), you can choose to move at your Speed instead, which is not a Strenuous action unless you are on (at least) a Minor Incline. You must attempt a Sprint test to move faster than your usual Speed and a Hike test to ameliorate terrain difficulty due to incline without using your hands. The GM may require other tests if terrain is difficult for reasons other than incline.

You can use Athletics (Climb) to climb a wall or ceiling. If you use your hands, use Athletics (Climb) instead of Hike. Difficult Terrain due to incline is two degrees lower for Climb as it is for Hike, but you can treat Difficult Terrain due to incline as one degree lower if you use one hand to assist when hiking. Fanciful Terrain for hiking is either a wall, reverse incline, or ceiling, each of which is considered equally fanciful.

Horizontal Speed Adjustment assumes you are running up or down, not across the incline. If you run across the incline, there is no Horizontal Speed Adjustment, but treat terrain difficulty as +1 for the purpose of Balance. You must succeed on an Agility (Balance) test, if one is indicated, whenever you attempt a physical action or reaction, including the Sprint test.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Terrain Difficulty | Result Penalty | Rise over Run | Horizontal Speed Adjustment | Elevated Squares Traversed | Balance |
| Trivial | -0 | Less than 1/8 | Negligible | None | n/a |
| Minor | -0 | 1/8 | -1 | 1 every 8 squares | n/a |
| Lesser | -1 | 1/4 | -2 | 1 every 4 squares | n/a |
| Moderate\* | -2 | 1/2 | -3 | 1 every 2 squares | n/a |
| Greater\*\* | -3 | 1/1 | -4 -1 per Result over Moderate | 1 per square | Minor |
| Major | -4 | 2/1 | -6 -2 per Result over Greater | 2 per square | Lesser |
| Impossible | -5 | 5/1 | -9, Max Speed 4 (6 Fanciful) | 5 per square | Moderate |
| Fanciful | -6 | Variable | Variable | Variable | Greater |

\* If designed for creatures of your size, stairs turn Moderate Terrain into, effectively, non-difficult terrain due to incline, but the original Horizontal Speed Adjustment is still used. Such stairs are Lesser Difficult Terrain due to limited surface area if you attempt to maneuver on a step. In general steps are treated as elevated or double-elevated squares for creatures 3 or 4 Sizes smaller than those the steps were built to accommodate and steps are ignored (treated as Moderate Terrain) for creatures 2 or more Sizes larger than those the steps were built to accommodate. For example, for stairs designed for a medium-sized creature:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Size | Incline | Surface Area | Step Depth | Rise over Run | Elevated Squares Traversed | Step Height |
| Fine | Nil | Nil | 3 Squares | 1/2 | 1 every 2 squares | Double-Elevated |
| Diminutive | Nil | Nil | 2 Squares | 1/2 | 1 every 2 squares | Elevated |
| Tiny | Nil | Nil | 1 Square | 1/2 | 1 every 2 squares | 2/5 Square |
| Small | Lesser | Minor | 2/5 Square | 1/2 | 1 every 2 squares | 1/5 Square |
| Medium | Minor | Lesser | 1/5 Square | 1/2 | 1 every 2 squares | 1/10 Square |
| Large | Lesser | Moderate | 1/10 Square | 1/2 | 1 every 2 squares | 1/20 Square |
| Huge+ | Moderate | n/a | n/a | 1/2 | 1 every 2 squares | n/a |

\*\* If designed for creatures of your size, angle ladders turn Greater Terrain into, effectively, Minor Terrain, but the original Speed Adjustment is still used.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Size | Incline | Surface Area | Step Depth | Rise over Run | Elevated Squares Traversed | Step Height |
| Fine | Nil | Nil | 2 Squares | 1/1 | 1 per square | Double-Elevated |
| Diminutive | Nil | Nil | 1 Square | 1/1 | 1 per square | Elevated |
| Tiny | Nil | Minor | 2/5 Square | 1/1 | 1 per square | 2/5 Square |
| Small | Moderate | Lesser | 1/5 Square | 1/1 | 1 per square | 1/5 Square |
| Medium | Lesser | Moderate | 1/10 Square | 1/1 | 1 per square | 1/10 Square |
| Large | Moderate | Moderate | 1/20 Square | 1/1 | 1 per square | 1/20 Square |
| Huge+ | Greater | n/a | n/a | 1/1 | 1 per square | n/a |

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, in addition to the Reactive Movement 8, Speed 24 (3 Strides). If you move your full Speed, plus the Reactive Movement (32 total), on your turn, you can run across water.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you also gain Reactive Movement 8, which you can immediately use as per Minor Result if you like (to move further), further increasing Momentum.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Speed 16 (2 Strides).

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Speed 14.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Speed 12.

Lesser Result (10-19): As Minor Result, but Speed 10.

Minor Result (0-9): As Trivial Result, but Speed 8 and you do not fall prone. The Speed Adjustment for Fanciful Terrain depends upon whether it is a wall (in which case horizontal movement is 0 unless moving laterally, for which there is no penalty) or an inverse incline, in which case the penalty can be the same as any other incline; it’s just you are moving upside-down.

Trivial Result (-1 to -10): Fall Prone on Major Terrain, gain Forced Movement -1 or -2 on Impossible or Fanciful Terrain, or gain Speed 6 and lose all Counteractive and Reactive Movement on other terrain. Momentum is equal to ½ the number of squares traversed horizontally. A sprint is ideally in a straight line, but you can spend 2 squares of movement to move diagonally into a square adjacent to your current square and the square into which you would have moved if you continued your trajectory if you are in Minor or non-difficult Terrain, which gives you a new trajectory in the diagonal direction. You can retain Momentum until your next action, which must be taken this turn or as the first Momentum action of your next turn, and use the Momentum when taking the Momentum action or use the higher of retained Momentum or Momentum from Sprint if you Sprint again.

Inconsequential Result (-11 to -20): As Trivial Result, but Speed 4 or, if you are on Greater Terrain, you fall prone.

Nil Result (-21 or less): Forced Movement -1 or -3 on Major or Impossible Terrain, Falling 0 on Fanciful Terrain, or fall prone on other terrain.

***Trudge*** (Lesser Action, Move, Strenuous) Trudge is similar to Hustle (Sprint), but it is used when you attempt to wade through terrain that is sticky, liquid, or shifting (like sand or snow). If you Trudge on an incline, use the Horizontal Speed Adjustment for Sprint and add the Result Penalty only if it makes sense to do so. (The GM may use less than the sum of Result Penalties under certain conditions, particularly for sticky surfaces or surfaces into which you can kick footholds, like snow.)

The difficulty of Trudge depends upon Terrain Difficulty. You must be able to get traction. For example, although “Submerged” includes being neck-deep in a liquid, you can’t Trudge through fluid unless your feet touch the bottom; you must use Aquabatics (Float) until you get to the surface. Snow is an exception because it becomes packed if you press against it, generally meaning you will not sink deeper than ankle- or knee-deep, depending upon the characteristics of the snow, and requiring Burrow Speed if you are covered in an avalanche; the GM may adjust for packed or powdery snow.

|  |  |  |
| --- | --- | --- |
| Terrain Difficulty | Result Penalty | Example |
| Minor | -0 | Tacky; ankle-deep in water, sand, snow, or quicksand |
| Lesser | -1 | Sticky; knee-deep in water or quicksand; ankle-deep in mud or lava |
| Moderate | -2 | Adhesive; waist-deep in water or quicksand |
| Greater | -3 | Spiderweb (for prey of your size); submerged in water or quicksand; knee-deep in sand, mud, or snow\* |
| Major | -4 | Feet entangled in spiderweb; waist-deep in sand, mud, or snow; knee-deep in lava\* |
| Impossible | -5 | Alchemical glue; submerged in sand, mud, or snow; waist-deep in lava\* |
| Fanciful | -6 | Submerged in lava\* |

\* You cannot normally get more than ankle-deep in sand, but you can reach knee-deep if you have default Sinking rating of 3. See Aquabatics (Float). You can also be buried (submerged).

Quicksand: You can become submerged in Quicksand if you fall into it, but you cannot normally sink more than waist-deep unless you have a default Sinking rating of 1 or more. (Deaths from quicksand are extremely rare, with the real risk only occurring if you panic or die from heat exhaustion, though if you get stuck in quicksand near a body of water that has a rising tide, you could remain stuck long enough to drown.)

Mud: You cannot normally get more than waist-deep in mud unless you have a default Sinking rating of 2 or more, but if you were covered in a mudslide you can be submerged.

Snow: Although you can be buried in an avalanche, you cannot normally sink more than knee-deep in snow unless you have a default Sinking rating of 3, but even then you will not normally sink more than waist-deep.

Lava: “Lava” can include viscous substances of significantly greater density than you so you generally do not sink more than waist-deep in lava unless you have a default Sinking rating of 3. See Aquabatics (Float).

Alchemical Glue: Alchemical Glue of the relevant type does not solidify until you step in it, which can make trudging through it impossible if you stop moving; if the glue solidifies, you need to attempt Brute Force before you can continue moving. See Bombs, Glass Jelly.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Speed 24.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Speed 16.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Speed 14.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Speed 12.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Speed 10.

Lesser Result (10-19): As Minor Result, but Speed 8.

Minor Result (0-9): As Trivial Result, but Speed 6.

Trivial Result (-1 to -10): As Inconsequential Result, but Speed 4.

Inconsequential Result (-11 to -20): You lose Counteractive and Reactive Movement, if any, and have Speed 2. (If you have Speed 4 normally, you gain ½ the indicated Speed; and if you have Speed 2 normally, you gain ¼ the indicated Speed.)

Nil Result (-21 to -30): You lose Counteractive and Reactive Movement, if any, and get stuck (gaining the Restrained condition); you must get a Result that allows you to move (but you cannot move on the turn you become unstuck regardless of the Result, nor do you get a Bonus Action) before you can move again. If in Intermission Mode, reroll with -1 Result and, if you get a Nil or Negative Result, you are stuck.

Negative Result (-31 or less): You get stuck until circumstances change.

### Intimidation (WIL)

Intimidation is a social skill.

***Demoralize*** (Action, Auditory, Emotion, Fear, Mental, Social Attack) Demoralize is a Social attack and a hostile action. Attempt an Intimidation test for an enemy of which you are aware and that can hear you. If Target is hidden or does not understand your language, you gain a Penalty Die (your choice) and if Target is both hidden and does not understand your language, you gain -1 Result. Demoralize causes you, Target, and any allies of Target who witness the attempt to enter Encounter Mode. Targets who feel they are not going to lose gain +1 Result (seems to be an even match) to +6 Result (no way you can win), though you may be able to trick them into thinking the situation is worse than it would seem.

Demoralize is effectively a Make an Impression test. The impression is positive if Witnesses approve of bullying and violence in general or against Target in particular. The impression is negative if Witnesses disapprove of bullying or violence in general or against Target in particular. However, a negative impression can be turned to a positive if a witness, although e may disapprove of what you did, feels e needs to hire you or ask you for a favor that you can accomplish given your apparent skill set; if e survives the encounter, even Target(s) may treat the impression as positive under similar circumstances. If you wish, you can attempt Empathy (Society) to read the crowd first, and decide whether to use Demoralize based upon how Witnesses will react.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency your Demoralize is a Fanciful Social Attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency your Demoralize is an Impossible Social Attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency your Demoralize is a Major Social Attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency your Demoralize is a Greater Social Attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency your Demoralize is a Moderate Social Attack and on a Critical Success, you inflict Neural (ep) damage.

Lesser Result (10-19): As Minor Result, but your Demoralize is a Lesser Social Attack.

Minor Result (0-9): As Trivial Result, but your Demoralize is a Minor Social Attack.

Trivial Result (-1 or less): Your Demoralize is a Trivial Social Attack. If Target is reduced to 0 ep, e gains a Suggestion to “flee if you can or cower if you cannot.” Demoralize can also be used on an ally to Counteract some other Suggestion as a verbal “slap across the face,” which would counteract a Suggestion if your Result is at least equal to the degree of the Suggestion.

Effect: Demoralize Result, reduced by Determination (Mettle) of Target: +1 for Trivial Determination, -1 for Lesser Determination, -2 for Moderate Determination, …, -6 for Fanciful Determination. Demoralize inflicts Effect x Empathy Psychological (ep) damage +1d10 damage if you have Impossible Proficiency with Empathy. The Effect is only applicable the first time you use Demoralize; for second and subsequent uses of Demoralize against Target, you inflict psychological damage equal to 2 x Effect (or 1 if Effect is 0). If Effect is -1, Target is immune to your Demoralize until the end of the encounter. If Effect is -2, Target is immune to your Demoralize until circumstances change.

Until the end of the encounter, a successful Counteract test is required to heal ep for or grant Temporary ep to Target with a spell or effect if Target was reduced to 0 ep by the Demoralize or would have taken psychological damage from the Demoralize if already at 0 ep.

***Gather Information*** You can use Intimidation to Gather Information but Target’s attitude decreases by 1 step. Gather Information provides information, but you may need a Recall Knowledge test to fully understand what you learn.

***Intimidating Glare*** (Lesser Action, Emotion, Fear, Mental, Visual) Intimidating Glare is a Mental attack you can attempt with no words, just by “acting intimidating.” It functions much like Demoralize, but Target must see you and you er, and it doesn’t matter if Target understands you. Also, damage is Temporary ep damage instead of Psychological (ep) damage, or Psychological damage on a Critical Success; and damage is Effect x Intimidation instead of Effect x Empathy.

***Make an Impression*** As for Diplomacy, but any improved attitude is in relation to your menace, making someone more likely to want to hire you to take care of somebody, for example. Positive attitudes function much the same as for Diplomacy, but the loyalty of Targets is due to fear, not love.

### Lore (PER)

***Create Value (aka Train Creature)*** You can Create Value to increase the value of a creature you have used Empathy (Handle Creature) to prepare it for training similar to the way Alchemy, Biology, Philosophy, and Mechanics are used to Create Value for items. For the purpose of determining Added Value assume each Trick adds 1/6 of the difference between an untrained and trained creature’s cost. Creatures that know more than 6 tricks are treated as if “more valuable” than a fully trained creature by +1/6 of the difference per trick after the 6th. The first 5 tricks must generally be Drop Prone, Leap, Seek, Stand, Stride, Strike. The 6th and later tricks include any actions the creature can perform.

***Find Shelter*** (Intermission) Find Shelter functions much like the Foraging test, but Small creatures require 1/8 as much shelter and Large creatures require 8x as much shelter as Medium creatures. Also, if you succeed by more than is necessary to provide shelter to 1 Medium creature, you find shelter spacious enough to accommodate everyone. Scarcity may or may not be the same for food and shelter.

***Find Water*** (Intermission) Find Water functions much like the Foraging test, but Small creatures require 1/8 as much water and Large creatures require 8x as much water as Medium creatures. Also, if you succeed by more than is necessary to provide water to 1 Medium creature, you find a water source and everyone can drink their fill and carry whatever they can. Scarcity may or may not be the same for food and water.

***Foraging*** (Intermission) When in an environment associated with a Terrain Knowledge you know, or Botany, Mycology, or Zoology, you can forage for food. Hunting is considered the same as Foraging, but you need a ranged weapon, fishing rod/net, or trap suitable to capture your prey.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you find food sufficient for 1 Medium creature (25 Medium creatures if taken as a Downtime action) even if there is Impossible Scarcity. If there is Fanciful Scarcity, you somehow still find ¼ the necessary food for a Medium creature if taken as a Downtime action.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you find food sufficient for 1 Medium creature (25 Medium creatures if taken as a Downtime action) even if there is Major Scarcity. If there is Impossible Scarcity, you somehow still find ¼ the necessary food for a Medium creature if taken as a Downtime action.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you find food sufficient for 1 Medium creature (25 Medium creatures if taken as a Downtime action) even if there is Greater Scarcity. If there is Major Scarcity, you only find ¼ the necessary food for a Medium creature if taken as a Downtime action.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you find food sufficient for 1 Medium creature (25 Medium creatures if taken as a Downtime action) even if there is Moderate Scarcity. If there is Greater Scarcity, you only find ¼ the necessary food for a Medium creature if taken as a Downtime action.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you find food sufficient for 1 Medium creature (25 Medium creatures if taken as a Downtime action) even if there is Lesser Scarcity. If there is Moderate Scarcity, you only find ¼ the necessary food for a Medium creature if taken as a Downtime action.

Lesser Result (10-19): As Minor Result, but you find food sufficient for 1 Medium creature (25 Medium creatures if taken as a Downtime action) even if there is Minor Scarcity. If there is Lesser Scarcity, you only find ¼ the necessary food for a Medium creature if taken as a Downtime action.

Minor Result (0-9): You find food sufficient for 1 Medium creature (25 Medium creatures if taken as a Downtime action), as long as there is no Scarcity. If there is Minor Scarcity, you only find ¼ the necessary food for a Medium creature if taken as a Downtime action. A Small creature needs ¼ as much food as a Medium creature and a Large creature needs 4x as much. If you do not have sufficient food, you start to die of starvation.

Trivial Result (-1 or less): As Minor Result, but the food poisons you.

***Gather Raw Materials*** (Intermission) You can gather raw materials suitable for use with Crafting. If you do not have the Crafting Knowledge for resources you want to find, you are assumed to be instructed by an ally with the Crafting Knowledge regarding what they need. Scarcity decreases the raw materials you can find by 1/10 per degree of difficulty (e.g., Minor Scarcity reduces the raw materials you can find by 1/10, Lesser Scarcity by 1/100, …, Major Scarcity by 1/100,000). If you also have an applicable Elementalism or Physiology Knowledge (e.g., Geology is applicable if gathering minerals and Botany, Mycology, and Zoology are all applicable if gathering raw materials for gathering organic raw materials, as is, arguably, Anthropian Physiology, Cryptozoology, Fairyology, and Microbiology, though this can cause witnesses to react with disgust and may have unintended consequences if a creature is magical, poisonous, or diseased and is used for food) cut the Scarcity penalty in half (e.g., Minor Scarcity reduces the raw materials you can find by 1/5, Lesser Scarcity by 1/50, …, Major Scarcity by 1/50,000).

Gathering raw materials for a Create Value (Food) test usually nets more raw materials than foraging because you can cook or treat raw materials that are otherwise inedible or hard to digest. Geology, Hydrology, and Meteorology are all suitable for reducing scarcity when gathering raw materials for magical items; Physiology skills, other than Cryptozoology, Necromancy, and Parapsychology, are rarely applicable for magical raw materials. Signs of raw materials that require mining can be found, but you may need an additional Building (Mine) test to gather them.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, £20 gathered raw materials (£500 as a Downtime Action).

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, £2 gathered raw materials (£50 as a Downtime Action), which can include raw materials suitable for crafting an Artifact.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency, £0.2 gathered raw materials (£5 as a Downtime Action), which can include raw materials suitable for crafting a Major Magic Item.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency, £0.02 gathered raw materials (£0.5 as a Downtime Action), which can include raw materials suitable for crafting a Greater Magic Item.

Moderate Result (20-29): If you have at least Moderate Proficiency, £0.002 gathered raw materials (£0.05 as a Downtime Action), which can include raw materials suitable for crafting a Moderate Magic Item.

Lesser Result (10-19): £0.005 gathered raw materials as a Downtime Action, which can include raw materials suitable for crafting a Lesser Magic Item; no appreciable gathered resources if taken as an Intermission Action.

Minor Result (0-9): As Lesser Result, but the raw materials are only suitable for crafting subsistence quality items.

Trivial Result (-1 or less): As Minor Result, but if you use the raw materials, the item is ruined or, if food, has no nutritional value.

***Recall Knowledge*** You can use Lore to Recall Knowledge, limited by an Observation test and your sensory capabilities, related to Physiology or Psychology in Terrain in which you have Knowledge. You can also use Lore for Terrain Knowledge in which you have Knowledge, Alchemy if you have Traditional Alchemy (using materials found in Terrain in which you have Knowledge), Mechanics if you have Traditional Craft (using materials found in Terrain in which you have Knowledge), and Biology if you have Traditional Pharmacology (using materials found in Terrain in which you have Knowledge).

### Mechanics (INT)

***Assess Complex Device*** On a Success, Reduce Penalty by 1 on a subsequent Tinker (Disable Device) to disable a complex device. Reduce the Penalty by an additional 1 per degree of success over what was required. As usual, your Mechanics test is limited by your Observation test to detect features.

***Create Value*** You can Create Value to craft items not covered by Alchemy, Philosophy, or Biology.

***Recall Knowledge*** You can Recall Knowledge, limited by an Observation test and your sensory capabilities, related to mathematics, solid items, solid materials, and technology.

### Melee Combat (DEX)

***Parry*** (Lesser Reaction, Exploit Parry Trait) You can parry weapon attacks using a weapon with the Parry or Parry (Unready) trait.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you deflect a Fanciful Attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you deflect an Impossible Attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you deflect a Major Attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you deflect a Greater Attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you deflect a Moderate Attack. Also, against a Lesser Attack or, more generally, an attack 1 degree lower than what you could have deflected, you gain a Bonus Reaction that can only be used to Parry or Riposte (attack as a Reaction to the parried attack).

Lesser Result (10-19): As Minor Result, but you deflect a Lesser Attack.

Minor Result (0-9): As Trivial Result, but you deflect a Minor Attack.

Trivial Result (-1 or less): You deflect a Trivial attack. If the attack was a Lesser attack (or, more generally, a Critical Hit), Target can choose to attack you or your weapon; if your weapon is attacked, reduce damage for Hardness, then apply any remaining damage to both your weapon and you.

***Trap Weapon*** (Attack) To attempt Trap Weapon, attempt Trap Weapon vs. Parry. If you are not within Grapple range, your Trap Weapon attempt has -1 Result. Trap Weapon fails automatically if Target’s Size is greater than the effective Size of your Close to Disarm attempt.

If your Trap Weapon attempt is successful, you can use an action to Grab (see Might, Grab) as long as the weapon remains trapped. A weapon remains trapped until Target frees itself, which it can do automatically as an action. If you score a Critical Hit, you gain a Bonus Action that can only be used to Disarm (skipping the usually precedent Grab to Disarm action). Also, if you Critically Hit with a weapon that has the Disarm (Unready) trait, your weapon does not become Unready.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, Trap Weapon is a Fanciful Attack.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, Trap Weapon is an Impossible Attack.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, Trap Weapon is a Major Attack.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, Trap Weapon is a Greater Attack.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, Trap Weapon is a Moderate Attack.

Lesser Result (10-19): As Minor Result, but Trap Weapon is a Lesser Attack.

Minor Result (0-9): Your Trap Weapon attempt is a Minor Attack.

Trivial Result (-1 or less): You fail to Trap Weapon.

***Weapon Attack*** (Attack, Manual) If you are Untrained or have at least Moderate Proficiency, your attacks trigger reactions from Competent or Very Competent opponents.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your Weapon Attack is a Fanciful Attack and your Critical Hit Potential is Impossible.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, your Weapon Attack is an Impossible Attack and your Critical Hit Potential is Major.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, your Weapon Attack is a Major Attack and your Critical Hit Potential is Greater.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, your Weapon Attack is a Greater Attack and your Critical Hit Potential is Moderate.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, your Weapon Attack is a Moderate Attack and your Critical Hit Potential is Lesser.

Lesser Result (10-19): As Minor Result, but your Weapon Attack is a Lesser Attack and you Critically Hit if a Minor Attack would hit. If you critically hit with a weapon that has the Disarm, Shove, Sweep, or Trip trait, you can attempt Weapon Grab to Disarm, Weapon Shove, Weapon Sweep, or Weapon Grab to Trip if you have Exploit Disarm Trait, Exploit Shove Trait, or Exploit Trip Trait as a Bonus Action in lieu of damage for Weapon Grab to Disarm or Weapon Grab to Trip, but in addition to normal (not multiplied by Critical Hit) damage for Weapon Shove.

Minor Result (0-9): Your Weapon Attack is a Minor Attack. If a ranged attack that was not blocked or parried, the weapon or ammo continues past Target and can strike others in the path (though with no better than a Minor Result, even if your Weapon Attack was better than a Minor Result) for an additional range increment, with the potential to hit another Target in the path.

Trivial Result (-1 or less): You Miss.

***Weapon Grab to Disarm*** (Manual, Exploit Disarm Trait) With a weapon that has the Disarm trait, attempt Weapon Group (Weapon Grab to Disarm) vs. Weapon Group (Parry). (You do not have to Close to Disarm or Trap Weapon when you attempt Weapon Grab to Disarm.)

Fanciful Result (60+): As Impossible Result, but the effective Size of the attack is increased by 4 if you have Impossible Proficiency.

Impossible Result (50-59): As Major Result, but the effective Size of the attack is increased by 3 if you have Impossible Proficiency.

Major Result (40-49): As Greater Result, but the effective Size of the attack is increased by 2 if you have at least Major Proficiency.

Greater Result (30-39): As Moderate Result, but the effective Size of the attack is increased by 1 if you have at least Greater Proficiency.

Moderate Result (20-29): As Lesser Result, but the effective Size of the attack is not reduced by 1 if you have at least Moderate Proficiency.

Lesser Result (10-19): As Minor Result but reduce your effective Size by 1 on the attempt.

Minor Result (0-9): You can attempt Might (Disarm) as your next action but reduce your effective Size by 2 on the attempt.

Trivial Result (-1 or less): You must attempt to Disarm with your next action, but the attempt fails automatically.

***Weapon Grab to Trip*** (Manual, Exploit Trip Trait) With a weapon that has the Trip trait, attempt Weapon Group (Weapon Grab to Trip) vs. Agility (Dodge). (You do not Close to Trip or Unbalance Target when you attempt Weapon Grab to Trip.)

Fanciful Result (60+): As Impossible Result, but the effective Size of the attack is increased by 4 if you have Impossible Proficiency.

Impossible Result (50-59): As Major Result, but the effective Size of the attack is increased by 3 if you have Impossible Proficiency.

Major Result (40-49): As Greater Result, but the effective Size of the attack is increased by 2 if you have at least Major Proficiency.

Greater Result (30-39): As Moderate Result, but the effective Size of the attack is increased by 1 if you have at least Greater Proficiency.

Moderate Result (20-29): As Lesser Result, but the effective Size of the attack is not reduced by 1 if you have at least Moderate Proficiency.

Lesser Result (10-19): As Minor Result but reduce your effective Size by 1 on the attempt.

Minor Result (0-9): You can attempt Might (Trip) as your next action but reduce your effective Size by 2 on the attempt.

Trivial Result (-1 or less): You must attempt to Trip with your next action, but the attempt fails automatically.

### Might (STR)

***Disarm*** (Attack) After a successful Grab to Disarm, you can attempt Might (Disarm) vs. Might (Resist Disarm). Your Disarm attack fails automatically if Target’s Size is greater than the effective Size of your Grab to Disarm attempt.

Fanciful Result (60+): Fanciful Disarm Attack.

Impossible Result (50-59): Impossible Disarm Attack.

Major Result (40-49): Major Disarm Attack.

Greater Result (30-39): Greater Disarm Attack.

Moderate Result (20-29): Moderate Disarm Attack.

Lesser Result (10-19): Lesser Disarm Attack.

Minor Result (0-9): Minor Disarm Attack.

Trivial Result (-1 or less): Your Disarm attempt fails.

You can also be encumbered by carrying heavy things. Use STR + Size modifier (-4 per rating of Large or +4 per rating of Small) to determine how much weight you can carry, which is measured in Stones (one Stone is about 16 lbs. for a Medium-sized creature, about 2 lbs. for a Small creature, and about 128 lbs. for a Large creature). If you don’t move, you can lift as much as is indicated for Dead Lift. The weight of a creature of your size is 10 Stone. Note: Small creatures, because they are 1/8 the mass, ¼ the strength, and ½ the height of a similarly proportioned Medium-sized creature, effectively have +4 STR; for similar biophysical reasons, Large creatures effectively have -4 STR.

|  |  |  |  |
| --- | --- | --- | --- |
| MSB | Penalty Dice | Overhead Lift | Dead Lift |
| -4 or less | 1 per Stone | 2 Stone | 4 Stone |
| -3 | 1 per 1.5 Stone | 3 Stone | 6 Stone |
| -2 | 1 per 2 Stone | 4 Stone | 8 Stone |
| -1 | 1 per 3 Stone | 6 Stone | 12 Stone |
| 0 | 1 per 4 Stone | 8 Stone | 16 Stone |
| 1 | 1 per 6 Stone | 12 Stone | 24 Stone |
| 2 | 1 per 8 Stone | 16 Stone | 32 Stone |
| 3 | 1 per 12 Stone | 24 Stone | 48 Stone |
| 4 | 1 per 16 Stone | 32 Stone | 64 Stone |
| 5 | 1 per 24 Stone | 48 Stone | 96 Stone |
| 6 | 1 per 32 Stone | 64 Stone | 128 Stone |
| 7 | 1 per 48 Stone | 96 Stone | 192 Stone |
| 8 | 1 per 64 Stone | 128 Stone | 256 Stone |
| 9 | 1 per 96 Stone | 192 Stone | 384 Stone |
| 10 | 1 per 128 Stone | 256 Stone | 512 Stone |
| 11 | 1 per 192 Stone | 384 Stone | 768 Stone |
| 12 | 1 per 256 Stone | 512 Stone | 1024 Stone |
| 13 | 1 per 384 Stone | 768 Stone | 1536 Stone |
| 14 | 1 per 512 Stone | 1024 Stone | 2048 Stone |
| 15 | 1 per 768 Stone | 1536 Stone | 3072 Stone |
| 16 | 1 per 1024 Stone | 2048 Stone | 4096 Stone |
| 17 | 1 per 1536 Stone | 3072 Stone | 6144 Stone |
| 18 | 1 per 2048 Stone | 4096 Stone | 8192 Stone |

If you have Negative STR, you gain Constructive Encumbrance, which represents your inability to carry your own body weight.

|  |  |
| --- | --- |
| STR | Constructive Encumbrance |
| -9 | Immobilized |
| -8 | +12 Stone |
| -7 | +8 Stone |
| -6 | +6 Stone |
| -5 | +4 Stone |
| -4 | +3 Stone |
| -3 | +2 Stone |
| -2 | +1.5 Stone |
| -1 | +1 Stone |

***Grab*** (Attack) If you are in Grapple range or have a natural weapon with the Grab trait, you can attempt Grab vs. Agility (Dodge) to Grab Target. With this action, you are grabbing to Hold On, not grabbing to disarm or to trip. You gain a Bonus Action to Improve Grip if your Grab Attack is a Critical Hit.

Fanciful Result (60+): Fanciful Grab Attack.

Impossible Result (50-59): Impossible Grab Attack.

Major Result (40-49): Major Grab Attack.

Greater Result (30-39): Greater Grab Attack.

Moderate Result (20-29): Moderate Grab Attack.

Lesser Result (10-19): Lesser Grab Attack.

Minor Result (0-9): Your Grab Attack is a Minor Attack.

Trivial Result (-1 or less): You Miss.

***Grab to Disarm*** (Manual) After a successful Weapon Group (Trap Weapon), reset effective Size to your actual Size then attempt Might (Grab to Disarm) to grab Target’s weapon or weapon arm. If you attempt Grab to Disarm without Trap Weapon, you have -1 Result.

Fanciful Result (60+): Effective Size of a subsequent Disarm attack is increased by 4.

Impossible Result (50-59): Effective Size of a subsequent Disarm attack is increased by 3.

Major Result (40-49): Effective Size of a subsequent Disarm attack is increased by 2.

Greater Result (30-39): Effective Size of a subsequent Disarm attack is increased by 1.

Moderate Result (20-29): Effective Size of a subsequent Disarm attack is not reduced by 1.

Lesser Result (10-19): Effective Size of a subsequent Disarm attack is reduced by 1.

Minor Result (0-9): You can attempt to Disarm as your next action but the effective Size of the Disarm attack is reduced by 2.

Trivial Result (-1 or less): You must attempt to Disarm with your next action, but the attempt fails automatically.

***Grab to Trip*** (Manual) After a successful Athletics (Unbalance Target), reset effective Size to your actual Size then attempt Might (Grab to Trip) to grab Target in preparation for tripping them. If you attempt Grab to Trip without Unbalance Target, you have -1 Result.

Fanciful Result (60+): Effective Size of a subsequent Trip attack is increased by 4.

Impossible Result (50-59): Effective Size of a subsequent Trip attack is increased by 3.

Major Result (40-49): Effective Size of a subsequent Trip attack is increased by 2.

Greater Result (30-39): Effective Size of a subsequent Trip attack is increased by 1.

Moderate Result (20-29): Effective Size of a subsequent Trip attack is not reduced by 1.

Lesser Result (10-19): Effective Size of a subsequent Trip attack is reduced by 1.

Minor Result (0-9): You can attempt to Trip as your next action but the effective Size of the Disarm attack is reduced by 2.

Trivial Result (-1 or less): You must attempt to Trip with your next action, but the attempt fails automatically.

***Improve Grip*** (Lesser Action, Manual) When you successfully Grab, it is considered a Minor Restraint. Improve Grip can increase the difficulty of the restraint. It should be noted that the “restraint” here means if Target attempts to move, it is encumbered by you, but it can still move if it is strong enough. You cannot normally improve grip when you grab with a weapon.

Fanciful Result (60+): Your grab is treated as a Fanciful Restraint until the start of your next turn.

Impossible Result (50-59): Your grab is treated as an Impossible Restraint until the start of your next turn.

Major Result (40-49): Your grab is treated as a Major Restraint until the start of your next turn.

Greater Result (30-39): Your grab is treated as a Greater Restraint until the start of your next turn.

Moderate Result (20-29): Your grab is treated as a Moderate Restraint until the start of your next turn.

Lesser Result (10-19): Your grab is treated as a Lesser Restraint until the start of your next turn

Minor Result (0-9): You fail to improve your grip; it is still a Minor Restraint.

Trivial Result (-1 or less): Target automatically breaks free from your grip as a free reaction.

***Resist Disarm*** (Lesser Reaction, Manual) As a Reaction, you can counter a Disarm attempt. If you do not have a Reaction available, you can Resist Disarm as a Nonreaction, but with -1 Result.

Fanciful Result (60+): You cannot be disarmed.

Impossible Result (50-59): Against a Fanciful Disarm Attack, you are disarmed; you cannot have your weapon taken.

Major Result (40-49): Against an Impossible Disarm Attack, you are disarmed and against a Fanciful Disarm Attack, your weapon is taken.

Greater Result (30-39): Against a Major Disarm Attack, you are disarmed and against an Impossible Disarm Attack, your weapon is taken.

Moderate Result (20-29): Against a Greater Disarm Attack, you are disarmed and against a Major Disarm Attack, your weapon is taken.

Lesser Result (10-19): Against a Moderate Disarm Attack, you are disarmed and against a Greater Disarm Attack, your weapon is taken.

Minor Result (0-9): Against a Lesser Disarm Attack, you are disarmed and against a Moderate Disarm Attack, your weapon is taken.

Trivial Result (-1 or less): Against a Minor Disarm Attack, you are disarmed: your readied one-handed weapon or unready two-handed weapon falls in your square or your readied two-handed weapon or shield becomes unready. Against a Lesser Disarm Attack, your weapon is taken: The attacker can take your weapon (one-handed or two-handed, but not a shield) or force you to drop it in a square of attacker’s choice that is adjacent to you both.

***Weapon Shove*** (Critical Bonus Action, Exploit Shove Trait) When you critically hit with a weapon that has the Shove trait, you can attempt Weapon Shove vs. Bulwark (Resist Shove) as a Bonus Action.

Fanciful Result (60+): Fanciful Shove Attack.

Impossible Result (50-59): Impossible Shove Attack.

Major Result (40-49): Major Shove Attack.

Greater Result (30-39): Greater Shove Attack.

Moderate Result (20-29): Moderate Shove Attack.

Lesser Result (10-19): Lesser Shove Attack.

Minor Result (0-9): Your attack is a Minor Shove Attack (note your effective Momentum, which is ¼ Bulk of your weapon x8 per Size greater than 0 or x1/8 per Size less than 0). If successful, Target gains Forced Movement equal to Momentum along a trajectory within a Fan away from you. Forced Movement is always assessed at the end of the Pass and uses 5 foot squares, so Forced Movement 1 (if not ameliorated) would move Target 5 feet away from you. Because allies are acting simultaneously, Target’s square is not treated as vacated until the end of the Pass, allowing allies to attack Target before Target is shoved out of the way, but preventing allies from moving into the space unless they Tumble Through.

Trivial Result (-1 or less): You fail to Shove Target.

***Weapon Sunder*** (Action, Exploit Armor Piercing Trait) If you have Exploit Armor Piercing Trait, you can use Weapon Sunder instead of attacking normally with a weapon that has the Armor Piercing trait. A Sunder attack inflicts full damage to armor (instead of half), triple damage to armor on a Critical Hit (instead of x2), and half damage to armor (but not Target) if the attack barely misses. However, Target only takes normal damage (instead of x2) on a Critical Hit.

Fanciful Result (60+): Fanciful Sunder Attack.

Impossible Result (50-59): Impossible Sunder Attack.

Major Result (40-49): Major Sunder Attack.

Greater Result (30-39): Greater Sunder Attack.

Moderate Result (20-29): Moderate Sunder Attack.

Lesser Result (10-19): Lesser Sunder Attack.

Minor Result (0-9): Minor Sunder Attack.

Trivial Result (-1 or less): Your Sunder attempt fails.

***Weapon Sweep*** (Critical Bonus Action, Attack, Manual, Exploit Sweep Trait) If you have Exploit Sweep Trait, after you Critically Hit with a weapon that has the Sweep trait, you gain a Bonus Action that can only be used immediately against an applicable Sweep Target.

Fanciful Result (60+): Fanciful to Minor Attacks against up to seven applicable Sweep Targets.

Impossible Result (50-59): Impossible to Minor Attacks against up to six applicable Sweep Targets.

Major Result (40-49): Major to Minor Attacks against up to five applicable Sweep Targets.

Greater Result (30-39): Greater to Minor Attacks against up to four applicable Sweep Targets.

Moderate Result (20-29): Moderate, Lesser, then Minor Attacks against up to three applicable Sweep Targets. You can treat an empty square as a Target (your attack obviously doesn’t hit anything) and continue to a next applicable Sweep Target. For example, you can gain a Moderate Attack against a first Sweep Target, skip a square, and gain a Minor Attack against a second Sweep Target adjacent to the square you skipped.

Lesser Result (10-19): Lesser Attack against a first Sweep Target adjacent to your Original Target, then a Minor Attack against a second Sweep Target adjacent to the first Sweep Target; your attacks must be in either a clockwise or counterclockwise direction away from the Original Target.

Minor Result (0-9): Minor Attack against a Sweep Target adjacent to your Original Target at the same distance from your square (e.g., if you attack at Reach 1, Sweep Targets must also be at Reach 1). Your weapon loses the Sweep Trait against Sweep Targets (so you cannot chain Weapon Sweeps with successive Critical Hits).

Trivial Result (-1 or less): Your Sweep attempt fails.

***Weapon Trip*** (Attack) After a successful Weapon Grab to Trip, you can attempt Might (Weapon Trip) vs. Hustle (Resist Trip). Your Trip attack fails automatically if Target’s Size is greater than the effective Size of your Grab to Trip attempt.

Fanciful Result (60+): Fanciful Trip Attack with Forced Movement -10.

Impossible Result (50-59): Impossible Trip Attack with Forced Movement -6.

Major Result (40-49): Major Trip Attack with Forced Movement -5.

Greater Result (30-39): Greater Trip Attack with Forced Movement -4.

Moderate Result (20-29): Moderate Trip Attack with Forced Movement -3.

Lesser Result (10-19): Lesser Trip Attack with Forced Movement -2.

Minor Result (0-9): Your Trip is a Minor Trip Attack with Forced Movement -1 (down). Forced Movement is converted to 5 foot squares so modify Forced Movement from Trip to the size of square appropriate for your actual Size: x2 per your Size rating over Medium or x½ per your Size rating under Medium (retain fractions). If Target uses Hustle (Resist Trip) successfully and would be able to trip you, you are disarmed instead.

Trivial Result (-1 or less): Your Trip attempt fails.

### Observation (PER)

Observation can be attempted on a Target using any senses you have. The test is normally chained to a Recall Knowledge test, which is capped by the Observation test Result.

***Observe*** (Lesser Concentrate Action) After you spot a Signature (Auditory, Chemical, or Optical) using Recon, you can attempt an Observation test, but what you can observe is limited by what your Recon test detected and you only get information relevant to the skill you use for Observe (e.g., Psychological features if using Empathy). If you Observe yourself, you automatically succeed in noticing if something is missing (e.g., if you were the victim of a pickpocket) and if you do this every round, you automatically successfully spot an attempt to steal, or at least the fact that after you were touched your item was gone; Observing yourself does not require a test.

You can chain Observation tests in association with items to Recall Knowledge tests using the relevant Craft Skill (typically Mechanics). Bulk, weight, and the mundane “plusses and minuses” are all considered features of Negligible “Bulk,” though for many works of art, the primary feature is related to value (and where and to whom it would have the greatest value). Other difficult-to-detect features, such as a toxin reservoir in a weapon or a hidden lever in a structure, would be revealed as Negligible (Moderate), Negligible (Greater), or Negligible (Major) features, depending upon how hard they would be to detect. For mundane features it would be impossible for you to know, the features nevertheless reveal themselves to you as Negligible (Impossible) features, which may allow you to determine where a seemingly featureless item was made or its component parts (or ingredients) were sourced, or Negligible (Fanciful) features, which may allow you to determine a rather detailed history of a seemingly featureless item.

If you neither touch nor see an armament in use, the features are revealed as Negligible (Moderate), Negligible (Greater), or Negligible (Major); any mundane feature of Negligible (Impossible) or higher can be detected just as easily without touching it. If you neither touch nor see a work of art (that has some non-aesthetic use) in use, the features are revealed as Negligible (Moderate), Negligible (Greater), or Negligible (Major); any mundane feature of Negligible (Impossible) or higher can be detected just as easily without touching it. If you are standing within a structure but do not touch it or are neither touching a vehicle nor seeing it in use, the features are revealed as Negligible (Moderate), Negligible (Greater), or Negligible (Major); any mundane feature of Negligible (Impossible) or higher can be detected just as easily without touching it. If you do not smell a substance or touch a scroll, the features are revealed as Negligible (Moderate), Negligible (Greater), or Negligible (Major); any mundane feature of Negligible (Impossible) or higher can be detected just as easily without touching it.

If you touch a magical item that wants you to know what it can do, all of the item’s capabilities are revealed in detail (even though you cannot detect magic) as Negligible (Moderate) “Bulk” features. If you touch a magical item that doesn’t care whether you know what it can do, all the item’s capabilities are revealed as Negligible (Greater) “Bulk” features. If you touch a magical item that doesn’t want you know what it can do, all the item’s capabilities are revealed as Negligible (Major) “Bulk” features only if the item is of your level or lower. If you see the magical item in use, but do not touch it, increase the difficulty by 1 degree (e.g., Negligible (Major) becomes Negligible (Impossible)) and if you neither see the magical item in use nor touch it, increase the difficulty by 2 degrees (e.g., Negligible (Major) becomes Negligible (Fanciful)). Note: Although this ability can be used with any magic item, some items, like armaments, are less likely to want you to know about what they can do; they might be more revealing to, e.g., an armorer. However, Fine and Extravagant Quality magic items, regardless of what they are, are more likely to prefer an artist.

The features associated with the mundane and magical capabilities of an item are revealed simultaneously (i.e., you get both). Note: You cannot actually detect magic with this ability, but you can still learn pretty much everything there is to know about a magical item even without that ability.

***Detect Features*** (Bonus Action or Lesser Concentrate Action, Optical, Signature) If you have Detected Stimulus in association with Target, you can Observe it. Features are measured in “Bulk,” which is an abstraction that means how hard is it to notice a feature but corresponds to actual physical object Bulk (with concealed items having an effective Bulk that is lower than actual Bulk). Recall Knowledge tests are limited by the Result because you need to detect the Features to know anything about them.

**Optical Feature Examples**: 4 Bulk Features are items that actually have 4 Bulk (unconcealed), any general shape or color that takes up about ¼ surface area, including unusual girth. 2 Bulk Features are items that have 2 Bulk (unconcealed), texture, sex (if apparent), or color or shape over a non-Minor amount of surface area. Negligible Features range from Negligible (Trivial), which is roughly equivalent to spotting an item of Negligible Bulk (unconcealed) or to recognize faces if you see them up close later, to Negligible (Fanciful), which allows you to determine things that are beyond impossible (use your imagination).

| Effective Low Light | Adjacent | 160’ | 320’ | 640’ | ¼ mi | 1 mi | 2 mi | 4 mi | 8 mi | 16 mi | 32 mi | 64 mi | 128 mi | 256 mi |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Trivial or less | No Penalty | 0 | 0 | 0 | 0 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | n/a |
| Minor | -1 Result | -1 | -1 | -1 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | n/a | n/a | n/a |
| Lesser | -2 Result | -2 | -2 | -2 | -3 | -4 | -5 | -6 | -7 | n/a | n/a | n/a | n/a | n/a |
| Moderate | -3 Result | -3 | -3 | -4 | -5 | -6 | -7 | n/a | n/a | n/a | n/a | n/a | n/a | n/a |
| Greater | -4 Result | -4 | -5 | -6 | -7 | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a |
| Major | -5 Result | -5 | -6 | -7 | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a |
| Impossible | -6 Result | -7 | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a | n/a |

In addition to the penalty to Result indicated in the table above for distance, you have -3 Result with Detected Stimulus 1, -2 Result with Detected Stimulus 2, and -1 Result with Detected Stimulus 3, but no additional penalty for Detected Stimulus 4. You are, in each case, limited by your sensory capabilities. For example, you can’t see a heat signature if you don’t have Heat Vision. However, you can detect features even if you can’t pinpoint Target to a specific square, which can be interpreted as, for example, “seeing a flash of color” with Detected (Optical) Stimulus 2, even though you can no longer determine exactly where Target is. For optical concealment, apply twice the degree of the Concealment (or Obscuration for being outside the Illumination Radius of a Light Source) as a Result penalty (-1 for Minor Concealment, -2 for Lesser, -4 for Moderate, …). Effective Low Light is the table you have to use.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Distance | 4 Bulk | 2 Bulk | 1 Bulk | ½ Bulk | ¼ Bulk | Negligible | Min | Les | Mod | Greater | Major | Impossible | Fanciful |
| Adjacent | Minor | Minor | Minor | Minor | Minor | Minor | Min | Les | Mod | Greater | Major | Impossible | Fanciful |
| 10’ | Minor | Minor | Minor | Minor | Minor | Minor | Min | Les | Mod | Greater | Major | Impossible | Fanciful |
| 20’ | Minor | Minor | Minor | Minor | Minor | Minor | Min | Les | Mod | Greater | Major | Impossible | Fanciful |
| 40’ | Minor | Minor | Minor | Minor | Minor | Minor | Min | Les | Mod | Greater | Major | Impossible | Fanciful |
| 80’ | Minor | Minor | Minor | Minor | Minor | Minor | Les | Mod | Gr | Major | Impossible | Fanciful | - |
| 160’ | Minor | Minor | Minor | Minor | Minor | Lesser | Mod | Gr | Maj | Impossible | Fanciful | - | - |
| 320’ | Minor | Minor | Minor | Minor | Les | Moderate | Gr | Maj | Imp | Fanciful | - | - | - |
| 640’ | Minor | Minor | Minor | Les | Mod | Greater | Maj | Imp | Fanc | - | - | - | - |
| ¼ Mile | Minor | Minor | Les | Mod | Gr | Major | Imp | Fanc | - | - | - | - | - |
| ½ Mile | Minor | Les | Mod | Gr | Maj | Impossible | Fanc | - | - | - | - | - | - |
| 1 Mile | Lesser | Mod | Gr | Maj | Imp | Fanciful | - | - | - | - | - | - | - |
| 2 Miles | Moderate | Gr | Maj | Imp | Fanc | - | - | - | - | - | - | - | - |
| 4 Miles | Greater | Maj | Imp | Fanc | - | - | - | - | - | - | - | - | - |
| 8 Miles | Major | Imp | Fanc | - | - | - | - | - | - | - | - | - | - |
| 16 Miles | Impossible | Fanc | - | - | - | - | - | - | - | - | - | - | - |
| 32 Miles | Fanciful | - | - | - | - | - | - | - | - | - | - | - | - |

***Pat Down*** (Manipulate) If Target is compelled (or volunteers) to a pat down, attempt Recon. You can pat down as many times as you like, finding the largest concealed object (or a random one if there are multiple of the same effective size) each time you succeed. Items listed as having Negligible Bulk in the equipment section usually have Negligible (Lesser) Bulk; improving from there is usually due to concealment rather than further decreasing bulk, though particularly small things could have actual Bulk that is lower than Negligible (Lesser).

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you find a concealed object of Negligible (Fanciful) Bulk.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you find a concealed object of Negligible (Impossible) Bulk.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency, you find a concealed object of Negligible (Major) Bulk.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency, you find a concealed object of Negligible (Greater) Bulk.

Moderate Result (20-29): As Lesser Result, plus if you have at least Moderate Proficiency, you find a concealed object of Negligible (Moderate) Bulk.

Lesser Result (10-19): You find a concealed object of Negligible (Lesser) Bulk, which are essentially unconcealed Negligible Bulk items, and are aware of any objects with an effective Bulk that is higher, though it takes 1 action to find an item and 1 action to remove it (assuming you are not prevented), if that is your intention. For simplicity, the Negligible (Lesser) Bulk item you find is randomly determined and you can continue to Pat Down to find more. The more items a guard finds, the more likely it is they will escalate the Pat Down (which can take some time). Also, if you have to “get through” something to reach another item, you may be unable to detect an item you usually could without first removing the thing you have to “get through.” For example, you wouldn’t notice a coin stuck to the bottom of someone’s foot if they are wearing a sturdy boot.

Minor Result (0-9): You can only find an item of at least ¼ Bulk but are aware of any objects of ½ Bulk or more.

Trivial Result (-1 or less): You can only find an item of at least ½ Bulk but are aware of any objects of 1 Bulk or more.

***Track*** You can track down a creature or group (collectively, “Target”) based upon evidence you find at a starting location; you can also follow “generic” tracks you happen to find along the way. The test is the same as Diplomacy (Gather Information) but using Observation instead and difficulty depends upon the Size of Target’s tracks. Weather conditions can decrease the effective size of tracks (up to -4 for a hurricane or similar devastation) in wilderness areas (though it may not have much effect in Urban environments) and tracks can age, as well, with a penalty that depends upon how old they are (-1 after a day, -2 after a month, -3 after a gyre, or -4 for truly ancient tracks). No matter how ancient, tracks cannot be reduced more than -8, which means you can always follow ancient Colossal tracks after weather effects that include a hurricane. The GM may require a Recon test for you to home in on the starting location if it is not obvious.

|  |  |  |
| --- | --- | --- |
| Difficulty | Size of Presence | Observation takes |
| Minor | Huge or larger (Unmistakable) | 1 Minute or less |
| Lesser | Large (Ostentatious) | Intermission |
| Moderate | Medium (Typical) | Intermission |
| Greater | Small (Low Key) | Intermission |
| Major | Tiny (Secretive) | Downtime |
| Impossible | Diminutive (Practically Invisible) | Downtime |
| Fanciful | Fine (Invisible) | Downtime |

### Performance (CHA)

***Coddle Magic Item*** (Downtime Envision Action, Level Advancement) Make a Performance test when you advance a Level if you are invested in any Magic Items of less than your (new) Level; the Magic Item increases in Level when you do. You can only Coddle Magic Items that you use and the GM may rule you cannot Coddle an item that is used as a “backup” or “just in case of emergency” item.

Coddled magic items will refuse any attempt to Invest in them by another and revert to their original Level if you cease investing in the item, though items have been known to retain their coddled Level when their owner dies and imprint the previous owner, gaining the Sentient Trait. Note: If you die, that does not necessarily mean you cease investing in the item; if you are resurrected, the item retains the powers it had when you died.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you can increase Coddled Level by 2 so long as its effective Level does not exceed your own or increase Magic Item Degree by 1, in addition to increasing Item Level by 1.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you can also Coddle an Artifact or increase Magic Item Degree by 1 if the Magic Item is a Lesser Magic Item.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you can also Coddle a Major Magic Item or increase Magic Item Degree by 1 if the Magic Item is a Minor Magic Item, in addition to increasing Magic Item Level.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you can also Coddle a Greater Magic Item.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you can also Coddle a Moderate Magic Item.

Lesser Result (10-19): As Minor Result, but you can also Coddle a Lesser Magic Item.

Minor Result (0-9): As Trivial Result, but you can also Coddle a Minor Magic Item.

Trivial Result (-1 or less): Increased Coddled Level of a Trivial Magic Item of less than your (new) Level by 1. Also increase the value of the item to the difference between its current effective (Coddled + Actual) Level and its new effective Level. For example, an £8 magic item would have an increased value of £4. The PC owner of the Magic Item proposes the new powers of the Coddled Magic Item, but the GM should overrule the proposal if the new powers are not related to its Backstory, Personality, and current powers, and generally should not include brand new powers unless nothing else seems appropriate. The effective value of a Magic Item is used for calculating Mana Limit.

***Eschew Material Component*** (Envision Action, Chemical) You can attempt a test to eschew a material component before you take an action to cast a spell. You must normally use Elaborate Spell to pull this off. The spells of Artificers are usually accompanied by an artificial scent, Face spells produce pheromones that can trigger an emotional or instinctive response, Druid spells tend to have a natural odor that natural creatures often ignore or avoid, Minister spells often have scent that is appropriate for the Deity (e.g., sulfurous for Asmodeus, death for Medjed, or sewage for Cloacina), and Witch spells are most like that of the component class with the exception of Pact Spells that are more like the spells of Ministers.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your spellcasting action loses the Material Component trait; it can be cast without a material component.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, your spellcasting action with a material component produces a Fanciful Potential Chemical Signature.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, your spellcasting action with a material component produces a Major Potential Chemical Signature of whatever odor you wish.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, your spellcasting action with a material component produces a Moderate Potential Chemical Signature that cannot be recognized, in and of itself, as spellcasting, but is still related to the action you are taking.

Moderate Result (20-29): If you have at least Moderate Proficiency, the material component produces a Lesser Potential Chemical Signature appropriate for an action you are taking to cover the attempt (normally a material component produces a Moderate Potential Chemical Signature); the action is more noticeable than if you had simply cast the spell, but the odor cannot be recognized, in and of itself, as spellcasting.

Lesser Result (10-19): Your attempt to eschew material component fails; you can choose to start the spellcasting process over or just cast the spell with its material component.

Trivial Result (-1 or less): Your attempt to eschew material component fails and you must start the spellcasting process over.

**Fascinating Performance** (Envision Action, Mental, Social) Fascinating Performance Traits include Auditory, Linguistic, and Visual for Acting or Comedy; Move and Visual for Dance; Auditory and Manipulate for Play an Instrument; and Auditory and Linguistic for Orate or Sing. Attempt a Performance test to attract the attention of an audience. Members of the audience need not heed your performance if they are not so inclined; wary members of the audience will tend to “look away” every now and again, which restores any temporary ep damage. Your reputation and the venue can have a big influence on whether members of the audience are wary. Also, those with rarified taste (especially gods, kings, merchant princes, or the like) are more difficult to impress; at GM’s discretion, you may suffer one or more Penalty Dice unless you have Impossible Proficiency with Performance when playing for certain creatures.

Fascinating Performance is a Social “attack” that uses your CHA mod, typically 1d20 + CHA mod + Level. If the attack hits, use the Result to determine temporary ep damage. You can only “attack” one member of the audience at a time but can move on to other audience members after you successfully fascinate one of them. Your attack is rarely considered a hostile action.

Critical Success (10 or more above MAC): Double damage. Target will be more inclined to enjoy your performance than is usual for it but is not compelled unless reduced to 0 ep. Also, you are likely to get some fans.

Success (MAC or up to 9 over MAC): You inflict 1d6 + Performance rating Temporary ep damage, which Target recovers after your performance ends or after they cease paying attention. If Target is reduced to 0 ep, you can implant a Suggestion, such as follow me and keep listening to my performance or leave a generous tip. If your performance is oratory, you can rile up the crowd in a very specific manner, if the crowd is receptive. Even if not reduced to 0 ep, Target is slightly more inclined to heed your performance than is usual for them.

Failure (up to 9 under MAC): Target will only heed your performance if they are so inclined; your attempt has no effect better than normal attempts to entertain an audience.

Critical Failure (10 or more below MAC): Discordant note. You cannot retry for the rest of the encounter. If Target has suffered temporary ep damage from your performance, but has not reached 0 ep, it may realize you were trying to influence it and become hostile, depending upon its nature (e.g., if Target ***wants*** to be moved by your performance, they might not mind).

***Invest in Magic Item*** (Downtime Action) Make a test to invest in a Demi-Sentient Magic Item. The Skill you use is your Investment Skill and is determined by the Investment Preference of the item in which you wish to invest. You have -1 Result per step your Alignment is away from that of the magic item.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you can Invest in the Demi-Sentient Magic Item.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you can Invest a 5th Demi-Sentient Magic Item so long as the sum of Level + Magic Item Degree of your magic items is no higher than Investment Skill x3.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency, you can Invest in a 4th Demi-Sentient Magic Item so long as the sum of Level + Magic Item Degree of your magic items, including this one, is no higher than Investment Skill x2.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency, you can Invest in a 3rd Demi-Sentient Magic Item so long as the sum of Level + Magic Item Degree of your magic items, including this one, is no higher than Investment Skill x1.5.

Moderate Result (20-29): As Lesser Result, plus if you have at least Moderate Proficiency, you can Invest in a 2nd Demi-Sentient Magic Item if the magic item has a Level + Magic Item Degree no higher than your Investment Skill.

Lesser Result (10-19): As Minor Result, plus you can Invest in a Demi-Sentient Magic Item only if you are invested in no others and the magic item has a Level + Magic Item Degree no higher than ½ Investment Skill.

Minor Result (0-9): You can Invest in a Semi-Sentient Magic Item only if you are invested in no others and the magic item has a Level + Magic Item Degree (1 for Lesser, 2 for Moderate, …) no higher than ¼ Investment Skill rating.

Trivial Result (-1 or less): You fail to invest in the Demi-Sentient Magic Item and one Magic Item in which you are already invested, if any, becomes uninvested. The GM should choose the Magic Item that is currently least happy with you if you are already invested in more than one or a Magic Item that least likes the Magic Item in which you are attempting to invest, at the GM’s discretion.

### Philosophy (INT)

***Create Value*** You can Create Value with prose or verse or to craft written materials.

***Gather Information*** [PREREQ: Literacy] You can use Philosophy to Gather Information from doing research in a library that includes the relevant data. Gather Information provides information, but you may need a Recall Knowledge test to fully understand what you learn.

***Recall Knowledge*** You can Recall Knowledge, limited by an Observation test and your sensory capabilities, related to Language, Performance Arts, or Society.

### Ranged Combat (DEX)

***Indirect Fire*** (Attack, Manual) If you are using an Alchemical Sling or Bomb, you can lob the Bomb such that it arcs and lands in a Target Square.

Minor Result (0 or higher): Your Bomb lands in the Target Square.

Trivial Result (-1 or less): You Miss. Roll 1d8 to determine the adjacent square in which it lands.

***Weapon Attack*** (Attack, Manual) If you are Untrained or have at least Moderate Proficiency, your attacks trigger reactions from Competent or Very Competent opponents. If you are using a Bomb, you can use Indirect Fire if you prefer.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your Weapon Attack is a Fanciful Attack and your Critical Hit Potential is Impossible.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, your Weapon Attack is an Impossible Attack and your Critical Hit Potential is Major.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, your Weapon Attack is a Major Attack and your Critical Hit Potential is Greater.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, your Weapon Attack is a Greater Attack and your Critical Hit Potential is Moderate.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, your Weapon Attack is a Moderate Attack and your Critical Hit Potential is Lesser.

Lesser Result (10-19): As Minor Result, but your Weapon Attack is a Lesser Attack and you Critically Hit if a Minor Attack would hit. If you critically hit with a weapon that has the Disarm, Shove, Sweep, or Trip trait, you can attempt Weapon Grab to Disarm, Weapon Shove, Weapon Sweep, or Weapon Grab to Trip if you have Exploit Disarm Trait, Exploit Shove Trait, or Exploit Trip Trait as a Bonus Action in lieu of damage for Weapon Grab to Disarm or Weapon Grab to Trip, but in addition to normal (not multiplied by Critical Hit) damage for Weapon Shove.

Minor Result (0-9): Your Weapon Attack is a Minor Attack. If a ranged attack that was not blocked or parried, the weapon or ammo continues past Target and can strike others in the path (though with no better than a Minor Result, even if your Weapon Attack was better than a Minor Result) for an additional range increment, with the potential to hit another Target in the path.

Trivial Result (-1 or less): You Miss.

### Recon (PER)

When attempting to seek a Target, there are several “levels” of detection which you acquire as Detected Stimuli conditions in association with the relevant stimuli.

**Ambient Noise**: Every environment has ambient noise (with dB measured from Touch distance because the sound is everywhere around you) that conceals sounds quieter than Ambient in Intermission Mode. For comparison, modern cities on Earth would likely have Ambient 1, 2, or 3, but medieval cities probably 0 or 1. Calm wilderness could have the equivalent of Ambient -1 and quiet underground locations (and maybe outside, but only very rarely) could have Ambient -2; Ambient -3 never occurs naturally, though modern anechoic chambers have achieved it. Humans cannot remain in Ambient -3 for more than an Intermission or two because the silence causes an unbearable ringing in the ears. Outer space is assumed to be Ambient -5.

However, you are treated as your own “Ambient” due to the sounds of your bodily functions (the loudest of which is assumed to be breathing), which acts as a limit on how low Ambient can go for you personally. A stationary living creature that somehow manages to cease most bodily functions (including the heart) can achieve Ambient -3 for themselves; stationary bloodless undead creatures (and other “solid state” creatures) can achieve the equivalent of Ambient -4 for themselves, which is from the sound of molecules that make up their bodies moving around; and incorporeal creatures can achieve the equivalent of Ambient -5 because they have no molecules at all.

Most creatures can stand still and hold their breaths to achieve the equivalent of Ambient -2 for themselves (and an Impossible Auditory Signature because there is no way for a normal human to hear someone who is completely stationary and holding their breaths at 5’, though the effective Auditory Signature is reduced by 1 to Major in the same Square, as normal), matching the actual Ambient of what would be considered a “completely silent” (probably) underground location.

Most creatures can stand still without holding their breaths to achieve the equivalent of Ambient -1 for themselves (and a Major Auditory Signature), matching the actual Ambient of a calm wilderness. A Major Agility (Reduce Auditory Signature) test Result allows you to move as quietly as if you were standing still; the GM may require you have appropriately silenced gear to achieve this Result.

Most creatures have the equivalent of Ambient 0, 1, 2, or 3 when moving slowly (and a Greater, Moderate, Lesser, or Minor Auditory Signature) in Intermission Mode, but you generally cannot automatically achieve these Auditory Signatures in Encounter Mode. See Agility (Reduce Auditory Signature).

If you are not being at all stealthy, you have the equivalent of Ambient 4 (and a Trivial Auditory Signature), which means you will rarely notice most noises. In most social situations, this amount of noise would be considered rude; you don’t move at max speed in social situations and generally try to keep your voice at the minimum necessary to be heard by those you want to hear it.

**Entering Encounter Mode**: Even if you were not using Recon, when you enter Encounter Mode, you have Detected Stimulus 1 for all Auditory Signatures at Ambient and Detected Stimulus 2 for all Auditory Signatures above Ambient. (If the list of Auditory Signatures for which you have Detected Stimulus 2 would be more than a handful, the GM should probably increase Ambient so there are no more than 8 such Auditory Signatures, setting Ambient to the 9th highest Auditory Signature.) You will also generally have at least Detected Stimulus 3 for important creatures, such as allies (with some exceptions if you could lose track of them) and creatures to which you have obviously been paying attention. In Melee Combat, Ambient will likely increase to 2, 3, or perhaps even 4 if you are in the thick of it, but less if you are not.

***Listen (aka Detect Auditory Signature)*** (Lesser Concentrate Action, Auditory, Signature) You can Listen to acquire a Detected Stimulus Condition in association with Auditory Stimuli. You can Listen as a Free Action, but you have -1 Result. There are 3 general types of Listen actions, with a Seek variant if you have a Target in mind.

**Focus On Target** if you have Detected Stimuli 3 in association with Target and gain +1 Result; you have Peripheral Hearing in a Cone around the Line from you to Target with -1 Result.

**Seek Target** if you have Detected Stimuli 2 in association with Target. The GM will randomize a Cone to guarantee Target is in it. With Target initially centered in the Cone, GM will secretly roll 1d8-1d8 and, at Cone Range 15, shift the Cone as many squares to the right as the negative value or as many squares to the left as the positive value, with Target remaining centered if the roll comes to ‘0’. (If Target is no longer present, GM will roll another 1d8 and start Cone in front of you on a ‘1’ or shift in a clockwise direction around you for each pip above a ‘1’.) Otherwise, as Seek (in a Cone).

**Seek (in a Cone)** with no penalty; you have Peripheral Hearing in a Fan around the Cone with -1 Effect.

**Listen (to Everything)** treating everywhere as Peripheral Vision with -1 Effect.

**(Lack of Importance of) Target Size**: Auditory Signatures represent the level of noise Target would make in an Adjacent Square. Size doesn’t matter much when determining degree of difficulty. The reason for this is that one row of the table below represents 12 dB of “pressure,” a Large creature creates 8x the pressure of a Medium creature when standing still, and just 1 dB represents 10x pressure. That is, the highest volume of sound for a row is a trillion times louder than the lowest volume of that row. So, although distinguishing between the footsteps of large and small creatures is not particularly difficult for a human if Target’s location is known, Size is generally treated as a feature of the sound, not a different degree of difficulty. Temporarily increase the Auditory Signature by 1 (e.g., from Trivial to Trivial+1) if Target drops from an elevated square to a lower square (including jumps that clear an elevated square), by 2 if Target has Falling 0 on landing, or by 3 if Target hits the ground after reaching Falling 1 or more.

**Deafening Noise**: Assuming you have no hearing protection, permanent deafness occurs at the equivalent of Nil (11) (e.g., a shotgun blast right next to the ear) and death can occur at the equivalent of Nil (15), but that normally means you are in an explosive blast and the damage from the blast is used instead (and may cause deafness as a side effect). Deafening (Major) is the maximum undistorted sound pressure possible in an Earth-like atmosphere (actually 194 dB at sea level), but sonic blasts can have more power; anything louder than Deafening (Major) at its source is unintelligible at any range. So, in the table below, a “Lethal” sound can represent sound pressure (a blast) but is impossible to create as an intelligible sound; even with magic, unless the physical nature of the medium is changed, a Lethal sound would be clipped by the medium. (If you added another 70 or so rows to the bottom of the table below, that would represent a “sound” sufficient to destroy the known universe.) Hearing Protection reduces sounds by 1 degree per rating (1 for Minor, 2 for Moderate, 3 for Greater, and 4 for Major Hearing Protection), but Greater and Major Hearing Protection is generally magical or requires an insulated helmet. “Impossible” Hearing Protection is the equivalent of making yourself deaf.

A **Deaf** creature can detect sound pressure; subtract 60 dB from a sound to determine its effective Sound Pressure. Deafness forces you to sense sounds as vibrations, making words unintelligible, though simplified Tempus is intelligible and an agreed-upon “musical code” can also be used. You are treated as Deaf when subjected to sounds above or below frequencies you can hear. Many creatures that do not have ears have other sound-sensing organs and some can detect sound as well as those with ears, though the sound is often not as fine-tuned; if it is sensitive enough to distinguish words, it is generally sensitive enough to be damaged by Deafening noise.

**Tremorsense** allows you to hear at the same distance as normal hearing. Humans and most creatures gain the equivalent of Tremorsense by placing an ear to the ground while prone, which allows you to ignore localized Ambient (unless localized Ambient is from creatures or things smashing the ground). Creatures who have the Tremorsense ability (as opposed to those who are just putting their ears to the ground) generally detect the sound through their feet (like elephants) or other parts of their bodies, so putting an ear to the ground is not necessary. Creatures that have the Tremorsense ability can sense tremors and listen normally simultaneously without penalty. Also, Size matters for Tremorsense because heavier creatures are better able to direct sound into the ground. If a creature is running, for the purpose of Tremorsense, increase Auditory Signature by 1 per Large rating (to Trivial+1 if Large, Trivial+2 if Large 2, Trivial+3 if Large 3, and Trivial+4 if Large 4) or decrease Auditory Signature by 1 per Small rating (to Minor if Small, Lesser if Small 2, Moderate if Small 3, or Greater if Small 4). (The tremor of a running Small 4 creature is essentially the same as standing still, i.e., no tremor at all.)

If you have **Echolocation** (including Marine Echolocation), you create and listen for the returning sound (the “signal”) of high frequency peeps, which is typically louder than any other sound you hear, but in frequencies most creatures cannot hear. Different creatures frequently use echolocation in different frequency bands, and there is a big gap between the frequencies they can hear normally, and the frequencies used for echolocation, so they are unable to hear the signals of one another. To determine the volume of a signal under ideal conditions, use the Fortissimo entry (Bulldog Bats produce louder peeps and Whisper Bats peep as quietly as a Conversation); find distance to Target then use the column to the right of that (to account for the round trip). Sound barriers are counted twice because the peep passes through on the way to Target and the signal passes through again on the way back. Probably the biggest advantage of Echolocation is that the peep and signal do not change Ambient; creatures with echolocation essentially “close their ears” when they peep in order to reduce damage to their ears, and rapidly alternate, reflexively, between “open ears” and “echolocation” such that they simultaneously hear in both frequency ranges without penalty.

**Underwater Hearing** is similar to terrestrial hearing, but terrestrial creatures hear better in air and marine creatures hear better in water (amphibians can hear fine in both environments); if you are in the “wrong” environment, you have -1 Result.

If you are in combat, there will be spikes of sound much higher than Ambient, but a safe bet is combat is at least Ambient 0. Ambient 0 typically makes a Pianississimo (a faint whisper) unintelligible (but still audible) without a test (though if you cup your hands around someone’s ear, that reduces Ambient) and even a Loud Conversation unintelligible in an Adjacent Square without a test. If the Ambient noise threshold (in parenthesis in the table) is not exceeded, you can use the indicated task difficulty (e.g., a Mezzo-Piano source sound in the same square as you is a Trivial (0) task, so you would succeed automatically if Ambient is 0 or lower).

| Sound Distance: | Touch | Same Sq. | Adjacent Sq. | 20’ | 80’ | 320’ | ¼ Mile | 1 Mile |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Anechoic (Major) | Major (-5) | - | - | - | - | - | - | - |
| Anechoic (Greater) | Greater (-4) | Fanciful | - | - | - | - | - | - |
| Internal Body Friction (-12 dB) | Mod (-3) | Impossible | Fanciful | - | - | - | - | - |
| Heartbeat (0 dB) | Lesser (-2) | Major (-5) | Impossible | Fanciful | - | - | - | - |
| Calm Breathing (12 dB) | Minor (-1) | Greater (-4) | Major (-5) | Impossible | Fanciful | - | - | - |
| Pianississimo (24 dB) | Trivial (0) | Mod (-3) | Greater (-4) | Major (-5) | Impossible | Fanciful | - | - |
| Pianissimo (36 dB) | Nil (1) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) | Impossible | - | - |
| Piano (48 dB) | Nil (2) | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) | Fanciful | - |
| Mezzo-Piano (60 dB) | Nil (3) | Trivial (0) | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) | Impossible | - |
| Mezzo-Forte (72 dB) | Nil (4) | Nil (1) | Trivial (0) | Minor (-1) | Lesser (-2) | Mod (-3) | Major (-5) | Fanciful |
| Forte (84 dB) | Nil (5) | Nil (2) | Nil (1) | Trivial (0) | Minor (-1) | Lesser (-2) | Greater (-4) | Impossible |
| Fortissimo (96 dB) | Nil (6) | Nil (3) | Nil (2) | Nil (1) | Trivial (0) | Minor (-1) | Mod (-3) | Major (-5) |
| Fortississimo (108 dB) | Nil (7) | Nil (4) | Nil (3) | Nil (2) | Nil (1) | Trivial (0) | Lesser (-2) | Greater (-4) |
| Cacophony (120 dB) | Nil (8) | Nil (5) | Nil (4) | Nil (3) | Nil (2) | Nil (1) | Minor (-1) | Mod (-3) |
| Symphonic Peak (132 dB) | Nil (9) | Nil (6) | Nil (5) | Nil (4) | Nil (3) | Nil (2) | Trivial (0) | Lesser (-2) |
| Bulldog Bat (144 dB) | Nil (10) | Nil (7) | Nil (6) | Nil (5) | Nil (4) | Nil (3) | Nil+1 (1) | Minor (-1) |
| Deafening (Lesser) (156 dB) | Deafness 1 | Nil (8) | Nil (7) | Nil (6) | Nil (5) | Nil (4) | Nil+2 (2) | Trivial (0) |
| Deafening (Moderate) (168 dB) | Deafness 2 | Nil (9) | Nil (8) | Nil (7) | Nil (6) | Nil (5) | Nil+3 (3) | Nil+1 (1) |
| Deafening (Greater) (180 dB) | Deafness 3 | Nil (10) | Nil (9) | Nil (8) | Nil (7) | Nil (6) | Nil+4 (4) | Nil+2 (2) |
| Deafening (Major) (192 dB) | Deafness 4 | Deafness 1 | Nil (10) | Nil (9) | Nil (8) | Nil (7) | Nil+5 (5) | Nil+3 (3) |
| Lethal (Minor) (204 dB) | Death | Deafness 2 | Deafness 1 | Nil (10) | Nil (9) | Nil (8) | Nil+6 | Nil+4 (4) |
| Lethal (Lesser) (216 dB) | Death | Deafness 3 | Deafness 2 | Deafness 1 | Nil (10) | Nil (9) | Nil+7 | Nil+5 (5) |
| Lethal (Moderate) (228 dB) | Death | Deafness 4 | Deafness 3 | Deafness 2 | Deafness 1 | Nil (10) | Nil+8 | Nil+6 |
| Lethal (Greater) (240 dB) | Death | Death | Deafness 4 | Deafness 3 | Deafness 2 | Deafness 1 | Nil+9 | Nil+7 |
| Lethal (Major) (256 dB) | Death | Death | Death | Deafness 4 | Deafness 3 | Deafness 2 | Nil+10 | Nil+8 |

**Auditory Signatures in Close Combat (or Close Range)**: Auditory Signatures in your Square are treated as -1 degree (e.g., a Minor Ambient Signature would be treated as Trivial, as indicated in the table above), but cannot be reduced below Ambient. Auditory Signatures you touch are treated as -4 degrees and you can press your ear against Target (or cup your hands around Target’s mouth) to reduce effective Ambient by 2, but to no lower than Ambient -2.

**Distant Sounds**: At long distances, natural sound barriers (not all of which are from solid objects) will almost always come into play. The rating of natural sound barriers becomes extremely important for very distant sounds, typically increasing task difficulty by at least 1 per column. For example, you might increase the difficulty of the ¼ mile column in the table below by 1 and the difficulty of the Maximum column by 9 (making only a noise as great as that produced by Krakatoa audible on the other side of the world with a Fanciful test). The chart below (but not the chart above, which is why the ¼ Mile and 1 Mile columns are different) is not adjusted for these minimal sound barrier ratings because the minimum can be overcome with technology, magic, and natural features without increasing sound volume; the chart shows the lowest possible degradation of the signal at the indicated distance.

| Sound Distance: | ¼ mile | 1 mile | 4 miles | 16 miles | 64 miles | 250 miles | 1000 miles | 4000 miles | Maximum |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Pianissimo (36 dB) | Fanciful | - | - | - | - | - | - | - | - |
| Piano (48 dB) | Impossible | Fanciful | - | - | - | - | - | - | - |
| Mezzo-Piano | Major (-5) | Impossible | Fanciful | - | - | - | - | - | - |
| Mezzo-Forte | Greater (-4) | Major (-5) | Impossible | Fanciful | - | - | - | - | - |
| Forte (84 dB) | Mod (-3) | Greater (-4) | Major (-5) | Impossible | Fanciful | - | - | - | - |
| Fortissimo (96 dB) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) | Impossible | Fanciful | - | - | - |
| Fortississimo | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) | Impossible | Fanciful | - | - |
| Cacophony | Nil (0) | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) | Impossible | Fanciful | - |
| Symphonic Peak | Nil+1 (1) | Nil (0) | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) | Impossible | Fanciful |
| Bulldog Bat | Nil+2 (2) | Nil+1 (1) | Nil (0) | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) | Impossible |
| Deafening (Less) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Nil (0) | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) | Major (-5) |
| Deafening (Mod) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Nil (0) | Minor (-1) | Lesser (-2) | Mod (-3) | Greater (-4) |
| Deafening (Gr) | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Nil (0) | Minor (-1) | Lesser (-2) | Mod (-3) |
| Deafening (Major) | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Nil (0) | Minor (-1) | Lesser (-2) |
| Lethal (Minor) | Nil+7 | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Nil (0) | Minor (-1) |
| Lethal (Lesser) | Nil+8 | Nil+7 | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Nil (0) |
| Lethal (Moderate) | Nil+9 | Nil+8 | Nil+7 | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) |
| Lethal (Greater) | Nil+10 | Nil+9 | Nil+8 | Nil+7 | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) |

\* An additional column could be added to represent a planet the size of Neptune or Uranus; it could also represent satellite communication, but the anacoustic zone, the threshold at which the lowest frequency sounds a human can hear (20 Hz) can no longer be heard, is about 100 miles above sea level on Earth. You could add two additional columns if you wanted to represent a planet the size of Jupiter (or a third column for the largest gas giant that is physically possible). Note that the ambient sound (pressure) of the atmosphere of Jupiter, not even considering other hazards, would be lethal, and a “slight breeze” on Neptune would be lethal, as well.

Relatively simple Building tests can allow you to create a structure that does not have barriers in some instances, such as pipes connecting 2 rooms to create a kind of telephone, and they could conceivably be stretched into the long-range auditory signature band. Relatively difficult Building tests (that you generally have to chain with Mechanician (Physiking) tests) can create acoustic channels to allow sound to travel further than indicated in the table, as well. Although acoustic channels are rare in nature, the ocean has a “deep sound channel” that, if exploited, can carry sound amazing distances. Whales can use the deep sound channel to make their calls heard thousands of miles across the ocean, for example, eliminating (for the purposes of these rules) natural sound barriers.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, assuming Ambient 0, for an Adjacent Fanciful Auditory Signature (-12 dB or Internal Bodily Friction), you gain Detected Stimuli +1 and quadruple (or quadruple again) the distance at which you acquire this condition in association with an Impossible Auditory Signature or less. If you could have detected an Auditory Signature in Ambient 2 higher than actual Ambient, you gain Detected Stimuli 4.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, assuming Ambient 0, for an Adjacent Impossible Auditory Signature (0 dB or Heartbeat), you gain Detected Stimuli +1 and quadruple (or quadruple again) the distance at which you acquire this condition in association with a Major Auditory Signature or less.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you gain Detected Stimulus 2 for no higher than Major Auditory Signatures 4 under, at, or above Ambient and Detected Stimulus 1 for up to an Impossible Signature that is at or louder than Ambient.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you gain Detected Stimulus 2 for no higher than Greater Auditory Signatures 3 under, at, or above Ambient and Detected Stimulus 1 for up to a Major Signature that is at or louder than Ambient.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you gain Detected Stimulus 2 for no higher than Moderate Auditory Signatures 2 under, at, or above Ambient and Detected Stimulus 1 for up to a Greater Signature that is at or louder than Ambient.

Lesser Result (10-19): As Minor Result, but you gain Detected Stimulus 2 for no higher than Lesser Auditory Signatures 1 under, at, or above Ambient and Detected Stimulus 1 for up to a Moderate Signature that is at or louder than Ambient.

Minor Result (0-9): As Trivial Result, but you gain Detected Stimulus 2 for no higher than Minor Auditory Signatures at or above Ambient and Detected Stimulus 1 for up to a Lesser Signature that is at or louder than Ambient.

Trivial Result (-1 or less): Treat Auditory Signatures as +1 Degree per 4x Distance from Adjacent (or -1 Degree if in your Square). Quadrupling “Adjacent” increases the detection distance to 10 to 20 feet; quadrupling multiple times increases it to 25 to 80 feet, 85 to 320 feet, up to ¼ mile, up to 1 mile, etc. You gain Detected Stimulus 2 for Trivial Auditory or Nil Signatures louder than Ambient and Detected Stimulus 1 for up to a Minor Signature that is at or louder than Ambient. ***You must attempt Determination (Confidence) as a Free Action if you gain Detected Stimulus 1***.

***Sniff (aka Detect Chemical Signature)*** (Lesser Concentrate Action, Chemical, Signature) Use the Results, options, and tables for Listen, above. Noticeable odors, such as cooking food, might have the equivalent of Fortissimo on the chart. Overwhelming stench (Ambient Odor) is much like Ambient Noise, except your olfactory sense can handle and disregard quite a lot of Ambient Odor before becoming saturated; Ambient Odor must normally be 5 degrees stronger than the Chemical Signature you wish to detect before it prevents detection. The GM will likely adjust effective distance considering environmental and weather conditions, particularly wind direction, which can have a huge impact on effective distance.

Most creatures are essentially a cloud of particles, including dead skin and the like, that follows them wherever they go. This cloud drops particles to form a path that can be followed. A fresh path might have only one-degree higher difficulty (and you often get within touch range if you are on all fours following the scent), but it will relatively quickly have increasing degrees of difficulty over time, generally by at least 2 per day, though a scent through a still, underground tunnel could linger for much longer. If Target lingers (or lives) in a specific area, decrease (make stronger) its effective Chemical Signature in the area by 1 if it remains for an Intermission, by 2 if it remains for a day, and by 3 if it remains for more than a week or so; you can also increase effective Chemical Signature for poor housekeeping skills (or reduce for good housekeeping skills), but most creatures with poor hygiene already have that calculated into their Chemical Signatures (and they are assumed to be poor housekeepers as well).

**Normal Nose**: Sniff Out is a bit unusual in the sense you normally have a Cap of Lesser Result if you do not have a Feat to remove the Cap. Unless you do, any Result of Moderate or higher is treated as a Lesser Result.

**Bloodhound** increases the Cap for Observe (Chemical) by 2 (usually from Lesser to Greater), which stacks with Sensitive Nose; also, the Effect of your Recon test is treated as 2 higher for determining the Cap for Observe (Chemical), but this is kept secret until you attempt an Observe (Chemical) test.

**Lifesense**: You can detect the “chemical” signature of life, even if there is no actual odor.

**Inorganic Olfaction**: Normally only organic molecules have a smell. If you have inorganic Olfaction, you can smell nonmetallic materials if they produce a significant number of particulates.

**Metallic Olfaction**: This is like Inorganic Olfaction but allows you to smell metals and the difference between them, though metals do not have a tendency to produce particulates, so you often have to get quite close.

**Pheromones** is a “catchall” category of smells that require specific olfactory receptors. Some creatures have pheromones that are exceptionally easy to detect by other members of the same species (and perhaps predators). Other creatures can detect things that are not normally detectable by other creatures (with humans as the baseline), such as a mosquito’s ability to detect carbon monoxide. Target may be unable to reduce these scents without a special ability or specific mask. For example, a human who breathes is going to emit carbon dioxide, so they must hold their breath and move away from the last place they were breathing or have a technological solution.

***Spot (aka Detect Optical Signature)*** (Bonus Action or Lesser Concentrate Action, Optical, Signature) When attempting to detect Optical Signatures, halve the effective Distance for each rating of Large of an Optical Signature and double the effective Distance for each rating of Small of an Optical Signature. At any distance, optical obstructions can interfere with optical detection, but at 2 miles, the curve of the globe starts to become an optical obstruction, requiring either you or Target to meet elevation difference requirements (“Minimum Elevation”). There are 3 general types of Spot actions, with a Seek variant if you have a Target in mind.

**Focus On Target** if you have Detected Stimuli 3 in association with Target and gain +1 Result; you have Peripheral Vision in a Cone around the Line from you to Target with -1 Result.

**Seek Target** if you have Detected Stimuli 2 in association with Target. The GM will randomize a Cone to guarantee Target is in it. With Target initially centered in the Cone, GM will secretly roll 1d8-1d8 and, at Cone Range 15, shift the Cone as many squares to the right as the negative value or as many squares to the left as the positive value, with Target remaining centered if the roll comes to ‘0’. (If Target is no longer present, GM will roll another 1d8 and start Cone in front of you on a ‘1’ or shift in a clockwise direction around you for each pip above a ‘1’.) Otherwise, as Seek (in a Cone).

**Seek (in a Cone)** with no penalty; you have Peripheral Vision in a Fan around the Cone with -1 Result. If your Result indicates you gain Detected Stimuli +1, you instead get Detected Stimuli +2 if you have at least Detected Stimuli 1 in association with Target(s).

**Look Around** treating everywhere as Peripheral Vision with a -1 Result.

| Distance | Min. Elevation | Trivial Signature | Minor | Lesser | Moderate | Greater | Major | Impossible | Fanciful Signature |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Adjacent |  | Trivial Result | Minor | Lesser | Moderate | Greater | Major | Impossible | Fanciful Result |
| 10’ |  | Trivial Result | Minor | Lesser | Moderate | Greater | Major | Fanciful | - |
| 20’ |  | Trivial Result | Minor | Lesser | Moderate | Greater | Impossible | - | - |
| 40’ |  | Trivial Result | Minor | Lesser | Moderate | Greater | Fanciful | - | - |
| 80’ |  | Trivial Result | Minor | Lesser | Moderate | Major | - | - | - |
| 160’ |  | Trivial Result | Minor | Lesser | Moderate | Impossible | - | - | - |
| 320’ |  | Trivial Result | Minor | Lesser | Greater | Fanciful | - | - | - |
| 640’ |  | Trivial Result | Minor | Lesser | Major | - | - | - | - |
| ¼ Mile |  | Trivial Result | Minor | Moderate | Impossible | - | - | - | - |
| ½ Mile |  | Trivial Result | Minor | Greater | Fanciful | - | - | - | - |
| 1 Mile |  | Trivial Result | Lesser | Major | - | - | - | - | - |
| 2 Miles | Small or 2.5’ | Trivial Result | Moderate | Impossible | - | - | - | - | - |
| 4 Miles | Large or 10’ | Minor Result | Greater | Fanciful | - | - | - | - | - |
| 8 Miles | Large 3 or 40’ | Lesser Result | Major | - | - | - | - | - | - |
| 16 Miles | 160 Feet | Moderate Result | Impossible | - | - | - | - | - | - |
| 32 Miles | 640 Feet | Greater Result | Fanciful | - | - | - | - | - | - |
| 64 Miles | ½ Mile | Major Result | - | - | - | - | - | - | - |
| 128 mi | 2 Miles | Impossible Result | - | - | - | - | - | - | - |
| 256 mi | Mt. Everest | Fanciful Result | - | - | - | - | - | - | - |

You can use a spyglass in Intermission Mode to reduce effective Distance. You can essentially use Focus on Target for every square of a Cone as an Intermission Action if you remain stationary or with -1 Result if moving; you can also Seek in a Fan or Scan all around as Intermission Actions. Historical Note: Galileo’s best telescope provided almost x32 magnification, which you can assume to be the most high-end spyglass available, a Major item; his first model provided x8 magnification, which could be considered a Moderate item (with x16 being a Greater item, x4 being a Lesser item, and x2 being a Minor item).

Double effective Distance per degree of Fog (or equivalent Obscuration) for an Adjacent creature (5’), x2 (1 row) for Trivial Fog, x4 (2 rows) for Minor Fog, x8 (3 rows) for Lesser Fog, x16 (4 rows) for Moderate Fog, x32 (5 rows) for Greater Fog, x64 (6 rows) for Major Fog, x128 (7 rows) for Impossible Fog, and x256 (8 rows) for Fanciful, then double it again for every doubling of actual distance. Impossible here means “naturally occurring;” there have been instances of smog that can be treated as Impossible or even Fanciful. For example, an adjacent Moderate Signature in Greater Fog would require a Greater Result to detect, an Impossible Result at 10’, and it would be completely undetectable at 20’.

Trivial Optical Camouflage increases effective Distance by x4 (2 rows), x16 (4 rows) for Minor, x64 (6 rows) for Lesser, x256 (8 rows) for Moderate, x1024 (10 rows) for Greater, x4096 (12 rows) for Major, x16k (14 rows) for Impossible, and x64k (16 rows) for Fanciful.

Illumination radius is the distance at which you could use a light source in a low-light environment to see normally. For each doubling of Distance beyond the Illumination radius, you gain a degree of Obscuration. Because using a light source prevents dark adaptation, if a light source you were using is put out, you have -2 Result to see things in low light or darkness until the end of the encounter. The same is true if you are outside in daytime and are suddenly plunged into darkness.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Light Source | Illumination | Trivial Obscuration | Minor | Lesser | Moderate | Greater | Major Obscuration |
| Trivial | Same Sq. | 5’ (treat as 10’) | 10’ (40’) | 15-20’ (160’) | 25-40’ (640’) | 45-80’ (½ mi) | 85-160’ (treat as 2 Miles) |
| Minor | 5’ | 10’ (20’) | 15-20’ (80’) | 25-40’ (320’) | 45-80’ (¼ mi) | 85-160’ (1 mi) | 165-320’ (4 mi)\* |
| Lesser | 10’ | 15-20’ (40’) | 25-40’ (160’) | 45-80’ (640’) | 85-160’ (½ mi) | 165-320’ (2 mi)\* | 325-640’ (8 mi)\* |
| Moderate | 20’ | 25-40’ (80’) | 45-80’ (320’) | 85-160’ (¼ mi) | 165-320’ (1 mi) | 325-640’ (4 mi)\* | Mile (16 mi)\* |
| Greater | 40’ | 45-80’ (160’) | 85-160’ (640’) | 165-320’ (½ mi) | 325-640’ (2 mi)\* | Mile (8 mi)\* | ½ Mile (32 mi)\* |
| Major | 80’ | 85-160’ (320’) | 165-320’ (¼ mi) | 325-640’ (1 mi) | ¼ Mile (4 mi)\* | ½ Mile (16 mi)\* | 1 Mile (64 mi)\* |
| Impossible | 160’ | 165-320’ (640’) | 325-640’ (½ mi) | ¼ Mile (2 mi)\* | ½ Mile (8 mi)\* | 1 Mile (32 mi)\* | 2 Miles (128 mi)\* |
| Fanciful | 320’ | 325-640’ (¼ mi) | ¼ Mile (1 mi) | ½ Mile (4 mi)\* | 1 Mile (16 mi)\* | 2 Miles (64 mi)\* | 4 Miles (256 mi)\* |

\* Effective distance due to Obscuration does not have Minimum Elevation requirements, but actual distance (2 Miles or more) does.

In daylight or when using a light source and Target is not visible due to the Obscuration effect for being outside your Illumination radius, if Target is using a light source, you can often see it. Ignore Obscuration and use effective Distance for the light source, plus the light source of Target has Trivial Optical Signature. (The table below also continues the Obscuration radius columns for light sources because it didn’t fit in the table above; you cannot see beyond the Fanciful Obscuration range unless you ignore Obscuration.)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Light Source | Effective Distance | Example | Impossible Obscuration | Fanciful Obscuration |
| Trivial | ½ | Firefly (or Trivial Lantern) | 165-320’ (treat as 8 Miles) | 325-640’ (treat as 32 Miles) |
| Minor | ¼ | Candle (or Minor Lantern) | 325-640’ (16 mi) | ¼ Mile (64 mi) |
| Lesser | 1/8 | Torch (or Lesser Lantern) | ¼ Mile (32 mi) | ½ Mile (128 mi) |
| Moderate | 1/16 | Lantern (or Moderate Lantern) | ½ Mile (64 mi) | 1 Mile (256 mi) |
| Greater | 1/32 | Campfire (or Greater Lantern) | 1 Mile (128 mi) | Over 1 Mile (Obscured) |
| Major | 1/64 | Bonfire (or Major Lantern) | 2 Miles (256 mi)\* | n/a |
| Impossible | 1/128 | Inferno (or Impossible Lantern) | Over 2 Miles (Obscured) | n/a |
| Fanciful | 1/256 | Conflagration (or Fanciful Lantern) | n/a | n/a |

The amount of light that gets to your eyes is reduced by 1 degree with each quadrupling of distance. The Size aspect of a visual signature, on the other hand, is reduced by 1 degree with each doubling of distance (which is incorporated into the table above). “Low Light” refers to areas in which when everything reflects some light, but not enough for diminishing light to “keep up with” the more rapidly diminishing effective Size of things in the area. Because we use artificial light when it starts to get dark and our eyes adjust to the brighter light, some people don’t realize that under a twilit sky, distant things (like mountains many miles away) are as easy to see as nearby things, but for Size. As darkness descends, everything becomes uniformly more difficulty to see until total darkness when everything is equally invisible.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, you gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with a Fanciful Result. For example, you can detect a Trivial Signature that is (effectively) 256 Miles away.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with an Impossible Result. For example, you can detect a Minor Signature that is (effectively) 16 Miles away.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with a Major Result. For example, you can detect a Major Signature that is (effectively) at 10’.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with a Greater Result. For example, you can detect a Greater Signature that is (effectively) up to 80’ away.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with a Moderate Result. For example, you can detect a Moderate Signature that is (effectively) up to 160’ away.

Lesser Result (10-19): As Minor Result, but you gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with a Lesser Result. For example, you can detect a Lesser Signature that is (effectively) up to 640’ away.

Minor Result (0-9): As Trivial Result, but you gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with a Minor Result. For example, you can detect a Minor Signature that is (effectively) at up to ½ Mile.

Trivial Result (-1 or less): You gain Detected Stimuli +1 if the table above indicates you can detect a Signature given its Effective Distance with a Trivial Result. For example, you can detect a Trivial Signature that is (effectively) at up to 2 Miles away. ***If you get exactly what you need to gain Detected Stimuli 1 or you fail to detect any Optical Signatures, you must attempt Determination (Confidence) as a Free Action***.

**Dark (and “Twilight”) Adaptation**: Dark adaptation is the phenomenon of eyes adjusting from light to darkness. It normally takes much longer than an encounter to achieve dark adaptation; assume dark adaptation occurs after one Intermission. Distant light sources have ¼ their usual effective Distance to you when you have dark adaptation. However, if you enter the Illumination radius of a light source while you have dark adaptation, you have -2 Result on tests to see in the light until the end of your next turn, then -1 Result until the end of the encounter. (Achieving light adaptation takes less time that dark adaptation, but it is still longer than an encounter.) If you enter the radius of Trivial Obscuration, your dark adaptation is converted to twilight adaptation, and you have -1 Result on tests to see in the light until the end of your next turn.

When outside, dark adaptation progresses as light begins to diminish in twilight, the first stage of which is referred to as “twilight adaptation.” If you have twilight adaptation, you only have -1 Result on your first turn of being exposed to light, then no penalty thereafter, though you lose your twilight adaptation.

Minor Low Light (Civil Twilight): Use this table if you have Dark Adaptation or Twilight Adaptation in Minor Low Light. If you have Low Light Vision and Dark Adaptation or Twilight Adaptation, you can ignore Minor Low Light. If you have Light Adaptation, use the Moderate Low Light Table instead.

| Distance | Trivial Signature | Minor | Lesser | Moderate | Greater | Major | Impossible Signature | Fanciful Signature |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Minor Result | Minor | Lesser | Moderate | Greater | Major | Impossible Result | Fanciful Result |
| 10’ | Minor Result | Minor | Lesser | Moderate | Major | Impossible | Fanciful Result | - |
| 20’ | Minor Result | Minor | Lesser | Moderate | Impossible | Fanciful | - | - |
| 40’ | Minor Result | Minor | Lesser | Greater | Fanciful | - | - | - |
| 80’ | Minor Result | Minor | Lesser | Major | - | - | - | - |
| 160’ | Minor Result | Minor | Moderate | Impossible | - | - | - | - |
| 320’ | Minor Result | Minor | Greater | Fanciful | - | - | - | - |
| 640’ | Minor Result | Lesser | Major | - | - | - | - | - |
| ¼ Mile | Minor Result | Moderate | Impossible | - | - | - | - | - |
| ½ Mile | Minor Result | Greater | Fanciful | - | - | - | - | - |
| 1 Mile | Lesser Result | Major | - | - | - | - | - | - |
| 2 Miles | Moderate Result | Impossible | - | - | - | - | - | - |
| 4 Miles | Greater Result | Fanciful | - | - | - | - | - | - |
| 8 Miles | Major Result | - | - | - | - | - | - | - |
| 16 Miles | Impossible Result | - | - | - | - | - | - | - |
| 32 Miles | Fanciful Result | - | - | - | - | - | - | - |

Lesser Low Light (Nautical Twilight or the low light under a typical jungle canopy in the daytime): Use this table if you have Dark Adaptation or Twilight Adaptation in Lesser Low Light. If you have Low Light Vision and either Dark Adaptation or Twilight Adaptation, use the Minor Low Light Table, above. If you have Light Adaptation, use the Major Low Light Table, below, instead.

| Distance | Trivial Signature | Minor | Lesser | Moderate | Greater | Major | Impossible Signature | Fanciful Signature |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Lesser Result | Lesser | Lesser | Moderate | Greater | Major | Impossible Result | Fanciful Result |
| 10’ | Lesser Result | Lesser | Lesser | Greater | Major | Impossible | Fanciful Result | - |
| 20’ | Lesser Result | Lesser | Lesser | Major | Impossible | Fanciful | - | - |
| 40’ | Lesser Result | Lesser | Moderate | Impossible | Fanciful | - | - | - |
| 80’ | Lesser Result | Lesser | Greater | Fanciful | - | - | - | - |
| 160’ | Lesser Result | Lesser | Major | - | - | - | - | - |
| 320’ | Lesser Result | Moderate | Impossible | - | - | - | - | - |
| 640’ | Lesser Result | Greater | Fanciful | - | - | - | - | - |
| ¼ Mile | Lesser Result | Major | - | - | - | - | - | - |
| ½ Mile | Moderate Result | Impossible | - | - | - | - | - | - |
| 1 Mile | Greater Result | Fanciful | - | - | - | - | - | - |
| 2 Miles | Major Result | - | - | - | - | - | - | - |
| 4 Miles | Impossible Result | - | - | - | - | - | - | - |
| 8 Miles | Fanciful Result | - | - | - | - | - | - | - |

Moderate Low Light (Astronomical Twilight): Use this table if you have Dark Adaptation or Twilight Adaptation in Moderate Low Light. If you have Low Light Vision and either Dark Adaptation or Twilight Adaptation, use the Lesser Low Light Table, above. If you have Light Adaptation, use the Major Low Light Table, below, instead.

| Distance | Trivial Signature | Minor | Lesser | Moderate | Greater | Major | Impossible Signature | Fanciful Signature |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Moderate Result | Moderate | Moderate | Moderate | Greater | Major | Impossible Result | Fanciful Result |
| 10’ | Moderate Result | Moderate | Moderate | Greater | Major | Impossible | Fanciful Result | - |
| 20’ | Moderate Result | Moderate | Greater | Major | Impossible | Fanciful | - | - |
| 40’ | Moderate Result | Moderate | Major | Impossible | Fanciful | - | - | - |
| 80’ | Moderate Result | Moderate | Impossible | Fanciful | - | - | - | - |
| 160’ | Moderate Result | Greater | Fanciful | - | - | - | - | - |
| 320’ | Moderate Result | Major | - | - | - | - | - | - |
| 640’ | Moderate Result | Impossible | - | - | - | - | - | - |
| ¼ Mile | Greater Result | Fanciful | - | - | - | - | - | - |
| ½ Mile | Major Result | - | - | - | - | - | - | - |
| 1 Mile | Impossible Result | - | - | - | - | - | - | - |
| 2 Miles | Fanciful Result | - | - | - | - | - | - | - |

Greater Low Light (Night): Use this table if you have Dark Adaptation in Greater Low Light. If you have Twilight Adaptation, use the Major Low Light Tabled below unless you have Low Light Vision. If you have Light Adaptation, you gain the Blind condition until your eyes adapt.

| Distance | Trivial Signature | Minor | Lesser | Moderate | Greater | Major | Impossible Signature | Fanciful Signature |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Greater Result | Greater | Greater | Greater | Greater | Major | Impossible Result | Fanciful Result |
| 10’ | Greater Result | Greater | Greater | Greater | Major | Impossible | Fanciful Result | - |
| 20’ | Greater Result | Greater | Greater | Major | Impossible | Fanciful | - | - |
| 40’ | Greater Result | Greater | Major | Impossible | Fanciful | - | - | - |
| 80’ | Greater Result | Major | Impossible | Fanciful | - | - | - | - |
| 160’ | Greater Result | Impossible | Fanciful | - | - | - | - | - |
| 320’ | Greater Result | Fanciful | - | - | - | - | - | - |
| 640’ | Major Result | - | - | - | - | - | - | - |
| ¼ Mile | Impossible Result | - | - | - | - | - | - | - |
| ½ Mile | Fanciful Result | - | - | - | - | - | - | - |

Major Low Light (Darkest Night): Use this table if you have Dark Adaptation in Major Low Light. If you have Twilight Adaptation, you gain the Blind condition until your eyes adapt. If you have either Low Light Vision or Darkvision and Dark Adaptation, use the Greater Low Light Table, above.

| Distance | Trivial Signature | Minor | Lesser | Moderate | Greater | Major | Impossible Signature |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Major Result | Major | Major | Major | Major | Impossible | Fanciful Result |
| 10’ | Major Result | Major | Major | Major | Impossible | Fanciful | - |
| 20’ | Major Result | Major | Major | Impossible | Fanciful | - | - |
| 40’ | Major Result | Major | Impossible | Fanciful | - | - | - |
| 80’ | Major Result | Impossible | Fanciful | - | - | - | - |
| 160’ | Major Result | Fanciful | - | - | - | - | - |
| 320’ | Impossible Result | - | - | - | - | - | - |
| 640’ | Fanciful Result | - | - | - | - | - | - |

Impossible Low Light (Complete Darkness): If you have the Dark Adaptation, you still normally have the Blind condition. Use this table if you have both Low Light Vision and Dark Adaptation in Impossible Low Light. If you have Darkvision and Dark Adaptation, use the Minor Low Light Table, above.

| Distance | Trivial Signature | Minor | Lesser | Moderate | Greater | Major Signature |
| --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Impossible Result | Impossible | Impossible | Impossible | Impossible | Fanciful Result |
| 10’ | Impossible Result | Impossible | Impossible | Impossible | Fanciful | - |
| 20’ | Impossible Result | Impossible | Impossible | Fanciful | - | - |
| 40’ | Impossible Result | Impossible | Fanciful | - | - | - |
| 80’ | Impossible Result | Fanciful | - | - | - | - |
| 160’ | Fanciful Result | - | - | - | - | - |

**Darkvision** enables you to see in environments in which there is no light.

**Distance Vision** enables you to treat Distance as ½ (x2 Magnification).

**Infravision** is treated as if it allows you to “see” heat, even though most natural creatures use heat-sensitive pits, rather than their eyes, to detect heat signatures. Infravision does not work underwater because water rapidly absorbs infrared radiation. Like sound, heat dissipates with distance, can be disrupted by Barriers, and is impacted by Ambient Temperature. Most animals have a heat signature of Trivial in Lesser Severe Heat, which increase by 1 for each rating of temperature above or below Lesser Severe Heat (to Trivial+1 or more). You also increase the heat signature by Large rating and decrease the heat signature by Small rating. Infrared light can have Barriers that effect it but do not affect visible light. For example, a window might be an Optical Barrier to infrared but no barrier to visible light because glass is opaque to infrared radiation. Air is treated as Astronomical Twilight vs. Infrared, but even at close range there are frequently barriers provided by air currents. Non-conductive material like glass is Major Cover. Creatures without the Infravision ability can use Infravision (to sense heat), but it is treated as Darkest Night for them and Field Armor or Heavy Armor (or the equivalent in insulative clothing) is Minor Cover, though you can remove your gauntlets to ameliorate.

**Instant Adaptation** means you can always use the better of Twilight Adaptation, Dark Adaptation, or Light Adaptation, as circumstances merit.

**Low Light Vision** means your eyes are more sensitive in low light conditions but are close to greyscale (you can only see a few colors). **Deepvision** is much like Low Light Vision but is for underwater low light. **Ultravision** allows you to use ultraviolet light to see; this includes the Underdark (treat as Lesser Low Light), but not underwater or in artificial structures (other than underground ruins that are reclaimed by the Underdark). **Darkvision** only works in complete darkness, but it enables you to see in Impossible Low Light as if it were Minor Low Light.

**Microscopic Vision** enables you to reduce a Result Penalty by 1 to detect features that are sufficiently small that you have a penalty, but only in your Square.

**Ultravision** enables you to see in the Underdark, which naturally produces ultraviolet light (though there is no ultraviolet light in enclosed artificial environments unless they remain untended for gyres), or outside at night (though extremely dense cloud cover could conceivably eliminate ultraviolet lighting).

### Sleight of Hand (DEX)

***Conceal an Object*** (Lesser Action) After you use Sleight of Hand (Palm an Object), attempt Sleight of Hand to hide an object on your person, in undergrowth, or in the secret compartment of furniture. If you use Conceal an Object in Intermission Mode, you don’t need to Palm an Object first.

The GM may impose penalties for particularly awkwardly sized objects if no attempt is made to adjust for it and may impose penalties if an object is particularly heavy for you (because the effort to carry it betrays your effort to conceal it). Objects concealed on your person can be spotted with an Observation test. Objects concealed in undergrowth, garbage, or the like can be spotted with a Streetwise or Survival test. Objects concealed in furniture, secret panels, or the like can be spotted with an applicable Crafting Lore test or, if you feel around for it, Tinker.

Fanciful Result (60+): As Moderate Result, but if you have Impossible Proficiency in Sleight of Hand, reduced Bulk 5; if an item has Negligible (Lesser) Bulk, it is impossible to find.

Impossible Result (50-59): As Moderate Result, but have at least Major Proficiency with Sleight of Hand, reduced Bulk 4; if an item has Negligible Bulk, it is treated as having Negligible (Impossible) Bulk.

Major Result (40-49): As Moderate Result, but if you have at least Greater Proficiency with Sleight of Hand, reduced Bulk 3; if an item has Negligible Bulk, it is treated as having Negligible (Major) Bulk.

Greater Result (30-39): As Moderate Result, but if you have at least Moderate Proficiency with Sleight of Hand, reduced Bulk 2; if an item has Negligible Bulk, it is treated as Negligible (Greater) Bulk.

Moderate Result (20-29): An object you conceal is treated as having reduced Bulk for the purpose of detecting it. Reduced Bulk means subtract 1 from Bulk unless the object is 1 Bulk or less, in which case you divide Bulk in half. If Bulk is ¼, it becomes Negligible (Lesser) and if it is Negligible, it becomes Negligible (Moderate). Note: For the purposes of Conceal an Object, a Negligible Bulk item is treated as Negligible (Lesser) Bulk.

Lesser Result (10-19): An object you conceal is treated as having exactly the Bulk it has. Note: Items of 4 or more Bulk are automatically spotted with a Seek test, even if concealed.

Minor Result (0-9): An object you conceal is treated as having increased Bulk for the purpose of spotting it.

Trivial Result (-1 or less): An object you conceal is treated as having increased Bulk 2 for the purpose of spotting it.

***Eschew Somatic Component*** (Envision Action, Manual) You can attempt a Sleight of Hand test to eschew a somatic component before you take an action to cast a spell. You must normally use Elaborate Spell to pull this off.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, your spellcasting action loses the Manual trait; it can be cast even if you are paralyzed.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, your spellcasting action with a somatic component is taken as a slight twitch no more noticeable than breathing, but you would still be prevented from spellcasting if you were paralyzed.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, your spellcasting action with a somatic component is noticeable spasm or motion that is impossible to identify as spellcasting in and of itself and is normally completely concealed within some other action you take as long as that action has the Manual Trait.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and you were gesturing or performing when you attempted to eschew the somatic component, your spellcasting action with a somatic component becomes an overt gesture that is part of your gesturing or performance that cannot be recognized, in and of itself, as spellcasting.

Moderate Result (20-29): If you have at least Moderate Proficiency, your spellcasting action is an obvious and perhaps startling seizure or wild gesticulation; the action is more noticeable than if you had simply cast the spell, but your gesticulation cannot be recognized, in and of itself, as spellcasting.

Lesser Result (10-19): Your attempt to eschew somatic component fails; you can choose to start the spellcasting process over or just cast the spell with its somatic component.

Trivial Result (-1 or less): Your attempt to eschew somatic component fails and you must start the spellcasting process over.

***Grab a Ledge*** (Lesser Reaction, Manual): Attempt Sleight of Hand to attempt to arrest negative Forced Movement or the Falling condition.

Minor Result (0 or higher): You can Grab a Ledge and attempt Athletics (Hold On) as a Free Action; reduce Reactive Movement to 0. If the ledge is inferior to the rung of a ladder, you take a Result Penalty on your Athletics (Hold On) test that depends on Terrain Difficulty. See Athletics (Hold On).

***Palm an Object*** (Action, Manual) Take an unattended object or attempt Sleight of Hand (Pick Pocket) then attempt a Sleight of Hand test. Palm an Object can also be used with an item in your possession as a “magic” trick.

The difficulty of determining you have the item you took depends upon the effective Size of the item. To catch you red-handed, it requires an Observation test. A successful Seek will also notice a missing item no matter how good you are at palming it, assuming the seeker knows it was there (and is no longer); plus, if you are the last person near the item when it went missing, you are likely the prime suspect. Note: Merchants typically take at least one Seek action every Round to look over their wares and are assumed to know what is in their store.

Fanciful Result (60+): As Moderate Result, but if you have Impossible Proficiency in Sleight of Hand, reduced Bulk 3; if an item has Negligible Bulk, it is treated as having Negligible (Major) Bulk.

Impossible Result (50-59): As Moderate Result, but have at least Major Proficiency with Sleight of Hand, reduced Bulk 2; if an item has Negligible Bulk, it is treated as Negligible (Greater) Bulk.

Major Result (40-49): As Moderate Result, but if you have at least Greater Proficiency with Sleight of Hand, reduced Bulk 1; if an item has Negligible Bulk, it is treated as having Negligible (Moderate) Bulk. Reduced Bulk means subtract 1 from Bulk unless the object is 1 Bulk or less, in which case you divide Bulk in half. If Bulk is ¼, it becomes Negligible (Lesser) and if it is Negligible, it becomes Negligible (Moderate).

Greater Result (30-39): As Moderate Result, but if you have at least Moderate Proficiency with Sleight of Hand, the item is treated as having its actual Bulk.

Moderate Result (20-29): An object you conceal is treated as having increased Bulk for the purpose of catching you red-handed. That is, Negligible Bulk is treated as ¼ Bulk, ¼ Bulk is treated as ½ Bulk, ½ Bulk is treated as 1 Bulk, and items of higher Bulk are treated as having Bulk +1.

Lesser Result (10-19): As Moderate Result but increase Bulk by 2.

Minor Result (0-9): As Moderate Result but increase Bulk by 3.

Trivial Result (-1 or less): As Moderate Result but increase Bulk by 4.

***Pick Pocket*** (Action, Manipulate) Enter Target’s square and attempt Sleight of Hand. In combat, you generally must use Agility (Balance) to move into Target’s square. Pick Pocket is a Subtle Attack against Empathy (if in a crowd) or Recon (if not in a crowd), whichever is highest.

Critical Success (10 or more above OAC): You can steal any item that is not being wielded if you can grab it with one action, but Target can use a DEX Reaction to prevent the theft. You can instead steal an item of up to ¼ effective Bulk and Target cannot use a reaction to stop you.

Success (OAC or up to 9 over OAC): You can steal an item of up to 1 effective Bulk that is not being wielded if you can grab it with one action, but Target can use a DEX Reaction to prevent the theft. You can instead steal an item of Negligible effective Bulk and Target cannot use a reaction to stop you.

Failure (up to 9 under OAC): You fail to steal an item and all Target notices is that you bumped them, which you can play off with Deception (Lie Convincingly) test to say it was accidental as your next action unless you are in combat. (Technically, you could do it in combat, too, but it would be unlikely to help.)

Critical Failure (10 or more below OAC): Target prevents you from stealing from them; they are likely to consider theft a hostile action.

***Plant Evidence*** (Action, Manipulate) Works like Pick Pocket, but in reverse. Target will generally notice an item of ¼ weight or more that is planted on it. There may be exceptions if Target is really drunk, really strong, seated with a pouch that is resting on a surface, or the like.

### Tinker (DEX)

***Create Value*** (Lesser Intermission Concentrate Action, Manipulate, Tools) You must use Tinker on most Create Value tests.

***Disable Device*** (Attack) You can make a Tinker attack against a device or golem to inflict nonlethal damage, even against a device or golem that is normally immune to nonlethal damage. (Immunity to nonlethal damage is typical for devices and golems.) For locks and devices, the nonlethal damage required to disabled the device depends upon the quality of the device (e.g., Minor to Fantastical), which may be a fraction (typical of Minor and Moderate devices) or multiple (typical of Greater and Major devices) of the damage required to physically destroy the device. Similarly, the difficulty of Observation tests to detect a feature of a mechanism is based on the quality and level of the mechanism, which is not necessarily the same as the device. For example, a relatively high level adamantium lock could theoretically have a relatively simple locking mechanism, though this would be unusual. (Lockpicking is a special case of Disable Device.)

Your tools typically inflict 1d12 base nonlethal damage on a device or Golem (1d4 for improvised tools). Some devices, such as traps, are triggered if you miss. You can typically reset a device after you disable it (e.g., lock a padlock or reset a trap) with a Tinker test any time after it has been disabled. Destroying some devices may make access impossible (e.g., you can destroy a padlock to gain access, but some built-in locks may make access impossible if you destroy them).

If a golem is incapacitated, you can use 3 Downtime actions to attempt to reprogram it: Philosophy and the requisite Knowledge (e.g., Mechanician for a clockwork golem) to understand the arcane magic of the Golem, Mechanics using the same requisite Knowledge (to understand how to reprogram the Golem), and Tinker (to keep the golem incapacitated and make the changes); the Tinker test keeps the Golem incapacitated automatically, but you must still succeed at all three tests to reprogram the Golem successfully. You can also use an Intermission action to keep the Golem incapacitated. A reprogrammed Golem companion (of another) reboots itself as an action when it is no longer incapacitated, which wipes any reprogramming you accomplished; a Critical Success on the Philosophy test is necessary to realize a Golem is a companion.

You cannot score a better Result than the Result of a Mechanics test and have -1 Result on the Mechanics test if you do not know the formula used to create a device you wish to disable. (The Mechanics test and knowledge of the formula can be provided by an ally.) You also have a -1 to -6 Result penalty per degree of device complexity (Lesser to Fanciful), which is different than (and stacks with) the degree of the device itself; you can reduce the Result penalty for a complex device with a Mechanics (Assess Complex Device) test.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, defeat a Fanciful stage or permanently (for you) reduce Result Penalty for the next stage of a Fanciful complex device by 1; if aware of more than one Major stage, you disable them all.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, defeat an Impossible stage or permanently (for you) reduce Result Penalty for the next stage of an Impossible complex device by 1; if aware of more than one Greater stage, you disable them all.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, defeat a Major stage or permanently (for you) reduce Result Penalty for a next stage of a Major complex device by 1; if aware of more than one Moderate stage, you disable them all.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, defeat a Greater stage or permanently reduce Result Penalty for a next stage of a Greater complex device by 1; if aware of more than one Lesser stage, you disable them all.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, defeat a Moderate stage and if aware of more than one Minor stage, you either disable them all or reduce Result Penalty for a complex device by 1.

Lesser Result (10-19): You defeat a Lesser stage. If your Result is two below what is required, you set off the device or cannot retry, if applicable. Traps may be triggered even if your Result is only one below what is required, and tamper-reactive devices may have permanently increased difficulty if your Result is one below what is required.

Minor Result (0-9): You defeat a Minor stage. If the device is a trap (or can otherwise be “set off”), you set off a device of Moderate difficulty or higher (or you may be unable to retry).

Trivial Result (-1 or less): You break your lockpick.

***Pilot*** You can use Tinker to pilot a ship if you have Maritime Survival, an airship if you have Sky Survival, and a submersible if you have Aquatic Terrain. You can also use Tinker to drive a wagon if you have Plains Survival.

## Feats

### Inherent Feats

You generally only get Inherent Feats during character creation, though it is possible to acquire them after in special circumstances (e.g., with magic). Cinematic Attribute 1 (for 1 Attribute), General Proficiency (all skills) are Free Feats for Player Characters. The GM may impose restrictions on certain feats if circumstances seem inappropriate for acquiring them. For example, Noblesse-Oblige would require a PC be known as a noble before it could be acquired and a church (usually of the Dominion) would have to be involved for you to become Ordained. Unlike most of the other Inherent Feats, you can take Cinematic Attribute if you meet the Level-based prerequisite. (Cinematic Pools replenish like any other Pool but the GM keeps the current Pool Size secret.)

| Unusual Feats | Prerequisite | Benefit | | |
| --- | --- | --- | --- | --- |
| Adopted Ancestry | [Society] | You can take Ancestry Feats from an ancestry for which you have applicable Society Knowledge | | | |
| Cinematic Attribute 1 | 1st Level | Your Cinematic Attribute(s) have a Cinematic Pool 1 that the GM can use to save you in some cases | | |
| Cinematic Attribute 2 | 7th Level | Cinematic Pool 2 for the chosen attribute | | |
| Cinematic Attribute 3 | 13th Level | Cinematic Pool 3 for the chosen attribute | | |
| Cinematic Attribute 4 | 19th Level | Cinematic Pool 4 for the chosen attribute | | |
| Delusion |  | Alignment not impacted when you deviate due to delusion (e.g., kill an ork because “all orks are evil”) | |
| Dubious Knowledge |  | Learn true and false data on a failed Recall Knowledge test if you have the relevant Knowledge | | | |
| Feral (Flaw)\* | Character Creation | Immune to CHA-based Social Attacks\* | |
| General Proficiency | Player Character | PCs start with Rank 1 (Lesser Proficiency) in all Skills; you gain this as part of Aptitude (Step A) | | |
| Insane Insight |  | Ignore penalty with Demonology, Limbo, Primordialism, Xenobiology, Xenopsychology | | |
| Large 1 |  | You take up a 10’ Square (usually); Penalty to Athletics, Hustle, Encumbrance; Bonus to Damage and DR\*\* | | |
| Large 2 |  | You take up a 20’ Square (usually); Penalty to Athletics, Hustle, Encumbrance; Bonus to Damage and DR\*\* | | |
| Large 3 |  | You take up a 40’ Square (usually); Penalty to Athletics, Hustle, Encumbrance; Bonus to Damage and DR\*\* | | |
| Large 4 |  | You take up a 80’ Square (usually); Penalty to Athletics, Hustle, Encumbrance; Bonus to Damage and DR\*\* | | |
| Noblesse-Oblige |  | You can expect hospitality from nobles and prominent citizens if you practice noblesse-oblige | | |
| Oddity Identification |  | +1d6-3 Effect on Philosophy (Recall Knowledge) tests related to arcane or occult items | | |
| Ordained | Canon | You can expect hospitality from nobles and prominent citizens who respect your religion |
| Scion | Savoir-Faire | You are offspring of a Noble with an uninherited title; similar to Network of Allies (members of your house) | | |
| Small 1 |  | You take up a 2.5’ Square (usually); Bonus to Athletics, Hustle, Encumbrance; Penalty to Damage and DR\*\* | | |
| Small 2 |  | You take up a 1.25’ Square (usually); Bonus to Athletics, Hustle, Encumbrance; Penalty to Damage and DR\*\* | | |
| Small 3 |  | You take up an 8” Square (usually); Bonus to Athletics, Hustle, Encumbrance; Penalty to Damage and DR\*\* | | |
| Small 4 |  | You take up a 4” Square (usually); Bonus to Athletics, Hustle, Encumbrance; Penalty to Damage and DR\*\* | | |

\* You are treated as Rank 0 in Alchemy, Biology, Deception, Diplomacy, Haggle, Mechanics, Performance, and Philosophy. If you acquired Ranks in the skills during character creation, you still have them; you just can’t use them. You can spend ½ Feat to use these Skills at ½ Rank or spend 1 Feat to buy off the Flaw entirely.

\*\* Your Bonus (or Penalty) is 4 x Rank, this is doubled (in the case of Damage or Damage Reduction (DR)) with or against Bludgeoning Weapons and halved with or against Piercing Weapons. When you move, you move using the Square you take up.

### Weapon Familiarity

Each weapon (and each use for weapons with more than one use) requires ½ Feat to avoid a -1 Result when using the weapon (the same as you would get for lack of Knowledge when attempting an applicable test). See the list of Weapons for options. Note: {Boar Spear, Shortspear, Trident} and {Longspear, Military Fork, Ranseur} are treated as the same weapon for the purpose of Familiarity when used with Quarterstaff technique for Thrusting (P) attacks. Also, Unarmed Familiarity includes familiarity with natural weapons you were born with (but not those you acquire with Alchemy or Magic).

Weapon Familiarity Subsets are grouped in **Weapon Familiarity Supersets** below. If you have Familiarity with a weapon in a Subset (of a Superset), you can acquire Familiarity with all other weapons in the Subset for ½ Feat. Once you have Familiarity with the Subset, you can acquire a related Subset for ½ Feat; related Subsets are above and below a Subset (as grouped below) or share at least one weapon. Once you have Familiarity with two Subsets, you can acquire all other Subsets of the Superset for ½ Feat. Accordingly, it takes 2 Feats to gain Familiarity with all weapons in a Superset (or 1 Feat for the Trap Weapon Superset).

#### Blade Weapon Superset

Two-Handed Swung: {Longsword (S), Greatsword (S), Executioner’s Sword (S)}

Half Sword: {Longsword (P), Greatsword (P), Executioner’s Sword (P)}

One-Handed Swung: {Dagger (Melee (S)), Shortsword (S), Arming Sword (S), Longsword (S), Greatsword (S)}

Dagger: {Dagger (Grapple), Dagger (Melee (P/S), Dagger (Thrown)}

One-Handed Light Thrust: {Dagger (Melee (P), Bilbo, Rapier, Shortsword (P), Arming Sword (P)}

One-Handed Heavy Thrust: {Rapier, Estoc, Arming Sword (P), Longsword (P)}

#### Brawling Weapon Superset

Improvised Weapons: {Club, Dagger (Grapple), Greatclub, Improvised Weapons (all), Oslop, Unarmed}\*

Nonlethal: {Basket Hilt, Blackjack, Club, Gauntlet, Slapjack, Unarmed}\*

Pummel: {Basket Hilt, Dagger (Grapple), Gauntlet, Razor Gauntlet, Spiked Gauntlet, Unarmed)

Buckler: {Basket Hilt, Buckler, Razor Edged Buckler, Spiked Buckler}

Shield {Razor Edged Shield, Shield Boss, Spiked Shield, Spiked Tower Shield, Tower Shield}

Armor: {Armor Spike, Armor Surface, Bladed Vambrace, Gauntlet, Razor Gauntlet, Spiked Gauntlet, Unarmed}

\* You are also treated as Familiar with Natural Weapons you acquire after birth

#### Flail Weapon Superset

Looping: {Bullwhip, Combat Grapnel, Rope Dagger (B)}

Whip: {Bullwhip, Flickmace, Slapjack}

One-Handed: {Blackjack, Slapjack, Nunchaku, Chain Mace, Morning Star, Greatflail}

Two-Handed: {Chain, Spiked Chain, Morningstar, Greatflail, Meteor Hammer}

Exotic: {Bladed Scarf, Bullwhip, Urumi}

#### Hafted Weapon Superset

Light Hafted: {Hatchet, Mallet, Mandrel}; if you have Exploit Handy Trait, includes {Beaked Axe, Hand Axe, Mace}; related to all One-Handed Hafted Subgroups

[Intentional Gap; Light Hafted and Two-Handed Axe are not related]

Two-Handed Axe: {Battle Axe, Greataxe, Splitting Maul}; also related to Two-Handed Pick and Two-Handed Hammer

One-Handed Axe: {Hatchet, Hand Axe, Battle Axe}; also related to One-Handed Pick

One-Handed Hammer: {Mallet, Mace, Warhammer}

One-Handed Pick: {Mandrel, Beaked Axe, Pickaxe}; also related to One-Handed Axe

Two-Handed Pick: {Pickaxe, Greatpick, Mattock}; also related to Two-Handed Axe

Two-Handed Hammer: {Warhammer, Greathammer, Maul}; also related to Two-Handed Axe

#### Polearm Weapon Superset

One-Handed: {Boar Spear (Melee (P), Thrown), Shortspear (Melee (P), Thrown), Staff, Trident (Melee (P), Thrown)}

Half-Staff, Swung: (Crow Bill, Fauchard, Long Hammer, Longspear (S), Military Fork (S), Ranseur (S), Staff/Shaft)

Shortspear (All Uses): (Boar Spear (P/S, Thrown), Shortspear (P/S, Thrown), Staff/Shaft (Half-Staff), Trident (P/S, Thrown))

Quarterstaff, Thrust: {Boar Spear (P), Shortspear (P), Longspear (P), Military Fork (P), Ranseur (P), Sarissa, Trident (P)}

Quarterstaff, Swung: (Crow Bill, Fauchard, Long Hammer)

#### Projectile Weapon Superset

Druidic: {Blowgun, Longbow, Shortbow, Staff Sling, Sling}

Alchemical: {Alchemical Staff Sling, Alchemical Sling, Blowgun, Bomb, Crossbow, Staff Sling, Sling}

Indirect Fire: {Staff Sling, Sling}; you are also treated as Familiar with any Projectile with which you are already Familiar when used as an Indirect Fire weapon

Archery: {Crossbow, Longbow, Shortbow}

Two-Handed Crossbow: {Arbalest, Clockwork Crossbow, Crossbow, Double Crossbow, Repeating Crossbow, Underwater Crossbow}

One-Handed: {Derringer, Pistol Crossbow, Revolver, Slug Thrower}

Two-Handed Firearm: {Blunderbuss, Carbine, Crossbow, Musket}; also related to Two-Handed Crossbow

#### Thrown Weapon Superset

Sling {Alchemical Sling, Bolas, Hammer Shot, Sling, Staff Sling}

Light Thrown Weapons: {Bullet, Dagger, Dart, Rope Dagger (P), Sling}

Medium Thrown Weapons: {Bomb, Chakram, Club, Grapeshot, Lancea}

Heavy Thrown Weapons: {Hammer Shot, Javelin, Shot, Staff Sling}

Spear, Thrown: {Atlatl, Amentum, Boar Spear, Javelin, Lancea, Shortspear, Trident, Longspear}

Hafted, Thrown: {Hatchet, Hand Axe, Mallet, Mace, Mandrel, Beaked Axe}

#### Trap Weapons

Trap: {Cartridge Trap, Melee Trap, Payload Trap, Projectile Trap, Reactive Obstacle (e.g., Slamming Door), Rockfall}

### Witch Feats

Witch is always a Secondary Class; you acquire it by advancing in a Coven Subclass of a Primary Class. For Artificers, these include Warlock; for Druids, Order of the East, Order of the North, Order of the South, and Order of the West; for Faces, Sorcerer; and for Investigators, Medium. The Warrior Class does not include any Coven Subclasses. There are no Training requirements to advance as a Witch, other than that necessary to advance in a Coven Subclass of your Primary Class, but the fundamental feat in each of the Basic Training Feature Lists is Witch’s Familiar, which you need in order to use witchcraft. You gain your spellcasting abilities either when you obtain the Apprentice Capstone Feat of your Druid Coven Subclass (e.g., “Druid (Order of the East)”) or when you acquire them in Intermediate Training for the non-spellcasting Classes. After character creation, you will either need to already have or acquire as Moderate Feats each of the 6 Feats of a Basic Training Feature List before you can choose an applicable Apprentice Capstone Feat.

Becoming a Witch normally gives you the Traumatized 2 Condition, which can only be reduced by spending 2 Feats, reducing the condition by 1 per Feat. You do not gain this condition if you already have Inherent Spells.

#### Tier 3 Witch Feats

You can cast Pact Spells only when your Familiar is in contact with you. Also, when you finish casting a Pact Spell, each time you Intensify the Pact Spell, and when you Discharge the spell, you gain Traumatized +1, which you cannot recover until after the spell has ended. You also gain Frightened 1 (even if you are normally immune to Fear effects) when you increase your Traumatized condition, which you can recover normally. Note: Most witches process the fear as a thrill rather than an unpleasant terror, but others find nothing pleasant about it at all.

**Form Coven**: Forming a Coven involves performing an 8-hour ceremony with two other (for a total of three including yourself) prospective coven members. Coven members can sense other members’ locations and conditions by spending a single action, which has the concentrate trait, and can sense what another coven member is sensing as a two-action activity, which has the concentrate trait as well. Each Coven member contributes a Coven Spell for use by any coven member as a Shared Coven Spell. The Coven also gains the Control Weather Ritual, which can be cast when all members participate. Casting a Shared Coven Spell requires each of at least three Coven members to use Cast Spell Action; only one Coven member needs to maintain the spell, if applicable. Each Coven member can also contribute an action to intensify the spell before being discharged by the one who is maintaining the spell. There is no limit on the number of times you can cast a Shared Coven Spell, but it cannot be cast and/or discharged if a Coven member cannot contribute an action.

**Pact (Grimoire)**: You gain Arcane Spellbook 4 that can only be used with a Grimoire. The spells are cast as a Pact Spell using Philosophy as the Spellcasting Skill. You must generally find a Grimoire or a spell that can be transcribed into your Grimoire before you can learn the spell; you cannot develop the spell on your own. If you lose your Grimoire, your familiar can help you create another as a Downtime Action. When you acquire the Grimoire Feat, it includes as many spells as you know (equal to Philosophy), plus a bunch of spells you don’t yet understand (which you learn when your Philosophy increases). The spells should be thematically appropriate for your Patron, if you have one, or a best guess about what a Patron might be like for you, if you do not.

**Pact (Outerplanar)** When you form a Pact with an Outerplanar creature, your Witch’s Familiar is converted to an Outerplanar type appropriate for your Patron. You also gain a witch’s mark, which can be a claw mark given to you by your patron, a brand, a death’s skull image in the skin, or simply moles, skin tags, or areas of insensitivity; your familiar occasionally feeds on you via your witch’s mark (aka witch’s teat), which requires you consume your normal amount of food and water, plus an amount suitable for a Tiny creature. Your Patron will have expectations, and sometimes explicit tasks, and if it becomes displeased, it will inflict Traumatized +1 and Fear 1 on you, which cannot be recovered except by draining your familiar; your familiar is normally happy to help but finds “punishment” to be irksome. Your Patron will not impose more Traumatized and Fear than your current Level, which resets when you advance a Level. (PCs will not be driven permanently insane from punishment, but that is not unusual for NPCs.)

When its type changes, your Familiar may change its appearance subtly, to exactly what you would expect from an Outerplanar Avatic of its subtype, or somewhere in between (your choice). The personality of your Familiar may change dramatically, especially if it gets a new Alignment.

Diabolist (Lawful or Neutral Evil): Your Familiar type changes to Devil. Your Spellcasting Skill for Pact Spells is Authority.

Chthonic (Chaotic Evil): Your Familiar type changes to Demon. Your Spellcasting Skill for Pact Spells is Intimidation.

Grey (Neutral): Your Familiar type changes to Rephaim. Your Spellcasting Skill for Pact Spells is Lore.

Primordial (Chaotic Neutral): Your Familiar type changes to Primordial. Your Spellcasting Skill for Pact Spells is Determination.

Sovereign (Chaotic Good): Your Familiar type changes to Azata. Your Spellcasting Skill for Pact Spells is Recon.

Wise One (Neutral Good): Your Familiar type changes to Deva. Your Spellcasting Skill for Pact Spells is Diplomacy.

You can give your Familiar Drained to reduce your Traumatized condition by 1 per Drained condition you impose on your Familiar. Your Familiar can recover from 1 level of Drained if you let it feed as one of its Intermission Actions, which costs you 10% of your maximum hp x current level of Drained. If you have Traumatized 2 or more, your Familiar can only reduce it by 1 per Action, at a cost of Drained equal to your current Traumatized rating. For example, it would take 3 Actions and cost Drained +6 to eliminate the Traumatized 3 condition. Your Familiar will not kill itself by accepting too much Drained and cannot reduce your permanent Traumatized condition (if any).

Free Pact Spells: Avatic Suppression, Detect Alignment, Dispel Alignment, Wrath

You can take additional Pact Spells as Feats. Although it is your choice, you should generally choose a spell that is thematically appropriate for your Patron. Chthonic Patrons favor Elemental Attack; Primordial Patrons favor Clairsentience, Telekinesis, Telepathy, and Teleportation; Sovereign Patrons favor Elemental Resistance, Invigorate, and Soothe; Diabolist Patrons favor Admonish, Blind Ambition, Charm, Tyrannical Authority, and other spells of that type; Grey Patrons favor Effervescent, Inaudibility, Invigorate, Invisibility, Nondetection, and Soothe; Wise Patrons tend to favor Invigorate and Soothe of various types. You can choose Pact Spells from any tradition, but they are treated as Occult for you.

**Pact (Witch’s Brew)**: You are treated as being able to cast a spell that is in a “Witch’s Cookbook” for the purpose of creating a potion. The formula used to create the item is in a Witch’s Cookbook and is only usable by you and other Witches who have the Witch’s Brew Pact. You can start with four recipes in your Witch’s Cookbook and add additional recipes as a Downtime Action. If you lose your Witch’s Cookbook, your Familiar can help you create another with all the spells that were in it, as a Downtime Action. Anyone who consumes a Witch’s Brew is treated as if they had cast a Pact Spell (Traumatized +1, Fear 1). You have -1 Result on your Crafting test unless you have a piece of Subject for whom a potion is made; if a potion crafted for a specific Subject is consumed by someone else, the potion has an effect that is generally harmful (and is left up to the imagination of the GM but should be somehow related to the effect that was intended for Subject and at no higher Level than the original Potion).

**Witch’s Familiar 1**: Your Familiar gains the benefits of increased Level, just as you do when you advance a Level. You can use your Familiar’s Spell Slots as follows: 1) To prepare spells for daily casting while it is present or to prevent you from gaining Traumatized +1 with a Spellcasting Action while it is in contact with you. 2) If your Familiar does not remain in contact with you, it can spend a Spell Slot to continue a spell’s effect for which it derived the benefit from you casting it on yourself while in contact with your Familiar. 3) Your Familiar can spend a Spell Slot to allow you to use it as the origin of a spell you cast if you Discharge the spell while your familiar is within your line of sight.

*Ancestry* (8 Feats, Adjust Attributes) A Familiar’s Ancestry grants 8 Static Familiar Features appropriate for the Familiar’s apparent (physiological) body; have a look at Troglodyte Ancestry Features for ideas. For example, a bat familiar should probably have Acute Hearing (High Frequency Hearing), Echolocation, Keen Vision (Low Light Vision), Natural Flier, Sensitive Nose, Spider Climb, and Wings. (They gain the ability to produce Ultrahigh Frequency sound for use with Echolocation for free.) Most Primal Familiars do not have Speech or Manual Dexterity, but you can stretch the capabilities of the creature in a slightly fantastical manner. For example, a raven familiar might have Speech and a monkey familiar might have Manual Dexterity. Spirit Familiars gain the Spirit Ancestry (provided in Step B, Reborn). If your Familiar is an object, you must take Sentient as its first Static Familiar Feature. (This is not necessary for creature familiars.) Once you have selected all appropriate features for the creature, you can take another appropriate Feat to round out what you have. For example, a bat familiar might have Aeronaut.

*Background* (All Skills at Skill 1) A Familiar’s Background is just being your Familiar; your Familiar gains Small 4 and Bonded Creature 4, which is applied to you for the purpose of Handle Creature with your Familiar and your Familiar can also use it on other creatures of its same apparent physiological type (though it cannot have Bonded Creatures). It also derives any benefit of a spell you cast on yourself while you are in contact with, and remain in contact with, it.

*Background Event* (1-3 Feats, Adjust Attributes). The Background Event is associated with the circumstances surrounding your acquisition of your Familiar or your early days with it. Roll 1d4 to determine “Luck”. If you roll a ‘1’, you or your Familiar was unlucky in some manner; choose a ½ Feat Flaw for your Familiar that represents this. If you roll a ‘4’, the circumstances of your pairing was fortuitous; choose a ½ Feat Boon for your Familiar that represents this. Then roll 1d6 to determine “Competence.” If you roll a ‘1’, you or your Familiar were incompetent or exhibited poor judgment; choose a ½ Feat Flaw for your Familiar that represents this. If you roll a ‘6’, the circumstances were fortuitous; choose a ½ Feat Boon for your Familiar that represents this. If you roll a ‘1’ on both dice, you can choose a (full Feat) Flaw instead of two ½ Feat Flaws and if you roll a ‘4’ and a ‘6’ on the respective dice, you can choose a Feat instead of two ½ Feat Boons. Then choose an additional Feat for your Familiar that is associated with your shared backgrounds. You can only take each Feat once (e.g., you cannot take Agility +2).

Your Familiar and Spellcasting Attribute depends on your Subclass but taking the Pact (Outerplanar) Feat will change the Familiar’s type and you may have to use a different Spellcasting Skill when casting Pact Spells than you do when casting Coven Spells.

Druid (Order of the East, North, South, or West): Familiar type is that of another Druid Order for which you have the most affinity, which you choose when you acquire your Familiar. (You may or may not have spells or other features of the Order with which you have affinity.) Familiar types include Air Elemental (Order of the Wind), Animal (Order of the Tooth), Dragon (Order of the Scale), Earth Elemental (Order of the Stone), Fungus Leshy (Order of the Spore), Leshy (Order of the Leaf), Ooze (Order of the Ooze), and Water Elemental (Order of the Waves). In each case, your Spellcasting Skill is Lore.

Medium: Familiar type is Spirit. Your Spellcasting Skill is Empathy.

Necromancer: Familiar type is Anthropian if you are a Vampire, Phylactery if you are a Lich, or Undead if you are neither a Vampire nor a Lich. Your Spellcasting Skill is Biology.

Sorcerer: Familiar type is Fey. Your Spellcasting Skill is Deception.

Warlock: Familiar type is Item (Spell Gem). Your Spellcasting Skill is Philosophy.

You can spend Feats to gain Witch’s Familiar 2, 3, and 4 (even if not on your Feats List), but you must be of the relevant Tier.

**Witchsight 1**: You can Cast, Maintain, or Discharge Detect Incorporeal using Recon, but with -1 Result, and use Recon, Observation, or Recall Knowledge as a single Action; if you have Impossible Proficiency in Detect Incorporeal from some other source, you can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Incorporeal and use either Recon, Observation, or Recall Knowledge, all as a single Action. You can spend Feats to gain Witchsight 2 and 3 (even if not on your Feats List), but you must be of the relevant Tier.

#### Tier 5 Witch Feats

**Witch’s Familiar 2**: Your Familiar gains the Tier 1 Subclass Feats for a Class. *Connections*: If you have Unbreakable Bond, but not if an Ally does, your Familiar gains as many Feats as the Rank of Unbreakable Bond.

**Witchsight 2**: You can Cast, Maintain, or Discharge Detect Undeath using Recon, but with -1 Result, and use Recon, Observation, or Recall Knowledge as a single Action; if you have Impossible Proficiency in Detect Undeath from some other source, you can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Undeath and use either Recon, Observation, or Recall Knowledge, all as a single Action.

#### Tier 6 Witch Feats

**Witch’s Familiar 3**: Your Familiar gains the Tier 2 Subclass Feats for a Class.

#### Capstone Witch Feats

**Witch’s Familiar 4**: Your Familiar gains the Tier 3 Subclass Feats for a Class.

**Witchsight 3**: You can Cast (all Spellcasting Actions necessary to cast the spell) and Discharge Detect Incorporeal or Undeath Incorporeal and use either Recon, Observation, or Recall Knowledge, all as a single Action.

### Familiar Feats

Familiars start with -3 in each attribute. You generally cannot change the abilities of your Familiar. If your Familiar dies or you want to change abilities, it may cost you some cash to perform the ritual, your patron may demand a quest, or the like. Most Familiars have multiple Familiar Features, which can include the feats listed below, and often gain 1 Feat, which can be a Familiar Feat, per Level.

Some Familiar Feats require your Familiar (not you) to take an action. The GM may rule an action is not beneficial under certain circumstances. For example, a Partner in Crime probably isn’t much help when you attempt Sleight of Hand (Grab a Ledge).

|  |  |  |
| --- | --- | --- |
| Familiar Feat | Prerequisite | Features |
| Accompanist | Performance 4 | Action: Quality Die on Performance |
| Advisor | Philosophy, Knowledge, Speech\* | Action: You are treated as having Familiar’s Knowledge as relates to Philosophy |
| All-Around Sight |  | Familiar has All-Around Sight |
| Ambassador | Authority 4 | Action: Quality Die on Diplomacy |
| Bloodhound |  | Familiar gains Bloodhound |
| Burrower 2 | Burrower 1 | Burrow Speed 2 |
| Decoy | Deception 4 | Action: Quality Die on Deception |
| Deepvision |  | Familiar gains Deepvision |
| Elemental Resistance |  | Familiar has Resistance equal to your Level to one form of Energy |
| Escort | Deception, Knowledge | Action: You are treated as having Familiar’s Knowledge as relates to Deception |
| Extra Reagent | Homunculus | Familiar grows 1 Nonvolatile Reagent on or in its body, which is available after each daily preparation |
| Fins |  | Familiar gains Fins and Swim Speed 4 |
| Fungus Form | Leshy (Mushroom) | Familiar can turn into a Tiny immobile fungus |
| Gills |  | Familiar gains Waterbreathing |
| Guide | Lore, Knowledge, Speech\* | Action: You are treated as having Familiar’s Knowledge as relates to Lore |
| Increase Size |  | You can reduce Small rating by 1; you can take this Feat up to 4 times |
| Independent |  | If you do not use Work Together, your Familiar still gets to take an action |
| Infravision |  | Familiar gains Infravision |
| Kinspeech | Animal Familiar | Familiar can speak with animals of the same species and understands you perfectly, and you it |
| Lab Assistant | Alchemy, Knowledge, Speech\* | Action: You are treated as having Familiar’s Knowledge as relates to Alchemy |
| Levitation | Aeronaut (Glider) 1, Spell Gem | Fly Speed 2; take the Aeronaut Feat(s) to increase your Fly Speed |
| Makery Assistant | Mechanics, Knowledge, Speech\* | Action: You are treated as having Familiar’s Knowledge as relates to Mechanics |
| Manual Dexterity |  | Familiar can use two limbs as if they were hands (or has two hands) |
| Master’s Form | Manual Dexterity | Familiar can take your form, though it does not change size and has telltale cosmetic features |
| Med Tech | Biology, Knowledge, Speech\* | Action: You are treated as having Familiar’s Knowledge as relates to Biology |
| Natural Armor |  | Familiar has Natural Armor |
| Natural Weapons |  | Familiar has Claws, Fangs, or some other natural weapon; you can take this ability multiple times |
| Partner in Crime | Sleight/Hand 4, Manual Dexterity | Action: Quality Die on Sleight of Hand |
| Pheromones |  | Familiar can detect a specific chemical signature (see Seek, Chemical) |
| Plant Form | Leshy | Familiar can turn into a Tiny immobile plant |
| Primal Font | Primal Familiar | Action: You are treated as being in favorable terrain to replenish a spell slot (see Druid (Aspirant)) |
| Scry Through Familiar | Touch Telepathy | Touch\* Familiar to use Familiar’s senses (but not your own) up to until the end of the encounter |
| Skilled |  | Familiar gains a Skill Feat; Knowledge gives the ability to understand, not speak |
| Speech |  | Familiar can speak any language it knows, in addition to understanding it |
| Spell Battery | Spell Slot | You can recharge a spent spell slot as an Intermission Action by consuming one of your familiar’s |
| Spell Delivery |  | Cast a spell on your Familiar for no effect, which it can deliver to Target where it takes effect |
| Spellcasting |  | Familiar can cast a spell you can cast\*\* |
| Surveillant | Recon 4 | Action: Quality Die on Recon |
| Telepathic Link | Touch Telepathy | Communicate with your familiar (without language) while on the same plane\*\*\* |
| Threat Display | Intimidation 4 | Action: Quality Die on Intimidation |
| Tool Caddy | Tinker 4, Manual Dexterity | Action: Quality Die on Tinker |
| Touch Telepathy | Language | Familiar can telepathically communicate with a creature it touches that shares a common language |
| Touchstone | Diplomacy 4 | Action: Quality Die on Determination |
| Tremorsense |  | Familiar gains Tremorsense |
| Ultravision |  | Familiar gains Ultravision |
| Venom | Fangs | Familiar has Lesser Venom (Immediate: 1d6 ep, Intermission: Sickened, Drained) |
| Wings | Aerobatics 1 | Fly Speed 2 |

\* You must touch your Familiar to activate scrying, but you do not have to maintain touch while you are scrying.

\*\* If you can cast the spell at will, so can your Familiar. If you must use a spell slot, the Familiar must have a spell slot available. You can change the spell during daily preparations.

\*\*\* If you have Scry Through Familiar, you can initiate scrying at any range while on the same plane.

# Step G (Gear)

You can have pretty much any item with which you are proficient, which some exceptions. You can only have one of the following (and you must be proficient with a weapon if you choose it): Field Armor, Heavy Armor, Clockwork Crossbow, Double Crossbow, Pistol Crossbow, Repeating Crossbow, Underwater Crossbow, or Firearm. If you have Debt, you must increase your Debt by an additional £1 for each item you have or £10 for one of the exceptional items; ammo that fits in a dedicated container counts as 1 item.

You can carry 8 Bulk without Encumbrance. A Medium creature treats Small items as having 1/8 Bulk and Large items as having 8x Bulk. A creature of your Size is 6 Bulk; creatures of larger size than you are too bulky to carry, but a creature of 1 size smaller is 1 Bulk and creatures of 2 sizes smaller are negligible Bulk. This assumes you are attempting to carry the creature in the most efficient way possible; a halfling used as a weapon by a human would be a 4 Bulk weapon (and not a very good one). See Might for carrying a heavy load (as opposed to a Bulky one).

To a Medium creature, a 5’ cube can contain 125 Bulk (or about 16 Bulk for a Large creature and 2000 Bulk for a Small creature). Ideal Medium Bulk is how heavy a thing would be if turned into liquid or squished into jelly to fit in a 1-foot cube, which is 1 Bulk for a Medium creature (Flotsam is used as a baseline for gear because gear is normally not squished into powder or liquid when stored in a backpack). The following substances have an Ideal Medium Bulk of 1 (or 1/8 for Ideal Large Bulk and 16 for Ideal Small Bulk):

Greater Buoyant Material (Balsawood): ½ Stone of Balsa, or about 1000 pounds in a 5’ cube.

Moderate Buoyant Material (Flotsam): 1 Stone of Flotsam, or about 2000 pounds (1 ton) in a 5’ cube.

Lesser Buoyant Material (Wood): 3 Stone of Oak, 2 Stone of Cedar or Flour. For simplicity, you can assume 2 Stone Ideal Medium Bulk, or 2 tons in a 5’ cube.

Minor Density Material (Water): 4 Stone of Water, (fresh) Flesh, or Rosewood, or about 4 tons in a 5’ cube.

Lesser Density Material (Earth): 6 Stone of packed earth, 10 Stone of brick or glass, 12 Stone of basalt. For simplicity, you can assume 8 Stone Ideal Medium Bulk, or 8 tons in a 5’ cube. Note: Aluminum has the density of Earth, even though it is a metal.

Moderate Density Material (Gem): 12 Stone of diamond, 16 Stone of sapphire. For simplicity, you can assume Moderate Density Material has 16 Stone Ideal Medium Bulk, or 16 tons in a 5’ cube.

Greater Density Material (Metal): 30 Stone of steel, 34 Stone of copper, 41 Stone of silver, 44 Stone of lead, 54 Stone of mercury. For simplicity, you can assume Greater Density Material has 32 Stone Ideal Bulk, or 32 tons in a 5’ cube.

Major Density Material (Heavy Metal): 75 Stone of gold, 83 Stone of platinum, 88 Stone of platinum coins (which are crystallized osmium). For simplicity, you can assume Major Density Material has a 64 Stone Ideal Medium Bulk, or 64 tons in a 5’ cube.

Impossible Density Material (Adamantium): 128 Stone x Level of adamantium. Adamantium can have different densities depending upon purity; adamantium coins are alloyed with iron to have the density of other precious metals, but the highest grades of adamantium (20th Level) are 2560 Stone per Ideal Medium Bulk. Note: For comparison, the density of the sun’s core is only 600 Stone per Bulk.

**Subsistence Lifestyle**: Examples of Lesser (Subsistence) Holdings are a cave that nobody has said isn’t yours in the wilderness near natural sources of water and food, a rural hut with some chickens and a field, plus a family or farm hands who can provide you with food and simple necessities; an urban bolt hole near a well and a refuse dump; or perhaps you are sponging money off your spouse or parents, though they have little to spare.

**Comfortable Lifestyle**: Examples of Moderate (Comfortable) Holdings are a lodge in the wilderness in an area with plentiful natural resources; a farmhouse with livestock, fields, and a few field hands who provide sufficient profit from sales to local markets for you to maintain a Comfortable Lifestyle; or an inn or shop, with assistants who run it to produce enough income for you to maintain a Comfortable Lifestyle.

**Fine Lifestyle**: Examples of Greater (Fine) Holdings are a manor with peasants and professionals who tend the fields, perform upkeep, and produce goods for export, with profits sufficient for you to maintain a Fine Lifestyle; or a mansion in a city, plus real and human capital around the city that produce income sufficient for you to maintain a Fine Lifestyle.

## Permanent Items

You generally cannot use gear of a different size category than you. A Large item has +4 DR (8 vs. Bludgeoning and 2 vs. Piercing). A Small item has -4 DR (-8 vs. Bludgeoning and -2 vs. Piercing).

### Magic Item Basics

#### Mana Gems

Mana Gem “flavors” include Apparel (of several varieties), Armor (with some varieties), Helmet, Shield, Weapon, Container, Shelter, Snare, Spell Gem, Golem, and Tools/Kits. When a magic item is crafted, the crafter incorporates a Mana Gem that informs the magic item of its purpose and determines its level; it also acts as the underlying Raw Material cost of the magical part of the magic item. Note: Mana Gems are conceptual in that they need not be gems at all; rather, they could represent a small amount of adamantium used to create an alloy for a metal weapon, the hide or bone of a special creature, the wood of a special tree, or the like.

#### Demi-Sentience, Backstory, Spark, and Investment Preference

All permanent magic items have an (at least) Demi-Sentience, a Backstory, a Spark, and an Investment Preference.

When you invest in a demi-sentient magic item, you instinctively understand its Backstory, even if the item cannot actually communicate. During Downtime it will also generally let you know on a subconscious level how it is feeling about what you’ve been doing, how your aura is impacting it, and the like. If you ignore a magic item’s concerns, it will eventually rebel in a manner that is fitting for its personality. Frequently, a rebellious item can accomplish things it would not appear to be able to do, with the classic example being “wanting to be found” or “betraying you” by slipping out of your hands like the One Ring; it may also let itself be destroyed or do disconcerting things when it is just out of the corner of your eye or when you are nodding off to sleep.

A Backstory can be real or fictitious (e.g., a magic sword might see itself as a questing knight even though it was never a knight and perhaps doesn’t even have a quest). If you create a magic item, it will generally have a backstory that depends upon you, the materials you use, and the environment in which it is crafted. How much influence you have over the Backstory of a magic item you make depends upon the effort you expend trying to articulate the backstory, but it is ultimately up to the GM.

The Spark can be Elemental (usually Air, Earth, or Water), Green (Primal), Spirit, Negative (Necromantic), Occult, or Positive (Divine). With the exception of Elemental, each magic item has only one type of Spark. Elementals can have, theoretically, any number, but they become increasingly unstable as the number increases, with 1 Elemental Spark resulting in a mellow demi-sentience, and 4 resulting in, well, trouble. Green magic items typically dislike technology, though some tolerate technology up to the equivalent of a clockwork item, and typically dislike both Lawful and Chaotic Alignments. Positive items typically dislike Chaotic alignments, even if they are Neutral. Occult items typically dislike Lawful alignments, even if they are Neutral.

If you can cast Inherent Spells, you have -1 Result on Invest in Magic Item tests for Sparks that are unsuitable for your Spellcasting Tradition. If you can cast Inherent Spells from multiple traditions, you gain -2 Result on the tests except for items with a Spark associated with one of your traditions; for those, you gain a Penalty Die. There are no Demi-Sentient Magic Items with an Arcane Spark and being able to prepare Arcane spells from a spellbook generally doesn’t have any impact on the test; nor does the ability to cast other spells that are not Inherent.

Investment Preference includes Alignment and a Skill, potentially with a Knowledge requirement (-1 Result if you don’t have it), as well. When you attempt an Invest in Magic Item test, you have -1 Result per step your Alignment is away from that of the Magic Item. For example, if you are Lawful Good, investing in a Chaotic Evil item, you would have -5 Result. If you create an item, you can generally pick the Investment Preference and the GM will usually not intervene (though e may). The skill for most Investment Preferences is Authority or Diplomacy, but an item that wants to “test” you can have other preferences; weapons often have a Weapon Group preference of the type they are, for example.

#### Magic Item Actions

Demi-Sentient Items have 4 Nonactions (Lesser Actions if Sentient) per Round, Intermission, or Downtime, which they take (to do nothing if a Nonaction, once per Pass). You can spend one of your Actions to convert a Nonaction (or Lesser Action) to an Action, basically allowing you to trade one of your Actions so the Magic Item gets one. This functions like Empathy (Handle Creature), but you can use Authority, Intimidation, Deception, Diplomacy, Haggle, or Performance instead of Empathy, if you wish. If you lack the Knowledge associated with the Magic Item’s Spark, you have -1 Result. Sentient Items that can move can take their Lesser Actions like Minions, following you, moving out of obvious danger, or the like, generally in a manner that is not particularly helpful to you but keeps them nearby (if desired) and out of danger (to the extent it is possible).

#### Magic Item Advancement

Demi-Sentient Magic Items are created much like characters and Coddled Magic Items can increase Level when you do. See Performance, Coddle Magic Item. Magic Items start with a -2 in each of STR, DEX, PER, INT, CHA, and WIL, which can be increased by 1 at 1st Level, then once per Item Level, subject to the same maximum Rank as characters. Some attributes may be unusable (e.g., DEX is unusable if the magic item cannot move). Feats, Skills, and Knowledge are similar; an item may lack the agency to move in a manner necessary to use a Feat or Skill it has and may lack the sensory ability to apply a knowledge to the environment or the agency to impart Knowledge it has if it is unable to communicate with you.

Magic Items also gain a Feat and a Spell Slot (which may or may not be usable), the same as a character. See Step E, Elevation. Because items cannot naturally move, you will often want a Feat that gives the item one of these abilities, as well:

**Jet Propulsion**: The item gains Swim Speed 4. You can increase Swim Speed further with the Aquanaut Feat.

**Levitation** The item can acquire a Fly Speed with Aeronaut Feat(s).

**Locomotion**: The item gains Land Speed 4. You can take this Feat a second time to increase to Land Speed 8.

**Meat Puppet** [PREREQ: Worn Item] The Item can act as the brain for your body. You can allow the item to control you or the item can take over when you are mentally incapacitated. If the item is Sentient, this also allows your item to implant a suggestion when you have 0 ep, unless you are Permanently Insane.

Permanent Magic Items gain Feats (many of which are a first Skill Rank, making the Item able to use the Skill). Lesser Magic Items gain all Feats of Minor Magic Items, Greater Magic Items gain all Feats of Lesser Magic Items, and so forth.

Minor Magic Item Feats:

1. Alchemy 1
2. Biology 1
3. Constitution 1
4. Determination 1
5. Lore 1
6. Mechanics 1
7. Philosophy 1
8. Minimum Result (Minor) Focus Pool 1

**Focus Pool**: A Focus Point of the Focus Pool can be used to improve a test with a Skill that is a Prerequisite of the Granted Feat. Specifically, if the Focus Pool is Active and you get a Result that is worse than the Minimum Result, a Focus Point is spent, and you gain the Minimum Result instead.

A Focus Pool can be activated as an Envision Action and remains active until a Focus Point is spent, until you activate another Focus Pool, or until the end of the Encounter, whichever comes first; if you do not use an activated Focus Pool, you do not lose the Focus Point. In Intermission or Downtime Mode, you can designate one Focus Pool as the one that is active when entering Encounter Mode. You can also take an Intermission Action to replenish a Focus Pool, which increases the Pool up to its Current Maximum -1. After daily preparations, the Current Maximum of your Focus Pools are equal to their maximum.

Lesser Magic Item Feats:

1. Authority 1
2. Bulwark 1
3. Contortion 1
4. Empathy 1
5. Intimidation 1
6. Deception 1
7. Empathic Link
8. Minimum Result (Lesser) Focus Pool 1

**Empathic Link**: You have a vague sense of the item’s location and vice versa. If the item is lost or stolen and you have an interest in finding it, the GM will guide you toward the magic item using hints or veer the item back toward you in some other manner. It wants you to find it. Moderate Magic Items can only use their Empathy on you. Due to their magical nature, Lesser Magic Items can make passive Bulwark, Contortion, and Deception tests (to avoid being moved or found, generally), and can occasionally have a subtle authoritative or intimidating aura, but only if you desire it (and the Item knows if you do, due to the Empathic Link).

Moderate Magic Item Feats:

1. Observation 1
2. Recon 1
3. Language (determined when item is created), Elementalism ([Spark])
4. Material (out of which the item is primarily made), Applied Science (used to craft the item, usually a Mechanics applied science Knowledge)
5. Minimum Result (Moderate) Focus Pool 1
6. Sense Life Force
7. Sense Vibration
8. Sense Warmth

**Sense Vibration**: Most magic items have at least a minimal “auditory” sensory capability that is limited to jostling. You can improve the sensory capability with a Feat to gain hearing equivalent to that of a human.

**Sense Warmth**: Most magic items have at least a minimal “optical” sensory capability that is limited to determining where and how quickly they are changing in temperature. The ability to detect heat and cold is equivalent to that of a human. You can improve the sensory capability with a Feat to gain vision equivalent to that of a human.

**Sense Life**: Most magic items have at least a minimal “chemical” sensory capability that is limited to determining when it is touched by a sentient (or sapient) creature. The ability allows detection of living (Green Energy), avatic (Positive Energy), undead (Negative Energy), and spirits (Spirit Energy). You can improve the sensory capability with a Feat to gain scent/taste equivalent to that of a human.

**Spark**: All Permanent Magic Items have a “Spark” that acts as its Life Force; the Spark is associated with an Elementalism Knowledge. Greater Magic Items gain an innate understanding of the applicable Elementalism Knowledge.

Greater Magic Item Feats:

1. Agility 1
2. Athletics 1
3. Diplomacy 1
4. Haggle 1
5. Hustle 1
6. Might 1
7. Performance 1
8. Minimum Result (Greater) Focus Pool 1

Major Magic Item Feats:

1. Melee Combat 1 or Ranged Combat 1
2. Sleight of Hand 1
3. Tinker 1
4. Engineer, Visual Artist
5. Granted Feat
6. Minimum Result (Major) Focus Pool 1; increase to Impossible (5) with a 2nd Level Magic Item if you have Consistency 1; to Fanciful (6) with a 3rd Level Magic Item if you have Consistency 2; to Mythical (7) with a 4th Level Magic Item if you have Consistency 3; and to Miraculous (8) with a 5th Level Magic Item if you have Consistency 4.
7. Sentience
8. [Spark] (Magic Item) Familiar 1

**Sentience**: The item gains Sentience instead of Demi-Sentience and can use 4 Lesser Actions per Round instead of Nonactions. The item will generally attempt to improve the quality of items that are placed in it or that it produces as Lesser Actions. For example, a Sentient Cornucopia or Fountain can use Create Value to change subsistence quality food in a Cornucopia or drink in a Fountain to that of a higher quality, without the need for raw materials. It can even turn food, water, or air into potions or ammo into Magic Ammo, if it has the requisite time, feats, and skills. If left to its own devices, a Sentient item will typically organize the contents of an extradimensional space within it and will attempt to anticipate what you need, placing a desired item near the opening when you reach for it. If the magic item includes an extradimensional space, it can also act as an unseen servant inside the space.

#### Elemental Damage Reduction (DR) Feats

The Elemental DR you gain from a Feat is 2, 4, 6, or 8, depending upon whether the item is Apparel, Light (or Ultralight) Armor, Field Armor, or Heavy Armor. The Elemental DR is usually Bonus CHA DR, which is subject to the Maximum Bonus CHA Damage/DR Cap. Elemental DR options include Acid, Antacid, Ceramic, Cold, Darkness, Desiccation, Disintegration, Dyspnea, Electricity, Glass, Green, Heat, Holy, Lode, Metal, Negative, Polymer, Positive, Radiance, Silence, Sonic, Spirit, Unholy, and Wood. For Air, Anarchic, Axiomatic, Earth, and Water you gain Bonus WIL DR instead of Bonus CHA DR. You can take each Feat multiple times.

### Worn Items

When hit in a Location covered by a Worn Item, Item takes ½ of the damage and Target takes full damage. On a Critical Hit, Item takes no damage and the attack bypasses Hardness (unless attacker wants to hit the Item, in which case Item takes ½ of the damage and Hardness is not bypassed). Note: Hardness of Hermetic, Field, and Full Armor is not bypassed with a Critical Hit.

Magic Worn Items include a Mana Gem that resides at a single Location (the “Location Slot”) even if the Item covers multiple Locations. The Mana Gem has hp and ep determined in the same way as for a character and continues to function as a magic item after reaching the Break Threshold (BT), but no longer has Hardness. Damage to the Item (½ of the Damage inflicted on Target) is applied to both the HP of the item and to hp of the Mana Gem, not split between them.

|  |  |  |
| --- | --- | --- |
| L | Apparel | Armor |
| 1 | Lesser Special Material | Lesser Special Material |
| 2 | 1 Expert Feat | 110% Hardness |
| 3 | Focus Pool 2 | Focus Pool 2 |
| 4 | 2 Expert Feats | 120% Hardness |
| 5 | Moderate Special Material | Moderate Special Material |
| 6 | 3 Expert Feats | 130% Hardness |
| 7 | Focus Pool 3 | Focus Pool 3 |
| 8 | 4 Expert Feats | 140% Hardness |
| 9 | Greater Special Material | Greater Special Material |
| 10 | 5 Expert Feats | 150% Hardness |
| 11 | Focus Pool 4 | Focus Pool 4 |
| 12 | 6 Expert Feats | 160% Hardness |
| 13 | Major Special Material | Major Special Material |
| 14 | 7 Expert Feats | 170% Hardness |
| 15 | Focus Pool 5 | Focus Pool 5 |
| 16 | 8 Expert Feats | 180% Hardness |
| 17 | Impossible Special Material | Impossible Special Material |
| 18 | 9 Expert Feats | 190% Hardness |
| 19 | Focus Pool 6 | Focus Pool 6 |
| 20 | 10 Expert Feats | 200% Hardness |

#### Apparel

Apparel normally has either the Animal (leather, silk, or wool) or Plant (cotton or twine) Trait, but Fungus (mushroom leather) is known. Magic Apparel has a Mana Gem with a “Flavor” associated with a Skill. Apparel provides no benefit if the Skill is used for a Spellcasting Skill test.

| Apparel | Location Slot |  | Apparel | Location Slot |
| --- | --- | --- | --- | --- |
| Goggles, Mask, or Spectacles | 0 |  | Capelet or Sash | 5 |
| Footwear | 1 |  | Sleeves | 7 |
| Tibalia or Femoralia | 2 or 3 |  | Gloves | 8 |
| Girdle | 4 |  | Headware | 9 |

Apparel has no Bulk (or Weight) and generally takes 1 Action to Don if it is simple (2 for gloves and footwear) and 1 Action to Remove. An outfit rarely covers every Location, but the Cost in the table below is for Apparel that covers all 10 Locations; if it covers only 6 Locations, for example, it would be 60% of the indicated cost for Special Materials. As this is the “mundane” component of the item, it does not count against your Mana Limit.

| Material | Apparel | Bulk (Weight) | Hardness | HP (BT) | Bonus Expert Feats |
| --- | --- | --- | --- | --- | --- |
| Minor | £1 | 0 (0 Stone) | 0 | 20 (10) | 0 |
| Lesser | £10 | 0 (0 Stone) | 1 | 20 (10) | 1 |
| Moderate | £100 | 0 (0 Stone) | 2 | 20 (10) | 2 |
| Greater | £10,000 | 0 (0 Stone) | 3 | 20 (10) | 3 |
| Major | £1,000,000 | 0 (0 Stone) | 4 | 20 (10) | 4 |
| Impossible | £100,000,000 | 0 (0 Stone) | 5 | 20 (10) | 5 |

The Mana Gem of Apparel associates the item with a skill. When attempting tests using the skill, you can use the Focus Pool.

All Apparel (starting at 0-Level) have a Granted Feat, which generally gives you +1 to one Skill, though there are variants.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Attribute | Skill | Expert Feats | Location | Alternative to +1 Skill |
| STR | Athletics | Strength | 2, 3, 7 | Natural Weapon (Claws) (Location 8) |
| STR | Bulwark | Strength | 1 |  |
| STR | Hustle | Strength | 1, 2, 3 | Fins (Location 2 or 3) or Jet Propulsion (Location 1) |
| STR | Might | Strength | 8 |  |
| DEX | Agility | Dexterity | 1 | Levitation (Location 1) or Wings (Location 5) |
| DEX | Contortion | Dexterity | 3-7 |  |
| DEX | Sleight of Hand | Dexterity | 8 |  |
| DEX | Tinker | Dexterity | 8, 0 |  |
| PER | Empathy | Perception | 6, 9, 0 |  |
| PER | Lore | Perception | 9 |  |
| PER | Observation | Perception | 0 | Superhuman Senses (any 2) 1 or Superhuman Sense (any 1) 2 (Location 0) |
| PER | Recon | Perception | 0 | Superhuman Senses (any 2) 1 or Superhuman Sense (any 1) 2 (Location 0) |
| INT | Alchemy | Intellect | 9 |  |
| INT | Biology | Intellect | 9 |  |
| INT | Mechanics | Intellect | 9 |  |
| INT | Philosophy | Intellect | 9 |  |
| CHA | Deception | Charisma | 8, 0 |  |
| CHA | Diplomacy | Charisma | 6, 9 |  |
| CHA | Haggle | Charisma | 9 |  |
| CHA | Performance | Charisma | Any |  |
| WIL | Authority | Willpower | 6, 9 |  |
| WIL | Constitution | Willpower | 4, 5, 6 |  |
| WIL | Determination | Willpower | 9 |  |
| WIL | Intimidation | Willpower | 0 |  |

#### Armor

The Mana Gem of Magic Armor is at Location 1 for Sabaton and Armored Boots, Location 4 for Armored Skirt and Chausses, Location 8 for Gauntlets, and Location 6 for all other Armor (including those that cover Locations 1, 4, and 8 in addition to Location 6). The Focus Pool of Armor is applicable to any Location that is covered by Armor with contiguous pieces of armor between that Location and the Mana Gem. Unlike with different Apparel Mana Gems, which must be at different Locations, you can have an Apparel Mana Gem at the same location as the Armor Mana Gem.

The Focus Pool for Armor works a bit differently than with Apparel. When an Armor Focus Pool is active and Hardness x2 is equal to or greater than damage, a Focus Point will be spent automatically when an attack hits a Location covered by the Mana Gem or any contiguous Armor Locations other than 0 and 9. If an armor point is spent, you and your armor take no damage. The multiple increases for 7th and 15th Level Armor. (The multiple is x1.8 for Greater Magic Armor, x1.6 for Moderate Magic Armor, x1.4 for Lesser Magic Armor, and x1.2 for Minor Magic Armor.)

Armor absorbs Hardness physical damage, then 100% of the remaining damage on Target and 50% of it is inflicted on the Armor. The Hit Locations of Armor have separately tracked HP (BT) values. If your armor is hermetically sealed and takes piercing or slashing damage, your armor loses its seal when it takes 10% of its max HP in damage; a hermetic seal is always lost if armor loses 50% of HP. Field Armor and Heavy Armor are treated as hermetically sealed if made from special materials or are Magic Armor.

A Critical Hit (1 Result more than required) bypasses the Hardness of Light and Ultralight Armor. Also, Light (and Ultralight) Armor Hardness is treated as ½ for determining the amount of damage you take from an Area of Effect attack that would normally be blocked by Hardness; and attacks that cause damage on contact with flesh effect you as if you were wearing no armor at all. You can eliminate these penalties by hermetically sealing your armor.

Armor crafted from Special Materials has the indicated cost of the “mundane” component of the armor. The mundane component does not count against your Mana Limit. The Cost and Bulk (Weight) of Armor is for a full suit, not including the Helmet, covering Locations 1-8; if armor covers only 4 Locations, for example, it would be 50% of the indicated cost for Special Materials. For “piecemeal armor,” multiply Cost (for material, not for the Mana Gem), Bulk, and Weight by Mod.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Location | Piece | Mod |  | Location | Piece | Mod |  | Location | Piece | Mod |
| 1 | Sabaton | ⅛ |  | 3-4 | Armored Skirt | ¼ |  | 4-6 | Hauberk | ⅜ |
| 8 | Gauntlet | ⅛ |  | 5-6 | Cuirass | ¼ |  | 4-7 | Haubergeon | ½ |
| 1-2 | Armored Boots | ¼ |  | 2-4 | Chausses | ⅜ |  | 3-7 | Cuirassier | ⅝ |

Ultralight Armor can be concealed under clothing, you can sleep in it without penalty, and has a Don/Remove rate of 32 / 16 Actions.

| Material | Ultralight | Bulk (Weight) | Hardness | HP (BT) |  | Hermetic | Hardness | HP (BT) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | £2 | 1 (1 Stone) | 6 | 30 (15) |  | - | - | - |
| Lesser | £24 | ½ (½ Stone) | 6 | 30 (15) |  | £32 | 4 | 10 (5) |
| Moderate | £240 | 0 (0 Stone) | 6 | 30 (15) |  | £320 | 4 | 10 (5) |
| Greater | £24,000 | 0 (0 Stone) | 8 | 30 (15) |  | £32,000 | 6 | 10 (5) |
| Major | £2,400,000 | 0 (0 Stone) | 10 | 30 (15) |  | £3,200,000 | 8 | 10 (5) |
| Impossible | £240,000,000 | 0 (0 Stone) | 12 | 30 (15) |  | £320,000,000 | 10 | 10 (5) |

Light Armor has a Don / Remove rate of 64 / 24 Actions. You can sleep in Lesser Light Armor without penalty.

| Material | Light | Bulk (Weight) | Hardness | HP (BT) |  | Hermetic | Hardness | HP (BT) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | £3 | 2 (2 Stone) | 8 | 50 (25) |  | - | - | - |
| Lesser | £32 | 1.5 (1.5 Stone) | 8 | 50 (25) |  | £40 | 6 | 20 (10) |
| Moderate | £320 | 1 (1 Stone) | 8 | 50 (25) |  | £400 | 6 | 20 (10) |
| Greater | £32,000 | 1 (1 Stone) | 10 | 50 (25) |  | £40,000 | 8 | 20 (10) |
| Major | £3,200,000 | 1 (1 Stone) | 12 | 50 (25) |  | £4,000,000 | 10 | 20 (10) |
| Impossible | £320,000,000 | 1 (1 Stone) | 16 | 50 (25) |  | £400,000,000 | 12 | 20 (10) |

Field Armor usually has a Don / Remove rate of 128 / 32 Actions but can be designed to require +1 Action to Don per +2 Actions to Remove (primarily to make it harder for someone to hold you down and take your armor off), to a maximum of 160 / 96.

| Material | Field Armor | Bulk (Weight) | Hardness | HP (BT) |  | Battle Dress | Bulk (Weight) | Hardness | HP (BT) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | £4 | 3 (3 Stone) | 8 | 100 (50) |  | - | - | - | - |
| Lesser | £40 | 2 (2 Stone) | 8 | 100 (50) |  | - | - | - | - |
| Moderate | £400 | 2 (2 Stone) | 10 | 100 (50) |  | £640 | 2 (5 Stone) | 12 | 100 (50) |
| Greater | £40,000 | 2 (2 Stone) | 12 | 100 (50) |  | £64,000 | 2 (20 Stone) | 16 | 200 (100) |
| Major | £4,000,000 | 2 (2 Stone) | 16 | 100 (50) |  | £6,400,000 | 2 (80 Stone) | 20 | 300 (150) |
| Impossible | £400,000,000 | 2 (2 Stone) | 20 | 100 (50) |  | £640,000,000 | 2 (320 Stone) | 24 | 400 (200) |

Heavy Armor usually has a Don / Remove rate of 160 / 48 Actions but can be designed to require +1 Action to Don per +2 Actions to Remove (primarily to make it harder for someone to hold you down and take your armor off), to a maximum of 200 / 128.

| Material | Heavy Battle Dress | Bulk (Weight) | Hardness | HP (BT) |  | Heavy Armor | Bulk (Weight) | Hardness | HP (BT) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | £8 | 3 (4 Stone) | 10 | 100 (50) |  | £12 | 4 (4 Stone) | 12 | 100 (50) |
| Lesser | £80 | 2 (10 Stone) | 12 | 100 (50) |  | £120 | 4 (20 Stone) | 16 | 200 (100) |
| Moderate | £800 | 2 (40 Stone) | 16 | 200 (100) |  | £1200 | 4 (80 Stone) | 20 | 300 (150) |
| Greater | £80,000 | 2 (160 Stone) | 20 | 300 (150) |  | £120,000 | 4 (320 Stone) | 24 | 400 (200) |
| Major | £8,000,000 | 2 (640 Stone) | 24 | 400 (200) |  | £12,000,000 | 4 (1280 Stone) | 28 | 500 (250) |
| Impossible | £800,000,000 | 2 (2560 Stone) | 28 | 500 (250) |  | £1,200,000,000 | 4 (5120 Stone) | 32 | 600 (300) |

#### Helmet

It can take 1 Action to Don and Remove a Helmet, but when fashioned for a suit of armor, they often take longer, at least in part to prevent “gaps” and often because you don’t want it to be too easy for someone to hold you down and remove your helmet. You can increase the time it takes to Don and Remove a Helmet, but the time it takes to Remove cannot exceed the time it takes to Don.

Helmets are treated the same as Armor regarding Hardness, HP (BT), and Critical Hits and AoE attacks for Ultralight and Light Helmets but are at Location 9 for Ultralight and Light Helmets and Locations 9, 0 for Field and Heavy Helmets (and Helmets that go with hermetically sealed Ultralight and Light Armor). Ultralight and Light Helmets weigh as much as Sabaton (⅛ that of a full suit of armor). Field and Heavy Helmets weigh as much as Armored Boots (¼ that of a full suit of armor).

The Cost and Bulk (Weight) of a Helmet is in addition to the Cost and Bulk (Weight) of Armor.

An Ultralight Helmet is a “Skullcap,” a Light Helmet is a “Bascinet,” a Field Helmet is a “Barbute,” and a Heavy Helmet is a “Great Helm.” You can replace the faceplate of a helmet with a visor; a visored Barbute is called a “Sallet,” a visored Great Helm is called a “Heavy Sallet,” and a visored Skullcap or Bascinet is called an Ultralight or Light Sallet. It takes 1 action to open or close a visor. If your visor is down, you will have -1 Result on many PER-, INT-, CHA-, and WIL-based tests, due to a lack of peripheral vision or an inability of Target to see your face (or seeing your face through a visor, which has reduced impact).

The Helmet Focus Pool is only applicable to attacks that hit Location 9 (and 0 if the Helmet is a Barbute, Great Helm, or Sallet).

Like Armor Mana Gems, the Mana Gem of a Helmet can be in the same Location as an Apparel Mana Gem. The Mana Gem of a Helmet is always at Location 9.

#### Shield

Shields are melee weapons that are treated as Worn when Readied. Kite and Tower Shields can be raised as an action to provide a “Cone of Cover” (with a first square that overlaps the square you occupy and the Cone extends outward in a direction of your choice). You can use Flatfooted Defense using your shield as Cover against attacks that come at you through the Cone of Cover; you also gain Cover, reduced by 1 degree, against attacks coming at you through a Fan in which the Cone of Cover is centered. When a Kite Shield is raised, you can either key the Cone of Cover to a Target and shift the Cone to keep Target centered as a Free Action or shift the Cone as a Reaction or as part of an Action. If you do not have Exploit Block Trait, treat the Cover from your shield as 1 degree less. See Conditions (Flatfooted, Flatfooted Defense). Critical Hits bypass shields.

You can Parry with a Buckler or a Kite Shield, but if your Kite Shield is raised, it is no longer raised after you Parry. See Skills, Weapon Group (Parry).

| Shield | Cost | Bulk (Weight) | Hands | Hardness | HP (BT) | Don/Remove | Trait |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Buckler (Shield) | <£1 | ½ (0 Stone) | ½ | 8 | 50 (25) | 1/0 | Handy, Parry; Light Armor |
| Kite\* Shield | <£1 | 3 (½ Stone) | 1 | 8 | 100 (50) | 2/0 | Block (Moderate Cover), Handy, Parry; Field Armor |
| Tower Shield | <£1 | 4 (1 Stone) | 1.5 | 12 | 100 (50) | 3/0 | Block (Greater Cover), Handy; Heavy Armor |

\* A Kite Shield has several equivalents, such as heater shield and target shield, but the term “Target” is used frequently in the rules, so “Kite Shield” is intended to refer to any shield larger than a Buckler and smaller than a Tower Shield, regardless of its design, and may be referred to simply as “Shield” if there is no confusion about whether it is a Buckler or Tower Shield.

A Magic Shield is treated as Armor when it is raised (and “covers” every Location) and a Weapon when it is used to attack. You do not get a “discount” for a Shield you only use for Defense; you just don’t use the Focus Pool for making attacks. The Mana Gem of a Shield is always at Location 7 (and can be collocated with an Apparel Mana Gem).

A shield crafted from Special Materials has the indicated cost of the “mundane” component of the shield, which represents the cost of the raw material and skill required to work the Special Material. If the shield is a Magic Shield, add the Special Material cost and the usual cost for Magic Shield.

| Material | Buckler | Hardness | HP (BT) | Bulk (Weight) |  | Kite Shield | Hardness | HP (BT) | Bulk (Weight) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | £2 | 8 | 50 (25) | ½ (0 Stone) |  | £3 | 8 | 100 (50) | 3 (½ Stone) |
| Lesser | £20 | 8 | 50 (25) | 0 (0 Stone) |  | £30 | 8 | 100 (50) | 2 (0 Stone) |
| Moderate | £200 | 10 | 50 (25) | 0 (0 Stone) |  | £300 | 10 | 100 (50) | 2 (0 Stone) |
| Greater | £20,000 | 12 | 50 (25) | 0 (0 Stone) |  | £30,000 | 12 | 100 (50) | 2 (0 Stone) |
| Major | £2,000,000 | 15 | 50 (25) | 0 (0 Stone) |  | £3,000,000 | 15 | 100 (50) | 2 (0 Stone) |
| Impossible | £200,000,000 | 20 | 50 (25) | 0 (0 Stone) |  | £300,000,000 | 20 | 100 (50) | 2 (0 Stone) |

| Material | Tower | Hardness | HP (BT) | Bulk (Weight) |
| --- | --- | --- | --- | --- |
| Minor | £4 | 12 | 100 (50) | 4 (1 Stone) |
| Lesser | £40 | 20 | 200 (100) | 4 (5 Stone) |
| Moderate | £400 | 30 | 300 (150) | 4 (20 Stone) |
| Greater | £40,000 | 40 | 400 (200) | 4 (80 Stone) |
| Major | £4,000,000 | 50 | 500 (250) | 4 (100 Stone) |
| Impossible | £400,000,000 | 60 | 600 (300) | 4 (400 Stone) |

When a Shield Focus Pool is active and you attack with the Shield, the Shield Focus Pool is treated as a Weapon Focus Pool.

When a Shield Focus Pool is active, the Shield is Raised, and Hardness x2 is equal to or greater than damage, a Focus Point will be spent automatically when an attack comes at you through the Cone of Cover and hits. If a Shield Focus Point is spent, you and your shield normally take no damage, but if the attack has an AoE, you take no damage but your Shield does; also, a Critical Hit is turned into a normal hit (instead of bypassing the shield, as normal). The multiple increases for a 7th and 15th Level Shield. (The multiple is x1.8 for a Greater Magic Shield, x1.6 for a Moderate Magic Shield, x1.4 for a Lesser Magic Shield, and x1.2 for a Minor Magic Shield.)

| L | Shield Hardness x2 with Focus Point |
| --- | --- |
| 1 | Lesser Special Material |
| 2 | 110% Hardness |
| 3 | Focus Pool 2 |
| 4 | 120% Hardness |
| 5 | Moderate Special Material |
| 6 | 130% Hardness |
| 7 | Hardness x5 with Focus Point |
| 8 | 140% Hardness |
| 9 | Greater Special Material |
| 10 | 150% Hardness |
| 11 | Focus Pool 3 |
| 12 | 160% Hardness |
| 13 | Major Special Material |
| 14 | 170% Hardness |
| 15 | Hardness x10 with Focus Point |
| 16 | 180% Hardness |
| 17 | Impossible Special Material |
| 18 | 190% Hardness |
| 19 | Focus Pool 4 |
| 20 | 200% Hardness |

The Granted Feat of a Shield is Melee Combat +1, but it only applies to Melee Combat tests made with the Shield. Razor-Edged Bucklers and Shields also grant Might +1 for Might (Weapon Sweep).

### Weapons

Consult Weapon Group Skill for more details about weapons.

Cost: Most weapons have nominal cost. Arbalests and Alchemical, Double, and Repeating Crossbows cost £1. Firearms and Clockwork Crossbows cost £10.

Bulk: Bulk is generally lower if the weapon is properly sheathed.

Heft: Gain Penalty Dice and/or reduce Bonus Dice to Melee or Ranged Combat equal to Heft – STR (if the number is 0 or less, you have no penalty). Increase the size of STR Bonus Di(c)e to Damage, if any, by 2 per ½ Heft if using a weapon one-handed or 2 per Heft if using a weapon two-handed.

Damage Die: This is the die you roll for damage; the damage is Bludgeoning (B), Piercing (P), or Slashing (S).

Group: Weapons that are alternatively in the Brawling Group are in Red. Weapons in the Hafted Weapon Group are separated into Axe, Hammer, and Pick. (See also, Dvergan Waraxe, Dvergan Warhammer, and Dvergan Warpick.)

| **Weapon** | **Bulk** | **Wt** | **Hands** | **Heft** | **Damage Die** | **Group** | **Traits and Notes** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Battle | 2 | ¼ | 1.5 | 4 | d8 S | Hafted | Handy, Overstrike (0), Sweep |
| Narrow Grip |  |  | 2 | 2 | d8 S |  | Overstrike, Sweep |
| Wide Grip |  |  | 2 | 0 | d8 S |  | AoO, Overstrike (0, Lower Shield), Sweep |
| Axe, Greataxe | 3 | ½ | 1.5 | 6 | d10 S | Hafted | Overstrike (0), Sweep |
| Narrow Grip |  |  | 2 | 3 | d10 S |  | Overstrike, Sweep |
| Wide Grip |  |  | 2 | 2 | d10 S |  | AoO, Overstrike (0, Lower Shield), Sweep |
| Axe, Hand | 1 | - | 1 | 2 | d6 S | Hafted | Overstrike (0), Ready to Throw |
| Thrown |  |  | 1 | 2 | d6 S | Thrown | Handy, Range 4 |
| Axe, Hatchet | ½ | - | 1 | 0 | d4 S | Hafted | Handy, Overstrike (0), Ready to Throw |
| Thrown |  |  | ½ | 0 | d4 S | Thrown | AoO (Thrown), Range 4 |
| Axe, Splitting Maul | 4 | 1 | 2 | 4 | d12 S | Hafted | Overstrike, Sweep |
| Blade, Arming Sword | 1 | - | 1 | 2 | d6 P/S | Blade | AoO, Parry, Reach (+1, Piercing only); “Broadsword” if has Basket Hilt |
| Two-Handed |  |  | 2 | 0 | d6 P/S |  | Parry; Half-Sword technique only |
| Blade, Bilbo | ½ | - | 1 | 0 | d6 P | Blade | AoO, Parry, Reach (+1); usually includes a Basket Hilt |
| Blade, Dagger | 0 | - | ½ | 0 | d4 P | Blade | Parry; either Ready to Throw or “Trench Knife” w/ Basket Hilt |
| Grappling |  |  | ½ | 0 | d4 P/S |  | Grapple |
| Thrown |  |  | ½ | 0 | d4 P | Thrown | AoO (Thrown), Range 4 |
| Slashing |  |  | ½ | 0 | ½ d4 S |  | Parry; either Ready to Throw or “Trench Knife” w/ Basket Hilt |
| Blade, Estoc | 2 | - | 1.5 | 4 | d10 P | Blade | AoO, Handy, Parry, Reach (+1) |
| Blade, Executioner’s Sword | 4 | 1 | 2 | 4 | d12 P/S | Blade | AoO, Parry |
| Blade, Greatsword | 3 | ½ | 1.5 | 6 | d10 P/S | Blade | Parry (Unready), Reach (+1, Piercing only) |
| Two-Handed |  |  | 2 | 3 | d10 P/S |  | AoO, Disarm (Unready), Parry |
| Blade, Longsword | 2 | ¼ | 1.5 | 4 | d8 P/S | Blade | Handy, Parry, Reach (+1, Piercing only) |
| Two-Handed |  |  | 2 | 2 | d8 P/S |  | AoO, Disarm (Unready), Parry |
| Blade, Rapier | 1 | - | 1 | 2 | d8 P | Blade | AoO, Parry, Reach (+1); usually includes a Basket Hilt |
| Blade, Shortsword | ½ | - | 1 | 0 | d4 P/S | Blade | AoO, Handy, Parry |
| Brawling, Armor Spike | 0 | - | 0 | 0 | d4 P | Brawling | Charge Into (Grapple), Grapple; Added to armor |
| Brawling, Armor Surface | 0 | - | 0 | 0 | d4 B | Brawling | Charge Into (Grapple), Grapple; Part of Field or Heavy Armor |
| Brawling, Basket Hilt | 0 | - | 1 | 0 | d4 B | Brawling | Handy; Part of weapon, which cannot be thrown |
| Brawling, Blackjack | 1 | - | 1 | 2 | d6 P | Brawling | Handy, Nonlethal |
| Brawling, Bladed Vambrace | 0 | - | 0 | 0 | ½ d4 S | Brawling | Charge Into (Grapple), Grapple; Added to armor |
| Brawling, Claw | - | - | 0 | 0 | d6 S | Brawling | Grapple; Natural Weapon |
| Brawling, Fangs | - | - | 0 | 0 | d6 P | Brawling | Grapple; Natural Weapon |
| Brawling, Gauntlet | 0 | - | 0 | 0 | d4 B | Brawling | Grapple; Part of Field or Heavy Armor or purchased separately |
| Brawling, Horns | - | - | 0 | 0 | d6 P | Brawling | Grapple; Natural Weapon |
| Brawling, Improvised | 4 | - | 2 | 4 | d4 B/P/S | Brawling | Handy |
| Brawling, Open Hand | - | - | 0 | 0 | ½ d4 B | Brawling | Grapple, Lethal with Natural Weapon Familiarity, otherwise Nonlethal |
| Brawling, Razor Gauntlet | 0 | - | 0 | 0 | d4 S | Brawling | Grapple; Added to armor |
| Brawling, Spiked Gauntlet | 0 | - | 0 | 0 | d4 P | Brawling | Grapple; Added to armor |
| Brawling, Tail | - | - | 0 | 0 | d6 B | Brawling | Trip; Natural Weapon |
| Brawling, Tongue | - | - | 0 | 0 | ½ d4 B | Brawling | Grab, Nonlethal, Reach (+2); Natural Weapon |
| Club | 1 | - | 1 | 2 | d6 B | Hafted | Ready to Throw |
| Thrown |  |  | 1 | 2 | d4 B | Thrown | Nonlethal, Range 4 |
| Dvergan Waraxe | 3 | ½ |  |  |  |  | Multifunctional\* |
| Dvergan Warhammer | 3 | ½ |  |  |  |  | Multifunctional\* |
| Dvergan Warpick | 3 | ½ |  |  |  |  | Multifunctional\* |
| Firearm, Blunderbuss | 4 | 1 | 2 | 4 | 5d4 B | Firearm | AoO, Can Explode, Rng 25’ Cone, Reload (6, Unready); pellet ammo |
| Firearm, Carbine | 3 | ¾ | 2 | 0 | 2d10 P | Firearm | AoO, Can Explode, Handy, Range 15, Reload (6, Unready); Major Complexity; bullet ammo |
| Firearm, Derringer | 1 | - | 1 | 0 | 2d6 P | Firearm | AoO, Can Explode, Range 10, Reload (14/0, Unready); Major Complexity; bullet ammo (6) |
| Firearm, Musket | 4 | 1 | 2 | 2 | 2d12 P | Firearm | AoO, Can Explode, Range 20, Reload (6, Unready); Major Complexity; bullet ammo |
| Firearm, Revolver | 2 | ½ | 1 | 2 | 2d8 P | Firearm | AoO, Can Explode, Range 10, Reload (14/0, Unready); Major Complexity; bullet ammo (6) |
| Flail, Bladed Scarf | 1 | - | 2 | 0 | d6 S | Flail | Disarm, Overstrike (Flail), Reach (+1), Trip; Worn as clothing (0 Bulk) |
| Flail, Bullwhip | 1 | ¼ | 1.5 | 2 | d4 P | Flail | Disarm, Handy, Nonlethal, Overstrike (Flail), Reach (+3), Trip |
| Flail, Chain | 1 | ¼ | 2 | 2 | d6 B | Flail | Disarm, Overstrike (Flail), Reach (+2), Trip; ¼ Bulk when put away |
| Flail, Chain Mace | 1 | - | 1 | 2 | d6 B | Flail | Disarm, Overstrike (Flail), Reach (+1), Trip |
| Flail, Combat Grapnel | 2 | ½ | 1.5 | 2 | ½ d4 P | Flail | Disarm, Impale as a Pick, Overstrike (Flail), Reach (+4)\*\*\*, Trip |
| Flail, Flickmace | 3 | ½ | 1.5 | 6 | d6 B | Flail | Disarm, Overstrike (Flail), Reach (+2), Trip |
| Flail, Greatflail | 3 | ½ | 1.5 | 6 | d10 B | Flail | Disarm, Handy, Overstrike (Flail), Reach (+1), Trip |
| Two-Handed |  |  | 2 | 3 | d10 B |  | Disarm, Overstrike (Flail), Reach (+1), Trip |
| Flail, Long-Handled | 4 | ½ | 2 | 3 | d10 B | Flail | Disarm, Overstrike (Flail), Reach 1, Reach (+1), Trip |
| Flail, Meteor Hammer | 4 | 1 | 2 | 4 | d12 B | Flail | Disarm, Overstrike (Flail), Reach (+1), Shove, Trip; Hammer Shot |
| Thrown |  |  | 2 | 4 | d10 B | Sling | Range 8, Volley |
| Flail, Morning Star | 2 | ¼ | 1.5 | 4 | d8 B | Flail | Disarm, Overstrike (Flail), Reach (+1), Trip |
| Two-Handed |  |  | 2 | 2 | d8 B | Flail | Disarm, Overstrike (Flail), Reach (+1), Trip |
| Flail, Nunchaku | ½ | - | 1 | 0 | d4 B | Flail | Handy, Overstrike (Flail) |
| Flail, Spiked Chain | 2 | ¼ | 2 | 2 | d6 S | Flail | Disarm, Overstrike (Flail), Reach (+2), Trip |
| Flail, Slapjack | 1 | - | 1 | 2 | d6 B | Flail | Disarm, Nonlethal, Overstrike (Flail), Reach (+1), Trip |
| Flail, Urumi | 3 | - | 1.5 | 2 | d6 S | Flail | Handy, Reach 1, Sweep; Worn as a belt (0 Bulk) when not in use |
| Greatclub | 3 | ½ | 2 | 3 | d10 B | Hafted |  |
| Haft (Narrow Grip) |  |  |  |  | 2d4 B |  | Disarm (Unready) |
| Haft (Wide Grip) |  |  |  |  | 0 B |  | AoO, Disarm (Unready), Parry, Shove, Trip |
| Hammer, Greathammer | 3 | ½ | 1.5 | 6 | d10 B | Hafted | Overstrike (0), Shove |
| Narrow Grip |  |  | 2 | 3 | d10 B |  | Overstrike, Shove |
| Wide Grip |  |  | 2 | 2 | d10 B |  | AoO, Overstrike (0, Lower Shield) |
| Hammer, Mace | 1 | - | 1 | 2 | d6 B | Hafted | Overstrike (0), Ready to Throw |
| Thrown |  |  | 1 | 2 | d4 B | Thrown | Range 4 |
| Hammer, Mallet | ½ | - | 1 | 0 | d4 B | Hafted | Handy, Overstrike (0), Ready to Throw |
| Thrown |  |  | ½ | 0 | ½ d4 B | Thrown | AoO (Thrown), Range 4 |
| Hammer, Maul | 4 | 1 | 2 | 4 | d12 B | Hafted | Overstrike, Shove |
| Hammer, Warhammer | 2 | ¼ | 1.5 | 4 | d8 B | Hafted | Handy, Overstrike (0), Shove |
| Narrow Grip |  |  | 2 | 2 | d8 B |  | Overstrike, Shove |
| Wide Grip |  |  | 2 | 1 | d8 B |  | AoO, Overstrike (0, Lower Shield) |
| Oslop | 2 | ¼ | 1.5 | 4 | d8 B | Hafted |  |
| Narrow Grip |  |  | 2 | 2 | d8 B |  |  |
| Pick, Beaked Axe | 1 | - | 1 | 2 | d6 P | Hafted | Armor Piercing, Impale as Pick, Overstrike (0), Ready to Throw |
| Thrown |  |  | 1 | 2 | d6 P | Thrown | Handy, Range 4 |
| Pick, Greatpick | 3 | ½ | 1.5 | 6 | d10 P | Hafted | Armor Piercing, Impale as Pick, Overstrike (0) |
| Narrow Grip |  |  | 2 | 3 | d10 P |  | Armor Piercing, Impale as Pick, Overstrike |
| Wide Grip |  |  | 2 | 2 | d10 P |  | Armor Piercing, AoO, Impale as Pick, Overstrike (0, Lower Shield) |
| Pick, Mandrel | ½ | - | 1 | 0 | d4 P | Hafted | Armor Piercing, Handy, Impale as Pick, Overstrike (0), Ready to Throw |
| Thrown |  |  | ½ | 0 | d4 P | Thrown | AoO (Thrown), Range 4 |
| Pick, Mattock | 4 | 1 | 2 | 4 | d12 P | Hafted | Armor Piercing, Impale as Pick, Overstrike |
| Pick, Pickaxe | 2 | ¼ | 1.5 | 4 | d8 P | Hafted | Armor Piercing, Handy, Impale as Pick, Overstrike (0) |
| Narrow Grip |  |  | 2 | 2 | d8 P |  | Armor Piercing, Impale as Pick, Overstrike |
| Wide Grip |  |  | 2 | 0 | d8 P |  | Armor Piercing, AoO, Impale as Pick, Overstrike (0, Lower Shield) |
| Polearm, Bec de Corbin | 4 | ½ |  |  |  |  | Multifunctional\* |
| Polearm, Boar Spear | 2 | ¼ | 1.5 | 4 | d6 P | Polearm | Handy, Ready to Throw, Winged |
| Half-Staff, Head |  |  | 2 | 0 | d6 P/S |  | AoO (Charge, Slash), Winged |
| Half-Staff, Shaft |  |  | 2 | 0 | d6 B |  | AoO, Disarm (Unready), Parry, Shove, Trip |
| Quarterstaff |  |  | 2 | 2 | d8 P |  | AoO (Charge), Charge Into, Parry, Reach 1, Reach (+1), Trip, Winged |
| Thrown |  |  | 1.5 | 4 | d8 P | Thrown | Handy, Range 4, Winged |
| Polearm, Brandistock | 2 | ¼ |  |  |  |  | Multifunctional\* |
| Polearm, Crow Bill | 4 | ½ | 2 | 4 | d10 P | Polearm | Armor Piercing, Impale as Pick, Overstrike, Parry, Reach 1, Trip |
| Half-Staff, Head |  |  | 2 | 2 | d8 P |  | Armor Piercing, Impale as Pick, Overstrike (0, Lower Shield) |
| Half-Staff, Shaft |  |  | 2 | 2 | d6 B |  | Parry, Shove, Trip |
| Polearm, Fauchard/Scythe | 4 | ½ | 2 | 4 | d10 S | Polearm | Overstrike, Parry, Reach 1, Sweep, Trip |
| Half-Staff, Head |  |  | 2 | 2 | d8 S |  | Overstrike (0, Lower Shield), Sweep |
| Half-Staff, Shaft |  |  | 2 | 2 | d6 B |  | Parry, Shove, Trip |
| Polearm, Halberd | 4 | ½ |  |  |  |  | Multifunctional\* |
| Polearm, Lance | 4 | ½ | 1 | 4 | - | Polearm | Charge Into (1d12 P, Reach 1), Mounted Charge |
| Polearm, Long Hammer | 4 | ½ | 2 | 4 | d10 B | Polearm | Overstrike, Parry, Reach 1, Shove, Trip |
| Half-Staff, Head |  |  | 2 | 2 | d8 B |  | Overstrike (0, Lower Shield), Shove |
| Half-Staff, Shaft |  |  | 2 | 2 | d6 B |  | Parry, Shove, Trip |
| Polearm, Longspear | 4 | ½ | 2 | 4 | d10 P | Polearm | AoO (Charge), Charge Into, Parry, Reach 2, Reach (+1), Trip |
| Half-Staff, Head |  |  | 2 | 2 | d8 P/S |  | AoO (Charge), Reach 1 |
| Half-Staff, Shaft |  |  | 2 | 2 | d6 B |  | Parry, Reach 1, Shove, Trip |
| Thrown |  |  | 1.5 | 6 | d8 P | Thrown |  |
| Polearm, Military Fork | 4 | ½ | 2 | 4 | d10 P | Polearm | AoO (Charge), Charge Into, Disarm, Forked, Parry, Reach 2, Reach (+1), Trip |
| Half-Staff, Head |  |  | 2 | 2 | d8 P/S |  | AoO (Charge), Forked, Reach 1 |
| Half-Staff, Shaft |  |  | 2 | 2 | d6 B |  | Parry, Shove, Trip, Reach 1 |
| Thrown |  |  | 1.5 | 6 | d8 P | Thrown | Forked |
| Polearm, Pollaxe | 4 | ½ |  |  |  |  | Multifunctional\* |
| Polearm, Ranseur | 4 | ½ | 2 | 4 | d10 P | Polearm | AoO (Charge), Charge Into, Parry, Reach 2, Reach (+1), Trip, Winged |
| Half-Staff, Head |  |  | 2 | 2 | d8 P/S |  | AoO (Charge), Reach 1, Winged |
| Half-Staff, Shaft |  |  | 2 | 2 | d6 B |  | Parry, Reach 1, Shove, Trip |
| Thrown |  |  | 1.5 | 6 | d8 P | Thrown | Winged |
| Polearm, Sarissa | 6 | 1 | 2 | 6 | d10 P | Polearm | AoO (Charge), Charge Into, Parry, Reach 3, Trip |
| Half-Staff |  |  | 2 | 3 | d10 P |  | AoO (Charge), Charge Into, Parry, Reach 2, Trip |
| Polearm, Shortspear | 2 | ¼ | 1.5 | 4 | d6 P | Polearm | Handy, Ready to Throw |
| Half-Staff, Head |  |  | 2 | 0 | d6 P/S |  | AoO (Charge, Slash) |
| Half-Staff, Shaft |  |  | 2 | 0 | d6 B |  | AoO, Disarm (Unready), Parry, Shove, Trip |
| Quarterstaff |  |  | 2 | 2 | d8 P |  | AoO (Charge), Charge Into, Parry, Reach 1, Reach (+1), Trip |
| Thrown |  |  | 1.5 | 4 | d8 P | Thrown | Handy, Range 4 |
| Polearm, Staff | 2 | ¼ | 1.5 | 4 | d6 B | Polearm | Handy |
| Half-Staff |  |  | 2 | 0 | d6 B |  |  |
| Quarterstaff |  |  | 2 | 2 | d6 B |  | Parry, Reach 1, Reach (+1), Trip |
| Polearm, Trident | 2 | ¼ | 1.5 | 4 | d6 P | Polearm | Forked, Handy, Ready to Throw |
| Half-Staff, Head |  |  | 2 | 0 | d6 P/S |  | AoO (Charge, Slash), Forked |
| Half-Staff, Shaft |  |  | 2 | 0 | d6 B |  | AoO, Disarm (Unready), Parry, Shove, Trip |
| Quarterstaff |  |  | 2 | 2 | d8 P |  | AoO (Charge), Forked, Charge Into, Parry, Reach 1, Reach (+1), Trip |
| Thrown |  |  | 1.5 | 4 | d8 P | Thrown | Forked, Handy, Range 4 |
| Projectile, Alchemical Sling | 0 | - | 1.5 (2) | 2 | Var. | Sling | Range 10, Reload (1); Uses Grenados as ammo |
| Projectile, Arbalest | 4 | 1 | 2 | 0 | 2d12 P | Bow | AoO, Range 20, Reload (6+2, Unready), Volley; Lesser Complexity; bolt ammo |
| Projectile, Atlatl | 1 | - | 1.5 (2) | 0 | d8 P | Sling | Range 10, Reload (1); Uses Lancea as ammo |
| Projectile, Blowgun | 1 | - | 1.5 | 0 | 1 P | Thrown | Handy, Reload (0, Unready), Cost and Bulk of needles is negligible |
| Projectile, Clockwork Xbow | 6 | 2 | 2 | 0 | 2d6 P | Bow | AoO, Flurry of Shots, Handy, Range 20, Reload\*\*; Major Complexity; variety of ammo |
| Projectile, Crossbow | 2 | ½ | 2 | 0 | 2d8 P | Bow | AoO, Handy, Range 20, Reload (1, Unready); Lesser Complexity; bolt ammo |
| Projectile, Double Crossbow | 4 | 1 | 2 | 0 | 2d8 P | Bow | AoO, Flurry of Shots, Handy, Range 20, Reload (2x2, Unready); Mod Complexity; bolt ammo |
| Projectile, Longbow | 2 | - | 1 (2) | 6 | d10 P | Bow | Range 20, Reload (0), Volley; arrow ammo |
| Projectile, Pistol Crossbow | 1 | - | 1 | 0 | 1d12 P | Bow | AoO, Handy, Range 10, Reload (1); Lesser Complexity; bolt ammo |
| Projectile, Repeating Xbow | 4 | 1 | 2 | 0 | 2d8 P | Bow | AoO, Handy, Range 20, Reload (0 (bolt); 3, Unready (clip)); Greater Complexity; bolt ammo |
| Projectile, Shortbow` | ½ | - | ½ (2) | 2 | d8 P | Bow | Range 10, Reload (0); arrow ammo |
| Projectile, Sling | 0 | - | 1.5 (2) | 0 | d6 B | Sling | Range 20, Reload (1); Uses Bullets as ammo |
| Projectile, Staff Sling | 2 | ¼ | 2 | 4 | d8 B | Sling | Range 20, Reload (1), Volley; Uses Grapeshot as ammo; can be used as a Staff |
| Projectile, Underwater Xbow | 2 | ½ | 2 | 0 | 2d8 P | Bow | AoO, Handy, Range 20 (10 Underwater), Reload (1, Unready); Mod Complexity; bolt ammo |
| Shield, Boss | 3 | ½ | 1 | 6 | d6 B | Shield | Charge Into (Grapple, d6 B), Shove |
| Shield, Buckler | ½ | - | ½ | 2 | d4 B | Shield | Parry |
| Shield, Buckler, Razor Edged | ½ | - | ½ | 2 | d4 B | Shield | Parry |
| Slashing |  |  |  | 0 | ½ d4 S |  | Sweep |
| Shield, Buckler, Spiked | ½ | - | ½ | 0 | ½ d4 P | Shield | Parry |
| Shield, Razor Edged | 3 | ½ | 1 | 6 | d6 B | Shield | Charge Into (Grapple, d6 B), Shove, Sweep |
| Slashing |  |  |  | 4 | d4 S |  | Sweep |
| Shield, Spiked | 3 | ½ | 1 | 4 | d4 P | Shield | Charge Into (Grapple, d6 P) |
| Shield, Tower | 4 | 1 | 1.5 | 8 | - | Shield | Charge Into (Grapple, d6 B) |
| Shield, Tower, Spiked | 4 | 1 | 1.5 | 8 | - | Shield | Charge Into (Grapple, d6 P) |
| Throwing, Amentum | 0 | - | 1.5 | 2 | d10 P | Thrown | Range 8, 3 actions to wrap (ready pre-wrapped with 2 actions) |
| Throwing, Bolas | 1 | - | 1 | 2 | ½ d4 B | Sling | Nonlethal, Range 4, Ranged Trip |
| Throwing, Bomb | ½ | - | 1 | 2 | Var. | Thrown | Range 4; See Consumables (Bombs) |
| Throwing, Bullet | 0 | ¼ | ½ | 0 | ½ d4 B | Thrown | AoO (Thrown), Range 6; Cost and weight is for 16 bullets |
| Throwing, Chakram | 1 | ½ | 1.5 | 2 | d8 S | Thrown | Handy, Range 6; Cost/Weight is for 4 Chakram; Bulk is when readied |
| Throwing, Dart | 0 | ¼ | ½ | 0 | d4 P | Thrown | AoO (Thrown), Range 4; Cost/Weight is for 16 Darts |
| Throwing, Grapeshot | 0 | 1 | 1 | 4 | d6 B | Thrown | Range 6; Cost and weight is for 16 Grapeshot |
| Throwing, Javelin | 1 | ¼ | 1 | 2 | d8 P | Thrown | Range 6; Cost/Weight is for 4 Javelins; Bulk is when readied |
| Throwing, Lancea | 0 | ½ | ½ | 0 | d6 P | Thrown | AoO (Thrown), Range 6; Cost and weight is for 16 Lancea |
| Throwing, Rope Dagger | 0 | - | ½ (2) | 0 | d4 P | Sling | Range 4; Can be used as a Dagger; Ready as an action after throwing |
| Nonlethal |  |  | 2 | 0 | 0 B | Flail | Disarm, Overstrike (Flail), Reach (+3), Trip |
| Throwing, Shot | 4 | 1 | 1.5 | 8 | d10 B | Thrown | Range 2; Cost/Weight is for 4 Shot; Bulk is when readied |

\* You can change your grip when using a multifunctional weapon, allowing you to use a different attack surface as if it were a different weapon.

|  |  |  |  |
| --- | --- | --- | --- |
| Multifunctional Weapon | Primary | Secondary | Secondary |
| Bec de Corbin | Crow Bill | Trident | Long Hammer |
| Brandistock | Quarterstaff | Shortspear | - |
| Dvergan Waraxe (Sparth) | Greataxe | Boar Spear | Greathammer |
| Dvergan Warhammer | Greathammer | Boar Spear | Greatpick |
| Dvergan Warpick | Greatpick | Boar Spear | Greataxe |
| Halberd | Fauchard | Trident | Crow Bill |
| Pollaxe | Fauchard | Trident | Long Hammer |

\*\* A Clockwork Crossbow can hold 8 bolts in 8 clockwork clips of an 8 chambered revolving cylinder. Each clip loads two bolts at a time (other than a grappling bolt clip); switching between clips requires Reload 3 but loading the next 2 bolts in a clip is Reload 0. Clips include Crossbow Bolts, Grappling Bolts (connected to a spool of wire/rope), Alchemical Bolts, discs (Slashing) or bullets (Bludgeoning). A Grappling Bolt (and its spool) take up the space of 8 bolts. Reloading 8 chambers with an 8-bolt, 16-disc, or 32-pellet clip is generally impossible in combat; it takes 50 Encounter Actions (practically an entire Intermission Action), or 5 Actions to disengage and open, 5 Actions per chamber (there are 8), and 5 Actions to close and engage. Alchemical Bolts inflict 2d4 + the Level of the Alchemical Bolt in Elemental Damage.

\*\*\* If you extend the reach of a Combat Grapnel past ½ maximum Reach, it does no damage and only has an effect if it impales, in which case it attaches itself securely. If you attack without Reach, you inflict no damage and cannot impale, but you can Disarm or Trip.

#### Weapon Traits

**Armor Piercing**: If you have Exploit Armor Piercing Trait and Critically Hit with a Weapon Attack, you can use Might (Weapon Sunder).

**AoO**: With a readied weapon, which must be loaded if applicable, if you have Exploit Attack of Opportunity Trait, you gain a Bonus Reaction at the start of your turn that can only be used to attack with the weapon in response to a target triggering reactions within your Reach or first Range Increment.

**AoO (Charge)**: With a readied weapon, using a Piercing (not as a pick) attack surface, if you have Exploit Attack of Opportunity Trait, you gain a Bonus Reaction at the start of your turn that can only be used to attack with the weapon in response to a target moving into your Reach. (Lateral or movement away does not trigger the Reaction.)

**AoO (Thrown)**: With a readied weapon, if you have Exploit Attack of Opportunity Trait, you gain a Bonus Reaction at the start of your turn that can only be used to attack with the weapon in response to a target moving into your first Range Increment.

**Can Explode**: If of Subsistence Quality, roll 1d12 when weapon is fired; a ‘1’ on the 1d12 means the weapon explodes, causing 1d10 damage to the creature firing the weapon and the weapon gains the Broken condition. If of Standard Quality, roll 1d100 instead. If of Fine Quality, there is generally no risk of explosion.

**Charge Into**: When you charge inside your Reach (e.g., Grapple if you have no Reach, Adjacent if you have Reach 1, or Reach 1 if you have Reach 2), you gain a Free Action that can only be used immediately to attack with a Piercing (not as a Pick) weapon surface.

**Disarm**: If you have Exploit Disarm Trait, you can use Weapon Group (Weapon Grab to Disarm) with the weapon.

**Disarm (Unready)**: You do not have to have Exploit Disarm Trait, but you can attempt to Disarm (first trapping the weapon or arm then allowing your weapon to become unready when you complete the disarm attempt).

**Flurry of Shots**: You can fire two bolts from a Clockwork Crossbow or Double Crossbow at a single target as a single Action. Treat the second bolt as having -1 Effect.

**Forked**: You can withdraw an Impaled Forked Spear as an action or as part of a move action away from Target, both of which remove the Impaled condition. Target must attempt Bulwark (Brute Force) test to move away from attacker, removing the Impaled condition. A Forked Spear prevents a target from moving down the shaft, so targets must either move laterally (and remain impaled) or step back (if the Bulwark (Brute Force) attempt is successful) to unimpale themselves.

**Grab**: You can use your Tongue to Grab Target.

**Grapple**: You have advantages when using Contortion (Close Quarters Fighting) to attack with your weapon.

**Hands**: Weapons can require no hands (0), an offhand (½), one hand (1), a hand-and-a-half (1.5), or two hands (2). When using two weapons, the sum of the hands must be 1.5 or you gain a Penalty Die if you attempt to use them both in the same round. However, Shortbow and Longbow cannot be fired unless you have a free hand and a Pistol Crossbow cannot be reloaded without a free hand.

0 (Worn) Weapons can be used to make attacks even when wielding a two-handed weapon or a weapon in each hand.

½ (Offhand) Weapons can be used in your off hand while wielding a hand-and-a-half weapon in one hand.

1 (One-Handed) Weapons can be used in either hand as long as you are not wielding a hand-and-a-half weapon in one hand.

1.5 (Hand-and-a-Half) Weapons can be used one-handed as long as you are wielding an offhand weapon in the other hand or have an open hand.

2 (Two-Handed) Weapons require both hands to use.

**Handy**: If you have Exploit Handy Trait, you reduce the number of “hands” required to use the weapon by ½.

**Impale as a Pick**: Attempt Might to withdraw an Impaled Pick; failure means you cannot withdraw your weapon, but if your Might attempt fails, you gain a Bonus Action that can only be used immediately for Might (Weapon Shove) to reposition Target as Shove, but in any direction as long as Target remains within Reach of your weapon. Alternatively, you can simply attempt Might (Weapon Shove) with a Quality Die as an action to reposition Target and gain a Bonus Action that can only be used immediately to Step into a square vacated by Target due to a successful Shove.

The defender can also attempt Bulwark (Shove) to apply forced movement on the attacker to move it up to the distance indicated for a Shove attempt to anywhere within the attacker’s reach, but without the Quality Die, withdraw the weapon with Might, or attempt Weapon Group (Weapon Grab to Disarm) with a Quality Die, but the target remains impaled even on a successful Disarm. Defender can also attempt Bulwark (Shove), pulling attacker up to the indicated Forced Movement distance unless attacker drops the pick, but no farther than a Step.

**Mounted Charge**: On a Critical Hit with Charge Into while mounted, you inflict quadruple instead of double damage and Shove Target. On a normal hit, you inflict double damage. In either case, if your Lance would break if it took ½ of the damage you inflict (ignoring Hardness), your Lance breaks, though it takes no damage if it does not break. Attacks you make with your Lance when you do not charge have -1 Result. You cannot attack normally with a Lance; you can only use it with Charge Into when you move from farther away than Reach 1 to Reach 1.

**Overstrike**: If your attack is exactly what is needed to hit, you miss with a primary attack surface and hit with the haft instead. If you have Exploit Overstrike Trait and you score exactly what is needed to hit, you hit; and if you barely miss, roll again to see if you hit with the haft.

**Overstrike (0)**: As Overstrike, but base haft weapon damage is 0; your damage is equal to that provided by STR.

**Overstrike (0, Lower Shield)**: As Overstrike (0), but if Target has a readied shield, you can choose to make the shield unready instead of inflicting haft weapon damage.

**Overstrike (Flail)**: If your attack is exactly what is needed to hit and Target attempts to Block or Parry with a Shield, the attack hits even if Cover provided by the Shield would normally have caused the attack to miss and the Block or Parry attempt is at -1 Result. Otherwise, if your attack is exactly what is needed to hit, the attack is treated as a Might (Weapon Trip), though you use the Result of your attack and you need not have Exploit Trip Trait. If you have Exploit Overstrike Trait and hit, it is treated as a normal hit if you wish, but if you barely miss, reroll and use the Result as Weapon Group (Weapon Grab to Disarm) or Weapon Group (Weapon Grab to Trip); if Target attempted to Block or Parry you can use the reroll Result to hit for damage instead, if you wish. If you have Exploit Disarm Trait or Exploit Trip Trait, you gain a Quality Die on your reroll.

**Parry**: If you have Exploit Parry Trait, you gain a Bonus Reaction that can only be used for Weapon Group (Parry).

**Range**: You can fire up to 8x the indicated Range with a Penalty Die each time you up to double the indicated Range Increment (RI): Penalty Die at 2 x RI, 2 Penalty Dice at 4 x RI, and 3 Penalty Dice at 8x RI. Anything above the first RI does not have a Penalty Die until it reaches 2 x RI, but there are “Point-Blank Shot” advantages for attacking at a range equal to RI or less.

Against Range 25’ Cone, Target cannot attempt Agility (Dodge). Decrease damage by 1 die per 5’ after the first square. Other creatures in the Cone can use Agility (Dodge) but decrease damage by an additional 1 die per creature or object in the way if they fail to Dodge.

**Ranged Trip**: If you have Exploit Trip Trait, you can attempt Weapon Trip (without an open hand) at range. See Deception. Moreover, Target must attempt Contortion (Escape) or Tinker (Disable Device) to disentangle themselves.

**Reach 1**: You must use the weapon at Reach 1. You can change grip (as an action) with most polearms to use at Half-Staff when attacking adjacent Targets.

**Reach 2 or Reach 3**: You must use the weapon at Reach 2 or Reach 3.

**Reach (+1, +2, +3, or +4)**: If you have Exploit Reach Trait, you can use a Reaction to extend the Reach of your weapon on an Action to attack as a single Action.

**Reach (+1, Piercing only)**: If you have Exploit Reach Trait, you can use an action to extend the Reach of your weapon on a next attack by 1. The damage type is Piercing, not as a Pick, when you extend your reach in this way.

**Ready to Throw**: You do not have to change your grip to throw the weapon.

**Shove**: If you have Exploit Shove Trait, you can use Might (Weapon Shove) as a Bonus Action if you Critically Hit.

**Sweep**: If you have Exploit Sweep Trait and Critically Hit with a Weapon Attack, you can use Might (Weapon Sweep) as a Bonus Action.

**Trip**: If you have Exploit Trip Trait, you can use Might (Weapon Trip).

**Unready after Reload**: Each time you Reload a bolt or clip, you must Ready the weapon again before it can be fired.

**Volley**: Penalty Die on attacks if you use the weapon at a range of 4 or less. This penalty is eliminated if you have Point Blank Shot (aka “Exploit Volley Trait”).

**Winged**: You can withdraw an Impaled Winged Spear as an action, as part of an action to attack (e.g., by pulling the weapon out then sticking it back in), or as part of a move action away from Target, all of which remove the Impaled condition. Target can move away from attacker to remove the Impaled condition. A Winged Spear prevents a target from moving down the shaft, so targets must either move laterally (and remain impaled) or step back to unimpale themselves.

Slashing Damage (S): Slashing damage is applied normally except on a Critical Hit. ½ of Critical Hit damage is Persistent Bleed Damage.

Bludgeoning Damage (B): ½ bludgeoning damage is nonlethal; apply DR normally until ½ damage has been applied, then cut remaining DR, if any, in half to apply the remaining damage as Nonlethal damage. On a Critical Hit, all damage is lethal unless using a “Nonlethal” Weapon in which case all damage is Nonlethal, but Nonlethal weapons do not divide remaining DR in half as described above; use full DR.

Piercing Damage (P): Piercing damage is applied normally except on a Critical Hit. On a Critical Hit, you must decide whether to Impale; if you do not, you do no additional damage; if you do, all Critical Hit damage is Persistent Bleed Damage. On any turn during which a target is impaled at the end of their turn, they cannot recover from Bleed.

Brawling Weapons, Bullwhips, Combat Grapnels, Daggers, Forked Spears, Picks, and Spiked Bucklers, Shields, and Tower Shields are treated as bludgeoning weapons for the purpose of adjusting DR for size against creatures of at least one size category larger than you due to limited penetration depth; Shortswords, Rapiers, and Winged Spears are treated as Slashing weapons for the purpose of adjusting DR for size against creatures of at least one size category larger than you.

After an Impale, unless the impaling weapon is withdrawn or dropped, the attacker and defender gain the Grappled condition even if not in the same square. Any Impaling Blade other than a Blade of more than 1 Bulk can be withdrawn as part of an attack action (typically by pulling the weapon out and then sticking it back in), as a Reaction, or as part of a move action away from target, all of which remove the Impaled condition. A Blade of more than 1 Bulk can be withdrawn as an Action or as part of a move action away from target, both of which remove the Impaled condition.

If you use Reach (+n), you withdraw an impaling weapon (that does not impale as a pick) automatically after the attack. If Target is impaled on a spear that is neither Forked nor Winged, Target can move away from the attacker to unimpale themselves or continue down the shaft. If target continues down the shaft, Target loses 10% of maximum hp; this is generally halved for each Size of Target greater than you but treat your effective Size as +1 per Reach of your weapon, not including Reach (+n). In any case, moving down the shaft makes the spear unusable by its wielder and must be released, though Target remains impaled.

Attempt Might to withdraw an Impaled Pick; failure means you cannot withdraw your weapon, but if your Might attempt fails, you gain a Bonus Action that can only be used immediately for Might (Weapon Shove) to reposition Target as Shove, but in any direction as long as Target remains within Reach of your Pick. Alternatively, you can attempt Might (Weapon Shove) with a Quality Die as an action to reposition Target and use Reactive Movement (as a Free Action) into a square vacated by Target due to a successful Shove. The defender can also attempt Bulwark (Shove) to apply forced movement on the attacker to move it up to the distance indicated for a Shove attempt to anywhere within the attacker’s reach, but without the Quality Die; withdraw the weapon with a Might test; or attempt Might (Grab to Disarm) with a Quality Die, but the defender remains impaled even on a successful Grab to Disarm. Defender can also attempt Bulwark (Shove), pulling attacker up to the indicated Forced Movement distance unless attacker drops the pick, but no farther than a Step.

To withdraw an impaled Combat Grapnel, attempt Tinker (Disable Device); failure means you cannot withdraw your weapon. Alternatively, you can attempt Might (Weapon Shove) to reposition Target when you move away from them and gain a Bonus Action that can only be used immediately to Step away from Target, pulling them after you. If Target cannot be moved and is above you, you can climb the Combat Grapnel (or swing). Defender can attempt Tinker (Disable Device) or Might (Weapon Shove) in the same way as the attacker, but attacker can choose to drop the weapon instead of accepting Forced Movement or attempt Might (Grab to Disarm) with a Quality Die, but Target remains impaled even on a successful Grab to Disarm. Defender can also attempt Contortion (Escape).

If a bullet from a Carbine, Musket, or Revolver impales, it can only be removed with Biology (Stop Bleeding), which is treated as -1 Result for the purpose of actually ameliorating Bleed damage; you can Stop Bleeding without penalty after the bullet is removed. (A bullet that does not impale is assumed to have passed through or otherwise be of no immediate consequence.)

#### Magic Weapons

Weapons crafted from Special Materials have the indicated cost of the “mundane” component of the weapon, which does not count against your Mana Limit. Complex Weapons (or generally any weapon that has an increased cost) have that cost added to the mundane component cost.

The Mana Gem “magical component” has hp and ep determined in the same way as for a character. Damage to the Weapon is applied both to the HP of the item and to hp of the Mana Gem (100% of damage to each). The weapon continues to function as a magic item after reaching the Break Threshold (BT), but is no longer effective as a weapon, which may make its continued function as a magic item of limited utility.

Special Materials can grant Bonus Weapon Damage (BWD) or Decreased Hardness (DH); Piercing Weapons may also gain bonus damage depending on the relative Size of Target; weapons that impale as a pick gain twice the indicated DH or DH in addition to the BWD. See below for damage bonus based on Size. Lesser or better Magic Weapons that normally have less than 1 Bulk have 0 Bulk when they are in your hand(s). Lesser or better Magic Weapons that normally have 1 or more Bulk have ½ indicated Bulk when in your hand(s).

| Material | Less than 1 Bulk | Hardness | HP (BT) |  | 1 or more Bulk\* | Hardness\*\* | HP (BT)\*\* |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | £1 | 6 | 10 (5) |  | £1 | 8 | 20 (10) |
| Lesser | £20 | 8 | 10 (5) |  | £50 | 10 | 20 (10) |
| Moderate | £200 | 10 | 10 (5) |  | £500 | 12 | 20 (10) |
| Greater | £2000 | 12 | 10 (5) |  | £5000 | 16 | 20 (10) |
| Major | £200,000 | 16 | 10 (5) |  | £500,000 | 20 | 20 (10) |
| Impossible | £20,000,000 | 20 | 10 (5) |  | £50,000,000 | 24 | 20 (10) |

\* Also includes Projectile Weapons of 1 Bulk or more and Piercing weapons (other than those that impale as a pick) of any Bulk. You can use this table if you do not want the disadvantages associated with the tables below.

\*\* Use Hardness and HP (BT) of a “Less than 1 Bulk” weapon for Blades with only a Piercing attack, Flails, Polearms, and Projectile Weapons.

| Material | PDP | Weight | 2 Bulk | Hardness | HP (BT)\* | BWD |  | 4 Bulk | Hardness\* | HP (BT)\* | BWD |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | +0 | Normal | £1 | 10 | 40 (20) | 0 |  | £1 | 12 | 50 (25) | 0 |
| Lesser | +1 | x4 | £100 | 12 | 60 (30) | 3 |  | £200 | 16 | 100 (50) | 4 |
| Moderate | +2 | x16 | £1000 | 16 | 80 (40) | 6 |  | £2000 | 20 | 150 (75) | 8 |
| Greater | +3 | x64 | £10,000 | 20 | 100 (50) | 9 |  | £20,000 | 24 | 200 (100) | 12 |
| Major | +4 | x256 | £1,000,000 | 24 | 120 (60) | 12 |  | £2,000,000 | 28 | 250 (125) | 16 |
| Impossible | +5 | x512 | £100,000,000 | 28 | 140 (70) | 15 |  | £200,000,000 | 32 | 300 (150) | 20 |

\* Use HP (BT) of a “1 or more Bulk” weapon for 2 Bulk Flails and Polearms and Hardness and HP (BT) of a “2 Bulk” weapon for 4 Bulk Flails and Polearms.

Piercing weapons, other than Piercing weapons that are treated as Slashing or Bludgeoning for the purpose of Damage Reduction due to Size, gain a little extra damage equal to ½ DH or ½ BWD, subject to maximum bonus damage that depends on Size of Target relative to you.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon Size | Medium Target | Large Target | Large 2 Target | Large 3 Target | Large 4 Target |
| Small | Max 1 Bonus Damage | Max 2 Bonus Damage | Max 3 Bonus Damage | Max 4 Bonus Damage | Max 5 Bonus Damage |
| Medium | 0 | Max 1 Bonus Damage | Max 2 Bonus Damage | Max 3 Bonus Damage | Max 4 Bonus Damage |
| Large | 0 | 0 | Max 1 Bonus Damage | Max 2 Bonus Damage | Max 3 Bonus Damage |

For example, a Greater (6 DH) Medium Magic Spear used against a Large 3 Target would have +3 damage and 6 DH.

Max Bonus Weapon Damage is further limited by Maximum Penetration.

Maximum Penetration 1: Weapons used at maximum Reach (including all weapons with no Reach).

Maximum Penetration 2: Reach (+n) weapons, unless also Reach 1 or Reach 2 weapons, that did not make use of all Reach; Reach 1 weapons used at Reach 1; or Reach 2 weapons used at Reach 2.

Maximum Penetration 3: Reach 1 weapons that did not make use of Reach or Reach 2 weapons used at Reach 1.

Maximum Penetration 4: Reach 2 weapons that did not make use of Reach.

Maximum Penetration 5: Thrown or Projectile Weapons only.

| L | Weapon (Location 8) |
| --- | --- |
| 1 | Lesser Special Material |
| 2 | Expert (Weapon) 1 (maximum Tier 1) |
| 3 | Focus Pool 2 |
| 4 | Expert (Weapon) 2 (maximum Tier 1) |
| 5 | Moderate Special Material |
| 6 | Expert (Weapon) 3 (maximum Tier 2) |
| 7 | ¼ DR with Focus Point |
| 8 | Expert (Weapon) 4 (maximum Tier 2) |
| 9 | Greater Special Material |
| 10 | Expert (Weapon) 5 (maximum Tier 3) |
| 11 | Focus Pool 3 |
| 12 | Expert (Weapon) 6 (maximum Tier 3) |
| 13 | Major Special Material |
| 14 | Expert (Weapon) 7 (maximum Tier 4) |
| 15 | 1/10 DR with Focus Point |
| 16 | Expert (Weapon) 8 (maximum Tier 5) |
| 17 | Impossible Special Material |
| 18 | Expert (Weapon) 9 (maximum Tier 6) |
| 19 | Focus Pool 4 |
| 20 | Expert (Weapon) 10 |

When a Weapon Focus Pool is active, a Focus Point will be spent automatically when an attack hits but does not penetrate Hardness; DR (including Hardness) of Target is halved against the attack. The fraction is smaller with 7th and 15th Level weapons.

The Granted Feat of a Weapon is Melee Combat +1 or Ranged Combat +1, depending on the weapon, but it only applies to Melee or Ranged Combat tests made with the weapon. With weapons that have the relevant Traits, the Granted Feat also includes Might +1 for Might (Disarm, Weapon Sunder, Weapon Sweep, Weapon Trip).

#### Weapon Expert “Class”

When you wield a Magic Weapon, you make use of an Expert (Weapon) “Class” that is only applicable to Magic Weapons. You advance Tiers in the Class the same as any other Class.

Elective Weapon (Blade) Feats:

1. Defender (Bonus Die on Melee Combat (Parry) tests) (Tier 3)
2. Exploit AoO Trait (Melee) (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
3. Exploit Reach (+n) Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
4. Half-Sword (When you make an attack against an armored Target using a Blade larger than a Dagger capable of both Slashing and Piercing to inflict Piercing damage, you can attack with the same weapon as a Combat Maneuver, shoving it into a gap in Target’s armor to inflict Piercing damage but ignoring armor Hardness if you hit) (Tier 4)
5. Misericorde (As the Rogue Feat) (Tier 4)

Elective Weapon (Flail) Feats:

1. Exploit Disarm Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
2. Exploit Overstrike Trait (Tier 4)
3. Exploit Parry Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
4. Exploit Reach (+n) Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
5. Exploit Trip Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
6. Quick Disarm 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
7. Quick Trip 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
8. Quick Disarm 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 5)
9. Quick Trip 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 5)
10. Quick Disarm 3 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
11. Quick Trip 3 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
12. Quick Disarm 4 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Capstone)
13. Quick Trip 4 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Capstone)

Elective Weapon (Hafted Weapon) Feats:

1. Exploit Armor Piercing Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
2. Exploit Handy Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
3. Exploit Overstrike Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
4. Exploit Shove Trait (Might (Weapon Shove) becomes available to you when using a weapon with the Shove Trait) (Tier 4)
5. Exploit Sweep Trait (Might (Weapon Sweep) becomes available to you when using a weapon with the Sweep Trait) (Tier 4)

Elective Weapon (Polearm) Feats:

1. Deny Advance (When using a Polearm, Target triggers Reactions from you if it moves closer to you, either from or into a Square you threaten. You can use a Combat Maneuver (offensive or defensive) for AoO (Charge), and gain a Quality Die on the test, but you must choose to Impale on a Critical Hit) (Tier 4)
2. Exploit AoO Trait (Melee) (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
3. Exploit Parry Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
4. Exploit Reach (+n) Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
5. Exploit Trip Trait (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
6. Quick Lunge 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
7. Quick Trip 1 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
8. Quick Trip 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 5)
9. Quick Lunge 2 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
10. Quick Trip 3 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 6)
11. Quick Trip 4 (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Capstone)

Elective Weapon (Shield) Feats:

1. Exploit Block Trait (Bonus Reaction to Raise Shield with a Readied Shield) (Tier 2)\*
2. Exploit Shove Trait (Tier 3)
3. Reactive Shove (If your shield blocks a melee attack when you use Flatfooted Defense gain a Bonus Reaction for Might (Weapon Shove)) (Tier 4)
4. Resist Sunder (Reduce damage to your items by 50%) (Tier 4)

Elective Weapon (Thrown Weapon) Feats:

1. Exploit AoO Trait (Thrown) (As the Rogue Feat, but the weapon need not be suitable for Sneak Attack) (Tier 4)
2. Exploit Handy Trait (Tier 4)

Weapon 1 Feats:

1. A

Weapon 2 Feats (Tier 3 unless otherwise indicated):

Tier 1 Feats List:

1. Consistency 1 (Melee Combat) (Achieve no lower than a Minor (0) Result on tests)
2. Intended Use (see the Intended Use section below)
3. Weapon 1 Feat
4. Weapon 1 Feat
5. Weapon 1 Feat
6. Weapon 1 Feat

#### Elemental Weapon Damage Feats

The Bonus Elemental Damage you gain from an Elemental Damage Feat is 1, 2, 3, or 4, depending upon whether the item is not a weapon, a Bulk 1 (or less) Weapon, a Bulk 2+ (<1) Weapon, or Bulk 4 (1) Weapon. The Elemental Damage is usually Bonus CHA Damage, which is subject to the Maximum Bonus CHA Damage/DR Cap. Elemental Damage options include Acid, Antacid, Cold, Darkness, Desiccation, Disintegration, Dyspnea, Electricity, Green, Heat, Holy, Lode, Negative, Positive, Radiance, Silence, Sonic, Spirit, and Unholy. For Air, Anarchic, Axiomatic, Earth, and Water you gain Bonus WIL Damage instead of Bonus CHA Damage. You can take each Feat multiple times.

Acid: Persistent Acid Damage, which is applied to Target’s armor, if any, before being applied to Target (when armor is destroyed). If Target is not wearing hermetically sealed armor, Target also takes half of the Persistent Damage Target’s Armor takes; this does not apply if damage is to a shield unless the shield was penetrated.

Air: Nonlethal Air Damage. Resistance to either Air or Nonlethal is applicable. You can use the item as an air bladder as an action.

Anarchic: Creatures and Sentient objects that are vulnerable to Axiomatic damage are immune to Anarchic damage; Lawful creatures and Sentient objects take x2 Anarchic damage.

Antacid: Antacid is functionally the same as Acid, though they counter one another.

Axiomatic: Axiomatic Psychological Damage. Creatures and Sentient objects vulnerable to Anarchic damage are immune to Axiomatic damage; Chaotic creatures and Sentient objects also take (Lethal) Axiomatic damage equal to the Bonus Psychological Damage. If reduced to 0 ep, the Suggestion received is Flee (if Chaotic), Trust (if Lawful), or do not interfere (if neither Lawful nor Chaotic). Note: Although Lawful creatures take Psychological damage, they may interpret it as rapture.

Cold: If Cold Damage is 10% or more of max hp of Target, Target gains Drained +1 instead of taking Cold Damage.

Darkness: Persistent Darkness ep Damage. Persistent Darkness damage does not decrease after each pass if Target is in darkness but decreases at a rate of 2 per pass in sunlight. If Target is reduced to 10% of max ep, Target is Blinded until the end of the encounter. Persistent Darkness damage ends when Target reaches 0 ep, at which point Target gains a Suggestion to scream in terror.

Desiccation: Creatures that do not need moisture in their bodies to survive are immune. Desiccation Damage cannot normally be healed until the end of the encounter. (Although you can remedy dehydration by drinking water, the water is not absorbed quickly enough to be of benefit during the Encounter.)

Disintegration: Unlike most Elemental Damage, Disintegration Damage does not bypass Armor DR, but it inflicts Disintegration Damage on non-living materials (apply ½ of remaining Disintegration Damage to Target if any bypasses DR), including non-sentient creatures made of non-living materials. Disintegration Damage cannot generally be healed until the end of the encounter unless Regeneration is used.

Dyspnea: Creatures with the Breathless trait are immune. Dyspnea Damage cannot normally be healed until the end of the encounter and Target must Hold Breath until the end of the encounter if they have any Dyspnea Damage.

Earth: Bludgeoning Earth Damage. Resistance to either Bludgeoning or Earth is applicable. You can use your item to create a fist-sized rock as an action or a handful of dirt, sand, or pebbles.

Electricity: The damage is also inflicted as Splash damage vs. adjacent creatures in metal armor or if touching a conduit for electricity Target is also touching.

Green: x2 Green Damage against Outerplanar Avatics and Undead. Fey are immune to Green Energy damage.

Heat: If Target is not wearing hermetically sealed armor, Target takes the Heat Damage as Persistent Damage unless Target is fire resistant; this does not apply if damage is to a shield unless the shield was penetrated, but a shield will take the Persistent Damage, as well, unless it is fire resistant. Persistent Heat Damage does not decrease at the end of a pass if Target is susceptible to being set aflame and increases if Target is vulnerable to immolation.

Holy: Holy Psychological Damage. Creatures vulnerable to Unholy damage are immune to Holy damage; Evil creatures and Sentient objects also take (Lethal) Holy damage equal to the Bonus Psychological Damage. If reduced to 0 ep, the Suggestion received is Flee (if Evil), Trust (if Good), or do not interfere (if neither Good nor Evil). Note: Although Good creatures take Psychological damage, they may interpret it as rapture.

Lode [Metal Weapon only]: Lode Damage vs. Target in metal armor or 2 Lode Damage vs. Target in Heavy Armor. You can declare an attack on a target that is not within range; if you critically hit, you can pull Target into range and inflict normal (not critical hit) damage, but if you do not critically hit, you automatically miss. Also, if you throw a metal weapon at a target in metal armor, ignore one Penalty Die imposed for range or two Penalty Dice if Target is in Heavy Armor.

Negative: Undead and creatures with the Negative Healing trait are immune. If Negative Damage is 10% of max hp of Target, Target gains Drained +1 per 10% instead of taking that amount of Negative Damage.

Positive: x2 Positive Damage against Undead. Avatics are immune to Positive Energy damage.

Radiance: If Radiance Damage is 10% or more of max hp of Target, Target is Blinded until the end of the encounter. If the attack also reduces target to 50% of max hp, the Blindness is permanent.

Silence: Persistent Silence ep Damage. Persistent Silence damage does not decrease after each pass if Target is in less than Ambient 0 but decreases at a rate of 2 per pass in Ambient 4 or more. If Target is reduced to 10% of max ep, Target is Deafened until the end of the encounter. Persistent Silence damage ends when Target reaches 0 ep, at which point Target gains a Suggestion to go to sleep.

Sonic: If Sonic Damage is 10% or more of max hp of Target, Target is Deafened until the end of the encounter. If the attack also reduces target to 50% of max hp, the Deafness is permanent.

Spirit: x2 Spirit Damage against Outerplanar Avatics and Undead. Spirits are immune to Spirit Energy damage.

Unholy: Creatures and Sentient objects that are vulnerable to Holy damage are immune to Unholy damage; Good creatures and Sentient objects take x2 Unholy damage.

Water: Nonlethal Water Damage. Resistance to either Nonlethal or Water is applicable. You can use the item to fill a waterskin as an action.

#### Weapon Trait Feats

Armor Piercing: If your weapon does not have the Armor Piercing Trait, it gains it. If your weapon has the Armor Piercing Trait and you have Exploit Armor Piercing Trait, 1, 2, 3, or 4 Decreased Hardness (DH) from Armor, depending upon whether the item is not a weapon, a Bulk 1 (or less) Weapon, a Bulk 2+ (<1) Weapon, or Bulk 4 (1) Weapon. You can take this Feat multiple times.

Disarm: If your weapon does not have the Disarm Trait, it gains it. If your weapon has the Disarm Trait and you have Exploit Disarm Trait, gain a Quality Die on Weapon Group (Weapon Grab to Disarm), plus you can use the Might (Improve Grip) test with your weapon, which is normally not available when grabbing with a weapon.

Parry: If your weapon does not have the Parry Trait, it gains it. If your weapon has the Parry Trait and you have Exploit Parry Trait, gain a Quality Die on Weapon Group (Parry), plus you can Parry two different attacks in the same Pass as a single Reaction.

Reach: If your weapon does not have a Reach (+n) Trait, it gains Reach (+1). If your weapon has the Reach (+n) Trait and you have Exploit Reach Trait, you, can extend your Reach as a Free Action.

Shove: If your weapon does not have the Shove Trait, it gains it. If your weapon has the Shove Trait and you have Exploit Shove Trait, you are treated as if you have +1, 2, 3, or 4 Momentum, on your Bulwark (Shove) attack, depending upon whether the item is not a weapon, a Bulk 1 (or less) Weapon, a Bulk 2+ (<1) Weapon, or Bulk 4 (1) Weapon, then double Momentum on your Bulwark (Shove) attack.

Sweep: If your weapon does not have the Sweep Trait, it gains it. If your weapon has the Sweep Trait and you have Exploit Sweep Trait, you have an effective increased Result on successive Targets of your sweep. (You cannot increase your Result above that of your 1st Sweep Target.)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Sweep Target |  | L | Sweep Target |  | L | Sweep Target |  | L | Sweep Target |
| 1 | 3rd or later (+1 Result) |  | 6 | 3rd (+2 Result) |  | 12 | 6th or later (+4 Result) |  | 18 | 6th (+5 Result) |
| 2 | 2nd (+1 Result) |  | 8 | 5th or later (+3 Result) |  | 14 | 5th (+4 Result) |  | 20 | 8th or later (+6 Result) |
| 4 | 4th or later (+2 Result) |  | 10 | 4th (+3 Result) |  | 16 | 7th or later (+5 Result) |  |  |  |

Trip: If your weapon does not have the Trip Trait, it gains it. If your weapon has the Trip Trait and you have Exploit Trip Trait, gain a Quality Die on Weapon Group (Weapon Grab to Trip), plus double effective Forced Movement of your Trip attack.

#### Intended Use

Armor Penetration (Piercing Weapon): Your Piercing weapon ignores 10% of Target’s Hardness from Armor, including Natural Armor. A Tier 4 Warrior with all applicable Tier 4 Electives for the weapon ignores 20% of Hardness; a Tier 5 Warrior with all applicable Tier 5 Electives ignores 30% of Hardness; and a Tier 6 Warrior with all applicable Electives ignores 50% of Hardness.

Far Shot (Ranged Weapon): Increase range increment by 1/4 for Thrown Weapons or fire at up to 16x the Range Increment with a Projectile Weapon, but with 4 Penalty Dice. A Tier 4 Investigator (Sharpshooter) or Rogue with all applicable Tier 4 Electives increases the range increment for Thrown Weapons by ½ or increases the range increment for a Projectile Weapon by 20%. A Tier 5 Investigator (Sharpshooter) or Rogue with all applicable Tier 5 Electives increases the range increment of Thrown Weapons by ¾ or increases the range increment for a Projectile Weapon by 50%. A Tier 6 Investigator (Sharpshooter) or Rogue with all applicable Tier 6 Electives increases the range increment for Thrown or Projectile Weapons by 100%.

Giant Slaying (Bludgeoning Weapon): Your Bludgeoning weapon attack has increased damage that depends on your Size and the Size of Target.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Your Size | Medium Target | Large Target | Huge Target | Gargantuan Target | Colossal Target |
| Small | 1 (2, 3, 4)\* | 2 (4, 6, 8)\* | 3 (6, 9, 12)\* | 5 (10, 15, 20)\* | 9 (18, 27, 36)\* |
| Medium | 0 | 1 (2, 3, 4)\* | 2 (4, 6, 8)\* | 4 (8, 12, 16)\* | 8 (16, 24, 32)\* |
| Large | 0 | 0 | 1 (2, 3, 4)\* | 3 (6, 9, 12)\* | 7 (14, 21, 28)\* |

\* A Tier 4 Warrior with all applicable Tier 4 Electives for the weapon uses the parenthetical number; a Tier 5 Warrior with all applicable Tier 5 Electives for the weapon uses the second parenthetical number, if applicable; and a Tier 6 Warrior with all applicable Tier 6 Electives uses the third parenthetical number.

Nimble (Weapon with Heft 2 or less when used one-handed or Heft 0 when used two-handed): Treat a Heft 0 weapon as having Heft 2 for the purpose of determining increased Bonus Di(c)e size. A Tier 4 Rogue with all applicable Tier 4 Electives for the weapon treats a Heft 2 weapon has having Heft 4 for determining increased Bonus Di(c)e size; a Tier 5 Rogue with all applicable Tier 5 Electives treats a Heft 0 weapon as having Heft 4 for determining increased Bonus Di(c)e size; a Tier 6 Rogue with all applicable Tier 6 Electives treats a Heft 2 weapon as having Heft 6 for determining increased Bonus Di(c)e size.

Vorpal (Slashing Weapon): If your attack reduces Target to 10% of max hp you Amputate (Slice off Target’s head or a limb of your choice or, for creatures without limbs, slice off a chunk instead. Slicing off a limb usually cuts current hit points in half, but it will be less if the GM feels the limb is not as important to the creature as an arm or leg is to a human. Slicing off a head, for a creature that needs it, drops current hit points to 0 and if the head cannot be reattached, there is no way to stop the Dying condition from getting progressively worse). A Tier 4 Warrior with all applicable Electives for the weapon Amputates if Target is reduced by 80% of max hp; a Tier 5 Warrior with all applicable Electives Amputates if Target is reduced by 70% of max hp; and a Tier 6 Warrior with all applicable Electives Amputates if Target is reduced by 50% of max hp.

### Containers

You typically have one Primary Container, which is intended to be full of gear or loot (a backpack is perfect for that); or else you are going for something really sturdy, like a lockbox. Sacks are not listed; they are essentially free, weigh almost nothing, and take on the Bulk and Weight of whatever you put in them.

The Mana Gem “magical component” of a Container has hp and ep determined in the same way as for a character. Damage to the Container is applied both to the HP of the item and to hp of the Mana Gem (100% of damage to each). The container continues to function as a magic item after reaching the Break Threshold (BT), but is no longer effective as a container, except for that which is stored in an Extradimensional Space, if applicable.

#### Primary Container

Backpacks have x2 Bulk when ½ Full, x3 Bulk when ¾ Full, and x4 Bulk when completely full, but you can ignore much of the Bulk of items you put into them; as a general rule, you can fit items of about 8x base backpack Bulk in aggregate item Bulk. A backpack does not reduce weight, so you have to keep track of the weight of items you put into the backpack, if applicable.

The table below assumes a lockbox contains items of Ideal Bulk, but if you want to make a logical case for being entitled to put more Bulk in a Lockbox, it probably isn’t a big deal. Lockboxes have a Poor Lock unless you buy or make something better.

Major Primary Containers are large enough for you to get inside. Impossible Backpacks are not impossible to make, though it requires substantial materials science and mechanical Mechanics knowledge, but they are impossible for a normal person to use when completely full. An Impossible Lockbox requires less technical knowledge, but is still impossible for a normal human to carry, even when empty.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Primary Container | Bulk (Weight) | ½ Full (Items) | ¾ Full (Items) | Full (Items) | Maximum Weight (Full) |
| Lockbox | 1 (1 Stone) | 1 (1 Bulk) | 1 (1 Bulk) | 1 (1 Bulk) | 75\* |
| Oversized Lockbox | 2 (2 Stone) | 2 (2 Bulk) | 2 (2 Bulk) | 2 (2 Bulk) | 150\* |
| Oversized (2) Lockbox | 4 (4 Stone) | 4 (4 Bulk) | 4 (4 Bulk) | 4 (4 Bulk) | 300\* |
| Oversized (3) Lockbox | 8 (8 Stone) | 8 (8 Bulk) | 8 (8 Bulk) | 8 (8 Bulk) | 600\* |
| Oversized (4) Lockbox | 16 (16 Stone) | 16 (16 Bulk) | 16 (16 Bulk) | 16 (16 Bulk) | 1200\* |
| Backpack | ¼ (¼ Stone) | ½ (1 Bulk) | ¾ (2 Bulk) | 1 (Up to 4 Bulk) | 6\*\* |
| Oversized Backpack | ½ (½ Stone) | 1 (2 Bulk) | 1.5 (4 Bulk) | 2 (Up to 8 Bulk) | 12\*\* |
| Oversized (2) Backpack | 1 (1 Stone) | 2 (4 Bulk) | 3 (8 Bulk) | 4 (Up to 16 Bulk) | 24\*\* |
| Oversized (3) Backpack | 2 (2 Stone) | 4 (8 Bulk) | 6 (16 Bulk) | 8 (Up to 32 Bulk) | 48\*\* |
| Oversized (4) Backpack | 4 (4 Stone) | 8 (16 Bulk) | 12 (32 Bulk) | 16 (Up to 64 Bulk) | 96\*\* |

\* Assumes gold (75 Stone per cubic foot, worth £76,800 per cubic foot, for a Medium-sized creature), which is about the highest aggregate density it can handle; if you try to fill it with platinum coins (88 Stone per cubic foot), just don’t fill it all the way.

\*\* Assumes you fill your backpack with packed earth or the equivalent (6 Stone per cubic foot), which is about the highest aggregate density it can handle. Your typical backpack load is going to be ½ that, even with metal and other high density materials, because there will be air gaps between your stored items; just don’t try to pack it full of gold.

Magic Containers have practically unlimited weight capacity and a Bulk capacity that increases as the Extradimensional Space feature increases. They can normally be hermetically sealed.

Encumbrance (Weight) is for an empty Backpack or Lockbox.

| Material | Backpack | Bulk (Weight) | Hardness | HP (BT) |  | Lockbox | Bulk | Weight | Hardness | HP (BT) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor | <£1 | As indicated | 2 | 20 (10) |  | £1 | As indicated | As indicated | 15 | 100 (50) |
| Lesser | £3 | 1 size smaller | 3 | 20 (10) |  | £10 | As indicated | x4 | 20 | 200 (100) |
| Moderate | £30 | 2 sizes smaller | 4 | 20 (10) |  | £100 | As indicated | x16 | 25 | 300 (150) |
| Greater | £300 | 3 sizes smaller | 6 | 20 (10) |  | £1000 | As indicated | x64 | 30 | 400 (200) |
| Major | £3000 | 4 sizes smaller | 8 | 20 (10) |  | £10,000 | As indicated | x256 | 40 | 500 (250) |
| Impossible | £30,000 | 0 (0 Stone) | 10 | 20 (10) |  | £100,000 | As indicated | x512 | 50 | 600 (300) |

| L | Cost | Primary Container Fundamental Features |
| --- | --- | --- |
| 1 | £3 | Lesser Special Materials |
| 2 | £5 | Extradimensional Space 1 (8 Bulk)\* |
| 3 | £8 | Reduced Damage to Container (40%) |
| 4 | £12 | Extradimensional Space 2 (16 Bulk)\* |
| 5 | £20 | Moderate Special Materials |
| 6 | £30 | Extradimensional Space 3 (32 Bulk)\* |
| 7 | £50 | Reduced Damage to Container (30%) |
| 8 | £80 | Extradimensional Space 4 (64 Bulk)\* |
| 9 | £120 | Greater Special Materials |
| 10 | £200 | Extradimensional Space 5 (5’ Cube) |
| 11 | £300 | Reduced Damage to Container (20%) |
| 12 | £500 | Extradimensional Space 6 (2x 5’ Cube) |
| 13 | £800 | Major Special Materials |
| 14 | £1,200 | Extradimensional Space 7 (4x 5’ Cube) |
| 15 | £2,000 | Reduced Damage to Container (10%) |
| 16 | £3,000 | Extradimensional Space 8 (10’ Cube) |
| 17 | £5,000 | Impossible Special Materials |
| 18 | £8,000 | Extradimensional Space 9 (2x 10’ Cube) |
| 19 | £12,000 | Reduced Damage to Container (5%) |
| 20 | £20,000 | Extradimensional Space 10 (4x 10’ Cube) |

\* Bulk assumes a Medium-sized creature (even if the container is Small or Large). A Small creature gains 8x the indicated Bulk and a Large creature only gains 1/8.

#### Dedicated Containers

The weight of a dedicated container assumes it is full because you are going to fill it up frequently. (And it is easier to just assume the higher weight.) The cost of dedicated containers is <£1.

| Dedicated Container | Weight (Full) | Bulk | Capacity | Dedication |
| --- | --- | --- | --- | --- |
| Ammo Pouch | ¼ Stone | 0 | 64 Sling Bullets, 16 Grapeshot, or 4 Shot | Everfull Quiver |
| Bandolier | ¼ Stone | ¼ | 4 Negligible Bulk weapons | Everfull Quiver |
| Coin Purse | ¼ Stone (2 Small, 0 Large) | 0 | Holds 4 lbs. of gold (£64) or platinum (£1024) | Everfull Purse |
| Food Pantry | 8 Stone (32 Small, 2 Large) | 2 (4 Small, 1 Large) | Food for 64 days (or 16 for Steeds) | Cornucopia |
| Food Wallet | ¼ Stone (½ Small, 0 Large) | 0 | Daily food requirement | Cornucopia |
| Holster | 0 Stone | 0 | Revolver or Pistol Crossbow | Maintenance |
| Keg | 2 Stone | ½ | Daily water (or ale) requirement for 4 | Fountain |
| Lantern | 0 Stone (½ Small) | 1 | Pint of oil | Everfull Lantern |
| Quiver | ¼ Stone | ½ | 16 Arrows/Bolts/Darts; 8 Lancea; or 4 Javelins | Everfull Quiver |
| Sheath, Concealable | As for Weapon | 0 | ¼, ½, or negligible Bulk weapon | Maintenance |
| Sheath, Light | As for Weapon | ¼ | 1 or 2 Bulk weapon | Maintenance |
| Sheath, Heavy | As for Weapon | ½ | 3 or 4 Bulk weapon | Maintenance |
| Water Barrel | 16 Stone | 4 | Water for 32 days (or 4 Steeds) | Fountain |
| Waterskin | ½ Stone | 0 | Daily water requirement | Fountain |

\* You also need to pay for the food, which is £0.1 for 4 lbs. of food, and water, which is £0.1 per gallon.

A Cornucopia (Food Wallet) will produce food until it is full, which is one day’s worth of food. If you use the item throughout the day, you can generally get more than one day’s worth of food out of it, sometimes much more. Small creatures consume ½ lb. of food per day, Medium creatures consume 2 lbs., and Large creatures consume 8 lbs. Subsistence Quality food is a nutritious but disgusting protein powder that can be mixed with water or nuggets that can be fed to livestock. Comfortable Quality food includes fruits, vegetables, and meat. Fine and Extravagant Quality food comes out properly cooked and delicious. Divide the amount of food by 10 for Comfortable Quality, by 100 for Fine Quality, and by 1000 for Extravagant Quality. High level Cornucopias are rarely satisfied with producing low quality food. A Cornucopia (Food Pantry) is essentially the same way as a Food Wallet, but it larger and has more capacity.

A Fountain (Waterskin) will produce drink until it is full, but you can transfer it to another container. Small creatures consume 1 pint (½ Stone) of drink per day, Medium creatures consume 1 gallon (½ Stone), and Large creatures consume 8 gallons (½ Stone). Subsistence quality drink is a cheap ale or dirty water, Comfortable quality is either ale or pure water, and Fine or Extravagant quality is a usually high-quality wine (spirits are also possible but they do not quench thirst). Divide the amount of drink by 10 for Comfortable Quality, by 100 for Fine Quality, and by 1000 for Extravagant Quality. High level Fountains are rarely satisfied with producing low quality drink. A Fountain (Keg or Water Barrel) is essentially the same way as a Waterskin, but it larger and has more capacity. Drink always bubbles gently out of a fountain; you cannot use it to blast anything no matter how much water it produces, and higher-level Fountains must have a large enough mouth to allow the water to get out at the rate the Fountain can produce it. (A 20th Level Fountain pours 2.4 gallons per second.)

An Everfull Lantern is hermetically sealed at 1st Level (with its own source of oxygen for burning fuel), an extradimensional heat vent, and insulation that prevents it from becoming hot to the touch. The oil reservoir is ½ gallon (4 pints, sufficient to power a lantern at torch-power all day), but at 7th Level, a reservoir becomes optional because you can produce as much oil as you need to stay lit continuously. The Everfull Lantern weighs ¼ Stone and has ¼ Bulk until 7th Level, at which point it has negligible Bulk and Weight. An Everfull Lantern can usually be shuttered, often has a continuously burning pilot light (treat as candlelight), and can shed Greater Light 1 square, Moderate Light 32 squares, and Lesser Light 256 squares for 4 hours. (Note: A day is 16 hours.) At a “4 Lantern per day burn rate,” double the light radius (or cone or line if directed); at a 15 Lantern burn rate, x4; at a 60 Lantern burn rate, x8; and at a 250 Lantern burn rate, x16. Excess daily oil production can be siphoned or fed to a network of lanterns.

An Everfull Purse will only produce coins if someone is invested in it. The capacity of a coin purse is £¼ (Copper), £4 (Silver), or £128 (Gold) and you must make room for additional coins or the Everfull Purse will stop producing when it is full. (Gold is treated as having twice the density of copper and silver, so a pouch filled with gold is twice as heavy as one filled with copper or silver.) If you put anything in the purse, it will stop producing coins when it runs out of space.

An Everfull Quiver can only produce one kind of ammo, which cannot be changed. The term “Quiver” can be replaced with Ammo Pouch or Bandolier if appropriate, the term Quiver is intended to include any of these variants. An Everfull Quiver holds 16 arrows. Multiply the capacity of the container and amount of ammo created by 4 for bullets; 1 for bolts, darts, or grapeshot; ½ for lancea; and ¼ for daggers, hatchets, javelins, mallets, or shot. A clip of bolts for a repeating or clockwork crossbow holds 4 bolts and can be enchanted as an Everfull Quiver (same rate of production as for arrows), regardless of whether the clip is inserted in a repeating or clockwork crossbow. When ammo is removed from the Everfull Quiver, it becomes a permanent nonmagical item.

An Everfull Air Bladder (aka Zephyr) will recycle air, replacing a certain amount of stale air with fresh air (per hour). The Everfull Bladder will not fill a void with air; it needs air to be there already, which it can oxygenate. As long as it can replenish at the rate you breathe per hour, a lungful of air is enough (the amount of air you need per hour 1 gallon for a Small creature, 8 gallons for a Medium creature, and 64 gallons for a Large creature). The air of a Zephyr is always gentle; you cannot use it to blast anything regardless of how much air it can oxygenate.

Typical traits of a dedicated container and daily production is indicated in the table below. When full, a Sentient Magic Item will try to improve the contents using crafting, which can include enchanting the item if the Dedicated Container has the Craft Magic Item feat.

| L | Cost | Pool | Cornucopia | Fountain | Lantern | Purse | Quiver | Zephyr |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £3 | 1 | 2 lbs. (M) | 1 gallon (M) | ¼ pint | £0.01 Copper | 4 arrows | 1 gallon (S) |
| 2 | £5 | 1 | 3 lbs. | 2 gallons | 3/8 pint | £0.02 Copper | 6 arrows | 2 gallons |
| 3 | £8 | 2 | 5 lbs. | 3 gallons | 5/8 pint | £0.03 Copper | 10 arrows | 3 gallons |
| 4 | £12 | 2 | 8 lbs. (L) | 5 gallons | 1 pint | £0.05 Copper | 16 arrows | 5 gallons |
| 5 | £20 | 3 | 12 lbs. | 8 gallons (L) | 1.5 pints | £0.08 Copper | 25 arrows | 8 gallons (M) |
| 6 | £30 | 3 | 20 lbs. | 12 gallons | 2.5 pints | £0.12 Copper | 40 arrows | 12 gallons |
| 7 | £50 | 4 | 32 lbs. | 20 gallons | 4 pints | £0.2 Silver | 60 arrows | 20 gallons |
| 8 | £80 | 4 | 50 lbs. | 32 gallons | 6 pints | £0.3 Silver | 100 arrows | 32 gallons |
| 9 | £120 | 5 | 80 lbs. | 50 gallons | 10 pints | £0.5 Silver | 160 arrows | 64 gallons |
| 10 | £200 | 5 | 120 lbs. | 80 gallons | 4 Lanterns | £0.8 Silver | 250 arrows | 80 gallons (L) |
| 11 | £300 | 6 | 200 lbs. | 120 gallons | 6 Lanterns | £1.2 Silver | 400 arrows | 120 gallons |
| 12 | £500 | 6 | 300 lbs. | 200 gallons | 10 Lanterns | £2 Silver | 600 arrows | 200 gallons |
| 13 | £800 | 7 | 500 lbs. | 300 gallons | 15 Lanterns | £3 Silver | 1000 arrows | 300 gallons |
| 14 | £1,200 | 7 | 800 lbs. | 500 gallons | 25 Lanterns | £5 Silver | 1600 arrows | 500 gallons |
| 15 | £2,000 | 8 | 1200 lbs. | 800 gallons | 40 Lanterns | £8 Gold | 2500 arrows | 800 gallons |
| 16 | £3,000 | 8 | 2000 lbs. | 1200 gallons | 60 Lanterns | £12 Gold | 4000 arrows | 1200 gallons |
| 17 | £5,000 | 9 | 3000 lbs. | 2000 gallons | 100 Lanterns | £20 Gold | 6000 arrows | 2000 gallons |
| 18 | £8,000 | 9 | 5000 lbs. | 3000 gallons | 150 Lanterns | £30 Gold | 10,000 arrows | 3000 gallons |
| 19 | £12,000 | 10 | 8000 lbs. | 5000 gallons | 250 Lanterns | £50 Gold | 16,000 arrows | 5000 gallons |
| 20 | £20,000 | 10 | 12,000 lbs. | 8000 gallons | 400 Lanterns | £80 Gold | 25,000 arrows | 8000 gallons |

### Shelters and Vehicles

Vehicles are treated like Structures; they are just mobile ones. You can generally carry more than the indicated capacity in vehicles, but you will be in one-another’s Spaces, making combat difficult.

| Structure | Cost | Bulk\* | Weight\* | Capacity | Dedication |
| --- | --- | --- | --- | --- | --- |
| Air Balloon | £10 |  |  | You | Hybrid |
| Airship | £100 |  |  | You and 20 others (3 are crew) | Hybrid |
| Bathysphere | £10 |  |  | You and 3 others | Hybrid |
| Longboat | £10 |  |  | You and 9 others (2 are crew) | Hybrid |
| Pavilion | £2 | 4 (Packed) | 10 Stone | You and 15 others (or 4 Steeds) | Hybrid |
| Pup Tent | <£1 | 1 (Packed) | 1 Stone | Just you and your gear (10 Bulk max for gear) | Hybrid |
| Rowboat | £1 |  |  | You and 1 other | Hybrid |
| Sailing Ship | £100 |  |  | You and 20 others (3 are crew) | Hybrid |
| Submarine | £100 |  |  | You and 5 others (3 are crew) | Hybrid |
| Tent | £1 | 2 (Packed) | 3 Stone | You and 3 others (40 Bulk max for gear) | Hybrid |
| Wagon | £2 |  |  | You and 2 others | Hybrid |

\* Bulk and Weight is the amount that fits, except for Pup Tent and Tent, for which it is the Encumbrance and Weight when they are carried.

#### Magic Shelter

A Magic Shelter can be hermetically sealed, but if it does not generate air. A Medium Pup Tent holds 128 gallons of air (even if hermetically sealed, that’s enough for a Medium creature to last for 1 day) and a tent holds 512 gallons of air. A candle consumes about as much oxygen as a Medium creature. Assume a torch consumes about as much oxygen as a Large creature. A lantern can be set to low (candle) or high (torch) burn rate.

A Magic Shelter can generate food, water, or air (as a Cornucopia, Fountain, or Zephyr). For a 4th Level of higher Magic Shelter, you can increase Magic Item degree and add 1 Level of one of Cornucopia, Fountain, and Zephyr per Magic Shelter Level-1. By 8th Level, you could have a Medium Pup Tent with all that is needed for the survival of a Medium creature, but a Large Pup Tent would have to be 20th Level for the same benefit to a Large creature; a Small Pup Tent, on the other hand, need only be 4th Level.

The shelter reduces Drain damage from severe environmental effects by 1 for every occupant of the shelter, when the damage is taken.

| L | Cost | Fundamental Features |
| --- | --- | --- |
| 1 | £3 | Lesser Special Materials |
| 2 | £5 | Reduced Drain 1 (Downtime Round) |
| 3 | £8 | Reduced Damage to Container (40%) |
| 4 | £12 | Extradimensional Space 1 (8 Bulk)\* |
| 5 | £20 | 1st Level Cornucopia, 1st Level Fountain |
| 6 | £30 | Reduced Drain 1 (Intermission) |
| 7 | £50 | Reduced Damage to Container (30%) |
| 8 | £80 | Extradimensional Space 3 (32 Bulk)\* |
| 9 | £120 | 4th Level Cornucopia; 5th Level Fountain; 5th Level Zephyr |
| 10 | £200 | Reduced Drain 2 (Intermission) |
| 11 | £300 | Reduced Damage to Container (20%) |
| 12 | £500 | Extradimensional Space 5 (5’ Cube) |
| 13 | £800 | 6th Level Cornucopia; 6th Level Fountain; 10th Level Zephyr |
| 14 | £1,200 | Reduced Drain 5 (Intermission) |
| 15 | £2,000 | Reduced Damage to Container (10%) |
| 16 | £3,000 | Extradimensional Space 7 (4x 5’ Cube) |
| 17 | £5,000 | 9th Level Cornucopia; 10th Level Fountain; 15th Level Zephyr |
| 18 | £8,000 | Reduced Drain 1 (Encounter Round) or 10 (Intermission) |
| 19 | £12,000 | Reduced Damage to Container (5%) |
| 20 | £20,000 | Extradimensional Space 9 (2x 10’ Cube) |

\* Bulk assumes a Medium-sized creature (even if the container is Small or Large). A Small creature gains 8x the indicated Bulk and a Large creature only gains 1/8.

#### Vehicles

Vehicles are essentially mobile structures.

### Snares

Bear Traps and Mouse Traps generally don’t work very well against most creatures. If you are moving cautiously, you can avoid them automatically. If you are moving heedlessly, you have a 1 in 20 chance of stepping in one (roll 1d20; on a ‘1’, you step in it and on a ‘15’ to ‘20’ you step on an edge that does not trigger it but alerts you of its presence). You can get a better result if you put food in a strategic location and a creature tries to eat the food.

Placing a snare takes 1 Intermission Action. Damage is either that of a Revolver (for a Cartridge Trap), Bomb (for a Payload or Pressure-Release Trap), Projectile Weapon (for a Projectile Trap), or the business end of a weapon, using Mechanics instead of Might for Bonus Damage. The attack roll is a Tinker test.

Snares generally have a cost of <£1.

| **Snare** | **Bulk** | **Wt** | **Damage** | **Group** | **Traits and Notes** |
| --- | --- | --- | --- | --- | --- |
| Lesser, Bludgeoning Damage | 2 | ¼ | ¼ E+2d6 B | Snare |  |
| Lesser, Piercing Damage | 2 | ¼ | ¼ E+2d6 P | Snare | Armor Piercing, Impale as Pick |
| Lesser, Slashing Damage | 2 | ¼ | ¼ E+2d6 S | Snare |  |
| Moderate, Bludgeoning Dmg | 3 | ½ | ½ E+2d8 B | Snare | Overstrike, Shove |
| Moderate, Piercing Damage | 3 | ½ | ½ E+2d8 P | Snare | Armor Piercing, Impale as Pick, Overstrike |
| Moderate, Slashing Damage | 3 | ½ | ½ E+2d8 S | Snare | Overstrike, Sweep |
| Greater, Bludgeoning Dmg | 4 | 1 | ¾ E+2d10 B | Snare | Overstrike, Shove |
| Greater, Piercing Damage | 4 | 1 | ¾ E+2d10 P | Snare | Armor Piercing, Impale as Pick, Overstrike |
| Greater, Slashing Damage | 4 | 1 | ¾ E+2d10 S | Snare | Overstrike, Sweep |
| Major, Bludgeoning Damage | 5 | 1.5 | E+2d12 B | Snare | Overstrike, Shove |
| Major, Piercing Damage | 5 | 1.5 | E+2d12 P | Snare | Armor Piercing, Impale as Pick, Overstrike |
| Major, Slashing Damage | 5 | 1.5 | E+2d12 S | Snare | Overstrike, Sweep |
| Cartridge Trap | - | - | Revolver | Snare | Tip of a pressure-sensitive tube fires a bullet through the tube when you step on the tip |
| Payload Trap | - | - | Bomb | Snare | Triggers a Bomb attached to a trip wire |
| Pressure-Release Trap | - | - | Bomb | Snare | Triggers a Bomb when you move something, releasing pressure on a trigger |
| Projectile Trap | - | - | Projectile | Snare | Fires a Projectile; the projectile weapon must be provided |

### Spell Gems

A Spell Gem has an intrinsic spell that you can Imprint while the Spell Gem Focus Pool is active, as you would Imprint a Spell from a Scroll, but without the Philosophy test. Unless the Spell Gem is incorporated into a Worn Item, you must ready it before use. Once you Imprint a spell, you can cast it, consuming a Spell Gem Focus Point.

If your Spell Gem can acquire Feats (generally Lesser or higher degree), you can spend a Feat to gain +4 Bonus CHA Damage with offensive spells or +4 CHA DR with defensive spells; this bonus damage is WIL for spells with the Alignment trait.

If you have the Intrinsic Spell Prepared, you can cast the spell normally and use a Spell Gem Point instead of consuming the Spell Slot in which you prepared the spell. When you use the Spell Gem in this way, you can, if you wish, convert the Bonus CHA or WIL Damage granted by your Spell Gem to do Bonus INT Damage instead, if applicable. The Spell Gem Focus Pool need not be active to use the Spell Gem in this way.

When you cast the intrinsic spell, you can use a Spell Gem Focus Point to gain one or more of the following benefits (1 per Focus Point):

1. Gain a Bonus Action that can only be used to Maintain the Intrinsic Spell, which lasts until you no longer maintain the spell.
2. Reduce Result Penalty for casting a spell that is not Inherent by 1 (or 2 for 2 Focus Points).
3. Gain a Free Action that can only be used to Maintain the Intrinsic Spell, but only if you would normally gain a Bonus Action to do so, which lasts until you no longer maintain the spell.
4. Reduce Traumatized by 1 or more (1 per Focus Point) when you Intensify the Intrinsic Spell.

The Mana Gem “magical component” of a Spell Gem has hp and ep determined in the same way as for a character. Damage to the Spell Gem is applied both to the HP of the item and to hp of the Mana Gem (100% of damage to each). The Spell Gem continues to function as a magic item after reaching the Break Threshold (BT) but loses most of its fundamental utility; you cannot use it to cast spells if it is broken.

|  |  |  |
| --- | --- | --- |
| L | Cost | Spell Gem Fundamental Features |
| 1 | £3 | Intrinsic Spell |
| 2 | £5 | Spell Gem Focus Pool 1 |
| 3 | £8 | +1 Effect when you Intensify Spell at least once |
| 4 | £12 | Spell Gem Focus Pool 2 |
| 5 | £20 | Lesser Special Materials |
| 6 | £30 | Spell Gem Focus Pool 3 |
| 7 | £50 | Moderate Special Materials |
| 8 | £80 | Spell Gem Focus Pool 4 |
| 9 | £120 | Greater Special Materials |
| 10 | £200 | Spell Gem Focus Pool 5 |
| 11 | £300 | You can burn 4 Spell Slots to take two Spellcasting Actions as a single Action |
| 12 | £500 | Spell Gem Focus Pool 6 |
| 13 | £800 | Major Special Materials |
| 14 | £1,200 | Spell Gem Focus Pool 7 |
| 15 | £2,000 | You can burn 9 Spell Slots to take three Spellcasting Actions as a single Action |
| 16 | £3,000 | Spell Gem Focus Pool 8 |
| 17 | £5,000 | Impossible Special Materials |
| 18 | £8,000 | Spell Gem Focus Pool 9 |
| 19 | £12,000 | You can burn 16 Spell Slots to take four Spellcasting Actions as a single Action |
| 20 | £20,000 | Spell Gem Focus Pool 10 |

### Golems

Permanently reduce your Nonvolatile Reagent Pool by 1 (“invest a Focus Point”) to create a Golem. Some animated statues are referred to colloquially as golems, but, technically, magically animated creatures are not golems; they are animated objects. Flesh Golems can be crafted by Chirurgeons (though it is unusual) and Clockwork Golems are primarily crafted by Gadgeteers.

You must have Bonded Flesh/Clockwork Golem to create a Golem. If the Golem is destroyed, you can rebuild it with the Focus Point you invested or recover your invested Nonvolatile Reagent Focus Point and start over.

### Prosthetics

Mechanical prosthetics, like a glass eye, a hook in place of a hand, or a peg in place of a leg, cost £1, and can be affixed with a Biology test. They can be enchanted as a weapon or a worn item, including armor (but only covering the applicable hit location). The GM may rule some weapons cannot be incorporated into a prosthetic (e.g., a hand prosthetic Maul would not be effective). You can also include a kit within the prosthetic and enchant the kit, but you generally have to replace the tip of a prosthetic with the applicable tool if the kit has multiple tools; the advantage is primarily that the kit is contained within the prosthetic. You can also enchant a prosthetic as a Dedicated Container, but it must be large enough to serve its purpose.

Clockwork prosthetics require a Flesh Interface and can be affixed with a Biology ([Physiology of patient]) test. Creating a Flesh Interface requires a Biology (Barber/Taxidermist) test; a Flesh Interface costs £5 and must be custom-made. Clockwork prosthetics can be enchanted like mechanical prosthetics and, if enchanted as a kit, allow you to replace the tip with an appropriate tool using an internal mechanism. However, weapons and tools are enchanted independently and incorporated (the prosthetic itself is not enchanted as a weapon or tool); the prosthetic itself can be enchanted as a worn item, including armor.

A limb/organ transplant requires a fresh limb or organ (or a Reanimated dead limb or organ) and a Flesh Interface and can be affixed with a Biology ([Physiology of patient]) test. Reanimating a dead limb or organ (as a “Flesh Prosthetic”) just prior to transplant requires a Biology (Poppeteer/Reanimator) test. Flesh Prosthetics can be enchanted like mechanical prosthetics, but weapons and tools are enchanted independently and incorporated (the prosthetic itself is not enchanted as a weapon or tool); the prosthetic itself can be enchanted as a worn item, including armor.

If you have a Foot Prosthetic and are hit in Location 1, there is a 50% chance your Prosthetic was hit, in which case you take no damage, but your Prosthetic takes 100% of the indicated damage. The same is true for a Hand Prosthetic when you are hit in Location 8. If your Prosthetic is Armored, it takes ½ the indicated damage (and ½ the indicated amount for Reduced Damage to Prosthetic in the table below) with no additional cost or expenditure of Feats required.

|  |  |  |  |
| --- | --- | --- | --- |
| L | Cost | Prosthetic Fundamental Features | Prosthetic Fundamental Features (Leg, Armor Mana Gem) |
| 1 | £3 | Lesser Special Materials | Lesser Special Material |
| 2 | £5 | No Benefit | No Benefit |
| 3 | £8 | Reduced Damage to Prosthetic (80%) | Reduced Damage to Armor (40%) |
| 4 | £12 | No Benefit | Armor Focus Pool 1 |
| 5 | £20 | Moderate Special Materials | Moderate Special Material |
| 6 | £30 | No Benefit | Armor Focus Pool 2 |
| 7 | £50 | Reduced Damage to Prosthetic (60%) | Reduced Damage to Armor (30%) |
| 8 | £80 | No Benefit | Armor Focus Pool 3 |
| 9 | £120 | Greater Special Materials | Greater Special Material |
| 10 | £200 | No Benefit | No Benefit |
| 11 | £300 | Reduced Damage to Prosthetic (40%) | Reduced Damage to Armor (20%) |
| 12 | £500 | No Benefit | Armor Focus Pool 4 |
| 13 | £800 | Major Special Materials | Major Special Material |
| 14 | £1,200 | No Benefit | Armor Focus Pool 5 |
| 15 | £2,000 | Reduced Damage to Prosthetic (20%) | Reduced Damage to Armor (10%) |
| 16 | £3,000 | No Benefit | Armor Focus Pool 6 |
| 17 | £5,000 | Impossible Special Materials | Impossible Special Material |
| 18 | £8,000 | No Benefit | No Benefit |
| 19 | £12,000 | Reduced Damage to Prosthetic (10%) | Reduced Damage to Armor (5%) |
| 20 | £20,000 | No Benefit | Armor Focus Pool 7 |

Most higher-level Prosthetics have Mana Gems that can be Armor, Apparel, or Container (excluding Locations 0 and 9) Mana Gems.

Hand Prosthetics usually have Athletics, Might, Sleight of Hand, or Tinker Mana Gems and Foot Prosthetics usually have Agility, Bulwark, or Hustle Mana Gems. At Levels divisible by 4, instead of gaining no Benefit, you acquire the lowest-level Fundamental Feat of the applicable Mana Gem. For example, a 4th Level Foot Prosthetic with an Agility Mana Gem would gain Incredible Balance.

Arm (including Locations 7 and 8) and Lower Leg (including Locations 1 and 2) are treated as taking up 1 Location for the purpose of determining benefits; they usually have the same Mana Gems as described above for Hand and Foot. At even Levels, instead of gaining no Benefit, you acquire the lowest-level Fundamental Feat of the applicable Mana Gem. For example, a 4th Level Arm Prosthetic with a Athletics Mana Gem would gain Spider Climb and Quality Die (Athletics).

Leg (including Locations 1, 2, and 3) are treated as taking up 1.5 Locations for the purpose of determining benefits. This mostly just matters if you choose an Armor Mana Gem for your Leg Prosthetic, as indicated in the table above.

If both of your arms are Prosthetic, treat both hands as one Location (Location 8) and both arms as one Location (Location 7), which are contiguous and have different Mana Gems. If both of your legs are Prosthetic, treat both feet as one Location (Location 1), both lower legs as one Location (Location 2), and both upper legs as one Location (Location 3), which are contiguous and have different Mana Gems.

Locations 1-3 (Foot, Lower Leg, Upper Leg): If you replace one foot or leg, hits on the relevant location have a 50% chance of striking the prosthetic and a 50% chance of striking your other foot or leg. If you have a prosthetic attached at the knee, it covers contiguous locations 1 and 2 (though still only 50/50 of hitting it). When covering contiguous locations, you can spend a feature to be able to enchant one of the locations as armor that covers both contiguous locations for the cost of armor that would normally cover only one location. If you have a full-leg prosthetic, armor takes 2 features, but at no increased cost. Note: If you replace both feet, that is one hit location and is treated as such; if you replace both legs at the knee, that is two hit locations (1 and 2) and armor costs the full amount for covering two locations, though it still requires that you spend a feature if the limbs are enchanted in some other way (besides armor); and if you replace both legs, that is three hit locations (1-3) and armor costs the full amount for covering three locations and still requires that you spend two features if the limbs are enchanted in two other ways (besides armor) or one feature if the limbs are enchanted in one other way (besides armor).

Locations 4-6 (Groin, Abdomen, Chest): These locations are typically associated with organs, such as the lungs, heart, liver, etc. The torso can also be containerized, allowing you to hide things in it if you use a feature for that purpose. Location 4 is treated as contiguous with Location 3 for the purpose of enchanting as armor only if both legs are fully prosthetic. Location 6 is treated as contiguous with Location 7 for the purpose of enchanting as armor only if both arms are fully prosthetic.

Locations 7-8 (Arm, Hand): If you replace one hand or arm, hits on the relevant location have a 50% chance of striking the prosthetic and a 50% chance of striking your other hand or arm. If you have a prosthetic attached at the shoulder, it covers contiguous locations 7 and 8 (though still only 50/50 of hitting it). When covering contiguous locations, you can spend a feature to be able to enchant one of the locations as armor that covers both contiguous locations for the cost of armor that would normally cover only one location. Note: If you replace both hands, that is one hit location and is treated as such; if you replace both arms at the shoulder, that is two hit locations (7 and 8) and armor costs the full amount for covering two locations, though it still requires that you spend a feature if the limbs are enchanted in some other way (besides armor). A common feature for prosthetic hands is to include a retractable implement, such as a weapon or tool, and as a second feature allow you to ready the item and use it as a single Action or use and stow the item as a single Action. For example, a prosthetic hand can allow you to acquire, as a second feature, “Ready weapon incorporated into your clockwork hand and attack with the weapon or attack with the weapon and retract it.” With a third feature, you can ready, use, and stow the item as a single Action. Other features can provide the hand (with even greater variety if the implements can extend into a prosthetic arm when not in use) with additional implements (or multiple implements with a single additional feature if they are quite similar and can all fit).

Location 0 (Face): A feature can include Low Light Vision (for eyes), Sensitive Nose (for nose), etc. Most sensory organs are treated as replacing Location 0 (Face), which also includes such things as gills (for water breathing), putty face (a feature that makes disguise easier), or the like. Each such feature is treated as part of the Face Prosthetic, so you would need a 3rd Level Clockwork or Flesh Prosthetic, which grants +2 features, to provide both Low Light Vision and Sensitive Nose.

### Tools & Kits

Creatures that use Small/Medium tools generally find it difficult to work on or craft Medium/Large items. A “Lab” is 8 Bulk, but allows you to work on items of your Size in comfort and work on items larger than your Size if necessary. A Small creature needs a “Shop” (64 Bulk) to comfortably work on Large items.

|  |  |  |
| --- | --- | --- |
| Item | Bulk (Weight) | Notes |
| Adventurer’s Kit | 1 (1 Stone) | Includes pretty much any inexpensive item (bedroll, chalk, flint & steel, rope, soap, torches, etc.) |
| Alchemist Lab | 10 (10 Stone) | A universal “kit” for Alchemy, Biology and Philosophy Craft; included in Lesser Holdings (Business)\*\* |
| Basic Formula Book | ¼ (¼ Stone) | Includes all 0-Level Formulae for a Craft Knowledge |
| Crafting Kit, Lesser\* | 1 (1 Stone) | Includes tools and basic materials used for one Material, Artisan, and Applied Science set |
| Crafting Kit, Moderate\* | 2 (2 Stone) | Includes tools and basic materials for one Material and Artisan set; Cost £5 |
| Crafting Kit, Greater\* | 6 (6 Stone) | A universal “kit” for one Artisan set; Cost £50 |
| Crafting Kit, Major\* | 8 (8 Stone) | A universal “kit” for any Craft; Cost £500 |
| Climbing Kit | 1 (1 Stone) | Includes harness, grappling hook, rope, pitons, pickaxe, ice pick, gloves, etc. |
| Detective’s Kit, Moderate\* | ½ (½ Stone) | Includes a fingerprint kit, evidence bags, a magnifying glass, etc. |
| Disguise Kit, Moderate\* | 1 (1 Stone) | Includes some clothing, fake hair, makeup, realistic prosthetics, etc. |
| Fisherman’s Kit | 2 (1 Stone) | Includes large net, small net, knife, fishing rod, fishing tackle, bait, a bucket, etc. |
| Formula Book | ¼ (¼ Stone) | Includes all Formulae you know (and you can add more when you learn them) |
| Healer’s Kit | 1 (1 Stone) | Includes alcohol, bandages, a bone saw, clotting agents, a scalpel, scissors, splints, etc. |
| Lock, Lesser | 0 (0 Stone) |  |
| Lock, Moderate | 0 (0 Stone) | Cost £5 |
| Lock, Greater | 0 (0 Stone) | Cost £50 |
| Lock, Major | 0 (0 Stone) | Cost £500 |
| Makery | 10 (10 Stone) | A universal “kit” for Mechanics Crafts; included in Lesser Holdings (Business)\*\* |
| Manacles, Lesser | ¼ (1 Stone) |  |
| Manacles, Moderate | 0 (¾ Stone) | Cost £10 |
| Manacles, Greater | 0 (½ Stone) | Cost £100 |
| Manacles, Major | 0 (¼ Stone) | Cost £1000 |
| Mariner’s Navigation Kit | 1 (1 Stone) | Includes an astrolabe (mariner’s), periscope, spyglass, charts; included in Lesser Holdings (Business)\*\* |
| Musical Instrument | 1 (1 Stone) | You can obtain simple musical instruments for much cheaper (or even free) |
| Religious Text | ¼ (¼ Stone) | This is the sacred text of your religion (or of someone else’s religion) |
| Repair Kit | 1 (1 Stone) | Very basic tools suitable for repairing most things |
| Spellbook | ¼ (¼ Stone) | Includes all Arcane Spells you know (and you can add more when you learn them) |
| Wand | 0 (0 Stone) | A wand is really just for show unless it is magic |
| Clockwork Windup | 0 (¼ Stone)\*\*\* | Level 1 creature functions as a Minion for 1 encounter; recharge during daily preparation; Cost as Magic Item |
| Clockwork Minion | 6 (48 Stone)\*\*\* | Construct of Level equal to Item Level -4 functions continuously; Cost as Magic Item |

\* If you include components (spices and serving dishes for a Chef’s Kit and jewelry, perfumes for a Barber’s Kit, etc.) in a Moderate or better Kit that are suitable for a Fine Lifestyle, x10 cost; if you include components suitable for an Extravagant Lifestyle, x100 cost. Detective’s Kits have ¼ Encumbrance and Disguise Kits have ½ Encumbrance relative to Crafting Kits.

\*\* Your Lesser Holdings (Business) are assumed to include a Wagon. You can also include an Alchemist Lab, Makery, or Mariner’s Navigation Kit in any Moderate Holdings (often a ship for the Mariner’s Navigation Kit).

\*\*\* Assumes a Windup 2 Sizes smaller than you (Tiny if you are Medium-size) so you can carry it or a Clockwork Minion of your Size. A Small Clockwork Windup or Minion 1 Size smaller than you would be 1 Bulk (4 Stone). (Although primarily made of Greater Density Materials, they are treated as if Moderate Density due to gaps.)

|  |  |  |
| --- | --- | --- |
| L | Cost | Tools/Kits Fundamental Features |
| 1 | £3 | Lesser Special Material |
| 2 | £5 | You are treated as if you have +£0.01 of applicable raw materials per day as long as you have at least some |
| 3 | £8 | Knowledge (one Craft and one Material) |
| 4 | £12 | Favored Craft |
| 5 | £20 | Moderate Special Material |
| 6 | £30 | You are treated as if you have +£0.1 of applicable raw materials per day as long as you have at least some |
| 7 | £50 | Reduced Damage to Tool (80%) |
| 8 | £80 | Favored Craft |
| 9 | £120 | Greater Special Material |
| 10 | £200 | You are treated as if you have +£1 of applicable raw materials per day as long as you have at least some |
| 11 | £300 | Knowledge (2 Craft, 2 Material, or 1 of each) |
| 12 | £500 | Favored Craft |
| 13 | £800 | Major Special Material |
| 14 | £1,200 | You are treated as if you have +£10 of applicable raw materials per day as long as you have at least some |
| 15 | £2,000 | Reduced Damage to Tool (60%) |
| 16 | £3,000 | Favored Craft |
| 17 | £5,000 | Impossible Special Material |
| 18 | £8,000 | You are treated as if you have +£100 of applicable raw materials per day as long as you have at least some |
| 19 | £12,000 | Knowledge (2 Craft, 2 Material, or 1 of each) |
| 20 | £20,000 | Favored Craft |

\* The first Favored Craft is for a Craft associated with the tools. When you gain Favored Craft 2 or higher from Fundamental Feats, you can include the Aesthetics or Artisan Knowledge associated with it (you can switch between these as you gain Fundamental Feats, if you like). The GM may allow you to add another Craft if it would require the same tools and should be generous (it’s magic after all). For Moderate Kits (or Labs/Makery), the Focus Pool is only applicable to the Craft and Elementalism for which the item grants Favored Craft, but you can enchant the same kit multiple times (treating it as multiple different magic items).

## Consumables

Alchemy, Biology, and Mechanics, plus Tinker, can be used to create Alchemical, Biotech, and Mechanical Items. Magical Consumables do not count against your Mana Limit. You can generally only achieve Lesser, Moderate, Greater, or Major Mutagens with Additives if the value of the Mutagen is less than £1.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| L | Minor Consumable | Lesser | Moderate | Greater | Major |
| 1 | £0.2 | £0.3 | £0.5 | £0.8 | £1 |
| 2 | £0.3 | £0.5 | £0.8 | £1.2 | £2 |
| 3 | £0.5 | £0.8 | £1.2 | £2 | £3 |
| 4 | £0.8 | £1.2 | £2 | £3 | £5 |
| 5 | £1.2 | £2 | £3 | £5 | £8 |
| 6 | £2 | £3 | £5 | £8 | £12 |
| 7 | £3 | £5 | £8 | £12 | £20 |
| 8 | £5 | £8 | £12 | £20 | £30 |
| 9 | £8 | £12 | £20 | £30 | £50 |
| 10 | £12 | £20 | £30 | £50 | £80 |
| 11 | £20 | £30 | £50 | £80 | £120 |
| 12 | £30 | £50 | £80 | £120 | £200 |
| 13 | £50 | £80 | £120 | £200 | £300 |
| 14 | £80 | £120 | £200 | £300 | £500 |
| 15 | £120 | £200 | £300 | £500 | £800 |
| 16 | £200 | £300 | £500 | £800 | £1200 |
| 17 | £300 | £500 | £800 | £1200 | £2000 |
| 18 | £500 | £800 | £1200 | £2000 | £3000 |
| 19 | £800 | £1200 | £2000 | £3000 | £5000 |
| 20 | £1200 | £2000 | £3000 | £5000 | £8000 |

### Ammo

Some ammo can be used as a Thrown Weapon, and such weapons are in both the Weapons Table above and the Ammo Table here. Other than for Alchemical Bolts and Bombs, you get 16 pieces of ammo for the indicated weight, if applicable. Cost is usually <£1 but Alchemical Bolts and Grenados cost as much as indicated under Bombs.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ammo** | **Bulk** | **Wt** | **Ammo is for…** | **Notes** |
| Alchemical Bolt | 0 |  | Clockwork Crossbow | Elemental Damage equal to the (Alchemical) Level of the Bolt |
| Alchemical Slug | 0 |  | Slug Thrower | Elemental Damage equal to the (Alchemical) Level of the Slug |
| Arrow | 0 |  | Shortbow or Longbow |  |
| Bolt | 0 |  | Crossbows |  |
| Bolt Clip\* | 0 |  | Clockwork or Repeating Crossbow | Cost is for an empty 4-bolt clip |
| Bullet | 0 | ¼ | Carbine, Derringer, Musket, Revolver, or Sling | Firearm bullets work in Slings, but not vice versa |
| Disc | 0 |  | Clockwork Crossbow | Inflicts Slashing damage |
| Grapeshot | 0 | 1 | Staff Sling |  |
| Grenado | ½ |  | Alchemical Sling | See Bombs for details regarding Grenados |
| Lancea | 0 | ½ | Atlatl |  |
| Pellets | 0 | 1 | Blunderbuss or Clockwork Crossbow | Inflicts Bludgeoning damage |

\* A bolt clip is actually reusable (i.e., not a consumable) but it is listed here because it is relevant to ammo.

Special Materials can grant Bonus Weapon Damage (BWD), even if the ammo inflicts Piercing damage, but not with Alchemical Bolts (though you are still required to use Special Materials for them).

| Material | Ammo | BWD |
| --- | --- | --- |
| Minor | <£1 | 0 |
| Lesser | £1 | 1 |
| Moderate | £8 | 2 |
| Greater | £50 | 3 |
| Major | £300 | 4 |
| Impossible | £2000 | 5 |
| Fanciful | $12,000 | 6 |

Consumables do not normally have a Focus Pool, but Magic Ammo does, though it can only be used if you retrieve it; reduced damage to the arrow can be useful to ensure it is still in good working order when you do. If an Alchemical Bolt (or Alchemical Slug) is magic, add the cost of Ammo (for Magic Item Level) to the cost of the Alchemical Bolt (for Alchemy Item Level); you must add additional alchemical material to an Alchemical Bolt if it is reused.

| L | Ammo | Fundamental Features |  | Elemental Damage |
| --- | --- | --- | --- | --- |
| 1 | £1 | Lesser Special Material |  | 1 |
| 2 | £2 | Weapon Focus Pool 1 |  | 2 |
| 3 | £3 | Reduced Damage to Weapon (40%) |  | 3 |
| 4 | £5 | Weapon Focus Pool 2 |  | 4 |
| 5 | £8 | Moderate Special Material |  | 5 |
| 6 | £12 | Weapon Focus Pool 3 |  | 6 |
| 7 | £20 | Reduced Damage to Weapon (30%) |  | 7 |
| 8 | £30 | Weapon Focus Pool 4 |  | 8 |
| 9 | £50 | Greater Special Material |  | 9 |
| 10 | £80 | Weapon Focus Pool 5 |  | 10 |
| 11 | £120 | Reduced Damage to Weapon (20%) |  | 11 |
| 12 | £200 | Weapon Focus Pool 6 |  | 12 |
| 13 | £300 | Major Special Material |  | 13 |
| 14 | £500 | Weapon Focus Pool 7 |  | 14 |
| 15 | £800 | Reduced Damage to Weapon (10%) |  | 15 |
| 16 | £1200 | Weapon Focus Pool 8 |  | 16 |
| 17 | £2000 | Impossible Special Material |  | 17 |
| 18 | £3000 | Weapon Focus Pool 9 |  | 18 |
| 19 | £5000 | Reduced Damage to Weapon (5%) |  | 19 |
| 20 | £8000 | Weapon Focus Pool 10 |  | 20 |

When a Weapon Focus Pool is active, a Focus Point will be spent automatically when an attack hits but does not penetrate Hardness and damage (including DH) x5 would result in damage. If damage x5 would get through, damage that gets past Target’s Hardness cannot exceed maximum weapon damage (without the x5 multiple). If the ammo is also Alchemical, the Energy Damage is applied after maximum weapon damage.

### Bombs

You must have the relevant Elementalism Knowledge, indicated in square brackets, to craft a bomb. You can lobby your GM to include a Physiology skill as the relevant Knowledge if you have a component from a creature that seems applicable.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Minor | Damage | Splash |  | Lesser | Damage | Splash |  | Moderate | Damage | Splash |  | Greater | Damage | Splash |
| 1 | £0.2 | 10 | 0 |  | £0.3 | 10 | 1 |  | £0.5 | 10 | 2 |  | £0.8 | 10 | 4 |
| 2 | £0.3 | 10 | 1 |  | £0.5 | 10 | 2 |  | £0.8 | 10 | 4 |  | £1.2 | 10 | 8 |
| 4 | £0.8 | 10 | 2 |  | £1.2 | 10 | 4 |  | £2 | 10 | 8 |  | £3 | 20 | 1 |
| 6 | £2 | 10 | 4 |  | £3 | 10 | 8 |  | £5 | 20 | 1 |  | £8 | 20 | 2 |
| 8 | £5 | 10 | 8 |  | £8 | 20 | 1 |  | £12 | 20 | 2 |  | £20 | 20 | 4 |
| 10 | £12 | 20 | 1 |  | £20 | 20 | 2 |  | £30 | 20 | 4 |  | £50 | 20 | 8 |
| 12 | £30 | 20 | 2 |  | £50 | 20 | 4 |  | £80 | 20 | 8 |  | £120 | 30 | 2 |
| 14 | £80 | 20 | 4 |  | £120 | 20 | 8 |  | £200 | 30 | 2 |  | £300 | 30 | 4 |
| 16 | £200 | 20 | 8 |  | £300 | 30 | 2 |  | £500 | 30 | 4 |  | £800 | 30 | 8 |
| 18 | £500 | 30 | 2 |  | £800 | 30 | 4 |  | £1200 | 30 | 8 |  | £2000 | 40 | 4 |
| 20 | £1200 | 30 | 4 |  | £2000 | 30 | 8 |  | £3000 | 40 | 4 |  | £5000 | 40 | 8 |

|  |  |  |  |
| --- | --- | --- | --- |
| L | Major | Damage | Splash |
| 1 | £1.2 | 10 | 8 |
| 2 | £2 | 20 | 1 |
| 4 | £5 | 20 | 2 |
| 6 | £12 | 20 | 4 |
| 8 | £30 | 20 | 8 |
| 10 | £80 | 30 | 2 |
| 12 | £200 | 30 | 4 |
| 14 | £500 | 30 | 8 |
| 16 | £1200 | 40 | 4 |
| 18 | £3000 | 40 | 8 |
| 20 | £8000 | 50 | 8 |

For Gas Grenados and Mulligans that cause a Severe Elemental Effect in an area; Splash is the number of Squares that effect extends (up, down, and all around).

For Caustic and Incendiary Grenados and Mulligans that do not cause a Severe Elemental Effect in an area, Splash indicates the number of simultaneous hit locations of Target that are hit. In general, the hit locations are contiguous, but see the table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Hit Location | Splash 1 | Splash 2 | Splash 4 | Splash 8 |
| 1 | Ground\*, 2 | Rear Cone 1\*\*, Ground\*, 2, 3 | Rear Fan 2\*\*\*, Ground\*, 2-5 | Rear Fan 4\*\*\*, Ground\*, 2-6 |
| 2 | 1, 3 | Ground\*, 1, 3, 4 | Rear Fan 1\*\*\*, Ground\*, 1, 3-6 | Rear Fan 3\*\*\*, Ground\*, 1, 3-8 |
| 3 | 2, 4 | 1, 2, 4, 5 | Rear Cone 1\*\*, Ground\*, 1, 2, 4-7 | Rear Fan 2\*\*\*, Ground\*, 1, 2, 4-9, 0 |
| 4 | 3, 5 | 2, 3, 5, 6 | Ground\*, 1-3, 5, 6, 9, 0 | Rear Fan 2\*\*\*, Ground\*, 1-3, 5-9, 0 |
| 5 | 4, 6 | 3, 4, 6, 9 | 1-4, 6-7, 9, 0 | Side-Oblique 2\*\* (both sides), Ground\*, 1-4, 6-9, 0 |
| 6 | 5, 7 | 4, 5, 7, 0 | 1-5, 7, 9, 0 | Side-Oblique 2\*\* (both sides), Ground\*, 1-5, 7-9, 0 |
| 7 | 6, 8 | 5, 6, 8, Oblique\* | 3-6, 8, Rear-Oblique Cone 2\*\* | 1-6, 8, Rear-Oblique Cone 3\*\* |
| 8 | 7, Oblique\* | 6, 7, Oblique Cone 1\*\* | 4-6, 8, Side-Oblique Cone 2\*\* | 1-7, Side-Oblique Cone 3\*\* |
| 9 | 5, 0 | 5, 6, 0, Behind\* | 5-8, 0, Rear Cone 3\*\* | 1-8, 0, Rear Cone 4\*\* |
| 0 | 6, 0 | 5, 6, 9, Behind\* | 5-8, 9, Rear Cone 3\*\* | 1-8, 9, Rear Cone 4\*\* |

\* Ground sets the Square on fire, covers it with acid, or whatever other effect is applicable. Set the Timer as indicated and if any creature enters the square, they get the current Timer if more than 0, and take damage (Hit Location 1) when it ticks down until it reaches 0. Behind is similar to Ground, but the square behind Target is covered. Oblique is similar to Ground, but an adjacent Square at a diagonal (not directly behind Target) is covered as described for Ground; Target can choose whether it falls left or right behind them and, if using a shield and the shield is on the side they choose, Target’s shield is hit instead of Hit Location 8.

\*\* Rear Cone means a Cone centered on but not including Target’s square and extending to behind (relative to the direction from which the Bomb came) are covered as described for Ground. Oblique Cone means a Cone centered on but not including Target’s square and extending to the left or right (Target’s choice) behind Target are covered as described for Ground and shield use as described for Oblique. “Rear-Oblique” means the first squares of the Cone are behind Target and adjacent to that square and Target; “Side-Oblique” means the first squares of the Cone are to Target’s left or right and adjacent to that square and Target.

\*\*\* A Rear Fan extends to the 3 squares behind Target and all squares adjacent to those 3 squares but behind those squares.

Grenados can be carried in a bandolier for easy access, but if you score a Critical Hit on a Hit Location that includes a Grenado, you can choose to inflict double damage as normal or inflict normal damage and rupture the Grenado. Grenadiers often carry inert Grenados and use and Reagents to activate them just prior to throwing them, though Incendiary Grenados cannot be made completely inert (you can Intensify a cocktail to make it a phosphorous/quicklime variant or Intensify liquid fire to make it a dragon fire variant just before use).

**Fragmentation Grenado [Explosives]** Fragmentation Grenados are filled with Black Powder and bits of (usually) metal that act as shrapnel when the Grenado explodes. Black Powder and the Fragmentation Grenado Housing have separate Formulae; and you can use the Black Powder Formula for creating Ammo for Firearms. If you target a Fragmentation Grenado, e.g., on a bandolier, the Grenado only explodes if you inflict Heat or Fire damage; Black Powder is relatively insensitive to shock and friction. Roll 10d20 per Bomb Damage for Hit Locations (11-20 misses) and inflict 10% Bomb Damage as Piercing (but use Bludgeoning for Size-related DR if worse) Damage at each Hit Location, with multiple hits being cumulative for the purpose of bypassing Hardness; reduce the number of d10s by 1 per Bomb Damage/10 Squares away from Target Square. Note: You normally need to get behind cover when you throw a Fragmentation Grenado to be completely out of danger.

**Fluid (aka Caustic and/or Incendiary) Grenado [Artisan (Chemist, Liquid)]** Each chemical has a different Formula, but the Incendiary Grenado Formula works with all of them.

Caustic Grenados are filled with Acid or Antacid, which are equivalent but cancel the damage of one another. A Caustic Grenado inflicts 10% of Bomb Damage per Hit Location, cumulative for the purpose of bypassing Hardness, until the end of the encounter (1 minute). You need Alchemy (Acid) to create the payload for a Caustic Grenado.

Incendiary Grenados have a chemical that bursts into flame upon impact. The “cocktail” variant of an Incendiary Grenado requires a fuse that is ignited prior to throwing, and the cocktail burns out relatively quickly (Timer 4; no damage at Timer 4, but cumulative 10% Bomb Damage per tick from 3 to 0, so 40% Bomb Damage at tick 0). You need Thermodynamics (Heat) to create the payload for an Incendiary Grenado (including a Cocktail).

The “phosphorous” variant does not require a fuse because it includes phosphorous or some other material that ignites when exposed to air. A “quicklime” variant ignites when exposed to water. An Alchemist can infuse a cocktail to turn it into a Phosphorous Incendiary Grenado. Phosphorous Incendiary Grenados require Explosives Knowledge.

The “liquid fire” variant includes a substance, such as crude oil, that prevents the payload from evaporating quickly and allowing the fire to burn longer but slower. It inflicts no damage when it hits, but 10% Bomb Damage per Hit Location, cumulative for the purpose of bypassing Hardness, until the end of the encounter (1 minute). Liquid Fire Grenados require Polymer Knowledge.

The “dragon fire” variant has the effects of both phosphorous and liquid fire.

**Gas Grenado [Artisan (Chemist, Gas)]** Gas Grenados have a toxic or nontoxic chemical. Each type of chemical is a different Formula, but the Gas Grenado Formula works with any of them.

The most basic of Gas Grenados is a Smoke Grenado, which forms an optical barrier. You can create a Stink Bomb (Grenado) that forms a chemical barrier to hide odor behind a pungent stench, but with Chemistry (Aromachology), you can hide odors without making it obvious you are doing so; a Tear Gas Grenado combines Smoke Grenado and Stink Bomb.

You need Alchemy (Toxins) to create Poison Gas Grenado. You need Biology (Pathogens) to create Blight Bombs. Diseases and Poisons are described in more detail under Pharmacological Consumables.

You need Alchemy (Acid) to create a Mustard Gas Grenado, which is similar to a Caustic Grenado, but the payload is dispersed in a cloud.

You need Thermodynamics (Heat) to create an Incendiary Cloud Grenado, which is similar to an Incendiary Grenado, but the payload is dispersed in a cloud. (You cannot create Phosphorous, Quick Lime, Liquid Fire, or Dragon Fire Incendiary Cloud Grenados.)

**Mulligan, Ceramic (aka Petrification Powder) [Materials Science (Ceramics)]** When Target is hit by Petrification Powder, determine Hit Locations using the Hit Location Table above and set Petrification Timer 10. When the Timer is at 9, 8, …, 1, or 0, inflict 10% Bomb Damage as Petrification “damage,” after which the petrification powder loses its potency. Petrification “damage” is cumulative on organic armor (armor other than Earth, including metal, stone, crystal, and glass); once cumulative damage is sufficient to get past Hardness, ignore Hardness for successive damage on both Target and Target’s armor; armor is partially turned to stone when Hardness is penetrated and fully turns to stone when it reaches the Break Threshold (BT). If Target blocks with a shield, Bomb Damage is applied to the shield, but not Target. If Target is hit with additional petrification effects while a Petrification Timer is ongoing (including if at 0), the additional petrification effects continue to ignore Hardness that has been bypassed. Damage to any of Hit Location 1, 2, or 3 causes “damage” to one limb (50/50 right or left leg); damage to any of Hit Location 4, 5, or 6 causes “damage” to the torso; damage to either Hit Location 7 or 8 causes “damage” to one limb (50/50 right or left arm); damage to either Hit Location 9 or 0 causes “damage” to the head. The effects of taking Petrification “damage” of at least equal to Level are as indicated in this table (and when the condition(s) are gained, reduce current Petrification “damage” by Level):

|  |  |  |
| --- | --- | --- |
| Location | Effect | Petrification |
| 1, 2, 3 | Permanent Hobbled +1 | STR or DEX -5 (one leg petrified), STR or DEX -10 (petrified\*\*) |
| 4, 5, 6 | Permanent Enfeebled +1 | STR -10 (petrified\*\*) |
| 7, 8 | Permanent Clumsy +1 and Enfeebled +1 effects only tests that use the arms | STR or DEX -5 (one arm petrified), STR or DEX -10 (petrified\*\*) |
| 9, 0 | Permanent Blindness, Deafness, and Hyposmia +1 | Any condition 10 (petrified\*\*) |

\* If both arms, both legs, or your torso or head become petrified, the rest of your body becomes petrified, as well.

Anti-Petrification Salve counters Petrification (but not ongoing Petrification “damage”); it increases the relevant condition(s) by 1 per 10 “damage” it “inflicts” over the course of 4 turns (at the same rate as Petrification Powder causes damage) including permanent conditions.

**Mulligan, Cold (aka Coldsnap) [Thermodynamics (Cold)]** Severe Cold in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Cold is cumulative with current Severe Cold in an area. Severe Heat cancels Severe Cold. Anything susceptible to damage from cold equivalent to -150º C can take damage as described below for Target; and substances that don’t take damage may still freeze or condense.

When Target first enters (or is put into) Severe Cold, record Severe Cold rating as Persistent Cold Damage for Target and start a Cold Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Cold Damage equal to Persistent Cold Damage, the Timer is reset to 3, and Persistent Cold Damage is reduced ½ unless in an area with Severe Cold, in which case set Persistent Cold Damage to the area’s Severe Cold rating (but Persistent Cold Damage cannot be reduced by more than ½). When 1 hp of cumulative Provisional Cold Damage per Target Level has been sustained, reduce cumulative Provisional Cold Damage by Target Level and Target gains Clumsy +1 and Drained +1.

**Mulligan, Darkness (aka Inkstone) [Optics (Darkness)]** Severe Darkness in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Darkness is cumulative with current Severe Darkness in an area. Severe Radiance cancels Severe Darkness. Severe Darkness is an optical barrier, applying -5 Result to optical tests per square an electromagnetic wave must pass through the area.

When Target first enters (or is put into) Severe Darkness, record Severe Darkness rating as Persistent Blindness Damage for Target and start a Blindness Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Blindness Damage equal to Persistent Blindness Damage, the Timer is reset to 3, and Persistent Blindness Damage is reduced ½ unless in an area with Severe Darkness, in which case set Persistent Blindness Damage to the area’s Severe Darkness rating (but Persistent Blindness Damage cannot be reduced by more than ½). When 1 point of cumulative Provisional Blindness Damage per Target Level has been sustained, reduce cumulative Provisional Blindness Damage by Target Level, Target takes Psychological damage equal to Target’s Level, and Target gains Blindness +1, which does not decrease while in an area of Severe Darkness. If Target has 0 ep, Target does not continue to take Nonlethal damage, but gains Permanent Blindness +1 instead of Blindness +1.

**Mulligan, Desiccation (aka Drydust) [Negation (Desiccation)]** Severe Desiccation in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Desiccation is cumulative with current Severe Desiccation in an area. Elemental Water cancels Severe Desiccation. Drydust specifically targets living things; it does not destroy water in the effected area if not inside a living creature. A hermetically sealed suit does not protect from (Elemental) Desiccation.

When Target first enters (or is put into) Severe Desiccation, record Severe Desiccation rating as Persistent Desiccation Damage for Target and start a Desiccation Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Desiccation Damage equal to Persistent Desiccation Damage, the Timer is reset to 3, and Persistent Desiccation Damage is reduced ½ unless in an area with Severe Desiccation, in which case set Persistent Desiccation Damage to the area’s Severe Desiccation rating (but Persistent Desiccation Damage cannot be reduced by more than ½). When 1 point of cumulative Provisional Desiccation Damage per Target Level has been sustained, reduce cumulative Provisional Desiccation Damage by Target Level and Target gains Oblivious +1 and Drained +1, but Oblivious does not effect PER-based tests that rely on auditory stimuli, nor spellcasting tests.

**Mulligan, Disintegration (aka Disintegration Grenade) [Negation (Disintegration)]** Severe Corrosion in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Corrosion is cumulative with current Severe Corrosion in an area. Elemental Earth cancels Severe Corrosion.

When Target first enters (or is put into) Severe Corrosion, record Severe Corrosion rating as Persistent Disintegration Damage for Target and start a Disintegration Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Disintegration Damage equal to Persistent Disintegration Damage, the Timer is reset to 3, and Persistent Disintegration Damage is reduced ½ unless in an area with Severe Corrosion, in which case set Persistent Disintegration Damage to the area’s Severe Corrosion rating (but Persistent Disintegration Damage cannot be reduced by more than ½). When 1 hp of cumulative Provisional Disintegration Damage per Target Level has been sustained, reduce cumulative Provisional Disintegration Damage by Target Level and Target gains Repugnant +1 and Drained +1, but Repugnant does not effect CHA-based tests for which attractiveness doesn’t matter, nor spellcasting tests.

**Mulligan, Dyspnea (aka Death Powder) [Negation (Dyspnea)]** Severe Dyspnea in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Dyspnea is cumulative with current Severe Dyspnea in an area. Elemental Air cancels Severe Dyspnea. Death powder specifically targets living things; it does not destroy air in the effected area if not inside a living creature. A hermetically sealed suit does not protect from (Elemental) Dyspnea.

When Target first enters (or is put into) Severe Dyspnea, record Severe Dyspnea rating as Persistent Dyspnea Damage for Target and start a Dyspnea Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Dyspnea Damage equal to Persistent Dyspnea Damage, the Timer is reset to 3, and Persistent Dyspnea Damage is reduced ½ unless in an area with Severe Dyspnea, in which case set Persistent Dyspnea Damage to the area’s Severe Dyspnea rating (but Persistent Dyspnea Damage cannot be reduced by more than ½). When 1 point of cumulative Provisional Dyspnea Damage per Target Level has been sustained, reduce cumulative Provisional Dyspnea Damage by Target Level and Target gains Enfeebled +1 and Nervous +1. If effective hp are already 0 or if reduced to 0 due to the Enfeebled condition, reduce Enfeebled by 1 and gain Drained +1. If effective ep are already 0 or if reduced to 0 due to the Nervous condition, reduce Nervous by 1 and gain Traumatized +1.

**Mulligan, Electrification (aka Static) [Electromagnetism (Electricity)]** Severe Electrification in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Electrification is cumulative with current Severe Electrification in an area. Severe Lode cancels Severe Electrification.

When Target first enters (or is put into) Severe Electrification, record Severe Electrification rating as Persistent Shock Damage for Target and start a Shock Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Shock Damage equal to Persistent Shock Damage, the Timer is reset to 3, and Persistent Shock Damage is reduced ½ unless in an area with Severe Electrification, in which case set Persistent Shock Damage to the area’s Severe Electrification rating (but Persistent Shock Damage cannot be reduced by more than ½). When 1 hp of cumulative Provisional Shock Damage per Target Level has been sustained, reduce cumulative Provisional Shock Damage by Target Level and Target gains Clumsy +1 and Drained +1.

**Mulligan, Glass (aka Glass Jelly) [Materials Science (Glass)]** The Blast Area is a surface of a square, rather than the (three-dimensional) square itself. The thickness of the glass jelly is only ¾ inch (assuming Medium size), but for each increase in Splash Radius, the glass jelly foams out to greater thickness, 1.5 inches for Splash 1, 3 inches for Splash 2, 6 inches for Splash 4, and 1/5 Square for Splash 8. Glass jelly is permanent.

Any creature in the square when glass jelly strikes the ground must immediately and successfully Bulwark (Trudge) once on their next turn before they can move normally again. (Because the glass jelly solidifies, any creature that enters later can walk on it without penalty, though it is smooth so it can be made slippery with oil or grease.) A successful Agility (Dodge) means Target jumped up and landed on the glass jelly after it had already solidified. The difficulty of the Bulwark (Trudge) test depends upon the Thickness: Lesser for ¾ inch, Moderate for 1.5 inches, Greater for 3 inches, Major for 6 inches, and Impossible for 1/5 Square. Decrease difficulty by 2 degrees per Size of Target greater than you and increase difficulty by 2 degrees per Size of Target smaller than you. The glass jelly has Hardness equal to Bomb Damage/10 and HP equal to Thickness (3/4 for ¾ inch, 1.5 for 1.5 inches, 3 for 3 inches, 6 for 6 inches, 12 for 1/5 Square) x Bomb Damage/10 and BT equal to half of that, drop fractions for both Hardness and HP (BT).

**Mulligan, Green Energy (aka Fairy Flask) [Planetology (Ecology)]** Severe Green Energy in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Green Energy is cumulative with current Severe Green Energy in an area. Severe Consecration and Severe Desecration cancel Severe Green Energy. Green Energy inflicts ep damage. It heals Fey (though they still take the ep damage).

When Target first enters (or is put into) Severe Green Energy, record Severe Green Energy rating as Persistent Green Damage for Target and start a Green Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Green Damage equal to Persistent Green Damage, the Timer is reset to 3, and Persistent Green Damage is reduced ½ unless in an area with Severe Green Energy, in which case set Persistent Green Damage to the area’s Severe Green Energy rating (but Persistent Green Damage cannot be reduced by more than ½). When 1 point of cumulative Provisional Green Damage per Target Level has been sustained, reduce cumulative Provisional Green Damage by Target Level, target takes Psychological damage equal to Target Level, and, if an outerplanar avatic or Undead, Target gains Nervous +1 and Drained +1.

**Mulligan, Heat (aka Heatwave) [Thermodynamics (Heat)]** Severe Heat in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Heat is cumulative with current Severe Heat in an area. Severe Cold cancels Severe Heat. Anything susceptible to damage from heat equivalent to boiling water can take damage as described below for Target; and substances that don’t take damage may still melt or evaporate.

When Target first enters (or is put into) Severe Heat, record Severe Heat rating as Persistent Heat Damage for Target and start a Heat Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Heat Damage equal to Persistent Heat Damage, the Timer is reset to 3, and Persistent Heat Damage is reduced ½ unless in an area with Severe Heat, in which case set Persistent Heat Damage to the area’s Severe Heat rating (but Persistent Heat Damage cannot be reduced by more than ½). When 1 hp of cumulative Provisional Heat Damage per Target Level has been sustained, reduce cumulative Provisional Heat Damage by Target Level and Target gains Befuddled +1 and Drained +1.

**Mulligan, Lode (aka Lodestone) [Electromagnetism (Lode)]** Severe Lode in Blast Area with a rating equal to Bomb Damage/10. You must decide, when you craft the consumable, whether the Lode is Positive or Negative. Additional Severe Positive Lode is cumulative with current Severe Positive Lode in an area and additional Severe Negative Lode is cumulative with current Severe Negative Lode in an area. Severe Electrification cancels Severe Lode and Severe Positive Lode cancels Severe Negative Lode.

All metal (other than Adamantium and Numerian Steel) gains Forced Movement equal to Severe Lode rating toward the center of a Severe Positive Lode area or away from the center of a Severe Negative Lode area. Increase Forced Movement by 200% for objects made entirely of an applicable metal. Use the indicated Forced Movement for objects that are about half nonmetallic by weight. Cut Forced Movement in half for each halving of the ratio (e.g., ½ Forced Movement if object is about ¼ nonmetallic by weight, ¼ Forced Movement if object is about ⅛ nonmetallic by weight, …. Attended objects are treated as “part of” creatures that have them. Creatures are assumed to be 10 Stone each, so if a creature has 10 Stone of applicable metal, the creature would gain Forced Movement equal to Severe Lode rating. If an item is in-hand, you can let it go.

If the center is above Target, Forced Movement 6 from Positive Lode renders Target weightless, Forced Movement 7 or higher begins to lift Target, and Forced Movement 12 treats Target as if gravity has been reversed; and Target cannot generally use Counteractive Movement when rendered weightless unless they use Athletics (Hold On).

**Mulligan, Metal (aka Metalstorm) [Materials Science (Metal)]** Metalstorm in Blast Area with a rating equal to Bomb Damage/10 that lasts until the end of the encounter. You must decide, when you craft the consumable, whether the Metalstorm is a weaker variant of Metalstorm, the Truesteel Tempest, Orichalcum Cloud, or Ironstorm. With Metalstorm, Targets in the Blast Area take damage to any Hit Location not covered by Adamantium or Numerian Steel; Hit Locations covered with Mithril or Truesteel are also immune to a Truesteel Tempest and Hit Locations covered with Orichalcum or Atlantean Steel are also immune to an Orichalcum Cloud; Hit Locations covered with any kind of metal are immune to an Ironstorm. Damage is Piercing. If Target has a fractional amount of damage to a Hit Location while not in the Blast Area at the start of their turn, the fractional damage is dropped, but it is kept until it reaches an integer amount if Target remains in the Blast Area.

**Mulligan, Negative Energy (aka Unholy Water\*) [Negation (Negative Energy)]** Severe Desecration in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Desecration is cumulative with current Severe Desecration in an area. Severe Consecration and Severe Ectoplasmic Energy cancel Severe Desecration. Negative Energy inflicts ep damage. It heals Undead with the Negative Healing trait (though they still take the ep damage).

When Target first enters (or is put into) Severe Desecration, record Severe Desecration rating as Persistent Negative Damage for Target and start a Negative Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Negative Damage equal to Persistent Negative Damage, the Timer is reset to 3, and Persistent Negative Damage is reduced ½ unless in an area with Severe Desecration, in which case set Persistent Negative Damage to the area’s Severe Desecration rating (but Persistent Negative Damage cannot be reduced by more than ½). When 1 point of cumulative Provisional Negative Damage per Target Level has been sustained, reduce cumulative Provisional Negative Damage by Target Level, target takes Psychological damage equal to Target Level, and, unless Undead, Target gains Nervous +1 and Drained +1.

\* Unholy Water does not have the Unholy (Evil Alignment-related) trait. “Unholy Water” is simply the colloquialism used for the consumable.

**Mulligan, Polymer (aka Tanglefoot Bag) [Materials Science (Polymers)]** Severe Entanglement in Blast Area with a rating equal to Bomb Damage/10. Targets in the Blast Area take Entanglement “damage” equal to Bomb Damage, not to exceed 12. When damage reaches at least 1, it acts as a Restraint of the following degree:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Damage | Restraint |  | Damage | Restraint |  | Damage | Restraint |
| 1 | Minor |  | 6 | Greater |  | 10 | Impossible |
| 2 | Lesser |  | 8 | Major |  | 12 | Fanciful |
| 4 | Moderate |  |  |  |  |  |  |

If Target successfully uses Bulwark (Brute Force) or leaves the area, cumulative “damage” is reduced to 0. Acid, Cold, and Heat all counter Severe Entanglement by making the strands melt or become brittle and break.

**Mulligan, Positive Energy (aka Holy Water\*) [Mysticism (Positive Energy)]** Severe Consecration in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Consecration is cumulative with current Severe Consecration in an area. Severe Desecration and Severe Ectoplasmic Energy cancel Severe Consecration. Positive Energy inflicts ep damage. It has no effect on things that are not alive (including Spirits but excluding Undead of all kinds) and heals Avatics with the Positive Healing trait (though they still take the ep damage).

When Target first enters (or is put into) Severe Consecration, record Severe Consecration rating as Persistent Positive Damage for Target and start a Positive Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Positive Damage equal to Persistent Positive Damage, the Timer is reset to 3, and Persistent Positive Damage is reduced ½ unless in an area with Severe Consecration, in which case set Persistent Positive Damage to the area’s Severe Consecration rating (but Persistent Positive Damage cannot be reduced by more than ½). When 1 point of cumulative Provisional Positive Damage per Target Level has been sustained, reduce cumulative Provisional Positive Damage by Target Level, target takes Psychological damage equal to Target Level, and, if Fey or Undead, Target gains Nervous +1 and Drained +1.

\* Holy Water does not have the Holy (Good Alignment-related) trait. “Holy Water” is simply the colloquialism used for the consumable.

**Mulligan, Radiance (aka Sunstone) [Optics (Radiance)]** Severe Radiance in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Radiance is cumulative with current Severe Radiance in an area. Severe Darkness cancels Severe Radiance. Severe Radiance is an optical barrier, causing -5 Result to optical tests per square an electromagnetic wave must pass through the area. However, Severe Radiance also illuminates the surrounding area and seeing through the surrounding area is at no penalty (it’s treated as normal light). Treat the area of Severe Radiance as a Light Source of a degree equal to the Sunstone’s degree+2. For example, a Moderate Sunstone would create Severe Radiance that illuminates in a radius as a Major Light Source. See Recon, Optical.

When Target first enters (or is put into) Severe Radiance, record Severe Radiance rating as Persistent Blindness Damage for Target and start a Blindness Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Blindness Damage equal to Persistent Blindness Damage, the Timer is reset to 3, and Persistent Blindness Damage is reduced ½ unless in an area with Severe Radiance, in which case set Persistent Blindness Damage to the area’s Severe Radiance rating (but Persistent Blindness Damage cannot be reduced by more than ½). When 1 hp of cumulative Provisional Blindness Damage per Target Level has been sustained, reduce cumulative Provisional Blindness Damage by Target Level, Target takes Lethal damage equal to Target’s Level, and Target gains Blindness +1, which does not decrease while in an area of Severe Radiance. If Target has Blindness 5, each additional Blindness +1 causes Permanent Blindness +1 (and Target continues to take lethal damage).

**Mulligan, Silence (aka Hush) [Acoustics (Silence)]** Severe Silence in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Silence is cumulative with current Severe Silence in an area. Severe Vibration cancels Severe Silence. Severe Silence is an auditory barrier, causing -5 Result to auditory tests per square a sound or vibration must pass through the area.

When Target first enters (or is put into) Severe Silence, record Severe Silence rating as Persistent Deafness Damage for Target and start a Deafness Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Deafness Damage equal to Persistent Deafness Damage, the Timer is reset to 3, and Persistent Deafness Damage is reduced ½ unless in an area with Severe Silence, in which case set Persistent Deafness Damage to the area’s Severe Silence rating (but Persistent Deafness Damage cannot be reduced by more than ½). When 1 ep of cumulative Provisional Deafness Damage per Target Level has been sustained, reduce cumulative Provisional Deafness Damage by Target Level, Target takes Psychological damage equal to Target’s Level, and Target gains Deafness +1, which does not decrease while in an area of Severe Silence. If Target has 0 ep, Target does not continue to take Nonlethal damage, but gains Permanent Deafness +1 instead of Deafness +1.

**Mulligan, Sonic (aka Quake) [Acoustics (Sonic)]** Severe Vibration in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Vibration is cumulative with current Severe Vibration in an area. Severe Silence cancels Severe Vibration. Severe Vibration acts as Ambient 1 per rating.

When Target first enters (or is put into) Severe Vibration, record Severe Vibration rating as Persistent Deafness Damage for Target and start a Deafness Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Deafness Damage equal to Persistent Deafness Damage, the Timer is reset to 3, and Persistent Deafness Damage is reduced ½ unless in an area with Severe Vibration, in which case set Persistent Deafness Damage to the area’s Severe Vibration rating (but Persistent Deafness Damage cannot be reduced by more than ½). When 1 hp of cumulative Provisional Deafness Damage per Target Level has been sustained, reduce cumulative Provisional Deafness Damage by Target Level, Target takes Lethal damage equal to Target’s Level, and Target gains Deafness +1, which does not decrease while in an area of Severe Silence. If Target has Deafness 5, each additional Deafness +1 causes Permanent Deafness +1 (and target continues to take lethal damage).

**Mulligan, Spirit Energy (aka Angry Ghost) [Mysticism (Spirit Energy)]** Severe Spiritual Energy in Blast Area with a rating equal to Bomb Damage/10. Additional Severe Spiritual Energy is cumulative with current Severe Spiritual Energy in an area. Severe Consecration and Severe Desecration cancel Severe Spiritual Energy. Spirit Energy inflicts ep damage. It heals Spirits (though they still take the ep damage).

When Target first enters (or is put into) Severe Spiritual Energy, record Severe Spiritual Energy rating as Persistent Spiritual Damage for Target and start a Spirit Timer 3, which is reduced by 1 at the start of each pass. On a turn in which the Timer has been reduced to 0, Target takes Provisional Spiritual Damage equal to Persistent Spiritual Damage, the Timer is reset to 3, and Persistent Spiritual Damage is reduced ½ unless in an area with Severe Spiritual Energy, in which case set Persistent Spiritual Damage to the area’s Severe Spiritual Energy rating (but Persistent Spiritual Damage cannot be reduced by more than ½). When 1 point of cumulative Provisional Spiritual Damage per Target Level has been sustained, reduce cumulative Provisional Spiritual Damage by Target Level, target takes Psychological damage equal to Target Level, and, if an outerplanar avatic or Undead, Target gains Nervous +1 and Drained +1.

\* Unholy Water does not have the Unholy (Evil Alignment-related) trait. “Unholy Water” is simply the colloquialism used for the consumable.

### Mutagens

Mutagens (Addictive, Consumable, Pharmacological, Mutagen, Polymorph) are held in one hand and have L Bulk; it takes an Interaction to use one. Unless otherwise indicated, a Mutagen lasts until the end of the encounter. Because Mutagens have some serious flaws, they are sometimes referred to by an alternative, more derogatory name. After consuming a Mutagen, set a Mutation Timer 3; the Mutagen takes effect when the Mutation Timer reaches 0. If a Mutagen is crafted without using Aesthetics (Culinary), Target gains Sickened 3 when drinking it. Mutagens generally last until the end of the encounter.

Mutagens are addictive. You gain the lowest-level Flaw (usually 3 Attributes -1 or Weakness 3) at Addiction ([Mutagen]) 10 when not under the influence of the Mutagen, the second lowest-level Flaw at Addiction 100, the third lowest-level Flaw at Addiction 1000, and so forth.

**Additive, Mutagen**: You must normally create a Consumable and Additive at the same time, but Additives can be added after the fact using Reagents. You must learn a different Additive Formula for each Mutagen Formula.

Counteractivity: Your Mutagen can be canceled with a catalyst (e.g., by drinking alcohol, exposure to sunlight, etc.).

Encapsulation: The Mutagen does not take effect for up to 16 days (chosen when crafted) unless triggered by a catalyst, which you can designate.

Extended Duration: The effects of the Mutagen last for an Intermission, but Addiction is doubled. For 2 Additives, effects last for a Downtime Action, but Addiction is quadrupled.

Highly Modified [PREREQ: 2 Additives]: You can add 2 more additives for the cost of 1. For 2 Additives, you can add 4 more additives to a Mutagen that already has 4 (not including Highly Modified).

Hybrid: You can mix Mutagens to deliver the full effect of each. This additive is essentially a second Mutagen, but you cannot normally just mix two Mutagens together. You apply the Flaws and increase your Addiction rating for each Mutagen.

Less Addictive: You can reduce Addiction by 1 per Additive.

Reduced Flaws: You can reduce a Flaw by 1 per Additive.

Untapped Reservoir [PREREQ: 8th Level Mutagen]: With an Attribute Enhancement Mutagen, if you have the maximum rating for your Level in the Attribute, you gain Extraordinary Attribute (+1 to the Attribute and it can exceed the normal Maximum for your Level). For 2 Additives (12th or higher Level Mutagen), Extraordinary Attribute 2 if you have maximum rating for your Level in the Attribute. For 3 Additives (16th Level or higher Mutagen), Extraordinary Attribute 3 if you have maximum rating for your Level in the Attribute. For 4 Additives (20th Level Mutagen), Extraordinary Attribute 4 if you have maximum rating for your Level in the Attribute. Untapped Reservoir provides no additional benefit if your Attribute is not at its maximum rating.

#### Attribute Enhancement Mutagens

Attribute Enhancement Mutagens increase one Attribute (the “Boost”), which cannot exceed the maximum for your Level (but see the Untapped Reservoir Additive) and does not change Spellcasting Skill ratings, even if the Spellcasting Skill uses the Boosted Attribute. Attribute Enhancement Mutagens also decrease three Attributes (the “Flaws”), and they do reduce your Spellcasting Skill rating, if applicable.

**Eagle Eye (aka Peeping Tom)**: Eagle Eye Boosts PER and Flaws INT, CHA, and WIL. Eagle Eye causes Psychological Addiction.

**Juggernaut (aka Brute)**: Juggernaut Boosts STR and Flaws DEX, INT, and CHA. Juggernaut causes Physical Addiction.

**Quicksilver (aka Snake)**: Quicksilver Boosts DEX and Flaws STR, INT, and CHA. Quicksilver causes Physical Addiction.

**Serene (aka Stoner)**: Serene increases WIL and Flaws DEX, PER, and INT. Serene causes Psychological Addiction.

**Silvertongue (aka Babble)**: Silvertongue Boosts CHA and Flaws PER, INT, and WIL. Silvertongue causes Psychological Addiction.

**Thinker (aka Nerd)**: Thinker increases INT and Flaws STR, PER, and CHA. Thinker causes Psychological Addiction.

| Level | Minor | Boost | Flaws | Addiction |  | Lesser | Boost | Flaws | Addiction |  | Moderate | Boost | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.2 | +1 | -2 | +3 |  | £0.3 | +1 | -1 | +3 |  | £0.5 | +1 | -1 | +2 |
| 2 | £0.3 | +1 | -1 | +3 |  | £0.5 | +1 | None | +3 |  | £0.8 | +1 | None | +2 |
| 4 | £0.8 | +2 | -2 | +3 |  | £1.2 | +2 | -1 | +3 |  | £2 | +2 | None | +3 |
| 6 | £2 | +3 | -3 | +3 |  | £3 | +3 | -2 | +3 |  | £5 | +3 | -1 | +3 |
| 8 | £5 | +4 | -4 | +4 |  | £8 | +4 | -3 | +4 |  | £12 | +4 | -2 | +4 |
| 10 | £12 | +5 | -5 | +5 |  | £20 | +5 | -4 | +5 |  | £30 | +5 | -3 | +5 |
| 12 | £30 | +6 | -6 | +6 |  | £50 | +6 | -5 | +6 |  | £80 | +6 | -4 | +6 |
| 14 | £80 | +7 | -7 | +7 |  | £120 | +7 | -6 | +7 |  | £200 | +7 | -5 | +7 |
| 16 | £200 | +8 | -8 | +8 |  | £300 | +8 | -7 | +8 |  | £500 | +8 | -6 | +8 |
| 18 | £500 | +9 | -9 | +9 |  | £800 | +9 | -8 | +9 |  | £1200 | +9 | -7 | +9 |
| 20 | £1200 | +10 | -10 | +10 |  | £2000 | +10 | -9 | +10 |  | £3000 | +10 | -8 | +10 |

| Level | Greater | Boost | Flaws | Addiction |  | Major | Boost | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.8 | +1 | -1 | +1 |  | £1.2 | +1 | -1 | +0 |
| 2 | £1.2 | +1 | None | +1 |  | £2 | +1 | None | +0 |
| 4 | £3 | +2 | None | +2 |  | £5 | +2 | None | +1 |
| 6 | £8 | +3 | None | +3 |  | £12 | +3 | None | +2 |
| 8 | £20 | +4 | -1 | +4 |  | £30 | +4 | None | +4 |
| 10 | £50 | +5 | -2 | +5 |  | £80 | +5 | -1 | +5 |
| 12 | £120 | +6 | -3 | +6 |  | £200 | +6 | -2 | +6 |
| 14 | £300 | +7 | -4 | +7 |  | £500 | +7 | -3 | +7 |
| 16 | £800 | +8 | -5 | +8 |  | £1200 | +8 | -4 | +8 |
| 18 | £2000 | +9 | -6 | +9 |  | £3000 | +9 | -5 | +9 |
| 20 | £5000 | +10 | -7 | +10 |  | £8000 | +10 | -6 | +10 |

#### Size-Changing Mutagens (Dilata and Minuo)

**Dilata**: You grow larger but your gear does not, so you you’ll want to strip out of that heavy armor before you do this. Your formula determines which attributes are Flawed, but you can choose 3 Attributes to Flaw for each Dilata Formula, which means there are several different Dilata Formulae. You can make cosmetic changes to your appearance, which is also part of the formula. Dilata causes Physical Addiction.

| Level | Minor | Size | Flaws | Addiction |  | Lesser | Size | Flaws | Addiction |  | Moderate | Size | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.2 | +0.5 | -1 | +3 |  | £0.3 | +0.5 | None | +3 |  | £0.5 | +0.5 | None | +2 |
| 2 | £0.3 | +1 | -1 | +3 |  | £0.5 | +1 | None | +3 |  | £0.8 | +1 | None | +2 |
| 8 | £5 | +2 | -4 | +4 |  | £8 | +2 | -3 | +4 |  | £12 | +2 | -2 | +4 |
| 14 | £80 | +3 | -7 | +7 |  | £120 | +3 | -6 | +7 |  | £200 | +3 | -5 | +7 |
| 20 | £1200 | +4 | -10 | +10 |  | £2000 | +4 | -9 | +10 |  | £3000 | +4 | -8 | +10 |

| Level | Greater | Size | Flaws | Addiction |  | Major | Size | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.8 | +0.5 | None | +1 |  | £1.2 | +0.5 | None | +0 |
| 2 | £1.2 | +1 | None | +1 |  | £2 | +1 | None | +0 |
| 8 | £20 | +2 | -1 | +4 |  | £30 | +2 | None | +4 |
| 14 | £300 | +3 | -4 | +7 |  | £500 | +3 | -3 | +7 |
| 20 | £5000 | +4 | -7 | +10 |  | £8000 | +4 | -6 | +10 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Size | Effective STR\* | Damage/DR (Piercing) | Damage/DR (Slashing) | Damage/DR (Bludgeoning) |
| +0.5 | -2 | +1 | +2 | +4 |
| +1 | -4 | +2 | +4 | +8 |
| +2 | -8 | +4 | +8 | +16 |
| +3 | -12 | +6 | +12 | +24 |
| +4 | -16 | +8 | +16 | +32 |

\* Effective STR is not a ”flaw” that can be reduced; it’s biophysics.

**Minuo**: You grow smaller but your gear does not. Your formula determines which attributes are Flawed, but you can choose 3 Attributes to Flaw for each Minuo Formula, which means there are several different Minuo Formulae. You can make cosmetic changes to your appearance, which is also part of the formula. Minuo causes Physical Addiction.

| Level | Minor | Size | Flaws | Addiction |  | Lesser | Size | Flaws | Addiction |  | Moderate | Size | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.2 | -0.5 | -1 | +3 |  | £0.3 | -0.5 | None | +3 |  | £0.5 | -0.5 | None | +2 |
| 2 | £0.3 | -1 | -1 | +3 |  | £0.5 | -1 | None | +3 |  | £0.8 | -1 | None | +2 |
| 8 | £5 | -2 | -4 | +4 |  | £8 | -2 | -3 | +4 |  | £12 | -2 | -2 | +4 |
| 14 | £80 | -3 | -7 | +7 |  | £120 | -3 | -6 | +7 |  | £200 | -3 | -5 | +7 |
| 20 | £1200 | -4 | -10 | +10 |  | £2000 | -4 | -9 | +10 |  | £3000 | -4 | -8 | +10 |

| Level | Greater | Size | Flaws | Addiction |  | Major | Size | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.8 | -0.5 | None | +1 |  | £1.2 | -0.5 | None | +0 |
| 2 | £1.2 | -1 | None | +1 |  | £2 | -1 | None | +0 |
| 8 | £20 | -2 | -1 | +4 |  | £30 | -2 | None | +4 |
| 14 | £300 | -3 | -4 | +7 |  | £500 | -3 | -3 | +7 |
| 20 | £5000 | -4 | -7 | +10 |  | £8000 | -4 | -6 | +10 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Size | Effective STR\* | Damage/DR (Piercing) | Damage/DR (Slashing) | Damage/DR (Bludgeoning) |
| -0.5 | +2 | -1 | -2 | -4 |
| -1 | +4 | -2 | -4 | -8 |
| -2 | +8 | -4 | -8 | -16 |
| -3 | +12 | -6 | -12 | -24 |
| -4 | +16 | -8 | -16 | -32 |

\* Effective STR is not a “flaw” that can be reduced; it’s biophysics.

#### Bestial Mutagens

You gain one or more Aberrant Features that depend on the formula and the physiology on which the formula derives its features. You must have a piece of the creature for which you will derive Aberrant Features when you create a Formula and when you craft a Bestial Mutagen, but if you consume an Infused Bestial Mutagen once, it becomes a part of you; you no longer need a piece of the creature to use that Infused Bestial Mutagen again (though you do need it if you craft the Bestial Mutagen again normally). Each Bestial Mutagen Formula has a different set of 3 Flaw Attributes, which are usually but not always INT, CHA, and WIL. Bestial Mutagen causes Psychological Addiction.

You cannot rely on knowledge that is treated as physiology, such as Mechanician (for Constructs). The Aberrant Feature is a pseudo-magical item of the level of the Mutagen for the purpose of determining an Aberrant Feature Focus Pool, Minimum Roll, and Minimum Result. For example, Frog Legs could make use of the Aberrant Feature Focus Pool when you swim or jump. Some examples of Aberrant Features are as follow, but you can justify the use of any applicable Physiological Knowledge if you can identify an appropriate creature.

|  |  |  |
| --- | --- | --- |
| Aberrant Feature | Knowledge | Effect |
| Cat Tail | Zoology | Catfall |
| Chameleon | Zoology | Chameleon |
| Claws | Zoology | Claws |
| Dinosaur Tail | Zoology | Tail Natural Weapon |
| Dog Nose | Zoology | Sensitive Nose |
| Enhanced Senses | Zoology | You gain two senses that normally require ½ Feat, such as Low Light Vision and High Frequency Hearing |
| Fangs/Jaws/Beak | Zoology | Fangs Natural Weapon |
| Fish Tail | Zoology | Aquanaut 2, Fins, Land Speed 2; this gives you Swim Speed 8 |
| Frog Legs | Zoology | You gain the equivalent of Fins, plus either Deepvision or Underwater Hearing |
| Frog Tongue | Zoology | Tongue Natural Weapon |
| Fungal Hyphae | Mycology | Sense vibrations, fire, and other stimuli connected to the hyphae (which can extend for miles in forests) |
| Horns/Antlers | Zoology | Horns or Antlers Natural Weapon |
| Leaves | Botany | Stomata (Breath Control, but not quite enough to breathe); Photosynthesis (Daily Food if 4 Hours in sunlight) |
| Moth Hairs | Zoology | Ignore webs and sticky surfaces for up to 3 turns while shedding the moth hairs; replenish in Intermission Mode |
| Patagium | Zoology | Skydiver (you can maintain a Long Jump essentially indefinitely, though you lose altitude) |
| Roots | Botany | Cannot move, but Daily Food and Water if 4 Hours rooted in nutrient-rich, moist soil |
| Thick Hide | Zoology | Natural Light or Field Armor |
| Turtle Shell | Zoology | Natural Heavy Armor; Bulwark +1, Shell Interference (Speed 4) |

Aberrant Feature Upgrades cost 2 Aberrant Features:

|  |  |  |
| --- | --- | --- |
| Upgrade | Knowledge | Effect |
| Alligator Tail | Zoology | Tail Natural Weapon and (effectively) Fins, plus either Deepvision or Underwater Hearing |
| Bat Ears | Zoology | Echolocation, High Frequency Hearing (includes a modification of vocal chords to produce high-frequency sounds) |
| Climbing Claws | Zoology | Claws, Spider Climb |
| Dog Snout | Zoology | Bloodhound, Sensitive Nose |
| Leaves & Roots | Botany | You gain the advantages of leaves and roots and can gain Food and Water in 2 Intermission Actions (soil or water) |
| Venomous Fangs | Zoology | Fangs Natural Weapon, Venom |
| Bird Wings | Zoology | Natural Flier, Wings |

Aberrant Feature Improved Upgrades cost 3 Aberrant Features:

|  |  |  |
| --- | --- | --- |
| Improved | Knowledge | Effect |
| Burrowing Claws | Zoology | Burrower 1, Burrower 2, Claws |
| Fungal Respiration | Mycology | Fungal Hyphae, plus food, water, and oxygen on the move with glucose-laden resources packed around your body |

| Level | Minor | Features | Flaws | Addiction |  | Lesser | Features | Flaws | Addiction |  | Moderate | Features | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.2 | +1 | -2 | +3 |  | £0.3 | +1 | -1 | +3 |  | £0.5 | +1 | -1 | +2 |
| 2 | £0.3 | +1 | -1 | +3 |  | £0.5 | +1 | None | +3 |  | £0.8 | +1 | None | +2 |
| 4 | £0.8 | +2 | -2 | +3 |  | £1.2 | +2 | -1 | +3 |  | £2 | +2 | None | +3 |
| 6 | £2 | +3 | -3 | +3 |  | £3 | +3 | -2 | +3 |  | £5 | +3 | -1 | +3 |
| 8 | £5 | +4 | -4 | +4 |  | £8 | +4 | -3 | +4 |  | £12 | +4 | -2 | +4 |
| 10 | £12 | +5 | -5 | +5 |  | £20 | +5 | -4 | +5 |  | £30 | +5 | -3 | +5 |
| 12 | £30 | +6 | -6 | +6 |  | £50 | +6 | -5 | +6 |  | £80 | +6 | -4 | +6 |
| 14 | £80 | +7 | -7 | +7 |  | £120 | +7 | -6 | +7 |  | £200 | +7 | -5 | +7 |
| 16 | £200 | +8 | -8 | +8 |  | £300 | +8 | -7 | +8 |  | £500 | +8 | -6 | +8 |
| 18 | £500 | +9 | -9 | +9 |  | £800 | +9 | -8 | +9 |  | £1200 | +9 | -7 | +9 |
| 20 | £1200 | +10 | -10 | +10 |  | £2000 | +10 | -9 | +10 |  | £3000 | +10 | -8 | +10 |

| Level | Greater | Features | Flaws | Addiction |  | Major | Features | Flaws | Addiction |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.8 | +1 | -1 | +1 |  | £1.2 | +1 | -1 | +0 |
| 2 | £1.2 | +1 | None | +1 |  | £2 | +1 | None | +0 |
| 4 | £3 | +2 | None | +2 |  | £5 | +2 | None | +1 |
| 6 | £8 | +3 | None | +3 |  | £12 | +3 | None | +2 |
| 8 | £20 | +4 | -1 | +4 |  | £30 | +4 | None | +4 |
| 10 | £50 | +5 | -2 | +5 |  | £80 | +5 | -1 | +5 |
| 12 | £120 | +6 | -3 | +6 |  | £200 | +6 | -2 | +6 |
| 14 | £300 | +7 | -4 | +7 |  | £500 | +7 | -3 | +7 |
| 16 | £800 | +8 | -5 | +8 |  | £1200 | +8 | -4 | +8 |
| 18 | £2000 | +9 | -6 | +9 |  | £3000 | +9 | -5 | +9 |
| 20 | £5000 | +10 | -7 | +10 |  | £8000 | +10 | -6 | +10 |

#### Elemental Mutagens (Elemental Draught)

Elemental Draughts go by a variety of different colorful names, but they fall into the same category of items, each requiring a different formula and requiring a specific Elementalism Knowledge to craft. You gain the effect of an Elemental Damage Reduction on your skin (not armor) and Elemental Damage with open hand and natural weapon attacks. See Gear, Increased Magic Item Degree. The effects are cumulative with Elemental Damage Reduction on Armor, but you cannot use open hand or natural weapon attacks with any benefit if the relevant appendages are covered by armor. Elemental Draught causes Physical Addiction.

|  |  |  |
| --- | --- | --- |
| Energy Type | Elementalism Knowledge | Opposite Energy Type |
| Acid | Chemistry (Acid) | Antacid |
| Air | Planetology (Meteorology) | Dyspnea |
| Antacid | Chemistry (Acid) | Acid |
| Cold | Physics (Cold) | Heat |
| Darkness | Negation (Darkness) | Radiance |
| Desiccation | Negation (Desiccation) | Water |
| Disintegration | Negation (Disintegration) | Earth |
| Dyspnea | Negation (Dyspnea) | Air |
| Earth | Planetology (Geology) | Disintegration |
| Electricity | Physics (Electricity) | Lode |
| Green | Planetology (Ecology) | Positive or Negative Energy (depending on formula) |
| Heat | Physics (Heat) | Cold |
| Lode | Physics (Lode) | Electricity |
| Negative | Negation (Negative Energy) | Green or Positive Energy (depending on formula) |
| Positive | Mysticism (Positive Energy) | Green or Negative Energy (depending on formula) |
| Radiance | Physics (Optics) | Darkness |
| Silence | Negation (Silence) | Sonic |
| Sonic | Physics (Acoustics) | Silence |
| Spirit | Mysticism (Spirit Energy) | Positive or Negative Energy (depending on formula) |
| Water | Planetology (Hydrology) | Desiccation |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Minor | Dmg/DR | Flaw | Addiction |  | Lesser | Dmg/DR | Flaw | Addiction |  | Moderate | Dmg/DR | Flaw | Addiction |
| 1 | £0.2 | 1 | -6 | +3 |  | £0.3 | 1 | -3 | +3 |  | £0.5 | 1 | -3 | +2 |
| 2 | £0.3 | 2 | -3 | +3 |  | £0.5 | 2 | None | +3 |  | £0.8 | 2 | None | +2 |
| 4 | £0.8 | 4 | -6 | +3 |  | £1.2 | 4 | -3 | +3 |  | £2 | 4 | None | +3 |
| 6 | £2 | 6 | -9 | +3 |  | £3 | 6 | -6 | +3 |  | £5 | 6 | -3 | +3 |
| 8 | £5 | 8 | -12 | +4 |  | £8 | 8 | -9 | +4 |  | £12 | 8 | -6 | +4 |
| 10 | £12 | 10 | -15 | +5 |  | £20 | 10 | -12 | +5 |  | £30 | 10 | -9 | +5 |
| 12 | £30 | 12 | -18 | +6 |  | £50 | 12 | -15 | +6 |  | £80 | 12 | -12 | +6 |
| 14 | £80 | 14 | -21 | +7 |  | £120 | 14 | -18 | +7 |  | £200 | 14 | -15 | +7 |
| 16 | £200 | 16 | -24 | +8 |  | £300 | 16 | -21 | +8 |  | £500 | 16 | -18 | +8 |
| 18 | £500 | 18 | -27 | +9 |  | £800 | 18 | -24 | +9 |  | £1200 | 18 | -21 | +9 |
| 20 | £1200 | 20 | -30 | +10 |  | £2000 | 20 | -27 | +10 |  | £3000 | 20 | -24 | +10 |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Greater | Dmg/DR | Flaw | Addiction |  | Major | Dmg/DR | Flaw | Addiction |
| 1 | £0.8 | 1 | -3 | +1 |  | £1.2 | 1 | -3 | +0 |
| 2 | £1.2 | 2 | None | +1 |  | £2 | 2 | None | +0 |
| 4 | £3 | 4 | None | +2 |  | £5 | 4 | None | +1 |
| 6 | £8 | 6 | None | +3 |  | £12 | 6 | None | +2 |
| 8 | £20 | 8 | -3 | +4 |  | £30 | 8 | None | +4 |
| 10 | £50 | 10 | -6 | +5 |  | £80 | 10 | -3 | +5 |
| 12 | £120 | 12 | -9 | +6 |  | £200 | 12 | -6 | +6 |
| 14 | £300 | 14 | -12 | +7 |  | £500 | 14 | -9 | +7 |
| 16 | £800 | 16 | -15 | +8 |  | £1200 | 16 | -12 | +8 |
| 18 | £2000 | 18 | -18 | +9 |  | £3000 | 18 | -15 | +9 |
| 20 | £5000 | 20 | -21 | +10 |  | £8000 | 20 | -18 | +10 |

### Pathogens & Pharmaceuticals

Pharmacological Consumables are held in one hand and have L Bulk. Pathogens can be carried in a flask to be dispersed into the air, put into food or drink, or applied to a weapon; it takes an Interaction (Manipulate) to put one in a food or drink and 2 actions to apply to a weapon. If a Pharmacological Consumable is crafted without using Aesthetics (Culinary), Target gains Sickened 3 when drinking or inhaling it, which makes Pharmaceuticals unpleasant and alerts Target if exposed to a Pathogen; Salves do not have this effect because you don’t drink them.

You must have access to a Disease, an Antibiotic (or Antifungal, Antiparasitic, or Antiviral), or an applicable Vaccine to create a Pharmaceutical for the Disease. You must have access to a Toxin, an Antidote, or an applicable Mithridate to create a Pharmaceutical for the Toxin. If you use Volatile Reagents, you just need to be vaccinated for the Disease or practice Mithridatism with the Toxin.

**Additive, Pharmacological [Infuse]** You must normally create a Consumable and Additive at the same time, but Additives can be added after the fact using Reagents. You must learn a different Additive Formula for each Toxin Formula.

Encapsulation [PREREQ: Ingestion Vector]: A Toxin is inert for up to 16 days, which you choose when crafting the poison.

Hybrid: You can mix a Pharmacological Consumable to deliver the full effect of each. This additive is essentially a second Toxin, but you cannot normally just mix two Toxins together (at least not with full effect).

Increase Periodicity: You can increase Periodicity from Downtime to Intermission or Intermission to 1 Round.

Multi-Vector: You can create a Toxin that acts as a Venom and has all three Poison vectors (Contact, Ingested, and Inhaled).

Painless: Painless refers to the lack of pain when a Pathogen is applied; after Onset, it will usually be noticed. However, Target will not awaken from paralytic, psychoactive, or lethargic poison, even upon Onset, though they will likely suspect poisoning if they are awake and gain a Condition.

Persistent: Instead of remaining in your system for 1 day, the Pharmacological Consumable persists for 16 days.

Reduced Addiction: You can reduce Addiction by 1 per Additive.

Reduce Periodicity: You can apply this Additive for free to reduce Periodicity to Downtime or Intermission.

Reduced Persistence: You can apply this Additive for free to reduce Persistence to as short a time span as you wish.

Slow Onset: You can slow Onset to 1 to 16 Days, as determined by the Formula. You can apply this Additive for free to slow Onset to Downtime or Intermission.

Speed Onset: You can speed up Onset from Downtime to Intermission or Intermission to 1 Round.

Virulent: You can reduce Onset and Periodicity from Downtime to 1 Hour or Intermission to 1 Minute.

#### Disease

Natural diseases are often Level 0 (or even lower), but weaponized diseases are almost always of the Level of the creature that crafts the Pathogen. Diseases act a lot like poisons but may have a benefit of appearing to be a natural cause of death and they are transmissible to others. Disease types include Biological (includes both Bacterial and Viral), Fungal, Avatic, and Necromantic, plus Cryptozoological Diseases can combine characteristics of Biological and Fungal Disease or Biological and another Physiology (e.g., the virus that causes Lycanthropy combines Biological Disease with Mammalogy) and Xenobiological Disease can combine characteristics of Biological (Viral) and Necromantic Disease or Biological, Fungal, and/or Avatic Disease (Aberrant).

**Disease (Disease) [Microbiology and Physiology]** If Target is an Ooze, the requisite Knowledge is Microbiology alone. If Target is another creature type, the requisite Knowledge is Microbiology and the Physiology Knowledge associated with the creature type. Knowledge that acts as Physiology for certain creatures is generally inapplicable (e.g., Hydrology is treated as Physiology for Water Elementals, but you cannot affect Water Elementals with a Blight Bomb). Also, Spirits and Undead are immune to disease, so Paraphysiology and Necromancy are generally inapplicable. Most Diseases inflict two conditions, e.g., Sickened and Drained, which are referred to as the “first Condition(s)” and the “second Condition(s)” of the Disease. Recovery tests determine whether a Condition is imposed, but do not reduce the second condition. See Constitution (Bioactive Pathogen Recovery) and Determination (Psychoactive Pathogen Recovery). If you contract multiple Diseases, you must attempt Recovery tests for each Disease and track recovery for each one separately. You cannot contract the same Disease multiple times simultaneously.

**Additive [Disease]** Disease Additives are much like Toxin Additives, but you must learn each one individually. One difference is the incubation period of a disease is assumed to be 4 days. Rapid Onset reduces this to one day, Rapid Onset x2 reduces it to Downtime, Rapid Onset x3 reduces it to Intermission (this is rare among natural diseases, but is appropriate for staphylococcal food poisoning), and Rapid Onset x4 reduces it to 1 Minute (which is only applicable for pseudo-magical diseases). Also, with Encapsulation x3, incubation can take months (Hepatitis B could take as long as 180 days to incubate and HIV/AIDS and Tuberculosis can take years).

#### Toxin

Toxin, as used in these rules, excludes many things that would be considered toxic, such as mustard gas (which is not really a gas but rather droplets of liquid when weaponized) and poisoning caused by microscopic organisms, including what would often be called “food poisoning” and other bacterial or viral contagions (including those caused by parasites) even if the life form emits toxic chemicals. Mustard gas is treated as an Acid and food poisoning and other “poisoning” caused by microscopic organisms is treated as Disease.

Toxins have a degree, color, pattern, and source, each combination of which requires a different formula. The degree (e.g., Lesser, Moderate, Greater, or Major) determines the difficulty of Recovery tests. You can increase the degree for the purposes of Diagnosis tests (Rarity), which is indicated in parenthesis if degree is increased. Adding Additives also increases degree for the purposes of cost. Color and pattern don’t matter for determining effect when selected arbitrarily (and you should feel free to use two adjectives that are not color and pattern if you wish), but they matter for antidote applicability, and source should provide a hint about applicable Knowledge (e.g., Octopus suggests Zoology, while Mushroom suggests Mycology). If you know what to look for, it is generally easiest to find plants and fungi that are toxic. Inorganic Toxins are typically part of Elementalism Knowledge.

Toxins include Venom and Poison. Venom is injected into your body by a creature (the usual use of the word “venom”) or via injury caused by a weapon that is coated with the Venom (not a usual use of the word “venom”); the transmission vector of Venom is Injury. Creatures that poison you if you eat them are considered Poisonous (a usual use of the word “poison”); ingested or inhaled chemicals, unless Acid is more applicable, are also referred to as Poison. Poisons can have one of three transmission vectors: Contact, Ingestion, and Inhalation.

Toxins normally have an Onset time of 1 hour and 1 hour Periodicity, which means Conditions are imposed after 1 hour and then each hour thereafter. (There are 16 hours in a day.) Venom frequently has an immediate effect of causing more pain than usual and to cause inflammation (swelling) relatively shortly thereafter, the immediate pain is normally ep damage, causing most creatures to become aware they were poisoned. Even fast-acting paralytics generally do not cause paralysis during an encounter but can impose conditions very soon thereafter (the fastest take about a minute to kick in, which is generally more than an encounter lasts, but less than a full Intermission Action after an encounter). The other effects of Venom are similar to those of other Toxins (e.g., taking effect after each day).

**Toxin (Toxin) [Elementalism or Physiology]** Geology, Hydrology, and Meteorology are appropriate for Elemental Toxin and most Physiology is appropriate for extracting Toxin from poisonous creatures because every creature group includes a poisonous species.

Lethal Bioactive Toxin typically inflicts Sickened (First Condition) and Drained (Second Condition).

Paralytic (Bioactive) Toxin typically inflicts Clumsy and Paralyzed; lethal variants would cause the heart to stop upon reaching Paralyzed 10.

Traumatic Psychoactive Toxin typically inflicts Frightened and Traumatized.

Psychedelic (Psychoactive) Toxin typically inflicts Stupefied and Fascinated; Traumatic psychoactive variants could cause permanent insanity upon reaching Fascinated 10. There may be some associated behavior that occurs when a Target becomes Fascinated.

Lethargic Toxin typically inflicts Enfeebled and Slowed. You use the better of Constitution and Determination for Lethargic Toxin. It generally causes sleep when you reach Slowed 10.

**Poison Powder [Particulates]** Poison Powders are blown at Target or exploded to create a poisonous dust; they can be liquids that are aerosolized when deployed; and they can be implemented as Bombs. You must learn Gas Grenado (even if the payload is a powder) as a Formula, in addition to the Formula for the Powder, to use Poison Powder as a Bomb; this is applicable to any Toxin that has an Inhalation vector. Poison Powders and Bombs are deployed using Thrown Weapon Group (specifically, Bomb for Bombs and Blowgun for Powders).

**Poison Patch [Fluids]** Poison Patches can be applied to a surface that becomes poisonous to the touch or applied directly to Target; they can also be implemented as a liquid that is applied to a surface that becomes poisonous to the touch or sprayed at Target. Poison Patch is applicable to any Toxin that has a Contact vector. Poison Patches are not normally deployed as attacks and there is a relatively high risk of poisoning yourself if not deployed with great care.

**Poison Pill [Fluids]** A poison “pill” is often in liquid form (a Poison Drop), which you can mix into food or drink, but a pill can also be solid (as you would expect) and dissolved in liquid or crushed into powder for application to food with a little more work. Poison Pill is applicable to any Toxin that has an Ingestion vector. Poison Pills are not normally deployed as attacks and if deployed properly, there is no realistic risk of accidentally poisoning yourself.

**Venom [Fluids]** You normally apply Venom to a weapon or keep it in a pneumatic or spring-loaded receptacle (or a hollow fang or nail if you have a cavity capable of storing the venom and a mechanism for injecting the venom into a wound). Venom is applicable to any Toxin that has an Injury vector.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Minor | Onset | Periodicity |  | Lesser | Onset | Periodicity |  | Moderate | Onset | Periodicity |
| 1 | £0.2 | Downtime | Downtime |  | £0.3 | Downtime | Intermission |  | £0.5 | Intermission | Intermission |
| 2 | £0.3 | Downtime | Downtime |  | £0.5 | Downtime | Intermission |  | £0.8 | Intermission | Intermission |
| 4 | £0.8 | Downtime | Downtime |  | £1.2 | Downtime | Intermission |  | £2 | Intermission | Intermission |
| 6 | £2 | Downtime | Downtime |  | £3 | Downtime | Intermission |  | £5 | Intermission | Intermission |
| 8 | £5 | Downtime | Downtime |  | £8 | Downtime | Intermission |  | £12 | Intermission | Intermission |
| 10 | £12 | Downtime | Downtime |  | £20 | Downtime | Intermission |  | £30 | Intermission | Intermission |
| 12 | £30 | Downtime | Downtime |  | £50 | Downtime | Intermission |  | £80 | Intermission | Intermission |
| 14 | £80 | Downtime | Downtime |  | £120 | Downtime | Intermission |  | £200 | Intermission | Intermission |
| 16 | £200 | Downtime | Downtime |  | £300 | Downtime | Intermission |  | £500 | Intermission | Intermission |
| 18 | £500 | Downtime | Downtime |  | £800 | Downtime | Intermission |  | £1200 | Intermission | Intermission |
| 20 | £1200 | Downtime | Downtime |  | £2000 | Downtime | Intermission |  | £3000 | Intermission | Intermission |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| L | Greater | Onset | Periodicity |  | Major | Onset | Periodicity |
| 1 | £0.8 | Intermission | 1 Round |  | £1.2 | 1 Round | 1 Round |
| 2 | £1.2 | Intermission | 1 Round |  | £2 | 1 Round | 1 Round |
| 4 | £3 | Intermission | 1 Round |  | £5 | 1 Round | 1 Round |
| 6 | £8 | Intermission | 1 Round |  | £12 | 1 Round | 1 Round |
| 8 | £20 | Intermission | 1 Round |  | £30 | 1 Round | 1 Round |
| 10 | £50 | Intermission | 1 Round |  | £80 | 1 Round | 1 Round |
| 12 | £120 | Intermission | 1 Round |  | £200 | 1 Round | 1 Round |
| 14 | £300 | Intermission | 1 Round |  | £500 | 1 Round | 1 Round |
| 16 | £800 | Intermission | 1 Round |  | £1200 | 1 Round | 1 Round |
| 18 | £2000 | Intermission | 1 Round |  | £3000 | 1 Round | 1 Round |
| 20 | £5000 | Intermission | 1 Round |  | £8000 | 1 Round | 1 Round |

Some examples of Toxins are listed below. Additives increase cost as if the Toxin were of a higher degree, which is listed as, e.g., Minor (Moderate), indicating the Toxin is a Minor Toxin that costs as much as a Moderate one. Natural Poison is not normally a Major Toxin, but Alchemists, Cryptozoologists, and Fey may have access to Major Toxins.

Greater (Major) Black Lotus Extract Poison Patch (Lethal Bioactive; Painless) First Condition: Sickened, Second Condition: Drained.

**Moderate (Major) Black Speckled Mandrake Poison Pill (Paralytic/Traumatic Psychoactive Hybrid; Downtime Onset (Free), Painless)** First Condition: Clumsy/Frightened, Second Condition: Paralyzed/Traumatized. The Black Speckled Mandrake is one of the cruelest ways to kill; victim is poisoned before they go to sleep, becomes paralyzed in their sleep, then awaken, paralyzed, to be driven insane by a waking nightmare.

**Moderate (Greater) Blood Striped Stirge Venom (Paralytic, Virulent)** First Condition: Clumsy, Second Condition: Paralyzed. Red Blood Striped Stirges are a cunning species of Stirge that bite their prey to envenom it, then use their Lifesense ability to stay just out of reach and come in when they sense their prey has ceased moving to suck it dry. (They are normally black or brown in color, but when they are full of blood, red stripes become visible on their bodies, hence the name.)

**Moderate (Major) Cloudy Blue Lotus Powder (Psychoactive; Painless, Persistent)** First Condition: Stupefied, Second Condition: Fascinated. Some druggies might enjoy inhaling the powder, but many die from dehydration without treatment because the Fascination effect (which often causes sleep) lingers for so long.

**Moderate (Greater) Coral Box Jellyfish Venom (Lethal Bioactive; Virulent)** First Condition: Sickened, Second Condition: Drained. Coral Box Jellyfish venom is regarded as the fastest-acting venom in the animal kingdom.

**Moderate Death’s Head Blister Beetle Poison Patch (Lethal Bioactive)** First Condition: Sickened, Second Condition: Drained. This poison is used by people who are just plain mean. It hurts. A lot. It causes skin to blister and eventually fall away from the bone, leaving a skeleton after doing its work.

**Moderate (Major) Midnight Assassin Krait Venom (Lethal Paralytic, Painless, Persistent)** First Condition: Clumsy, Second Condition: Paralyzed. Bites by this creature are painless and often occur at night; sleepers generally go back to sleep and don’t notice symptoms until they awaken. Assassins also like this venom because they can inject the venom, Target may not be aware they were envenomed, and the assassin can hide while waiting for the venom to do its job.

**Moderate Mottled Ochre Spider Venom (Paralytic)** First Condition: Clumsy, Second Condition: Paralyzed. Mottled Ochre Spiders often live in hives with hundreds of individuals; they coordinate their attacks, striking all at the same time, when prey is on a web that covers their tunnels. Their venom is prized by hunters who stalk their prey after wounding it.

**Moderate Petty Phase Spider Venom (Lethargic)** First Condition: Enfeebled, Second Condition: Slowed. Phase Spiders spend most of their time on the ethereal plane, phasing into the prime material to deliver a bite, then phasing back out. Once they have bitten a target, they wait for their prey to become completely lethargic, at which point they phase back in to feed. This venom is popular with similarly patient bounty hunters.

**Greater Redcap Speckled Dart Frog Venom (Lethal Bioactive)** First Condition: Sickened, Second Condition: Drained. Although Redcap Speckled Dart Frogs are normally harmless unless consumed, their poison can be weaponized (as venom) to create the deadliest (along with other poisons of its type) fast-acting low-level venom you can find.

**Moderate Scaly White Forest Fungus Poison Pill (Lethal Bioactive)** First Condition: Sickened, Second Condition: Drained. This is a popular ingredient for chefs who want to see their customers die before they finish the meal.

**Major Common Petty Basilisk Venom (Lethal Bioactive)** First Condition: Sickened, Second Condition: Drained. The most well-known characteristic of Basilisk venom, even among the petty Basilisk species, is the near instantaneous onset of the poison; it is faster-acting and deadlier than anything in the natural world.

**Major Nightmare Salt Poison Pill (Traumatic Psychoactive)** First Condition: Frightened, Second Condition: Traumatized. While not necessarily suitable for all purposes, Nightmare Salt almost always destroys the mind of its victim.

**Major Scintillating Pixie Dust (Lethargic)** First Condition: Enfeebled, Second Condition: Slowed. This dust scintillates with rainbow hues when tossed into victim’s face.

**Major Refined Pesh Resin (Psychedelic; Reduced Persistence (Free))** First Condition: Stupefied, Second Condition: Fascinated. Refined Pesh normally has reduced Persistence because you don’t want people remaining stoned for an entire day, when they could just take another dose to achieve the same effect with greater profits. Pesh can be considered an Addictohol variant (and can be crafted as a Psychoactive Pharmaceutical).

**Major Tears of Death Poison Patch (Lethal Paralytic)** First Condition: Clumsy, Second Condition: Paralyzed. While not necessarily suitable for all purposes, Tears of Death is almost always lethal.

#### Pharmaceuticals

**Addiction Suppressant (Healing)** [Biochemistry, Psychology, Physiology of intended recipient] Reduce conditions associated with an addiction. Suppressants are of two types, one for physical and one for psychological addiction. There are no Flaws associated with an Addiction Suppressant (the Flaws column is the number of Flaws you suppress), but if you reach Addiction 10, you have to take 1 extra dose to achieve suppression; for every order of magnitude, that is doubled. So at Addiction 100, you need 2 extra doses, at Addiction 1000, 4 extra doses, and so forth.

Timer indicates how long the Addiction Suppressant lasts before it wears off (Encounter means “until the end of the encounter;” Intermission means one Intermission).

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Minor | Flaws | Timer | Addiction |  | Lesser | Flaws | Timer | Addiction |  | Moderate | Flaws | Timer | Addiction |
| 1 | £0.2 | +1 | 4 | +4 |  | £0.3 | +1 | Encounter | +4 |  | £0.5 | +1 | Intermission | +4 |
| 2 | £0.3 | +1 | 4 | +3 |  | £0.5 | +1 | Encounter | +3 |  | £0.8 | +1 | Intermission | +3 |
| 4 | £0.8 | +2 | 4 | +3 |  | £1.2 | +2 | Encounter | +3 |  | £2 | +2 | Intermission | +3 |
| 6 | £2 | +3 | 4 | +3 |  | £3 | +3 | Encounter | +3 |  | £5 | +3 | Intermission | +3 |
| 8 | £5 | +4 | 4 | +4 |  | £8 | +4 | Encounter | +4 |  | £12 | +4 | Intermission | +4 |
| 10 | £12 | +5 | 4 | +5 |  | £20 | +5 | Encounter | +5 |  | £30 | +5 | Intermission | +5 |
| 12 | £30 | +6 | 4 | +6 |  | £50 | +6 | Encounter | +6 |  | £80 | +6 | Intermission | +6 |
| 14 | £80 | +7 | 4 | +7 |  | £120 | +7 | Encounter | +7 |  | £200 | +7 | Intermission | +7 |
| 16 | £200 | +8 | 4 | +8 |  | £300 | +8 | Encounter | +8 |  | £500 | +8 | Intermission | +8 |
| 18 | £500 | +9 | 4 | +9 |  | £800 | +9 | Encounter | +9 |  | £1200 | +9 | Intermission | +9 |
| 20 | £1200 | +10 | 4 | +10 |  | £2000 | +10 | Encounter | +10 |  | £3000 | +10 | Intermission | +10 |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Greater | Flaws | Timer | Addiction |  | Major | Flaws | Timer | Addiction |
| 1 | £0.8 | +1 | Downtime Action | +4 |  | £1.2 | +1 | Downtime Action | +2 |
| 2 | £1.2 | +1 | Downtime Action | +3 |  | £2 | +1 | Downtime Action | +1 |
| 4 | £3 | +2 | Downtime Action | +3 |  | £5 | +2 | Downtime Action | +1 |
| 6 | £8 | +3 | Downtime Action | +3 |  | £12 | +3 | Downtime Action | +1 |
| 8 | £20 | +4 | Downtime Action | +4 |  | £30 | +4 | Downtime Action | +2 |
| 10 | £50 | +5 | Downtime Action | +5 |  | £80 | +5 | Downtime Action | +3 |
| 12 | £120 | +6 | Downtime Action | +6 |  | £200 | +6 | Downtime Action | +4 |
| 14 | £300 | +7 | Downtime Action | +7 |  | £500 | +7 | Downtime Action | +5 |
| 16 | £800 | +8 | Downtime Action | +8 |  | £1200 | +8 | Downtime Action | +6 |
| 18 | £2000 | +9 | Downtime Action | +9 |  | £3000 | +9 | Downtime Action | +7 |
| 20 | £5000 | +10 | Downtime Action | +10 |  | £8000 | +10 | Downtime Action | +8 |

**Addictohol (Addictive, Drug)**: Addictohol is primarily designed to cause addiction among recreational users. Most Addictohol provides inferior benefits to Clarity, Kick, or Stim, but may mimic some of the effects and also impose Clumsy, Enfeebled, Stupefied or some other condition during its duration. (And the more expensive variants may simply be more expensive because of the superior euphoric effect, which is not generally useful to adventurers.) Addictohol can cause Physical Addiction, Psychological Addiction, or, ideally, both. The euphoric effects of Addictohol last as long as the Formula dictates, but if it provides a Benefit, the Benefit lasts only as long as indicated for it. (Alcohol is not addictive enough to have an entry, nor is dealing with alcoholism generally part of the storyline, so the addictive qualities of alcohol can be ignored.) There are an endless selection of Addictohol formulae and most are initially sold at a discount. Moreover, a great deal of effort goes into formulating the higher-degree variants more inexpensively (sacrificing effectiveness for low price).

There is a some crossover between Psychoactive Pharmaceuticals and Psychoactive Toxins, particularly with Addictohol.

| Level | Addictohol | Addiction (Addictohol) | Benefit |
| --- | --- | --- | --- |
| 1 | £0.1 | +3 | 1st Level Flaws only |
| 4 | £1.2 | +3 | 1st Level |
| 8 | £5 | +4 | 2nd Level |
| 12 | £20 | +6 | 4th Level |
| 16 | £80 | +8 | 6th Level |
| 20 | £300 | +10 | 8th Level |

The effects of Addiction while not under the influence of Addictohol are the same as for Kick, Stim, or both.

**Antidote (Anti-Toxin)** Antidote may be referred to as Antivenin for venom, but it does the same thing as other toxin antidotes. You can use the same formula for any Toxin to which you gain access. When you consume an Antidote, set an Antidote Timer 3; the Antidote has an effect when the Antidote Timer reaches 0.

Antidotes grant increase Periodicity by 2 for a specific Toxin, +1 per degree by which the Antidote exceeds the Degree of the Toxin; add another +1 Periodicity per Level of Antidote above that of the Toxin and -1 Periodicity per Level below that of the Toxin (minimum 0). See Constitution (Bioactive Pathogen Recovery) and Determination (Psychoactive Pathogen Recovery).

**Antiplague (Antibiotic/Antifungal/Antiparasitic/Antiviral) [Microbiology, Mycology, Malacology, Cryptozoology]** “Antiplague” provides Knowledge of all Diseases, but you treat bacterial infection with Antibiotics (Microbiology), fungal infections with Antifungals (Mycology), parasitic infections with Antiparasitics (Biochemistry), and viral infections with Antivirals (Cryptozoology). You can use the same formula for any Disease to which you gain access.

Antiplague increases Periodicity by 2 for a specific Disease, +1 per degree by which the Antiplague exceeds the Degree of the Disease; add another +1 Periodicity per Level of Antiplague above that of the Disease and -1 Periodicity per Level below that of the Disease (minimum 0). See Constitution (Bioactive Pathogen Recovery) and Determination (Psychoactive Pathogen Recovery).

It takes 1 hour for an Antiplague to have an effect.

**Cleansing Salve (Anti-Pathogen) [Botany, Cryptozoology, Mycology, or Zoology]** You can apply a Cleansing Salve after a Treat Disease or Treat Toxin test. The Cleansing Salve can also be created as a tea for ingested poisons or incense for inhaled poisons. The Cleansing Salve must not be washed off (or ruined by drinking alcohol, if a tea, or smoking, if an incense). The Cleansing Salve grants +1 Result, +1 Result per Level of the Cleansing Salve over Pathogen Level, for a Disease or Toxin of the same degree of the Cleansing Salve or less. If the Disease or Toxin is of higher degree than the Cleansing Salve, -1 Result.

**Healing Salve (Healing) [Botany, Cryptozoology, Mycology, or Zoology]** You can apply a Healing Salve after a Treat Wounds test. The Salve is disturbed if the patient takes any lethal damage or nonlethal damage more than 10% of max hp; takes a strenuous action, becomes fatigued, or is subjected to another Treat Wounds test; or if the salve gets washed off. If the Salve is not disturbed or washed off for 1 Downtime Pass, it automatically performs a Treat Wounds test using the same Result as your Treat Wounds test +1, so long as it falls within the Minimum and Maximum Results indicated below, at the end of the Downtime Pass. The test is made after the Timer expires; if the Result would require another 1 or 2 Actions to provide a healing effect, reset the Timer for one or two more times and apply the Treat Wounds test when it expires.

| L | Minor | Min Result | Max Result |  | Lesser | Min Result | Max Result |  | Moderate | Min Result | Max Result |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.2 | Minor | Minor |  | £0.3 | Lesser | Lesser |  | £0.5 | Moderate | Moderate |
| 4 | £0.8 | Minor | Lesser |  | £1.2 | Lesser | Moderate |  | £2 | Moderate | Greater |
| 8 | £5 | Minor | Moderate |  | £8 | Lesser | Greater |  | £12 | Moderate | Major |
| 12 | £30 | Minor | Greater |  | £50 | Lesser | Major |  | £80 | Moderate | Impossible |
| 16 | £200 | Minor | Major |  | £300 | Lesser | Impossible |  | £500 | Moderate | Fanciful |
| 20 | £1200 | Minor | Impossible |  | £2000 | Lesser | Fanciful |  | £3000 | Moderate | Fanciful (Reduce Drained 3 by 1) |

| L | Greater | Min Result | Max Result |  | Major | Min Result | Max Result |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | £0.8 | Greater | Greater |  | £1.2 | Major | Major |
| 4 | £3 | Greater | Major |  | £5 | Major | Impossible |
| 8 | £20 | Greater | Impossible |  | £30 | Major | Fanciful |
| 12 | £120 | Greater | Fanciful |  | £200 | Major | Fanciful (Reduce Drained 3 by 1) |
| 16 | £800 | Greater | Fanciful (Reduce Drained 3 by 1) |  | £1200 | Major | Fanciful (Reduce Drained 4 by 1) |
| 20 | £5000 | Greater | Fanciful (Reduce Drained 4 by 1) |  | £8000 | Major | Fanciful (Reduce Drained by 1) |

**Kick (Healing) [Bioactives, Psychology of Target]** If a Kick is given to a creature with 0 ep, it gains Stress +1 and the Suggestive condition is suppressed until Temporary ep run out; and every time ep are reduced to 0 before the Kick Timer has reached 0, Target gains Stress +1 instead of the Suggestive condition. Kick is only effective for the creature type for which it is designed (Psychology would be for Kith). You can try to use Kick across families, but the effects are generally worse, can be toxic, and the decision is up to your nefarious GM. Kick will also allow you to remain alert when you should be sleeping, but you need to make up the sleep later.

You set the Kick Timer when you administer Kick and reduce the Timer at the start of each Pass (and Encounter means it lasts until the end of the encounter). So a Kick Timer of 2 would give you 2 Passes with extra Temporary ep. Kick will also keep you wide awake while in effect.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Minor | Temp ep | Timer | Addiction |  | Lesser | Temp ep | Timer | Addiction |  | Moderate | Temp ep | Timer | Addiction |
| 1 | £0.2 | 2 | 2 | +3 |  | £0.3 | 2 | 4 | +3 |  | £0.5 | 2 | Encounter | +3 |
| 2 | £0.3 | 4 | 2 | +3 |  | £0.5 | 4 | 4 | +3 |  | £0.8 | 4 | Encounter | +3 |
| 4 | £0.8 | 8 | 2 | +3 |  | £1.2 | 8 | 4 | +3 |  | £2 | 8 | Encounter | +3 |
| 6 | £2 | 12 | 2 | +3 |  | £3 | 12 | 4 | +3 |  | £5 | 12 | Encounter | +3 |
| 8 | £5 | 16 | 2 | +4 |  | £8 | 16 | 4 | +4 |  | £12 | 16 | Encounter | +4 |
| 10 | £12 | 20 | 2 | +5 |  | £20 | 20 | 4 | +5 |  | £30 | 20 | Encounter | +5 |
| 12 | £30 | 24 | 2 | +6 |  | £50 | 24 | 4 | +6 |  | £80 | 24 | Encounter | +6 |
| 14 | £80 | 28 | 2 | +7 |  | £120 | 28 | 4 | +7 |  | £200 | 28 | Encounter | +7 |
| 16 | £200 | 32 | 2 | +8 |  | £300 | 32 | 4 | +8 |  | £500 | 32 | Encounter | +8 |
| 18 | £500 | 36 | 2 | +9 |  | £800 | 36 | 4 | +9 |  | £1200 | 36 | Encounter | +9 |
| 20 | £1200 | 40 | 2 | +10 |  | £2000 | 40 | 4 | +10 |  | £3000 | 40 | Encounter | +10 |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Greater | Temp ep | Timer | Addiction |  | Major | Temp ep | Timer | Addiction |
| 1 | £0.8 | 2 | Intermission | +3 |  | £1.2 | 2 | Downtime Action | +3 |
| 2 | £1.2 | 4 | Intermission | +3 |  | £2 | 4 | Downtime Action | +3 |
| 4 | £3 | 8 | Intermission | +3 |  | £5 | 8 | Downtime Action | +3 |
| 6 | £8 | 12 | Intermission | +3 |  | £12 | 12 | Downtime Action | +3 |
| 8 | £20 | 16 | Intermission | +4 |  | £30 | 16 | Downtime Action | +4 |
| 10 | £50 | 20 | Intermission | +5 |  | £80 | 20 | Downtime Action | +5 |
| 12 | £120 | 24 | Intermission | +6 |  | £200 | 24 | Downtime Action | +6 |
| 14 | £300 | 28 | Intermission | +7 |  | £500 | 28 | Downtime Action | +7 |
| 16 | £800 | 32 | Intermission | +8 |  | £1200 | 32 | Downtime Action | +8 |
| 18 | £2000 | 36 | Intermission | +9 |  | £3000 | 36 | Downtime Action | +9 |
| 20 | £5000 | 40 | Intermission | +10 |  | £8000 | 40 | Downtime Action | +10 |

At Addiction (Kick) 10, you are Stupefied 1 and Traumatized 1 while not under the effects of Kick; at Addiction 100, Stupefied 2 and Traumatized 2; at Addiction 1000, Stupefied 3 and Traumatized 3; and so forth. This is a Psychological Addiction. See Determination, Psychological Addiction Recovery.

**Mithridate (Anti-Toxin) [Physiology or Elementalism Knowledge associated with a Toxin]** Mithridates are like “toxin vaccines” but are less effective. It takes one month for a Mithridate to have an effect. You can use the same formula to craft any Mithridate, but you need access to a Toxin to craft a Mithridate for it and the degree of the Toxin is the degree of the Mithridate. To the extent a booster is needed, you are assumed to provide it automatically every now and then with no additional effort. A big advantage for a Chirurgeon is if they practice Mithridatism, they can Infuse Antidotes and Mithridates from any Toxin to which they have been exposed or consumed as a Mithridate, with no need to acquire another sample unless crafting an Antidote or Mithridate normally.

For a Toxin that is covered by your Mithridate, you gain +1 Result on your Constitution (Bioactive Pathogen Recovery) or Determination (Psychoactive Pathogen Recovery) test, which stacks with Cleansing Salve. You gain an additional +1 Result per Vaccine Level above Toxin Level, but no benefit if Toxin Level is higher than Mithridate Level.

**Stim (Healing) [Psychoactives, Physiology of Target]** If a Stim is given to a creature with 0 hp, it gains Wounded +1 and the Unconscious condition is suppressed until Temporary hp run out; and every time hp are reduced to 0 before the Stim Timer has reached 0, Target gains Wounded +1 instead of Dying. Stims are only effective for the creature type for which they were designed. You can try to use them across families, but the effects are generally worse, can be toxic, and the decision is up to your nefarious GM.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Minor | Temp hp | Timer | Addiction |  | Lesser | Temp hp | Timer | Addiction |  | Moderate | Temp hp | Timer | Addiction |
| 1 | £0.2 | 2 | 2 | +3 |  | £0.3 | 2 | 4 | +4 |  | £0.5 | 2 | Encounter | +5 |
| 2 | £0.3 | 4 | 2 | +3 |  | £0.5 | 4 | 4 | +3 |  | £0.8 | 4 | Encounter | +4 |
| 4 | £0.8 | 8 | 2 | +3 |  | £1.2 | 8 | 4 | +3 |  | £2 | 8 | Encounter | +3 |
| 6 | £2 | 12 | 2 | +3 |  | £3 | 12 | 4 | +3 |  | £5 | 12 | Encounter | +3 |
| 8 | £5 | 16 | 2 | +4 |  | £8 | 16 | 4 | +4 |  | £12 | 16 | Encounter | +4 |
| 10 | £12 | 20 | 2 | +5 |  | £20 | 20 | 4 | +5 |  | £30 | 20 | Encounter | +5 |
| 12 | £30 | 24 | 2 | +6 |  | £50 | 24 | 4 | +6 |  | £80 | 24 | Encounter | +6 |
| 14 | £80 | 28 | 2 | +7 |  | £120 | 28 | 4 | +7 |  | £200 | 28 | Encounter | +7 |
| 16 | £200 | 32 | 2 | +8 |  | £300 | 32 | 4 | +8 |  | £500 | 32 | Encounter | +8 |
| 18 | £500 | 36 | 2 | +9 |  | £800 | 36 | 4 | +9 |  | £1200 | 36 | Encounter | +9 |
| 20 | £1200 | 40 | 2 | +10 |  | £2000 | 40 | 4 | +10 |  | £3000 | 40 | Encounter | +10 |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| L | Greater | Temp hp | Timer | Addiction |  | Major | Temp hp | Timer | Addiction |
| 1 | £0.8 | 2 | Intermission | +3 |  | £1.2 | 2 | Downtime Action | +3 |
| 2 | £1.2 | 4 | Intermission | +3 |  | £2 | 4 | Downtime Action | +3 |
| 4 | £3 | 8 | Intermission | +3 |  | £5 | 8 | Downtime Action | +3 |
| 6 | £8 | 12 | Intermission | +3 |  | £12 | 12 | Downtime Action | +3 |
| 8 | £20 | 16 | Intermission | +4 |  | £30 | 16 | Downtime Action | +4 |
| 10 | £50 | 20 | Intermission | +5 |  | £80 | 20 | Downtime Action | +5 |
| 12 | £120 | 24 | Intermission | +6 |  | £200 | 24 | Downtime Action | +6 |
| 14 | £300 | 28 | Intermission | +7 |  | £500 | 28 | Downtime Action | +7 |
| 16 | £800 | 32 | Intermission | +8 |  | £1200 | 32 | Downtime Action | +8 |
| 18 | £2000 | 36 | Intermission | +9 |  | £3000 | 36 | Downtime Action | +9 |
| 20 | £5000 | 40 | Intermission | +10 |  | £8000 | 40 | Downtime Action | +10 |

At Addiction (Stim) 10, you are Clumsy 1, Drained 1, Enfeebled 1 while not under the effects of Stim; at Addiction 100, Clumsy 2 , Drained 2, and Enfeebled 2; at Addiction 1000, Clumsy 3, Drained 3, and Enfeebled 3; and so forth. This is a Physical Addiction. See Constitution, Physical Addiction Recovery.

**Vaccine [Microbiology, Mycology, Malacology, Cryptozoology]** It takes one day for a Vaccine to work. You can use the same formula to craft any Vaccine, but you need access to a Disease to craft a Vaccine for it and the degree of the Disease is the degree of the Vaccine. If you have access to a single strain of a Disease, you can craft a Specific Vaccine (which is effective against one strain of a Disease); if you have access to two strains, you can craft a General Vaccine (which is effective against any strain of a Disease that does not have the Rapid Mutations trait), and if you have access to three strains, you can craft a Universal Vaccine (which is effective against any strain of a Disease even if it has the Rapid Mutations trait). To the extent a booster is needed, you are assumed to provide it automatically every now and then with no additional effort.

For a Disease that is covered by your Vaccine, you gain +2 Result on your Constitution (Bioactive Pathogen Recovery) or Determination (Psychoactive Pathogen Recovery) test, which stacks with Cleansing Salve. You gain an additional +1 Result per Vaccine Level above Disease Level and -1 Result per Disease Level above Vaccine Level (minimum 0).

### Potions

Potions are normally Occult. If you attempt to craft an Arcane potion, you do so with a Penalty Die and you must know the spell. If you attempt to craft a Divine potion, you do so with a Penalty Die and the spell must be a Domain Spell. If you attempt to craft a Primal potion, you do so with a Penalty Die and the spell must be an Order Spell. If a Potion is crafted without using Aesthetics (Culinary), Target gains Sickened 3 when drinking it.

Activating a potion requires you Ready the Potion then Interact (Manipulate) to drink it. At the start of your next turn, you gain Sickened +1, which cannot be recovered until the spell is discharged. For Moderate, Greater, and Major Potions, you gain Sickened +1 for each turn the spell is intensified. If you consume a potion while under the effect of a previous potion, you gain Nauseated +1 instead of Sickened +1, then remain Sickened at a rating equal to the higher degree of the two potions (1 if Lesser, 2 if Moderate, 3 if Greater, and 4 if Major) until one of the potions wears off.

Powders are crafted in the same way as Potions, but the spells imbued in a powder can be applied to a target (with an attack roll) or an area. Potions can also be crafted as Bombs if they have an Area of Effect.

### Scrolls

Scrolls are Minor Consumables crafted using Philosophy if you have the Spellbook feat and know the applicable spell. You cannot normally use a Scroll unless you are literate.

Activating a scroll requires the following steps (requiring 8 or more actions unless you have feats to reduce the total):

1. Ready the Scroll (usually 1 action)
2. Imprint the Spell in your mind (3 actions for Lesser, 6 actions for Moderate, 9 actions for Greater, and 12 actions for Major)
3. Cast the Spell (3 actions)
4. Intensify the Spell, causing Traumatized +1 with each Action (1 action for Moderate, 2 actions for Greater, and 3 actions for Major)
5. Discharge the Spell (usually 1 action)

Imprinting the Spell and Casting the Spell require Arcane Spellcasting Skill tests (usually Philosophy); the difficulty of the test is the degree of the spell. If you do not know the spell, you have -1 Result and if you have the spell prepared, you have an increased Result.

Spells you cast from a Moderate Scroll must be intensified and cannot be maintained unless you know the spell, in which case it is optional; Greater and Major Scrolls must be intensified 2 and 3 times, respectively, unless you know the spell.

If you do not know the spell on the Scroll, you have -2 Effect and you are required to Intensify Spell once for Moderate, twice for Greater, and three times for Major Scrolls, with the Intensify Actions causing Traumatized +1 each.

With Lesser Scrolls, you have -2 Effect; with Moderate and Major Scrolls, you have -1 and +1 Effect, respectively.

If you are interrupted when Imprinting the Spell, you can start over. If you are interrupted after Imprinting the Spell but before Discharging the Spell, the Spell fails but the Scroll is still consumed. If you are interrupted after Casting the Spell, but before Discharging it, the Spell Discharges early (sometimes catastrophically); see the relevant spell for details.

# Spells

Spellcasting Actions generally include Cast Spell, Maintain Spell, Intensify Spell, and Change Effect. How you can take these Actions and how many are required depends on your Class.

Spell Effect (or “Effect”) is a value that depends on your Spellcasting Skill test. Base Effect is 0 for a Minor Result, 1 for a Lesser Result, 2 for a Moderate Result, 3 for a Greater Result, 4 for a Major Result, 5 for an Impossible Result, and 6 for a Fanciful Result. Intensifying a Spell normally costs you Traumatized +1 but gives you +1 Effect per Intensify Action.

After your last Cast Spell Action, you gain a Bonus Action, replenished at the start of each Pass, that can only be used for Maintain Spell. Spells that can Change Effect can accomplish the change with 2 Spellcasting Actions, but you can use your Bonus Action and one of the Spellcasting Actions as a single Action (and can complete the change on a next Pass for the second Spellcasting Action if you do not have one to spare). The first Spellcasting Action to Change Effect has a Material Component and the second has either a Somatic or Verbal Component (your choice).

If cast as an Intermission Action, you can “take 20,” which means you recast the spell until you get the best Result you can. Note: If you Intensify Spell, it often costs you Traumatized +1 per Intensify Action, which makes taking 20 untenable.

Unless otherwise indicated, Physical Attacks are against Target’s Defense (e.g., Dodge, Flatfooted Defense, or Parry), Systemic Attacks are against Bulwark (Fortitude), and Mental Attacks are against Constitution (Mettle).

**Bubbles**: When a spell is discharged, it will frequently have a Spell Effect in a “Bubble” in an Emanation around you (and sometimes around Subject). Everything in the Bubble gains the Spell Effect, including things that cannot currently (or ever) make use of the Spell Effect. For example, a tree cannot make use of a Bless, but if it is still in the Bubble when it is animated, it can. When the Bubble moves with you (or Subject), anything that was initially in the Bubble retains the Spell Effect if it moves or is moved to remain in the Bubble, but anything that leaves the Bubble due to your (or Subject’s) movement loses the Spell Effect and anything new that enters the Bubble does not gain the Spell Effect.

**Emitters**: Emitters and Sensors are essentially the same thing. You can acquire any of the features (for a penalty to Effect) for an Emitter that you can for a Sensor; in some cases, you may even be able to acquire sensory capabilities for an Emitter, turning it into an Emitter/Sensor. See Sensors, below, for features.

**Mental**: Mental Spells are maintained in your mind, as opposed to an Emitter, Sensor, or Item. Mental Spells that inflict damage may or may not inflict ep damage, depending on the spell.

**Sensors**: Sensors have the Summoned trait. A Sensor is continuously active, but you only learn what it detects if you look through it. You can use an Envision Action to cause a Sensor to take a Recon action using your Spellcasting Skill for its Recon test. However, you must give your Sensor its senses when you discharge the Spell and each Sense usually costs you -1 Effect. The only information you get from a signal is what the Sensor superficially picked up using the sensory capabilities it has, but you use your own skills, typically Recon, to look for stimuli you think might be important. The Sensor converts what it detects to a signal you can try to interpret (e.g., you can use your normal vision to see what an Infrared sensor can see even if you do not have Infravision), but auditory senses must be interpreted with your ears, chemical senses must be interpreted with your nose and tongue, and optical senses must be interpreted with your eyes. Accordingly, especially if you aren’t used to interpreting what an ork smells like, chemical stimuli might be hard for you to understand. When you are interpreting sensory input, you cannot use the relevant one or more of your own senses. For example, if you are looking (for optical stimuli) through the sensor, you are blind.

You can give your sensor some other traits by accepting additional penalties to Effect when Discharging the Spell. You may be able to “buy” other features of your Sensor when Discharging the spell (which a penalty to Effect), that depend on the Spell.

**Additional Sensors**: You can create 2n-1 sensors, for -1 Effect per ‘n’. E.g., -1 Effect would net you 2 sensors and -2 Effect would net you 4 sensors.

**Buffer**: The sensor records what it detects, though it cannot highlight what is important unless it also has a Trigger. You can playback the buffer in real time as if looking through your sensor, but while you playback, you cannot also look through your sensor in real time. Also, while you playback the buffer, the sensor cannot record additional material.

**Mobility**: The sensor gains Fly Speed 8 and Swim Speed 8. You can cause it to move as part of the Envision Action you use to look through it.

**Sentient** [PREREQ: Buffer] The sensor can understand you and is assumed to have your Knowledge. It takes Lesser Actions on its turn if it can (e.g., if it has Mobility, you can tell it where to go and it will use Lesser Actions to get there). When you look through it, it can tell you what it thinks might be important to you. You must still take Trigger for it to be able to notify you when it notices something.

**Third Eye**: You are not Blind when looking through the sensor to detect optical signals, but it still requires you use a Recon Action or Reaction (unless you can use Recon as a Free Action). There are variants of Third Eye that allow you to detect auditory signals without being deaf and chemical signals without losing your sense of smell and taste.

**Trigger**: You must unambiguously program your sensor to trigger in response to a subset of stimuli it can detect and that can be described in terms of what it would see, hear, or taste/smell. Generally, you can’t say, “if you smell an ork” because the sensor doesn’t know what an ork is, but you can describe a trigger in terms of intensity and the GM should give you the benefit of the doubt if you say, “if anything really stinky is nearby.” In general, treat your sensor like a computer you are programming to get an idea of how much control you have. When triggered, the Sensor attempts a Recon test using your Spellcasting Skill instead of Recon. If it detects a sufficient amount of the stimulus to meet the requirements set for the trigger, it alerts you as a Free Action; if you use a Reaction to attempt a Recon test in the same Pass as the alert, you will become aware of the location of the triggering stimulus to the best of the sensor’s ability to locate it regardless of the Result of your Recon test. (If the Sensor was triggered upon Noticing a Signature, rather than Locating it, you would just know the Signature was Noticed, but not its location).

**Unconscious Bonus Action**: The Bonus Action you gain for Discharging the spell can be used to Maintain Effect even while you are asleep. This does not apply if you are incapacitated from damage (hp or ep).

## Adept Spells

#### Animate Element (Transmutation, Bubble, [Element]) Primal

Animate Element is actually a number of different spells collected under the “Animate Element” umbrella. The elements you can animate and the Knowledge applicable to the Spellcasting test are the same as described for Create Element. Animate Element has an Emitter as described for Create Element, as well. Most Elements, when Animated, have minimal effect (e.g., animating heat just doesn’t do very much), but Animate Element is a prerequisite for (Composite Spell) Elemental Wrath. Some of the more useful Elements to animate are described here. You can use your imagination for the less useful ones, generally allowing you to shape the Element as you wish (e.g., to create a person-shaped Darkness). Because it is much too complex an endeavor to maintain a complicated shape, with all its moving parts, your Emitter must have a Buffer for a preprogrammed shape or be Sentient for anything other than animating earth (which retains its shape as you morph it).

You can animate unattended special material (or special material in your possession) with a trait that matches the spell. For example, some special materials have one of Air, Earth, and Water traits. The weight described below is in Medium-sized Stone; for Large objects, it is 1/8 and for Small objects it is x8. A 5’ Block of Lesser Density Material (e.g., dirt, sand, and rock) could be animated as if weight were 1/512 that indicated below (twice as much for Minor Density Material, such as Water; half as much for Moderate Density Material, such as gems; ¼ as much for Greater Density Material, such as steel, copper, and silver; 1/8 as much for Major Density Material, such as gold and platinum; and adamantium alloys can have even higher densities, approaching infinity). A special material flows like liquid when you animate it, with some aspects remaining solid. The special material retains the shape into which you make it, but if the spell ends abruptly, the material turns to puddle that forms into a solid (if it is solid at ambient temperature) at the start of a next pass. If you have the time, you can make Craft tests using this ability, allowing you to attempt a Spellcasting test instead of a Tinker test and take two Craft Actions as a single Action. If you attempt to animate a magic item, you must also defeat Determination (Mettle) of the Magic Item (a “Counteract” test) with a Spellcasting Skill test, using the lower of the Spellcasting Skill test you made when Discharging and the Spellcasting test you make to Counteract; both the Element Knowledge, the Craft Knowledge associated with the item, and Materials Science Knowledge are applicable to the test. If the material is not unattended, you must also Counteract owner, who can use the higher of Authority, Deception, or Diplomacy; the appropriate Psychology and (if Sapient) Sociology Knowledge are applicable. If cast on a magic item that is not unattended, you must succeed on both Counteract tests.

**Animate Air**: Animate Air is discharged in a 5’ + 5’ x 2Effect Square Bubble. Animated Air in the Bubble moves with you (no Action required), though it will oxygenate using surrounding air, so it does not eventually become stale. The Bubble is constricted by pressure (typically from being submerged); divide the size of the Bubble by the Marine Depth Multiple. If the pressure is alleviated, the Bubble keeps the smallest size it had due to pressure; it does not expand.

Animated Air can extend into your lungs, tear ducts, over your eyes, into your ear canal, into your mouth, and into your nasal passages (it’s all connected!). While there isn’t enough oxygen to breathe for any longer than the air you had trapped in your lungs from holding your breath, the air barrier can protect your eyes from irritants, allow you to see and hear underwater without difficulty, and allow you to speak clearly in any environment. The Animated Air can also form a thin barrier around you and your armor or clothing; the barrier does not prevent solids or high-pressure liquids from entering.

If you have a Magic Container, you can Change Effect to push as much air into it as the container can hold. Reduce Effect with respect to Bubble size by 2, plus n for every 2n days of air (for a Medium creature) pushed into a container. The container must be able to segregate living space from pressurized air (because the air pressure would be too much for a living creature).

Effect: You can Change Effect to create Difficult Sky Terrain (wind) equal to Effect-3 (e.g., Trivial for Effect 2, Minor for Effect 3, Lesser for Effect 4, …, Fanciful for Effect 9) toward or away from you in an Emanation, Fan, Cone, or Line (centered on you) and Change Effect to change it. The Difficult Terrain can stop in any Square you like. You can Change Effect to cause the Difficult Terrain to form a cyclone (or anticyclone) around a 5’ Square (the “Eye”), inside of which Terrain is not Difficult; treat Effect as -1 when forming a cyclone. You can Change Effect to double the size of the Eye. You can create Difficult Terrain in up to Effect2 Squares within the Bubble, but you can decrease Effect by 1 or more for the purpose of determining Terrain Difficulty and increase Effect by the same amount for the purpose of determining number of Squares. You can Change Effect to animate up to 2Effect-4 Stone of materials with the Air trait.

**Animate Earth**: Animate Earth is discharged in a 5’ + 5’ x 2Effect-4 Square Bubble. Animated Earth cannot move with your Bubble unless it is carried. You can Change Effect to form brick, dirt, earth, earthenware, gemstones, glass, gravel, metal, porcelain, sand, stone, and Special Materials with the Earth trait into a shape you desire. If you want a shape other than a blob or clean geometric shape (which is relatively easy to envision), you need time and a Craft test. You can also form Earth around yourself, but it generally requires a Craft test (and time) to make it into armor.

Effect: You can Change Effect to Animate up to 2Effect Stone of materials with the Earth trait. You can Change Effect on currently animated material to move it into an adjacent Square within the Bubble. You can Change Effect on Animated Earth that is secured to a surface to have it attack a Target in a Square that is in the Bubble and that is within Reach. Treat the attack as a weapon that depends on Effect: Effect 0, Small Mallet; Effect 1, Small Mace; Effect 2, Small Warhammer (one-handed); Effect 3, Medium Mallet; Effect 4, Medium Mace; Effect 5 Medium Warhammer (one-handed); Effect 6 Medium Greathammer (one-handed); Effect 7, Medium Maul; Effect 8, Large Warhammer (narrow grip); Effect 9 Large Greathammer (narrow grip); Effect 10, Large Maul. (Large weapons attack in 10’ Squares, which essentially gives them Reach 1.) Use Spellcasting Skill in place of Might for Bonus [Spellcasting Attribute] Damage and you have no PDP. For context, animating a solid 5’ Square of granite would require you to be able to animate 1024 Stone (Effect 10), but you can use Animate Earth to (eventually) move any amount of relevant material out of the way; and you could Animate 2 5’ Squares of granite with Effect 10 if you used additional Actions to Change Effect and Maintain Spell Effect.

**Animate Water**: Animate Water is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. Animated Water that is not adjacent to a solid surface or contiguous with another Square of water loses the Spell Effect. You can Change Effect to create a thin film of water over solid creatures or objects, while vacating the rest of the water in the Square. You can also extend the film of water into your lungs, over your eyes, into your ear canal, into your mouth, and into your nasal passages (it’s all connected!); the water barrier can act as a barrier against harmful gasses, protects your eyes from irritants, and allows you to speak clearly in any environment. You can choose to oxygenate the water with surrounding air, allowing you to breathe if you have Water Breathing; the water barrier does not prevent solids from entering, but stops high-pressure liquids.

Effect: You can Change Effect to Animate up to 2Effect-2 Stone of materials with the Water trait. You can Change Effect on currently animated material to move it up to 8 Squares as long as each Square is adjacent to a solid surface or contiguous with another Square of Water. You can Change Effect on Animated Water to have it attack Target in a Square that is in the Bubble and that is within Reach. Treat the attack as a weapon that inflicts Nonlethal Damage and depends on Effect: Effect 1, Small Nunchaku; Effect 2, Small Chain Mace; Effect 3, Small Morningstar (one-handed); Effect 4, Medium Nunchaku; Effect 5, Medium Chain Mace; Effect 6 Medium Morningstar (one-handed); Effect 7 Medium Greatflail (one-handed); Effect 8, Large Chain Mace; Effect 9, Large Morningstar (narrow grip); Effect 10 Large Greatflail (narrow grip). (Large weapons attack in 10’ Squares, which essentially gives them Reach 1.) Use Spellcasting Skill in place of Might for Bonus [Spellcasting Attribute] Damage and you have no PDP.

You can Change Effect to create Difficult Abyssal, Aquatic, or Maritime Terrain (currents) equal to Effect-3 (e.g., Trivial for Effect 2, Minor for Effect 3, Lesser for Effect 4, …, Fanciful for Effect 9) toward or away from you in an Emanation, Fan, Cone, or Line (centered on you) and Change Effect to change the AoE and/or Difficulty. The Difficult Terrain can stop in any Square you like. You can Change Effect to cause the Difficult Terrain to form a whirlpool around a 5’ Square (the “Eye”), inside of which Terrain is not Difficult; treat Effect as -1 when forming a whirlpool. You can Change Effect to double the size of the Eye. You can create Difficult Terrain in up to Effect2 Squares, but you can decrease Effect by 1 or more for the purpose of determining Terrain Difficulty and increase Effect by the same amount for the purpose of determining number of Squares.

#### Animus Mine (Abjuration, Bubble, Mental) Occult

Animus Mine is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. When you have an Animus Mine, if Target inflicts ep damage from magic or uses Divination or Detection magic to detect you or with a Spell Effect that includes your Square, you can trigger the Animus Mine as a Free Action or Reaction; if you trigger it as a Reaction, you can also attempt a Social Attack; damage from the Social Attack is treated as Traumatic and is added to that of the Animus Mine, unless you would prefer to treat the damage of the Animus Mine as that of the Social Attack.

Effect: You inflict Effect2 Traumatic (ep) Damage. That is, 1 for Effect 0, 4 for Effect 1, 9 for Effect 2, … 100 for Effect 10. This is in addition to Social Attack damage, if applicable.

#### Animus Mine, Elemental (Abjuration, Bubble, [Element], Mental) Occult, Primal

Elemental Animus Mine is actually a number of different spells collected under the “Elemental Animus Mine” umbrella. The elements you can choose and the Knowledge applicable to the Spellcasting test are the same as described for Create Element. Other than inflicting Elemental damage and the trigger being “opposite” Elemental damage, this is the same as Animus Mine.

#### Clairsentience (Divination, Sensor) Occult

When discharged, you deploy a Sensor in a square, which you must be able to specify at least by direction and distance. The Sensor is able to detect jostling without reduced Effect. You must pay -1 Effect for additional senses.

**Auditory Senses**: You must have Acoustics (Sonic) for your Sensor to have an Auditory Sense or you have -1 Result, the first of which is “Hearing” (aka mid-frequency hearing) but due to the solid-state of the sensor, this includes Underwater Hearing. The second one or more Auditory Senses can be: High Frequency Hearing, Low Frequency Hearing, Subsonic Hearing, Tremorsense (but only when in contact with a solid surface), Ultrahigh Frequency Hearing (which can be used to detect when Echolocation is used).

**Chemical Senses**: You must have Chemistry (Aromachology) for your Sensor to have Chemoreception (Taste and Smell) or you have -1 Result, the first of which is “Taste and Smell.” The second one or more Chemical Senses can be: Bloodhound, Inorganic Olfaction, Metallic Olfaction, and/or Sensitive Nose.

**Optical Senses**: You must have Optics (Radiance) for your Sensor to have an Optical Sense or you have -1 Result, the first of which is “Vision.” The second one or more Optical Senses can be: Color Vision, Distance Vision, Infravision, Low Light Vision, or Ultravision.

#### Create [Element] (Conjuration, Emitter, [Element]) Occult, Primal

Create Element is actually a number of different spells collected under the “Create Element” umbrella. The elements you can create, the Knowledge applicable to the Spellcasting test, and the “opposite” Energy are:

Air Planetology (Meteorology) Dyspnea

Cold Physics (Thermodynamics, Cold) Heat

Darkness Negation (Darkness) Radiance

Desiccation Negation (Desiccation) Water

Disintegration Negation (Disintegration) Earth

Dyspnea Negation (Dyspnea) Air

Earth Planetology (Geology) Disintegration

Electricity Physics (Electromagnetism, Electricity) Lode

Green Energy Planetology (Ecology) Negative Energy, Positive Energy, and Spiritual Energy

Heat Physics (Thermodynamics, Heat) Cold

Lode Physics (Electromagnetism, Lode) Electricity

Negative Energy Negation (Negative Energy) Green Energy, Positive Energy, and Spiritual Energy

Positive Energy Mysticism (Positive Energy) Negative Energy and Spiritual Energy

Radiance Physics (Optics) Darkness

Silence Negation (Silence) Sound

Sound Physics (Acoustics) Silence

Spiritual Energy Mysticism (Spiritual Energy) Negative Energy and Positive Energy

Water Planetology (Hydrology) Desiccation

When you discharge the Spell, an Emitter is created in an Adjacent Square. You can Change Effect to cause the Emitter to produce the applicable type of element, in addition to the usual features available to an Emitter. You can Change Effect to double the size of the Square in which an Element is created for each -1 Effect you accept; this can be changed, so the penalty to Effect is only applicable while the size of the Square is larger than 5’ and is reduced if you Change Effect to make the Square smaller.

**Create Air**: You can Change Effect to cause your Emitter to make 2Effect-1 (Medium-sized) Squares of air; you can also choose to oxygenate air in the same volume without increasing air pressure. You can put the Emitter in your mouth to breathe in any environment, and you need not expel the air if you oxygenate what is already in there, essentially allowing you to hold your breath indefinitely.

**Create Cold**: You can Change Effect to cause your Emitter to reduce temperature in its Square by as many degrees as Effect. For example, Effect 5 would cause Mild Temperature (neither Severe Cold nor Severe Heat) to drop to Major Severe Cold (5 degrees below normal Temperature), Effect 7 would cause Mild Temperature to drop to Fanciful Severe Cold, and Effect 10 would cause Moderate Severe Heat to drop to Fanciful Severe Cold. Your Emitter cannot reduce Temperature further than Ambient - Effect, but temperature does not revert to normal until the spell ends.

**Create Darkness**: You can Change Effect to cause your Emitter to reduce the light level in its Square by 1+1 degree per Effect. For example, in normal light, Effect 0 would drop it to Minor Low Light and Effect 5 would drop it to Impossible Low Light (complete darkness). You can create Fanciful Darkness, which prevents even Darkvision from working. The Darkness remains in every Square in which it is created while the spell is active and is reduced by 1 degree at the end of each Round after the spell ends. Light introduced into an area in which Darkness has been created is reduced in degree by current Effect.

**Create Desiccation**: You can Change Effect to cause your Emitter to make its Square more arid by 1 degree per Effect, but treat Effect as -4 if there is more water that flows in after water is destroyed (and without penalty to Effect because no water can flow in). Desiccation acts like Severe Cold or Heat, but destroys water in the area to cause the Drained condition. A Square of water is destroyed when it reaches Drained 10; any smaller amount of water is destroyed proportionally more quickly. This spell has no effect on creatures that do not need water, such as Air Elementals, Earth Elementals, Spirits, and Mummies. Even liquids in hermetically sealed containers are destroyed by Desiccation.

**Create Disintegration**: Functions like Create Desiccation, but for solids instead of liquids and it has -4 Effect (because it is harder to disintegrate than to desiccate). This spell has no effect on incorporeal creatures and creatures of liquid or air.

**Create Dyspnea**: Functions like Create Desiccation, but for air instead of liquids, and treat Effect as -4 if there is more air that flows in after air is destroyed. Creatures that need air to breathe will be unable to draw breath or even hold their breaths. Even air in hermetically sealed containers (or armor) is destroyed by Dyspnea (and without penalty to Effect because no air can flow in). Dyspnea has no effect on creatures that do not need air to survive.

**Create Earth**: You can Change Effect to cause your Emitter to make 2Effect-3 (Medium-sized) Bulk of dirt, sand, or gravel; at Effect 10, that’s 128 Bulk of Earth, which is enough to fill up a 5’ Square if you Change Effect twice. For -1 Effect, you can create or add to a rock or boulder. You can also “program” a Sentient Emitter with a Buffer to create a more complex item of stone, such as a weapon or armor, by making Craft tests until the item would be completed; then you can Change Effect to have your Emitter create it immediately. When you make Craft tests in this way, an Intermission Action counts as a Downtime Action in terms of how quickly it can be done and the Emitter can “remember” as many items as you spend the time to prepare for.

**Create Electricity**: You can Change Effect to cause your Emitter to inflict Effect2 Electricity damage to whatever it touches; treat Effect as -1 to inflict damage in Emitter’s Square.

**Create Green Energy**: You can Change Effect to cause your Emitter to increase Green Energy in its Square by 1 degree per Effect. Green Energy acts a bit like Severe Heat or Cold, but only causing damage to Undead (Negative), Outerplanar (Positive), and Spirit creatures. Green Energy is harder to create than Heat or Cold; it has -2 Effect. However, at Effect 8 (10-2), you can achieve an effect that is beyond that of Severe Heat or Cold, inflicting +1 Drained on susceptible creatures at the end of each Pass. Biological creatures in a Square reduce all other Severe Environmental Effects by 1 per degree of Negative Energy above the degree of the Environmental Effect(s). Note: Negative, Positive, and Spirit Energy suppress and are suppressed by Green Energy.

**Create Heat**: You can Change Effect to cause your Emitter to increase temperature in its Square by as many degrees as Effect. For example, Effect 5 would cause Mild Temperature (neither Severe Cold nor Severe Heat) to increase to Major Severe Heat (5 degrees above normal Temperature), Effect 7 would cause Mild Temperature to increase to Fanciful Severe Heat, and Effect 10 would cause Moderate Severe Cold to increase to Fanciful Severe Heat. Your Emitter cannot increase Temperature above Ambient + Effect, but temperature does not revert to normal until the spell ends.

**Create Lode**: You can Change Effect to cause your Emitter to create a “gravity” that only effects metal objects and is twice as powerful as normal gravity in the direction of the Emitter (“attract”) or away (“repel”). The Emitter is treated as anchored such that it does not move toward metal that is attracted to it or away from metal it repels. Multiply the weight of effected metal by 2X in a cone that extends 1+2Y Squares; the sum of Effect should equal X+Y. If metal is increased in weight by 10 or more Stone (of the size of Target), Target(s) experience Forced Movement as if falling, but in the direction of the Emitter. For -3 Effect you can attract all metal, as opposed to just ferrous metal.

**Create Negative Energy**: You can Change Effect to cause your Emitter to increase Negative Energy in its Square by 1 degree per Effect. Negative Energy acts a bit like Severe Heat or Cold, but causes damage to all creatures other than Undead ones. Negative Energy is harder to create than Heat or Cold; it has -2 Effect. However, at Effect 8 (10-2), you can achieve an effect that is beyond that of Severe Heat or Cold, inflicting +1 Drained on susceptible creatures at the end of each Pass. Undead creatures in a Square reduce all other Severe Environmental Effects by 1 per degree of Negative Energy above the degree of the Environmental Effect(s). Note: Green, Positive, and Spirit Energy suppress and are suppressed by Negative Energy.

**Create Positive Energy**: You can Change Effect to cause your Emitter to increase Positive Energy in its Square by 1 degree per Effect. Green Energy acts a bit like Severe Heat or Cold, but only causing damage to Undead and Spirit creatures. Positive Energy is a little harder to create than Heat or Cold; it has -1 Effect. However, at Effect 8 (9-1), you can achieve an effect that is beyond that of Severe Heat or Cold, inflicting +1 Drained on susceptible creatures at the end of each Pass; and Effect 10, Drained +2 at the end of each Pass. Outerplanar creatures in a Square reduce all other Severe Environmental Effects by 1 per degree of Positive Energy above the degree of the Environmental Effect(s). Note: Negative and Spirit Energy suppress and are suppressed by Positive Energy.

**Create Radiance**: You can Change Effect to cause your Emitter to increase the light level in its Square by 1+1 degree per Effect. Your Emitter can radiate in up to three frequencies of light, Infrared, Visible, and/or Ultraviolet. You can Change Effect to add or remove frequencies. The Square is treated as a Light Source with a degree equal to Effect +1.

|  |  |  |  |
| --- | --- | --- | --- |
| Tag | Infrared Light | Visible Light | Ultraviolet Light |
| Sunlight | -1 Severe Cold degree per 2 Effect (Trivial Severe Heat max) | Double Damage to creatures Vulnerable to Radiance | Visible to Ultravision |
| Starlight | None | Damage to creatures Vulnerable to Radiance | Visible to Ultravision |
| Invisilight | -1 Severe Cold degree per 2 Effect (Trivial Severe Heat max) | None | Visible to Ultravision |
| Torchlight | -1 Severe Cold degree per 2 Effect (Trivial Severe Heat max) | Damage to creatures Vulnerable to Radiance | None |
| Nightlight | None | None | Visible to Ultravision |
| Sparkle | None | Damage to creatures Vulnerable to Radiance | None |
| Warmth | -1 Severe Cold degree per 2 Effect (Trivial Severe Heat max) | None | None |

Effect: Visible Light Radiance inflicts (Effect-3)2 Damage to creatures with Radiance Vulnerability, not to exceed the degree of the Light Source created with the spell +1. That is, 1 for Effect 3, 4 for Effect 4, 9 for Effect 5, … 49 for Effect 10. Sunlight inflicts twice this damage to creatures with Radiance Vulnerability.

**Create Silence**: You can Change Effect to cause your Emitter to reduce sound level, including Ambient Noise, in its Square by 1 degree per Effect. Sounds that pass through the Square are also reduced by 1 degree per Effect when they come out the other side. The Silence remains in every Square in which it is created until the spell ends.

**Create Spiritual Energy**: You can Change Effect to cause your Emitter to increase Spiritual Energy in its Square by 1 degree per Effect. Spiritual Energy acts a bit like Severe Heat or Cold, but only causing damage to Outerplanar creatures and Undead. Spiritual Energy is a little harder to create than Heat or Cold; it has -1 Effect. However, at Effect 8 (9-1), you can achieve an effect that is beyond that of Severe Heat or Cold, inflicting +1 Drained on susceptible creatures at the end of each Pass; and Effect 10, Drained +2 at the end of each Pass. Spirits creatures in a Square reduce all other Severe Environmental Effects by 1 per degree of Spiritual Energy above the degree of the Environmental Effect(s). Note: Negative and Positive Energy suppress and are suppressed by Spiritual Energy.

**Create Sound**: You can Change Effect to cause your Emitter to create white noise in its Square equivalent to Ambient Noise of a degree equal to Effect for creatures capable of hearing the relevant frequencies. Your Emitter can emit up to four frequencies of sound, Low Frequency, Normal Frequency, High Frequency, and Ultrahigh Frequency. You can Change Effect to add or remove frequencies. The current Ambient Noise in an area is generally not additive to the noise you add; just use the higher of the two.

**Create Water**: You can Change Effect to cause your Emitter to make 2Effect-2 (Medium-sized) Bulk of water; at Effect 10, that’s 256 Bulk of Water, which is enough to fill up a 5’ Square. If you have Water Breathing, you can put the Emitter in your mouth and make use of your Water Breathing ability, but you must constantly expel the water as it is created; you generally keep the Emitter at Effect 0 when you do this, which is plenty.

#### Detect Magic (Divination, Detection, Mental) Occult, Primal

You can Change Effect for AoE in a 5’ + 5’ x 2Effect Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). Magic that is higher Level than you increases AoE for itself only in accordance with increased Effect (increasing AoE regardless of any limit you wished to place on AoE). You can only detect the most powerful magic in AoE; if there are multiple applicable sources of the same Level, you detect them all. Although you know the location of detected magic, you do not have any additional sensory capabilities, so invisible magic is still invisible to you if you cannot see invisible things.

You can Change Effect while touching a potential magic source. You can designate one of Divine, Occult, or Primal if you want to limit the spell to detecting only that tradition. If you do not choose one, the spell will attempt to detect any of the three potential traditions.

Because you must open your mind to accept information, there is a risk you can take damage, depending upon whether Target has safeguards in place (such as Animus Mine). Increase Effect by 1 per Level of Target above your Level for all purposes. Decrease Effect by 1 per Level of Target below your Level for the purpose of determining damage.

Occultism Knowledge is applicable to the Spellcasting test; decrease Effect by 1 for all purposes if you don’t have Occultism and decrease Effect only as relates to damage if you do.

Effect: 0 or less, you detect nothing; 1-2, you detect something; 3 or higher, you Locate Target. Target does not normally cause damage to you, but some spells and effects will cause it to do so. If Target inflicts damage, it has +1 Result per Effect over 4 and a -1 Result per Effect under 4.

#### Detect Incorporeal (Divination, Detection, Mental) Occult

You can Change Effect for AoE in a 5’ + 5’ x 2Effect Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). You can detect all Incorporeal creatures in AoE. Although you know the location of detected creatures, you do not have any additional sensory capabilities, so invisible creatures are still invisible to you if you cannot see invisible things.

Because you must open your mind to accept information, there is a risk you can take damage, depending upon whether Target has safeguards in place (such as Animus Mine). Increase Effect by 1 per Level of Target above your Level for all purposes. Decrease Effect by 1 per Level of Target below your Level for the purpose of determining damage.

Paraphysiology Knowledge is applicable to the Spellcasting test; decrease Effect by 1 for all purposes if you don’t have Paraphysiology and decrease Effect only as relates to damage if you do.

Effect: 0 or less, you detect nothing; 1-2, you detect something; 3 or higher, you Locate Target. Target does not normally cause damage to you, but some spells and effects will cause it to do so. If Target inflicts damage, it has +1 Result per Effect over 4 and a -1 Result per Effect under 4.

#### Detect Life (Divination, Detection, Mental) Primal

You can Change Effect for AoE in a 5’ + 5’ x 2Effect Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). You can detect all biological creatures in AoE. Although you know the location of detected creatures, you do not have any additional sensory capabilities, so invisible creatures are still invisible to you if you cannot see invisible things.

Because you must open your mind to accept information, there is a risk you can take damage, depending upon whether Target has safeguards in place (such as Animus Mine). Increase Effect by 1 per Level of Target above your Level for all purposes. Decrease Effect by 1 per Level of Target below your Level for the purpose of determining damage.

Effect: 0 or less, you detect nothing; 1-2, you detect something; 3 or higher, you Locate Target. Target does not normally cause damage to you, but some spells and effects will cause it to do so. If Target inflicts damage, it has +1 Result per Effect over 4 and a -1 Result per Effect under 4.

#### Detect Undeath (Divination, Detection, Mental) Occult

You can Change Effect for AoE in a 5’ + 5’ x 2Effect Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). You can detect all Undead creatures in AoE. Although you know the location of detected creatures, you do not have any additional sensory capabilities, so invisible creatures are still invisible to you if you cannot see invisible things.

Because you must open your mind to accept information, there is a risk you can take damage, depending upon whether Target has safeguards in place (such as Animus Mine). Increase Effect by 1 per Level of Target above your Level for all purposes. Decrease Effect by 1 per Level of Target below your Level for the purpose of determining damage.

Necromancy Knowledge is applicable to the Spellcasting test; decrease Effect by 1 for all purposes if you don’t have Necromancy and decrease Effect only as relates to damage if you do.

Effect: 0 or less, you detect nothing; 1-2, you detect something; 3 or higher, you Locate Target. Target does not normally cause damage to you, but some spells and effects will cause it to do so. If Target inflicts damage, it has +1 Result per Effect over 4 and a -1 Result per Effect under 4.

#### Dimensional Lock (Conjuration, Bubble) Occult

Dimensional Lock is discharged in a 5’ + 5’ x 2Effect-1 Square Bubble. You do not know whether your spell “works” because the GM will apply Effect in secret. If successful, any attempt to teleport, travel to another plane, or access an extradimensional space fails. You can Change Effect to create a new Bubble.

If you are on your home plane and Target is not, any Effect that would cause Target to be dimensionally locked while you maintain the spell Banishes Target back to its home plane instead, where it must remain for 1 day; if you include a Material Component that is anathema to Target, it is Banished for 1 gyre plus 1 day.

Effect: -1 per Level of Target above your Level; +1 per Level of Target below your Level. If Effect is less than Target’s Determination, Target is immune to your Dimensional Lock until circumstances change; if Effect matches Target’s Determination, Target is dimensionally locked while it remains in AoE; if Effect exceeds Target’s Determination, Target is dimensionally locked while you maintain the spell, even if it leaves AoE, until you do not cast the spell for 1 day (you can keep casting during daily preparations to keep Target dimensionally locked indefinitely).

#### Dispel Magic (Abjuration) Occult

You can Change Effect for AoE in a 5’ + 5’ x 2Effect Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). You do not know whether your spell “works” (unless it is obvious because a counteracted spell fizzles) because the GM will apply Effect in secret. Treat the first Spellcasting Action of Change Effect and a Recall Knowledge test as a single Action and the Second Spellcasting Action of Change Effect and the Counteract attempt as a single Action.

You can designate one of Divine, Occult, or Primal if you want to limit the spell to dispelling only that tradition. If you do not choose one, the spell will attempt to Dispel all potential traditions.

Effect (Spell that has not been discharged): -1 Effect per Level of Spellcaster above your Level, +1 Effect per Level of Spellcaster below your Level; if you match Spellcaster Determination, the Spell fails. If you discharge on the same Pass as the Spellcaster, and you are successful, Pending Damage is negated.

Effect (Spell Effect): A Spell Effect is only targeted if the origin of the Spell Effect is in the AoE. If Effect matches Spell Effect, the Spell Effect is suppressed until the end of the Encounter; if Effect exceeds Spell Effect, the Spell Effect is counteracted.

Effect (Consumable): -1 Effect per Item Level above your Level, +1 Effect per Item below your Level; if Effect is 2, the Consumable is destroyed; if Effect is 0-1, the Consumable is suppressed until the end of the Encounter.

Effect (Permanent Magic Item): -1 Effect per Item Level above your Level, +1 Effect per Item below your Level; if Effect is 4-5, the Magic Item is suppressed until the end of the Encounter; if Effect is 6-7, the Magic Item is suppressed for 1 day; if Effect is 8-9, the Magic Item is Broken; and if Effect is 10 or more, the Magic Item is permanently destroyed.

#### Effervescent (Enchantment, Bubble, Signature) Occult, Primal

Effervescent is discharged in a 5’ + 5’ x 2Effect-5 Square Bubble. Everything in the Bubble has one or more Chemical Signatures reduced by 1 degree per Effect. This prevents both magical and mundane attempts to detect a Chemical Signature. Because when you cast the spell everything in the Bubble suddenly has no smell (any particles you give off are kept in “stasis” while the spell persists), it is pretty obvious what you have done to any creatures with applicable olfactory capabilities.

Chemistry (Aromachology) is applicable to the Spellcasting test.

Reduce Effect by 1 per Chemical Signature removed ***after the first***. Chemical Signatures can be suppressed for Normal Scent, Inorganic Olfaction, Metallic Olfaction, or Pheromones (a “catchall” category that includes carbon monoxide in your breath as well as actual pheromones).

#### Fear (Enchantment, Emotion, Mental) Occult

You can Change Effect for AoE in a 5’ + 5’ x 2Effect-2 Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). Everything, Ally and Enemy alike, is effected in the AoE. You may or may not be aware of damage that is done to Target(s) you cannot detect.

Treat your second Change Effect Spellcasting Action and an Intimidation test as a single Action. If you choose not to use Intimidation, you can cause Fear without it being obvious that it came from you. If Target is outside of a reasonable range for Intimidation, Target does not suffer the additional harm from your Intimidation test, but they still take damage from Fear, if within AoE.

Effect: You inflict Effect2 Psychological ep Damage; this damage stacks with the effect of your Intimidation test, if you took one, and if your Intimidation test resulted in Traumatic ep Damage, the Psychological ep Damage is also converted to Traumatic ep Damage.

#### Freedom of Movement (Abjuration, Transmutation, Bubble) Primal

Freedom of Movement is discharged in a 5’ + 5’ x 2Effect-1 Square Bubble.

Effect: Reduce Terrain Difficulty or degree of Restraints of any kind by 1 per Effect. If there are multiple different obstacles, you can only reduce them by as many degrees as Effect in total.

#### Haste (Transmutation, Bubble) Occult, Primal

Haste is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. For each Downtime spent Hasted, Subjects must consume 1 day of rations per Effect. This is just for being “ready;” there are additional drawbacks if you actually take advantage of the potential to be hasted, as described below. The GM can scale how many rations need to be consumed if Subjects are hasted for less than a full Downtime Round.

Reduce Effect by 2 for each reduction in Traumatized or Drained the spell causes; this must be selected when you Discharge the spell.

Effect: Subjects can take an additional Bonus Action or Reaction on their turns per Effect, though they still must have the Bonus Action(s) or Reaction(s) to take; the Bonus Actions can be taken at no (additional) penalty. Subjects also gain a Maximum Haste Timer of ½ (10-Effect); for example, Effect 2 would grant Maximum Haste Timer 4 and Effect 10 would grant Maximum Haste Timer 0. At the top of each Pass, the Haste Timer is reduced by 1. If you have a Haste Timer of 0, you can take a Free Action or Free Reaction. You (the Spellcaster) can accept Traumatized +1 when the Free Action or Free Reaction is taken, mentally absorbing the harm caused to Subject’s body from moving so quickly, or you can decline, in which case Subject takes Drained +1. Note: If you have this spell cast during Intermission, Subjects start with Timer 0.

#### Inaudibility (Enchantment, Signature) Occult, Primal

Inaudibility is discharged in a 5’ + 5’ x 2Effect-3 Square Bubble. Everything in the Bubble has one or more Auditory Signatures reduced by 1 degree per Effect. Because when you cast the spell everything in the Bubble is suddenly silenced, it is pretty obvious what you have done to any creatures with applicable sensory capabilities.

Physics (Acoustics) is applicable to the Spellcasting test.

Effect: Reduce Effect by 1 per frequency band ***after the first*** for which inaudibility is provided, which is decided when you Change Effect. Auditory Signatures can be suppressed in Normal Hearing, Low-, High, and Ultrahigh Frequency bands, with the latter preventing Echolocation.

#### Invigorate (Green Energy) Occult, Primal

Invigorate is actually a number of different spells collected under the “Invigorate” umbrella. When reference is made to “Invigorate,” it generally means Invigorate (Zoological), which includes Anthropians. Invigorate (Flora) covers Plants and Fungi. Most other Invigorate spells cover one specific Physiology.

Invigorate is discharged in a 5’ + 5’ x 2Effect-1 Square Bubble. You can Change Effect to Invigorate Subjects in a 5’ + 5’ x 2Effect-1 Square Emanation. Invigorate suppresses physical Conditions not caused by structural damage (e.g., broken bones) or current external restraints (including mental restraints) and grants Temporary hp.

Planetology (Ecology) aka “Green Energy” and Physiology of Subject are applicable to the Spellcasting test.

Effect: Applicable physical Conditions of up to 1 degree per Effect are Suppressed during the next Pass for all Subjects. Subjects also gain Effect/10 [Current hp – Current Max hp] Temporary hp.

#### Invisibility (Enchantment) Occult, Primal

Invisibility is discharged in a 5’ + 5’ x 2Effect-4 Square Bubble. Everything in the Bubble has one or more Optical Signatures reduced by 1 degree per Effect over 1. Because when you cast the spell everything in the Bubble suddenly has light bend around them, it is pretty obvious what you have done to any creatures with applicable sensory capabilities.

Physics (Optics) is applicable to the Spellcasting test.

Effect: Reduce Effect by 1 per frequency band ***after the first*** for which invisibility is provided. Optical Signatures can be removed for Normal Vision, Darkvision, Infravision, and Ultravision frequency bands. Effect 1 does not reduce Optical Signatures of Subjects, but it prevents automatic detection. (Normally, even if you have an Optical Signature above Nil, when you are in the open, most creatures can see you automatically.)

#### Magic Apparel (Conjuration, Transmutation) Occult, Primal

Tailor and Materials Science for the appropriate Material(s) are applicable Knowledge for the Spellcasting test. Appraise allows you to remove Locations of an Outfit that do not have the Mana Gem (e.g., if you have a long-sleeved shirt with a Mana Gem in the Upper Torso, you could remove the sleeves and lower portion of the shirt to create a half-shirt that only covers the Upper Torso), to treat the Apparel (and other Locations of the Outfit that do not contain Mana Gems) as being made of a Lesser Special Material, or to change the appearance of the Outfit (but not Quality and it cannot extend the Outfit to Locations it does not cover in its natural form); and Visual Art allows you to increase item Quality (e.g., Subsistence to Standard, Standard to Fine, or Fine to Extravagant, or vice versa), but they are only applicable if you choose to modify your item in this way.

Magic Apparel is actually multiple different spells, each with a different Demi-Sentient “Mana Gem.” You must learn different spells each time you choose a different Demi-Sentience, but you can retrain. The Features the spell can grant must be chosen when you learn the spell.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional -1 Effect to increase Quality by 1 degree, -2 Effect to increase Quality by 2 degrees, or -3 Effect to increase Quality by 3 degrees, or vice versa, each of which has the penalty to Effect is reduced by 1 if you applied Visual Art to your Spellcasting test. You can also accept an additional -1 Effect to remove Locations of the Outfit that do not include a Mana Gem, -1 Effect to change Item Appearance (but not Quality), or -1 per Special Material degree (assuming the Item has the Special Material Feature to match the change); the penalty to Effect is reduced by 1 if you applied Appraise to your Spellcasting test.

You can also learn Magic Apparel to enhance an extant Demi-Sentient Magic Item. Magic Apparel is treated as a different spell for each Demi-Sentient Magic Item, but you can retrain. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn a weapon into the Magic Apparel described above.

#### Magic Armor (Conjuration, Transmutation) Occult, Primal

Armorer and Materials Science for the appropriate Material(s) are applicable Knowledge for the Spellcasting test. Appraise allows you to change armor weight class (e.g., Ultralight to Light, Light to Field, or Field to Heavy Armor, or vice versa), to change Ultralight or Light Armor to a hermetically-sealed variant, or to treat the Armor as being made of a Lesser Special Material; and Visual Art allows you to increase item Quality (e.g., Subsistence to Standard, Standard to Fine, or Fine to Extravagant, or vice versa), but they are only applicable if you choose to modify your item in this way.

Magic Armor is actually multiple different spells, each with a different Demi-Sentient “Mana Gem.” You must learn different spells each time you choose a different Demi-Sentience, but you can retrain. The Features the spell can grant must be chosen when you learn the spell. You can apply the Features to Armor or a Helmet, which are not considered different spells, and if you have a full suit of armor, the benefits can be applied to both Armor and Helmet.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional -1 Effect to increase Quality by 1 degree, -2 Effect to increase Quality by 2 degrees, or -3 Effect to increase Quality by 3 degrees, or vice versa, each of which has the penalty to Effect is reduced by 1 if you applied Visual Art to your Spellcasting test. You can also accept an additional -1 Effect per change in weight class, -1 per Special Material degree (assuming the Item has the Special Material Feature to match the change), or -1 effect to change to a hermetically-sealed variant; the penalty to Effect is reduced by 1 if you applied Appraise to your Spellcasting test.

You can also learn Magic Armor to enhance an extant Demi-Sentient Magic Item. Magic Armor is treated as a different spell for each Demi-Sentient Magic Item, but you can retrain. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn armor and/or helmet into the Magic Armor described above.

#### Magic Container (Conjuration, Transmutation) Occult, Primal

Outfitter and Materials Science for the appropriate Material(s) are applicable Knowledge for the Spellcasting test. Appraise allows you to change container size (e.g., Standard to Oversized (1), or vice versa), to change container appearance, or to treat the Container as being made of a Lesser Special Material; and Visual Art allows you to increase item Quality (e.g., Subsistence to Standard, Standard to Fine, or Fine to Extravagant, or vice versa), but they are only applicable if you choose to modify your item in this way.

Magic Container is actually multiple different spells, each with a different Demi-Sentient “Mana Gem.” You must learn different spells each time you choose a different Demi-Sentience, but you can retrain. The Features the spell can grant must be chosen when you learn the spell.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional -1 Effect to increase Quality by 1 degree, -2 Effect to increase Quality by 2 degrees, or -3 Effect to increase Quality by 3 degrees, or vice versa, each of which has the penalty to Effect is reduced by 1 if you applied Visual Art to your Spellcasting test. You can also accept an additional -1 Effect per change container size, -1 Effect to change container appearance, or -1 per Special Material degree (assuming the Item has the Special Material Feature to match the change); the penalty to Effect is reduced by 1 if you applied Appraise to your Spellcasting test.

You can also learn Magic Container to enhance an extant Demi-Sentient Magic Item. Magic Container is treated as a different spell for each Demi-Sentient Magic Item, but you can retrain. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn a container into the Magic Container described above.

#### Magic Gem (Conjuration, Transmutation) Occult, Primal

Spell Gem Lapidary and Materials Science or other Elementalism Knowledge (whatever your Spell Gem is made of, but Glass if the Spell Gem takes its classic form) are applicable Knowledge for the Spellcasting test. If the Spell Gem is created as part of some other item (e.g., a Weapon), the Craft Knowledge for that item, and the relevant Material(s) Knowledge are applicable to the Spellcasting test. An applicable Artisan Knowledge allows you to change the Spell Gem in the same manner as Magic Armor, Magic Weapon, etc., depending upon the form of your Spell Gem; and an applicable Aesthetic Knowledge allows you to change the Spell Gem in the same manner as Magic Armor, Magic Weapon, etc., depending upon the form of your Spell Gem; but they are only applicable if you choose to modify your item in this way.

Magic Gem is actually multiple different spells, each with a different Demi-Sentient “Mana Gem.” You must learn different spells each time you choose a different Demi-Sentience, but you can retrain. The Features the spell can grant must be chosen when you learn the spell.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional Effect penalties in the same way as for Magic Armor, Magic Weapon, etc., depending on the form of your Spell Gem, for applicable Artisan and/or Aesthetic Knowledge.

You can also learn Magic Gem to enhance an extant Demi-Sentient Magic Item. Magic Gem is treated as a different spell for each Demi-Sentient Magic Item, but you can retrain. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn a gem into the Magic Gem described above.

#### Magic Shield (Conjuration, Transmutation) Occult, Primal

Shylmaker and Materials Science for the appropriate Material(s) are applicable Knowledge for the Spellcasting test. Appraise allows you to change shield size (e.g., Buckler to Kite Shield or Kite Shield to Tower Shield, or vice versa), change appearance (e.g., a Kite Shield could be changed to a Heater Shield, which has the same mechanical benefits but looks different), or to treat the Shield as being made of a Lesser Special Material; and Visual Art allows you to increase item Quality (e.g., Subsistence to Standard, Standard to Fine, or Fine to Extravagant, or vice versa), but they are only applicable if you choose to modify your item in this way.

Magic Shield is actually multiple different spells, each with a different Demi-Sentient “Mana Gem.” You must learn different spells each time you choose a different Demi-Sentience, but you can retrain. The Features the spell can grant must be chosen when you learn the spell.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional -1 Effect to increase Quality by 1 degree, -2 Effect to increase Quality by 2 degrees, or -3 Effect to increase Quality by 3 degrees, or vice versa, each of which has the penalty to Effect is reduced by 1 if you applied Visual Art to your Spellcasting test. You can also accept an additional -1 Effect per change in size, -1 per Special Material degree (assuming the Item has the Special Material Feature to match the change), or -1 Effect to change appearance; the penalty to Effect is reduced by 1 if you applied Appraise to your Spellcasting test.

You can also learn Magic Shield to enhance an extant Demi-Sentient Magic Item. Magic Shield is treated as a different spell for each Demi-Sentient Magic Item, but you can retrain. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn a shield into the Magic Shield described above.

#### Magic Tool/Kit (Conjuration, Transmutation) Occult, Primal

The Craft skill associated with what the tools are used for and Materials Science for the appropriate Material(s) are applicable Knowledge for the Spellcasting test. The appropriate Artisan Knowledge (e.g., Appraise, Barber, Calligrapher, or Chemist) allows you to increase mundane item Level (e.g., from Lesser Tools to Moderate Tools; you do not have to observe the usual Level limit for the mundane portion of your tools) or to treat the Tools as being made of a Lesser Special Material; and the appropriate Aesthetics Knowledge allows you to increase item Quality (e.g., Subsistence to Standard, Standard to Fine, or Fine to Extravagant, or vice versa), but they are only applicable if you choose to modify your item in this way. Note: Increasing Item Quality increases the quality of basic materials provided in a kit, e.g., more exotic spices for Cooking Tools, but this does not translate to Special Materials.

Magic Tool/Kit is actually multiple different spells, each with a different Demi-Sentient “Mana Gem.” You must learn different spells each time you choose a different Demi-Sentience, but you can retrain. The Features the spell can grant must be chosen when you learn the spell.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional -1 Effect to increase Quality by 1 degree, -2 Effect to increase Quality by 2 degrees, or -3 Effect to increase Quality by 3 degrees, or vice versa, each of which has the penalty to Effect is reduced by 1 if you applied the appropriate Aesthetic Knowledge to your Spellcasting test. You can also accept an additional -1 Effect per increase in mundane Item Level or -1 per Special Material degree (assuming the Item has the Special Material Feature to match the change); the penalty to Effect is reduced by 1 if you applied the appropriate Artisan Knowledge to your Spellcasting test.

You can also learn Magic Tool/Kit to enhance an extant Demi-Sentient Magic Item. Magic Tool/Kit is treated as a different spell for each Demi-Sentient Magic Item, but you can retrain. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn a tool/kit into the Magic Tool/Kit described above.

#### Magic Weapon (Conjuration, Transmutation) Occult, Primal

This spell functions slightly differently for Ministers. See Prayers, Magic Weapon.

Bowyer or Weaponsmith and Materials Science for the appropriate Material(s) are applicable Knowledge for the Spellcasting test. Appraise allows you to change weapon Size within the same subcategory (e.g., Hand Axe to Battle Axe), change weapon form to a same-sized weapon in the same category (e.g., Battle Axe to Mace), or treat the item as being made of Lesser Special Materials; and Visual Art allows you to increase item Quality (e.g., Subsistence to Standard, Standard to Fine, or Fine to Extravagant), but they are only applicable if you choose to modify your weapon in this way.

Magic Weapon is actually multiple different spells, each with a different Demi-Sentient “Mana Gem.” You must learn different spells each time you choose a different Demi-Sentience, but you can retrain. The Features the spell can grant must be chosen when you learn the spell.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional -1 Effect to increase Quality by 1 degree, -2 Effect to increase Quality by 2 degrees, or -3 Effect to increase Quality by 3 degrees, each of which has the penalty to Effect reduced by 1 if you applied Visual Art to your Spellcasting test. You can also accept an additional -1 Effect per change in weapon size, -1 Effect to change the weapon to a different subcategory (e.g., Battle Axe to Mace or Rapier to Arming Sword), or -1 per Special Material degree (assuming the Item has the Special Material Feature to match the change), with the penalty to Effect reduced by 1 if you applied Appraise to your Spellcasting test.

You can also learn Magic Weapon to enhance an extant Demi-Sentient Magic Item. Magic Weapon is treated as a different spell for each Demi-Sentient Magic Item, but you can retrain. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn a weapon into the Magic Weapon described above.

#### Nature’s Ally (Abjuration, Transmutation, Bubble, Flora, Poison) Primal

Nature’s Ally is discharged in a 5’ + 5’ x 2Effect+2 Square Bubble. Flora in the Bubble becomes a potential “Ally.” Sentient Flora does not automatically become an “Ally” but may be favorably disposed to someone capable of casting this spell. Sentient Flora that enters the AoE later can be impacted by the Terrain Difficulty and Poison.

You can Change Effect to have one or more “Allies” increase Terrain Difficulty by 1 degree per 2 Effect; the “Allies” must be in contiguous Squares, but Squares that seemingly lack a potential “Ally” often have fungus underneath, at least a little grass or shrubbery, etc., which is sufficient to act as a contiguous Square. The GM may reduce Effect for “Allies” who are small or sparsely situated. Your “Allies” increase Terrain Difficulty for all Targets in applicable Squares, friend and foe alike.

You can Change Effect to have “Allies” inflict Effect2 Damage, ¼ of which is each of Bludgeoning, Piercing, Slashing, and Poison, to Targets in contiguous Squares who ended their last turn(s) in a Square with increased Terrain Difficulty. The GM may reduce Effect for “Allies” who are small or sparsely situated. Your “Allies” inflict damage on all applicable Targets, friend and foe alike. Poison damage has no initial effect (other than pain), but you tally Poison damage to determine its degree at the end of the encounter. 1-3 Poison damage is Minor, 4-15 Poison damage is Lesser, 16-63 Poison damage is Moderate, 64-255 Poison damage is Greater, 256 or more Poison damage is Major. You choose the First and Second conditions of the Poison when you discharge the spell.

Applicable Terrain and Botany and/or Mycology are applicable to the Spellcasting test. If the applicable Terrain is Forest, Jungle, or Swamp, and you have that Terrain Knowledge, you gain +2 Effect. In any other Terrain, if you lack the Terrain Knowledge, you have -2 Effect (in addition to the -1 Result for lack of relevant Knowledge).

#### Nondetection (Abjuration, Bubble) Occult, Primal

Nondetection is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. Everything that retains Nondetection cannot be detected using the applicable type of detection magic. Applicable types include Clairsentience (Auditory), Clairsentience (Chemical), Clairsentience (Optical), Detect Magic, Detect Incorporeal, Detect Life, Detect Thoughts, and Detect Undeath, each of which costs -1 Effect. For -1 Effect, you can create a Phantasm to replace what would be seen, using the rules for Phantasm only when the applicable type of detection would have detected Subject(s).

#### Phantasm (Illusion, Emitter, Mental) Occult, Primal

When discharged, you deploy an Emitter in a 5’ Square, which you must be able to specify at least by direction and distance. You can double the size of the Emitter’s Square for each -1 Effect per doubling.

Optical illusions are stage magic, not real magic. Complex illusions you create with your mind are also practically impossible to get right. For example, if you try to create an optical illusion of an elephant, when you are thinking about its trunk, you won’t be thinking about its feet… so anyone who looks will see a trunk, not an elephant. It is extremely difficult to simultaneously and continuously account for every detail of an illusion; at even modest scales it is an insurmountable obstacle to creating optical illusions with magic. Add in Auditory and Chemical Signatures for the illusion, and it is even worse. Fortunately, phantasms work better in most respects.

You can Change Effect to project an illusion directly into Target’s mind if you know Target’s location, though Target must be able to reasonably detect the Phantasm in the Square of the Emitter or they will immediately know something’s up. This works a lot better than creating an optical illusion because Target will subconsciously help make it real. You give them the idea of an elephant and they fill in the blanks themselves, complete with the sounds and smells they think should go with it. You do not know what Target(s) actually experience because you only send the idea and they fill in the blanks; Target(s) can also “compare notes” and may notice discrepancies in what each is experiencing, which means you might want to create illusions of things they might imagine in very similar ways. You don’t even have to know what you have chosen for Target to see. For example, you could say “an illusion of Target’s wife” without ever having seen Target’s wife, though, in this case, if Target has no wife the spell would fail. Also, the Knowledge of multiple Targets can cause great disparities in what is seen; if you give two Targets the idea of an elephant that one has never seen and the other has, when they compare notes (if they do) the one who has seen an elephant will likely quickly realize that a flying horse with polka dots (or whatever else the other guy made up) is quite clearly not an elephant, providing very strong evidence that it is a phantasm.

You can Change Effect to add another Target. Alternatively, you can accept -1 Effect per doubling of the number of Targets impacted at once. For example, -1 Effect would allow you to have two simultaneous Targets (instead of adding them one at a time) and -2 Effect would allow you to have 3 or 4 simultaneous Targets.

You can also Change Effect for the Phantasm to take an action and the Phantasm will continue to take Lesser Actions appropriate for the action you give it, such as continuing to move away if you instruct the Phantasm to lead Target’s in a given direction.

Once Target suspects a Phantasm, any future attempts to use the spell are first against Target’s Determination (Mettle) and, even if that test fails, Target can attempt Determination (Confidence) as an Envision Action to prevent the Phantasm from causing damage or leading Target astray.

Effect: You inflict Effect2 Temporary ep Damage. That is, 1 for Effect 0, 4 for Effect 1, 9 for Effect 2, … 100 for Effect 10. If Target is not reduced to 0 ep, they can attempt Determination (Confidence) to disbelieve (meaning e is “right”) or believe (meaning e is “wrong”) the illusion you have described; the spell inflicts additional Temporary ep Damage at the end of the next Pass if Target hasn’t decided the phantasm isn’t real and continues to do so at the end of each Pass until Target makes the decision. Target gains +1 Result or more for an unexpected Phantasm. If Target is reduced to 0 ep, the Phantasm is real to them. You can take an Envision Action to have the Phantasm actually do something each Pass, such as lead Target away, speak, attack, etc. Any attack the Phantasm makes uses your Diplomacy (Bon Mot) or Intimidation (Demoralize), no matter whether it breathes fire or swings a sword and uses your social skills for other interactions.

#### Prestidigitation/Wish (Transmutation) Occult, Primal

You can create the Effect of any spell, even if you don’t know it. Treat Effect as -6, in addition to whatever other modifiers to Effect apply. However, if you just want to do magic tricks, move lightweight items around, cause a breeze to blow, or stuff like that, Effect 0 (without the penalty) is enough to get the job done. When used in this way, Prestidigitation should never cause damage, but it could do something that leads to damage (e.g., knocking over a candle to start a fire). Up to Effect 6, you should be able to accomplish bigger things and/or increase range. In general, the minor effects should have no more than range 2Effect Squares.

#### Resistance, [Element] (Abjuration, Bubble, [Element]) Occult, Primal

Elemental Resistance is actually a number of different spells collected under the “Elemental Resistance” umbrella. The elements you can resist and the Knowledge applicable to the Spellcasting test are the same as described for Create Element.

Elemental Resistance is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. Elemental Resistance provides Resistance to both magical (elemental) and mundane effects that are similar (e.g., resistance to fire with Heat Resistance) and protects against Severe Environmental Damage every turn; ignore Severe Environmental damage other than Fanciful, which is treated as reducing Effect by 1.

Effect: You grant Effect2 Resistance. That is, 1 for Effect 0, 4 for Effect 1, 9 for Effect 2, …, 100 for Effect 10. You can increase Effect by 1 as relates to Resistance (allowing up to 256 Resistance for Effect 16) if you reduce Effect by 1 as relates to the size of the Bubble, which you must choose when you discharge the Spell.

#### Soothe (Healing, Green Energy) Occult, Primal

Soothe is actually a number of different spells collected under the “Soothe” umbrella. When reference is made to “Soothe,” it generally means Soothe (Sociobiological), which includes Sapient creatures. Other Soothe spells cover one specific Psychology.

Soothe is discharged in a 5’ + 5’ x 2Effect-1 Square Bubble. You can Change Effect to Soothe Subjects in a 5’ + 5’ x 2Effect-1 Square Emanation. Soothe suppresses mental Conditions and grants Temporary ep.

Planetology (Ecology) aka “Green Energy” and Psychology of Subject, including Psychology for Sapient creatures, are applicable to the Spellcasting test.

Effect: Applicable mental Conditions of up to 1 degree per Effect are Suppressed during the next Pass for all Subjects. Subjects also gain Effect/10 [Current ep – Current Max ep] Temporary ep.

#### Summon Creature (Summoning) Occult, Primal

Summon Creature includes a number of different spells. When you learn Summon Creature, it is for one or more creatures that cannot be changed, but you can Retrain. You do not have to Retrain if you just increase the Level of the Summoned Creature(s) when you advance a Level. When summoned the Summoned Creature(s) appear in an Adjacent Square (or as close as possible if they need more space) and if you dismiss them, they are impossible to follow, track, or be harmed in any way (and while dismissed, heal normally). Your Summoned Creature(s) cannot be made disloyal to you or accept another master and if “killed” they are dismissed with 0 hp (or 0 ep) and cannot be summoned until fully healed; any condition that would prevent full healing is removed after one day.

The Physiology and Psychology for the creature(s) are applicable to the Spellcasting test.

You have an XP Budget of 20 for your Summoned Creature(s), which is enough for one creature of your Level, 2 creatures of 1 Level lower than you, 4 creatures of 2 Levels lower than you, or 10 creatures of 3 Levels lower than you. You can only summon these creatures, but you can summon a subset of them if you like and you get +1 Effect if you summon half of them or less. When you use Empathy (Handle Creature), the benefit is applied to all the creatures you summoned with this spell as long as the instruction is the same for all; any for which the instruction is inapplicable take a Lesser Action instead.

Summon Creature is discharged in a 5’ + 5’ x 2Effect Emanation centered on your Square. It takes a Downtime for a Summoned Creature(s) to arrive, but you can accept -2 Effect to reduce this to an Intermission, -4 Effect to reduce this to a Round, and -6 Effect to have them arrive on the same turn you use your second Change Effect Spellcasting Action. You must remain in the Emanation until the Summoned Creature(s) arrive, but you can have them arrive anywhere in the Emanation. You can accept -1 Effect to have the Emanation move with you, allowing you to Change Effect and have the Summoned Creature(s) arrive anywhere in the Emanation, though you must choose the Square(s) in which they will arrive and those Square(s) must still be within your Emanation when they get there or the summoning attempt fails.

The Summoned Creature(s) can remain until the end of an encounter (or almost 2 minutes), but you can increase that to an Intermission for -1 Effect, to a Downtime for -4 Effect, or to an Unlimited Duration for -7 Effect. You can recast the spell to summon the creature(s) again without penalty.

Effect: With Effect 0, you summon the creature described above.

#### Telekinesis (Conjuration, Bubble, Mental) Occult

Telekinesis is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. Everything in the Bubble is linked to your mind and, if the link is maintained when moving out of the original AoE, continues to be subject to you moving it with your mind. You do not have to be aware of a thing to establish a link, but you must become aware of it before you can utilize the link.

You can Change Effect to levitate, push, or throw anything with which you retain the link, so long as it remains within the AoE of your Bubble. For the purpose of levitating or pushing things, you are treated as having STR equal to Effect and Impossible Proficiency in all applicable STR-related skills. For the purpose of throwing things, you are treated as having DEX equal to your PER and use Sling Weapon Group (with your actual proficiency).

#### Telepathy (Divination, Linguistic, Mental) Occult

Telepathy is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. Everything in the Bubble is linked to your mind and, if the link is maintained when moving out of the original AoE, continues to be subject to telepathically communicating with you. You do not have to be aware of a thing to establish a link, but you must become aware of it before you can utilize the link. (Some creatures might choose to stay silent and “listen in.”)

The most basic link enables Thought Transmission and Thought Reception by all Sapient Subjects. The thoughts are symbolic in nature, generally requiring you share a language, but you can work out a rudimentary code in some instances. Both Thought Projection and Thought Reception require a little practice, though an Intermission Action is generally enough to develop the necessary skill. You can only project to a Subject who can receive and vice versa. Although thoughts are generally projected in a linguistic fashion, you can include auditory signals (typically spoken language) and even chemical signals (typically requiring you work out a rudimentary code). The applicable Knowledge is Psychology.

For -1 Effect, you can allow Image (including “video”), Audio (including “recordings”), and Taste/Scent (that can change over time). These stimuli can generally be sent and received at 10x the speed it would normally take to view, listen to, or otherwise experience. The applicable Knowledges are Physics (Optics), Physics (Acoustics), and Chemistry (Aromachology); you must choose this option when you discharge the spell and can only include the sensory abilities for the Knowledges you applied (or took a -1 Result to allow all three without the requisite Knowledge).

For -1 Effect, you can allow Telempathic Transmission and Telempathic Reception, which allows you to include emotional content. The applicable Knowledges are Sociology; you must choose this option when you discharge the spell and can only include the Telempathic abilities for those creatures for which you applied Sociology (or took a -1 Result to allow all).

For -1 Effect, you can allow communication with Sentient creatures. The applicable Knowledges are Psychology (other than Sociology); you must choose this option when you discharge the spell and can only include the ability for Sentient creatures for which you applied Psychology (or took a -1 Result to allow all).

For -2 Effect, you can allow communication with nonsentient creatures, though, for probably obvious reasons, the “conversations” are often one-sided and boring. (A tree is a good listener, but doesn’t have much to say.) Determinism is the applicable Knowledge.

For -2 Effect, you can give yourself the ability to Change Effect in order to Read Mind. This allows you to know the surface thoughts of Subjects even if they are not transmitting them. For -4 Effect, you can Probe Mind, allowing you to know deeper thoughts. Target can resist with Authority (Testify) to force you to only listen to the thoughts Subject allows, which is typically “stop trying to read my mind,” Deception (Control Body Language), which is applicable to hiding thoughts; or Subject can counter with Diplomacy (Bon Mot) or Intimidation (Demoralize), which has +1 Result against you if you Read Mind and +2 Result against you if you Probe Mind.

For -1 Effect, you can allow Subjects to use Telepathy with one another directly (instead of going through you). You can grant some or all of the features to which you have access at no additional cost.

If you have at least Effect 1 (after reducing for the above-identified features), you can Change Effect to allow Subjects to retain the link at any range on the same plane until the spell ends.

#### Teleportation (Conjuration) Primal

True Teleportation is not a spell anyone uses because when you teleport, you merge your body with whatever is in the space you take up; even merging with air molecules will eventually cause death as dust and debris gets caught up in your body (and death can also be instant when your body merges with a liquid or solid). Accordingly, while there are some Astral creatures that use True Teleportation in the void, you will just use Teleportation.

Teleportation is discharged in a 5’ + 5’ x 2Effect Square Emanation centered on your Square. While you remain in the Emanation, you can Change Effect to teleport from one Square in the Emanation to another Square (which can be at a different elevation) in the Emanation if you have Line of Sight.

Terrain Knowledge is applicable; if you teleport to or from a Square that is in the air, Sky Terrain is applicable; if you teleport to or from a Square in the water, Aquatic Terrain is applicable. You must decide whether to limit teleportation to the Terrain for which you have Knowledge when you discharge the Spell or accept -1 Result to allow teleportation into and out of any terrain.

For -2 Effect, you can Change Effect to teleport yourself (or Subject, if applicable) to any other Square in the Emanation even without Line of Sight.

For -3 Effect, you can Change Effect to teleport Subject in the Emanation to another Square in the Emanation if you have Line of Sight.

For -4 Effect, the Emanation remains when you leave it and you can Change Effect to teleport yourself (and Subject(s), if applicable) back to it from anywhere on the same plane.

#### Time Flux (Conjuration, Bubble) Occult

Time Flux is discharged in a 5’ + 5’ x 2Effect-5 Square Bubble, but the Bubble can either be centered on you or on an adjacent Square. You can choose to stop time within the Bubble (including you) or outside the Bubble.

You can Change Effect to cause time to stop for all Subjects. Subjects appear to an outside observer to vanish; when time resumes, anything that moved into Subjects’ Squares (or the entire Bubble if you did not move out the original location) is shunted out of the way when Subjects reenter normal space-time. Shunting is a barely-noticeable space-time displacement (treat it as if creatures are moved to where they intend to move and their minds adjust to make them think they were there all along), putting things as close to possible to where they were before. For -1 Effect, you can stop time for 1 Round; -2 Effect (minimum original Effect 2) for 1 Intermission; -3 Effect (minimum original Effect 4) for 1 Downtime; -4 Effect (minimum original Effect 6) for up to 1 Lunar Month; -5 Effect (minimum original Effect 8) for up to 5 Lunar Years; -6 Effect (minimum original Effect 10) for up to 300 Lunar Years.

You can Change Effect to cause time to stop for everyone except Subjects. Unless in hermetically sealed armor or a hermetically sealed structure, the bodies of Subjects are frozen, but internal bodily functions continue. Subjects cannot breathe in air from the surrounding area, so they either need to hold their breaths, have an air supply, or have no need to breathe. If Subjects are in an enclosed structure, like a tent or wagon, they can move within the structure. Everything outside the hermetically sealed enclosure appears to be frozen in time and the hermetic seal is an impenetrable barrier. For -1 Effect, you can stop time for 1 Round; -2 Effect (minimum original Effect 2) for 1 Intermission; -3 Effect (minimum original Effect 4) for 1 Downtime; -4 Effect (minimum original Effect 6) for up to 1 Lunar Month; -5 Effect (minimum original Effect 8) for up to 5 Lunar Years; -6 Effect (minimum original Effect 10) for up to 300 Lunar Years.

## Bardsongs

During Daily Preparations, attempt a Performance test for a Bardsong you know and indicate the result next to each Bardsong. The Result acts as a cap on the spell until next Daily Preparations. Although Bardsongs are much like spells, you don’t cast them; you just start performing. Unless otherwise indicated, the Performance test is an Action and actively maintaining the Bardsong is a Bonus Reaction that does not require a new Performance test (you use the initial Performance Result).

Your Auditory Signature is between Faint Whisper and Fortissimo, inclusive, which you can select, but it must be audible to Target.

#### Allegro (Auditory, Composition, Emotion, Enchantment, Mental)

You can actively maintain the spell or resume the spell using the initial Result.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency, after 6 Rounds, the Bonus Actions are treated as Free Actions.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, after 5 Rounds, Allies can choose to replenish Reactive Movement and gain a Reaction that can only be used for Movement, instead of using a Bonus Action.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, after 4 Rounds Allies gain four Bonus Actions, only one of which can be used each Pass.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, after 3 Rounds Allies gain three Bonus Actions, no more than one of which can be used per Pass.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, after 2 Rounds Allies gain two Bonus Actions per Round, no more than one of which can be used per Pass.

Lesser Result (10-19): After the Bardsong has been actively maintained for a full Round, at the start of each Round, Allies gain a Bonus Action that can only be used for Movement; the Bonus Action can be saved up until the end of the Round, if desired, while the spell is actively maintained and audible to Ally.

Minor Result (0-9): No effect and all allies become immune to the spell for the rest of the encounter.

Trivial Result (-1 or less): No effect and all allies become immune to the spell for one day.

#### Counter Performance (Auditory or Visual, Composition, Enchantment, Fortune, Mental)

You can attempt a Performance test as a Reaction when you or an ally is exposed to an auditory or visual effect you can detect.

Fanciful Result (60+): As Impossible Result, except if you have Impossible Proficiency, a Fanciful Result is better than the test against the auditory or visual effect, and Counter Performance has been actively maintained for at least 6 Passes, use Fanciful Result instead.

Impossible Result (50-59): As Major Result, except if you have Impossible Proficiency, an Impossible Result is better than the test against the auditory or visual effect, and Counter Performance has been actively maintained for at least 5 Passes, use Impossible Result instead.

Major Result (40-49): As Greater Result, except if you have at least Major Proficiency, a Major Result is better than the test against the auditory or visual effect, and Counter Performance has been actively maintained for at least a full Round, use Major Result instead.

Greater Result (30-39): As Moderate Result, except if you have at least Greater Proficiency, a Greater Result is better than the test against the auditory or visual effect, and Counter Performance has been actively maintained for at least 3 Passes, use Greater Result instead.

Moderate Result (20-29): As Lesser Result, except if you have at least Moderate Proficiency, a Moderate Result is better than the test against the auditory or visual effect, and Counter Performance has been actively maintained for at least two Passes, use Moderate Result instead.

Lesser Result (10-19): As Minor Result, except if a Lesser Result is better than the test against the auditory or visual effect and Counter Performance has been actively maintained for at least one Pass, use Lesser Result instead.

Minor Result (0-9): If a Minor Result is better than the test against the auditory or visual effect, use Minor Result instead.

#### Dirge of Doom (Auditory, Composition, Emotion, Enchantment, Fear, Mental) Occult

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Fanciful have a maximum rating of 10 for their Frightened conditions.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Impossible gain Frightened +1 per Pass after 4 Rounds, maximum Frightened 7.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Major gain Frightened +3 after 4 Rounds, maximum Frightened 5.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Greater gain Frightened +2 after 3 Rounds, maximum Frightened 3.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Moderate gain Frightened +1 after 2 Rounds, maximum Frightened 2.

Lesser Result (10-19): Enemies gain Frightened 1 after one Round but Allies are immune; Lesser Determination (Mettle) resists.

Minor Result (0-9): All creatures (including allies) gain Frightened 1 after one Round, which cannot be recovered while you actively and continuously maintain the spell; Minor Determination (Mettle) resists.

Trivial Result (-1 or less): Allies gain Frightened 1; Moderate Determination (Mettle) to resist. Enemies become immune to the spell for one day.

#### Hymn of Healing (Auditory, Composition, Healing) Primal

Fanciful Result (60+): As Impossible Result, plus if you have Impossible Proficiency and actively maintain the spell, Allies increase hp by 10% of max hp after 6 Rounds, and each Round thereafter, to a maximum of 60% of max hp. If cast as a Downtime Action, Allies recover from Drained 1 at the end of the Downtime.

Impossible Result (50-59): As Major Result, plus if you have Impossible Proficiency and actively maintain the spell, Allies increase hp by 10% of max hp after 5 Rounds, and each Round thereafter, to a maximum of 50% of max hp. If cast as an Intermission Action, Allies recover from Wounded 1 at the end of the Intermission.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency and actively maintain the spell, Allies increase hp by 10% of max hp after 4 Rounds, and each Round thereafter, to a maximum of 40% of max hp.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency and actively maintain the spell, Allies increase hp by 10% of max hp after 3 Rounds, and each Round thereafter, to a maximum of 30% of max hp.

Moderate Result (20-29): As Lesser Result, plus if you have at least Moderate Proficiency and actively maintain the spell, Allies increase hp by 10% of max hp after 2 Rounds, and each Round thereafter, to a maximum of 20% of max hp.

Lesser Result (10-19): As Minor Result, plus if you actively maintain the spell, Allies increase hp to 10% of max hp after 1 Round.

Minor Result (0-9): Allies Stabilize after one Round if you actively maintain the spell; it takes one additional Round to achieve the benefits of better Results from the spell if an Ally initially has the Dying condition.

#### Inspire Courage (Auditory, Composition, Emotion, Enchantment, Mental)

While the spell is maintained, you can attempt a Performance test as a CHA Reaction to you or an ally being exposed to a Fear effect.

Fanciful Result (60+): As Impossible Result, plus if you have Impossible Proficiency and actively maintain the spell, Allies gain Frightened -4 after 6 Rounds, and Frightened -2 each Pass thereafter if you continuously and actively maintain the spell.

Impossible Result (50-59): As Major Result, plus if you have Impossible Proficiency and actively maintain the spell, Allies gain Frightened -4 after 5 Rounds, and Frightened -1 each Pass thereafter if you continuously and actively maintain the spell.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency and actively maintain the spell, Allies gain Frightened -3 after 4 Rounds, and Frightened -3 each Round thereafter if you continuously and actively maintain the spell.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency and actively maintain the spell, Allies gain Frightened -2 after 3 Rounds, and Frightened -2 each Round thereafter if you continuously and actively maintain the spell.

Moderate Result (20-29): As Lesser Result, plus if you have at least Moderate Proficiency and actively maintain the spell, Allies gain Frightened -1 after 2 Rounds, and Frightened -1 each Round thereafter if you continuously and actively maintain the spell.

Lesser Result (10-19): As Minor Result but Allies are not immune to the spell.

Minor Result (0-9): Allies lose Frightened 1 after one Round if you actively maintain the spell, but are then immune to the spell for 1 hour. If an Ally has 0 ep, they gain a Suggestion to “have courage.”

Trivial Result (-1 or less): No effect and Allies are immune to the spell for one day.

#### Inspire Defense (Auditory, Composition, Emotion, Enchantment, Mental)

Fanciful Result (60+): As Impossible Result, plus if you have Impossible Proficiency, Ally gains 6 Quality Dice after six Rounds, all of which must be spent before the end of the Round. Also, twice per Round, two Quality Dice can be spent on one Defensive test to gain +1 Result instead.

Impossible Result (50-59): As Major Result, plus if you have Impossible Proficiency, Ally gains 5 Quality Dice after five Rounds, all of which must be spent before the end of the Round. Also, once per Round, two Quality Dice can be spent on one Defensive test to gain +1 Result instead.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency, Ally gains 4 Quality Dice after four Rounds, all of which must be spent before the end of the Round.

Greater Result (30-39): As Moderate Result, plus if you have Greater Proficiency, Ally gains 3 Quality Dice after three Rounds, all of which must be spent before the end of the Round.

Moderate Result (20-29): As Lesser Result, plus if you have Moderate Proficiency, Ally gains 2 Quality Dice after two Rounds, both of which must be spent before the end of the Round on different Defensive tests.

Lesser Result (10-19): As Minor Result but Allies are not immune to the spell.

Minor Result (0-9): Allies gain a Quality Die after one Round if you actively maintain the spell, but are then immune to the spell for 1 hour. The Quality Die can be used on a Defensive test any time before the end of the Round.

Trivial Result (-1 or less): No effect and Allies are immune to the spell for one day.

#### Lingering Composition (Composition, Enchantment)

Fanciful Result (60+): As Major Result, but if you have Impossible Proficiency, you gain a Free Action that can only be used to maintain the second Bardsong, instead of a Bonus Action.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency, you gain a Bonus Action that can only be used to maintain the second Bardsong.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency, you gain a Free Action that can only be used to cast the second Bardsong, instead of the Bonus Action.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency, you gain a Bonus Action that can only be used to cast a second Bardsong.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency, you gain a Free Action that can only be used to maintain Lingering Composition, instead of the Bonus Action.

Lesser Result (10-19): As Minor Result but you gain a Bonus Action that can only be used to maintain Lingering Composition.

Minor Result (0-9): You can stop actively maintaining a Bardsong, but it is treated as actively and continuously maintained while you maintain Lingering Composition.

Trivial Result (-1 or less): No effect; all Bardsong is treated as no longer being actively and continuously maintained.

#### Lullaby (Auditory, Composition, Enchantment, Mental, Sleep)

Your Auditory Signature is that of a whisper while you maintain the spell. You can increase the volume if you like, but it is only effective if Target has the capacity to detect it (even if they do not) at that of a whisper.

Fanciful Result (60+): As Impossible Result, plus if you have Impossible Proficiency, after 5 Rounds creatures sleeping creatures are not awakened by sounds 4 degrees higher than that of your Lullaby, and Target(s) who achieved less than Fanciful Result on their Determination (Mettle) test(s) gain Oblivious +1. You also reduce Ambient Noise in adjacent squares by 5, at Range 2 by 4, at Range 3-4 by 3, at Range 5-8 by 4, and at Range 9-16 by 1.

Impossible Result (50-59): As Major Result, plus if you have Impossible Proficiency, after 4 Rounds creatures sleeping creatures are not awakened by sounds 3 degrees higher than that of your Lullaby, and Target(s) who achieved less than Impossible Result on their Determination (Mettle) test(s) gain Oblivious +1. You also reduce Ambient Noise in adjacent squares by 4, at Range 2 by 3, at Range 3-4 by 2, and at Range 5-8 by 1.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency, after 3 Rounds creatures sleeping creatures are not awakened by sounds 2 degrees higher than that of your Lullaby, and Target(s) who achieved less than Major Result on their Determination (Mettle) test(s) gain Oblivious +1. You also reduce Ambient Noise in adjacent squares by 3, at Range 2 by 2, and at Range 3-4 by 1.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency, after 2 Rounds creatures sleeping creatures are not awakened by sounds one degree higher than that of your Lullaby, and Target(s) with who achieved less than Greater Result on their Determination (Mettle) test(s) gain Oblivious +1. You also reduce Ambient Noise in adjacent squares by 2 and at Range 2 by 1.

Moderate Result (20-29): As Lesser Result, plus if you have at least Moderate Proficiency, after one Round creatures who want to fall asleep do, sleeping creatures are not awakened by sounds equal to or less than that of your Lullaby, and Target(s) must attempt Determination (Mettle) or gain Oblivious 1, which cannot be recovered while you actively and continuously maintain the spell. If Target(s) can attempt Determination (Confidence) to notice they gained the Oblivious Condition; those who do not gain Oblivious +1 per Round while you actively and continuously maintain the spell (and Target(s) continue to have the capacity to detect your Auditory Signature); those who reach Oblivious 10 fall asleep. You also reduce Ambient Noise in adjacent squares.

Lesser Result (10-19): As Minor Result but Target(s) are not immune to the spell.

Minor Result (0-9): As long as you maintained the spell for at least one round, sleeping creatures are not awakened by sounds quieter than your Lullaby, but when you stop actively maintaining the spell, Target(s) are immune for 1 hour.

Trivial Result (-1 or less): Target(s) are immune to the spell for 1 day.

#### Pied Piping (Auditory, Composition, Enchantment, Mental) Primal

You cannot attempt Pied Piping after hostilities have commenced or if you are a known enemy.

Fanciful Result (60+): As Impossible Result, but if you have Impossible Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Fanciful have a maximum rating of 10 for their Fascinated conditions.

Impossible Result (50-59): As Major Result, but if you have Impossible Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Impossible gain Fascinated +1 per Pass after 4 Rounds, maximum Fascinated 7.

Major Result (40-49): As Greater Result, but if you have at least Major Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Major gain Fascinated +3 after 4 Rounds, maximum Fascinated 5.

Greater Result (30-39): As Moderate Result, but if you have at least Greater Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Greater gain Fascinated +2 after 3 Rounds, maximum Fascinated 3.

Moderate Result (20-29): As Lesser Result, but if you have at least Moderate Proficiency and you actively and continuously maintained the spell, enemies whose original Determination (Mettle) Result was less than Moderate gain Fascinated +1 after 2 Rounds, maximum Fascinated 2.

Lesser Result (10-19): As Minor Result but Target(s) are not immune to the spell and the spell does not effect Allies. If an effect would cause Temporary ep to be recovered, Targets instead gain Fascinated 0 (retaining the condition without recovering the Temporary ep, but not causing additional Temporary ep damage while you actively and continuously maintain the spell).

Minor Result (0-9): All creatures gain Fascinated 1; Minor Determination (Mettle) to resist. Enemies become immune to the spell for the rest of the encounter.

Trivial Result (-1 or less): Allies gain Fascinated 1; Moderate Determination (Mettle) to resist. Enemies become immune to the spell for one day.

#### Soothing Ballad (Auditory, Composition, Healing) Primal

Fanciful Result (60+): As Impossible Result, plus if you have Impossible Proficiency and actively maintain the spell, Allies increase ep by 10% of max ep after 6 Rounds, and each Round thereafter, to a maximum of 60% of max ep. If cast as a Downtime Action, Allies recover from Traumatized 1 at the end of the Downtime.

Impossible Result (50-59): As Major Result, plus if you have Impossible Proficiency and actively maintain the spell, Allies increase ep by 10% of max hp after 5 Rounds, and each Round thereafter, to a maximum of 50% of max ep. If cast as an Intermission Action, Allies recover from Stressed 1 at the end of the Intermission.

Major Result (40-49): As Greater Result, plus if you have at least Major Proficiency and actively maintain the spell, Allies increase ep by 10% of max ep after 4 Rounds, and each Round thereafter, to a maximum of 40% of max ep.

Greater Result (30-39): As Moderate Result, plus if you have at least Greater Proficiency and actively maintain the spell, Allies increase ep by 10% of max ep after 3 Rounds, and each Round thereafter, to a maximum of 30% of max ep.

Moderate Result (20-29): As Lesser Result, plus if you have at least Moderate Proficiency and actively maintain the spell, Allies increase ep by 10% of max ep after 2 Rounds, and each Round thereafter, to a maximum of 20% of max ep.

Lesser Result (10-19): As Minor Result, plus if you actively maintain the spell, Allies increase ep to 10% of max ep after 1 Round.

Minor Result (0-9): Allies recover from Temporary Insanity after one Round if you actively maintain the spell; it takes one additional Round to achieve the benefits of better Results from the spell if an Ally initially has the Temporary Insanity condition. If Target has 0 ep, you can implant the Suggestion “don’t worry.”

#### Unfathomable Song (Auditory, Composition, Emotion, Enchantment, Fear, Mental) Occult

Unfathomable Song has random effects that are determined by this table:

|  |  |
| --- | --- |
| Result | Effect |
| 0 | Target is Frightened 1 |
| 1 | Target is Frightened +1 (max 3) |
| 2 | Target is Stupefied 1 |
| 3 | Target is Frightened +1 (max 5) and gains Fleeing 1 if they are Frightened 3 or higher |
| 4 | Target is Stupefied +1 |
| 5 | Target is Frightened +1 and is paralyzed with fear if they are Frightened 5 or higher |
| 6 | Target is Confused 1 |
| 7 | Target is Frightened +1 and dies if they are already Frightened 9 |
| 8 | Target is Blinded 1 |
| 9 | Target is Stunned 1, Stupefied +1, and Stupefied 1 permanently |
| 10+ | Target is Stunned 2 and Permanently Confused |

Fanciful Result (60+): If you have Impossible Proficiency, on every Pass after the 6th Round, the spell chooses all Enemies with Determination (Mettle) under a Fanciful Result.

Impossible Result (50-59): If you have Impossible Proficiency, after 6 Rounds the spell chooses 1d10 Enemies, and continues to choose 1d10 Enemies every Round thereafter; roll 1d10 on the table above for each with Determination (Mettle) under an Impossible Result.

Major Result (40-49): If you have at least Major Proficiency, after 5 Rounds the spell chooses 1d10 Enemies; roll 1d10 on the table above for each with Determination (Mettle) under a Major Result.

Greater Result (30-39): If you have at least Greater Proficiency, after 4 Rounds the spell chooses 1d8 Enemies; roll 1d8 on the table above for each with Determination (Mettle) under a Greater Result.

Moderate Result (20-29): If you have at least Moderate Proficiency, after 3 Rounds the spell chooses 1d6 Enemies; roll 1d6 on the table above for each for each with Determination (Mettle) under a Moderate Result (those who made a test for the spell already retain their previous Result).

Lesser Result (10-19): After 2 Rounds, the spell chooses 1d4 Enemies; roll 1d4 on the table above for each with Determination (Mettle) under a Lesser Result.

Minor Result (0-9): After 1 Round, the spell chooses a Random Target other than you, which gains Frightened 1.

Trivial Result (-1 or less): After 1 Round, the spell targets you (roll 1d10 on the table above).

## Prayers

#### Ablative (Alignment) Shield (Abjuration, Ablative, Alignment, Bubble)

Ablative Alignment Shield is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble. You can Change Effect and designate one of Chaos, Evil, Good, or Law to limit the spell to only that Alignment; you cannot choose an Alignment diametrically opposed to your Alignment. If you do not choose one, the spell uses your Alignment (Ablative Anarchic Shield if you are Chaotic, Ablative Axiomatic Shield if you are Lawful, Ablative Holy Shield if you are Good, Ablative Unholy Shield if you are Evil, or a combination of two of these). Your Ablative Shield has an Effect, including HP. The HP cannot be replenished unless you recast the Spell, otherwise diminishing over time until your Ablative Shield is “Broken.” You also cannot change the Energy type once it has been established unless you recast the spell.

Like other shields, an Ablative Shield reduces damage by its Hardness and the remaining damage is split between Shield and Subject (the beneficiary of the Ablative Shield). Damage to ep is applied to HP, just as damage to hp is, but Temporary ep damage is ignored. Psychological (ep) and Nonlethal (hp) damage is blocked by Hardness and remaining damage is applied to Subject, but not to the Ablative Shield. If the Ablative Shield takes ½ maximum HP with one Attack, it is Broken; it otherwise becomes Broken when reduced to 0 HP.

Alignment Knowledge is applicable to the Spellcasting test. For example, Alignment (Demonology, Diabolism, and Evil) are Unholy (applicable to Ablative Unholy Shield), so you would have -1 Result on your Spellcasting test if you discharged Ablative Unholy Shield but did not have one of these Knowledges (or -1 Result if you did not have both, when it is assigned two Energy types). Note: It sounds strange to call the shield of a Good Minister an “Ablative Unholy Shield,” so, unlike other Ablative Shields, Ablative (Alignment) Shields protect against the opposite Alignment. For example, an Ablative Heat Shield protects against Heat, but an Ablative Holy Shield protects against Evil.

You can Change Effect to raise the Ablative Shield, but the Ablative Shield is only applicable to the Energy type of the Attack (you cannot choose). A Raised Ablative Shield protects against all Attacks against Subject for the Pass.

For -2 Effect, you intuitively know when the Ablative Shield is applicable to the Alignment Energy type that is included in the Attack, but you do not know how much Alignment Damage the Attack will inflict. You can also treat both Change Effect Spellcasting Actions as a single Reaction. The penalty to Effect is for Hardness only; it does not reduce Ablative Shield HP. Also, after gaining the benefit of this, your Shield reverts to its values prior to the -2 Effect being applied (less any HP from the attack it was used to block, if applicable).

Effect: The Ablative Shield has Effect2 Hardness. That is, 1 for Effect 0, 4 for Effect 1, 9 for Effect 2, … 100 for Effect 10. The Ablative Shield has HP equal to 10 x Hardness and BT equal to 5 x Hardness.

#### Avatic Enhancement, Armor (Invocation, Alignment)

Alignment Knowledge is applicable to the Spellcasting test. For example, Alignment (Demonology, Diabolism, and Evil) are Unholy (applicable to Avatic (Good) Armor Enhancement), so you would have -1 Result on your Spellcasting test if you discharged Avatic (Good) Armor Enhancement but did not have one of these Knowledges.

You can Change Effect while touching an Item and designate one of Chaos, Evil, Good, or Law to limit the spell to only that Alignment; you cannot choose an Alignment diametrically opposed to your Alignment. If you do not choose one, the spell uses your Alignment (Avatic (Lawful) Armor Enhancement if you are Chaotic, Avatic (Chaotic) Armor Enhancement if you are Lawful, Avatic (Evil) Armor Enhancement if you are Good, Avatic (Good) Armor Enhancement if you are Evil, or a combination of two of these). The Item need not actually be Armor, but if the Item is not a Worn Item, only the Item gains the benefit of the Avatic Enhancement, not its owner.

Effect: You grant the Item Effect2 Hardness of the relevant type; that is, 1 for Effect 0, 4 for Effect 1, 9 for Effect 2, … 100 for Effect 10. Note: Because this spell increases Hardness “stacks” with Alignment Resistance (Damage Reduction) of the applicable type.

#### Avatic Enhancement, Weapon (Invocation, Alignment)

Alignment Knowledge is applicable to the Spellcasting test. For example, Alignment (Demonology, Diabolism, and Evil) are Unholy (applicable to Avatic (Good) Weapon Enhancement), so you would have -1 Result on your Spellcasting test if you discharged Avatic (Good) Weapon Enhancement but did not have one of these Knowledges.

You can Change Effect while touching an Item and designate one of Chaos, Evil, Good, or Law to limit the spell to only that Alignment; you cannot choose an Alignment diametrically opposed to your Alignment. If you do not choose one, the spell uses your Alignment (Avatic (Lawful) Weapon Enhancement if you are Chaotic, Avatic (Chaotic) Weapon Enhancement if you are Lawful, Avatic (Evil) Weapon Enhancement if you are Good, Avatic (Good) Weapon Enhancement if you are Evil, or a combination of two of these). The Item need not actually be a Weapon, but if the Item is not used to attack as a weapon, the Item gains no benefit.

Effect: You grant the Item Effect2 Hardness Reduction of the relevant type; that is, 1 for Effect 0, 4 for Effect 1, 9 for Effect 2, … 100 for Effect 10. Note: Because this spell increases Hardness Reduction “stacks” with Alignment Damage of the applicable type. However, you can choose to apply Alignment Damage instead of Hardness Reduction if your weapon does not have Alignment Damage or the Hardness Reduction would be higher than the Alignment Damage.

#### Avatic Suppression (Abjuration, Alignment)

Avatic Suppression is discharged in a 5’ + 5’ x 2Effect Square Emanation centered on you. When you move, Avatic Suppression moves with you.

Alignment Knowledge is applicable to the Spellcasting test. For example, Alignment (Demonology, Diabolism, and Evil) are Unholy (applicable to Avatic (Good) Suppression), so you would have -1 Result on your Spellcasting test if you discharged Avatic (Good) Suppression but did not have one of these Knowledges.

When Discharging the Spell, designate one of Chaos, Evil, Good, or Law to limit the spell to only that Alignment; you cannot choose an Alignment diametrically opposed to your Alignment. If you do not choose one, the spell uses your Alignment (Avatic (Lawful) Suppression if you are Chaotic, Avatic (Chaotic) Suppression if you are Lawful, Avatic (Evil) Suppression if you are Good, Avatic (Good) Suppression if you are Evil, or a combination of two of these).

Effect: You suppress Effect2 Damage of the relevant type on Subject or in the AoE; that is, 1 for Effect 1, 4 for Effect 2, 9 for Effect 3, … 100 for Effect 10. If AoE is in an area that suppresses a diametrically opposed alignment, the spells are not Counteracted but subtract the higher suppressed damage from the lower to determine how much damage is suppressed. Note: Because this is a suppression effect, it “stacks” with Alignment Resistance of the applicable type.

#### Bless (Abjuration, Bubble, Lawful)

Bless is discharged in a 5’ + 5’ x 2Effect-2 Square Bubble centered on you. Everything that does not have the Chaotic Alignment in the Bubble is Blessed.

You can Change Effect to grant Subject a Quality Die on a test against a Chaotic Enemy. If you are Good, you also can also Change Effect to grant Subject a Quality Die on a test against an Evil Enemy; the Spell gains the Good trait in this case. For -4 Effect, you can grant +1 Result instead of a Quality Die.

For -1 Effect, you can treat the two Change Effect Spellcasting Actions as a single Action or for -5 Effect, you can grant the Quality Die (or +1 Result) as a Free Action.

For -3 Effect, you can attempt Authority (Coerce) when a Quality Die (or +1 Result) are gained due to Bless, Target assumes you have “actual authority,” and the Authority test and Bonus Action used to maintain the spell are treated as a single Action. For -5 Effect, Target is Blinded; Diplomacy (Make an Impression) to resist.

#### Detect Alignment (Divination, Alignment, Detection)

You can Change Effect for AoE in a 5’ + 5’ x 2Effect Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). Magic that is higher Level than you increases AoE for itself only in accordance with increased Effect (increasing AoE regardless of any limit you wished to place on AoE). You can only detect the most powerful creature(s) in AoE; if there are multiple applicable sources of the same Level, you detect them all. Although you know the location of detected alignment(s), you do not have any additional sensory capabilities.

You can Change Effect while touching a potential aligned source. You can designate one of Chaotic, Evil, Good, or Lawful if you want to limit the spell to detecting only that tradition. If you do not choose one, the spell will attempt to detect any of the four potential alignments. The spell does not detect Neutral and you do not suffer any damage if Target is Neutral, regardless of Effect, unless they are shielding their minds (e.g., with Animus Mine).

Because you must open your mind to accept information, there is a risk you can take damage, depending upon whether Target has safeguards in place (such as Animus Mine). Increase Effect by 1 per Level of Target above your Level for all purposes. Decrease Effect by 1 per Level of Target below your Level for the purpose of determining damage.

Alignment Knowledge is applicable to the Spellcasting test; you need the opposing Alignment for the Alignment you wish to detect. For example, Alignment (Demonology, Diabolism, and Evil) oppose Good, so you would have -1 Result on your Spellcasting test if you discharged Detect Alignment against an Evil Target but did not have one of these Knowledges. On the other hand, if you have the opposed Alignment, reduce Effect by 1 only as it pertains to damage.

Effect: 0 or less, you detect nothing; 1-2, you detect something; 3 or higher, you Locate Target. Target is required to attempt a Social Attack as a Free Reaction in response to being detected or Located, with the following options: Intimidation (Demoralize), Diplomacy (Bon Mot) only if Chaotic, Authority (Coerce) only if Lawful and you are not Chaotic, and Nonaction only if Target is Good and you are not Evil (and Target must choose this if you are Neutral or Good) or Target is Lawful and you have the same alignment as Target (Lawful Good, Lawful Neutral, or Lawful Evil). For Authority (Coerce), you must choose to resist (see Authority, Coerce) and the suggestion must be to act in accordance with Law to the best of your ability or to act in accordance with Law and Good (if Target is Lawful Good) or Law and Evil (if Target is Lawful Evil). This is summarized in the table below:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Target is You are: | Chaotic | Evil | Good | Lawful |
| Chaotic | Demoralize or Bon Mot | Demoralize or Bon Mot | Demoralize or Bon Mot | Demoralize or Bon Mot |
| Evil | Demoralize | Demoralize | Demoralize | Demoralize |
| Good | Demoralize or Nonaction | Demoralize | Nonaction | Demoralize or Nonaction |
| Lawful | Demoralize | Demoralize or Coerce | Demoralize or Coerce | Demoralize, Coerce, or Nonaction |

Target’s Social Attack has +1 Result per Effect over 4 and a -1 Result per Effect under 4.

#### Dispel Alignment (Abjuration, Alignment, Conjuration)

You can Change Effect for AoE in a 5’ + 5’ x 2Effect Line or, with reduced Effect, in a Cone (-1 Effect), Fan (-2 Effect), or Emanation (-3 Effect). You do not know whether your spell “works” because the GM will apply Effect in secret. Treat the first Spellcasting Action of Change Effect and a Recall Knowledge test as a single Action and the Second Spellcasting Action of Change Effect and the Counteract attempt as a single Action.

You can designate one of Chaotic, Evil, Good, or Lawful if you want to limit the spell to dispelling only that alignment. If you do not choose one, the spell will attempt to Dispel all potential alignments. This spell functions to cause Dimensional Lock and Dispel Magic to act as Composite Spells (though you need not know either) against Targets that match the Alignment type you choose for your spell.

You have been invested with the power to use Wrath so your Deity’s alignment does not limit your options. However, Lawful and most Neutral Deities will be displeased if you use Dispel Law, even Neutral (Chaotic) Deities, though Neutral (Chaotic Evil) Deities don’t care. Similarly, Good and most Neutral Deities will be displease if you use Dispel Good, though Neutral (Evil) and Neutral (Chaotic Evil) Deities don’t care. Evil Deities will be displeased if you use Dispel Evil, though some, particularly Lawful Evil ones, will forgive you if it is part of a ruse to hide your Alignment.

Effect (Spell that has not been discharged by a Spellcaster casting a spell with the applicable Alignment trait or by a Witch): -1 Effect per Level of Spellcaster above your Level, +1 Effect per Level of Spellcaster below your Level; +1 Effect if the Spell or Witch matches two applicable Alignment traits. If you match Spellcaster Determination, the Spell fails. If you discharge on the same Pass as the Spellcaster, and you are successful, Pending Damage is negated.

Effect (Spell Effect with the applicable Alignment trait): A Spell Effect is only targeted if the origin of the Spell Effect is in the AoE. +1 Effect if the Spell Effect matches two applicable Alignment traits. If Effect matches Spell Effect, the Spell Effect is suppressed until the end of the Encounter; if Effect exceeds Spell Effect, the Spell Effect is counteracted.

Effect (Consumable with the applicable Alignment trait): -1 Effect per Item Level above your Level, +1 Effect per Item below your Level; +1 Effect if the Consumable matches two applicable Alignment traits. If Effect is 2, the Consumable is destroyed; if Effect is 0-1, the Consumable is suppressed until the end of the Encounter.

Effect (Permanent Magic Item): -1 Effect per Item Level above your Level, +1 Effect per Item below your Level; +1 Effect if the Magic Item matches two applicable Alignment traits. If Effect is 4-5, the Magic Item is suppressed until the end of the Encounter; if Effect is 6-7, the Magic Item is suppressed for 1 day; if Effect is 8-9, the Magic Item is Broken; and if Effect is 10 or more, the Magic Item is permanently destroyed.

Effect (Dimensional Lock): If you are on your home plane and Target is not, any Effect that would cause Target to be dimensionally locked while you maintain the spell Banishes Target back to its home plane instead, where it must remain for 1 day; if you include a Material Component that is anathema to Target, it is Banished for 1 gyre plus 1 day.

-1 per Level of Target above your Level; +1 per Level of Target below your Level; +1 if Target matches two applicable Alignment traits. If Effect is less than Target’s Determination, Target is immune to your Dimensional Lock until circumstances change; if Effect matches Target’s Determination, Target is dimensionally locked while it remains in AoE; if Effect exceeds Target’s Determination, Target is dimensionally locked while you maintain the spell, even if it leaves AoE, until you do not cast the spell for 1 day (you can keep casting during daily preparations to keep Target dimensionally locked indefinitely).

#### Magic Weapon (Conjuration, Transmutation)

This spell works on both Favored Weapons of your deity, as long as the weapons have been appropriately blessed by your sect. If you cannot find your sect, your weapons are considered to be appropriately blessed when you advance a Level.

Bowyer or Weaponsmith and Materials Science for the appropriate Material(s) are applicable Knowledge for the Spellcasting test. Appraise allows you to change weapon Size within the same subcategory (e.g., Hand Axe to Battle Axe), change weapon form to a same-sized weapon in the same category (e.g., Battle Axe to Mace), or treat the item as being made of Lesser Special Materials; and Visual Art allows you to increase item Quality (e.g., Subsistence to Standard, Standard to Fine, or Fine to Extravagant), but they are only applicable if you choose to modify your weapon in this way.

The Features the spell can grant to your Magic Item must be chosen when you learn the spell and must be approved by your sect if they blessed your weapon; if you blessed your own weapon, you can choose what you want but your deity could become displeased if you failed to take features for which it would approve, particularly Alignment-related features.

Reduce Effect by 1 per Item Level. You must create at least a 1st Level Magic Item (for -1 Effect) and you cannot create a Magic Item with an Item Level greater than your Level. Reduce Effect by 1 per degree of the Magic Item above Minor. For example, Lesser Magic Item for -1 Effect, Moderate Magic Item for -2 Effect, Greater Magic Item for -3 Effect, Major Magic Item for -4 Effect, and Artifact for -5 Effect. You can accept an additional -1 Effect to increase Quality by 1 degree, -2 Effect to increase Quality by 2 degrees, or -3 Effect to increase Quality by 3 degrees; reduce the penalty to Effect by 1 if you applied Visual Art to your Spellcasting test. You can also accept an additional -1 Effect to change weapon size within the same subcategory, -2 Effect to change the weapon to a different subcategory (e.g., Battle Axe to Mace or Rapier to Arming Sword), or -3 Effect to do both, each of which has the penalty to Effect reduced by 1 if you applied Appraise to your Spellcasting test.

You can also learn Magic Weapon to enhance an extant Demi-Sentient Magic Item, so long as it matches the Alignment of your deity and has been appropriately blessed; some Items may also come “pre-blessed” if they were designed for followers of your deity. The spell works in essentially the same way, but Magic Item Level is still capped at your Level.

Effect: With Effect 0, you turn a weapon into the Magic Weapon described above.

#### Miracle (Conjuration)

You can create the Effect of any spell, even if you don’t know it. Treat Effect as -5, in addition to whatever other modifiers to Effect apply. Because the spell is granted directly by an avatar of your deity, they will likely be restrictive in what spells are “appropriate” and can become angry or, worse, disappointed, if you choose the “wrong” spell.

#### Wrath (Evocation, Alignment)

Wrath is discharged in a 5’ + 5’ x 2Effect Square Emanation centered on you. You can designate one of Chaos, Evil, Good, or Law to limit the spell to only that Alignment when you discharge the Spell; you cannot choose an Alignment diametrically opposed to your Alignment. If you do not choose one, the spell uses your Alignment (Anarchic Wrath if you are Chaotic, Axiomatic Wrath if you are Lawful, Holy Wrath if you are Good, Unholy Wrath if you are Evil, or a combination of two of these). When you move, the Emanation moves with you.

Alignment Knowledge is applicable to the Spellcasting test. For example, Alignment (Demonology, Diabolism, and Evil) are Unholy (applicable to Unholy Wrath), so you would have -1 Result on your Spellcasting test if you discharged Unholy Wrath but did not have one of these Knowledges.

You have been invested with the power to use Wrath so your Deity’s alignment does not limit your options. However, Lawful and most Neutral Deities will be displeased if you use Anarchic Wrath, even Neutral (Chaotic) Deities, though Neutral (Chaotic Evil) Deities don’t care. Similarly, Good and most Neutral Deities will be displease if you use Unholy Wrath, though Neutral (Evil) and Neutral (Chaotic Evil) Deities don’t care. Evil Deities will be displeased if you use Holy Wrath, though some, particularly Lawful Evil ones, will forgive you if it is part of a ruse to hide your Alignment.

You can Change Effect to inflict damage to all applicable creatures. You can also Change Effect to change the size of your Emanation (without changing Effect as relates to damage).

**Anarchic Wrath**: Targets vulnerable to Axiomatic Energy are immune, but all other creatures and unattended objects take Lethal damage. Be aware that the floor underneath your feet is an “unattended object.”

**Axiomatic Wrath**: Unattended Objects (other than those that are Chaotic) and Lawful Targets are immune, Neutral Targets (including NG and NE) take Nonlethal damage, and Chaotic Targets take Lethal damage.

**Holy Wrath**: Unattended Objects (other than those that are Evil) and Targets vulnerable to Unholy Damage are immune, non-Evil Targets take Psychological damage, and Evil Targets take Traumatic damage. Targets reduced to 0 ep gain a Suggestion to “be good” if the damage is Psychological and “flee if you can and cower if you cannot” if the damage is Traumatic.

**Unholy Wrath**: Unattended Objects (other than those that are Good) and Targets vulnerable to Holy Damage are immune; other Targets take Traumatic damage. Targets reduced to 0 ep gain a Suggestion to “flee if you can and cower if you cannot.”

Effect: You inflict Effect2 Damage. That is, 1 for Effect 1, 4 for Effect 2, 9 for Effect 3, … 100 for Effect 10.

## Composite Spells

#### Ablative Shield

You can use a Spellcasting Action to cast all Ablative Shield Spells you are able to cast. Use the lowest Spellcasting Skill. After the last Spellcasting Action is taken, choose one Spell Slot to consume, if at least one of the spells consumes a Spell Slot. If you take a Maintenance Spellcasting Action, you need not choose which spell(s) you will ultimately discharge. The Ablative Shield has the indicated Hardness against all applicable damage types; HP is as indicated (it is not per damage type). You cannot choose opposites (e.g., Cold and Heat).

#### Aggressive Elemental Resistance (Abjuration, Conjuration, [Element])

If you know Elemental Animus Mine and Elemental Resistance for the same Element, you gain the benefits of both when you discharge the Spell.

#### Armor Enhancement

You can use a Spellcasting Action to cast all Armor Enhancement Spells you are able to cast. Use the lowest Spellcasting Skill. After the last Spellcasting Action is taken, choose one Spell Slot to consume, if at least one of the spells consumes a Spell Slot. If you take a Maintenance Spellcasting Action, you need not choose which spell(s) you will ultimately discharge. The Armor Enhancement has the indicated Hardness against all applicable damage types. You cannot choose opposites (e.g., Cold and Heat).

#### Destroy [Creature] (Evocation, Green Energy, Attack) Primal

**Aberrations**: Acts as a Dyspnea spell vs. Aberrations and your Invigorate and Elemental Attack spell(s) (including Desiccate and Disintegrate) inflict the better of Dyspnea or its usual Energy type against Aberrations; if you use Dyspnea (as opposed to an Invigorate spell that acts as a Dyspnea spell) the spell inflicts the better of Desiccate or Dyspnea.

**Constructs**: Acts as a Disintegrate spell vs. Constructs and your Invigorate and Elemental Attack spell(s) (including Desiccate and Dyspnea) inflict the better of Disintegration Energy or its usual Energy type against Constructs; if you use Disintegration (as opposed to an Invigorate spell that acts as a Dyspnea spell) the spell inflicts the better of Disintegrate or Explosive. The damage also applies to buildings and other artificial structures.

**Outerplanar Avatics**: Acts as a Disintegrate spell vs. Avatic Outerplanar creatures, even if the creature is incorporeal, and your Invigorate and Elemental Attack spell(s) (including Desiccate, Disintegrate, and Dyspnea) inflict the better of Green Energy or its usual Energy type against Outerplanar creatures.

**Fey**: Acts as a Dyspnea spell vs. Fey and your Invigorate and Elemental Attack spell(s) (including Desiccate and Disintegrate) inflict the better of Dyspnea or its usual Energy type against Fey; if you use Dyspnea (as opposed to an Invigorate spell that acts as a Dyspnea spell) the spell inflicts the better of Desiccate or Dyspnea.

**Spirits**: Acts as a Disintegrate spell vs. Spirits, even if the Spirit is incorporeal, and your Invigorate and Elemental Attack spell(s) (including Desiccate, Disintegrate, and Dyspnea) inflict the better of Green Energy or its usual Energy type against Spirits.

**Undead**: Acts as a Disintegrate (Green Energy) spell vs. Undead, even if the Undead is incorporeal, and your Invigorate and Elemental Attack spell(s) (including Desiccate, Disintegrate, and Dyspnea) inflict the better of Green Energy or its usual Energy type against Undead.

#### Detect

You can use a Spellcasting Action to cast all Detect Spells you are able to cast. Use the lowest Spellcasting Skill. After the last Spellcasting Action is taken, choose one Spell Slot to consume, if at least one of the spells consumes a Spell Slot. If you take a Maintenance Spellcasting Action, you need not choose which spell(s) you will ultimately discharge. You Detect one Aura for each of the spells you selected and suffer the repercussions for each independently, if any.

#### Elemental Cocoon (Abjuration, Conjuration, [Element])

If you know Elemental Resistance and either Animate Element or Create Element for the same Element, you gain the benefits of both when you discharge the Spell. If you know all three, you can choose either Animate Element or Create Element when you discharge the spell, in addition to Elemental Resistance.

#### Elemental Wrath (Evocation, [Element], Attack)

If you know both Animate Element and Create Element for the same Element, you gain the benefits of both when you discharge the Spell. If you wish to turn the Effect into an Attack, the spell gains the Attack trait and you inflict Effect2 [Element] Damage in an AoE. That is, 1 for Effect 0, 4 for Effect 1, 9 for Effect 2, … 100 for Effect 10. The AoE can be equal to or less than (your choice) of Effect x5’ (Emanation), Effect x 15’ (Fan), Effect x 30’ (Cone), or Effect x 60’ (Line). Some combinations of elements can provide alternative effects.

**Light Show**: If you can Animate Radiance and Create Radiance, you can Change Effect to create lights in a pattern you can imagine in the AoE. The lights can be no brighter than Effect +4, which is enough for Effect 11-14 to cause Blindness 1-4 if the Emitter is in the same Square as Target. Visual Art is an applicable Knowledge unless you are just creating bright lights. If the Emitter is sentient, it can create combinations of patterns you could probably not manage to envision rapidly enough and in sufficient detail and if it has a Buffer it can create entire scenes you work out in an Intermission or, for very complex or alternative scenes, one or more Downtimes.

**Sculpt Sound**: If you can Animate Sound and Create Sound, you can Change Effect to create any sound you can imagine in the AoE. The Sound can be no louder than Effect+4 in degree, which is enough for Effect 11-14 to cause Deafness 1-4 if the Emitter is in the same Square as Target. Musicology is an applicable Knowledge unless you are just creating a loud sound. If the Emitter is sentient, it can create combinations of sounds you could probably not manage to envision rapidly enough and in sufficient detail and if it has a Buffer it can create entire scores you work out in an Intermission or, for very complex or alternative scores, one or more Downtimes.

#### Weapon Enhancement

You can use a Spellcasting Action to cast all Weapon Enhancement Spells you are able to cast. Use the lowest Spellcasting Skill. After the last Spellcasting Action is taken, choose one Spell Slot to consume, if at least one of the spells consumes a Spell Slot. If you take a Maintenance Spellcasting Action, you need not choose which spell(s) you will ultimately discharge. The Weapon Enhancement has the indicated Hardness Reduction against all applicable Hardness. You cannot choose opposites (e.g., Cold and Heat).

#### Wrath

You can use a Spellcasting Action to cast all Wrath Spells you are able to cast. Use the lowest Spellcasting Skill. After the last Spellcasting Action is taken, choose one Spell Slot to consume, if at least one of the spells consumes a Spell Slot. If you take a Maintenance Spellcasting Action, you need not choose which spell(s) you will ultimately discharge. The Wrath inflicts the Energy types that are the worst for Target or you can choose some combination of Energy damage that adds up to the total damage granted for Effect. You cannot choose opposites (e.g., Cold and Heat).

# General Rules

**Action**: An Action is the basic unit of “what you can do” on your turn. You normally get one Action on your turn and you can gain Bonus Actions, but can take only one Bonus Action per turn. You can take an Action as a Reaction with a Penalty Die. You can also take a Compound Action as an Action, which typically allows you to take multiple Actions and/or Reactions as a single Action.

**Attack**: An Attack is a skill test (e.g., one of the Weapon Group skills). Damage reduces hp in the same way regardless of hit location, but hit location can matter for armor and critical hits. Actual hit location may be different depending upon target anatomy, but for a humanoid, it can be: 1 Foot, 2 Lower Leg, 3 Upper Leg, 4 Groin, 5 Lower Torso, 6 Upper Torso, 7 Arm, 8 Hand, 9 Head, 0 Face. You can accept one or more Penalty Dice before the attack roll to be able to adjust the Hit Location up or down by 1 per Penalty Die. The Consistency Feat can allow you to reduce these Penalty Dice. If a location is behind cover, the Result of your attack must exceed Degree in order to avoid striking the cover. For example, if a person is standing behind a wall up to their waist, the GM may rule Location 4 has Greater Cover and Locations 1-3 have Impossible Cover, which means you would need a Major Result if your attack was on Location 4 and a Fanciful Result on Locations 1-3.

**Bonus [Attribute] Damage Cap**: When you add Bonus STR Damage, Bonus DEX Damage, Bonus PER Damage, Bonus INT Damage, Bonus CHA Damage, or Bonus WIL Damage to the damage of an attack, you are subject to a Cap for the Bonus [Attribute] Damage. The Cap is equal to Attribute x4, minimum 4.

**Chained Action**: A Chained Action is one that is an Action that benefits from a previously taken Action. To chain an action with an ally, you usually have to communicate with the ally and the ally usually cannot benefit from the communication until the end of the Pass (or even longer if the GM thinks it would take longer to convey the information). The most common effect of a Chained Action is to treat Ally’s next test as if Ally had the Knowledge and obtained the Result of the previous test. For example, an ally could make an Mechanics (Mechanician) test to Recall Knowledge and chain the action to you; you could then use Tinker (Mechanician) even if you lacked Mechanician Knowledge and act as if the Recall Knowledge test Result is yours. (The Recall Knowledge test Result acts as a cap on your Tinker test.)

**Close Combat (aka Grapple Range)**: You can generally Step into Target’s square without penalty, triggering reactions, but Target can use Reactive Movement to move away. You can follow Target with your remaining movement. You can leave Close Combat, but it must be in the direction you entered or the opposite direction from which an enemy entered Close Combat with you. See also Agility (Move Through Occupied Square).

**Combat Maneuver (Disarm)**: It is difficult to disarm a reasonably skilled combatant unless you first trap the weapon or weapon arm. Disarm often entails 4 actions: 1) Hustle (Close to Disarm), 2) Weapon Group (Trap Weapon), 3) Might (Grab to Disarm), and 4) Might (Disarm). If you have Exploit Disarm Trait and are using a weapon that has the Disarm Trait, you do not need to Trap Weapon as long as you do not Close to Disarm (and are not otherwise in Close Combat).

**Combat Maneuver (Shove)**: Shove often entails 2 actions: 1) Hustle (Close to Shove) and 2) Bulwark (Shove).

**Combat Maneuver (Trip)**: It is rather difficult to trip without grabbing first, so you often have to 1) Hustle (Close to Trip), 2) Athletics (Unbalance Target), 3) Might (Grab to Trip), and 4) Hustle (Trip). If you have Exploit Trip Trait and are using a weapon that has the Trip Trait, you do not need to Unbalance Target as long as you do not Close to Trip (and are not otherwise in Close Combat).

**Counteractive Movement**: Certain actions, such as Bulwark (Stand Ground) will give characters Counteractive Movement. Counteractive Movement is used to counter Forced Movement and usually requires you be in contact with a solid surface. You retain Counteractive Movement until it is consumed, converted to Reactive Movement, or the end of the encounter, whichever comes first, but you cannot increase Counteractive Movement, only replace it with new Counteractive Movement.

**Cover**: Cover can be Trivial, Minor, Lesser, Moderate, Greater, Major, Impossible, or Fanciful. Impossible cover includes cover that would realistically prevent an attack from getting through (e.g., a solid wall), but could perhaps unrealistically get to you via a ricochet. Fanciful cover is so complete that even an unrealistic attack angle couldn’t get to you, such as if you were buried underground. See Conditions (Flatfooted, Flatfooted Defense).

**Critical Hit**: If you get a Result higher than is necessary to hit, you score a Critical Hit. If you get a Result 2 lower than is necessary to avoid being hit, your attacker scores a Critical Hit. Roll 3d6 for a Critical Hit.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Roll | Location | Critical Hit Result |  | Roll | Location | Critical Hit Result |
| 3 | 1-9, 0 | Amputation / Death |  | 10 | 9, 0 | Nervous 1d6 |
| 4 | 1-3, 7-8 | Amputation\* |  | 11-13 | 1-8 | Enfeebled 1d6 |
| 4 | 4-6 | Drained\*\* |  | 11 | 9, 0 | Repugnant 1d6 |
| 4 | 9, 0 | Death if reduced to 50% max hp (or Unconscious) |  | 12-13 | 9, 0 | Befuddled 1d6 |
| 5 | 1, 8 | Amputation\* |  | 14 | 1-8 | Knocked Prone |
| 5 | 2-7 | Stunned 1d4 |  | 14 | 9, 0 | Stupefied 1d4 |
| 5 | 9 | Traumatized |  | 15 | 1-3, 7-8 | Crippled 1 day |
| 5 | 0 | Permanently Deafened |  | 15 | 4-6 | Instead of double damage, roll damage again for Bleed |
| 6 | 1-3 | Cannot use Leg for 1 Round |  | 15 | 9 | Stunned |
| 6 | 4-6 | Instead of double damage, roll damage again for Bleed |  | 15 | 0 | Permanently Blinded in one eye |
| 6 | 7-8 | Cannot use Arm for 1 Round |  | 16 | 1, 8 | Amputation\* |
| 6 | 9 | Stunned |  | 16 | 2-7 | Stunned 1d4 |
| 6 | 0 | Permanently Deafened in one ear |  | 16 | 9 | Traumatized |
| 7 | 1-8 | Drop Weapon |  | 16 | 0 | Permanently Blinded |
| 7 | 9 | Stupefied 1d4 |  | 17 | 1-3, 7-8 | Amputation\* |
| 7 | 0 | Deafened for 1 Round |  | 17 | 4-6 | Drained\*\* |
| 8-10 | 1-8 | Clumsy 1d6 |  | 17 | 9, 0 | Death if reduced to 50% max hp (or Unconscious) |
| 8-9 | 9, 0 | Oblivious 1d6 |  | 18 | 1-9, 0 | Amputation / Death |

\* Piercing weapons have no additional effect.

\*\* Piercing weapons inflict 10% of damage as Persistent Bleed Damage.

**Forced Movement**: Typically, Forced Movement is either negative (down) or positive (horizontal or up). Gravity gives you negative Forced Movement if you are not on the ground and influences positive Forced Movement, pulling you towards the ground. If you strike a surface (“splat”), base damage is 1d10 x Momentum (which is ½ Forced Movement if not decreased prior to splat) +2 for odd Momentum (e.g., Momentum 1, 3, 5, …).

If your Size is other than Medium you have a Momentum modifier for determining falling damage. Relatively small creatures take little or no damage from falling and large creatures take a great deal. Multiply Momentum by the Momentum modifier when determining falling damage:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Size | Momentum |  | Size | Momentum |
| Small 4 | 1/16 |  | Large 4 | x16 |
| Small 3 | ⅛ |  | Large 3 | x8 |
| Small 2 | ¼ |  | Large 2 | x4 |
| Small 1 | ½ |  | Large 1 | x2 |

Damage from a fall into water inflicts ½ the indicated damage. It should be noted that the type of surface makes relatively little distance at the velocities achieved at Falling 1 for a normal person. Nearly 100% of normal humans would not survive a fall of 240 feet into water. A high degree of skill can allow survival for dives that approach 240 feet (the world record high dive is 192 feet and the record-holder routinely dived from surfaces near that height). On hard ground, survival is about 50/50 at 48 feet and about 10% at 84 feet. A life net (or jumping net) provides slightly better results than jumping into water, but for game purposes, you can assume they are equivalent to water (and note that nobody uses life nets anymore because they are unreliable).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Dive | Falling | Forced Movement | Momentum (Splat) | Distance (continuous fall without slowing down or speeding up) |
| 0 | 0 | -12 (60 feet) | 6\* or 1/10 feet Forced Movement | 60 feet |
| 1 | 1 | -36 (180 feet) | 18\* or 6 + 1/15 feet Forced Movement | 240 feet |
| 2 | 2 | -50 (250 feet) | 25\* or 18 + 1.4/5 feet Forced Movement | 490 feet |
| 3 | 3 | -60 (300 feet) | 30\* or 25 + 1/60 feet Forced Movement | 790 feet |
| 4 | 4 | -80 (400 feet)\*\* | 40\*, or 30 + 1/40 feet Forced Movement\*\* | 1140 feet (upon reaching terminal velocity) |
| 5 | n/a | -100 (500 feet) | 50\* or 40 + 1/50 feet Forced Movement | Varies |
| 6 | n/a | -120 (600 feet) | 60\* or 50 + 1/60 feet Forced Movement | Varies |
| 7 | n/a | -140 (700 feet) | 70\* or 60 + 1/70 feet Forced Movement | Varies |

\* If your Falling or Dive condition remains unchanged from the last time (or was reduced from a higher rating), you are assumed to have maximum Momentum for the current condition. You generally must be able to fly to maintain Falling 3 or less or Dive 3 or less.

\*\* Terminal velocity for a human who is not diving is about -70 Forced Movement, so you can cap Momentum at 35 for Falling 4 unless diving. Max Tracking Speed if not diving would also be limited to 70. See Aerobatics.

The impact from a Shove Attack is equal to gross (the sum of) Forced Movement. Impact damage is 1 hp Bludgeoning damage that cannot be reduced with DR from Size. If both parties are the same Size, each takes 50% of the damage (dropping fractions, as usual). If one party is 1 Size larger than the other, the smaller party takes 90% of the damage and the larger party takes 10% of the damage; plus, the larger party divides Forced Movement by 4. If one party is 2 Sizes larger than the other, the smaller party takes 100% of the damage and the larger party does not suffer any Forced Movement.

Momentum from positive Forced Movement is reduced as you are forced to move. Specifically, Momentum is equal to ½ the remaining Forced Movement before splat, not ½ the original Forced Movement, as is the case when falling. (Positive Forced Movement up eventually results in 0 Momentum at the apex, but then increases back to it’s original value upon splat.) You take the same damage from splat as you would for falling: 1d10 x Momentum +2 for odd Forced Movement. If you strike a creature, use the Impact damage formula instead.

**Reaction**: A Reaction is an alternative to an Action. You can take a Reaction at (almost) any time during a Pass and you can generally use Reactive Movement when you do.

**Reactive Movement**: Certain Actions will allow you to replenish Reactive Movement. You can have up to Speed Reactive Movement if Armor and Encumbrance are no more than 0 PDP. Reduce by ¼ Speed per PDP above 0. (So if you have PDP 4 or more, no Reactive Movement). You can use Reactive Movement on your turn, before or after any actions you take, or before or after a Reaction, if you have one. Reactive Movement that is not used in conjunction with a Reaction is treated as normal movement. You retain Reactive Movement until it is consumed or the end of the encounter, whichever comes first. You cannot have both Reactive Movement and Counteractive Movement.

**Signature**: All things, including combatants, have Audible, Chemical (which includes Odor and Auras), and Optical (including Heat, Ultraviolet, and Visible) Signatures. Unless otherwise indicated, all Signatures are Medium (Trivial) for a Medium-sized creature; Large (Trivial) for a Large creature, and Small (Trivial) for a Small creature under normal conditions. What this means is that at a given sensory range, the Signature is detectable without a test as long as the Signature is not overwhelmed by other stimuli (e.g., Ambient noise). See Appendix B, Recon.

Contortion, Alchemy (or Lore), and Agility can be used to make a Signature harder to detect. Also, Audible Signatures can be rendered undetectable by noise (Ambient), Chemical Signatures by overwhelming stench (Mask), and Optical Signatures by optical concealment (including most forms of Cover). Your ability to detect a Signature can change depending upon whether, for example, you are surrounded by noise or you jump over Cover behind which an enemy is hiding.

**Skill-Associated Damage**: You frequently add a fraction of a skill to damage. For example, some projectile weapons, thrown weapons, and most melee weapons add ¼ Might or more to damage. You cannot add more than 100% of a skill to a damage roll, but you can add 100% of two or more different skills as long as the combination does not exceed the Bonus [Attribute] Damage Cap.

## Downtime

A Downtime Round is 8 “Earth” hours, including four Passes of 2 “Earth” hours each. (The reason “Earth” is in quotes is because on Nacre, people use 16 Hour Days; the day is the same length as on Earth, but each hour is 90 minutes.) You generally take two Downtime Rounds per day, with a third that is assumed to be used for sleeping, grooming, and the like. Aelves, sleep-working Dvorgar, and anyone else who doesn’t need to sleep can take a third Downtime Round with GM approval.

You have 4 Downtime Actions in a Downtime Round, one per Pass. You select all your Actions at once, and they are resolved throughout the Downtime as appropriate. For example, if you decide to run long-distance with Hustle (Sprint) 4 times, you would resolve a test after each Pass. (You can’t really do this because of Fatigue, but there’s always magic…).

You can assist (chain an action) by taking an Action during the same Pass an Ally takes er Action. Accordingly, anyone who is taking an Action on which an Ally can build or benefit should go before the applicable Ally; this also allows the sharing of Knowledge for relevant tasks on which you collaborate.

You generally take one less Downtime Round on a day in which you enter Encounter Mode, but the GM can rule the third Downtime Round (normally used for sleeping, grooming, etc.) can include the Encounter Rounds you use, if you don’t take too many of them. Thus, even after a day of adventuring (spending time in Exploration Mode and Encounter Mode), you often have a Downtime Round at the end of the day, plus the third Downtime Round for sleeping, etc.

You cannot enter Downtime Mode if you are taking damage after Exploration Passes or Rounds. (See, e.g., Extreme Temperatures below.)

Some “special” Action options are Move Normally and Proceed with Caution.

**Move Normally**: As a Free Action, you can move up to your Speed. In Downtime Mode, this is considered Travel. You cannot Move Normally if you are trying to Avoid Notice, Stick to the Shadows, or choose an Action that provides movement. If one or more of your other Actions requires you remain stationary, reduce Speed by ¼ per Action that requires you remain stationary. (This reduces your Speed to 0 if all 4 of your other Actions require you remain stationary.) When you move your Speed, you move about 13.6 miles. See Determination (Control Breathing) for Fatigue that can set in for moving more than your Speed during Downtime.

**Proceed with Caution**: Proceeding with Caution consumes 4 Actions, but you can break it down into fewer Actions by not using all four options. In each instance, you generally don’t roll until it becomes relevant.

Avoid Notice (1 Action): You can use Agility (for your Auditory Signature), Alchemy (for your Chemical Signature), and Deception (in populated areas); you can move up to your Speed as Reactive Movement but cannot take any other move actions. Upon entering Encounter Mode, you do not have Reactive Movement because you are assumed to have used it to get where you are. You cannot take a Move Action other than Proceed with Caution options.

Stick to the Shadows (1 Action): You can use Contortion (for your Optical Signature). When you enter Encounter Mode, you can move up to Speed from where you are placed on a Battle Map to a Square that provides concealment before any other action is taken (regardless of whether you are aware of a threat). You will also generally be placed near concealment if any is available. Even if you chose to Keep Watch, you must move to concealment before attempting a Recon test. You cannot take a Move Action other than Proceed with Caution options.

Keep Watch (1 Action): You can use Recon (for all Signatures). When you enter Encounter Mode, you get to make a Recon test for each of Auditory, Chemical, and Optical Signatures.

Remain Wary (1 Action): Upon entering Encounter Mode, you start with Reactive Movement equal to your Speed and a Reaction.

## Intermission

An “Intermission Round” is 8 “Earth” minutes, including four Passes of 2 “Earth” minutes each. You can normally take 4 “Intermission Actions” in an Intermission Round, one per Pass. Intermission Actions, like Downtime Actions, should be taken in the order they are used, if applicable. For time-keeping purposes, an Encounter is assumed to last for an Intermission Pass.

You can Move Normally and Proceed with Caution as described above. When you move your Speed, you move about 1200 feet. See Determination (Control Breathing) for Fatigue that can set in for moving more than your Speed during an Intermission.

**Extreme Temperatures**: You become Drained (from frostbite or heat stroke) in extreme cold or heat, with the damage often accruing after Intermission Passes or Rounds. A Winter Outfit will move you one degree toward Heat. Hot weather clothing and extra water will move you one degree toward Cold. For context, Impossible Severe Cold is colder than any weather ever recorded on Earth and Major Severe Heat is hotter than any weather ever recorded on Earth (though you could experience Major Severe Heat in very hot lava tubes).

|  |  |  |
| --- | --- | --- |
| Degree | Temperature | Damage |
| Fanciful Severe Cold | -151º C or less | Drained +1 after each Encounter Round |
| Impossible Severe Cold | -150º to -91º C | Drained +4 after each Intermission Pass |
| Major Severe Cold | -90º to -61º C | Drained +2 after each Intermission Pass |
| Greater Severe Cold | -60º to -31º C | Drained +1 after each Intermission Pass |
| Moderate Severe Cold\* | -30º to -11º C | Drained +1 after each Intermission Round |
| Lesser Severe Cold | -10º to 3º C | Drained +1 after each Downtime Pass |
| Minor Cold | 4º to 14º C | No damage |
| Temperate | 15º to 25º C | No damage |
| Minor Heat | 26º to 40º C | No damage |
| Lesser Severe Heat | 41º to 45º C | Drained +1 after each Downtime Pass |
| Moderate Severe Heat\* | 46º to 50º C | Drained +1 after each Intermission Round |
| Greater Severe Heat | 51º to 60º C | Drained +1 after each Intermission Pass |
| Major Severe Heat | 61º to 70º C | Drained +2 after each Intermission Pass |
| Impossible Severe Heat | 71º to 99º C | Drained +4 after each Intermission Pass |
| Fanciful Severe Heat\*\* | 100º C or more | Drained +1 after each Encounter Round |

\* Moderate Severe Cold is the lowest temperature at which simple life can live and grow, though Lesser Severe Cold is the usual lower limit for even cold-weather creatures. Moderate Severe Heat is the highest temperature at which terrestrial life can live and grow, though marine thermophiles can survive at higher temperatures.

\*\* Even hyperthermophiles cannot survive boiling, but some hyperthermophiles survive at pressures that increase the boiling point of water above 100º C.

**Signatures**: Your Signatures (Auditory, Chemical, and Optical) are assumed to be Nil unless you reduce them, typically with an Action. Whether your Signature is detected will depend on environmental conditions and sensory capabilities of others, but a Nil Signature is generally detectable by anyone if it is not obscured by distance or obstacles. If your Signature is a salient feature of switching to Encounter Mode, which is typical if you happen upon a creature that does not know you, you only enter Encounter Mode if at least one of your Signatures is detected. (This is less likely in places where strangers often ignore one another.)

## Encounter Mode

An “Encounter Round” is 8 “Earth” seconds, including four Passes of 2 “Earth” seconds each. You can normally take 4 “Encounter Actions”, typically referred to simply as “Actions” in an Encounter Round, one per Pass. Actions can be Compound Actions, which allow you to treat multiple Actions as a single Action.

At the start of each Pass, you gain an Action and a Free Action that can only be used for a skill test with the Move trait (if your Action is also a skill test with the Move trait, they do not stack; you use the better of the two); you can use the Action for a Class-based Flourish or Hybrid Action. Alternatively, you can replenish Reactive Movement and gain a Reaction, which you can use for a Class-based Hybrid or Press Action, and gain a Free Reaction that can only be used for a Recall Knowledge, Recon, or Stealth test.

### Starting Encounter Mode (or Switching from Social to Combat, or vice versa)

Although much like the First Pass of any other Encounter Round, you can have the Surprised Condition for the First Pass of an Encounter Round. If you trigger a change in Mode (e.g., from Intermission to either Combat or Social Encounter Mode, from Combat Encounter Mode to Social Encounter Mode, or from Social Encounter Mode to Combat Encounter Mode), you do not acquire the Surprised Condition. If someone else triggers the change in Mode and you do not detect a salient feature of the change in Mode, you acquire the Surprised Condition, which is equivalent to remaining in the preceding Mode. You cannot assist an ally to remove the Surprised condition because all actions happen simultaneously.

During each pass, the GM should give no information about what enemies are going to do until they do it. This can be of particular consequence when starting Encounter Mode. For example, at the start of Encounter Mode you might not know if the “enemies” actually mean you harm; even if you detect an ambush, it might be set up to catch someone other than you.

If all PCs were surprised, enemies might take preparatory actions during the first pass and PCs remain surprised during one or more subsequent passes unless or until a salient feature is detected. PCs can do this against enemies that are all Surprised, as well. The GM should have NPCs move as would be expected in Intermission as the players plot (or vice versa with PCs).

Social Encounter Mode generally does not progress at a frenetic pace. You can assume most NPCs will gain a Reaction or take PER-based tests (like Empathy if paying attention or Recon if nervous), in addition to speaking, if applicable.

### Phases of Each Pass

**Declaration Phase**: The GM secretly determines what Action each NPC (including any potential animated hazards, monsters, etc.) will take. Players should also independently decide what Actions their PCs will take, a Compound Action, an Action, or a Reaction. After everyone has decided on an Action, each player Declares the action; the GM need not Declare NPC actions.

If you declare a Reaction, you must merely say “I am taking a Reaction.” If you declare an Action, you must declare the skill you are using with it, though you need not specify Target (e.g., “I am using Blade Weapon Group” is sufficient). You must do the same for Actions and Reactions comprising Compound Actions. You can use an Action as a Reaction, but with a Penalty Die; you can do this if you cannot do what you declared or change your mind.

**Preliminary (Action) Phase**: The Preliminary Phase is when you use skills with the Signature trait (e.g., a test to Reduce your Auditory, Chemical, or Optical Signature or to detect Signatures with the Recon skill). You can also attempt tests that can be done without moving and without interacting with Target or effecting anything outside your Square, but they should generally be things you could do in less than a second.

Also in general, tests that can grant you a Bonus Action are appropriate to attempt in the Preliminary Phase, with the Bonus Action being taking in the Action Phase.

If you do not have Reactive Movement (or wish to replace your Reactive Movement with normal movement), you can attempt a skill test with the Move trait as a Free Action in the Preliminary (Action) Phase but cannot use granted movement until Pulse 1 of the Intermediate Phase.

**Intermediate (Action) Phase**: Intermediate Actions are resolved in 9 Pulses, numbered 0 to 8.

In Pulse 0, you take Actions that give you movement (though you cannot actually move until Pulse 1 unless using Reactive Movement) and Actions that do not require moving or waiting for someone to do something. Attacks are resolved with “Pending Damage.” (See below.) With Ranged Attacks, you must choose a Square, which can be predictive if the Square is not currently occupied by Target.

Ranged Attacks are resolved following “Flight Time,” at the end of a Pulse. At Range Increment (RI) 1, Flight Time is 0, so an attack made in Pulse 0 would be resolved at the end of Pulse 0; this may be referred to as a “Point Blank Shot.” At RI 2 or 3, Flight Time is 1 Pulse, so an attack made in Pulse 0 would be resolved at the end of Pulse 1. At RI 4-7, Flight Time is 2 Pulses. At RI 8 or higher, Flight Time is 3 Pulses. If Target is not in the Square you chose, the ranged attack misses. If Flight Time would cause a ranged attack to be resolved after “Pulse 9,” the ranged attack is not resolved until the next Pass, after Pulse 1, 2, or 3. (You do not resolve Ranged Attacks, other than Point Blank Attacks, after Pulse 0.) Indirect Fire has +1 Flight Time.

Reactions can be taken at any time and can include Reactive Movement. (Only Reactive Movement can be used to move during Pulse 0.)

In Pulse 1, anyone who can move but chooses not to move must indicate nonmovement. The GM will make the decision secretly for NPCs, and the decision should not take into account players’ indications of nonmovement.

After nonmovement has been indicated, anyone with a Reaction can use it if they wish. Reactions can be used on any Target at any time. You can use a Reaction before or after the GM, but you cannot change your mind after you let the GM start to take a Reaction.

If you can move, you must move 1/8 Speed (or available movement, if sprinting) or it is lost; if you have Speed 4, you can only move on even Pulses; if you have Speed 2, you can only move on Pulse 4 and 8. You can move before or after the GM moves NPCs. Reactions can be taken at any time.

Anyone with an Action that can be used can take the Action. Again, Players can request the GM go first. Attacks are resolved with “Pending Damage” as described previously. Reactions can be taken at any time.

This process is repeated for Pulses 2-8. However, because you can only use Reactive Movement to move (at most) 1 Square per Pulse, if you do not use Reactive Movement, it will effectively decrease by 1 in each of these Pulses. (You don’t have to reduce it specifically, but it will end up not being usable after the Resolution Phase.)

**Closing (Action) Phase**: The Closing Phase is much like the Preliminary Phase, but you take the actions either in preparation for the Resolution Phase (e.g., to address Forced Movement), or in preparation for the next Pass. This can allow you to “double up” actions you could not normally take together in a single Pass. For example, you could queue up Maintain Spell for the Preliminary Phase of the next Pass and declare some other Action as well. It’s fine to use an Action or Reaction in the Closing Phase if someone forgot to take one during the Action Phase.

**Resolution Phase**: This is where you resolve Pending Damage. Weapon damage stacks. Elemental damage stacks unless it is an opposite (e.g., If you take both Cold and Heat damage, subtract the lower from the higher and you only take the remainder of the damage). Social Attacks and most ep damage do not stack; use the highest Neural damage; if you have Psychological damage that is higher than the Neural damage, you also take the amount by which it exceeds the Neural damage; if you take Temporary ep damage, ignore it if you took any Neural or Psychological damage. Temporary hp and ep that are gained during the same Pass as damage is taken can be used to reduce the damage, as well, as if the Temporary hp or ep were gained prior to taking the damage (even if they were not).

If you take ep damage, not including temporary ep damage and not including ep damage you inflicted on yourself (e.g., by increasing the Traumatized condition), make a Determination (Mettle) test with -1 Result per 10% of current maximum ep. On a Minor Result or better, you can act normally. On a Trivial Result, you cannot take Mental Bonus Actions on the following turn. On an Inconsequential Result, you gain Stunned 1.

If you take hp damage, not including temporary hp damage and not including hp damage you inflicted on yourself (e.g., by increasing the Drained condition), make a Bulwark (Fortitude) test with -1 Result per 10% of current maximum hp. On a Minor Result or better, you can act normally. On a Trivial Result, you cannot take Physical Bonus Actions on the following turn. On an Inconsequential Result, you gain Stunned 1.

You also assess continuous forced movement from gravity, strong currents, or strong wind. At the end of the Resolution Phase, reduce Timers by 1.

### End of Round

After the Fourth Pass, one round has passed. At the end of the fourth pass you asses effects that occur “after a pass” and “after a round.” One relatively important thing that happens at the end of a round is that everyone recovers the ability to use one each of Flourish, Hybrid, and Press Compound Actions.

## Conditions

### Short-Term Conditions

Reduce rating of Short-Term Conditions by 1 at the end of each pass. You cannot normally have higher than rating 10 with a Short-Term condition.

Befuddled: You have a Penalty Die on INT-based tests. This increases to a -1 Result at rating 5. It also takes you twice as many actions to Recall Knowledge.

Bleeding: You suffer 1 ep Nonlethal damage per rating, which cannot be recovered while you have the Bleeding condition; if you reach 0 hp due to Bleed, the damage becomes Lethal. At Bleeding 10, you take Drained +1 instead of hp damage.

Blindness: For each rating of Blindness, you have -1 Result on Optical tests (usually Observation or Recon) other than Empathy, for which you only receive a Penalty Die as long as Optical is one of your two primary senses and you can Observe with other senses (or no penalty if Optical is not one of your two primary senses).

Clumsy: You have a Penalty Die on DEX-based tests. This increases to a -1 Result at rating 5.

Deafness: For each rating of Deafness, you have -1 Result on Auditory tests (usually Observation or Recon) other than Empathy, for which you only receive a Penalty Die as long as Auditory is one of your two primary senses and you can Observe with other senses (or no penalty if Auditory is not one of your two primary senses).

Enfeebled: You have a Penalty Die on STR-based tests. This increases to a -1 Result at rating 5.

Enraged: The maximum rating of the Enraged condition, if voluntary, is equal to your Rage feat rating. Add 10% Constitution (STR) to damage with melee attacks per rating of Enraged. Every time you acquire (or increase) the Enraged condition, you gain 10% Constitution temporary hp per new Enraged rating; you cannot acquire Temporary hp from another source while Enraged and temporary hp are lost when you lose the Enraged condition. While you have the Enraged condition, you have -1 Result on defense tests other than Flatfooted Defense and you must charge and/or attack a living creature with the Located or Revealed condition or do your best to charge and/or attack enemies with the Tagged or Noticed condition until there is no living thing around, then you typically start breaking things; this includes attacking allies if you don’t calm down in time. The Enraged condition normally prevents concentration, but you can use any ability with the Rage trait, even if it requires concentration.

Fascinated: You suffer 1 Temporary ep damage per rating, which cannot be recovered while you have the Fascinated condition; if you reach 0 ep, the Suggestion is to “pay attention to me” (this will cause Target(s) to follow you if you move, as long as they can). Any effect that would normally cause Target(s) to recover Temporary ep will not recover the Temporary ep damage until Fascinated subsides.

Frightened: You suffer 1 ep Psychological damage per rating, which cannot be recovered while you have the Frightened condition; if you reach 0 ep, the Suggestion is to flee if you can or cower if you cannot. At Frightened 5, you gain a Penalty Die on tests. At Frightened 10, you take Traumatized +1 instead of ep damage.

Hindered: You lose 1 Reaction or Bonus Action or Reaction per rating.

Hobbled: You have a Penalty Die on Agility, Bulwark, Hustle, and other STR- or DEX-based tests that effect the legs; this increases to a -1 Result at rating 5. You also have -1 Speed per Hobbled rating and at Hobbled 10, you are Immobilized.

Hyposmia: For each rating of Hyposmia, you have -1 Result on Chemical (sense) tests (usually Observation or Recon) other than Empathy, for which you only receive a Penalty Die as long as Chemical is one of your two primary senses and you can Observe with other senses (or no penalty if Chemical is not one of your two primary senses).

Nervous: You have a Penalty Die on WIL-based tests. This increases to a -1 Result at rating 5.

Oblivious: You have a Penalty Die on PER-based tests. This increases to a -1 Result at rating 5.

Paralyzed: You cannot take any physical actions.

Repugnant: You have a Penalty Die on CHA-based tests. This increases to a -1 Result at rating 5.

Stunned: You cannot take any actions. If you take ep damage to gain the Stunned condition, it is treated as a Mental Condition and if you take hp damage to gain the Stunned condition, it is treated as a Physical Condition.

Stupefied: You have a Penalty Die on PER-, INT-, and CHA-based tests, as well as all Spellcasting tests. This increases to a -1 Result at rating 5. It also takes you twice as many actions to Recall Knowledge.

Surprised: You are Stunned 1 unless you were taking an action at the start of an Encounter in which you gained the condition, in which case you can continue taking the action.

### Long-Term Conditions

Attribute Damage: You can take attribute damage to any of your 6 attributes, which you recover at a rate of one point per day.

Drained: Reduce maximum hp by 10% x Drained rating. Drained can also increase your Fatigued (Physical) rating as indicated in the table below.

|  |  |
| --- | --- |
| Drained rating | Fatigued (Physical) rating |
| 1 or ¼ Constitution, whichever is higher | 1 |
| 2 or ½ Constitution, whichever is higher | 2 |
| 3 or ¾ Constitution, whichever is higher | 3 |
| 4 or Constitution, whichever is higher | 4 |

Detected Stimulus: The subject of this Condition is not the Target (or potential Target), but rather the creature that detected it. You can have Detected Stimulus for multiple Targets (or potential Targets). At Detected Stimulus 1, you know a potential Target is around. A Determination (Confidence) test is necessary to distinguish between potential Targets and false positives. At Detected Stimulus 2, you know the general direction of a potential Target, which can include false positives if you badly fail the Determination (Confidence) test; the direction is generally a Cone, but the GM will randomize the Cone as a Fan in which the Target is located (if not a false positive) when you attempt Recon (Seek) to narrow down the location. At Detected Stimulus 3, you know the Square in which a Target is located. At Detected Stimulus 4, the Target is Observable; you can see, hear, or smell features of Target.

Dying: You gain Dying at a rating equal to Wounded +1 (or 1 if Wounded is currently 0) whenever you would be reduced to less than 0 hp.

Encumbered: You gain Hobbled 1.

Falling: If you have the Falling condition, after each Pass, you have forced movement due to gravity then increase Falling condition by 1 to a maximum of 4 unless or until you are on a liquid or solid surface. See Agility (Landing Fall).

Fatigued (Mental): Gain Befuddled and Oblivious at the same rating as Fatigued (Mental). You cannot take two strenuous mental actions in a single Pass at Fatigued (Mental) 1, cannot take two strenuous mental actions in consecutive passes at Fatigued (Mental) 2, cannot take more than one strenuous mental action per round at Fatigued (Mental) 3, and cannot take strenuous mental actions at Fatigued (Mental) 4. In addition, multiply extant Befuddled and/or Oblivious condition ratings by your Fatigued (Mental) rating; if your effective INT or PER is reduced below -10, you cannot take mental actions.

Fatigued (Physical): Gain Clumsy and Enfeebled at the same rating as Fatigued (Physical). You cannot take two strenuous physical actions in a single Pass at Fatigued (Physical) 1, cannot take two strenuous physical actions in consecutive passes at Fatigued (Physical) 2, cannot take more than one strenuous physical action per round at Fatigued (Physical) 3, and cannot take strenuous physical actions at Fatigued (Physical) 4. In addition, multiply extant Clumsy and/or Enfeebled condition ratings by your Fatigued (Physical) rating; if your effective STR or DEX is reduced below -10, you cannot take physical actions.

Flatfooted: You have the Flatfooted condition if you do not have any Reactions available for use as a defensive test. If you have a Reaction available but choose not to use it against an attack, you are Flatfooted against the attack. You can still attempt a Defense test (due to an instinctive reaction) as long as it would be at least conceivable you would become aware of the attack just before it hit you (no test necessary), but treat your Skill Rank and DEX as ½ (or x2 if your DEX is negative or -1 if your DEX is 0); if reduced to Skill Rank 0, you use ½ d12 Penalty Dice if you have a negative associated Attribute. You have a minimum Result equal to the degree of Cover you have. Against a Ranged Attack, you are treated as having Lesser Cover if you are crawling and Moderate Cover if you are prone. Impossible Cover means it would be unrealistic for an attack to hit you (e.g., if you are behind a wall) but it would theoretically be possible with a ricochet. Fanciful Cover means there is no way for an attack to get to you without passing through cover; any attack automatically strikes Cover.

Flatfooted Defense (Free Action)

Impossible Result (50 or higher): An Impossible attack hits the Cover but misses you.

Major Result (40-49): A Major attack hits the Cover but misses you.

Greater Result (30-39): A Greater attack hits the Cover but misses you.

Moderate Result (20-29): A Moderate attack hits the Cover but misses you. A Moderate Ranged Attack misses if you are prone.

Lesser Result (10-19): A Lesser attack hits the Cover but misses you. A Lesser Ranged Attack misses if you are crawling or prone.

Minor Result (0-9): A Minor attack hits the Cover but misses you.

Trivial Result (-1 or less): A Trivial attack misses entirely.

Grabbed: You take on the Bulk and Weight of the thing that has Grabbed you. Assuming you are in Grapple range, you can only use weapons that have the Grappled trait. Although body weight can fluctuate a lot for creatures of a given size category, assume all creatures of a given size category have the same body weight, but you can add the weight of armor (usually 2, 3, or 4 for Light, Medium, or Heavy Armor) and other heavy gear. For a Medium creature:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Grabbed by | Bulk | Weight | Approximate Volume | Ideal Bulk (Cubic Feet) |
| Small Creature | 1 | 1.25 Stone | ¼ cubic feet | ¼ |
| Medium Creature | 6 | 10 Stone | 2.5 cubic feet | 2.5 |
| Large Creature | 36 | 80 Stone | 20 cubic feet | 20 |

When you are Grabbed and don’t care (or prefer) if the creature grabbing you falls off, you can use Ideal Bulk to determine your increased encumbrance (and the creature uses its own Bulk). If you can handle the Bulk and Weight and your legs are not restrained, you can ignore the Grabbed condition for the purpose of moving and the creature that Grabbed you must decide whether to let go (as a free action) or get carried along with you. If you are grabbing one another, each of you can use the Ideal Bulk and Weight of the other.

On Guard: All creatures have this condition while in combat, which eliminates the concept of “facing”. Outside of combat, those creatures without the condition only notice what is in front of them (or what they detect via another one of their senses).

Permanent Blindness: As Blindness, except it is permanent.

Permanent Deafness: As Deafness, except it is permanent.

Permanent Hyposmia: As Hyposmia, except it is permanent.

Poisoned: The effect of each Poisoned rating depends upon the poison and current stage (rating) of the pathogen. Attempt a Recovery test to avoid advancing to a next stage. If the Result is greater than what is needed, the stage is reduced by 1 per level by which you exceed what is needed and if the Result is less than what is needed, the stage is increased by 1 per level by which you fail to get what is needed. When the stage is reduced below 0, you are no longer poisoned.

Stressed: You gain Stressed +1 each time you recover from the Temporary Insanity condition.

Temporary Insanity: You gain Temporary Insanity at a rating equal to Stressed +1 (or 1 if Stressed is currently 0) whenever you would be reduced to less than 0 ep.

Traumatized: Reduce maximum ep by 10% x Traumatized rating. Traumatized can also increase your Fatigued (Mental) rating as indicated in the table below.

|  |  |
| --- | --- |
| Traumatized rating | Fatigued (Mental) rating |
| 1 or ¼ Determination, whichever is higher | 1 |
| 2 or ½ Determination, whichever is higher | 2 |
| 3 or ¾ Determination, whichever is higher | 3 |
| 4 or Determination, whichever is higher | 4 |

Wounded: You gain Wounded +1 each time you recover from the Dying condition.

## Bonded Creatures and Companions

Bonded Creatures and Companions get 4 Lesser Actions per round, but they tend to use them for defensive purposes unless you command them. A Handle Creature test can convert a Lesser Action into a (Standard) Action or even a Compound Action.

## Encounter XP “Budget”

Individual creatures you encounter, if it is a combat encounter, are worth the following XP:

Creature Level XP Suggested Role

Party Level -5 0 Presumably no threat

Party Level -4 1 Practically no threat

Party Level -3 2 Cannon fodder

Party Level -2 5 Minor-threat creature

Party Level -1 10 Low-threat creature

Party Level 20 Moderate-threat creature (considered the equal of one party member)

Party Level +1 40 Extreme-threat creature or Lesser Boss

Party Level +2 80 Moderate Boss

Party Level +3 120 Greater Boss

Party Level +4 160 Major Boss

Groups of creatures have an XP Budget that is the sum of their XP:

Threat Budget Party Size Adjustment (from 4)

Minor 20 +/- 5

Lesser (Low) 40 +/- 10

Moderate 80 +/- 20

Greater (Severe) 120 +/- 30

Major (Extreme) 160 +/- 40

Impossible 200 +/- 50

When opposing an enemy, you must defeat a Difficulty that depends on enemy Competence. Competence takes into account an estimate of a combination of skill, attributes, gear (including magical gear), and feats, or the equivalents. Before and after going through initiative order for PCs, the GM rolls a Flux Die in secret and adjusts the Difficulty up (e.g., from Lesser to Moderate) for all enemies during that Pass if they are at or under the Flux %. The parenthetical values are hp and ep of creatures of the indicated competence; they are not adjusted by flux.

To keep the encounters balanced properly, Mastery should generally be, at best, for skills associated with a single attribute, with the exception of STR, which is usually associated with Weapon Group skills, as well. Deficit can encompass a large number of skills, but should generally only be one skill (or a selection of similar tasks for more than one skill) if it is a notable weakness that can be exploited (and if there is an exploitable weakness, the creature should generally get a Specialty to counter-balance it). Specialty should generally be for one skill (but may be for a selection of similar tasks of more than one skill).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Creature Level | Untrained | Proficient | Master | Deficit | Flux % | Specialty |
| 1 | Minor (10) | Lesser (10) | Moderate (10) | -1 Over 80%\* | 0% | 20% |
| 2 | Minor (20) | Lesser (20) | Moderate (22) | 0% | 20% | 40% |
| 3 | Minor (30) | Lesser (30) | Moderate (33) | 20% | 40% | 60% |
| 4 | Minor (40) | Lesser (44) | Moderate (48) | 40% | 60% | 80% |
| 5 | Minor (50) | Lesser (55) | Moderate (60) | 60% | 80% | 100% |
| 6 | Lesser (60) | Moderate (66) | Greater (78) | -1 Over 80%\* | 0% | 20% |
| 7 | Lesser (70) | Moderate (77) | Greater (91) | 0% | 20% | 40% |
| 8 | Lesser (80) | Moderate (96) | Greater (112) | 20% | 40% | 60% |
| 9 | Lesser (90) | Moderate (108) | Greater (126) | 40% | 60% | 80% |
| 10 | Lesser (100) | Moderate (120) | Greater (150) | 60% | 80% | 100% |
| 11 | Moderate (110) | Greater (132) | Major (165) | -1 Over 80%\* | 0% | 20% |
| 12 | Moderate (120) | Greater (156) | Major (192) | 0% | 20% | 40% |
| 13 | Moderate (130) | Greater (167) | Major (208) | 20% | 40% | 60% |
| 14 | Moderate (140) | Greater (182) | Major (238) | 40% | 60% | 80% |
| 15 | Moderate (150) | Greater (195) | Major (255) | 60% | 80% | 100% |
| 16 | Greater (160) | Major (224) | Impossible (288) | -1 Over 80%\* | 0% | 20%\*\* |
| 17 | Greater (170) | Major (238) | Impossible (306) | 0% | 20%\*\* | 40%\*\* |
| 18 | Greater (180) | Major (252) | Impossible (342) | 20%\*\* | 40%\*\* | 60%\*\* |
| 19 | Greater (190) | Major (266) | Impossible (361) | 40%\*\* | 60%\*\* | 80%\*\* |
| 20 | Greater (200) | Major (300) | Impossible (400) | 60%\*\* | 80%\*\* | 100%\*\* |

\* If the GM rolls over 80% Flux, Difficulty is reduced by 1. It is possible for a 1st Level enemy with a Deficit to have Nil (0) Difficulty with a poor Flux roll.

\*\* It is possible to achieve Fanciful Difficulty in these cases.

Enemies have damage and damage reduction, but most other characteristics are subsumed by Competence. If a creature competes with a PC (e.g., in an archery competition), add 1/10 Deficit, Flux%, or Specialty + Quality Die (1d10, treat ‘10’ as ‘0’) to the lowest possible Result of the relevant difficulty. For example, in an archery competition against a 1st Level Specialty Archer, the PC must exceed a Result of 24 + Quality Die to win or match it to tie. That’s 20 (the lowest possible Moderate Result) + 4 (1/10 1st Level Specialty %) + a Quality Die.

You can assume a creature has maximum in one attribute, 0 + ¼ Level in three attributes, and -5 in two attributes, but the values are incorporated into Competence. A creature with maximum STR can use the Master column for melee offense and defense if you have Greater Proficiency with DEX because of Fighter-like benefits that allow them to treat DEX higher when attacking with melee weapons and defending in armor.

Creatures that use magic items do not benefit from the Quality Dice or static bonuses; the GM may provide hints of these when PCs hit or are hit, but it is entirely narrative and incorporated into the relevant Competence (for the most part). However, creatures do benefit from increased damage or damage reduction from magic weapons and armor, as well as most other magic effects.

# Appendix A (Variant Ancestries)

## Alternative Troglodyte Subraces

Your typical Troglodytes are either small, making them seem like they are not a great danger, or survivalists. This is primarily because of unfortunately frequent purges of Troglodytes in civilized areas after someone is murdered and there are claw-marks, frequently in incompetently-staged crime scenes that are believed by ignorant and fearful locals. Many of these variants are found in the ranks of gladiators, typically against their will, but if they survive, their fame can occasionally launch them into positions of social prominence.

#### Chameleon Iruxi (“Lizard Folk” variant)

Step A Attribute Adjustment: Put a 1 under PER or WIL; put a -1 under DEX or INT.

Ancestry Feat List:

1. All-Around Sight
2. Chameleon
3. Deafness 1 (Flaw), Keen Vision (Low Light Vision), Underwater Hearing
4. Natural Spider Climber
5. Spider Climb
6. Tongue Grab (Reach 2)
7. Athletics
8. Contortion

Ancestry Feats for Chameleon Iruxi:

All-Around Sight [PREREQ: Chameleon Iruxi] No decreased Result, for Peripheral Vision. See Skills, Recon.

Chameleon [PREREQ: Chameleon Iruxi] +1 Result on Contortion (Hide) tests if you spend an Intermission in similar terrain. You can take this Feat 4 times, with the second, third, and fourth being Greater, Major, and Impossible Feats.

Natural Spider Climber [PREREQ: Chameleon Iruxi] You are treated as having Claws for the purpose of the Spider Climb Feat, plus the benefits thereof, and you do not have a -1 Result to Climb tests when using one hand if you use both feet (and no penalty if you use one foot and both hands).

#### Gui (“Turtle Folk”)

Gui are of an anthropian pseudo-race; they cannot naturally produce offspring with other anthropians. Gui often coat their shells with special materials and runes to make them function as magic armor. Gui get a Bonus Feat due to reduced Speed. Amphibious Gui need to learn Aquabatics to swim well; many spend most of their time on land, though they remain drawn to water. Tortoise Gui can take a Feat to acquire Swim Speed 2 (if you gain Aquabatics during character creation, you gain this Feat instead).

Step A Attribute Adjustment: Put a 1 under STR or WIL; put a -1 under DEX or INT

Record under Feats (Amphibious Gui): Aquanaut, Breath Control, Fins, Natural Armor (Hauberk: 2 (2) Encumbrance (Weight), 8 Hardness, Hit Locations 3-7), Jaws, Shell Defense, Underwater Hearing (Free).

Record under Feats (Tortoise Gui): Breath Control, Hindgut, Jaws, Low Frequency Hearing (Free), Natural Armor (Heavy Hauberk), Power Lifter, Shell Defense, No Swim Speed (Default Sinking +1).

+1 Degree 2 (or 3) Skills: Bulwark, Constitution (Tortoise Gui only), Determination.

#### Naeddre (“Snake Folk”)

Naeddre are of an anthropian pseudo-race; they cannot naturally produce offspring with other anthropians. Naeddre have the equivalent of Claws and Fins for the purpose of Spider Climb and Aquanaut due to their serpentine movement; they also have Underwater Hearing due to the reptilian structure of their “ears.” Their Infravision comes from heat-sensitive pits on their faces.

Step A Attribute Adjustment: Put a 1 under STR or DEX; put a -1 under INT or CHA

Record under Feats: Aquanaut, Fangs, Infravision, Sensitive Nose, Spider Climb, Tunnel Snake, Tunnel Snake +1

Contortion

#### Rhino (“Tauran Minotaur” variant)

Taurans actually comprise two rather distinct-looking subraces, the Minotaur and Rhino.

Step A Attribute Adjustment: Put a 1 under STR or WIL; put a -1 under INT or CHA

Record under Feats: Acute Hearing (High Frequency Hearing), Horns, Natural Armor (Light)\*, Sensitive Nose, Large

Bulwark, Constitution, Might

\* Taurans treat Light Armor as Field Armor, replacing the effect of their Natural Light Armor while they wear the armor.

#### Taxi (“Badger Folk”)

Taxi can burrow through material as soft or softer than asphalt; if they coat their claws, taxi can burrow through harder substances, such as granite. Taxi frequently coat their claws with special materials and runes to make them magical weapons.

Step A Attribute Adjustment: Put a 1 under STR or WIL; put a -1 under INT or CHA

Record under Feats: Burrower 1, Burrower 2, Claws, Fangs, Keen Vision (Low Light Vision), Natural Armor (Light)\*, Sensitive Nose, Tunnel Snake

\* Taxi treat Light Armor as Field Armor, replacing the effect of their Natural Light Armor while they wear the armor.

Burrower 2 [PREREQ: Taxi] Burrow Speed 2.

Dense Flesh [PREREQ: Tortoise Gui, STR 0]: You have Damage Resistance (Bludgeoning) equal to your Level and are immune to bludgeoning damage caused by fluid pressure.

Shell Defense [PREREQ: Gui]: As an Action, withdraw into your Shell to gain Hardness for all Hit Locations, but you can take no other physical actions other than to reemerge.

Hindgut [PREREQ: Tortoise Gui] Treat as 2 Sizes smaller for determining water intake; can survive 64 days without water.

Naeddre Venom: Moderate (Greater Feat), Greater (Major Feat), or Major (Impossible Feat) Venom when you attack with your Fangs.

# Appendix B (Alternative Backgrounds)

## Strength-based Alternative Avatic Bloodline

#### Aesir (Outerplanar (Occult) Bloodline)

One of your parents or a more distant ancestor was an Azata (a native of Limbo, where the souls of Chaotic Good creatures tend to congregate after they die). An Azata bloodline means you have, or may develop during puberty, animal-like characteristics. When you are born, your alignment registers as Chaotic Good, even though you are incapable of forming the moral intentions necessary to have such an alignment. Your natural predilections throughout childhood will tend to skew in the direction of unyielding antiauthoritarianism accompanied by a fearless predisposition to protect the innocent. When you get old enough to have moral intentions, your alignment will change to whatever matches your morality. Most Aesir, but certainly not all, remain Chaotic Good upon reaching adulthood.

Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

You have a natural affinity for one element and can cast Elemental Attack and Elemental Resistance for that element as a Druid, with the Material Component of any Spellcasting Action coming from your aura. To cast either spell, use Intimidation as your Spellcasting Skill. The example below assumes that element is Electricity, but others are possible. There are also variants to Natural Flier and Wings.

Record under Feats: Disconcerting Glare, Jaws (Beak), Natural Flier, Natural Spellcaster (Athletics, Intimidation), Wings

Add 2 Spells to your list of Spells: Elemental Attack (Electricity), Elemental Resistance (Electricity)

#### Alu-Demon (Occult Bloodline)

One of your parents or a more distant ancestor was a Demon (a native of Gehenna, where the souls of Chaotic Evil creatures tend to congregate after they die). A Demonic bloodline means you have, or may develop during puberty, monstrous characteristics of an almost uncategorizable variety. In the example below, you have Claws, Darkvision, and Keen Vision (Lifesense), but other, sometimes insane, variants are common. When you are born, your alignment registers as Chaotic Evil, even though you are incapable of forming the moral intentions necessary to have such an alignment. Your natural predilections throughout childhood will tend to skew in the direction of unyielding antiauthoritarianism accompanied by a fearless predisposition to harm the innocent. When you get old enough to have moral intentions, your alignment will change to whatever matches your morality. Most Alu-Demons, but certainly not all, remain Chaotic Evil upon reaching adulthood.

Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

You have a natural affinity for one element and can cast Elemental Attack and Elemental Resistance for that element as a Druid, with the Material Component of any Spellcasting Action coming from your aura. To cast either spell, use Intimidation as your Spellcasting Skill. The example below assumes that element is Darkness, but others are possible. There are also variants to Claws and Darkvision.

Record under Feats: Claws (Hands only)\*, Darkvision\*, Disconcerting Glare, Keen Vision (Lifesense), Natural Spellcaster (Might, Intimidation)

Athletics

Add 2 Spells to your list of Spells: Elemental Attack (Darkness), Elemental Resistance (Darkness)

\* Claws on Hands only and Darkvision not acquire as part of the Keen Vision Feat are treated as ½ Feats.

#### Emim (Occult Bloodline)

One of your parents or a more distant ancestor was a Primordial (a native of Abaddon, where the souls of Chaotic Neutral creatures tend to congregate after they die). A Primordial bloodline means you have, or may develop during puberty, animal-like characteristics of an almost uncategorizable variety; and you tend to be much bigger than your peers. In the example below, you have horns and an alligator-like tail, in addition to being Large, but other variants are common. When you are born, your alignment registers as Chaotic, even though you are incapable of forming the moral intentions necessary to have such an alignment. Your natural predilections throughout childhood will tend to skew in the direction of unyielding antiauthoritarianism. When you get old enough to have moral intentions, your alignment will change to whatever matches your morality. Most Emim, but certainly not all, remain Chaotic Neutral upon reaching adulthood.

Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

You have a natural affinity for one element and can cast Elemental Attack and Elemental Resistance for that element as a Druid, with the Material Component of any Spellcasting Action coming from your aura. To cast either spell, use Intimidation as your Spellcasting Skill. The example below assumes that element is Cold, but others are possible. There are also variants to Horns and Tail, with Large being common.

Bulwark

Record under Feats: Disconcerting Glare, Horns, Natural Spellcaster (Might, Intimidation), Tail

Add 2 Spells to your list of Spells: Elemental Attack (Cold), Elemental Resistance (Cold)

## Dexterity-based Alternative Avatic Bloodline

#### Genasi, Air (Air Elemental Bloodline)

One of your parents or a more distant ancestor was an Air Elemental. An Air Elemental bloodline means you at least as of puberty, the air around you will be constantly in motion, with gusts of wind that seemingly come from nowhere. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

You have a natural ability to turn into an Air Elemental, and can cast Air Elemental Form as a Druid, with the Material Component of any Spellcasting Action coming from your aura. To cast the spell, use Agility as your Spellcasting Skill.

Agility, Contortion

Record under Feats: Aeronaut, Breathless, Form Control (Air Elemental), Natural Spellcaster (Levitation, Natural Flier)

Add 1 Spell to your list of Spells: Air Elemental Form

#### Genasi, Water (Water Elemental Bloodline)

One of your parents or a more distant ancestor was a Water Elemental. A Water Elemental bloodline means you at least as of puberty, you always seem to be wet, except in dry environments where you seem to be unable to sweat. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

You have a natural ability to turn into a Water Elemental, and can cast Water Elemental Form as a Druid, with the Material Component of any Spellcasting Action coming from your aura. To cast the spell, use Aquabatics as your Spellcasting Skill.

Aquabatics, Contortion

Record under Feats: Aquanaut, Breathless, Form Control (Water Elemental), Natural Spellcaster (Jet Propulsion, Aquabatics)

Add 1 Spell to your list of Spells: Water Elemental Form

## Intellect-based Alternative Avatic Bloodline

#### Oread (Genie (Efreet) Bloodline)

One of your parents or a more distant ancestor was an Efreet. A Genie Bloodline generally only subtly gives away your heritage, and sometimes not at all given the natural diversity among kith, but there are telltale signs. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

You have a natural ability to cast several elemental spells as a Druid, with the Material Component of any Spellcasting Action coming from your aura.

Step A Attribute Adjustment: Put a 1 under INT.

Record under Feats: Natural Spellcaster (Burrower 1, Earth Elemental Form)\*.

Record under Spells: Animate Earth, Create Earth, Elemental Attack (Heat, Load), Heat Resistance, Lode Resistance and record Mechanics as the Spellcasting Skill next to it.

\* Natural Spellcaster grants you the indicated Feat and Spell only if you learn at least one other Inherent Spell. You must spend an additional Feat to gain Burrow Speed 2.

#### Undine (Genie (Marid) Bloodline)

One of your parents or a more distant ancestor was a Marid. A Genie Bloodline generally only subtly gives away your heritage, and sometimes not at all given the natural diversity among kith, but there are telltale signs. Like most avatic bloodlines, yours holds out the promise of a long life; you will likely stop appearing to age on your 3rd gyre (34 Earth years) then begin to appear to age during the final gyre of your life (after an indiction, or about 180 Earth years).

You have a natural ability to cast several elemental spells as a Druid, with the Material Component of any Spellcasting Action coming from your aura.

Step A Attribute Adjustment: Put a 1 under INT.

Record under Feats: Natural Spellcaster (Jet Propulsion, Water Elemental Form)\*.

Record under Spells: Animate Water, Create Water, Electricity Resistance, Elemental Attack (Electricity, Sonic), Sonic Resistance and record Alchemy as the Spellcasting Skill next to it.

\* Natural Spellcaster grants you the indicated Feat and Spell only if you learn at least one other Inherent Spell.

## Alternative Rebirth

#### Spirit

You died. If you were to have become a Spirit after character creation, you would gain Traumatized 8, which cannot be recovered except by spending Feats to reduce the Traumatized Condition by 1 with each Feat.

Record under Feats: Aeronaut (Glider) 1, Levitation, Lifesense, Natural Flier, Physical Resistance (2 Feats), Spirit Immunities (4 Feats), Incorporeal (2 Flaws)

**Physical Resistance**: You gain Damage Reduction equal to your Level to Magical Elemental (other than Mental Damage) and Magical Physical Damage. This is balanced (in number of Feats) by the Incorporeal Flaw.)

**Spirit Immunities**: You are immune to death effects (and disease), paralysis (and sleep), non-magical physical damage, and poison.

**Incorporeal**: You cannot perceive the physical world other than though the use of Lifesense. You cannot interact with the physical world by nonmagical means, but you can use magic that has mental effects normally, though if the magic causes elemental (other than Mental Damage) or physical damage, reduce Damage by your Level. Also, if Target can perceive you, you can use non-magical Social Attacks and otherwise interact within the confines of Target’s sensory capabilities.

#### Vampire

You were transformed into a Vampire Spawn at some point in your life; you gain the Undead Trait and have Boost Attribute STR. If you were to have become a Vampire Spawn after character creation, you would gain Drained 8, which cannot be recovered except by spending Feats to reduce the Drained Condition by 1 with each Feat, and which you must spend as soon as Feats become available. After losing the Permanent Drained Condition, you would be referred to as a “Vampire” instead of “Vampire Spawn.”

Record under Feats: Coffin Restoration (2 Feats), Drink Blood, Fangs, Lifesense, Physical Resistance, Vampire Immunities (3 Feats), Vampire Weaknesses (Flaw).

**Coffin Restoration**: Bleed damage and physical damage incapacitates but does not kill you; if put into your Coffin, you can recover.

**Drink Blood**: If you hit with your Fangs and cause Bleed Damage, you recover hp damage equal to the Bleed Damage you inflicted (but you do not recover hp from Target’s ongoing Bleed Damage unless you Impale with your Fangs and remain in Close Combat). You can also consume blood from incapacitated (but not yet dead) creatures.

**Physical Resistance**: You gain Damage Reduction equal to your Level to physical damage other than that inflicted with a Silver weapon.

**Vampire Immunities**: You are immune to death effects (and disease), paralysis (and sleep), and poison.

**Vampire Weaknesses**: You have a compulsion to drink blood, revulsion of sacred symbols, can be staked (incapacitated), and suffer damage from sunlight.

## Customized Backgrounds

The general rules for Backgrounds are:

1. Two Boost Attributes and two Flaw Attributes;
2. 5 Features, which are typically Skill Feats (including Proficiencies) or a pair of Knowledges

If you improve Tinker or a Skill Proficiency that is based on PER, INT, or CHA, you get an additional Knowledge that is related to at least one of the skills you improved. (If you improve multiple skills, like, say, Alchemy, Mechanics, and Biology, the 3 Knowledges could be related to each skill or to only one of them.)

If a Background includes Lore as one of its proficiencies, it is a Survivalist Background.

If a Background includes Alchemy, Mechanics, or Biology, it is a Civilian (Artisanal) Background. If a Background includes Philosophy, it is a Civilian (Erudite) Background. If a Background is both Artisanal and Erudite, you can categorize it either way; it really doesn’t matter except to give you an idea regarding which Background Event table is more applicable, and you are going to decide that anyway.

Because you are building the Background and are going to decide on the Background Event Table anyway, you are free to categorize your Background as Criminal, Militant, or Other as you wish, so long as the Background doesn’t include Alchemy, Philosophy, Mechanics, Lore, or Biology.

# Appendix C (Subclass Variants)

## Artificer

Necromancers use a special type of Consumable called a “Poppet,” which can include a defensive variant called an “Apotropaic Talisman." Some Witches that are not Necromancers also learn to make Apotropaic Talismans.

Necromancer: You can use Biology as your Spellcasting Skill for spells you prepare from your Necromantic Spellbook in Spell Slots for daily preparation. Your spells are not treated as Inherent Spells; you can only cast them once per day each. However, your Coven Spells are Inherent Spells and can be cast at will. You know as many spells as your Biology rating, but you still need the Spell Formulae to prepare the spell. If you do not have the Spell Formula for a spell you know, you can record it in your Necromantic Spellbook as a Downtime Action. You must acquire a Necromantic Spellbook to prepare Necromantic Spells.

To cast Necromantic Spells, you need a poppet. You can use a generic poppet for spellcasting, but with -1 Result. If you can get just a bit of Target, a drop of blood will do, and incorporate it into a generic poppet as an Action, you no longer have the decreased Result. To use a Reagent to create a Poppet, you need a bit of the Target, but if you manage to obtain it, you get an increased Result on your Spellcasting test. You have a Mental Infused Formula Book that contains all Infused Poppet formulae, but you can only use those for which you know the spell.

Any Undead you create with Animate Dead and a Flesh Golem you craft are treated as Bonded Reanimated for you.

Record under Feats: Bonded Reanimated, Necromantic Spellbook, Nonvolatile Reagent Focus Pool 3, Favored Craft (Poppet), Traumatized 2\*, Volatile Reagent (Poppet) 3, Witch’s (Undead) Familiar.

Philosophy, Biology, Tinker

Barber/Taxidermist, Literacy, Reanimator

Add to your list of Coven Spells: Detect Magic, Dispel Magic, Prestidigitation\*\*

\* Traumatized cannot be recovered until you spend 2 Feats to reduce it to 0.

\*\* While of the same “powerfulness” as other Prestidigitation spells, the effects of yours should generally be accomplished by warping flesh, spasms, unsettling feelings, or the like; most effects should be relatively unpleasant for normal folks.

Record under Feats: Favored Craft (Poppet), Witch Class Feat +1

Philosophy, Biology, Tinker

Academia, Deadlands Terrain, Mammalogy, Parapsychology, Necril Language, Necromancy, Vampiric Society

Record under Feats: Bonded Reanimated +3, Comfortable with Necromancy (buy off Traumatized 2; 2 Feats), Nonvolatile Reagent Focus Pool 4, Favored Craft (Poppet), Volatile Reagent (Poppet) 4, Witch Class Feat.

Philosophy, Biology, Tinker

Deadlands Terrain, Necromancy, Parapsychology, Necril Language, Vampiric Society

Add to your list of Coven Spells: Animate Dead, Heal (Necromancy), Soothe (Parapsychology)

Add 1 Feature Set to your list of Feature Sets: Survivalist Artificer Basic Training

Witch Doctor: You can add a new Pathogen Formula to your Mental Infused Formulae Book as a Downtime Action; at character creation, GM will provide you with at least 8 formulae based on where you are or have been.

Record under Feats: Nonvolatile Reagent Focus Pool 3, Traditional Crafter (Aromachology, Pathogen, Chemist, Health), Volatile Reagent (Pathogen) 3

Deception, Empathy, Lore, Tinker

Arthropodology, Botany, Geology, Herpetology, Human Sociology, Mammalogy, Microbiology, Mycology

Record under Feats: Traditional Crafter (Pathogen, Health) +2

Deception, Empathy, Lore, Tinker

Ethology, Ichthyology, Malacology, Ornithology

Record under Feats: Favored Weapon (Blowgun), Homunculus Familiar +4, Nonvolatile Reagent Focus Pool 4, Favored Craft (Pathogen, Health), Traditional Crafter (Bioactives, Pathogen, Pharmaceuticals, Psychoactives), Volatile Reagent (Pathogen) 4

Deception, Empathy, Lore, Tinker

Ethology, Ichthyology, Malacology, Ornithology

**Homunculus Familiar** [PREREQ: Witch Doctor] As Witch’s Familiar except as follows. You gain a Homunculus Familiar. Your familiar is the reason some people call you a *witch* doctor, confusing your science with occult magic (like witches use). The most well-known Homunculus is created using your genetic material and microbes; it has the Ooze trait, can change shape between a blob and a vaguely humanoid shape that kind of looks like you, and can be squished as flat as a coin and stretched as thin as a rope without causing it harm. It feeds by sucking on you, which causes you no harm and only nominally increases your appetite and need for water, though witnesses may lose their appetites when watching it feed on you. Less well-known Homunculi are the parasitic worm and fungus. A Parasitic Worm Homunculus lives inside your body and can pop out of an orifice and move around as a worm; if it is destroyed a segment that remained in your body (or an egg hatches and) grows into a new Homunculus by the end of your next daily preparations. A Fungal Homunculus lives on your skin and can grow into Fungus Leather apparel, if you have it; if you wear the Mushroom Leather apparel for 1 day, the Fungus Homunculus can tap into a fungal hyphae to detect vibrations, fire, and other disturbances at potentially many miles distance (you can also get this effect by touching the ground with your bare skin). A Fungal Homunculus can sprout a mushroom that is capable of taking some actions but cannot leave your body (or Mushroom Leather apparel). You can take this feat up to three times to gain one of each type of Homunculus.

**Homunculus Familiar 2**: Your Familiar gains the Increased Attribute Familiar Ability once per Level, which can be Retrained.

**Homunculus Familiar 3**: Your Familiar gains the Feat (Restricted) Familiar Ability once per Level, which can be Retrained.

**Homunculus Familiar 4**: Your Familiar gains 1 Nonvolatile Reagent per level, which it can use, if it is able, or you can harvest and use.

A Poppet is a simulacrum (doll) of a unique creature (the “Subject”). Although Poppets have a value like any other magic item, they are rarely sold, unless commissioned for a specific use. You must have a piece of Subject (hair, nail trimmings, and something with their blood on it all suffice) or the skin or an organ of a loved one, or both know Subject’s true name and have a piece of something they own to craft a Poppet that incorporates the piece.

A Poppet has an Intrinsic Spell, which must not have an Area of Effect, that only works on the Subject of the Poppet via a “Spell Channel.” You can cast Intrinsic Spells on Subject if Subject is Revealed and within the designated range (spell range is increased to the designated range, as well) as if using a Spell Gem.

In addition, a Bonus Focus Pool (as the Bonus Focus Pool of a Spell Gem) can be used at most once per hour to cast a spell by the Poppet on your behalf (using your Spellcasting test and other relevant abilities); and Target need not be Revealed.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| L | Cost | Minor | Pool | Minimum Roll | Minimum Result | Spell Channel Range | Bonus Focus Pool Range |
| 1 | £5 | £3 | 1 | 1 | Minor | 80 feet | 320 feet |
| 2 | £8 | £5 | 1 | 2 | Lesser | 160 feet | ¼ mile |
| 3 | £12 | £8 | 2 | 3 |  |  |  |
| 4 | £20 | £12 | 2 | 4 |  | 320 feet | 1 mile |
| 5 | £30 | £20 | 3 | 5 |  |  |  |
| 6 | £50 | £30 | 3 | 6 |  | 640 feet | 4 miles |
| 7 | £80 | £50 | 4 | 7 |  |  |  |
| 8 | £120 | £80 | 4 | 8 | Moderate | ¼ mile | 16 miles |
| 9 | £200 | £120 | 5 | 9 |  |  |  |
| 10 | £300 | £200 | 5 | 10 |  | ½ mile | 64 miles |
| 11 | £500 | £300 | 6 | 11 |  |  |  |
| 12 | £800 | £500 | 6 | 12 |  | 1 mile | 256 miles |
| 13 | £1,200 | £800 | 7 | 13 |  |  |  |
| 14 | £2,000 | £1,200 | 7 | 14 | Greater | 2 miles | 1000 miles |
| 15 | £3,000 | £2,000 | 8 | 15 |  |  |  |
| 16 | £5,000 | £3,000 | 8 | 16 |  | 4 miles | Anywhere on Plane |
| 17 | £8,000 | £5,000 | 9 | 17 |  |  |  |
| 18 | £12,000 | £8,000 | 9 | 18 |  | 8 miles | Inner Plane |
| 19 | £20,000 | £12,000 | 10 | 19 |  |  |  |
| 20 | £30,000 | £20,000 | 10 | 20 | Major | 16 miles | Outer Plane |

You can create an Apotropaic Talisman as a Minor Magic Item; it grants you an increased Result against attacks via Poppet +1 increased Result per Level of the Apotropaic Talisman above that of the Poppet. If the Talisman is below the Level of the Poppet, you get a Quality Die instead. 0-Level Apotropaic Talismans are quite common in some areas.

## Champion

Unusual Champion Subclasses include the Druidic Champion and Elemental Air, Earth, and Water Champions.

Druidic Champion Feat List:

1. Comprehensive Melee Training
2. Favored Weapon (Deity’s)
3. Natural Spellcaster (Invigorate (Flora))
4. Natural Spellcaster (Invigorate (Ooze))
5. Authority
6. Blade Weapon Group
7. Determination
8. Flail Weapon Group
9. Might
10. Hafted Weapon Group
11. Intimidation
12. Polearm Weapon Group
13. Invigorate
14. Soothe
15. Soothe (Biological Demi-Ethology)
16. Soothe (Ethology)

Elemental Air Champion Feat List:

1. Comprehensive Melee Training
2. Natural Spellcaster (Animate Cold)
3. Natural Spellcaster (Create Cold)
4. Agility
5. Blade Weapon Group
6. Determination
7. Flail Weapon Group
8. Might
9. Hafted Weapon Group
10. Hustle
11. Polearm Weapon Group
12. Thrown Weapon Group
13. Animate Air
14. Cold Resistance
15. Create Air
16. Radiance Resistance

Elemental Earth Champion Feat List:

1. Comprehensive Melee Training
2. Natural Spellcaster (Animate Heat)
3. Natural Spellcaster (Create Heat)
4. Traditional Crafter (Armorer)
5. Blade Weapon Group
6. Bulwark
7. Determination
8. Flail Weapon Group
9. Might
10. Hafted Weapon Group
11. Lore, Ceramic
12. Polearm Weapon Group
13. Animate Earth
14. Create Earth
15. Heat Resistance
16. Lode Resistance

Elemental Water Champion Feat List:

1. Comprehensive Melee Training
2. Favored Weapon Subgroup (Boar Spear, Dagger (Grapple), Shortspear, Trident)
3. Natural Spellcaster (Animate Sound)
4. Natural Spellcaster (Create Sound)
5. Traditional Crafter (Armorer)
6. Blade Weapon Group
7. Determination
8. Flail Weapon Group
9. Might
10. Hafted Weapon Group
11. Hustle
12. Polearm Weapon Group
13. Animate Water
14. Create Water
15. Electricity Resistance
16. Sonic Resistance

## Druid

Unusual Druid Subclasses include a slight Order of the South variant, and the Orders of the Ooze, Scale (three variants for Air (Wyrm), Earth (Linnorm), and Water (Sea Serpent) Dragons), and Spore. The Order of the Ooze has an interest in Microbiology (aka Macrobiology), which is primarily Oozes and disease; the Order of the Scale in Cryptozoological creatures in general, and Dragons in particular; and the Order of the Spore in Fungi. The Orders of the Scale are nominally variants of the Order of the Tooth and the Order of the Spore is nominally a variant of the Order of the Leaf (Flora); the Order of the Ooze kind of defies classification, but it is a “Biological Order.” Order of the South (Jungle) is an alternative to the standard Desert-focused Order of the South.

In Step C, use the following Feat Lists. In Step D you can take the Singleclass Dedication.

###### Order of the Ooze Subclass

Step C Attribute Adjustment: Put a 1 under PER.

Record under Feats: Inherent Spells (2 Feats), Order Spell Focus Pool 3

Empathy, Lore. +0.5 Elective Tally for each degree you already have.

Biological Demi-Ethology, Ecology, Jungle Terrain, Microbiology. +0.5 Elective Tally for each you already have.

Add to your list of Order Spells: Adapt Self, Create Green Energy, Disease, Heal (Ooze), Ooze Form, Poison, Soothe (Biological Demi-Ethology), Summon Ooze. For each you already have, +1 Elective Tally.

###### Order of the Ooze Intermediate Training

Record under Feats: Favored Psychology (Biological Demi-Empathy), Traditional Crafter (Bioactives, Psychoactives, Toxins), one more

Empathy, Lore. +0.5 Elective Tally for each degree you already have.

Determinism, Sewer Terrain, Swamp Terrain, Underground Terrain. +0.5 Elective Tally for each you already have.

###### Order of the Ooze Singleclass Dedication

Step D Attribute Adjustment: Put a 1 under PER.

Record under Feats: Bonded Ooze +4, Favored Terrain (Jungle, Sewer, Swamp), Favored Weapon (Ooze Form), Form Control (Ooze), Order Spell Focus Pool 4, one more

Empathy, Lore, Recon. +0.5 Elective Tally for each Skill with Degree 4.

Agility, Contortion. +1 Elective Tally for each Skill with Degree 4.

Fairyology, Parapsychology, Protean Language. +0.5 Elective Tally for each you already have.

###### Order of the Scale, Linnorm Subclass

Step C Attribute Adjustment: Put a 1 under PER.

Record under Feats: Inherent Spells (2 Feats), Order Spell Focus Pool 3

Lore. +0.5 Elective Tally for each degree you already have.

Hustle. For each you already have at Degree 2 or higher, +1 Elective Tally instead.

Cryptozoology, Ecology, Herpetology. +0.5 Elective Tally for each you already have.

Add to your list of Order Spells: Create Green Energy, Detect Magic, Dispel Magic, Dragon Form, Elemental Attack (Heat, Lode), Heat Resistance, Lode Resistance. For each you already have, +1 Elective Tally.

###### Order of the Scale, Linnorm Intermediate Training

Record under Feats: Traditional Crafter (Armorer, Weaponsmith), 2 more

Lore. +0.5 Elective Tally for each degree you already have.

Athletics, Hustle. For each you already have at Degree 2 or higher, +1 Elective Tally instead.

Ethology, Flesh, Underground Terrain. +0.5 Elective Tally for each you already have.

###### Order of the Scale, Linnorm Singleclass Dedication

Step D Attribute Adjustment: Put a 1 under PER.

Record under Feats: Aeronaut, Favored Terrain (Underground), Favored Weapon (Dragon (Linnorm) Form), Form Control (Dragon (Linnorm)), Order Spell Focus Pool 4, Traditional Crafter (Armorer, Weaponsmith), 2 more

Lore. +0.5 Elective Tally for each Skill with Degree 4.

Agility, Athletics, Authority, Contortion, Hustle, Intimidation. +1 Elective Tally for each Skill with Degree 4.

Flesh. +0.5 Elective Tally for each you already have.

###### Order of the Scale, Sea Serpent Subclass

Step C Attribute Adjustment: Put a 1 under PER.

Record under Feats: Inherent Spells (2 Feats), Order Spell Focus Pool 3

Lore. +0.5 Elective Tally for each degree you already have.

Aquabatics. For each you already have at Degree 2 or higher, +1 Elective Tally instead.

Cryptozoology, Ecology, Herpetology. +0.5 Elective Tally for each you already have.

Add to your list of Order Spells: Create Green Energy, Detect Magic, Dispel Magic, Dragon Form, Electricity Resistance, Elemental Attack (Electricity, Sonic), Sonic Resistance. For each you already have, +1 Elective Tally.

###### Order of the Scale, Sea Serpent Intermediate Training

Record under Feats: Traditional Crafter (Armorer, Weaponsmith), 2 more

Lore. +0.5 Elective Tally for each degree you already have.

Aquabatics, Hustle. For each you already have at Degree 2 or higher, +1 Elective Tally instead.

Aquatic Terrain, Ethology, Flesh. +0.5 Elective Tally for each you already have.

###### Order of the Scale, Sea Serpent Singleclass Dedication

Step D Attribute Adjustment: Put a 1 under PER.

Record under Feats: Aeronaut, Aquanaut, Favored Terrain (Aquatic), Favored Weapon (Dragon (Sea Serpent) Form), Form Control (Dragon (Sea Serpent)), Order Spell Focus Pool 4, Traditional Crafter (Armorer, Weaponsmith), 2 more

Lore. +0.5 Elective Tally for each Skill with Degree 4.

Agility, Athletics, Authority, Hustle, Intimidation. +1 Elective Tally for each Skill with Degree 4.

Flesh. +0.5 Elective Tally for each you already have.

###### Order of the Scale, Wyrm Subclass

Step C Attribute Adjustment: Put a 1 under PER.

Record under Feats: Inherent Spells (2 Feats), Natural Flier, Order Spell Focus Pool 3

Lore. +0.5 Elective Tally for each degree you already have.

Cryptozoology, Ecology, Herpetology. +0.5 Elective Tally for each you already have.

Add to your list of Order Spells: Cold Resistance, Create Green Energy, Det. Magic, Dispel Magic, Dragon Form, Elem. Attack (Cold, Radiant), Radiant Resistance. For each you already have, +1 Elective Tally.

###### Order of the Scale, Wyrm Subclass Intermediate Training

Record under Feats: Aeronaut, Traditional Crafter (Armorer, Weaponsmith), 2 more

Lore. +0.5 Elective Tally for each degree you already have.

Hustle. For each you already have at Degree 2 or higher, +1 Elective Tally instead.

Ethology, Flesh, Sky Terrain. +0.5 Elective Tally for each you already have.

###### Order of the Scale, Wyrm Singleclass Dedication

Step D Attribute Adjustment: Put a 1 under PER.

Record under Feats: Aeronaut, Favored Terrain (Sky), Favored Weapon (Dragon (Wyrm) Form), Form Control (Dragon (Wyrm)), Order Spell Focus Pool 4, Skydiver, Traditional Crafter (Armorer, Weaponsmith), 2 more

Lore. +0.5 Elective Tally for each Skill with Degree 4.

Agility, Athletics, Authority, Hustle, Intimidation. +1 Elective Tally for each Skill with Degree 4.

Flesh. +0.5 Elective Tally for each you already have.

###### Coven (Order of the South, Desert) Intermediate Training

Record under Feats: Traditional Crafter (Builder, Poison, Primal Potion), Witch Class Feat +1

Empathy, Lore. +0.5 Elective Tally for each degree you already have.

Desert Terrain, Ceramic, Heat, Herpetology. +0.5 Elective Tally for each you already have.

###### Order of the South (Desert) Singleclass Dedication

Step D Attribute Adjustment: Put a 1 under PER.

Record under Feats: Order Spell Focus Pool 4, Traditional Crafter (Appraise, Miner, Mutagens, Outfitter, Poison, Visual Art), Witch Class Feat

Empathy, Lore. +0.5 Elective Tally for each Skill with Degree 4.

Determination, Hustle. +1 Elective Tally for each Skill with Degree 4.

Desert Terrain, Ceramic, Heat, Herpetology, Mammalogy, Ornithology. +0.5 Elective Tally for each you already have.

Add to your list of Coven Spells: Elemental Attack (Heat), Heat Resistance. For each you already have, +1 Elective Tally.

## Minister

### The Living Gods

There are two so-called Living Gods. Algos is an actual Deity who makes his home in Algostan. Faust is a human who struck a deal with Asmodeus to live forever and have the ability grant powers to his Ministers; in fact, the power actually stems from Asmodeus and his ally Medjed, who see Faust as a useful tool, but view him with contempt. Faust, for his part, thinks he got the better end of the deal and considers himself a god, though technically he is not. Faust resides in Faustian.

Algos: Admonish, Animus Mine, Create Spirit Energy, Dimensional Lock, Elemental Attack (Desiccation, Disintegration, Dyspnea), Fear

Faust: Admonish, Appearance of Wealth, Charm, Fear, Mortal Chains, Nondetection, Telepathy, Tyrannical Authority

### The Evil Gods

The Evil Gods are “legitimate” gods of the pantheon, though many consider them heretical. Cloacina and Lysssa are similar to the Gods of Nature, with Cloacina focusing on the (questionably natural) sewers underneath urban areas and Lysssa on (questionably natural) cryptozoological beasts (aka “Monsters”).

Cloacina: Animal Form, Appearance of Wealth, Create Darkness, Create Silence, Disease, Nondetection, Unfortunate Accident, Venom

Lysssa: Beast Form, Fungal Hyphae, Heal, Lucid Dream, Moon Frenzy, Nature’s Ally, Nondetection, Soothe (Ethology)

Medjed: Animate Dead, Create Negative Energy, Death’s Call, Elemental Attack (Dyspnea), Fear, Invigorate (Undead), Mortal Chains, Soothe (Paraphysiology)

Thanatos: Death’s Call, Dimensional Lock, Effervescent, Improvisational Builder, Inaudibility, Invisibility, Magic Tool/Kit, Nondetection