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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).

The tone of the game is somewhere between High Fantasy and Historical Fantasy. There are elements of Good vs. Evil, but magic is tonally similar to how it was perceived by humans for most of our history, with some intrusion by Artificers into more esoteric types of magic more akin to “arcane” magic described in the last few centuries and made more popular with modern fantasy. Specifically, magic is usually the province of powerful creatures over which humans have no control and the magic to which humans gain access is from a god or higher power. Most humans ask for magical assistance from whatever god is responsible for the portfolio related to the magic the human hopes to acquire, such as praying to a deity of love to get someone to magically fall in love. The “Dominion” is something like a main religion of the world, with its various gods acting a bit like saints, granting boons to the faithful. Most people will pray to whatever deity is most appropriate at the time. Even Clerics will often dedicate themselves to more than one deity. Because of the historical context, even though the setting is a fictional world, the borrowed elements of real-world history make a historical fantasy genre a good description of the intended tone.

The rules of the game are more simulationist in approach than narrative. A great roleplayer could easily be constrained by the lack of skill of er PC in social encounters and a poor roleplayer could easily be great in social encounters by relying upon rules mechanics. (Obviously, a great roleplayer can also lean into being incompetent.) Similarly, a great tactical player could be constrained by the lack of skill of er PC in a combat encounter and a poor tactical player could, again, rely upon rules mechanics to excel. PC abilities are highly impactful on likelihoods of success in most aspects of game play.

The races or “ancestries” and Non-Player Creatures (NPCs) or “monsters” found herein are drawn most heavily from historical renditions of them, as opposed to more modern fantasy literature. There are exceptions, particularly for Kith; Aelves (and Dvorgar and Uruk to a lesser extent) have heavy Tolkienian influences, Robingoodfellowes are inspired by Gnomes from the Pathfinder™ game, and Troglodytes are simply combinations of animal with human, rather than historical accounts of similar creatures, for the most part. The term “Anthropian” is used to mean the species of creature comprising humans. “Species” is a word that can cause disagreement; so, to be clear, the term means simply that members of the “species” can interbreed to produce offspring that can themselves produce offspring. Accordingly, because Aelves, Dvorgar, Humans (including Neanderthal), Uruk, and mammalian Troglodytes can interbreed, they are all considered part of the Anthropian species. And Humans are not a species; they are a race. Creatures that seem similar to Anthropians but cannot interbreed with them, such as Gnomes and non-mammalian Troglodytes, are referred to as Pseudo-Anthropians. Magic being what it is, bloodlines from non-Anthropians, such as Devils, can be merged into the bloodlines of Anthropians and Pseudo-Anthropians, which generally does not change the species of descendants; they remain Anthropian or Pseudo-Anthropian for the most part.

The backstories of Player Characters (PCs), while naturally often punctuated with fantasy, are intended to be realistic and perhaps even gritty. Even with an Alignment system, you can read ahead to find “Good” doesn’t always mean what you think it means; Good characters can do things many people would consider (lower case) evil. You should generally not resort to tropes of Good vs. Evil in character generation because your “good guy” might not even be Good and your “bad guy” might not even be Evil. Just come up with a realistic and interesting backstory, trying to tie it in with the backstories of other characters, and see where you fall on the Alignment grid based upon your choices. Most will end up in the Neutral zone anyway; you will probably find it’s hard to be Lawful, Chaotic, Good, or Evil the way the Alignments are defined. In the vein of a lot of Sword & Sorcery stories, the grand battle between the Alignments might just be above your pay grade and understanding.

One goal of character design is to allow you to choose whether you want to be a normal person (likely a jack-of-all-trades), an exceptional person, someone who tests the (human) limits of biophysics or mental ability, or someone who is superhuman. The decision is self-imposed, and you can easily change your mind (or not) as you advance levels. If you want to play a normal person, keep Skills under 8. If you want to be exceptional (on par with the greatest of Olympic athletes, for example), keep Skills under 12. If you want to test the limits of (human) potential but not stray into (or at least not very far into) the superhuman, keep Skills under 16. If you want superhuman, don’t limit your Skills at all. Considering magic (and pseudomagic) are part of the world, you could even play a “normal” Artificer, Paladin, Cleric, or Druid who is simply using the tools anyone can acquire and knowledge anyone can learn. It is worth mentioning that all characters are considered equivalent but an exceptional Warrior who faces off against a superhuman Warrior in melee may very well lose every time; it might even be statistically impossible to win at higher Levels. So, even an exceptional Warrior should probably have some alternatives for when melee is off the table. Only a superhuman can afford to be a one-trick pony.

You will gain various abilities during character creation, which include Attributes (from Aptitude and Event), Skills (from Enterprise and Event), Knowledge (from Culture, Enterprise, and Event), and Class Features (from multiple Categories).

You have 6 Attributes: Strength (STR), Dexterity (DEX), Perception (PER), Intellect (INT), Charisma (CHA), and Willpower (WIL). Although your Attributes have a rating, there is generally no reason to refer to Attribute rating because there are no “Attribute tests.” Rather, “Attribute Points,” which are equivalent to Attribute rating, are added to “Skill Points” assigned to each of four Skills governed by the Attribute to determine Skill rating.

You have 24 Skills, with 4 Skills governed by each of the 6 Attributes. Skills are assigned “Skill Points,” but there is generally no reason to make reference to Skill Points (other than when they are being assigned) because all Skill tests are determined by Skill rating, which is Attribute Points + Skill Points. If a skill is designated in green text (e.g., Bulwark 4), that refers to Skill Points, not Skill rating.

During character creation, you can make use of a Character Creation Scratch Sheet to record Category Ranks and notes. The Categories are Newborn, Aptitude, Culture, Role, and Enterprise. You traverse the Categories in order as “Character Creation Steps,” which are roughly correlated with when during your life you would acquire the indicated Abilities, then proceed to Denouement to complete the NACRED acronym. Assign a Rank to the five Categories (from A to E, with each category having a different Rank unless otherwise indicated). You need not make explicit choices regarding the Categories until reaching them during character creation, but it is a good idea to plan ahead if you wish to choose a Restricted Role (generally necessitating a choice of at least Culture Category D or C.

Choose an Ancestry of your Newborn Category Rank or two less than your Newborn Category Rank if you have an Avatic or Troglodyte Bloodline (and/or one or two less if you have a Birthright) and roll an Astrological Sign. You should note that most Gnomes have a Culture (Education) Requirement.

Choose an Aptitude of your Aptitude Category Rank.

Choose as many Education Groups as your Culture Category Rank or one less than Culture Category Rank if you have an Acquired Bloodline. Culture D is the minimum if you want to start with an Acquired Bloodline (or Culture C if you want an Acquired Bloodline and a Restricted Class). The Quaestor and Wizard are the only Highly Restricted Classes; you must have at least Culture Category Rank C (or B with an Acquired Bloodline), acquire both Alchemical and Mechanical Knowledge, and acquire specified Knowledge with the 5 redundant Knowledge in an Alchemical and Mechanical Education. See Role (Artificer and Witch). Alchemist, Gadgeteer, Mutagenist, Clerics, Druids, Envoy, Mentalist, and Ranger are Restricted Classes; you must have at least Culture Category Rank D (or C with an Acquired Bloodline).

Choose a Class Tier appropriate for your Role Category Rank. If you want to be a Paragon (chosen with Enterprise), you must choose Role Category A.

Choose Profession of a Rank equal to Enterprise Category Rank or one less than Enterprise Category Rank if you are a Paragon, then roll an Event.

You can use the following table as a scratch sheet for deciding Category ranks (replace the Notes with the relevant data):

|  |  |  |
| --- | --- | --- |
| Rank | Category | Notes |
|  | Newborn | Humans have Ancestry E, Aelves, Dvorgar, Uruk, and Gnomes D; Bloodlines increase required Category Rank by one or more. |
|  | Aptitude | Increase the Attributes you select and make a note of bonus XP, which you will spend later. |
|  | Culture | Alchemist, Cleric, Druid, Envoy, Gadgeteer, Mentalist, Mutagenist, and Ranger are Restricted; Quaestor and Wizard are Highly Restricted. |
|  | Role | Record your Class Features. |
|  | Enterprise | Record your Knowledge, Skills, Competence Bonuses, and Task Proficiencies, then roll a Event. |

You can use the following table as a scratch sheet for Ancestry/Size, Astrological Sign/Age, and some notes about your Event:

|  |  |
| --- | --- |
| Ancestry | Write down your Ancestry and Size. |
| Astrological Sign | Write down your Astrological Sign and Age. |
| Event | Write down some details about your Event. |

# Newborn

## Ancestry

Most Anthropian races and pseudo-races can be referred to as Kith, which comprise most social Sapient creatures; you are expected to be Kith. You gain the Small 1 and Large 1 traits for free if you have a Small or Large Ancestry (and Medium-sized for free if you are Medium-sized).

Ancestries are normally Rank D (E for Humans) but Bloodlines (see below) increase the necessary Newborn Category Rank by 1 or more. For example, a Human would require Newborn Category Rank D or C with a Bloodline (or even more with multiple Bloodlines) and an Aelf, Dvergar, Uruk, or Gnome would require Newborn Category Rank C or B (or A with a Birthright and either an Avatic or Troglodyte Bloodline). Most Gnomes also have a Culture Category Rank C requirement, specifically for Education C; Hobs have no Culture requirement and Dactyl have a Culture Category Rank A requirement.

If you want to acknowledge the fact you have no control over the circumstances of your birth, you can determine Ancestry and Bloodline randomly. As a suggestion, roll 1d12 for Ancestry: 1-2 Aelf, 3-4 Dvergar, 5-6 Uruk, 7 Gnome, 8-12 Human; roll 1d200 for Birthright: 1-194 Commoner, 195-197 Noble, 198-199 Aristocrat, 200 Royalty; 1% chance for an Avatic Bloodline, then roll 1d12: 1 Alu-Demon, 2-4 Cambion, 5-6 Gold Dragon, 7-9 Nephilim, 10 Oread, 11 Sylph, 12 Undine; and roll 1d100 for a Troglodyte: 1-12 select the Troglodyte race as presented alphabetically below, 13-100 No Troglodyte Bloodline. The GM can require that you determine the circumstances of your birth randomly and may provide an alternative set of applicable dice rolls or omit some of the options (e.g., Gnomes or Royalty).

### Human (Ancestry E)

There is more variation among Human subraces than is found on Earth, such as blue- and green-skinned subraces, as well as those with fangs and other beast-like features. You can also have some of the cosmetic features of an Aelf or Uruk. You can be a (Human) Giant, Halfling, or (Average-size) Human; or a Pygmy (Small Neanderthal), Neanderthal, or Goliath (Large Neanderthal). There are no mechanical differences between Neanderthals and other humans for PCs, though there may be some mechanical differences for NPCs (and cosmetic differences for both PCs and NPCs). Some Halflings have hairy feet and can have cultures distinct from that of other humans, but they are often just little people. Some Giants have Giant ancestors, and are sometimes referred to as Half-Giants, but many are just big people.

### Non-Human Anthropians (Ancestry D)

#### Aelf

Aelves are beautiful, or at least striking, with beautiful voices and exceptional vocal range. Large Aelves are called “Norsa” and Small Aelves are called “Elflings.” When offspring of an Aelf and a non-aelf are raised in an Aelven community, they become Aelves; otherwise, they become Half-Aelves with offspring that are Human (potentially with cosmetic differences evincing their heritage). The necessity to be raised in an Aelven community to have Aelven offspring is almost as hard to explain to non-aelves as is the fact that choices an Aelf makes today can change the past and that Humans who live in an Aelven community can have Aelven offspring.

Aelves are generally better than Humans at just about everything after they live a couple human lifespans. However, PC Aelves are no better than PC Humans, Dvorgar, or Uruk; so, your character is likely a young Aelf.

**Sleepless**: Aelves do not need to sleep and can generally make good use of a Downtime most other creatures use for sleeping.

**Undying**: Aelves are immune to aging after they reach adulthood and typically “fade” after an Indiction, which is about 180 Lunar Years, but can hang around for much longer. (Fading is left intentionally vague and open to interpretation.)

Aelf Ancestry Features:

2 Boons (Acrobat)

2 Boons (Athlete)

2 Boons (Charger)

2 Boons (Contortionist)

2 Boons (Reconnoiterer)

Aelven Neurophysiology (Sleepless, Undying)

Superhuman Senses (Distance Vision, Sound Filter)

#### 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 born male because Dvergan offspring are the race of the mother if female, and Dvergan if male. Dvergan females exist, but they aren’t born; they are Reincarnated. The Reincarnated Dvergan Female Bloodline is “free,” but you will often have an unusual backstory; you may have been neither Dvergan nor female prior to Reincarnation. Dvergan females, on average, are slightly taller than Dvergan males.

Dvorgar have a reputation for wearing beards, but Trolls (Large Dvorgar) often cannot grow facial hair and Kobolds (Small Dvorgar) tend to have beards that grow quickly and to absurd lengths. Dvorgar raised among humans are rarely referred to as Dvorgar by others of their race; rather, they are referred to as Thrawn and are generally considered to be non-dvergar despite their genetics. Humans often refer to both Dvorgar and Thrawn as “dwarves,” which may or may not be offensive.

**Extended Lifespan**: Dvorgar are 50% longer lived than humans.

**Magnetic Direction Sense**: Dvorgar know which direction is North and can often tell relative depth above or below sea level with a little practice.

**Sleepworker**: Some Dvorgar sleep 50% longer each night than humans but perform 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.” 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.

**Stout**: You gain +1 Effect on Bulwark (Resist Shove, Stand Ground), but -1 maximum Competence with Hustle (Speed) and Agility tests and +1 default Sinking.

Dvergar Ancestry Features:

2 Boons (Fast Healer)

8 Boons (Meat Shield)

Dvergan Neurophysiology (Magnetic Direction Sense, Sleepworker) & Dvergan Physiology (Extended Lifespan, Stout)

Supernatural Sense (Metallic Olfaction)

#### Uruk

Anthropians are a ring species where opposite “ends” of the species cannot interbreed with one another. (See [www.wikipedia.com](http://www.wikipedia.com) to read about ring species.) Humans fall in the middle, with Aelves and Dvorgar at an opposite end relative to Uruk. In other words, although all are considered Anthropian, Aelves and Dvorgar cannot interbreed with Uruk (though they can with Uruk-Hai). Some biologists argue Uruk/Dvergan sterile offspring exist, though consensus has not been reached and volunteers to test the theory are hard to find.

Offspring of an Uruk and a non-uruk are referred to as Uruk-Hai and Uruk-Hai offspring are Human (potentially with cosmetic differences evincing their heritage). Large Uruk-Hai are referred to as Olog-Hai and Small Uruk-Hai are referred to as Tuluruk. Although both cosmetically and mechanically the same as Uruk, you are Uruk-Hai (or Olog-Hai or Tuluruk). Uruk-Hai are Sapient; Uruk are Sentient, not Sapient, and frequently have Alignments that make them “fair game” in the minds of many who do not know better. (The Huldefolk, a Neutral subrace of Uruk, can attest to the unfairness of how you might be treated.)

Uruk Ancestry Features:

2 Boons (Athlete)

2 Boons (Charger)

2 Boons (Reconnoiterer)

2 Boons (Meat Shield)

2 Boons (Powerhouse)

Uruk Physiology (Fangs/Tusks, Superhuman Sense (Bloodhound))

Supernatural Sense (Darkvision)

### Gnomes (Ancestry D)

All Gnomes are Small.

Gnomes hibernate for most of an Indiction and tend to spend a gyre out of every indiction in what could be characterized as “productive.” Hibernating gnomes are Sentient, not Sapient, but their behavior is like that which they had prior to hibernation. You are assumed to be at the start of a productive period. Gnomes sometimes “reremember” something from before their last hibernation; after character creation, if you spend XP to acquire a Knowledge, you gain it automatically 50% of the time (no test required but you must still spend the XP to get it).

Gnomes have a brain anatomy that enables them to have half of their brain asleep while the other is awake. They are fully awake for 1 Downtime per day, half-awake for 1 Downtime during which their first personality controls (while half of their brain sleeps), and half-awake for 1 Downtime 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 a Gnome’s first and second personalities have different Alignments, the Alignments cannot vary by more than a “tendency” on each Alignment axis without causing the gnome to go insane, round away from Chaotic and Evil. 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(LG) and a Gnome with a first personality of N(E) and a second personality of (C)N would have a hybrid personality of N.

#### Dactyl [PREREQ: Culture A]

Dactyls have an instinctive understanding of anthropology, ethology, and psychology. You must have Culture A and three of the Education Groups you select must be Anthropological, Ethological, and Psychological Education; you can choose any other Education Group as your fourth. Note: A Dactyl’s Education is instinctive, not formal.

Dactyls quickly and pseudo-magically absorb knowledge about people with whom they interact. If you have any available XP, you can spend 1 XP to acquire both Language and Regional Society Knowledge appropriate for a creature you encounter. (If you only need one such Knowledge, you can spend ½ XP.) If you acquire Regional Language or Regional Society during character creation, you gain +½ XP per applicable Knowledge, which you must spend immediately on other applicable Knowledge (1 Knowledge per ½ XP).

Dactyl Ancestry Features:

4 Boons (Scholar)

Instinctive Knowledge (Language): You gain Language Knowledge at ½ the usual cost.

Instinctive Knowledge (Regional Society): You gain Regional Society Knowledge at ½ the usual cost.

Gnomish Neurophysiology (Dual Brain Anatomy) & Gnomish Physiology (Hibernation, Immortality)

Supernatural Sense (Lifesense)

#### Domovoi [PREREQ: Culture C or higher]

Confusingly, nobody seems to know the word “Domovoi,” which is the word Domovoi use to describe themselves, but there is a lot people don’t understand about Domovoi (e.g., why are they all good dancers?). Although many Domovoi many make their homes in rural human communities, they have an instinctive understanding of terrain and fighting. You must have Culture C or higher and two (or the two) Education Groups you select must be Basic Training and Jack-of-all-Trades, the latter of which is normally limited to Humans. Note: A Domovoi’s Education is instinctive, not formal.

Domovoi Ancestry Features:

3 Boons (Athlete), which you spend in Denouement, no more than 3 per Subclass; you also gain Performance (Dancing).

3 Boons (Charger)

3 Boons (Powerhouse)

Gnomish Neurophysiology (Dual Brain Anatomy) & Gnomish Physiology (Hibernation, Immortality)

Superhuman Senses (Bloodhound, Pheromones)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

#### Hob [PREREQ: None]

Hobs are known as household spirits, though they often prefer rural settings. Although it is commonly thought Hobs are shoemakers, their instinctive understanding of biological materials makes them first and foremost excellent chefs.

Hob Ancestry Features:

{Arthropodological Material, Fungal Material, Malacological Material}; you also gain Chef

{Chordate Material, Polymer, Plant Material}

3 Boons (Tool User)

Gnomish Neurophysiology (Dual Brain Anatomy) & Gnomish Physiology (Hibernation, Immortality)

Gnomish Illusionist Magic (Effervescence, Inaudibility, Invisibility)

Traditional Mechanics 3 (Use Lore instead of Mechanics (Craft, Envision, and Taxonomy), if better)

#### Robingoodfellow (aka “Robin” or “Goodfellow”) [PREREQ: Culture C or higher]

Robingoodfellowes have an instinctive understanding of living things and can speak Artimaean even if never exposed to it. You must have Culture C or higher and two (or the two) Education Groups you select must be Ethological and Physiological Education. Note: A Robingoodfellow’s Education is instinctive, not formal.

Robingoodfellow Ancestry Features:

Animal Familiar 5 (and you do not gain Permanent Depleted +3); you also gain Artimaean Language

Gnomish Neurophysiology (Dual Brain Anatomy) & Gnomish Physiology (Hibernation, Immortality)

Gnomish Physiology: Robingoodfellow\*

Superhuman Senses (High Frequency Hearing, Low Frequency Hearing)

Superhuman Senses (Low Light Vision, Pheromones)

\* +1 Effect on Contortion (Hide) tests if you take an Action to change your coloration, which remains effective if you move through a relatively consistent environment; +2 Effect if you remain stationary for a Round after taking the Action. When not being stealthy, Robingoodfellowes often change their coloration to match ambiance, décor, or whatever it is they are wearing.

#### Tinker [PREREQ: Culture C or higher]

Tinkers have an instinctive understanding of the physical sciences. You must have Culture C or higher and two (or the two) Education Groups you select must be Alchemical and Mechanical Education. Note: A Tinker’s Education is instinctive, not formal.

Tinker Ancestry Features:

{Para-Anthropology (Construct), Parapsychology (Construct), Psychology (Construct)}; you also gain Field Armor

1 Boon (Chemist)

2 Boons (Tool User)

6 Boons (Physicist)

Gnomish Neurophysiology (Dual Brain Anatomy) & Gnomish Physiology (Hibernation, Immortality)

Superhuman Senses (Microscopic Vision, Sound Filter)

## Bloodline

### Multiple Bloodlines

A Human with an Avatic and Troglodyte Bloodline requires Newborn Category A. If you add a Birthright on top of that, the requirement becomes more than is normally possible (A+ or A++). For non-humans, having both Avatic and Troglodyte Bloodlines is not normally possible (A+) and if you add Birthright to that, it is even worse (A++ or A+++). The rules as written prohibit going beyond Category A. However, with GM permission, you could exceed the usual limit by reducing another Category by one or more. If you roll an A+ or higher randomly, the GM may also make a special ruling just for you, as follows.

If you need Newborn Category A+, you could reduce another Category from D to E, giving you ranks E, E, C, B, and A+ (Newborn) in the five Categories; if you need Newborn Category A++, you could reduce another Category from D to E and B to C, giving you ranks E, E, C, C, and A++ (Newborn) in the five Categories; and if you need Newborn Category A+++, you could reduce another Category from B to E, giving you ranks E, E, D, C, and A+++ (Newborn) in the five Categories. It should be noted that ***this is not recommended***, but it’s your game.

### Birthright

If you choose Aristocrat or Noble, your Newborn Category is one higher than Ancestry (e.g., a Human is Ancestry E but would need Newborn D; an Aelf, Dvergar, Uruk-Hai, or Gnome is Ancestry D but would need Newborn C). If you choose Royalty, your Newborn Category is two higher than Ancestry.

You should ask GM approval before choosing Aristocrat or Royalty because e may have in mind an adventure that has you strapped for cash.

#### Aristocrat

You may not actually be an aristocrat; perhaps your commoner parent(s) managed to become wealthy against all odds or you come from a powerful crime family.

Gentry (£100,000 Investment)

Network of Gentry

7 Boons (any); Boons should reflect advantages due to your privileged socioeconomic status; you can apply no more than 2 Boons to any Supplemental Subclass.

#### Noble

You have an inherited noble title, though you are not at the top of the food chain. A Franklin with Noblesse-Oblige is “Petty Nobility;” you might be a Knight Errant.

Franklin (£1000 Investment)

Network of Gentry

Noblesse-Oblige (You are entitled to hospitality from nobles/those who fancy themselves noble and expected to extend the same courtesy and to refrain from mundane tasks; failure gives you aristocratic rivals who may refuse you the courtesy)

7 Boons (any); Boons should reflect advantages due to your privileged socioeconomic status; you can apply no more than 2 Boons to any Supplemental Subclass.

1 Lesser Denouement Boon; Boons should reflect advantages due to your privileged socioeconomic status.

#### Royalty

You are a member of the royal family, though not near the top in the line of succession. Why you are even adventuring given you want for nothing of monetary value?

Princeling (£10,000,000 Investment)

Network of Princelings

Noblesse-Oblige (Royalty)

15 Boons (any); Boons should reflect advantages due to your privileged socioeconomic status; you can apply no more than 2 Boons to any Supplemental Subclass.

### Avatic Bloodline

If you have an Avatic Bloodline, your Newborn Category is two higher than Ancestry (e.g., a Human is Ancestry E but would need Newborn C or higher; an Aelf, Dvergar, Uruk-Hai, or Gnome is Ancestry D but would need Newborn B or higher).

#### Alu-Demon

One of your ancestors was a Demon. A Demonic bloodline means you developed monstrous characteristics during puberty. In the example below, you have Claws, Darkvision, and affinity for Elemental Darkness, but other variants are common. Your alignment registered Chaotic Evil at birth, and you were likely predisposed to antiauthoritarianism and harming the innocent. Most Alu-Demons remain Chaotic Evil upon reaching adulthood but, as a PC, your Alignment (and behavior) changed to whatever you choose. Individuals with Primordial (Chaotic Neutral) ancestry are sometimes mistaken for Alu-Demons and it is often hard to tell the difference.

Bloodline Features: +3 STR, 4 Boons (Intimidator), Spellcasting Expertise 3

Bloodline Spells (Conduit (Darkness), Fear, Sprite (Darkness))

Bloodline Spellcasting Task Proficiency 3\*

Natural Form (Avatic Outside); you are treated as an Avatic Outsider for the purposes of resisting Avatic Energy but as a Human vs. other forms of Energy.

Physiology (Claws, Fangs); you do not need Unarmed to use your natural weapons without penalty.

Physiology (Hide in Shadows); +1 Effect on Contortion (Hide) tests in Low Light or Darkness.

Supernatural Senses (Darkvision)

\* If you acquire Task Proficiency 1, 2, or 3 with all five of Alchemy (Prima Materia), Gab (Compel), Mechanics (Envision), Philosophy (Empower), and Sleight of Hand (Application), you gain 2 XP (i.e., 2 XP each time you increase the rating of all five of the tasks to 1, 2, or 3).

#### Cambion

The Malleus Maleficarum concludes Cambions are born when a succubus mates with a male and acquires his sperm, passes the sperm to an incubus, and the incubus impregnates a female with it. Some say it is also possible for female devil-worshipping witches to be impregnated. Cambions seem human at birth but have no pulse or breath. After their first gyre (about 11 Earth years), Cambion take on devilish characteristics.

Bloodline Features: +3 CHA, 4 Boons (Intimidator), Spellcasting Expertise 3

Inherent Spellcasting Proficiency\*

Natural Form (Avatic Outside); you are treated as an Avatic Outsider for the purposes of resisting Avatic Energy but as a Human vs. other forms of Energy.

Neurophysiology (Sleepless)

Physiology (Breathless)

Physiology (No Heartbeat & No Need to Eat/Drink)

\* Alchemy (Prima Materia) Task Proficiency +1, Gab (Compel) Task Proficiency +1, Mechanics (Envision) Task Proficiency +1, Philosophy (Empower) Task Proficiency +1, and Sleight of Hand (Application) Task Proficiency +1. Maximum Task Proficiency is 3; so, you can skip Abilities that grant Task Proficiency 3 as if you already have them.

#### Gold Dragon

One of your parents was a fire-breathing Gold Dragon (a Linnorm), which makes you a Gold Dragon, too! While other draconic ancestries may be possible, it is the Gold Dragons who have the greatest propensity to turn into Anthropian form and find an Anthropian mate.

Bloodline Features: +3 STR, +3 PER, 4 Boons (Intimidator), Spellcasting Expertise 3 with Bloodline Spells only\*

Bloodline Spell (Dragon (Gold) Form)

Bloodline Spellcasting Task Proficiency 3

Natural Form (Gold Dragon); it does not cost mp to Maintain Dragon (Gold) Form (nor does it cost mp to Maintain your Anthropian form).

\* If you acquire Spellcasting Expertise 1, 2, or 3, you gain 2 XP (i.e., 2 XP each time you increase the rating of Spellcasting Expertise). You derive no XP benefit for acquiring Spellcasting Task Proficiencies. Dragon (Gold) Form is only available to Gold Dragons, which you are. It is equivalent to having a continuous effect like Metamorphosis that is treated as both [your original Anthropian] Body and Dragon Body (but not other creature types) and the Dragon (Gold) Form spell is equivalent to casting Transmogrification, either to Anthropian from Gold Dragon form or to Gold Dragon from Anthropian form.

#### Nephilim

One of your parents or a more distant ancestor was an Angel, a Psychopomp, or a Devil.

Bloodline Features: +3 STR, 4 Boons (Intimidator), Spellcasting Expertise 3

Bloodline Spells (Conduit (Avatic), Fear, Sprite (Avatic))

Bloodline Spellcasting Task Proficiency 3\*

Natural Form (Avatic Outside); you are treated as an Avatic Outsider for the purposes of resisting Avatic Energy but as a Human vs. other forms of Energy.

Physiology (Avian Form, Wings); you can withdraw your Wings into your body or extend them out of your body as part of an Aerobatics Action.

Flight Training 3

\* If you acquire Task Proficiency 1, 2, or 3 with all five of Alchemy (Prima Materia), Gab (Compel), Mechanics (Envision), Philosophy (Empower), and Sleight of Hand (Application), you gain 1 XP (i.e., 1 XP each time you increase the rating of all five of the tasks to 1, 2, or 3).

#### Oread (Genie Bloodline)

One of your ancestors was probably an Efreet, though it is theoretically you were just genetically altered because magic. If you gain Traumatized from Drowning or Suffocation, you instinctively change to Elemental Form, which has the Breathless Trait; similarly, if you gain Drained 9 from lack of air, water, or food, you instinctively change to Elemental Form, which does not require food or water when in contact with earth. You do not have a “Genie Form.”

Bloodline Features: +3 STR, Spellcasting Expertise 3 with Bloodline Spells only\*

Bloodline Spells (Conduit (Earth, Heat), Elemental (Earth) Form, Energy Shield (Heat), Sprite (Earth, Heat))

Bloodline Spellcasting Task Proficiency 3\*

Burrower 3 (x8 Burrow Speed)

Natural Form (Earth Elemental); it does not cost mp to Maintain Elemental (Earth) Form (nor does it cost mp to Maintain your Anthropian form).

\* If you acquire Task Proficiency 1, 2, or 3 with all five of Alchemy (Prima Materia), Gab (Compel), Mechanics (Envision), Philosophy (Empower), and Sleight of Hand (Application), you gain 3 XP (i.e., 3 XP each time you increase the rating of all five of the tasks to 1, 2, or 3). If you acquire Spellcasting Expertise 1, 2, or 3, you gain 3 XP each time. Elemental (Earth) Form is only available to Oread, which you are. It is equivalent to having a continuous effect like Metamorphosis that is treated as both [your original Anthropian] Body and Elemental Body (but not other creature types) and the Elemental (Earth) Form spell is equivalent to casting Sprite but only to change form, either to Anthropian from Earth Elemental or to Earth Elemental from Anthropian. You must choose whether you are a Lava (Earth/Heat) or Magnetic (Earth/Lode) Earth Elemental and cannot change your choice later; if you choose Magnetic, replace Conduit (Heat), Energy Shield (Heat), and Sprite (Heat) with Conduit (Lode), Energy Shield (Lode), and Sprite (Lode).

#### Sylph (Genie Bloodline)

One of your ancestors was probably a Djinn, though it is theoretically you were just genetically altered because magic. If you gain Traumatized from Drowning or Suffocation, you instinctively change to Elemental Form, which has the Breathless Trait; similarly, if you gain Drained 9 from lack of water or food, you instinctively change to Elemental Form, which does not require food or water when in contact with air.

Bloodline Features: +3 DEX, Spellcasting Expertise 3 with Bloodline Spells only\*

Bloodline Spells (Conduit (Air, Radiance), Elemental (Air) Form, Energy Sink (Darkness), Sprite (Air, Radiance))

Bloodline Spellcasting Task Proficiency 3\*

Flight Training 3

Natural Form (Air Elemental); it does not cost mp to Maintain Elemental (Air) Form (nor does it cost mp to Maintain your Anthropian form).

\* If you acquire Task Proficiency 1, 2, or 3 with all five of Alchemy (Prima Materia), Gab (Compel), Mechanics (Envision), Philosophy (Empower), and Sleight of Hand (Application), you gain 3 XP (i.e., 3 XP each time you increase the rating of all five of the tasks to 1, 2, or 3). If you acquire Spellcasting Expertise 1, 2, or 3, you gain 3 XP each time. Elemental (Air) Form is only available to Sylphs, which you are. It is equivalent to having a continuous effect like Metamorphosis that is treated as both (your original Anthropian) Body and Elemental Body (but not other creature types) and the Elemental (Air) Form spell is equivalent to casting Sprite but only to change form, either to Anthropian from Air Elemental or to Air Elemental from Anthropian. You must choose whether you are a Radiant (Air/Radiant) or Sonic (Air/Sound) Air Elemental and cannot change your choice later; if you choose Sonic, replace Conduit (Radiance), Energy Sink (Darkness), and Sprite (Radiance) with Conduit (Sound), Energy Sink (Silence), and Sprite (Sound).

#### Undine (Genie Bloodline)

One of your ancestors was probably a Marid, though it is theoretically you were just genetically altered because magic. If you gain Traumatized from Drowning or Suffocation, you instinctively change to Elemental Form, which has the Breathless Trait; similarly, if you gain Drained 9 from lack of air, water, or food, you instinctively change to Elemental Form, which does not require air or food when in contact with water.

Bloodline Features: +3 WIL, Spellcasting Expertise 3 with Bloodline Spells only\*

Bloodline Spells (Conduit (Cold, Water), Elemental (Water) Form, Energy Shield (Cold), Sprite (Cold, Water))

Bloodline Spellcasting Task Proficiency 3\*

Torrent Swimmer (Reduce effective Terrain Difficulty of Abyssal, Aquatic, and Maritime Terrain by 3)

Natural Form (Water Elemental); it does not cost mp to Maintain Elemental (Water) Form (nor does it cost mp to Maintain your Anthropian form).

\* If you acquire Task Proficiency 1, 2, or 3 with all five of Alchemy (Prima Materia), Gab (Compel), Mechanics (Envision), Philosophy (Empower), and Sleight of Hand (Application), you gain 3 XP (i.e., 3 XP each time you increase the rating of all five of the tasks to 1, 2, or 3). If you acquire Spellcasting Expertise 1, 2, or 3, you gain 3 XP each time. Elemental (Water) Form is only available to Undines, which you are. It is equivalent to having a continuous effect like Metamorphosis that is treated as both (your original Anthropian) Body and Water Elemental Body (but not other creature types) and the Elemental (Water) Form spell is equivalent to casting Sprite but only to change form, either to Anthropian from Water Elemental or to Water Elemental from Anthropian. You must choose whether you are an Ice (Cold/Water) or Storm (Electricity/Water) Water Elemental and cannot change your choice later; if you choose Storm, replace Conduit (Cold), Energy Shield (Cold), and Sprite (Cold) with Conduit (Electricity), Energy Shield (Electricity), and Sprite (Electricity).

### Troglodyte

If you have a Troglodyte Bloodline, your Newborn Category is two higher than Ancestry (e.g., a Human is Ancestry E but would need Newborn C or higher; an Aelf, Dvergar, Uruk-Hai, or Gnome is Ancestry D but would need Newborn B or higher). Although Ancestries are combined with a Troglodyte Bloodline in character creation, it should be noted that Troglodytes are distinct Anthropian or Pseudo-Anthropian races. Some common Troglodyte Features are summarized here:

**Aquatic Form**: You gain Natural Swimmer (Contortion (Float) as a Free Action without Penalty).

**Avian Form**: You gain Natural Flier (Aerobatics (Glide) as a Free Action without Penalty).

**Claws**: In addition to being natural weapons, you gain Natural Climber (Sleight of Hand (Grab to Hold On) as a Free Action (2)).

**Natural Weapons**: You do not need Unarmed to use your natural weapons without penalty.

**Superhuman Senses**: Most Troglodytes have Superhuman Senses and they may overlap with Superhuman Senses of your Ancestry. If a single Superhuman Sense overlaps, you should generally replace it with Ultravision. If two Superhuman Senses (or for every two that) overlap, you should generally replace them with a Denouement ([Supplemental Subclass]) Boon for a Supplemental Subclass with a Task Proficiency that is also a Task Affinity for the Troglodyte Bloodline.

#### Batling (Bat Folk)

Batlings are always Small. Ancestry Features:

4 Boons (Acrobat)

4 Boons (Athlete)

4 Boons (Contortionist)

4 Boons (Reconnoiterer)

Batling Physiology (Avian Form, Wings)

Batling Physiology (Claws, Fangs)

Flight Training 3

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

Supernatural Senses (Echolocation: Narrow band Ultrahigh Frequency Hearing, Ultrahigh Frequency Sound Production in the narrow band)

#### Gui (Turtle Folk)

Gui are Reptilian Troglodytes that often coat their shells with special materials and runes to make them function as magic armor. Ancestry Features:

4 Boons (Reconnoiterer)

10 Boons (Meat Shield)

4 Boons (Powerhouse)

+2 Effect with Constitution (Body Control)

Gui Physiology (Hindgut, Stout, Shell Defense)\*

Gui Physiology (Hooved Feet, Jaws); treat Terrain as having -1 Effective Degree of Difficulty for Hustle (Trudge) tests.

Gui Physiology (Natural Heavy Armor); you do not need Heavy Armor to use your natural armor without penalty.

Superhuman Senses (Low Frequency Hearing, Underwater Hearing)

\* Hindgut (Treat as 2 Sizes smaller for determining water intake; can survive 64 days without water). Stout (You gain Bulwark (Resist Shove, Stand Ground), but -1 maximum Competence with Hustle (Speed) and Agility tests and +1 default Sinking). Shell Defense (As a ¾ Action, you gain Hardness for all Hit Locations, and you can attempt Damage Reduction as a Free Action but can take no other physical actions other than to reemerge).

#### Iruxi (Lizard Folk)

Iruxi are Reptilian Troglodytes that are always Small. With a negative (nearsighted or concave) lens and a positive (farsighted or convex) cornea, Iruxi use a method of monocular focusing to judge distance called corneal accommodation, which gives them depth perception when using only one eye. Ancestry Features:

4 Boons (Acrobat)

4 Boons (Athlete)

4 Boons (Contortionist)

4 Boons (Reconnoiterer)

3 Boons (Nimble-Fingered)

+1 Effect with Constitution (Body Control)

+1 Effect with Contortion (Stealth)

Iruxi Physiology (All-Around Sight); no decreased Effect for Peripheral Vision. See Skills, Recon.

Iruxi Physiology (Aquatic Form, Tail)

Iruxi Physiology (Spider Climb); ½ Terrain Difficulty due to incline

Iruxi Physiology (Tongue); Superhuman Senses (Bloodhound)

Superhuman Senses (Low Light Vision, Underwater Hearing)

#### Leonid (Cat Folk)

Ancestry Features:

4 Boons (Acrobat)

4 Boons (Athlete)

4 Boons (Charger)

4 Boons (Contortionist)

4 Boons (Reconnoiterer)

Exploit Flurry Trait (Grapple)\*

Leonid Physiology (Claws, Fangs)

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

\* Leonids have clawed feet and can use Exploit Flurry Trait with one of their feet Claws when Grappled. After an attack with a hand Claw, a foot Claw gains the Free (2) trait, or Free (0) trait if it already has Free (2). If you later acquire the Exploit Flurry Trait, your Fangs gain the Free (2) trait, or Free (0) trait if it already has Free (2), after an attack with a hand Claw and a foot Claw.

#### Lycan (Wolf Folk)

Ancestry Features:

4 Boons (Acrobat)

4 Boons (Athlete)

4 Boons (Charger)

4 Boons (Fast Healer)

4 Boons (Reconnoiterer)

+1 Effect with Observation (Assess)

Lycan Physiology (Claws, Fangs)

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

#### Merfolk

Merfolk are Fish Troglodytes that have pseudomagical abilities. Part of their pseudomagic is that they can interbreed with Anthropians but not with other Fish Troglodytes. The more apparent pseudomagic is rare for their kind; “landwalkers” can change form to appear human as an Intermission Action and instantly back to Mer form when submerged. Ancestry Features:

3 Boons (Acrobat)

3 Boons (Athlete)

3 Boons (Charger)

6 Boons (Contortionist); one Ability must be Contortion (Maneuver) Task Proficiency 1

3 Boons (Performer)

3 Boons (Reconnoiterer)

Merfolk “Landwalker” Physiology (Aquatic Form, Fins/Gills, Tail (but no legs) in Mer Form; Gills, Legs in Human Form)

Superhuman Senses (Deep Vision, Underwater Hearing)

Superhuman Senses (High Frequency Hearing, Low Frequency Hearing)

#### Myrmidon (Ant Folk)

Myrmidon are Arthropodological Troglodytes. Ancestry Features:

4 Boons (Athlete)

4 Boons (Charger)

4 Boons (Reconnoiterer)

4 Boons (Meat Shield)

4 Boons (Powerhouse)

Myrmidon Physiology (Mandibles\*, Sting\*\*)

Myrmidon Physiology (Natural Light Armor); if you wear armor, you can treat Light Armor as Field Armor

Superhuman Senses (Bloodhound, Smell Pheromones); Myrmidon can communicate with one another using pheromones.

Superhuman Senses (Tremorsense, Ultravision)

\* Mandibles are treated as Claws but have the Grab instead of Flurry trait and they do not require the use of hands.

\*\* The Sting is treated as a Spiked Gauntlet but it does not require the use of hands; although chemicals on the sting cause more pain than one might expect, the chemicals do not cause additional damage.

#### Raptor (Dinosaur Folk)

Raptors are flightless Bird Troglodytes known for their prominent enlarged toe claws. Ancestry Features:

4 Boons (Acrobat)

4 Boons (Athlete)

4 Boons (Charger)

4 Boons (Reconnoiterer)

4 Boons (Powerhouse)

+1 Effect with Might (Hold On, Improve Grip) when you can use a toe claw.

Raptor Physiology (Claws, Fangs)

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

#### Saurian (Alligator Folk)

Saurians are Reptilian Troglodytes. Ancestry Features:

2 Boons (Charger)

2 Boons (Contortionist)

2 Boons (Fast Healer)

4 Boons (Reconnoiterer)

4 Boons (Meat Shield)

4 Boons (Powerhouse)

+1 Effect with Constitution (Body Control)

Saurian Physiology (Aquatic Form, Tail)

Saurian Physiology (Claws, Fangs)

Saurian Physiology (Natural Light Armor); if you wear armor, you can treat Light Armor as Field Armor

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (Low Light Vision, Underwater Hearing)

#### Strix (Owl Folk)

Strix are Bird Troglodytes. They are usually Small, and none are Large. Ancestry Features:

4 Boons (Acrobat)

2 Boons (Athlete)

4 Boons (Contortionist)

4 Boons (Observer)

4 Boons (Reconnoiterer)

Strix Physiology (Avian Form, Wings)

Strix Physiology (Claws, Fangs)

Flight Training 3

Superhuman Senses (High Frequency Hearing, Low Light Vision)

#### Tauran (Minotaur)

Taurans frequently coat their horns with special materials and runes to make them function as magical weapons. Taurans can be Small, Medium, or Large, but Small Taurans have goat-like features (with horns that protrude from the top of their heads and inflict Bludgeoning damage) and Large Taurans have rhino-like features (with horns that protrude from an elongated snout). Ancestry Features:

4 Boons (Charger)

4 Boons (Fast Healer)

4 Boons (Reconnoiterer)

4 Boons (Meat Shield)

4 Boons (Powerhouse)

Tauran Physiology (Hooved Feet, Horns); treat Terrain as having -1 Effective Degree of Difficulty for Hustle (Trudge) tests

Tauran Physiology (Natural Light Armor); if you wear armor, you can treat Light Armor as Field Armor

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

#### 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. Ancestry Features:

2 Boons (Athlete)

2 Boons (Charger)

4 Boons (Contortionist)

4 Boons (Fast Healer)

4 Boons (Meat Shield)

2 Boons (Powerhouse)

Taxi Physiology (Claws, Fangs)

Taxi Physiology (Natural Light Armor); if you wear armor, you can treat Light Armor as Field Armor

Burrower 3

Superhuman Senses (Bloodhound, Low Light Vision)

#### Tengu (Monkey-Bird Folk)

Tengu are Bird Troglodytes but have the characteristics of monkeys and kites (birds of prey). Most are Small, none are Large, and the typical Medium-sized Tengu often appears more crow-like than monkey/kite-like. If you are a Karasu-Tengu (crow-like Tengu), reduce Boons (Acrobat) from 7 to 4, increase Boons (Reconnoiterer) from 2 to 4, gain Superhuman Senses (High Frequency Hearing, Low Light Vision), and replace Tail with Claws, which are on their feet. Ancestry Features:

7 Boons (Acrobat)

2 Boons (Athlete)

2 Boons (Charger)

2 Boons (Contortionist)

2 Boons (Nimble-Fingered)

2 Boons (Powerhouse)

2 Boons (Reconnoiterer)

Tengu Physiology (Avian Form, Wings)

Tengu Physiology (Fangs, Tail)

Flight Training 3

#### Triton (Fish Folk)

Triton are Fish Troglodytes that can breathe in air and underwater. Ancestry Features:

2 Boons (Acrobat)

2 Boons (Athlete)

2 Boons (Charger)

4 Boons (Contortionist)

4 Boons (Fast Healer)

4 Boons (Reconnoiterer)

Triton Physiology (Aquatic Form, Fins/Gills)

Triton Physiology (Claws, Fangs)

Triton Physiology (Natural Light Armor); if you wear armor, you can treat Light Armor as Field Armor

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (Deep Vision, Underwater Hearing)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

#### Ysoki (Rat Folk)

Ysoki are always Small and have surprisingly voluminous cheek pouches in which they can carry things. Ancestry Features:

2 Boons (Acrobat)

4 Boons (Athlete)

2 Boons (Charger)

4 Boons (Contortionist)

4 Boons (Fast Healer)

4 Boons (Reconnoiterer)

1 Boon (Nimble-Fingered)

Ysoki Physiology (Claws, Fangs)

Superhuman Senses (Bloodhound, Smell Pheromones)

Superhuman Senses (High Frequency Hearing, Low Light Vision)

## Astrological Sign

There are multiple moons in the Nacre sky, and one of them is used to compute “Lunar Years,” which are 364 days long. Aelves and Dvorgar generally consider adulthood to be 2 gyres of age (about 22.4 Earth years because the length of the year (or “gyre”) in Nacre is 11.2 Lunar Years), though Humans often consider the age of adulthood to be 16 Lunar years and Uruk and Troglodytes often reach (cultural) adulthood sooner. Gnomes often believe you decide when you are an adult.

**Class Affinities**: You can choose one or two of the Class Affinities for your Astrological Sign. If you choose one Class Affinity, you gain 1 XP upon completing Tier 1 in the Class for which you have affinity, another 1 XP after completing Tier 2, another 1 XP after completing Tier 3, and another 1 XP if you gain Capstone Electives for the Class for which you have affinity. If you choose two Class Affinities, you acquire 1 XP after completing Tier 1 in the first Class for which you have affinity, 1 XP after completing Tier 2 in the first Class for which you have affinity, 1 XP after completing Tier 1 in the second Class for which you have affinity, and 1 XP after completing Tier 2 in the second Class for which you have affinity. You cannot choose two Classes of the same Role.

You can change your Class Affinity from one to two or two to one Class if you have not yet acquired 1 XP for completing Tier 1 in each of two classes or 1 XP for completing Tier 3 in one Class, even after character creation.

Special: If you declare “No Affinity” instead of choosing a Class Affinity, when you roll your Event, you can, if you wish, increase the Potential Die by 1 (maximum 6) and decrease the Luck Die by 1 (minimum 1), which you can decide after rolling. This benefit is not available if you roll on the LIFE EVENT Table. See Enterprise (Profession).

Roll 1d20 to determine your Astrological Sign:

1 Bear Champion (Berserker) and/or Warrior (Armiger or Brute) Affinity

2 Crow Artificer (Alchemist) and/or Face (Envoy or Hood) Affinity

3 Dolphin Rogue (Infiltrator or Swashbuckler) and/or Warrior (Brute or Skirmisher) Affinity

4 Dove Face (Bard or Envoy) and/or Investigator (Detective or Ranger) Affinity

5 Fish Artificer (Chirurgeon) and/or Rogue (Infiltrator or Thief) Affinity

6 Hawk Investigator (Detective or Sharpshooter) and/or Rogue (Swashbuckler or Thief) Affinity

7 Horse Champion (Marshall) and/or Warrior (Armiger or Skirmisher) Affinity

8 Lion Face (Entrepreneur or Envoy) and/or Warrior (Skirmisher or Kensai) Affinity

9 Monkey Artificer (Grenadier) and/or Rogue (Crackerjack or Swashbuckler) Affinity

10 Nightengale Champion (Paladin) and/or Face (Bard or Entrepreneur) Affinity

11 Owl Artificer (Wizard) and/or Investigator (Detective or Mentalist) Affinity

12 Rat Face (Entrepreneur or Hood) and/or Rogue (Crackerjack or Thief) Affinity

13 Snake Artificer (Alchemist) and/or Investigator (Mentalist or Sharpshooter) Affinity

14 Spider Artificer (Gadgeteer) and/or Rogue (Crackerjack or Infiltrator) Affinity

15 Turtle Champion (Psion) and/or Warrior (Armiger or Kensai) Affinity

16 Wolf Investigator (Ranger or Sharpshooter) and/or Warrior (Brute or Kensai) Affinity

17 Sun Artificer (Quaestor) and/or Cleric Affinity

18 Moon Druid and/or Face (Bard or Hood) Affinity

19 Stars Champion (Ascetic) and/or Investigator (Mentalist or Ranger) Affinity

20 Void Face (Poppeteer) and/or Investigator (Necromancer) Affinity

**Age**: An Astrological Sign other than Sun, Moon, Stars, or Void, will restrict what you can choose as your age. There are 16 months, each with an associated Astrological Sign, in a gyre. If you do the math, you will realize each month is about 70% of a Lunar Year. However, the order in which monthly Astrological Signs occur fluctuates from game to game. (The reason is, simply, to give players more freedom in choosing the age of their characters.) Because Astrological Signs vary from game to game, the following “age chart” should be adjusted by the GM to swap the order of Astrological Signs to best enable players to get the age they want for their characters. You can choose any age for a character with the Sun, Moon, Stars, or Void Astrological Sign.

|  |  |  |  |
| --- | --- | --- | --- |
| Astrological Sign | PC Name(s) | Month | Age |
| Bear |  | Springtide | 15, 26, 37, or 48 Lunar Years |
| Crow |  | Low Spring | 16, 27, 38, or 49 Lunar Years |
| Dolphin |  | Mid-Spring | 16, 27, 39, or 50 Lunar Years |
| Dove |  | High Spring | 17, 28, 39, or 51 Lunar Years |
| Fish |  | Summertide | 18, 29, 40, or 51 Lunar Years |
| Hawk |  | Low Summer | 18, 30, 41, or 52 Lunar Years |
| Horse |  | Mid-Summer | 19, 30, 41, or 53 Lunar Years |
| Lion |  | High Summer | 20, 31, 42, or 53 Lunar Years |
| Monkey |  | Autumntide | 20, 32, 43, or 54 Lunar Years |
| Nightengale |  | Low Autumn | 21, 32, 44, or 55 Lunar Years |
| Owl |  | Mid-Autumn | 22, 33, 44, or 55 Lunar Years |
| Rat |  | High Autumn | 23, 34, 45, or 56 Lunar Years |
| Snake |  | Wintertide | 23, 34, 46, or 57 Lunar Years |
| Spider |  | Low Winter | 24, 35, 46, or 58 Lunar Years |
| Turtle |  | Mid-Winter | 25, 36, 47, or 58 Lunar Years |
| Wolf |  | High Winter | 25, 37, 48, or 59 Lunar Years |

It is generally polite to let players of short-lived Humans, Uruk, and Troglodytes choose their ages first; move the Astrological Sign of the character to the row with the desired age and shift the other Signs accordingly. If there are multiple characters with the same Astrological Sign and players who want to start at different ages, they will need to start with ages that are about 11.2 Lunar Years apart, or a multiple thereof. In most gaming groups it should be easy to work out a compromise.

It is generally polite to allow players of Dvorgar to choose their ages next. Some Dvorgar spend a lot of time Sleepworking from a relatively young age, so they tend to be a little bit behind other races in development. For this reason, you can typically start Dvergan PCs older than others, while still considering them to be developing at what would be considered a “normal” rate for their race, and the GM can put the Astrological Sign of a Dvergan PC last (or in-between other Astrological Signs if there is a gap; or first if no other PC starts at the youngest listed age and you want to play a Dvergar who didn’t spend much time Sleepworking).

Aelves are often (irritatingly for some) better than most other races at just about everything. For this reason, perhaps counterintuitively given their long lifespans, you can start Aelves younger than the youngest other PC, and the GM can put their Astrological Sign first in the order. Given their long lifespans, some Aelves may also decide to spend a little more time relaxing instead of trying to better themselves. This results in some Aelves developing a little slower than other races, despite their epigenetic advantages. In other words, players of Aelven PCs should probably pick the age of their PC after players of humans, troglodytes, and Dvorgar have chosen because they can be a little younger than would be expected for one of the other races or a little older than just about anyone else if your Aelf is lackadaisical.

Gnomes typically measure their age from the end of their last Hibernation, so they may have been born under an Astrological Sign many gyres in the past. For this reason, you can practically ignore the Astrological Sign of a Gnome for the purpose of determining relative age. Because they awaken as adults, age has more to do with mental development than physical. It is not unusual for Gnomes to “re-remember” knowledge they had from past lives, as well, so they can be very young and still quite mature, though some Gnomes never re-remember anything. You can subtract 11.2 Lunar years from the youngest age for your Astrological Sign, if you wish, to determine your age as measured from when they awakened from hibernation.

All of that said, age typically does not have much of a mechanical effect on gameplay; this little exercise just ensures backstory-to-calendar consistency.

# Aptitude

Consider in what Attribute(s) your character will excel. STR is the province of Warriors; DEX, Rogues; PER, Druids and Investigators; INT Artificers and Clerics; CHA, Faces; and WIL, Champions. Attribute Points are spent now. XP are spent when you advance to 1st Level.

While (optional) random generation of what you gain as a Newborn might make some sense, there is less logic to randomizing Aptitude because who knows if your nature, nurture, or personality helped you absorb more from Culture, fulfil your Role more competently, or give you more talent for Enterprise? (Although if you have an Acquired Bloodline, there is a good chance that was because you were in the wrong place at the wrong time.) If you want to randomize Aptitude anyway, you should probably randomize the remaining 4 Categories as well because some aspect of each may be partially out of your control. Roll 1d6 and 1d4 to determine your Aptitude, Culture, Role, and Enterprise Category Ranks as follows and reduce any Rank of equal to or less than your Newborn Category Rank by 1:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | 1 | 2 | 3 | 4 |
| 1 | Aptitude A, Culture B, Role C, Ent D | Aptitude B, Culture A, Role C, Ent D | Aptitude C, Culture A, Role B, Ent D | Aptitude D, Culture A, Role B, Ent C |
| 2 | Aptitude A, Culture B, Role D, Ent C | Aptitude B, Culture A, Role D, Ent C | Aptitude C, Culture A, Role D, Ent B | Aptitude D, Culture A, Role C, Ent B |
| 3 | Aptitude A, Culture C, Role B, Ent D | Aptitude B, Culture C, Role A, Ent D | Aptitude C, Culture B, Role A, Ent D | Aptitude D, Culture B, Role A, Ent C |
| 4 | Aptitude A, Culture C, Role D, Ent B | Aptitude B, Culture C, Role D, Ent A | Aptitude C, Culture B, Role D, Ent A | Aptitude D, Culture B, Role C, Ent A |
| 5 | Aptitude A, Culture D, Role B, Ent C | Aptitude B, Culture D, Role A, Ent C | Aptitude C, Culture D, Role A, Ent B | Aptitude D, Culture C, Role A, Ent B |
| 6 | Aptitude A, Culture D, Role C, Ent B | Aptitude B, Culture D, Role C, Ent A | Aptitude C, Culture D, Role B, Ent A | Aptitude D, Culture C, Role B, Ent A |

## Below Average (Aptitude E)

Unless otherwise indicated, you have STR 0, DEX 0, PER 0, INT 0, CHA 0, and WIL 0.

## Average (Aptitude D)

You gain 4 Attribute Points, which you can use to increase two Attributes by 1 each and one Attribute by 2 (or 4 Attributes by 1 each).

You gain 4 XP you can spend when advancing to 1st Level.

If you are determining Attributes randomly, you should only partially randomize because your upbringing; access to food, health care, and education; and other circumstances outside your control likely came under your control, potentially with significant effort, as you grew up. So, the circumstances of your formative years are only partially responsible for your Attribute ratings. As such, a suggestion for random generation is to roll 2d6 and assign 1 Attribute Point to STR if you roll a 1; DEX, 2; PER, 3; INT, 4; CHA, 5; and WIL, 6. If you roll the same Attribute twice, assign 2 Attribute Points to that Attribute. Then assign the remaining 2 Attribute Points as appropriate for your character (subject to the maximum rating of 2 for one Attribute and 1 for the rest).

## Above Average (Aptitude C)

You gain 8 Attribute Points, which you can use to increase any Attribute by 1 or 2 and one Attribute by 3.

You gain 8 XP you can spend when advancing to 1st Level.

For (optional) random generation, roll 4d6 and assign 4 Attribute Points to your Attributes as described above for Aptitude D (subject to a maximum rating of 3 for one Attribute and 2 for the rest). If you roll the same number on all 4 dice, reroll one of them until you get a different number. (If the GM requires random Attribute generation, you should be allowed to assign the fourth die any value if you roll the same number on all four dice.)

## Exceptional (Aptitude B)

You gain 12 Attribute Points, which you can use to increase any Attribute by 1, 2, or 3 and one Attribute by 4.

You gain 12 XP you can spend when advancing to 1st Level.

For (optional) random generation, roll 6d6 and assign 6 Attribute Points to your Attributes as described above for Aptitude D (subject to a maximum rating of 4 for one Attribute and 3 for the rest). If you roll more than 4 of the same number reroll one (or two if you have 6 dice with the same number) until you have a maximum of 4 dice with the same number. (If the GM requires random Attribute generation, you should be allowed to assign the fifth and/or sixth die any value if you roll the same number on five or all six dice.)

## Extraordinary (Aptitude A)

You gain 16 Attribute Points, which you can use to increase any Attribute by 1, 2, 3, or 4 and one Attribute by 5.

You gain 16 XP you can spend when advancing to 1st Level.

For (optional) random generation, roll 8d6 and assign 8 Attribute Points to your Attributes as described above for Aptitude D (subject to a maximum rating of 4 for one Attribute and 3 for the rest). If you roll more than 5 of the same number reroll the die (or dice) until you have a maximum of 5 dice with the same number. (If the GM requires random Attribute generation, you should be allowed to assign the sixth, seventh, and/or eighth die any value if you roll the same number on six, seven, or all eight dice.)

# Culture

Regardless of Culture Category, you gain one Knowledge Tuple associated with the culture in which you were raised: {Ancestral Language, Ancestral Society, Terrain (any)}. You can choose Knowledge associated with an Ancestry other than your own if you were raised among them.

Humans, or others raised among Humans, can acquire Regional Language as their “Ancestral Language” and Regional Society as their “Ancestral Society.” Some Humans have a Liberal Arts Knowledge, such as Academica or Savoir-Faire, instead of Terrain. See Arts & Sciences (Liberal Arts) below. Streetwise Humans tend to have Terrain (Urban), Rural Humans tend to have Terrain (Plains), and Humans insulated from the street tend to have an appropriate Liberal Arts Knowledge instead of Terrain. Other Terrains are much less common relative to population, but you should feel free to choose any that is appropriate for your character. Note: The Regional Language of Asmodiax, Camelot, Faustia, and Imperia, which is Anglish, is also the Common Tongue of Occidens; the Regional Language of Hindwan, which is Hindwani, is also the Common Tongue of Anaton; and the Regional Language of Wo-shi is also the Common Tongue of Oriens. You can ask your GM if the setting of the game will be on any of these three continents (Oriens, Anaton, or Occidens) before deciding (and the GM might tell you).

Aelves, or others raised among Aelves, acquire Sperethiel as their Ancestral Language and Ilúvatar Society as their Ancestral Society; Terrain (Jungle) is typical, but not required.

Dvorgar, or others raised among Dvorgar, usually acquire Khuzdul as their Ancestral Language and Aulëan Society as their Ancestral Society; Terrain (Mountain) is typical, but, in order of prevalence, Terrain (Underground), Terrain (Arctic), and Terrain (Abyssal) are possible.

Uruk, or others raised among Uruk, usually acquire Or’zet as their Ancestral Language and Uruk Strongholds as their Ancestral Society; any Terrain other than Abyssal, Aquatic, Maritime, Sewer, or Urban is appropriate.

Gnomes gain Gnomish as their Ancestral Language but Anthropology (Gnomish Subrace) instead of a Ancestral Society because being from a Gnomish culture is more of a feeling than a specific understanding of cultural mores and customs. Gnomes, even those who live in urban areas, rarely have Terrain (Urban). Hobs and Tinkers are likely to have a Liberal Arts Knowledge instead. Dactyls and Robingoodfellowes typically have the Terrain in which they grew up. Domovoi typically gain a second language (either Artimaean or Common Tongue, usually).

Barbarians gain a Tribal Language and Society for free unless the Tribal Language and Society will be useful in the game the GM has in mind, in which case you acquire Tribal Language, Tribal Society, and Terrain (any) like anyone else. More typically, you gain Traditional (Natural) Philosophy 3 (skipping Traditional (Natural) Philosophy 1 and 2, which you can acquire later), must choose Enterprise (Fringer), and must roll on the Fringer Event Table.

## Acquired Bloodline [PREREQ: Culture Category D]

If you choose an Acquired Bloodline, your Culture Category is one higher than Education (e.g., Education E, D, C, or B if you have Culture D, C, B, or A). The Lich Bloodline is generally only available to Tier 3 Necromancers; so, if you want it, make sure you choose Role A (Necromancer). The Spirit Bloodline is generally not available unless the GM wants to run a game with PCs who have died (and became Spirits), but a Wiccan of the West can start with a Spirit Familiar that follows the rules described here.

### Lich

When you subjected yourself to powerful Necrotic energy and died, you became a Lich and acquired the Undead Trait. Bloodline Abilities: Supernatural Senses (Deathsense, Lifesense), Breathless, Immunity to Pathogens, Immunity to Sleep, No Heartbeat & No Need to Eat/Drink, Solid State (you can achieve up to a Fanciful (7) Auditory Signature), and Undying. You cannot be raised from the dead.

### Spirit

When you die, you become a Spirit and acquire the Spirit Trait. If you acquire this Bloodline after character creation, you gain the Bloodline Abilities and Permanent Traumatized 8, the latter of which you can “buy off” for 3 XP per rating. Bloodline Abilities: Breathless, Flight Training 3, Immunity to Pathogens, Immunity to Sleep, Levitation, and No Heartbeat & No Need to Eat/Drink. Note: Incorporeal is a “free” Ability; it is part of being a Spirit. Incorporeal makes it so you are “on” the Ethereal Plane instead of “on” the Material Plane; you are immune to physical damage originating on the Material Plane instead of the other way around. You cannot interact with the physical world by nonmagical means. You cannot even perceive the physical world other than though the use of Supernatural Senses or magic. If Target can perceive you, you can use non-magical Social Attacks and otherwise interact within the confines of Target’s sensory capabilities.

When you become a Spirit, your possessions are bifurcated. Your Spirit form looks like you did right after you died, including the injury that killed you and possessions you had (unless you were not aware you had something), with near duplicates being left behind on your dead body. Magic resides in only one of the bifurcated items; Magic in Magic Items in which you are Invested resides in your Spirit Item; Magic in Magic Items in which you are not Invested resides in its material form. Other than the Magical portion, Spirit and Material Items become mirror images of one another, working just as before but only on their respective Planes. If you ever return to material form, Magic Spirit Items become material and their mirror item crumbles to dust, but nonmagical Spirit Items do not return when you do (if the person who brought you back is considerate, they probably have some clothes for you to put on). Damage to your Spirit Form is reflected on your Material Form, but not vice versa, though your Material Form (dead body) and Material Items eventually become worse for wear, as your body decays and your items rot and rust.

A Spirit has a “lifespan” of 10 Indictions; at Indiction 10, you either pass on or become a Phantom (Undead). As long as you have not become a Phantom, you can be brought back with the Raise Dead spell and recover any XP you used to reduce the Traumatized condition for becoming a Spirit. If your body is animated or you otherwise become a non-sapient Undead creature, you cannot be raised from the dead.

### Vampire

When you contract Vampirism and die from exsanguination, you become a Vampire and acquire the Undead trait. If you acquire this Bloodline after character creation, you gain the Bloodline Abilities, Permanent Fatigued 4, and Permanent Traumatized 4. Bloodline Abilities: Ectoplasmic Body, Immortality, Fangs/Drink Blood, Undying, and +1 STR. You cannot be raised from the dead.

If you start as a Vampire, choose one of your companions as your Anthropian Familiar, which need not be voluntary, but you should ask first (just to be polite). You gain Anthropian Familiar 8. See Class (Necromancer). You also gain 4 Boons (any) that you should be associated with how you became or dealt with being a Vampire; you spend your Boons in Denouement. If you are a Necromancer, follow the rules described for that Class. See Role (Witch).

Vampires have a reputation for being immune to Pathogens, but they are not; the reason for the common misconception is that in their coffins, they can recover from “certain death” from most Pathogens (though there are some vampire-specific diseases that even time in the coffin cannot heal). While immune to most Pathogens that harm living creatures, you are susceptible to vampire-specific diseases and Pathogens that harm ectoplasmic creatures.

Damage incapacitates but does not kill you; you become conscious again at the start of a next Intermission with Drained +1. If you reach Drained 10, you do not regain consciousness. If put into your Coffin, reduce Drained by 1 rating per night (though not lower than a Permanent Drained Condition) in addition to any Recovery tests. However, having this ability comes with a cost: You have a compulsion to drink blood, revulsion of sacred symbols, and suffer damage from sunlight (though you can shield yourself with clothing or shelter). Direct sunlight and Radiant Energy inflicts 1 hp of damage per Pass (4 hp per Round). You can only be permanently killed by remaining in sunlight or Radiant Energy for an Intermission after being reduced to Drained 10, with 100 hp Avatic or Primal Energy damage (in a single attack), or with 10 hp Avatic or Primal Energy damage while you are staked in your coffin with your head cut off. Otherwise, your body (or body parts) will dissipate and reform in your coffin (or you will drag yourself back without being fully conscious of the endeavor); attempt healing tests until you fully recover, then you will wake up in your coffin. Note: You can still be “killed” with ep damage, in the sense your character can become an NPC.

If you impale with your Fangs, you gain Sated 1 for inflicting 10 hp damage, Sated 2 (if you are already Sated 1) if you inflict 20 hp damage, Sated 3 (if you are already Sated 2) if you inflict 30 hp damage, and Sated 4 (if you are already Sated 3) if you inflict 40 hp damage; the damage need not be from a single attack. You must inflict twice the indicated damage if Target is a different Anthropian species or smaller than you, or four times the indicated damage if Target is some other Chordate or is both a different Anthropian species and smaller than you. You can consume blood from incapacitated (but not yet dead) creatures. Sated reduces the effective rating of your Fatigued and Traumatized conditions (Permanent or not); reduce the Sated rating by 1 per Downtime. Each time you acquire Sated +1, you gain Addiction (Blood) +2. At Addiction 10, you suffer withdrawal: -1 STR, -1 DEX, -1 PER; at Addiction 100, -1 INT, -1 CHA, -1 WIL; at Addiction 1000, -4 INT, -4 CHA, -4 WIL, +1 STR, +1 DEX, +1 PER (which replaces previous withdrawal penalties); at Addiction 10,000, your character becomes a ravening beast (and an NPC).

### Werewolf

You acquired Curse of the Lycanthrope. Your Wolfen form has an appearance that must be selected when you contract the curse; your Werewolf form looks like something between your Anthropian and Wolfen Form. You gain Anthropian Potential 8, Werewolf Potential 4, and Wolfen Potential 24, described below.

If you acquire this Bloodline after character creation, you gain Lunacy, the Bloodline Abilities described below, and Permanent Traumatized 8, the latter of which you can “buy off” for 3 XP per rating. If you acquire this Bloodline during character creation, you do not gain the Permanent Traumatized condition and gain 12 XP that can only be spent to acquire Wolfen, Werewolf, or Wolflike Features, also described below.

Werewolf Abilities: You gain an “Ordered List” of 6 Abilities and 2 Flaws. The order is important because of your Wolflike Features ability. You gain the use of these Abilities (and the Flaw) when you assume Werewolf Form.

1. Superhuman Senses (Bloodhound, Smell Pheromones)
2. Superhuman Senses (High Frequency Hearing, Low Frequency Hearing)
3. +2 Effect on Social tests vs. Canines and Werewolves
4. Rage; you can ignore the drug or mutagen requirement for Rage (and Hamrammr) because the “drug” is in your blood.
5. Natural Weapons (Claws, Fangs); your Fangs inflict Curse of the Lycanthrope [Fanciful (7) Curse: Constitution (Bioactive Toxin Recovery) to resist].
6. Weakness to Silver 1 (-1 Competence with Damage Reduction tests vs. Silver or Mithril)
7. +1 STR; you can exceed the Level-based cap on STR by 1
8. Weakness to Silver 2 (-2 Competence with Damage Reduction tests vs. Silver or Mithril)

Wolfen Abilities: You gain 8 Wolfen Abilities and +1 STR (in addition to the +1 STR from the Ordered List) but lose Manual Dexterity, lose the ability to speak any language other than Artimaean, and become Feral (Ignore CHA-based attacks but you are treated as rating 0 in Alchemy, Biology, Deception, Diplomacy, Gab, Lore, Mechanics, Performance, and Philosophy). The 8 Wolfen Abilities are: Hamrammr 1 (Maximum Enraged rating of 2), Hustle (Natural Weapon Damage) Task Proficiency 3, Hustle (Speed) Task Proficiency 3, Natural Armor (Light). You gain the use of these Abilities (and Flaws) and the Werewolf Abilities (and Flaws) when you assume Wolfen Form. If you already have one or more of the 8 Wolfen Abilities (including Hamrammr 1), replace it with Hamrammr +1.

***Wolfen Features***: If Wolfen Potential is 1 or more, for 1 XP, reduce Wolfen Potential by 1 and gain a Wolfen Ability (worth 3 XP). You have access to Wolfen Abilities in Wolfen Form. Wolfen Abilities must be appropriate for a Werewolf in Wolfen Form, subject to GM approval.

***Werewolf Features***: If Werewolf Potential is 1 or more, for 2 XP, reduce Werewolf Potential by 1 and gain a Werewolf Ability (worth 3 XP). You have access to Werewolf Abilities in Werewolf or Wolfen Form. Werewolf Abilities must be appropriate for a Werewolf in Werewolf Form, subject to GM approval.

***Wolflike Features***: If Anthropian Potential is 2 or more, for 3 XP, gain Werewolf Potential +2 and remove the top two Abilities from the Ordered List; you now have access to those Abilities in Anthropian Form. If you already have a Werewolf Ability you removed from the Ordered List, you recover the XP cost of the Ability (e.g., 3 XP per Ability, including 3 XP for two Superhuman Senses, but only 1 XP for a single Superhuman Sense).

Wolflike Features 1 makes you seem more wolf-like in appearance and mannerism, but still within the parameters of “normal” for your race. Wolflike Features 2 puts you at the extreme end of wolf-like appearance and mannerism for your race. Wolflike Features 3 makes you look like, but not smell like, a Lycan. With Wolflike Feature 4, you revert to looking like you did before you acquired Lycanthropy when you are in Anthropian form; also, your Claws and Fangs are retractable and you can change your cosmetic features to anywhere between Anthropian and Werewolf with an Envision Action.

***Lunacy***: You can change between Anthropian, Werewolf, and Wolfen form as an Envision Action (or two Envision Actions to shift from Anthropian to Wolfen or vice versa). Changing from Anthropian or Wolfen Form to Werewolf Form gives you +1 Addiction (Lycanthropy), +1 per Downtime you spend in Werewolf or Wolfen Form. If you have Addiction 10, withdrawal causes -1 INT, -1 CHA and -1 WIL and you cannot use any Artificer, Champion (other than Berserker), Cleric, Druid, Face, Investigator (other than Ranger), or Rogue (other than Infiltrator) Capstone or Tier 3 Features; at Addiction 100, you also have -2 INT, -2 CHA, and -2 WIL and you cannot use any Artificer, Champion (other than Berserker), Cleric, Druid, Face, Investigator (other than Ranger), or Rogue (other than Infiltrator) Tier 2 Features; at Addiction 1000, increase the penalties to -3 INT, -3 CHA, and -3 WIL and you cannot use any Artificer, Champion (other than Berserker), Cleric, Druid, Face, Investigator (other than Ranger), or Rogue (other than Infiltrator) Tier 1 Abilities. At Addiction 10,000, you lose control of your character, which becomes an NPC.

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

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

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

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

Greater (2) Effect: As Moderate Effect but you acquire Enraged 1 immediately after the change, which subsides as normal for the Enraged condition, and the Delusion is “everyone who is an enemy must be killed.”

Moderate (1) Effect: You change into Werewolf Form if you are currently in Anthropian Form; you cannot change back until the moon sets or sunrise. You gain the Delusion “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.

Lesser (0) Effect: As Moderate Effect but your Delusion is that everyone needs to be killed; you remain at Enraged 4 (or higher if you have Hamrammr 4+) until the full moon sets or the sun rises.

## Education

If you have Education Rank D, C, B, or A, you can choose one, two, three, or four of the following Education Groups. Education Rank is equal to Culture Category Rank unless you have an Acquired Bloodline, in which case Education is one less than Culture Category Rank.

### Basic Training

You gain 12 Boons (Basic Training), which are resolved in Denouement.

### Required Knowledge

#### Alchemist Required Knowledge

Alchemist Required Knowledge is required to choose the Artificer (Alchemist) Class; it is the same as Alchemical Education, described below.

#### Cleric Required Knowledge

Cleric Required Knowledge is required to choose a Cleric Class; it is the same as Clerical Education, described below.

#### Druid Required Knowledge

Druid Required Knowledge is required to choose a Druid Class; it is the same as Druidic Education, described below.

#### Envoy/Mentalist Required Knowledge

Envoy/Mentalist Required Knowledge is required if you want to choose the Face (Envoy) or Investigator (Mentalist) Class.

First Knowledge Group: {Anthropology (Dvergar, Human, Lycan)}

Second Knowledge Group: {Anthropology (All Mammalian Troglodytes)}

Third Knowledge Group: {Anthropology (Aelf, Strix, Uruk)}

Fourth Knowledge Group: {Anthropology (All Bird Troglodytes)}

Second Knowledge Group: {Ethology (Dvergar, Human, Lycan)}\*

Third Knowledge Group: {Ethology (All Mammalian Troglodytes)}

Fourth Knowledge Group: {Ethology (Aelf, Strix, Uruk)}

Fifth Knowledge Group: {Ethology (All Bird Troglodytes)}

First Knowledge Group: {Psychology (Dvergar, Human, Lycan)}

Second Knowledge Group: {Psychology (All Mammalian Troglodytes)}

Third Knowledge Group: {Psychology (Aelf, Strix, Uruk)}

Fourth Knowledge Group: {Psychology (All Bird Troglodytes)}

\* You “skip” the First Knowledge Group for Ethology but you can acquire it later, as normal.

If you also take Anthropological or Ethological Education, you gain the following (instead of the First to Fourth Knowledge Groups for Anthropology or Ethology above):

Fifth Knowledge Group: {Psychology (Gui, Iruxi, Saurian)}

Sixth Knowledge Group: {Psychology (Giant, Merfolk, All Reptilian Troglodytes)}

Seventh Knowledge Group: {Psychology (All Fish Troglodytes)}

Eighth Knowledge Group: {Psychology (Sapient Birds, Mammals, and Reptiles)}

If you also take Psychological Education, you gain the following (instead of the First to Fourth Knowledge Groups for Psychology above):

First Knowledge Group: {Ethology (Birds, Mammals, Reptiles)}

Sixth Knowledge Group: {Ethology (Gui, Iruxi, Saurian)}

Seventh Knowledge Group: {Ethology (Giant, Merfolk, All Reptilian Troglodytes)}

Eighth Knowledge Group: {Ethology (All Fish Troglodytes)}

If you take two of Anthropological, Ethological, and Psychological Education, replace Envoy/Mentalist Required Knowledge with the third one of the three Educations.

#### Gadgeteer Required Knowledge

Gadgeteer Required Knowledge is required to choose the Artificer (Gadgeteer) Class; it is the same as Mechanical Education, described below.

#### Quaestor/Wizard Required Knowledge

Quaestor/Wizard Required Knowledge is required to choose the Artificer (Wizard) or Witch (Quaestor) Class; it is the same as Alchemical Education and Mechanical Education, described below.

#### Ranger Required Knowledge

Ranger Required Knowledge is required if you want to choose the Investigator (Ranger) Class.

{Anatomy, Barber, Medicine}

{Aromachology, Chemist, Chemistry}

{Builder, Plant Material, Polymer}

{Chordate Material, Engineer, Outfitter}

{Pharmacology, Pharmacologist, Vitalism},

First Knowledge Group: {Ethology (Birds, Mammals, Reptiles)}

First Terrain Group

Traditional Alchemy 1 (Use Lore instead of Alchemy (Stealth))

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft))

Traditional Medicine 1 (Use Lore instead of Biology (Craft))

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy))

Traditional Medicine 2 (Use Lore instead of Biology (Physician))

### Arts & Sciences

#### Alchemical Education

{Aromachology, Chemistry, Chemist}

{Acoustics, Exotic Material (Silence, Sound)}

{Avaticology, Exotic Material (Avatic, Necrotic))}

{Ecology, Exotic Material (Primal), Fairyology}

{Electromagnetism, Exotic Material (Electricity, Lode)}

{Exotic Material (Spiritual), Necromancy, Paraphysiology}

{Geology, Exotic Material (Corrosion, Earth)}

{Hydrology, Exotic Material (Desiccation, Water)}

{Meteorology, Exotic Material (Air, Dyspnea)}

{Optics, Exotic Material (Darkness, Radiance)}

{Physiology (Air Elemental, Earth Elemental, Water Elemental)}

{Thermodynamics, Exotic Material (Cold, Heat)}

#### Anthropological (aka “Superego”) Education

Because “Anthropology” implies the study of Anthropians, the term “Pseudo-Anthropology” can be used to refer to the study of non-Anthropian Kith that are similar to but cannot interbreed with Anthropians without magic and “Para-Anthropology” can be used to refer to the study of other non-Anthropian Kith, but all of these are considered “Anthropological Knowledge.” Anthropology includes not only a study of culture but also the imprint that culture leaves on the psyche of sapient creatures, which can be important for understanding them. If you are a fan of Freud, you could think of the aspect of Anthropology applicable to psychoanalysis as an understanding of the superego, though the correlation is imperfect.

First Knowledge Group: {Anthropology (Dvergar, Human, Lycan)}

Second Knowledge Group: {Anthropology (All Mammalian Troglodytes)}

Third Knowledge Group: {Anthropology (Aelf, Strix, Uruk)}

Fourth Knowledge Group: {Anthropology (All Bird Troglodytes)}

Fifth Knowledge Group: {Anthropology (Gui, Iruxi, Saurian)}

Sixth Knowledge Group: {Anthropology (Giant, Merfolk, All Reptilian Troglodytes)}

Seventh Knowledge Group: {Anthropology (All Fish Troglodytes)}

Eighth Knowledge Group: {Anthropology (Sapient Birds, Mammals, and Reptiles)}

Ninth Knowledge Group: {Anthropology (Dragon, Myrmidon, Sapient Fish)}

Tenth Knowledge Group: {Anthropology (All Arthropodological Troglodytes)}

Eleventh Knowledge Group: {Anthropology (Gnome (Dactyl, Tinker), Sapient Arthropods)}

Twelfth Knowledge Group: {Anthropology (Gnome (Domovoi, Hob, Robingoodfellow))}

The following are also considered Anthropological Knowledge, but you do not get them from choosing the Anthropological Education; you can acquire them later:

Thirteenth Knowledge Group: {Anthropology (Kuru, Nautilaean, Sigmureth)}

Fourteenth Knowledge Group: {Anthropology (All Malacological Troglodytes, Sapient Macrobiological creatures, Sapient Malacological creatures)}

Fifteenth Knowledge Group: {Anthropology (Sapient Fungi, Sapient Plants, Spirits)}

Sixteenth Knowledge Group: {Para-Anthropology (Celestial, Infernal, Rephaim)}

Seventeenth Knowledge Group: {Para-Anthropology (Fey (Eladrin, Seelie, Unseelie))}

Eighteenth Knowledge Group: {Para-Anthropology (Fey (Fomóire, Ghaelaec, Unaligned))} [PREREQ: {Para-Anthropology (Fey (Eladrin, Seelie, Unseelie))}

Nineteenth Knowledge Group: {Para-Anthropology (Elemental (Air, Earth, Water))}

Twentieth Knowledge Group: {Para-Anthropology (Azata, Demon, Primordial)}

Para-Anthropology (Construct), Para-Anthropology (Undead), Xeno-Anthropology

#### Ethological (aka “Instinct” or “Id”) Education

In the real world, ethology is the study of animal behavior, but in this game, Ethology refers to an understanding of Sentient creatures. Because Sapient creatures are also Sentient, it is sometimes applicable to Sapient creatures, as well, but Psychology is usually more important for them. If you are a fan of Freud, you can think of Ethological Knowledge about sapient creatures as an understanding of the id.

First Knowledge Group: {Ethology (Birds, Mammals, Reptiles)}

Second Knowledge Group: {Ethology (Dvergar, Human, Lycan)}

Third Knowledge Group: {Ethology (All Mammalian Troglodytes)}

Fourth Knowledge Group: {Ethology (Aelf, Strix, Uruk)}

Fifth Knowledge Group: {Ethology (All Bird Troglodytes)}

Sixth Knowledge Group: {Ethology (Gui, Iruxi, Saurian)}

Seventh Knowledge Group: {Ethology (Giant, Merfolk, All Reptilian Troglodytes)}

Eighth Knowledge Group: {Ethology (All Fish Troglodytes)}

Ninth Knowledge Group: {Ethology (Dragon, Fish, Myrmidon)}

Tenth Knowledge Group: {Ethology (All Arthropodological Troglodytes)}

Eleventh Knowledge Group: {Ethology (Arthropods, Gnome (Dactyl, Tinker))}

Twelfth Knowledge Group: {Ethology (Gnome (Domovoi, Hob, Robingoodfellow))}

The following are also considered Ethological Knowledge, but you do not get them from choosing the Ethological Education; you can acquire them later:

Thirteenth Knowledge Group: {Ethology (Kuru, Nautilaean, Sigmureth)}

Fourteenth Knowledge Group: {Ethology (All Malacological Troglodytes, Macrobiological creatures, Malacological creatures)}

Fifteenth Knowledge Group: {Ethology (Fungi, Plants, Spirits)}

Sixteenth Knowledge Group: {Ethology (Celestial, Infernal, Rephaim)}

Seventeenth Knowledge Group: {Ethology (Fey (Eladrin, Seelie, Unseelie))}

Eighteenth Knowledge Group: {Ethology (Fey (Fomóire, Ghaelaec, Unaligned))} [PREREQ: {Ethology (Fey (Eladrin, Seelie, Unseelie))}]

Nineteenth Knowledge Group: {Ethology (Elemental (Air, Earth, Water))}

Twentieth Knowledge Group: {Ethology (Azata, Demon, Primordial)}

Ethology (Construct), Ethology (Undead), Xeno-Ethology

#### Liberal Arts Education

{Academia, Calligrapher, Literacy}

{Admin, Economics, Trade}

{Astrology, Occultism, Religion}

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

{Criminology, Jurisprudence, Law Enforcement}

{Dominican Language, Politics, Savoir-Faire}

{Ethics (Law, Neutrality, Chaos)}

{Morality (Good, Neutrality, Evil)}

{Performance (Acrobatics, Combat, Magic)}

{Performance (Acting, Comedy, Oratory, Stage Performer)}, when you acquire three of these, you gain the fourth for free.

{Performance (Dancing, Poet, Singing)}

{Performance (Keyboard, Percussion, String, Woodwind)}; when you acquire three of the four Musical Instrument Performances, you gain the fourth for free.

The following are also considered Liberal Arts Knowledge, but you do not get them from choosing the Liberal Arts Education; you can acquire them later:

Chef, Language (any), Regional Society (any)

#### Mechanical Education

{Acoustics, Engineer, Musicology}

{Armory, Metal, Weaponry}

{Ballistics, Horology, Kinematics}

{Builder, Stone, Terrain (Sewer)}

{Chordate Material, Papermaking, Plant Material}

{Cryptography, Determinism (Construct), Physiology (Construct)}

{Electromagnetism, Kinetics, Thermodynamics}

{Gemology, Glass, Optics}

{Geology, Hydrology, Meteorology}

{Hermetics, Outfitter, Polymer}

{Special Material (Adamantium, Chordate, Obsidian)}

{Terrain (Maritime, Sky), Wainwright}

The following are also considered Mechanical Knowledge, but you do not get them from choosing the Mechanical Education (you can acquire them later):

Macrobiological Material [PREREQ: {Arthropodological Material, Fungal Material, Malacological Material}]

Special Material (Air, Earth, Mithril, Orichalcum, Plant, Polymer, or Water), Visual Art

Special Material (Arthropodological) [PREREQ: Arthropodological Material]

Special Material (Fungal) [PREREQ: Fungal Material]

Special Material (Macrobiological) [PREREQ: Macrobiological Material]

Special Material (Malacological) [PREREQ: Malacological Material]

{Arthropodological Material, Fungal Material, Malacological Material}

#### Physiological Education

{Anatomy, Barber, Medicine}

{Arthropodological Material, Arthropodology, Polymer}

{Avaticology, Determinism (Undead), Necromancy}

{Botany, Determinism (Plant), Plant Material}

{Chordate Material, Ethology (Zoological), Mammalogy}

{Determinism (Avatic, Spirit), Paraphysiology}

{Determinism (Fey), Ecology, Fairyology}

{Determinism (Fungi), Fungal Material, Mycology}

{Determinism (Microbiological), Microbiological Material, Microbiology}; sometimes the term “Macrobiology” is used but it is the same Knowledge in a different context.

{Determinism (Zoological), Malacology, Malacological Material}

{Cryptozoology, Terrain (pick one), Xenobiology}

{Herpetology, Ichthyology, Ornithology}

#### Psychological Education

Psychology is an understanding of what sapient creatures are thinking or feeling; Ethology is an understanding what makes sapient creatures “tick” as a group. After character creation, the order in which you typically obtain Psychology Knowledge is roughly correlated with how close the psychology of a creature is to human, as represented by the ordering of the Psychology Groups. If you are a fan of Freud, you can think of Psychological Knowledge as an understanding of the ego, which is only a first aspect of acquiring a deep understanding of a Sapient creature.

First Knowledge Group: {Psychology (Dvergar, Human, Lycan)}

Second Knowledge Group: {Psychology (All Mammalian Troglodytes)}

Third Knowledge Group: {Psychology (Aelf, Strix, Uruk)}

Fourth Knowledge Group: {Psychology (All Bird Troglodytes)}

Fifth Knowledge Group: {Psychology (Gui, Iruxi, Saurian)}

Sixth Knowledge Group: {Psychology (Giant, Merfolk, All Reptilian Troglodytes)}

Seventh Knowledge Group: {Psychology (All Fish Troglodytes)}

Eighth Knowledge Group: {Psychology (Sapient Birds, Mammals, and Reptiles)}

Ninth Knowledge Group: {Psychology (Dragon, Myrmidon, Sapient Fish)}

Tenth Knowledge Group: {Psychology (All Arthropodological Troglodytes)}

Eleventh Knowledge Group: {Psychology (Gnome (Dactyl, Tinker), Sapient Arthropods)}

Twelfth Knowledge Group: {Psychology (Gnome (Domovoi, Hob, Robingoodfellow))}

The following are also considered Psychological Knowledge, but you do not get them from choosing the Mechanical Education (you can acquire them later):

{Psychiatry, Psychotherapist, Psychotherapy}

Thirteenth Knowledge Group: {Psychology (Kuru, Nautilaean, Sigmureth)}

Fourteenth Knowledge Group: {Psychology (All Malacological Troglodytes, Sapient Macrobiological creatures, Sapient Malacological creatures)}

Fifteenth Knowledge Group: {Psychology (Sapient Fungi, Sapient Plants, Spirits)}

Sixteenth Knowledge Group: {Psychology (Avatic (Celestial, Infernal, Rephaim))}

Seventeenth Knowledge Group: {Psychology (Fey (Eladrin, Seelie, Unseelie))}

Eighteenth Knowledge Group: {Psychology (Fey (Fomóire, Ghaelaec, Unaligned))} [PREREQ: {Psychology (Eladrin, Seelie, Unseelie)}]

Nineteenth Knowledge Group: {Psychology (Elemental (Air, Earth, Water))}

Twentieth Knowledge Group: {Psychology (Avatic (Azata, Demon, Primordial))}

Psychology (Construct), Psychology (Undead), Xenopsychology

### Clerical Education

Clerical Education is required if you want to choose a Cleric Class. Clerics other than Magisters must learn Celestial Language and the Domain Spells of a deity, which is worth 9 XP (1 for Language and 1 for each Domain Spell), plus two Knowledge Tuples of “Sacred Knowledge;” Magisters learn 5 “Sacred” Knowledge Tuples instead. Clerics of Algos, Medjed, Menoetius, and Thanatos learn Infernal and (other) Ministers, Ovates, Pastors, and Praetor learn Requian instead of Celestial. Magisters learn the language of their Patron, which can be Celestial, Requian, or Infernal.

Some Cleric Classes may be unavailable or restricted in some way. For example, an Apostle can choose Glycon only syncretically; if you are a Dragon, you can choose Glycon and gain Sprite (Cold) as a Domain Spell instead of Dragon Form. Being a Cleric of Algos, Cloacina, Lamashtu, Menoetius, Pazuzu, or Thanatos would likely force you to violate the rules of Player Conduct; GM approval, and approval of all other players, is required to take one of them as your deity (and you may have to be an ex-member, potentially with your Sect as a Network of Enemies). You would not necessarily have to violate the rules of Player Conduct as an active member of a Faustian sect, but Faust is complicated; so, you should get GM approval to become a Faustian.

#### General

{Avaticology, Determinism (Avatic), Religion}

{Calligrapher, Dominican Language, Literacy}

{Chordate Material, Exotic Material (Avatic), Special Material (Avatic)}

{Ethics (Law, Neutrality, Chaos)}; outside of philosophy classrooms, this knowledge is generally only applicable to Avatics and is an Ethological Knowledge.

{Morality (Good, Neutrality, Evil)}; outside of philosophy classrooms, this knowledge is generally only applicable to Avatics and is an Ethological Knowledge.

{Para-Anthropology (Celestial, Infernal, Rephaim)}

Clerical Domain (Conduit (Avatic), Energy Shield (Avatic), Sprite (Avatic) become Domain Spells for you); Magisters acquire these as Pact Spells.

#### Specific (Apostles)

Apollo (Apostolic): Conduit (Heat, Radiance), Energy Shield (Heat), Energy Sink (Cold, Darkness, Silence), Panspermia, Sprite (Heat, Radiance)

Sacred Knowledge: {Acoustics, Optics, Thermodynamics}, {Exotic Material (Heat, Radiance, Sound)}

Eru Ilúvatar: Chi (Hustle), Coercion, Conduit (Primal, Spirit), Eukrasia, Metamorphosis (Spirit), Panspermia, Qabalah, Sprite (Spirit)

Sacred Knowledge: {Mammalogy, Paraphysiology, Terrain (Forest)}, {Botany, Exotic Material (Spirit), Ornithology}

Glycon: Conduit (Cold, Electricity, Heat, Radiance), Dragon Form, Energy Shield (Cold, Electricity, Heat), Sprite (Electricity)

Sacred Knowledge: {Electromagnetism, Optics, Thermodynamics}, {Exotic Material (Cold, Electricity, Heat)}

Medjed: Conduit (Desiccation, Dyspnea, Necrotic), Energy Shield (Desiccation, Dyspnea, Necrotic), Invigorate (Undead), Soothe (Undead), Sprite (Necro)

Sacred Knowledge: {Hydrology, Meteorology, Necromancy}, {Exotic Material (Desiccation, Dyspnea, Necrotic)}

Vulcan: Arithmancy, Chi (Bulwark, Constitution), Conduit (Earth, Heat, Lode), Energy Shield (Heat), Precision, Psychometry

Sacred Knowledge: {Electromagnetism, Geology, Thermodynamics}, {Exotic Material (Earth, Heat, Lode)}

Xolotl: Chi (Athletics, Bulwark, Hustle, Might), Coercion, Energy Sink (Avatic), Fear, Telempathy, Trickster

Sacred Knowledge: {Mycology, Psychology (Human), Terrain (Underground)}, {Botany, Mammalogy, Unarmed}

#### Specific (Archons)

Nungal: Conduit (Spirit), Dimensional Lock, Energy Sink (Necrotic), Hierophant (Deadlands), Invigorate (Spirit), Metamorphosis (Spirit), Soothe (Spirit), Sprite (Spirit)

Sacred Knowledge: {Paraphysiology, Psychology (Human), Terrain (Deadlands)}, {Exotic Material (Necrotic, Spirit), Necromancy}

Philotes: Destroy Outerplanar Avatic, Energy Sink (Avatic, Corrosion, Darkness, Desiccation, Dyspnea, Silence), Telempathy

Sacred Knowledge: {Geology, Optics, Necromancy}, {Exotic Material (Necrotic), Hydrology, Meteorology}

Ptah: Arithmancy, Astral Projection, Destroy Spirit, Eukrasia, Precision, Psychometry, Qabalah, Telepathy

Sacred Knowledge: {Builder, Engineer, Stone}, {Aromachology, Chemist, Chemistry}

Ra: Conduit (Desiccation, Heat, Radiance), Destroy Undead, Energy Shield (Desiccation, Heat), Sprite (Heat, Radiance)

Sacred Knowledge: {Hydrology, Optics, Thermodynamics}, {Exotic Material (Desiccation, Heat, Radiance)}

#### Specific (Magisters)

{Avaticology, Determinism (Avatic), Language (Celestial, Infernal, or Requian)}

{Calligrapher, Literacy, Occultism}

{Para-Anthropology (Celestial, Infernal, or Rephaim), Parapsychology (Avatic), Psychology (Avatic)}

Grimoire 1 (Your Grimoire includes ¼ Philosophy Spells (minimum of 1) that you can understand, but you must agree to the Pact to be able to cast them)

Pact Spell (Thaumaturgical Ally (Deva, Devil, or Rephaim)); although you can “reach” a Thaumaturgical Ally, you cannot cast the Spell unless you agree to the Pact.

#### Specific (Ministers)

Algos: Coercion, Conduit (Dyspnea, Necrotic), Energy Shield (Dyspnea, Necrotic), Energy Sink (Primal), Fear, Trickster

Sacred Knowledge: {Meteorology, Necromancy, Regional Knowledge (Algostan)}, {Ecology, Exotic Material (Dyspnea, Necrotic)}

Aphrodite: Charm, Conduit (Dyspnea), Diva, Energy Sink (Necrotic, Spirit), Energy Shield (Dyspnea), Telempathy, Telepathy

Sacred Knowledge: {Meteorology, Necromancy, Paraphysiology}, {Exotic Material (Dyspnea, Necrotic, Spirit)}

Ares: Chi (Athletics, Bulwark, Might), Conduit (Corrosion), Energy Shield (Cold, Corrosion, Heat), Energy Sink (Dyspnea)

Sacred Knowledge: {Geology, Meteorology, Thermodynamics}, {Exotic Material (Corrosion, Cold, Heat)}

Comus: Chi (Agility, Contortion, Tool Use), Conduit (Radiance), Energy Shield (Necrotic), Energy Sink (Darkness, Silence), Trickster

Sacred Knowledge: {Acoustics, Necromancy, Optics}, {Exotic Material (Darkness, Necromancy, Radiance)}

Hecate: Astral Projection, Conduit (Spirit), Depletion, Dimensional Lock, Phantasm, Plane Shift, Precognition/Retrocognition, Sprite (Spirit)

Sacred Knowledge: {Astrology, Occultism, Paraphysiology}, {Exotic Material (Spirit), Terrain (Deadlands), Vitalism}

Hermes: Babble, Chi (Hustle, Sleight of Hand), Effervescent, Haste, Inaudibility, Invisibility, Psychometry

Sacred Knowledge: {Psychology (Human), Terrain (Urban), Trade}, {Anatomy, Barber, Medicine}

Isis: Arithmancy, Dispel, Eukrasia, Qabalah, Sensor (Auditory, Chemical, Optical), Sprite (Item)

Sacred Knowledge: {Engineer, Gemology, Glass}, {Academia, Occultism, Vitalism}

Jupiter: Conduit (Cold, Electricity, Heat, Sound), Energy Shield (Cold, Electricity, Heat), Sprite (Electricity)

Sacred Knowledge: {Acoustic, Electromagnetism, Thermodynamics}, {Exotic Material (Cold, Electricity, Heat)}

Mórrígan (Ministerial): Conduit (Primal), Invigorate (Fungus, Plant), Soothe (Animal, Fungus, Plant), Sprite (Primal (Animal, Fungus, Plant))

Sacred Knowledge: {Botany, Ecology, Mammalogy}, {Exotic Material (Primal), Mycology, Ornithology}

Menoetius: Coercion, Conduit (Corrosion, Desiccation, Dyspnea), Energy Shield (Corrosion, Desiccation, Dyspnea), Fear

Sacred Knowledge: {Geology, Hydrology, Meteorology}, {Exotic Material (Corrosion, Desiccation, Dyspnea)}

Ponos: Chi (Constitution, Determination), Coercion, Conduit (Lode), Energy Shield (Heat, Lode), Sprite (Heat, Lode)

Sacred Knowledge: {Engineer, Optics, Thermodynamics}, {Exotic Material (Heat, Lode), Metal}

#### Specific (Ovates)

Artemis: Effervescence, Hierophant (Jungle), Inaudibility, Invisibility, Metamorphosis, Soothe (Animal), Sprite (Primal (Animal)), Thaumaturgical Ally (Animal)

Sacred Knowledge: {Ecology, Terrain (Jungle), Sapient Mammal Psychology}, {Exotic Material (Primal), Herpetology, Ornithology}

Cloacina: Conduit (Darkness), Energy Sink (Spirit), Hierophant (Sewer), Metamorphosis, Pathogen (Microbial, Parasitic), Sprite (Primal (Animal))

Sacred Knowledge: {Ecology, Microbiology, Terrain (Sewer)}, {Exotic Material (Primal), Malacology, Optics}

Heqet: Conduit (Heat, Water), Energy Shield (Heat), Hierophant (Swamp), Invigorate (Plant), Metamorphosis (Plant), Soothe (Plant), Sprite (Primal (Plant))

Sacred Knowledge: {Botany, Ecology, Terrain (Swamp)}, {Exotic Material (Primal, Heat), Thermodynamics}

Lamashtu: Conduit (Heat, Radiance), Energy Shield (Heat), Hierophant (Desert), Metamorphosis, Sprite (Heat, Primal (Animal))

Sacred Knowledge: {Cryptozoology, Ecology, Terrain (Desert)}, {Exotic Material (Heat, Primal), Thermodynamics}

Mórrígan (Ovate): Ancestral Lore, Conduit (Primal), Energy Sink (Avatic, Cold, Darkness, Heat, Silence, Sound)

Sacred Knowledge: {Acoustics, Optics, Thermodynamics}, {Exotic Material (Cold, Heat, Sound)}

Neptune: Conduit (Air, Electricity, Water), Energy Shield (Electricity), Hierophant (Aquatic), Sprite (Air, Electricity, Water)

Sacred Knowledge: {Hydrology, Meteorology, Terrain (Aquatic)}, {Electromagnetism, Exotic Material (Electricity, Water)}

Nu: Conduit (Cold, Earth, Water), Energy Shield (Cold), Hierophant (Abyssal), Sprite (Cold, Earth, Water)

Sacred Knowledge: {Geology, Terrain (Abyssal), Thermodynamics}, {Exotic Material (Cold, Earth), Hydrology}

Nungal: Conduit (Spirit), Dimensional Lock, Hierophant (Deadlands), Invigorate (Spirit), Metamorphosis (Spirit), Soothe (Spirit), Sprite (Spirit), Telempathy

Sacred Knowledge: {Paraphysiology, Psychology (Human), Terrain (Deadlands)}, {Anatomy, Barber, Exotic Material (Spirit)}

Pazuzu: Conduit (Corrosion, Dyspnea), Disease (Microbial), Energy Shield (Corrosion, Dyspnea), Energy Sink (Primal, Spirit), Hierophant (Sky)

Sacred Knowledge: {Meteorology, Microbiology, Terrain (Sky)}, {Exotic Material (Dyspnea, Primal), Ecology}

Rhea: Conduit (Air, Cold, Earth), Energy Shield (Cold), Energy Sink (Corrosion), Hierophant (Mountain), Sprite (Air, Earth)

Sacred Knowledge: {Geology, Terrain (Mountain), Thermodynamics}, {Exotic Material (Cold, Corrosion, Earth)}

Soma: Conduit (Silence, Spirit), Fungal Form, Hierophant (Underground), Invigorate (Fungus), Soothe (Fungus), Sprite (Primal (Fungus), Spirit)

Sacred Knowledge: {Ecology, Mycology, Terrain (Underground)}, {Exotic Material (Primal, Spirit), Paraphysiology}

#### Specific (Pastors)

Dagon: Conduit (Electricity, Sound), Energy Shield (Electricity), Hierophant (Maritime), Invigorate (Fungus), Soothe (Fungus), Sprite (Electricity, Primal (Fungus))

Sacred Knowledge: {Ecology, Mycology, Terrain (Maritime)}, {Exotic Material (Primal), Hydrology, Meteorology}

Demeter: Energy Sink (Corrosion, Desiccation, Dyspnea, Necrotic, Spirit), Hierophant (Forest), Soothe (Animal), Sprite (Primal (Animal))

Sacred Knowledge: {Ecology, Mammalogy, Terrain (Forest)}, {Exotic Material (Primal), Geology, Meteorology}

Krampus: Conduit (Air, Cold, Water), Energy Shield (Cold), Hierophant (Arctic), Sprite (Air, Cold, Water)

Sacred Knowledge: {Meteorology, Terrain (Arctic), Thermodynamics}, {Exotic Material (Air, Cold), Hydrology}

Mórrígan (Pastoral): Conduit (Desiccation, Heat, Primal, Radiance), Energy Shield (Desiccation, Heat), Hierophant (Desert, Sky)

Sacred Knowledge: {Meteorology, Optics, Thermodynamics}, {Exotic Material (Desiccation, Heat, Radiance)}

Peko: Conduit (Earth), Energy Sink (Darkness, Silence), Hierophant (Plains), Invigorate (Plant), Soothe (Plant), Sprite (Earth, Primal (Plant))

Sacred Knowledge: {Botany, Ecology, Terrain (Plains)}, {Exotic Material (Primal), Geology, Meteorology}

#### Specific (Patriarchs)

Amaterasu: Chi (Agility, Contortion), Conduit (Darkness), Effervescence, Phantasm, Sprite (Darkness), Telempathy, Trickster

Sacred Knowledge: {Optics, Paraphysiology, Psychology (Human)}, {Anthropology (Human), Exotic Material (Darkness), Unarmed}

Apollo (Patriarchal): Chi (Tool Use), Conduit (Air), Dimensional Lock, Energy Sink (Necrotic, Spirit), Inaudibility, Precognition/Retrocognition, Sprite (Air)

Sacred Knowledge: {Meteorology, Necromancy, Paraphysiology}, {Exotic Material (Air, Necrotic, Spirit)}

Asmodeus: Coercion, Conduit (Darkness, Heat), Energy Shield (Heat), Fear, Phantasm, Sprite (Darkness, Heat)

Sacred Knowledge: {Optics, Psychology (Human), Thermodynamics}, {Anthropology (Human), Exotic Material (Darkness, Heat)}

Athena: Chi (Athletics, Determination, Might), Energy Sink (Corrosion, Desiccation, Dyspnea), Invisibility, Precision

Sacred Knowledge: {Geology, Hydrology, Meteorology}, {Exotic Material (Corrosion, Desiccation, Dyspnea)}

Plutus: Babble, Charm, Conduit (Earth), Diva, Effervescence, Energy Sink (Primal), Psychometry, Telepathy

Sacred Knowledge: {Ecology, Geology, Psychology (Human)}, {Anthropology (Human), Exotic Material (Earth, Primal)}

#### Specific (Praetor)

Faust: Babble, Charm, Coercion, Fear, Psychometry, Qabalah, Telepathy, Trickster

Sacred Knowledge: {Admin, Regional Knowledge (Faustia), Trade}, {Anthropology (Human), Economics, Jurisprudence}

Melete: Astral Projection, Chi (Athletics, Bulwark, Constitution, Determination, Hustle, Might), Dimensional Lock

Sacred Knowledge: {Meteorology, Necromancy, Paraphysiology}, {Exotic Material (Air, Necrotic, Spirit)}

Selene: Conduit (Silence), Energy Sink (Darkness, Necrotic, Radiance), Lucid Dream, Precognition/Retrocognition, Soothe (Animal), Sprite (Silence)

Sacred Knowledge: {Acoustics, Optics, Necromancy}, {Exotic Material (Darkness, Radiance, Silence)}

Shezmu: Coercion, Conduit (Spirit), Fear, Metamorphosis (Spirit), Panspermia, Plane Shift, Soothe (Spirit), Sprite (Spirit)

Sacred Knowledge: {Barber, Paraphysiology, Psychology (Human)}, {Anatomy, Exotic Material (Spirit), Medicine}

Thanatos: Arithmancy, Chi (Agility, Tool Use), Effervescence, Energy Sink (Spirit), Inaudibility, Invisibility, Precision

Sacred Knowledge: {Engineer, Kinematics, Paraphysiology}, {Exotic Material (Spirit), Metal, Unarmed}

### Druidic Education

Druidic Education is required if you want to choose a Druid Class. Druids have the 6 General Knowledge, plus 6 Specific Knowledge.

#### General

{Anatomy, Barber, Medicine}

{Pharmacologist, Pharmacology, Vitalism}

Traditional Alchemy 1 (Use Lore instead of Alchemy (Stealth), if better)

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft), if better, for Mechanics tests that are not too technical (GM discretion))

Traditional Medicine 1 (Use Lore instead of Biology (Craft), if better, for tests related to Biology that are not too technical (GM discretion))

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy), if better)

#### Specific (Order of the East)

Lore (Order of the East) Knowledge is required if you wish to choose the Druid (Order of the East) Class.

{Aromachology, Language (Sidheic, Xindhi)}

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

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

{Pseudo-Anthropology (Fey (Eladrin, Seelie, Unseelie))}

{Psychology (Fey (Eladrin, Seelie, Unseelie))}

Pseudomagical Knowledge (Mutagen) (You can use Determination (Mana Tap) for Volatile Reagents (Mutagenic))\*

\* To use a Volatile Reagent, you must Ready (or have previously Readied) a Pharmaceutical Blank using Sleight of Hand (Ready Potion) then attempt Biology (Craft) to combine the Volatile Reagent with the Pharmaceutical Blank to create a Volatile Mutagen. The Volatile Mutagen lasts until the end of the next Pass and reverts to a Blank if not used by then. When creating an Elemental Mutagen, you use Alchemy (Craft) instead of Biology (Craft) to combine the Reagent with the Blank.

#### Specific (Order of the Leaf)

Lore (Order of the Leaf) Knowledge is required if you wish to choose the Druid (Order of the Leaf) Class.

{Aromachology, Cryptozoology, Ecology}

{Botany, Terrain (Plains), Visual Art}

{Demi-Ethology (Plant), Determinism (Plant), Sapient Plant Psychology}

{Engineer, Plant Material, Polymer}

{Exotic Material (Primal), Special Material (Plant, Polymer)}

{Terrain (Forest, Jungle, Swamp)}

#### Specific (Order of the North)

Lore (Order of the North) Knowledge is required if you wish to choose the Druid (Wiccan Order of the North) Class.

{Aromachology, Chemistry, Chemist}

{Engineer, Polymer, Special Material (Elemental Water)}

{Exotic Material (Cold), Terrain (Arctic), Thermodynamics}

{Exotic Material (Water), Hydrology, Xenophysiology (Elemental)}

{Ethology (Water Elemental), Parapsychology (Water Elemental), Psychology (Water Elemental)}

Pseudomagical Knowledge (Mutagen) (You can use Determination (Mana Tap) for Volatile Reagents (Mutagenic))\*

\* To use a Volatile Reagent, you must Ready (or have previously Readied) a Pharmaceutical Blank using Sleight of Hand (Ready Potion) then attempt Biology (Craft) to combine the Volatile Reagent with the Pharmaceutical Blank to create a Volatile Mutagen. The Volatile Mutagen lasts until the end of the next Pass and reverts to a Blank if not used by then. When creating an Elemental Mutagen, you use Alchemy (Craft) instead of Biology (Craft) to combine the Reagent with the Blank.

#### Specific (Order of the South)

Lore (Order of the South) Knowledge is required if you wish to choose the Druid (Wiccan Order of the South) Class.

{Aromachology, Chemistry, Chemist}

{Engineer, Glass, Special Material (Elemental Air)}

{Exotic Material (Air), Meteorology, Terrain (Desert)}

{Exotic Material (Desiccation), Hydrology, Xenophysiology (Elemental)}

{Ethology (Air Elemental), Parapsychology (Air Elemental), Psychology (Air Elemental)}

Pseudomagical Knowledge (Mutagen) (You can use Determination (Mana Tap) for Volatile Reagents (Mutagenic))\*

\* To use a Volatile Reagent, you must Ready (or have previously Readied) a Pharmaceutical Blank using Sleight of Hand (Ready Potion) then attempt Biology (Craft) to combine the Volatile Reagent with the Pharmaceutical Blank to create a Volatile Mutagen. The Volatile Mutagen lasts until the end of the next Pass and reverts to a Blank if not used by then. When creating an Elemental Mutagen, you use Alchemy (Craft) instead of Biology (Craft) to combine the Reagent with the Blank.

#### Specific (Order of the Spore)

Lore (Order of the Spore) Knowledge is required if you wish to choose the Druid (Order of the Spore) Class.

{Aromachology, Cryptozoology, Ecology}

{Demi-Ethology (Fungus), Determinism (Fungus), Sapient Fungus Psychology}

{Engineer, Fungal Material, Polymer}

{Exotic Material (Primal), Special Material (Fungus, Polymer)}

{Mycology, Terrain (Plains), Visual Art}

{Terrain (Forest, Jungle, Underground)}

#### Specific (Order of the Tooth)

Lore (Order of the Tooth) Knowledge is required if you wish to choose the Druid (Order of the Tooth) Class.

{Aromachology, Cryptozoology, Ecology}

{Herpetology, Ichthyology, Ornithology}

{Chordate Material, Engineer, Polymer}

{Determinism (Zoological), Ethology (Zoological), Sapient Mammal Psychology}

{Mammalogy, Terrain (pick one), Visual Art}

{Exotic Material (Primal), Special Material (Chordate, Polymer)}

#### Specific (Order of the West)

Lore (Order of the West) Knowledge is required if you wish to choose the Druid (Wiccan Order of the West) Class.

{Aromachology, Chemist, Chemistry}

{Chordate Material, Exotic Material (Necrotic Energy), Necromancy}

{Ethology (Spirit), Parapsychology (Spirit), Psychology (Spirit)}

{Occultism, Parapsychology (Undead), Terrain (Deadlands)}

{Ecology, Exotic Material (Primal), Polymer}

{Determinism (Spirit), Ectoplasmic (Spirit) Physiology, Exotic Material (Spiritual Energy)}

# Role

Remember that Restricted Classes require you have at least Culture Category D (and that you choose the appropriate Education). To choose Multiclass Dilettante or Multiclass for two Restricted Classes with different educational requirements, you need at least Culture Category C.

Uncommitted (Role E): No benefit, but you should still identify a Role that most closely matches your abilities.

Tier 0 (Role D): 12 Tier 1 Class Features for one Class. You cannot choose a Supplemental Subclass.

Tier 1 (Role C): All Tier 1 Class Features for one Class and 8 Tier 2 Class Features for that Class. You cannot choose a Supplemental Subclass.

Tier 2 (Role B): All Tier 1 and Tier 2 Class Features for one Class and 4 Tier 3 Class Features for that Class. You cannot choose a Supplemental Subclass.

Multiclass Dilettante (Role B): All Tier 1 Class Features for two Classes and 2 Tier 2 Class Features for each Class. You cannot choose a Supplemental Subclass for either of your two Classes.

Tier 3 (Role A): All Tier 1, Tier 2, and Tier 3 Class Features for one Class. You cannot choose a Supplemental Subclass.

Multiclass (Role A): All Tier 1 Class Features for two Classes and 8 Tier 2 Class Features from each Class. You cannot choose a Supplemental Subclass for either of your two Classes.

All Classes have six Basic Training Features, each of which is worth 3 XP, that are required to take a Tier 1 Class Feature. It is possible to acquire Class Features during character creation without acquiring all Basic Training Features, but you must acquire all Basic Training Features before you can acquire any additional Class Features.

All Classes have Tier 1, Tier 2, and Tier 3 Task Proficiencies, each of which is worth 3 XP; you must acquire all Task Proficiencies of a Tier before advancing to the next Tier. Some Classes have Task Specialization, which is like getting two Task Proficiencies for 3 XP instead of one, but you only apply the Task Proficiency in a specified context. If you acquire a Task Proficiency for a Task that matches one of the two Specializations, convert the Task Specialization to a Task Proficiency for the other one of the two Specializations (making a Task Proficiency of the relevant rating instead of a Task Specialization). If you have two Task Specializations (from different Classes) that have an overlapping Specialization, the overlapping Specializations lose their context (making the two of them equivalent to a single Task Proficiency of the relevant rating). If two Task Specializations from different Classes are identical, do nothing; you can take it once for one Class and skip it for the other.

Most Classes have “+1 Competence with [Task]” Abilities, which can be acquire at any Tier. These Abilities do not stack; if an identical Ability is in two Classes in which you are multiclassing, take it only once for one of them and skip it for the other.

All Classes have Tier 1, Tier 2, Tier 3, and Capstone Skill Elective and Investment Elective Paths. You need not acquire any Electives to advance to a next Tier, but they are frequently useful to fulfil your Role competently. Many of the Elective Paths include Psychology Groups, which are discussed below.

**Weapon Groups**: Your First Weapon Group is {Brawling} but Roles other than Warrior often have different weapon familiarity options. A Second, Third, or later Weapon Group means you have two, three, or more Melee Weapon Groups. In general (and for Warriors), the applicable Weapon Groups are {Axes}, {Blades}, {Flails}, {Hammers}, {Picks}, and {Polearms}. (The Eighth Weapon Group is {Projectile Weapons}.) If you have Weapon Familiarity (Dagger) and acquire {Blades}, you gain 1 XP. If you have Weapon Familiarity (Shortspear) and acquire {Polearms}, you gain 1 XP. If you have {Hatchet, Mallet, Mandrel} and acquire {Axes}, {Hammers}, and/or {Picks}, you acquire 1 XP each time. More generally, if you have Weapon Familiarity for a weapon that is in one of the Weapon Groups and later acquire the Weapon Group, you gain 1 XP.

**Psychology Groups**: See Culture (Psychological Education) for the typical order in which you receive Psychology Groups. A Psychology Group is a Prerequisite for Investment 1 (Weapon); each Investment 1 requires another Psychology Group. If you have Psychology for a single race, e.g., Psychology (Human), and acquire the Psychology Group that includes the race, e.g., First Psychology Group includes Human, you gain 1 XP. If you have good reason to deviate from the order in which the Psychology Groups are presented, you can do so.

**Investment**: Investment Paths normally have three Abilities, worth 3 XP each, the last of which is an Investment Ability. You must complete the Investment Path for a Tier before you can complete the Investment Path of a later Tier, but you can take the first two Abilities of an Investment Path even if you have not completed the Investment Path of an earlier Tier.

When you acquire Investment, you can spend Investment Points (ip), each of which is “worth” 1 XP, on Magic Item Abilities. With Investment 1, you can spend up to 10 ip on the Magic Item; with Investment 2, you can spend up to 20 ip on the Magic Item; and with Investment 3, you can spend up to 30 ip on the Magic Item. You can Coddle a Magic Item in which you are Invested if you are not Coddling any other Magic Item. See Performance (Coddle Magic Item). Magic Items (none, few, many, or all Magic Items, depending upon your GM) may have Required Investments, which means you must spend ip until you have acquired all Required Abilities. For example, a “flaming sword” may require you to spend ip until you have acquired one or more Elemental Abilities. See Property (Magic Item Basics).

If you Invest in Consumables, multiply the value of ip investment by 10 to determine Consumable ip (“Cip”). A Consumable Magic Item Level is worth 3 Cip but Ammo is generally improved as if it were a Magic Weapon but using Cip instead of ip. If a Consumable is used or you wish to divest yourself of one or more Consumables, you can re-Invest during daily preparations.

You can spend no more than 3 ip or Cip per Level (the lower of your Level and Item Level) on a single Magic Item. Accordingly, there is no good reason to take Investment 2 before reaching at least 4th Level and no reason to take Investment 3 until reaching at least 7th Level.

**Spark Group**: Every Class has a Spark Group 1 as a Prerequisite to Investment 2, which is normally not listed among the Class Abilities. The Spark Group 1 is {Ethics ([Spark]), Material ([Item]), Morality ([Spark])}. The Spark is that of your Coddled Item. See Property (Magic Item Basics). Ethics and Morality are Law, Neutrality, or Chaos and Good, Neutral, or Evil, which are that of the Magic Item you Coddle. The Material is the material used to craft the item, but you need not know Special Material; for example, if the Magic Item in which you are investing is Magic Armor made of Adamantium, the material prerequisite is Metal, not Special Material (Adamantium). The Prerequisites for any Investment 3 is Spark Group 2: {[Crafting Science] ([Item]), Exotic Material Prerequisite ([Spark]), Exotic Material ([Spark])}. The Crafting Science is the science used for crafting the item in which you are investing, such as Armory, Outfitting, or Weaponry. The Prerequisite is an Alchemical Knowledge (e.g., Acoustics or Geology).

Note: Consumables do not have a Spark Group requirement.

**Role Electives**: All Classes have Tier 1, Tier 2, Tier 3, and Capstone Role Electives, which cost 11 XP each and provide an Attribute and a Skill. If you already have the Attribute at the rating you seek, it costs 3 XP instead of 11 to acquire a Class Elective. If you already have the Skill at the rating you seek, it costs 8 XP instead of 11. (If you already have both, you effectively already have the Class Elective.) You must have the Attribute at the highest indicated rating for a Tier and all Skills at the indicated rating to progress to take a Class Elective of a next-higher Tier.

You normally only acquire 10 XP when you advance a Level. You are allowed to take a Class Elective for 10 XP and accept a 1 XP deficit, causing you to gain 1 less XP when you advance a Level the next time. If you spend all XP you acquire for advancing a Level to acquire the Class Elective, you can have up to a 3 XP deficit, but you must pay off the deficit to take anything other than a Class Elective and you cannot take a Class Elective when you advance a Level and pay off some or all of the deficit.

## Warrior (STR)

Tier 1 Warrior Electives (11 XP): STR 1-4 & Agility 1, Recon 1, Constitution 1, Determination 1

Tier 2 Warrior Electives (11 XP): STR 5-8 & Agility 2, Recon 2, Constitution 2, Determination 2

Tier 3 Warrior Electives (11 XP): STR 9-12 & Agility 3, Recon 3, Constitution 3, Determination 3

Capstone Warrior Electives (11 XP): STR 13-16 & Agility 4, Recon 4, Constitution 4, Determination 4

Investment 4 (Armor, Shield, or Weapon)

Tier 1 Elective Paths (all Warriors):

Investment Path (Apparel): Athletics (Strike) Task Proficiency 1, +1 Competence with Agility (Tumbling), Investment 1 (Bracers1)

Investment Path (Apparel): Hustle (Combat Maneuver) Task Proficiency 1, +1 Competence with Athletics (Mobility), Investment 1 (Femoralia, Shoes, or Tibalia2)

Investment Path (Apparel): Might (Weapon Damage) Task Proficiency 1, +1 Competence with Bulwark (Brute Force), Investment 1 (Gauntlets3)

Investment Path (Apparel): Bulwark (Damage Reduction) Task Proficiency 1, +1 Competence with Might (Feat of Strength), Investment 1 (Girdle4)

Investment Path (Armor): Constitution (Physiological Recovery) Task Proficiency 1, {Chordate Material, Engineer, Outfitter}, Investment 1 (Gambeson/First Layer5)

Investment Path (Armor): Determination (Mettle) Task Proficiency 1, {Armory, Field Armor, Metal}, Investment 1 (Helmet/Second Layer6)

Investment Path (Armor): Constitution (Damage Reduction) Task Proficiency 1, {Heavy Armor, Hermetics, Polymer}, Investment 1 (Faceplate/Third Layer7)

Investment Path (Shield): +1 Competence with Constitution (Physiological Recovery), {Plant Material, Shield, Weaponry}, Investment 1 (Shield8)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 1, Mechanics (Craft) Task Proficiency 1, Investment 1 (Makery9)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 1, Biology (Craft) Task Proficiency 1, Investment 1 (Medical Bay10)

Investment Path (Weapon): {Axes}, Psychology Group, Investment 1 (Axe11)

Investment Path (Weapon): {Blades}, Psychology Group, Investment 1 (Blade12)

Investment Path (Weapon): Hustle (Natural Weapon Damage) Task Proficiency 1, Psychology Group, Investment 1 (Brawling Weapon13)

Investment Path (Weapon): {Flails}, Psychology Group, Investment 1 (Flail14)

Investment Path (Weapon): {Hammers}, Psychology Group, Investment 1 (Hammer15)

Investment Path (Weapon): {Picks}, Psychology Group, Investment 1 (Pick16)

Investment Path (Weapon): {Polearms}, Psychology Group, Investment 1 (Polearm17)

1 Coddling provides Kensai Abilities. Bracers are at Location 7.

2 Coddling provides Skirmisher Abilities. Shoes are at Location 1, Tibalia are at Location 2, and Femoralia are at Location 3.

3 Coddling provides Brute Abilities. Gauntlets are at Location 8.

4 Coddling provides Armiger Abilities. Girdle is at Location 4.

5-7 See Magical Armaments (Magic Armor).

8 See Magical Armaments (Magic Shield).

9 Coddling provides Gadgeteer Abilities, starting with Required Knowledge. See Culture (Education).

11 Coddling provides Chirurgeon Abilities.

11-17 See Magical Armaments (Magic Weapons).

Tier 2 Elective Paths (all Warriors):

Investment Path (Apparel): Athletics (Strike) Task Proficiency 2, +1 Competence with Athletics (Strike), Investment 2 (Bracers)

Investment Path (Apparel): Hustle (Combat Maneuver) Task Proficiency 2, +1 Competence w/ Hustle (Combat Maneuver), Investment 2 (Femoralia, Shoes, or Tibalia)

Investment Path (Apparel): Might (Weapon Damage) Task Proficiency 2, +1 Competence with Might (Weapon Damage), Investment 2 (Gauntlets)

Investment Path (Apparel): Bulwark (Damage Reduction) Task Proficiency 2, +1 Competence with Bulwark (Damage Reduction), Investment 2 (Girdle)

Investment Path (Armor): Constitution (Physiological Recovery) Task Prof. 2, +1 Competence w/ Bulwark (Damage Reduction), Investment 2 (Gambeson/First Layer)

Investment Path (Armor): +1 Competence with Bulwark (Combat Maneuver), Determination (Mettle) Task Proficiency 2, Investment 2 (Helmet/Second Layer)

Investment Path (Armor): Constitution (Damage Reduction) Task Proficiency 2, Spark 1, Investment 2 (Faceplate/Third Layer)

Investment Path (Shield): +1 Competence with Athletics (Combat Maneuver), +1 Competence with Athletics (Strike), Investment 2 (Shield)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 2, Mechanics (Craft) Task Proficiency 2, Investment 2 (Makery)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 2, Biology (Craft) Task Proficiency 2, Investment 2 (Medical Bay)

Investment Path (Weapon): Exploit Overstrike Trait1, Third Weapon Group2, Investment 2 (Axe, Flail, Hammer, or Pick)

Investment Path (Weapon): Exploit Reach (+n) Trait3, Third Weapon Group4, Investment 2 (Blade or Polearm)

Investment Path (Weapon): Hustle (Natural Weapon Damage) Task Proficiency 2, First Terrain Group, Investment 2 (Brawling Weapon)

1 You can take an appropriate Free Action with a weapon that has the Overstrike trait if immediately preceded with Athletics (Strike) that barely misses.

2 Your First Weapon Group is {Brawling}. Your Second and Third Weapon Groups must include {Hammers} and one of {Axes}, {Flails}, and {Picks}.

3 You can extend Reach with a weapon that has the Reach (+n) trait as a Free Action if immediately followed with Sleight of Hand (Strike).

4 Your First Weapon Group is {Brawling}. Your Second and Third Weapon Groups must include {Blades} and {Polearms}.

Tier 3 Elective Paths (all Warriors):

Investment Path (Apparel): Athletics (Strike) Task Proficiency 3, +1 Competence with Athletics (Combat Maneuver), Investment 3 (Bracers)

Investment Path (Apparel): Hustle (Combat Maneuver) Task Prof. 3, +1 Competence w/ Hustle (Natural Weapon Damage), Investment 3 (Femoralia, Shoes, Tibalia)

Investment Path (Apparel): Might (Weapon Damage) Task Proficiency 3, +1 Competence with Might (Combat Maneuver), Investment 3 (Gauntlets)

Investment Path (Apparel): Bulwark (Damage Reduction) Task Proficiency 3, +1 Competence with Bulwark (Combat Maneuver), Investment 3 (Girdle)

Investment Path (Armor): Constitution (Physiological Recovery) Task Prof. 3, +1 Competence w/ Constitution (Dmg Reduction), Investment 3 (Gambeson/First Layer)

Investment Path (Armor): +1 Competence with Might (Combat Maneuver), Determination (Mettle) Task Proficiency 3, Investment 3 (Helmet/Second Layer)

Investment Path (Armor): Constitution (Damage Reduction) Task Proficiency 3, Spark 2, Investment 3 (Faceplate/Third Layer)

Investment Path (Shield): +1 Competence with Hustle (Combat Maneuver), +1 Competence with Might (Weapon Damage), Investment 3 (Shield)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 3, Mechanics (Craft) Task Proficiency 3, Investment 3 (Makery)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 3, Biology (Craft) Task Proficiency 3, Investment 3 (Medical Bay)

Investment Path (Weapon): Exploit Cleave Trait1, Fourth & Fifth Weapon Group2, Investment 3 (Axe, Blade, Hammer, or Pick)

Investment Path (Weapon): Hustle (Natural Weapon Damage) Task Proficiency 3, Second Terrain Group, Investment 3 (Brawling Weapon)

Investment Path (Weapon): Exploit Reach (+n) Trait, Fourth & Fifth Weapon Group3, Investment 3 (Flail)

Investment Path (Weapon): Exploit Overstrike Trait, Fourth & Fifth Weapon Group4, Investment 3 (Polearm)

1 You can use Athletics (Strike) Effect -1 and Might (Weapon Damage) Effect -1 against Cleave Target.

2 Your 5 Weapon Groups must include {Brawling}, {Axes}, {Hammers}, {Picks}, and {Blades}. You can acquire {Flails} and {Polearms} for 1 XP each.

3 Your 5 Weapon Groups must include {Brawling}, {Axes}, {Hammers}, {Picks}, and {Flails}. You can acquire {Blades} and {Polearms} for 1 XP each.

4 Your 5 Weapon Groups must include {Brawling}, {Axes}, {Hammers}, {Picks}, and {Polearms}. You can acquire {Blades} and {Flails} for 1 XP each.

### Magical Armaments

#### Magic Armor

If Armor does not cover Location 6, it is treated as “Piecemeal Armor.” A Mana Gem at the same Location as you are hit takes as much damage as you do; the Mana Gem can also suffer ep damage, but the Mana Gem is a distinct Target for ep damage. A suit of armor is treated as a single Magic Item for the purposes of Invest in Magic Item, Coddle Magic Item, and Magic Armor Abilities. Field or Heavy Armor has two or three “Layers.” The Spark of each Layer must be the same or synergistic.

Piecemeal Armor has Mana Gems that are treated as separate Magic Items and can be at any Location. You can choose to treat different portions of a suit of armor as separate Magic Items, too. With Piecemeal Armor, you can only have one Armor Mana Gem at each Location, even if Layered.

Light, Field, and Heavy Armor can have an additional (Second, Third, or Fourth) Layer that treats the Armor Surface (or Armor Spikes or Bladed Vambraces) as Weapons. The additional Layer is treated as a separate Magic Item; you must have Investment 1 (Brawling Weapon) to gain it. The Weapon Mana Gem can be at Location 7 (Vambraces, on the arms), Location 8 (Gauntlets), or Location 2 (Poleyn, on the knee), but if the Mana Gem is at Location 5, it applies to all Armor Surfaces contiguous with Location 5. So, you probably want it at Location 5 if you are wearing a suit of armor. The Weapon Mana Gem of Armor is damaged in the same way as Armor Mana Gems when the applicable Location is hit.

The Gambeson has an Armor Mana Gem at Location 6 and applies Magic Armor Abilities (if any) at Location 6 and all contiguous Locations covered with Armor. Coddling provides Magic Armor Abilities. If you do not intend to wear the Gambeson with Field Armor or Heavy Armor, you can take Ultralight or Light Armor instead.

0-Level Armor Ability: Hostile Environment Suit (only for Element of Spark) +1 (see Magic Armor), reduce damage to the Armor by ½ (or ½ per Item Level if better and Energy damage matches Spark), and reduce Bulk (Weight) of Armor by 1 (1). For example, Ultralight Armor has Bulk (Weight) 0 (0 Stone), Light Armor has Bulk (Weight) 1 (1 Stone), Field Armor worn over the Gambeson has Bulk (Weight) 2 (2 Stone), and Heavy Armor worn over the Gambeson has Bulk (Weight) 3 (3 Stone).

You must have Investment 1 (Gambeson) to take Investment 1 (Helmet). The Helmet has an Armor Mana Gem at Location 9. The Armor Abilities of the Gambeson and Helmet (while worn) apply to all Locations covered by armor contiguous with the Gambeson (Location 6) and Helmet (Location 9); the Gambeson may be referred to as the “First Layer” and the Helmet and armor over the Gambeson may be referred to as the “Second Layer” of Field or Heavy Armor. Coddling provides Magic Armor Abilities that are applicable when you are wearing the First and Second Layers of Field or Heavy Armor.

0-Level Field or Heavy Armor Ability: Hostile Environment Suit (only for Element of Spark) +2 instead of +1 and +2 Effect with Recon (Deflection) instead of the +1 for wearing Field or Heavy Armor. See Property (Armor). If your Armor is Hermetically Sealed, take ½ Energy Damage per Item Level if Energy Damage matches Spark. If the Second Layer is designed for use with Heavy Armor, you lose the 0-Level Bulk (Weight) benefit of the Gambeson; Bulk (Weight) is increased back to 3 (3 Stone) for when the Second Layer is worn as Field Armor and 4 (4 Stone) for the Heavy Armor.

You must have Investment 1 (Helmet) to take Investment 1 (Faceplate). The Faceplate has an Armor Mana Gem at Location 0. The Armor Abilities of the Gambeson, Helmet (when worn), and Faceplate (when closed, if it is a visor) apply to all Locations contiguous with the Gambeson, the Helmet, and the Faceplate; the Faceplate and armor over the Second Layer may be referred to as the “Third Layer” of Heavy Armor. Coddling provides Magic Armor Abilities that are applicable when wearing the Heavy Armor with the Faceplate closed (if applicable).

0-Level Ability: Hostile Environment Suit (only for Element of Spark) +3 instead of +2 and +3 Effect with Recon (Deflection) instead of the +1 for wearing Heavy Armor. See Property (Armor). However, Bulk (Weight) is increased to 4 (8 Stone).

Magic Armor Abilities (3 XP each unless otherwise indicated)

Battle Dress [PREREQ: Field or Heavy Armor, Moderate Special Material or better]: Double Weight of the Armor and gain +1 Effect to Bulwark (Damage Reduction) tests. You can take Battle Dress up to 2Special Material Degree-1 times.

Elemental Emitter: You gain Elemental Emitter 1 for one Element. The cost to increase the rating of an Elemental Emitter or Sink is:

|  |  |  |
| --- | --- | --- |
| Rating | XP | Aggregate XP |
| 1 | 3 | 3 |
| 2 | 4 | 7 |
| 3 | 5 | 12 |
| 4 | 6 | 18 |
| 5 | 7 | 25 |
| 6 | 8 | 33 |
| 7 | 9 | 42 |
| 8 | 10 | 52 |

An Elemental Emitter increases the equivalent of “Extreme Temperature” degree of the same rating as the Elemental Emitter. The impacted environment is 2rating-2 Square Bubble. (At rating 1, it is only in your Square.) See below for details regarding Elemental Emitters for the various Elements.

Elemental Shutter [PREREQ: Elemental Emitter or Elemental Sink]: You gain Elemental Shutter 1 for one Element. You (or your Armor if it is Sentient) can reduce the effective rating of Elemental Emitters and Elemental Sinks of the chosen Element by 1 with an Envision Action or increase the effective rating of Elemental Emitters and Elemental Sinks of the chosen Element back to maximum rating with an Envision Action. You can take Elemental Shutter multiple times, increasing the rating of Elemental Shutter each time and allowing you to reduce the effective rating of Elemental Emitters and Elemental Sinks of the chosen Element by the rating of Elemental Shutter.

Elemental Sink: You gain Elemental Sink 1 for one Element. The cost of an Elemental Sink is the same as the cost for an Elemental Emitter. An Elemental Sink counters an Elemental Emitter on a rating-for-rating basis in a similar 2rating-2 Square Bubble. An Elemental Sink does not change the ambient environment; it only counters Elemental Emitters.

Hostile Environment Suit 1 [PREREQ: Worn Item]: You generally acquire Hostile Environment Suit as a 0-Level Armor Ability, but you can acquire additional ratings as a Magic Armor Ability if you wish. If your Armor is Hermetically Sealed, you can have an Elemental Sink inside the armor that does not affect an Elemental Emitter for the same Element outside the armor. Note: An Elemental Sink contained within a Hostile Environment Suit does not counter Elemental Emitters generally; it only counters Damage the Emitter would cause to you.

Hostile Environment Suit 2: The benefit of Hostile Environment Suit 1 applies even in a Magic suit of armor that is not Hermetically Sealed if it covers all Locations or in Magic Hermetically Sealed Piecemeal Armor.

Hostile Environment Suit 3: The benefit of Hostile Environment Suit 1 applies in a Magic suit of armor that covers nine (not all 10) Locations (e.g., with the Gauntlets removed or the visor up) or in Magic Piecemeal Armor that is not hermetically sealed but covers all Locations.

Hostile Environment Suit 4: The benefit of Hostile Environment Suit 1 applies in a Magic suit of armor that covers eight Locations (e.g., with the Helmet removed), in Magic Piecemeal Armor that covers nine Locations, or in Magic Apparel (no armor) that covers all 10 Locations.

Hostile Environment Suit 5: The benefit of Hostile Environment Suit 1 applies in a Magic suit of armor that covers seven Locations (e.g., with the Gauntlets and Helmet removed), in Magic Piecemeal Armor that covers eight Locations, or in Magic Apparel (no armor) that covers nine Locations.

Hostile Environment Suit 6: The benefit of Hostile Environment Suit 1 applies if eight Locations are covered by Magic Armor or Apparel.

Hostile Environment Suit 7: The benefit of Hostile Environment Suit 1 applies if seven Locations are covered by Magic Armor or Apparel.

Hostile Environment Suit 8: The benefit of Hostile Environment Suit 1 applies if six Locations are covered by Magic Armor or Apparel.

Hostile Environment Suit 9: The benefit of Hostile Environment Suit 1 applies if five Locations are covered by Magic Armor or Apparel.

Hostile Environment Suit 10: The benefit of Hostile Environment Suit 1 applies if four Locations are covered by Magic Armor or Apparel.

Impenetrable (6 XP) [PREREQ: Worn Item, Moderate Special Material or better]: +1 Effect to Bulwark (Damage Reduction) tests. You can take Impenetrable up to one time per Special Material Degree.

Improved Deflection (6 XP) [PREREQ: Armor other than Armored Clothing, Moderate Special Material or better]: +1 Effect to Recon (Deflection) tests. You can take Improved Deflection up to one time per Special Material Degree.

Weightless Armor [PREREQ: Light Armor, Moderate Special Material or better]: Bulk (Weight) of your Armor is 0 (0).

#### Magic Shield

A Magic Shield has an Armor Mana Gem at Location 7 when it is Readied. A Mana Gem at the same Location as you are hit takes as much damage as you do; the Mana Gem can also suffer ep damage, but the Mana Gem is a distinct Target for ep damage. A Shield can be weaponized. Coddling provides Magic Armor Abilities for the base Shield and/or Magic Weapon Abilities for the Weaponized Layer.

0-Level Shield Ability: Hostile Environment Suit (only for Element of Spark) +1 (see Magic Armor), reduce damage to the Shield by ½ (or ½ per Item Level if better and Energy damage matches Spark), and gain an Ability that depends on the type of shield.

Buckler: Bulk 0. Also, the Buckler can be worn as bracers on forearms and shins if designed that way, which allows you to use Agility (Parry) instead of Athletics (Parry) and to incorporate the Buckler into Armor (Hands 0 but cannot have a Razor Edge or Spike; use Bladed Vambrace or Armor Spike for those).

Kite Shield: Bulk 2 and the Shield can benefit from the Heavy Weapon Ability (see Magic Weapons) if you take it.

Tower Shield: Bulk (Weight) 3 (½).

#### Magic Weapons

0-Level Ability: Reduce damage to the Weapon by ½ (or ½ per Item Level if better and Energy damage matches Spark) and gain Improved Penetration. Coddling provides Magic Weapon Abilities. Magic Natural Weapons normally require a coating of Special Material but you can take Tattoo (Natural Weapon) instead of Improved Penetration if you want to omit the Special Material.

Magic Weapon Abilities (3 XP each unless otherwise indicated)

Compact Heavy Weapon [PREREQ: Weapon with base Bulk 1 and Weight ¼ and a Bulk 4 and Weight 1 variant, Moderate Special Material or better]: Weight x2 but base Damage +1 when Swung. If the weapon is crafted from Greater Special Materials or better, you can take Heavy Weapon and, if you take it, reduce the maximum number of times you can take Ultraheavy Weapon by 2 (instead of 1 as indicated for the Heavy Weapon Ability).

Elemental Burst [PREREQ: Elemental Emitter 2]: After a Weapon Damage test, add Weapon Damage Effect + rating to apply additional Elemental Damage, opposed by Constitution (Damage Reduction). You can add Weapon Damage Effect + rating even if your Weapon Damage Effect was negative. You can take Elemental Burst only as many times 2Elemental Emitter-2. Elemental Burst is applicable at maximum rating even if you are using Elemental Shutter.

Elemental Emitter, Shutter, or Sink: As for Magic Armor except with Elemental Emitter 2 or higher, you gain Elemental Burst (same Element as Spark) 1 for free.

Heavy Weapon [PREREQ: Weapon with base Bulk 2 (or 3) and Weight ½ (or ¾) and a Bulk 4 and Weight 1 variant, Moderate Special Material or better]: Weight x2 but base Damage by +1 when Swung. With Greater Special Materials or better, you can take Ultraheavy Weapon but reduce the number of times you can take Ultraheavy Weapon by 1. You can apply Heavy Weapon to Dvergan Waraxes, Warhammers, and Warpicks but they have Bulk 3 and +25% final Weight.

Improved Penetration [PREREQ: Weapon, Moderate Special Material or better]: Decrease Effect by Improved Penetration rating for Bulwark (Damage Reduction) granted by Armor. You can take Improved Penetration up to one time per Special Material Degree.

Inexorable [PREREQ: Weapon, Moderate Special Material or better]: Decrease Effect by Inexorable rating for Recon (Deflection) granted by Armor. You can take Inexorable up to one time per Special Material Degree.

Ultraheavy Weapon [PREREQ: Weapon with base Bulk 4 and Weight 1, Moderate Special Material or better]: Weight x2 but base Damage by +1 when Swung. You can take Ultraheavy Weapon up to 2Special Material Degree-1 times.

Weightless Weapon [PREREQ: Weapon with only Slashing or Piercing (Thrust) attack surfaces, Moderate Special Material or better]: Halve Weight (0 becomes - and ¼ becomes 0) and reduce Hands requirement by ½.

#### Elemental Burst

Air Burst: Target acquires Momentum equal to Effect instead of damage in a Momentum Vector with a direction away from you (if you use a thrusting weapon) or in a Line of your choice within a Fan (if you use a swung weapon). The base of the Fan is centered on Target and perpendicular to a line passing through the center of your Square and Target’s Square.

Anarchic Burst: Targets susceptible to Fast Damage also take Drained +1 per Effect.

Avatic (Neutral) Burst: Targets susceptible to Fast Damage also take Traumatized +1 per Effect.

Axiomatic Burst: Targets susceptible to Fast Damage also take Drained +1 per Effect.

Cold Burst: Apply additional Elemental Damage normally.

Corrosion Burst: Apply additional Elemental Damage normally.

Darkness Burst: Damage is nep and Targets susceptible to Fast Damage also take Traumatized +1 per Effect.

Desiccation Burst: Apply additional Elemental Damage normally.

Dyspnea Burst: Reduce Hold Breath Timer by 2Effect.

Earth Burst: Apply additional Elemental Damage as Bludgeoning Damage.

Electricity Burst: Apply additional Elemental Damage normally.

Heat Burst: Cold and Heat cancel one another (reduce the higher by the lower). Cold is the opposite of Heat.

Holy Burst: Targets susceptible to Fast Damage also take Drained +1 per Effect.

Lode Burst: If Target is wearing metal armor, Target acquires Momentum equal to Effect x the Momentum increase for Lode Emitter of the same rating as Lode Burst (e.g., Effect x 2 for rating 1-3, Effect x 4 for rating 4 or 5, Effect x 6 for rating 6 or 7, and Effect x 8 for rating 8).

Necrotic Burst: Targets susceptible to Fast Damage also take Traumatized +1 per Effect.

Primal Burst: Targets susceptible to Fast Damage also take Drained +1 per Effect.

Radiance Burst: Damage is nep and Targets susceptible to Fast Damage also take Blindness +1 per Effect.

Silence Burst: Damage is nep and Targets susceptible to Fast Damage also take Traumatized +1 per Effect.

Sound Burst: Damage is nep and Targets susceptible to Fast Damage also take Deafness +1 per Effect.

Spirit Burst: Targets susceptible to Fast Damage also take Drained +1 per Effect.

Unholy Burst: Targets susceptible to Fast Damage also take Drained +1 per Effect.

Water Burst: Target acquires Momentum equal to ½ Effect and takes ½ nhp damage; Target is also drenched.

#### Emitters

The damage caused by Extreme Environments is as follows, but replace “Damage” as indicated for each Element and some Elements inflict Fast Damage:

|  |  |  |
| --- | --- | --- |
| Rating | Damage | Fast Damage |
| 0 | Drained +1 every Downtime | Increase rating of Condition by 1 every Intermission |
| 1 | Drained +1 every Downtime Pass (2 hours) | Increase rating of Condition by 1 every 16 Rounds |
| 2 | Drained +1 every Intermission | Increase rating of Condition by 1 every 4 Rounds |
| 3 | Drained +1 every Intermission Pass (2 minutes) | Increase rating of Condition by 1 per Round |
| 4 | Drained +1 every 16 Rounds (1 minute) | Increase rating of Condition by 2 per Round |
| 5 | Drained +1 every 4 Rounds | Increase rating of Condition by 1 per Turn |
| 6 | Drained +1 per Round | Increase rating of Condition by 1 per Quaver |
| 7 | Drained +1 per Quaver | Increase rating of Condition by 2 per Quaver |
| 8 | Drained +5 per Quaver | Increase rating of Condition to 10 |

Air Emitter: Air oxygenates air and water within the Bubble. Air produces wind in a direction away from center of a degree equal to rating-1 up to rating 5. Air 6 or higher produces wind in a whirlwind around center of a degree equal to rating-2 with turbulence that you can control and that can be used to carry you through the air. Air is the opposite of Dyspnea.

Avatic (Anarchic) Emitter: Creatures, objects, and items vulnerable to Axiomatic damage are immune to Anarchic damage, but Lawful non-sentient and sentient (but not sapient) creatures and Lawful objects and items suffer Fast Damage: Depleted and, after Depleted 10, Doomed. Anarchic is the opposite of Axiomatic. Note: Although Chaotic creatures take damage, they may interpret it as rapture.

Avatic (Axiomatic) Emitter: Creatures, objects, and items vulnerable to Anarchic damage are immune to Axiomatic damage, but Chaotic non-sentient and sentient (but not sapient) creatures and Chaotic objects and items suffer Fast Damage: Depleted and, after Depleted 10, Doomed. Axiomatic is the opposite of Anarchic. Note: Although Lawful creatures take damage, they may interpret it as rapture.

Avatic (Holy) Emitter: Holy inflicts Traumatized instead of Drained (Suggestion to Flee if Evil, Trust if Good, or do not interfere if neither Good nor Evil). Creatures, objects, and items vulnerable to Unholy damage are immune to Holy damage, but Evil non-sentient and sentient (but not sapient) creatures and Evil objects and items suffer Fast Damage: Depleted and, after Depleted 10, Doomed. Holy is the opposite of Unholy. Note: Although Good creatures take damage, they may interpret it as rapture.

Avatic (Neutral) Emitter: Undead creatures suffer Fast Damage: Wounded and, after Wounded 10, Drained. Avatic (Neutral) cancels Necrotic (reduce the higher by the lower). Avatic (Neutral) is the opposite of Necrotic.

Avatic (Unholy) Emitter: Unholy inflicts Traumatized instead of Drained (Suggestion to Flee if Good, Trust if Evil, or do not interfere if neither Lawful nor Chaotic). Creatures, objects, and items vulnerable to Holy damage are immune to Unholy damage, but Good non-sentient and sentient (but not sapient) creatures and Good objects and items suffer Fast Damage: Depleted and, after Depleted 10, Doomed. Unholy is the opposite of Holy. Note: Although Evil creatures take damage, they may interpret it as rapture.

Cold Emitter: Cold and Heat cancel one another (reduce the higher by the lower). Cold is the opposite of Heat.

Corrosion Emitter: Corrosion and Elemental Earth cancel one another (reduce the higher by the lower). Corrosion is the opposite of Earth.

Darkness Emitter: Target suffers Traumatized instead of Drained (Suggestion to scream in terror at 0 ep). Fast Damage: Blindness. Blindness persists while in at least Darkness 1. Darkness and Radiance cancel one another (reduce the higher by the lower). Darkness is the opposite of Radiance.

Desiccation Emitter: Desiccation eventually destroys all water within the Bubble; being in a hermetically sealed container or armor offers no protection. Creatures that do not need moisture in their bodies to survive are immune. Desiccation Damage cannot normally be halted until Target leaves the Bubble or the Bubble is countered with Elemental Water or a Desiccation Sink of at least the same rating as the Emitter. Desiccation is the opposite of Water.

Dyspnea Emitter: Dyspnea deoxygenates air and water within the Bubble, even that within hermetically sealed containers or armor; Targets must Hold Breath even at Dyspnea 1. Creatures with the Breathless trait are not immune unless they have anaerobic metabolisms. Dyspnea Damage cannot normally be halted until Target leaves the Bubble or the Bubble is countered with Elemental Air or a Dyspnea Sink of at least the same rating as the Emitter. Dyspnea is the opposite of Air.

Earth Emitter: Earth mends inorganic solids (removing Drained at the rate Drained would normally accrue) but fossilizes organic solids and creatures at the indicated Drained rate. Earth is the opposite of Corrosion.

Electricity Emitter: Electricity does not inflict “slow” damage like most other Elements. Fast Damage: hp damage (each rating of “Condition” inflicts 1 hp damage), Hindered, and Stupefied. Electricity is the opposite of Lode.

Heat Emitter: Cold and Heat cancel one another (reduce the higher by the lower). Cold is the opposite of Heat.

Lode Emitter: Lode creates a repulsion field with Forced Movement (Magnetic) equivalent to Forced Movement (Gravity) away from center. If you throw a metal weapon, it gains the Momentum until it reaches the edge of the Bubble, at which point it continues to fly from there as if it had been thrown starting in your Square. All metal (not just ferrous metal) other than Adamantium is affected. Because most creatures have minerals in their systems, most creatures also suffer Drained as indicated for “slow” damage. If Target is holding a metal item, Target must attempt Might (Hold On) every Turn (Effect 0 is sufficient) to avoid having their item fly away from them. Unsecured items fly away automatically. If Target is wearing metal armor, Target gains Forced Movement (Magnetic), which must be countered as you would normally counter Momentum 1 (and if not countered, Momentum increases every Pulse). Lode 2 or higher gives you additional versatility:

|  |  |
| --- | --- |
| Rating | Benefit |
| 2 | You can choose to attract or repel |
| 3 | You can direct the repulsion (or attraction) field in a Fan |
| 4 | Momentum increases by 2 per Pulse |
| 5 | You can direct the repulsion (or attraction) field in a Cone |
| 6 | Momentum increases by 3 per Pulse |
| 7 | You can direct the repulsion (or attraction) field in a Line |
| 8 | Momentum increases by 4 per Pulse |

Lode can be countered with Lode but is the opposite of Electricity.

Necrotic Emitter: Undead and creatures with the Necrotic Healing trait are immune, but all other creatures suffer damage. Avatics (other than Evil), Fey, and Spirits suffer Fast Damage: Wounded and, after Wounded 10, Drained. Necrotic and Avatic (other than Evil), Primal, or Spirit Energy cancel one another (reduce the higher by the lower). Necrotic is the opposite of Primal.

Primal Emitter: Fey and biological creatures are immune, Avatics suffer damage normally, and Undead suffer Fast Damage: Wounded and, after Wounded 10, Drained. Avatic, Primal, and Necrotic Energy cancel one another (reduce the higher by the lower). Primal is the opposite of Necrotic.

Radiance Emitter: Radiance produces light of a degree equal to rating. Fast Damage: Blindness and, after Blindness 10, Permanent Blindness. Radiance and Darkness cancel one another (reduce the higher by the lower). Radiance is the opposite of Darkness.

Silence Emitter: Target suffers Traumatized instead of Drained (Suggestion to sleep at 0 ep). Fast Damage: Deafness. Deafness persists while in at least Silence 1. Silence and Sound cancel one another (reduce the higher by the lower). Silence is the opposite of Sound.

Sound Emitter: Sound produces Ambient Noise of a degree equal to negative rating. Fast Damage: Deafness and, after Deafness 10, Permanent Deafness. Sound and Silence cancel one another (reduce the higher by the lower). Sound is the opposite of Silence.

Spirit Emitter: Spirits and biological creatures are immune, Avatics suffer Traumatized instead of Drained (Suggestion to go away at 0 ep), and Undead suffer Fast Damage: Stressed and, after Stressed 10, Traumatized. Avatic, Spirit, and Necrotic Energy cancel one another (reduce the higher by the lower). Spirit is the opposite of Necrotic.

Water Emitter: Water creates (over) 100% humidity in air within the Bubble, which rapidly condenses into droplets, and enables creatures that can normally only breathe water to breathe the air. When in a fluid, Water produces current in a direction away from center of a degree equal to rating-1 up to rating 5. You can include the center of the Bubble in the direction of a current, allowing the current to carry you through the fluid. Water 6 or higher produces a whirlpool around center of a degree equal to rating-2 with turbulence that you can control. Water is the opposite of Desiccation.

### Armiger

Basic Training Features: {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ w/ weapon that has the Handy Trait), Bulwark 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Athletics (Combat Maneuver)

Athletics (Parry)

Bulwark (Brute Force)

Bulwark (Combat Maneuver)

Bulwark (Damage Reduction)

Bulwark (Stand Ground)

Determination (Mettle)

Constitution (Damage Reduction)

Might (Combat Maneuver)

Might (Feat of Strength)

Might (Grip)

Recon (Awareness)

Recon (Defense)

Armiger Tier 1 Feature: +1 Competence with Bulwark (Combat Maneuver), +1 Competence with Bulwark (Stand Ground), Combat Expertise 1\*

Tier 1 Elective Path: Bulwark 5-8

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

Armiger Tier 2 Feature: +1 Competence with Bulwark (Brute Force), +1 Competence with Bulwark (Damage Reduction), Combat Expertise 2

Tier 2 Elective Path: Bulwark 9-12

Armiger Tier 3 Feature: +1 Competence with Constitution (Damage Reduction), +1 Competence with Recon (Defense), Combat Expertise 3

Tier 3 Elective Path: Bulwark 13-16

Armiger Capstone Elective [PREREQ: Bulwark 8]: Gain +2 Competence with Athletics (Strike), Bulwark (Brute Force, Combat Maneuver, Damage Reduction, or Stand Ground), or Might (Feat of Strength) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Bulwark 17-20

### Brute

Basic Training Features: {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ w/ weapon that has the Handy Trait), Might 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Athletics (Combat Maneuver)

Bulwark (Brute Force)

Bulwark (Combat Maneuver)

Bulwark (Damage Reduction)

Bulwark (Stand Ground)

Constitution (Physiological Recovery)

Constitution (Damage Reduction)

Hustle (Combat Maneuver)

Hustle (Natural Weapon Damage)

Hustle (Plod)

Might (Combat Maneuver)

Might (Feat of Strength)

Might (Grip)

Brute Tier 1 Feature: +1 Competence with Bulwark (Brute Force), +1 Competence with Might (Feat of Strength), Combat Expertise 1\*

Tier 1 Elective Path: Might 5-8

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

Brute Tier 2 Feature: +1 Competence with Might (Combat Maneuver), +1 Competence with Might (Grip), Combat Expertise 2

Tier 2 Elective Path: Might 9-12

Brute Tier 3 Feature: +1 Competence with Hustle (Natural Weapon Damage), +1 Competence with Might (Weapon Damage), Combat Expertise 3

Tier 3 Elective Path: Might 13-16

Brute Capstone Elective [PREREQ: Might 8]: Gain +2 Competence with Athletics (Strike), Bulwark (Damage Reduction), or Might (Combat Maneuver, Feat of Strength, Grip, or Weapon Damage) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Might 17-20

### Kensai

Basic Training Features: {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ w/ weapon that has the Handy Trait), Athletics 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Agility (Tumbling)

Athletics (Combat Maneuver)

Athletics (Mobility)

Athletics (Parry)

Athletics (Strike)

Bulwark (Combat Maneuver)

Deception (Second Intention)

Empathy (En Garde)

Hustle (Combat Maneuver)

Might (Combat Maneuver)

Might (Grip)

Recon (Awareness)

Recon (Defense)

Kensai Tier 1 Features: +1 Competence with Athletics (Combat Maneuver), +1 Competence with Athletics (Parry), Combat Expertise 1\*

Tier 1 Elective Path: Athletics 5-8

Tier 1 Investment Path (Container): +1 Competence with Deception (Second Intention), +1 Competence with Empathy (En Garde), Investment 1 (Sheath\*\*)

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

\*\* 0-Level Ability: Maintenance 0. See Property (Containers). If you Coddle the Container, gain 1 XP per Item Level that can only be spent on Magic Container Abilities.

Kensai Tier 2 Features: +1 Competence with Bulwark (Combat Maneuver), +1 Competence with Hustle (Combat Maneuver), Combat Expertise 2

Tier 2 Elective Path: Athletics 9-12

Tier 2 Investment Path (Container): +1 Competence with Agility (Tumbling), +1 Competence with Recon (Awareness), Investment 2 (Sheath)

Kensai Tier 3 Features: +1 Competence with Athletics (Mobility), +1 Competence with Might (Combat Maneuver), Combat Expertise 3

Tier 3 Elective Path: Athletics 13-16

Tier 3 Investment Path (Container): +1 Competence with Might (Grip), +1 Competence with Recon (Defense), Investment 3 (Sheath)

Kensai Capstone Elective [PREREQ: Athletics 8]: Gain +2 Competence with Athletics (Combat Maneuver, Parry, or Strike), Bulwark (Combat Maneuver), or Might (Combat Maneuver or Weapon Damage) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Athletics 17-20

### Skirmisher

Basic Training Features (all Warriors): {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ w/ weapon that has the Handy Trait), Hustle 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Agility (Tumbling)

Athletics (Mobility)

Bulwark (Combat Maneuver)

Deception (Second Intention)

Empathy (En Garde)

Hustle (Combat Maneuver)

Hustle (Plod)

Hustle (Speed)

Might (Combat Maneuver)

Might (Grip)

Recon (Alertness)

Recon (Awareness)

Recon (Defense)

Skirmisher Tier 1 Features: +1 Competence with Agility (Tumbling), +1 Competence with Athletics (Mobility), Combat Expertise 1\*

Tier 1 Elective Paths: Hustle 5-8

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

Skirmisher Tier 2 Feature: +1 Competence with Hustle (Plod), +1 Competence with Might (Grip), Combat Expertise 2

Tier 2 Elective Paths: Hustle 9-12

Skirmisher Tier 3 Feature: +1 Competence with Hustle (Combat Maneuver), +1 Competence with Hustle (Speed), Combat Expertise 3

Tier 3 Elective Paths: Hustle 13-16

Skirmisher Capstone Elective [PREREQ: Hustle 8]: Gain +2 Competence with Athletics (Strike), Bulwark (Damage Reduction), or Hustle (Combat Maneuver, Natural Weapon Damage, Plod, or Speed) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Hustle 17-20

## Rogue (DEX)

Tier 1 Rogue Electives (11 XP): DEX 1-4 & Athletics 1, Deception 1, Hustle 1, Recon 1

Tier 2 Rogue Electives (11 XP): DEX 5-8 & Athletics 2, Deception 2, Hustle 2, Recon 2

Tier 3 Rogue Electives (11 XP): DEX 9-12 & Athletics 3, Deception 3, Hustle 3, Recon 3

Capstone Class Electives: DEX 13-16 & Athletics 4, Deception 4, Hustle 4, Recon 4

Tier 1 Elective Paths (all Rogues):

Investment Path (Apparel): Contortion (Tunnel Rat) Task Proficiency 1, Hustle (Plod) Task Proficiency 1, Investment 1 (Bracers or Capelet1)

Investment Path (Apparel): Contortion (Maneuver) Task Proficiency 1, Agility (Aerobatics) Task Proficiency 1, Investment 1 (Capelet2)

Investment Path (Apparel): Contortion (Maneuver) Task Proficiency 1, Constitution (Body Control) Task Proficiency 1, Investment 1 (Capelet or Femoralia3)

Investment Path (Apparel): Agility (Tumbling) Task Proficiency 1, +1 Competence with Hustle (Combat Maneuver), Investment 1 (Femoralia, Shoes, or Tibalia4)

Investment Path (Apparel): Sleight of Hand (Thievery) Task Proficiency 1, +1 Competence with Might (Grip), Investment 1 (Gloves5)

Investment Path (Armor): Constitution (Physiological Recovery) Task Proficiency 1, {Engineer, Outfitter, Polymer}, Investment 1 (Light Armor6)

Investment Path (Consumable): Recon (Weapon Damage) Task Proficiency 1, Sleight of Hand (Handle) Task Proficiency 1, Investment 1 (Ammo7)

Investment Path (Consumable): Sleight of Hand (Finesse) Task Proficiency 1, Sleight of Hand (Handle) Task Proficiency 1, Investment 1 (Thrown Weapons8)

Investment Path (Container): {Projectile Weapons}, +1 Competence with Tool Use (Shoot), Investment 1 (Quiver9)

Investment Path (Projectile Weapon): Tool Use (Shoot) Task Proficiency 1, Observation (Marksmanship) Task Proficiency 1, Investment 1 (Projectile Weapon10)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 1, Mechanics (Compute) Task Proficiency 1, Investment 1 (B&E Kit11)

Investment Path (Tool/Kit): Athletics (Mobility) Task Proficiency 1, Might (Grip) Task Proficiency 1, Investment 1 (Climbing Kit12)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 1, Alchemy (Craft) Task Proficiency 1, Investment 1 (Lab13)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 1, Mechanics (Craft) Task Proficiency 1, Investment 1 (Makery14)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 1, Biology (Craft) Task Proficiency 1, Investment 1 (Medical Bay15)

Investment Path (Weapon): {Blades}, Psychology Group, Investment 1 (Blade of 0 Bulk15)

Investment Path (Weapon): {Brawling}, Psychology Group, Investment 1 (Basket Hilt, Gauntlet, or Weaponized Armor Surface17)

Investment Path (Weapon): {Flails}, Psychology Group, Investment 1 (Nunchaku18)

Investment Path (Weapon): {Hatchet, Mallet, Mandrel}, Psychology Group, Investment 1 (Hatchet, Mallet, or Mandrel19)

Investment Path (Weapon): Exploit Handy Trait21, Psychology Group, Investment 1 (Bullwhip, Combat Grapnel, or Weapon of ½ Bulk or less20)

1 Coddling provides Infiltrator (Terranaut) Abilities. Capelet is at Location 5 and Bracers are at Location 7.

2 Coddling provides Infiltrator (Aeronaut) Abilities. Capelet is at Location 5.

3 Coddling provides Infiltrator (Aquanaut) Abilities. Capelet is at Location 5 and Femoralia are at Location 3.

4 Coddling provides Swashbuckler Abilities. Shoes are at Location 1, Tibalia are at Location 2, and Femoralia are at Location 3.

5 Coddling provides Thief Abilities.

6 As described under Warrior for the Gambeson/First Layer except you can only choose Light or Ultralight Armor. See Magical Armaments (Magic Armor).

7-8 Coddling provides Magic Weapon Abilities as provided under Warrior. See Magical Armaments (Magic Weapons). During daily preparations, you can divest yourself of Ammo that was used or in which you no longer want to be Invested and re-invest. Magic Ammo created by a Magic Quiver does not count against your limit.

9 0-Level Ability: Quiver 0. See Property (Container). Coddling provides Container Abilities.

10 Coddling provides Crackerjack (Needler) Abilities.

11 Coddling provides Crackerjack (Burglar) Abilities.

12 Coddling provides Crackerjack (Cat Burglar) Abilities.

13 Coddling provides Crackerjack (Mulligan) Abilities.

14 Coddling provides Gadgeteer Abilities.

15 Coddling provides Chirurgeon Abilities.

16-20 As described under Warrior. See Magical Armaments (Magic Weapons). If you have the Exploit Handy Trait Ability, you can take ½ Bulk variants of the indicated weapons (including Blackjack from the Brawling Weapon Group or Bladed Scarf, Chain Mace, and Slapjack from the Flails Weapon Group). (½ Bulk variants of Hatchet, Mallet, and Mandrel cannot be used with Finesse.)

21 Reduce Handedness by ½ with a weapon that has the Handy Trait. You can also use a ½ Bulk Blade, Brawling Weapon, or Flail with Finesse.

Tier 2 Elective Paths (all Rogues):

Investment Path (Apparel): Contortion (Tunnel Rat) Task Proficiency 2, Hustle (Plod) Task Proficiency 2, Investment 2 (Bracers or Capelet)

Investment Path (Apparel): Contortion (Maneuver) Task Proficiency 2, Agility (Aerobatics) Task Proficiency 2, Investment 2 (Capelet)

Investment Path (Apparel): Contortion (Maneuver) Task Proficiency 2, Constitution (Body Control) Task Proficiency 2, Investment 2 (Capelet or Femoralia)

Investment Path (Apparel): Agility (Tumbling) Task Proficiency 2, +1 Competence with Agility (Tumbling), Investment 2 (Femoralia, Shoes, or Tibalia)

Investment Path (Apparel): Sleight of Hand (Thievery) Task Proficiency 2, +1 Competence with Sleight of Hand (Thievery), Investment 2 (Gloves)

Investment Path (Armor): Constitution (Physiological Recovery) Task Proficiency 2, +1 Competence with Bulwark (Damage Reduction), Investment 2 (Light Armor)

Investment Path (Consumable): Recon (Weapon Damage) Task Proficiency 2, Sleight of Hand (Handle) Task Proficiency 2, Investment 2 (Ammo)

Investment Path (Consumable): Sleight of Hand (Finesse) Task Proficiency 2, Sleight of Hand (Handle) Task Proficiency 2, Investment 2 (Thrown Weapons)

Investment Path (Container): +1 Competence with Observation (Marksmanship), +1 Competence with Recon (Weapon Damage), Investment 2 (Quiver)

Investment Path (Projectile Weapon): Tool Use (Shoot) Task Proficiency 2, Observation (Marksmanship) Task Proficiency 2, Investment 2 (Projectile Weapon)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 2, Mechanics (Compute) Task Proficiency 2, Investment 2 (B&E Kit)

Investment Path (Tool/Kit): Athletics (Mobility) Task Proficiency 2, Might (Grip) Task Proficiency 2, Investment 2 (Climbing Kit)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 2, Alchemy (Craft) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 2, Mechanics (Craft) Task Proficiency 2, Investment 2 (Makery)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 2, Biology (Craft) Task Proficiency 2, Investment 2 (Medical Bay)

Investment Path (Weapon): Second Weapon Group1, Third Weapon Group1, Investment 2 (Weapon of ½ Bulk or less)

Investment Path (Weapon): Exploit Reach Trait2, Exploit Overstrike Trait3, Investment 2 (Bullwhip or Combat Grapnel)

1 Your First, Second, and Third Weapon Groups must include {Blades} and {Brawling}.

2 You can extend Reach with a weapon that has the Reach (+n) trait as a Free Action if immediately followed with Sleight of Hand (Strike).

3 You can take an appropriate Free Action with a weapon that has the Overstrike trait if immediately preceded with Sleight of Hand (Strike) that barely misses.

Tier 3 Elective Paths (all Rogues):

Investment Path (Apparel): Contortion (Tunnel Rat) Task Proficiency 3, Hustle (Plod) Task Proficiency 3, Investment 3 (Bracers or Capelet)

Investment Path (Apparel): Contortion (Maneuver) Task Proficiency 3, Agility (Aerobatics) Task Proficiency 3, Investment 3 (Capelet)

Investment Path (Apparel): Contortion (Maneuver) Task Proficiency 3, Constitution (Body Control) Task Proficiency 3, Investment 3 (Capelet or Femoralia)

Investment Path (Apparel): Sleight of Hand (Thievery) Task Proficiency 3, +1 Competence with Athletics (Combat Maneuver), Investment 3 (Gloves)

Investment Path (Apparel): Agility (Tumbling) Task Proficiency 3, +1 Competence with Bulwark (Combat Maneuver), Investment 3 (Femoralia, Shoes, or Tibalia)

Investment Path (Armor): Constitution (Physiological Recovery) Task Proficiency 3, +1 Competence with Constitution (Damage Reduction), Investment 3 (Light Armor)

Investment Path (Consumable): Recon (Weapon Damage) Task Proficiency 3, Sleight of Hand (Handle) Task Proficiency 3, Investment 3 (Ammo)

Investment Path (Consumable): Sleight of Hand (Finesse) Task Proficiency 3, Sleight of Hand (Handle) Task Proficiency 3, Investment 3 (Thrown Weapons)

Investment Path (Container): +1 Competence with Sleight of Hand (Handle), +1 Competence with Mechanics (Compute), Investment 3 (Quiver)

Investment Path (Projectile Weapon): Tool Use (Shoot) Task Proficiency 3, Observation (Marksmanship) Task Proficiency 3, Investment 3 (Projectile Weapon)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 3, Mechanics (Compute) Task Proficiency 3, Investment 3 (B&E Kit)

Investment Path (Tool/Kit): Athletics (Mobility) Task Proficiency 3, Might (Grip) Task Proficiency 3, Investment 3 (Climbing Kit)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 3, Alchemy (Craft) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 3, Mechanics (Craft) Task Proficiency 3, Investment 3 (Makery)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 3, Biology (Craft) Task Proficiency 3, Investment 3 (Medical Bay)

Investment Path (Weapon): First Terrain Group, Fourth & Fifth Weapon Group1, Investment 2 (Weapon of ½ Bulk or less)

Investment Path (Weapon) [PREREQ: First Terrain Group]: Fourth & Fifth Weapon Group1, Weaponry & Third Hand2, Investment 3 (Flail)

1 Your First, Second, Third, Fourth, and Fifth Weapon Groups are {Blades}, {Brawling}, {Flails}, {Hatchet, Mallet, Mandrel}, and {Shortspear, Staff, Throwing Weapons}.

2 With a Flail that has Disarm and Trip Traits, Might (Disarm, Improve Grip, or Trip) or disentangle weapon and take a Free Action while Target is Grabbed; you are treated as having Exploit Handy trait and can use Sleight of Hand (Strike) and Sleight of Hand (Handle) to pick up objects with the Weapon or Tool Use (Grab to Hold On) against something you cannot pull into your hand. Sleight of Hand (Handle) and Tool Use (Grab to Hold On) are not normally available for this purpose; it functions the same as Engage Weapon to Disarm or Engage Weapon to Trip.

### Crackerjack

Crackerjack has 4 Subclasses: Burglar, Cat Burglar, Mulligan, and Needler. The Crackerjack Subclasses determine six of your Abilities/Task Proficiencies at each Tier and provide four Investment Paths each. Choose two Crackerjack Subclasses at each Tier. Although you are free to take Abilities from any Subclass, you must acquire all Abilities/Task Proficiencies of at least two Crackerjack Subclasses to complete a Tier.

Basic Training Features (all Crackerjacks): {Engineer, Kinematics, Metal}, {Cryptography, Builder, Stone}, Tool Use 4

Task Proficiencies (all Crackerjacks): Contortion (Escape), Sleight of Hand (Finesse), Sleight of Hand (Handle)

Tier 1 Feature (all Crackerjacks): Combat Expertise 1\*

Tier 2 Feature (all Crackerjacks): Combat Expertise 2

Tier 3 Feature (all Crackerjacks): Combat Expertise 3

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

Tier 1 Elective Path (all Crackerjacks): Tool Use 5-8

Tier 2 Elective Path (all Crackerjacks): Tool Use 9-12

Tier 3 Elective Path (all Crackerjacks): Tool Use 13-16

Capstone Elective Path (all Crackerjacks): Tool Use 17-20

#### Burglar

Burglar Task Proficiencies: Contortion (Escape), Deception (Demeanor), Deception (Presence), Observation (Appraise), Observation (Assess)

Burglar Tier 1 Features: First Mechanical Knowledge. See Culture (Education).

Burglar Tier 2 Features: Second Mechanical Knowledge.

Burglar Tier 3 Features: Third Mechanical Knowledge.

Burglar Tier 1 Investment Paths:

Investment Path (Lens): +1 Competence with Tool Use (Tinker), +1 Competence with Observation (Appraise), Investment 1 (Goggles1)

1 0-Level Ability: Superhuman Senses (any 2) or Supernatural Senses (any 1). Coddling provides Detective Abilities.

Burglar Tier 2 Investment Paths:

Investment Path (Lens): +1 Competence with Sleight of Hand (Handle), +1 Competence with Mechanics (Craft), Investment 1 (Goggles)

Burglar Tier 3 Investment Paths:

Investment Path (Lens): +1 Competence with Sleight of Hand (Finesse), +1 Competence with Contortion (Escape), Investment 1 (Goggles)

Burglar Capstone Elective [PREREQ: Tool Use 8]: Gain +2 Competence with Contortion (Escape), Mechanics (Craft), Observation (Appraise), Sleight of Hand (Finesse or Handle), or Tool Use (Tinker) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

#### Cat Burglar

Cat Burglar Task Proficiencies: Agility (Dodge), Agility (Stealth), Agility (Tumbling), Athletics (Mobility), Bulwark (Combat Maneuver), Might (Combat Maneuver)

Cat Burglar Tier 1 Investment Paths:

Investment Path (Apparel): +1 Competence with Agility (Tumbling), Hustle (Combat Maneuver) Task Proficiency 1, Investment 1 (Shoes1)

1 Coddling provides Cat Burglar Abilities.

Cat Burglar Tier 2 Investment Paths:

Investment Path (Apparel): +1 Competence with Athletics (Mobility), Hustle (Combat Maneuver) Task Proficiency 2, Investment 1 (Shoes)

Cat Burglar Tier 3 Investment (and Special) Paths:

Investment Path (Apparel): +1 Competence with Agility (Stealth), Hustle (Combat Maneuver) Task Proficiency 3, Investment 1 (Shoes)

Cat Burglar Capstone Elective [PREREQ: Tool Use 8]: Gain +2 Competence with Agility (Stealth, Tumbling), Athletics (Mobility), Contortion (Stealth), Might (Grip), or Sleight of Hand (Finesse) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

#### Mulligan

Mulligan Task Proficiencies: Alchemy (Stealth), Observation (Assay), Sleight of Hand (Application), Tool Use (Lab Tech)

Mulligan Tier 1 Features: {Aromachology, Chemist, Chemistry}, {Pharmacologist, Pharmacology, Vitalism}

Mulligan Tier 2 Features: +1 Competence with Alchemy (Stealth), +1 Competence with Tool Use (Lab Tech)

Mulligan Tier 3 Features: +1 Competence with Observation (Assay), +1 Competence with Alchemy (Craft)

Mulligan Tier 1 Investment Paths:

Investment Path (Lens): +1 Competence with Sleight of Hand (Application), +1 Competence with Biology (Craft), Investment 1 (Goggles1)

1 0-Level Ability: Superhuman Senses (any 2) or Supernatural Senses (any 1). Coddling provides Detective Abilities.

Mulligan Tier 2 Investment Paths:

Investment Path (Lens): +1 Competence with Sleight of Hand (Handle), +1 Competence with Tool Use (First Aid), Investment 2 (Goggles)

Mulligan Tier 3 Investment Paths:

Investment Path (Lens): +1 Competence with Contortion (Stealth), +1 Competence with Agility (Stealth), Investment 3 (Goggles)

Mulligan Capstone Elective [PREREQ: Tool Use 8]: Gain +2 Competence with Alchemy (Craft), Biology (Craft), Observation (Assay), Sleight of Hand (Application, Handle), or Tool Use (Lab Tech) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

#### Needler

Subclass Task Proficiencies: Contortion (Stealth), Deception (Second Intention), Empathy (Regard), Mechanics (Compute)

Needler Tier 1 Features: First Terrain Group, Snapshot 11

Needler Tier 2 Features: Second Terrain Group, Snapshot 21

Needler Tier 3 Features: Third Terrain Group, Snapshot 31

Needler Tier 3 Special Elective: Exploit Flurry Trait (Projectile)2

1 Observation (Point) as a Free Action with base Proficiency Threshold reduced (from 14) by 2 per rating of Snapshot if the Task Chain Cascades immediately.

2 Recon (Projectile Weapon Damage) gains the Free (2) trait, or Free (0) if it already has Free (2), with a Projectile Weapon that has the Flurry trait.

Needler Tier 1 Investment Paths:

Investment Path (Lens): +1 Competence with Tool Use (Shoot), +1 Competence with Recon (Weapon Damage), Investment 1 (Goggles3)

3 0-Level Ability: Superhuman Senses (any 2) or Supernatural Senses (any 1). Coddling provides Detective Abilities.

Needler Tier 2 Investment Paths:

Investment Path (Lens): +1 Competence with Observation (Marksmanship), +1 Competence with Deception (Second Intention), Investment 2 (Goggles)

Needler Tier 3 Investment Paths:

Investment Path (Lens): +1 Competence with Contortion (Stealth), +1 Competence with Mechanics (Compute), Investment 3 (Goggles)

Needler Capstone Elective [PREREQ: Tool Use 8]: Gain +2 Competence with Contortion (Stealth), Mechanics (Compute), Observation (Marksmanship), Sleight of Hand (Handle), Recon (Weapon Damage), or Tool Use (Shoot) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

### Infiltrator

Tier 1 Feature (all Infiltrators): Combat Expertise 1\*

Tier 2 Feature (all Infiltrators): Combat Expertise 2

Tier 3 Feature (all Infiltrators): Combat Expertise 3

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

#### Aeronaut

Basic Training Features: {Meteorology, Terrain (Maritime, Sky)}, Flight Training 1, Contortion 4

Aeronaut Task Proficiencies:

Agility (Aerobatics)

Agility (Dodge)

Agility (Stealth)

Agility (Tumbling)

Athletics (Mobility)

Constitution (Body Control)

Contortion (Maneuver)

Contortion (Stealth)

Hustle (Combat Maneuver)

Hustle (Speed)

Might (Grip)

Observation (Assess)

Recon (Alertness)

Recon (Awareness)

Recon (Defense)

Tier 1 Elective Paths: Contortion 5-8

Investment Path (Lens): +1 Competence with Contortion (Maneuver), Flight Training 2, Investment 1 (Goggles1)

Investment Path (Vehicle): {Engineer, Plant Material, Wainwright}, {Hermetics, Polymer, Thermodynamics}, Investment 1 (Glider or Airship2)

1 Coddling provides Infiltrator Abilities.

2 0-Level Ability: Any Container option (see Property (Containers)). Coddling provides Vehicle Abilities.

Tier 2 Elective Paths: Contortion 9-12

Investment Path (Lens): +1 Competence with Agility (Aerobatics), Flight Training 3, Investment 2 (Goggles)

Investment Path (Vehicle): +1 Competence with Mechanics (Craft), +1 Competence with Tool Use (Tinker), Investment 2 (Glider or Airship)

Tier 3 Elective Paths: Contortion 13-16

Investment Path (Lens): +1 Competence with Hustle (Speed), +1 Competence with Recon (Alertness), Investment 3 (Goggles)

Investment Path (Vehicle): +1 Competence with Observation (Appraise), +1 Competence with Agility (Tumbling), Investment 3 (Glider or Airship)

Aeronaut Capstone Elective [PREREQ: Contortion 8]: Gain +2 Competence with Agility (Aerobatics or Dodge), Contortion (Maneuver), Hustle (Speed), Recon (Alertness), or Sleight of Hand (Finesse) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Contortion 17-20

#### Aquanaut

Basic Training Features: {Hydrology, Ichthyology, Malacology}, {Terrain (Abyssal, Aquatic, Maritime)}, Contortion 4

Aquanaut Task Proficiencies:

Agility (Dodge)

Agility (Stealth)

Agility (Tumbling)

Alchemy (Stealth)

Athletics (Mobility)

Constitution (Body Control)

Constitution (Damage Reduction)

Contortion (Escape)

Contortion (Maneuver)

Contortion (Stealth)

Contortion (Tunnel Rat)

Hustle (Combat Maneuver)

Hustle (Speed)

Recon (Alertness)

Recon (Awareness)

Tier 1 Elective Paths: Contortion 5-8

Investment Path (Lens): +1 Competence with Contortion (Maneuver), +1 Competence with Constitution (Body Control), Investment 1 (Goggles1)

Investment Path (Vehicle): {Engineer, Plant Material, Wainwright}, {Hermetics, Polymer, Thermodynamics}, Investment 1 (Bathysphere or Yacht2)

1 Coddling provides Infiltrator Abilities. If you cannot breathe underwater (or if you can breathe underwater but want a mask anyway), replace the 0-Level Infiltrator Ability to acquire a mask with Zephyr 0; the mask is treated as hermetically sealed when worn. See Property (Container).

2 0-Level Ability: Any Container option (see Property (Containers)). Coddling provides Vehicle Abilities.

Tier 2 Elective Paths: Contortion 9-12

Investment Path (Lens): +1 Competence with Constitution (Damage Reduction), +1 Competence with Contortion (Tunnel Rat), Investment 2 (Goggles)

Investment Path (Vehicle): +1 Competence with Mechanics (Craft), +1 Competence with Tool Use (Tinker), Investment 2 (Bathysphere or Yacht)

Tier 3 Elective Paths: Contortion 13-16

Investment Path (Lens): +1 Competence with Contortion (Stealth), +1 Competence with Agility (Stealth), Investment 3 (Goggles)

Investment Path (Vehicle): +1 Competence with Observation (Appraise), +1 Competence with Athletics (Mobility), Investment 3 (Bathysphere or Yacht)

Aquanaut Capstone Elective [PREREQ: Contortion 8]: Gain +2 Competence with Agility (Stealth), Constitution (Body Control or Damage Reduction), Contortion (Maneuver or Stealth), or Sleight of Hand (Finesse) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Contortion 17-20

#### Terranaut

Basic Training Features: {Builder, Engineer, Stone}, {Terrain (Plains, Sewer, Underground)}, Contortion 4

Terranaut Task Proficiencies:

Agility (Dodge)

Agility (Stealth)

Agility (Tumbling)

Alchemy (Stealth)

Athletics (Mobility)

Bulwark (Combat Maneuver)

Constitution (Body Control)

Contortion (Escape)

Contortion (Stealth)

Contortion (Tunnel Rat)

Hustle (Combat Maneuver)

Hustle (Plod)

Hustle (Speed)

Recon (Alertness)

Recon (Awareness)

Terranaut Tier 1 Ability: Burrower 1 (x2 Burrow Speed)

Tier 1 Elective Paths:

Investment Path (Lens): +1 Competence with Contortion (Tunnel Rat), +1 Competence with Hustle (Plod), Investment 1 (Goggles2)

Investment Path (Vehicle): {Metal, Plant Material, Wainwright}, {Hermetics, Polymer, Thermodynamics}, Investment 1 (Mole or Wagon4)

1 Coddling provides Infiltrator Abilities.

2 Coddling provides Ranger Abilities. If you cannot breathe underwater (or if you can breathe underwater but want a mask anyway), replace the 0-Level Ranger Ability to acquire a mask with Zephyr 0; the mask is treated as hermetically sealed when worn. See Property (Container).

4 0-Level Ability: Any Container option (see Property (Containers)). Coddling provides Vehicle Abilities.

Terranaut Tier 2 Feature: Burrower 2 (x4 Burrow Speed)

Tier 2 Elective Paths:

Investment Path (Lens): +1 Competence with Contortion (Escape), +1 Competence with Agility (Tumbling), Investment 2 (Goggles)

Investment Path (Vehicle): +1 Competence with Mechanics (Craft), +1 Competence with Tool Use (Tinker), Investment 2 (Mole or Wagon)

Terranaut Tier 3 Feature: Burrower 3 (x8 Burrow Speed)

Tier 3 Elective Paths:

Investment Path (Lens): +1 Competence with Contortion (Stealth), +1 Competence with Agility (Stealth), Investment 3 (Goggles)

Investment Path (Vehicle): +1 Competence with Observation (Appraise), +1 Competence with Might (Grip), Investment 3 (Mole or Wagon)

Terranaut Capstone Elective [PREREQ: Contortion 8]: Gain +2 Competence with Agility (Stealth), Alchemy (Stealth), Contortion (Escape, Stealth, or Tunnel Rat), Hustle (Plod), or Sleight of Hand (Finesse) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Terranaut Capstone Elective: Contortion 17-20

### Swashbuckler

Basic Training Features: {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ with a weapon that has the Handy Trait\*), Agility 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Agility (Aerobatics)

Agility (Dodge)

Agility (Stealth)

Agility (Tumbling)

Athletics (Combat Maneuver)

Bulwark (Combat Maneuver)

Deception (Second Intention)

Empathy (En Garde)

Hustle (Combat Maneuver)

Might (Combat Maneuver)

Might (Grip)

Recon (Awareness)

Sleight of Hand (Handle)

Swashbuckler Tier 1 Features:

+1 Competence with Deception (Second Intention)

+1 Competence with Empathy (En Garde)

Combat Expertise 1\*

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

Tier 1 Elective Paths: Agility 5-8

Investment Path (Shield): +1 Competence with Bulwark (Combat Maneuver), Recon (Defense) Task Proficiency 1, Investment 1 (Buckler1)

Investment Path (Weapon): {Shield, Shortspear/Staff, Thrown Weapons}, Psychology Group, Investment 1 (Bulk 2 Polearm19)

1 Coddling provides Swashbuckler Abilities.

2 As described under Warrior for Shield, but you can only choose a Buckler. See Magical Armaments (Magic Shield).

Swashbuckler Tier 2 Features:

+1 Competence with Hustle (Combat Maneuver)

+1 Competence with Might (Combat Maneuver)

Combat Expertise 2

Tier 2 Elective Paths: Agility 9-12

Investment Path (Shield): +1 Competence with Agility (Dodge), Recon (Defense) Task Proficiency 2, Investment 2 (Buckler)

Investment Path (Weapon): +1 Competence with Sleight of Hand (Finesse), Third Weapon Group, Investment 2 (Bulk 2 Polearm)

Swashbuckler Tier 3 Features:

+1 Competence with Agility (Stealth)

+1 Competence with Might (Grip)

Combat Expertise 3

Tier 3 Elective Paths: Agility 13-16

Investment Path (Shield): Exploit Flurry Trait (Melee)1, Recon (Defense) Task Proficiency 3, Investment 3 (Buckler)

Investment Path (Weapon): +1 Competence with Recon (Awareness), Fourth & Fifth Weapon Group, Investment 3 (Bulk 2 Polearm)

Swashbuckler Capstone Elective [PREREQ: Agility 8]: Gain +2 Competence with Agility (Tumbling), Bulwark (Combat Maneuver), Deception (Second Intention), Empathy (En Garde), Might (Combat Maneuver), or Sleight of Hand (Finesse) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Agility 17-20

### Thief

Basic Training Features: {Engineer, Glass, Visual Art}, {Dagger, Savoir-Faire, Terrain (Urban)}, Sleight of Hand 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Agility (Dodge)

Agility (Stealth)

Contortion (Stealth)

Deception (Demeanor)

Deception (Presence)

Deception (Second Intention)

Deception (Trickery)

Gab (Impose)

Hustle (Combat Maneuver)

Recon (Alertness)

Recon (Defense)

Sleight of Hand (Handle)

Sleight of Hand (Thievery)

Thief Tier 1 Features:

+1 Competence with Sleight of Hand (Handle)

+1 Competence with Sleight of Hand (Thievery)

Combat Expertise 1\*

\* Reduce Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), and Sleight of Hand (Finesse) by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

Tier 1 Elective Paths: Sleight of Hand 5-8

Investment Path (Container): Legerdemain 1 (Palm Object gains the Free Action (2) trait), +1 Competence with Sleight of Hand (Finesse), Investment 1 (Container1)

Investment Path (Lens): Gab (Demeanor) Task Proficiency 1, Recon (Awareness) Task Proficiency 1, Investment 1 (Goggles2)

1 0-Level Ability: Dedication (any) 0. See Property (Container). Coddling provides Container Abilities.

2 0-Level Ability: Superhuman Senses (any 2) or Supernatural Senses (any 1). Coddling provides Detective Abilities.

Thief Tier 2 Features:

+1 Competence with Deception (Demeanor)

+1 Competence with Deception (Presence)

Combat Expertise 2

Tier 2 Elective Paths: Sleight of Hand 9-12

Investment Path (Container): Legerdemain 2\*, +1 Competence with Deception (Trickery), Investment 2 (Container)

Investment Path (Lens): Gab (Demeanor) Task Proficiency 2, Recon (Awareness) Task Proficiency 2, Investment 2 (Goggles)

\* Ready tests gain the Free Action (2) trait if an item is palmed or in an Extradimensional Space of a Magic Container in which you are Invested.

Thief Tier 3 Features:

+1 Competence with Agility (Stealth)

+1 Competence with Contortion (Stealth)

Combat Expertise 3

Tier 3 Elective Paths: Sleight of Hand 13-16

Investment Path (Container): Legerdemain 3\*, +1 Competence with Deception (Second Intention), Investment 3 (Container)

Investment Path (Lens): Gab (Demeanor) Task Proficiency 3, Recon (Awareness) Task Proficiency 3, Investment 3 (Goggles)

\* Conceal Item tests gain the Free Action (2) trait if an item is palmed, and you are putting the item in an Extradimensional Space of a Container in which you are Invested.

Thief Capstone Elective [PREREQ: Sleight of Hand 8]: Gain +2 Competence with Deception (Demeanor or Presence), Gab (Impose), or Sleight of Hand (Finesse, Handle, or Thievery) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Sleight of Hand 17-20

## Investigator (PER)

**Strategic Strike**: All Investigators have a Strategic Strike Ability that is triggered by making a test associated with a Task of the Primary Skill of the Class. After the test, you gain a Pending Strategy that can be used once against Target. The test need not always be specifically associated with a Target (e.g., the Ranger can attempt a Lore test about Terrain instead) but once the Pending Strategy is used, it cannot be used again unless you attempt another Strategic Strike. In addition to the benefits described for each Class, you gain Combat Expertise +1 (maximum 3) and Ethological Expertise +1 (maximum 3) when using the Pending Strategy, which reduces Knowledge Threshold with Athletics (Combat Maneuver, Strike, Parry), Bulwark (Combat Maneuver), Hustle (Combat Maneuver), Might (Combat Maneuver), Recon (Awareness, Defense), Sleight of Hand (Finesse), and Social tests by 2 per rating. Note: Combat Expertise (or the equivalent) is not required for Ranged Weapon Attacks.

Tier 1 Class Electives (11 XP): PER 1-4 & Deception 1, Determination 1, Sleight of Hand 1, Tool Use 1

Tier 2 Class Electives (11 XP): PER 5-8 & Deception 2, Determination 2, Sleight of Hand 2, Tool Use 2

Tier 3 Class Electives (11 XP): PER 9-12 & Deception 3, Determination 3, Sleight of Hand 3, Tool Use 3

Capstone Class Electives (11 XP): PER 13-16 & Deception 4, Determination 4, Sleight of Hand 4, Tool Use 4

### Detective

Basic Training Features: {Criminology, Law Enforcement, Terrain (Urban)}, {Cryptography, Literacy, Occultism}, Observation 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Taxonomy)

Biology (Taxonomy)

Deception (Presence)

Deception (Demeanor)

Diplomacy (Impose)

Empathy (ESP)

Empathy (Regard)

Mechanics (Compute)

Mechanics (Taxonomy)

Observation (Assess)

Philosophy (Pedagogy)

Recon (Awareness)

Tier 1 Features: {Anatomy, Barber, Medicine}, {Aromachology, Chemist, Chemistry}, {Engineer, Kinematics, Metal}, {Pharmacologist, Pharmacology, Vitalism}

Tier 1 Elective Paths: Observation 5-8

Investment Path (Lens): +1 Competence with Mechanics (Compute), Biology (Psychiatrist) Task Proficiency 1, Investment 1 (Spyglass1)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 1, Observation (Assay) Task Proficiency 1, Investment 1 (B&E Kit2)

Investment Path (Tool/Kit): +1 Competence with Observation (Appraise), +1 Competence with Observation (Assay), Investment 1 (Detective Kit3)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 1, Tool Use (Lab Tech) Task Proficiency 1, Investment 1 (Lab4)

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 1, Philosophy (Study) Task Proficiency 1, Investment 1 (Library5)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1, Investment 1 (Makery6)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 1, Tool Use (First Aid) Task Proficiency 1, Investment 1 (Medical Bay7)

1 0-Level Ability: Superhuman Senses (any 2) or Supernatural Senses (any). Coddling provides Mentalist Abilities, starting with Required Knowledge. The Spyglass can be implemented as Goggles.

2 Coddling provides Crackerjack Abilities.

3 Coddling provides Detective Abilities.

4 Coddling provides Alchemist Abilities.

5 Coddling provides Wizard Abilities.

6 Coddling provides Gadgeteer Abilities, starting with required Knowledge.

7 Coddling provides Chirurgeon Abilities.

Detective Tier 2 Features:

First Anthropology Group

First Psychology Group

Mind Palace (As an Action, snapshot what you can currently perceive for analysis in Intermission; Observation tests are not capped by Recon Effect in Intermission)

Strategic Strike (Observation) 1 (After an Observation (Assess) test, you gain a Pending Strategy that can be used once against Target\*)

\* The Observation test can be about environmental conditions that could conceivably help you attack or Target specifically. You have Competence with one Task of a Weapon Attack Task Chain equal to Pending Strategy Effect (the Effect of the Observation test).

Tier 2 Elective Paths: Observation 9-12

Investment Path (Lens): +1 Competence with Alchemy (Taxonomy), Biology (Psychiatrist) Task Proficiency 2, Investment 2 (Spyglass)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 2, Observation (Assay) Task Proficiency 2, Investment 2 (B&E Kit)

Investment Path (Tool/Kit): +1 Competence with Biology (Taxonomy), +1 Competence with Mechanics (Taxonomy), Investment 2 (Detective Kit)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 2, Tool Use (Lab Tech) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 2, Philosophy (Study) Task Proficiency 2, Investment 2 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2, Investment 2 (Makery)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 2, Tool Use (First Aid) Task Proficiency 2, Investment 2 (Medical Bay)

Detective Tier 3 Features:

+1 Competence with Empathy (Regard)

+1 Competence with Observation (Assess)

+1 Competence with Philosophy (Pedagogy)

Strategic Strike (Observation) 2 (Competence with two Tasks of a Weapon Attack Task Chain equal to Pending Strategy Effect).

Tier 3 Elective Paths: Observation 13-16

Investment Path (Lens): Biology (Psychiatrist) Task Proficiency 3, +1 Competence with Recon (Awareness), Investment 3 (Spyglass)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 3, Observation (Assay) Task Proficiency 3, Investment 3 (B&E Kit)

Investment Path (Tool/Kit): +1 Competence with Empathy (ESP), +1 Competence with Tool Use (First Aid), Investment 3 (Detective Kit)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 3, Tool Use (Lab Tech) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 3, Philosophy (Study) Task Proficiency 3, Investment 3 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3, Investment 3 (Makery)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 3, Tool Use (First Aid) Task Proficiency 3, Investment 3 (Medical Bay)

Detective Capstone Elective [PREREQ: Observation 8]: Gain +2 Competence with Empathy (ESP), Observation (Appraise, Assay, Assess, or Marksmanship), or Philosophy (Pedagogy) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Observation 17-20

### Mentalist (Restricted)

Mentalist is a Restricted Class; you must choose Education D or higher and select Mentalist Required Knowledge to acquire Mentalist Abilities.

Basic Training Features: {Psychiatry, Psychotherapist, Psychotherapy}, First Liberal Arts Group, Empathy 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Aura (Impose)

Authority (Presence)

Biology (Psychiatrist)

Biology (Taxonomy)

Deception (Trickery)

Determination (Mettle)

Diplomacy (Presence)

Empathy (Animus Mundi)

Empathy (En Garde)

Empathy (ESP)

Empathy (Regard)

Gab (Demeanor)

Performance (Demeanor)

Mentalist Tier 1 Features:

+1 Competence with Empathy (En Garde)

+1 Competence with Empathy (Regard)

Strategic Strike (Empathy) 1 (After an Empathy (Regard) test, you gain a Pending Strategy that can be used once against Target\*)

\* The Observation test can be about social conditions that could conceivably help you attack Target specifically. You have Competence with one Task of a Social Attack Task Chain equal to Pending Strategy Effect (the Effect of the Empathy test).

Mentalist Tier 1 Elective Path: Empathy 5-8

Tier 1 Elective Path1: Fifth Psychology Group, Fifth Anthropology Group, Sixth Ethology Group

1 If you complete the Path, you can spend 9 ip to acquire Sixth Psychology Group, Sixth Anthropology Group, and Seventh Ethology Group. If you later spend XP to acquire a Knowledge Tuple you acquired with ip, you recover the ip you spent.

Mentalist Tier 2 Features:

+1 Competence with Biology (Psychiatrist)

+1 Competence with Diplomacy (Presence)

Strategic Strike (Empathy) 2 (Competence with two Tasks of a Social Attack Task Chain equal to Pending Strategy Effect).

Mentalist Tier 2 Elective Path: Empathy 9-12

Tier 2 Elective Path1: Seventh Psychology Group, Seventh Anthropology Group, Eighth Ethology Group

1 If you complete the Path, you can spend 9 ip to acquire Eighth Psychology Group, Eighth Anthropology Group, and First Ethology Group.

Mentalist Tier 3 Features:

+1 Competence with Empathy (Animus Mundi)

+1 Competence with Empathy (ESP)

Strategic Strike (Empathy) 3 (Competence with three Tasks of a Social Attack Task Chain equal to Pending Strategy Effect).

Mentalist Tier 3 Elective Path: Empathy 13-16

Tier 3 Elective Path:

Ninth Psychology Group, Ninth Anthropology Group, Ninth Ethology Group1

Eleventh Psychology Group, Eleventh Anthropology Group, Eleventh Ethology Group2

1 If you complete the Path, you can spend 9 ip to acquire Tenth Psychology Group, Tenth Anthropology Group, and Tenth Ethology Group.

2 If you complete the Path, you can spend 9 ip to acquire Twelfth Psychology Group, Twelfth Anthropology Group, and Twelfth Ethology Group.

Mentalist Capstone Elective [PREREQ: Empathy 8]: Gain +2 Competence with Biology (Psychiatrist), Diplomacy (Presence), or Empathy (Animus Mundi, En Garde, ESP, or Regard) at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

Capstone Elective Path: Empathy 17-20

### Ranger (Restricted)

Mentalist is a Restricted Class; you must choose Education D or higher and select Mentalist Required Knowledge to acquire Mentalist Abilities.

Basic Training Features: {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ w/ weapon that has the Handy Trait), Lore 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Agility (Stealth)

Agility (Tumbling)

Alchemy (Stealth)

Athletics (Mobility)

Biology (Taxonomy)

Constitution (Damage Reduction)

Constitution (Physiological Recovery)

Contortion (Stealth)

Observation (Assess)

Might (Grip)

Recon (Alertness)

Recon (Awareness)

Ranger Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Authority (Impose) & Authority (Compel) in the context of Nonsentient and Sentient (but not Sapient) creatures.

Biology (Psychiatrist) & Empathy (Regard) in the context of Nonsentient and Sentient (but not Sapient) creatures.

Diplomacy (Demeanor) & Diplomacy (Presence) in the context of Nonsentient and Sentient (but not Sapient) creatures.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

Tier 1 Feature: Strategic Strike (Lore) 1\*

\* After a Biology (Taxonomy) test using Lore instead of Biology, gain a Pending Strategy for use once against Target. The Lore test can be about Target or surrounding Terrain that could conceivably help you attack. You have Competence with Athletics (Strike) and Tool Use (Shoot) equal to Pending Strategy Effect (the Effect of the Observation test). This can be combined with a Pending Strategy from Strategic Strike (Recon). See Investigator (Sharpshooter).

Tier 1 Elective Paths\*: Lore 5-8

Archer: {Projectile Weapons}, Observation (Marksmanship) Task Proficiency 1, Sleight of Hand (Handle) Task Proficiency 1

Crafter: Mechanics (Craft) Task Proficiency 1, Observation (Appraise) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1

Fighter: Athletics (Combat Maneuver) Task Proficiency 1, Might (Weapon Damage) Task Proficiency 1, Might (Combat Maneuver) Task Proficiency 1

Herbalist: Biology (Craft) Task Proficiency 1, Observation (Assay) Task Proficiency 1, Tool Use (Lab Tech) Task Proficiency 1

Runner: Hustle (Speed) Task Proficiency 1, Constitution (Body Control) Task Proficiency 1, Hustle (Combat Maneuver) Task Proficiency 1

Scout: +1 Competence with Observation (Assess), +1 Competence with Recon (Alertness), Hustle (Plod) Task Proficiency 1

Whisperer: +1 Competence with Authority (Impose), +1 Competence with Diplomacy (Demeanor), +1 Competence with Empathy (Regard)

Witch Doctor: Biology (Physician) Task Proficiency 1, Tool Use (First Aid) Task Proficiency 1, Alchemy (Craft) Task Proficiency 1

\* For each Tier 1 Elective Path you complete, you can spend 3 ip to acquire another Tier 1 Elective. The same is true for Tier 2 and Tier 3 Elective Paths. If you later spend 3 XP to acquire the Ability you acquired with ip, you can replenish the ip you spent for the Ability.

Ranger Tier 2 Feature: Strategic Strike (Lore) 2\*

\* Competence w/ Athletics (Parry) and Mechanics (Compute Trajectory, Indirect Fire) equal to Pending Strategy Effect. Your Pending Strategy is expended if you attempt Agility (Dodge), Athletics (Parry), or Athletics (Strike), but Mechanics (Compute Trajectory or Indirect Fire) can be used as part of a Projectile Weapon Kill Chain with Tool Use (Shoot) and, if applicable, Recon (Weapon Damage), Observation (Aim), and Observation (Point).

Tier 2 Elective Paths: Lore 9-12

Archer: +1 Competence with Observation (Marksmanship), Observation (Marksmanship) Task Proficiency 2, Sleight of Hand (Handle) Task Proficiency 2

Crafter: Mechanics (Craft) Task Proficiency 2, Observation (Appraise) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2

Fighter: Athletics (Combat Maneuver) Task Proficiency 2, Might (Weapon Damage) Task Proficiency 2, Might (Combat Maneuver) Task Proficiency 2

Herbalist: Biology (Craft) Task Proficiency 2, Observation (Assay) Task Proficiency 2, Tool Use (Lab Tech) Task Proficiency 2

Runner: Hustle (Speed) Task Proficiency 2, Constitution (Body Control) Task Proficiency 2, Hustle (Combat Maneuver) Task Proficiency 2

Scout: +1 Competence with Agility (Stealth), +1 Competence with Contortion (Stealth), Hustle (Plod) Task Proficiency 2

Whisperer: Traditional Medicine 3 (Lore instead of Biology (Psychiatrist)), {Psychiatry, Psychotherapist, Psychotherapy}, +1 Competence with Diplomacy (Presence)

Witch Doctor: Biology (Physician) Task Proficiency 2, Tool Use (First Aid) Task Proficiency 2, Alchemy (Craft) Task Proficiency 2

Ranger Tier 3 Feature: +1 Competence with Constitution (Damage Reduction)

Tier 3 Elective Paths: Lore 13-16

Archer: +1 Competence with Sleight of Hand (Handle), Observation (Marksmanship) Task Proficiency 3, Sleight of Hand (Handle) Task Proficiency 3

Crafter: Mechanics (Craft) Task Proficiency 3, Observation (Appraise) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3

Fighter: Athletics (Combat Maneuver) Task Proficiency 3, Might (Weapon Damage) Task Proficiency 3, Might (Combat Maneuver) Task Proficiency 3

Herbalist: Biology (Craft) Task Proficiency 3, Observation (Assay) Task Proficiency 3, Tool Use (Lab Tech) Task Proficiency 3

Runner: Hustle (Speed) Task Proficiency 3, Constitution (Body Control) Task Proficiency 3, Hustle (Combat Maneuver) Task Proficiency 3

Scout: +1 Competence with Might (Grip), +1 Competence with Agility (Tumbling), Hustle (Plod) Task Proficiency 3

Whisperer: +1 Competence with Authority (Compel), +1 Competence with Tool Use (First Aid), +1 Competence with Empathy (Animus Mundi)

Witch Doctor: Biology (Physician) Task Proficiency 3, Tool Use (First Aid) Task Proficiency 3, Alchemy (Craft) Task Proficiency 3

Ranger Capstone Elective: Gain +1 Competence with Lore at 3rd Level. Gain +2 Competence with Observation (Assess), Traditional Alchemy 3 (Use Lore instead of Alchemy (Taxonomy), if better), Traditional Mechanics 3 (Use Lore instead of Mechanics (Taxonomy), if better), or Traditional (Natural) Philosophy 3 (Use Lore instead of Philosophy (Pedagogy), if better) at 6th, 9th, 12th, and 18th Level. Rangers skip Traditional Alchemy, Mechanics, and Traditional (Natural) Philosophy 2, but gain Traditional Alchemy 1 and Traditional Mechanics 1 instead of Traditional Alchemy 3 and Traditional Mechanics 3 if they don’t have it yet. Also, gain +2 Competence with Lore at 15th Level.

Capstone Elective Path: Lore 17-20

### Sharpshooter

Basic Training Features: {Projectile Weapons}, Strategic Strike (Recon) 1\*, Recon 4

\* After a Recon (Alertness) test, you gain a Pending Strategy that can be used once against Target. Using the Pending Strategy gives you Competence equal to Pending Strategy Effect (Effect of Recon test) with Recon (Weapon Damage) in a Projectile Weapon Kill Chain.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Agility (Stealth)

Alchemy (Stealth)

Contortion (Stealth)

Deception (Second Intention)

Mechanics (Compute)

Might (Grip)

Observation (Marksmanship)

Recon (Alertness)

Recon (Awareness)

Recon (Defense)

Recon (Weapon Damage)

Sleight of Hand (Handle)

Tool Use (Shoot)

Sharpshooter Tier 1 Features:

{Ballistics, Engineer, Plant Material}

Snapshot 1 (Observation (Point) as a Free Action with base Proficiency Threshold 12 if the Task Chain Cascades immediately)

Strategic Strike (Recon) 2 (Pending Strategy Effect applies to Competence with Observation (Point) and either Recon (Weapon Damage) or Tool Use (Shoot))

Tier 1 Elective Paths: Recon 5-8

Investment Path (Consumable): Observation (Assess) Task Proficiency 1, +1 Competence with Contortion (Stealth), Investment 1 (Ammo1)

Investment Path (Container): {Chordate Material, Metal, Outfitting}, Observation (Appraise) Task Proficiency 1, Investment 1 (Quiver2)

Investment Path (Projectile Weapon): {Projectile Weapons}, +1 Competence with Might (Grip), Investment 1 (Projectile Weapon3)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 1, Mechanics (Craft) Task Proficiency 1, Investment 1 (Makery4)

1 Coddling provides Magic Weapon Abilities as provided under Warrior. See Magical Armaments (Magic Weapons). During daily preparations, you can divest yourself of Ammo that was used or in which you no longer want to be Invested and re-invest. Magic Ammo created by a Magic Quiver does not count against your limit.

2 0-Level Ability: Quiver 0. See Property (Container). Coddling provides Container Abilities.

3 Coddling provides Sharpshooter Abilities.

4 Coddling provides Crackerjack Abilities.

Sharpshooter Tier 2 Features:

+1 Competence with Recon (Alertness)

Snapshot 2 (Observation (Point) as a Free Action with base Proficiency Threshold 10 if the Task Chain Cascades immediately)

Strategic Strike (Recon) 3 (Pending Strategy Effect applies to any three Tasks other than Might (Draw) in a Projectile Weapon Attack Task Chain)

Tier 2 Elective Paths: Recon 9-12

Investment Path (Consumable): Observation (Assess) Task Proficiency 2, +1 Competence with Agility (Stealth), Investment 2 (Ammo)

Investment Path (Container): +1 Competence with Deception (Second Intention), Observation (Appraise) Task Proficiency 2, Investment 2 (Quiver)

Investment Path (Projectile Weapon): +1 Competence with Recon (Weapon Damage), +1 Competence w/ Sleight of Hand (Handle), Investment 2 (Projectile Weapon)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 2, Mechanics (Craft) Task Proficiency 2, Investment 2 (Makery)

Sharpshooter Tier 3 Features:

Exploit Flurry Trait (Projectile) (Recon (Projectile Weapon Damage) gains the Free (2) trait, or Free (0) if it already has Free (2), with a Projectile with the Flurry trait)

Snapshot 3 (Observation (Point) as a Free Action without penalty if the Task Chain Cascades immediately)

Strategic Strike (Recon) 4 (Pending Strategy Effect applies to any four Tasks other than Might (Draw) in a Projectile Weapon Attack Task Chain)

Tier 3 Elective Paths: Recon 13-16

Investment Path (Consumable): Observation (Assess) Task Proficiency 3, +1 Competence with Mechanics (Compute), Investment 3 (Ammo)

Investment Path (Container): +1 Competence with Recon (Awareness), Observation (Appraise) Task Proficiency 3, Investment 3 (Quiver)

Investment Path (Projectile Weapon): +1 Competence with Observation (Marksmanship), Investment 3 (Projectile Weapon)

Investment Path (Tool/Kit): Tool Use (Tinker) Task Proficiency 3, Mechanics (Craft) Task Proficiency 3, Investment 2 (Makery)

Sharpshooter Capstone Elective [PREREQ: Recon 8]: Gain +2 Competence with Deception (Second Intention)\*, Observation (Marksmanship), Recon (Alertness or Weapon Damage), Sleight of Hand (Handle), or Tool Use (Shoot) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

\* You can replace Deception (Second Intention) with Mechanics (Compute), Might (Grip), or Recon (Awareness) but can only choose one of the four.

Capstone Elective Path: Recon 17-20

## Artificer (INT)

**Blanks**: You must generally have an appropriate “blank” to use Volatile Reagents. 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.

Tier 1 Class Electives (11 XP): INT 1-4 & Determination 1, Observation 1, Sleight of Hand 1, Tool Use 1

Tier 2 Class Electives (11 XP): INT 5-8 & Determination 2, Observation 2, Sleight of Hand 2, Tool Use 2

Tier 3 Class Electives (11 XP): INT 9-12 & Determination 3, Observation 3, Sleight of Hand 3, Tool Use 3

Capstone Class Electives (11 XP): INT 13-16 & Determination 4, Observation 4, Sleight of Hand 4, Tool Use 4

### Alchemist (Restricted)

Alchemist is a Restricted Class; you must choose Education D or higher and select Alchemical Knowledge. After character creation, you must acquire all Alchemical Knowledge to take Alchemist Class Features. Alchemists have no combat capabilities other than those they obtain from the use of Potions.

Basic Training Features: {Academia, Language (Aquan, Auran, or Terran), Literacy}, Alchemical Cookbook 1\*, Alchemy 4

\* You initially have one Alchemical Recipe in your Alchemical Cookbook. You can find additional Alchemical Recipes with a Downtime Philosophy (Study) test if the information is available and can copy them (or Alchemical Recipes from other Alchemical Cookbooks) as a Downtime Alchemy (Chemical Analysis) test.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Craft)

Alchemy (Prima Materia)

Alchemy (Stealth)

Alchemy (Taxonomy)

Biology (Craft)

Determination (Mana Tap)

Empathy (Animus Mundi)

Observation (Assay)

Tool Use (Lab Tech)

Alchemist Tier 1 Features:

+1 Competence with Alchemy (Craft)

+1 Competence with Observation (Assay)

Consumable Investment 1 (Potions1)

Craft Expertise 1 (Reduce Knowledge Threshold for all craft-related tests by 2 per rating)

Investment 1 (Lab2)

Pseudomagical Knowledge (Elemental)3

Pseudomagical Knowledge (Potion) 14

1 You can Invest in 10 Potions per Investment rating during daily preparations.

2 Coddling provides Alchemist Abilities.

3 Use Determination (Mana Tap) for Volatile Reagents (Elemental). You must have access to a Pathogen to create a Blight or Poison Bomb. To use a Volatile Reagent, Ready a Bomb Blank using Sleight of Hand (Ready Potion) then attempt Alchemy (Craft) to combine the Volatile Reagent with the Bomb Blank to create a Volatile Bomb. The Volatile Bomb lasts until the end of the next Pass and is Activated (hopefully not in your hand!) if not used by then.

4 You can perform Activating Enhancement and Final Enhancement tests to craft Potions.

Alchemist Tier 1 Electives: Alchemy 5-8

Sleight of Hand (Application) Task Proficiency 1

Sleight of Hand (Handle) Task Proficiency 1

Alchemist Tier 2 Features:

+1 Competence with Alchemy (Prima Materia)

+1 Competence with Alchemy (Stealth)

+1 Competence with Tool Use (Lab Tech)

Consumable Investment 2 (Potions)

Craft Expertise 2

Investment 2 (Lab)

Pseudomagical Knowledge (Potion) 21

1 You can use Determination (Mana Tap) for Reagents (Potion). Ready an Activated Potion Blank with Sleight of Hand (Ready Potion) then attempt Alchemy (Craft) to combine the Volatile Reagent with the Activated Potion Blank to create a Volatile Potion. The Volatile Potion lasts until the end of the next Pass and reverts to a Potion Blank if not consumed. Unlike most Blanks, Potion Blanks are converted to Volatile Consumables in a two-step process. The first step is to Activate a Potion Blank. As an Intermission Action, attempt Alchemy (Craft); use an Elemental Reagent to create an Activating Enhancement Reagent. The Activating Enhancement Reagent lasts until the end of the Intermission, then becomes inert if not used. Attempt Tool Use (Lab Tech) as an Intermission Action to create an Activated Potion Blank with an infused Volatile Spell; the Activated Potion Blank can only be used for that Spell when converted to a Volatile Potion. An Activated Potion Blank lasts until next Daily Preparations, then reverts to a Potion Blank if it has not been used.

Alchemist Tier 2 Electives: Alchemy 9-12

Sleight of Hand (Application) Task Proficiency 2

Sleight of Hand (Handle) Task Proficiency 2

Alchemist Tier 3 Features:

+1 Competence with Alchemy (Taxonomy)

+1 Competence with Determination (Mana Tap)

+1 Competence with Empathy (Animus Mundi)

+1 Competence with Sleight of Hand (Application)

Consumable Investment 3 (Potions)

Craft Expertise 3

Investment 3 (Lab); you can also craft new Recipes for your Alchemical Cookbook

Alchemist Tier 3 Electives: Alchemy 13-16

Sleight of Hand (Application) Task Proficiency 3

Sleight of Hand (Handle) Task Proficiency 3

Alchemist Capstone Elective [PREREQ: Alchemy 8]: Gain +2 Competence with Alchemy (Craft, Prima Materia, Stealth, or Taxonomy), Observation (Assay), and Tool Use (Lab Tech) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Alchemy 17-20

### Chirurgeon

Basic Training Features: {Anatomy, Barber, Medicine}, Pseudomagical Knowledge (Biological)\*, Biology 4

\* You can use Determination (Mana Tap) for Reagents (Pharmaceutical). A Volatile Pharmaceutical has +1 Additive. You need access to a Pathogen to create Antiplague/Vaccine or Antidote/Mithridate unless previously exposed to a Pathogen. To create a Volatile Pharmaceutical (or Pathogen), Ready a Pharmaceutical Blank using Sleight of Hand (Ready Potion) then attempt Biology (Craft) to combine a Volatile Reagent with the Pharmaceutical Blank. The Volatile Pharmaceutical lasts until the end of the next Pass and reverts to a Blank if not used by then.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Biology (Physician)

Biology (Psychiatrist)

Biology (Taxonomy)

Determination (Mana Tap)

Observation (Assess)

Chirurgeon Tier 1 Features: You must acquire three Tier 1 Elective Path Abilities of two Elective Paths to complete Tier 1

{Chordate Material, Cryptozoology, Dagger}

{Malacology, Microbiology, Mycology}

{Material (Fungal, Malacological, Microbiological)}

{Pharmacologist, Pharmacology, Vitalism}

Craft Expertise 1 (Reduce Knowledge Threshold for all craft-related tests by 2 per rating)

Tier 1 Elective Paths: Biology 5-8

Biochemist: +1 Competence with Biology (Craft), Observation (Assay) Task Proficiency 1, Sleight of Hand (Application) Task Proficiency 1

Energy Medicine: Empathy (Animus Mundi) Task Proficiency 1, Performance (Magical Investment) Task Proficiency 1, +1 Competence with Empathy (Animus Mundi)

Psychiatrist: {Psychiatry, Psychotherapist, Psychotherapy}, Empathy (Regard) Task Proficiency 1, Diplomacy (Presence) Task Proficiency 1

Reanimator: {Electromagnetism, Cryptography, Metal}, Observation (Appraise) Task Proficiency 1, Arcane (Flesh Golem) Familiar 1

Taxonomist: +1 Competence with Biology (Taxonomy), {Mammalogy, Ornithology, Plant Material}, Alchemy (Taxonomy) Task Proficiency 1

Yogi: Constitution (Physiological Recovery) Task Proficiency 1, Determination (Psychological Recovery) Task Proficiency 1, Constitution (Body Control) Task Prof. 1

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 1, Alchemy (Craft) Task Proficiency 1, Investment 1 (Lab1)

Investment Path (Tool/Kit): Philosophy (Study) Task Proficiency 1, Philosophy (Craft) Task Proficiency 1, Investment 1 (Library2)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1, Investment 1 (Makery3)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 1, Biology (Craft) Task Proficiency 1, Investment 1 (Medical Bay4)

1 Coddling provides Mutagenist Abilities.

2 Coddling provides Scholar Abilities.

3 Coddling provides Crackerjack Abilities.

4 Coddling provides Chirurgeon Abilities.

Chirurgeon Tier 2 Features: You must acquire three Tier 2 Elective Path Abilities of two Elective Paths to complete Tier 2

+1 Competence with Biology (Physician)

+1 Competence with Determination (Mana Tap)

+1 Competence with Observation (Assess)

+1 Competence with Tool Use (First Aid)

Craft Expertise 2

Tier 2 Elective Paths: Biology 9-12

Biochemist: Observation (Assay) Task Proficiency 2, +1 Competence with Observation (Assay), Sleight of Hand (Application) Task Proficiency 2

Energy Medicine: Empathy (Animus Mundi) Task Proficiency 2, Performance (Magical Investment) Task Prof. 2, +1 Competence w/ Performance (Magical Investment)

Psychiatrist: +1 Competence with Biology (Psychiatrist), Empathy (Regard) Task Proficiency 2, Diplomacy (Presence) Task Proficiency 2

Reanimator: {Builder, Engineer, Necromancy}, Observation (Appraise) Task Proficiency 2, Arcane (Flesh Golem) Familiar 2

Taxonomist: {Arthropodology, Herpetology, Ichthyology}, Alchemy (Taxonomy) Task Proficiency 2, +1 Competence with Alchemy (Taxonomy)

Yogi: Constitution (Physiological Recovery) Task Proficiency 2, Determination (Psychological Recovery) Task Proficiency 2, Constitution (Body Control) Task Prof. 2

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 2, Alchemy (Craft) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Tool/Kit): Philosophy (Study) Task Proficiency 2, Philosophy (Craft) Task Proficiency 2, Investment 2 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2, Investment 2 (Makery)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 2, Biology (Craft) Task Proficiency 2, Investment 2 (Medical Bay)

Chirurgeon Tier 3 Features: You must acquire three Tier 3 Elective Path Abilities of two Elective Paths to complete Tier 3

+1 Competence with Sleight of Hand (Application)

+1 Competence with Sleight of Hand (Handle)

+1 Competence with Tool Use (Lab Tech)

Craft Expertise 3

Strategic Strike (Biology) (After Observation (Assess), attempt Biology (Forensic Analysis) to gain a Pending Strategy that can be used once against Target\*)

\* You gain the benefits of Strategic Strike (see Role (Investigator) but Pending Strategy Effect is your Biology test capped by your Observation test. You have Competence with Sleight of Hand (Attack) and Sleight of Hand (Weapon Damage) equal to Pending Strategy Effect (the Effect of the Observation test).

Tier 3 Elective Paths: Biology 13-16

Biochemist: Observation (Assay) Task Proficiency 3, Sleight of Hand (Application) Task Proficiency 3, +1 Competence with Alchemy (Craft)

Energy Medicine: +1 Competence with Diplomacy (Presence), Empathy (Animus Mundi) Task Proficiency 3, Performance (Magical Investment) Task Proficiency 3

Psychiatrist: +1 Competence with Empathy (Regard), Empathy (Regard) Task Proficiency 3, Diplomacy (Presence) Task Proficiency 3

Reanimator: Observation (Appraise) Task Proficiency 3, Arcane (Flesh Golem) Familiar 3, Arcane (Flesh Golem) Familiar 4

Taxonomist: {Botany, Ecology, Material (Arthropodological)}, {Determinism (Zoological), Ethology (Zoological), Xenobiology}, Alchemy (Taxonomy) Task Proficiency 3

Yogi: Constitution (Physiological Recovery) Task Proficiency 3, Determination (Psychological Recovery) Task Proficiency 3, Constitution (Body Control) Task Prof. 3

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 3, Alchemy (Craft) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Tool/Kit): Philosophy (Study) Task Proficiency 3, Philosophy (Craft) Task Proficiency 3, Investment 3 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3, Investment 3 (Makery)

Investment Path (Tool/Kit): Tool Use (First Aid) Task Proficiency 3, Biology (Craft) Task Proficiency 3, Investment 3 (Medical Bay)

Chirurgeon Capstone Elective [PREREQ: Biology 8]: Gain +2 Competence with Biology (Craft, Physician, Psychiatrist, or Taxonomy), Observation (Assess)\*, or Tool Use (First Aid)\* at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

\* You can replace both Observation (Assess) and Tool Use (First Aid) with Observation (Assay) and either Empathy (Animus Mundi) or Tool Use (Lab Tech) if you prefer. Alternatively, you can replace both Observation (Assess) and Tool Use (First Aid) with Diplomacy (Presence) and Empathy (Regard).

Capstone Elective Path: Biology 17-20

### Gadgeteer (Restricted)

Gadgeteer is a Restricted Class; you must choose Education D or higher and select Mechanical Knowledge to acquire Gadgeteer Abilities.

Basic Training Features: {Special Mtrl (Mithril, Orichalcum, Polymer)}, {Ethology (Construct), Para-Anthropology (Construct), Psychology (Construct)}, Mechanics 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Determination (Mana Tap)

Mechanics (Compute)

Mechanics (Craft)

Mechanics (Taxonomy)

Observation (Appraise)

Gadgeteer Tier 1 Features:

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Craft Expertise 1 (Reduce Knowledge Threshold for all craft-related tests by 2 per rating)

Pseudomagical Knowledge (Clockwork) (You can use Determination (Mana Tap) for Reagents (Clockwork))1

You must acquire all three Tier 1 Elective Path Abilities of two Elective Paths to complete Tier 1

1 Anyone can wind up a simple clock but winding up what qualifies as a “Clockwork Item” is a pseudomagical endeavor. To use a Volatile Reagent, you must Ready (or have previously Readied) a Clockwork Windup using Sleight of Hand (Ready Item) then attempt Mechanics (Craft) to combine the Volatile Reagent with the Clockwork Windup to Activate the Clockwork Windup. The Clockwork Windup remains Activated until the end of the Encounter (or for an Intermission Action).

2 Coddling provides Gadgeteer Abilities.

Gadgeteer Tier 1 Elective Paths: Mechanics 5-8

Biomechanic: {Material (Arthropodological, Fungal, Malacological)}, {Macrobiological Material, Special Material (Fungal, Plant)}, Arcane (Clockwork Golem) Familiar 1

Clockwork Crossbowman: Observation (Marksmanship) Task Proficiency 1, Strategic Strike (Compute) 11, Projectile Weapon Investment 1 (Clockwork Crossbow2)

Hydraulic: Athletics (Strike) Task Proficiency 1, Strategic Strike (Craft) 13, Weapon Investment 1 (Weapon4)

Pilot: Vehicle Investment 1 (Clockwork Vehicle5), Flight Training 1, Lens Investment 1 (Goggles6)

Mechanical Maven: Tool Use (Tinker) Task Proficiency 1, Sleight of Hand (Handle) Task Proficiency 1, Tool/Kit Investment 1 (Makery7)

Mechatronic: {Field Armor, Heavy Armor, Weapon Familiarity (Armor Surface)}, Armor Investment 1 (Gambeson/1st Layer8), Armor Investment 1 (Helmet/2nd Layer9)

1 After a Mechanics (Compute) test made while you have a Clockwork Crossbow Readied, gain a Pending Strategy for use once against Target. The Mechanics test involves turning a dial (or some other action that makes sense for your style) for your crossbow to cause more damage. You have Competence with Recon (Weapon Damage) equal to Pending Strategy Effect (the Effect of the Mechanics test).

2 Coddling provides Grenadier Abilities.

3 After a Mechanics (Craft) test made while wearing a Clockwork Outfit or Armor, gain a Pending Strategy for use once against Target. The Mechanics test involves turning a dial (or some other action that makes sense for your style) to cock your arm for eventual release with greater force than you could normally manage. You have Competence with Might (Feat of Strength) or Might (Weapon Damage) equal to Pending Strategy Effect (the Effect of the Mechanics test).

4 As described under Warrior. See Magical Armaments (Magic Weapons).

5 0-Level Ability: Any Container option (see Property (Containers)). Coddling provides Vehicle Abilities.

6 0-Level Ability: Superhuman Senses (any 2) or Supernatural Sense (any). Coddling provides Crackerjack Abilities.

7 Coddling provides Gadgeteer Abilities.

8-9 As described under Warrior. See Magical Armaments (Magic Armor).

Gadgeteer Tier 2 Features:

+1 Competence with Determination (Mana Tap)

+1 Competence with Mechanics (Compute)

+1 Competence with Mechanics (Taxonomy)

+1 Competence with Sleight of Hand (Handle)

Craft Expertise 2

You must acquire all three Tier 2 Elective Path Abilities of two Elective Paths to complete Tier 2

Gadgeteer Tier 2 Electives: Mechanics 9-12

Biomechanic: {Special Material (Arthropodological, Macrobiological, Malacological)}, {Special Material (Air, Earth, Water)}, Arcane (Clockwork Golem) Familiar 2

Clockwork Crossbowman: Observation (Marksmanship) Task Proficiency 2, Strategic Strike (Compute) 21, Projectile Weapon Investment 2 (Clockwork Crossbow)

Hydraulic: Athletics (Strike) Task Proficiency 2, Strategic Strike (Craft) 22, Weapon Investment 2 (Weapon)

Pilot: Vehicle Investment 2 (Clockwork Vehicle), Flight Training 2, Lens Investment 2 (Goggles)

Mechanical Maven: Tool Use (Tinker) Task Proficiency 2, Sleight of Hand (Handle) Task Proficiency 2, Tool/Kit Investment 2 (Makery)

Mechatronic: +1 Competence with Constitution (Damage Reduction), Armor Investment 2 (Gambeson/1st Layer), Armor Investment 2 (Helmet/2nd Layer)

1 You have Competence with Tool Use (Shoot) and Recon (Weapon Damage) equal to Pending Strategy Effect when taken in a Projectile Weapon Kill Chain.

2 You have Competence with Bulwark (Brute Force) and Might (Feat of Strength) or Might (Weapon Damage) and Might (Combat Maneuver) equal to Pending Strategy Effect until the end of your next turn (for Bulwark (Brute Force) and Might (Feat of Strength)) or when taken in a Melee Weapon Kill Chain.

Gadgeteer Tier 3 Features:

Craft Expertise 3

Exploit Flurry Trait (Projectile) (Recon (Projectile Weapon Damage) gains the Free (2) trait, or Free (0) if it already has Free (2), with a Projectile with the Flurry trait)

You must acquire all three Tier 1 Elective Path Abilities of one Elective Path.

You must acquire all three Tier 1 and 2 Elective Path Abilities of one Elective Path.

You must acquire all three Tier 1, 2, and 3 Elective Path Abilities of one Elective Path.

Gadgeteer Tier 3 Electives: Mechanics 13-16

Biomechanic: +1 Competence with Biology (Taxonomy), Arcane (Clockwork Golem) Familiar 3, Arcane (Clockwork Golem) Familiar 4

Clockwork Crossbowman: Observation (Marksmanship) TP 3, +1 Competence w/ Observation (Marksmanship), Projectile Wpn Investment 3 (Clockwork Crossbow)

Hydraulic: Athletics (Strike) Task Proficiency 3, +1 Competence with Athletics (Strike), Weapon Investment 3 (Weapon)

Pilot: Vehicle Investment 3 (Clockwork Vehicle), Flight Training 3, Lens Investment 3 (Goggles)

Mechanical Maven: Tool Use (Tinker) Task Proficiency 3, Sleight of Hand (Handle) Task Proficiency 3, Tool/Kit Investment 3 (Makery)

Mechatronic: +1 Competence with Bulwark (Damage Reduction), Armor Investment 3 (Gambeson/1st Layer), Armor Investment 3 (Helmet/2nd Layer)

Gadgeteer Capstone Elective [PREREQ: Mechanics 8]: Gain +2 Competence with Mechanics (Compute, Craft, or Taxonomy), Observation (Appraise), Sleight of Hand (Handle), or Tool Use (Tinker) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead. You can replace Sleight of Hand (Handle) with Alchemy (Taxonomy), Athletics (Strike), or Observation (Marksmanship) if you prefer.

Capstone Elective Path: Mechanics 17-20

### Grenadier

Basic Training Features: {Aromachology, Chemist, Chemistry}, {Glass, Grenado, Thermodynamics}, Mechanics 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Alchemy (Stealth)

Alchemy (Taxonomy)

Athletics (Strike)

Deception (Second Intention)

Determination (Mana Tap)

Mechanics (Taxonomy)

Observation (Appraise)

Observation (Assay)

Sleight of Hand (Handle)

Grenadier Tier 1 Features:

{Ballistics, Kinematics, Weaponry}

{Builder, Stone, Vitalism}

{Engineer, Kinetics, Geology}

Craft Expertise 1 (Reduce Knowledge Threshold for all craft-related tests by 2 per rating)

Pseudomagical Knowledge (Elemental) (You can use Determination (Mana Tap) for Reagents (Elemental))\*

Snapshot 1 (Observation (Point) as a Free Action with base Proficiency Threshold 12 if the Task Chain Cascades immediately)

\* You must have access to a Pathogen to create a Blight Bomb or Poison Bomb. To use a Volatile Reagent, you must Ready (or have previously Readied) a Bomb Blank using Sleight of Hand (Ready Potion) then attempt Alchemy (Craft) to combine the Volatile Reagent with the Bomb Blank to create a Volatile Bomb. The Volatile Bomb lasts until the end of the next Pass and is Activated (hopefully not in your hand!) if not used by then.

Tier 1 Elective Paths: Mechanics 5-8

Investment Path (Consumable): Mechanics (Compute) Task Proficiency 1, +1 Competence with Deception (Second Intention), Investment 1 (Ammo1)

Investment Path (Container): {Chordate Material, Metal, Outfitting}, Recon (Weapon Damage) Task Proficiency 1, Investment 1 (Quiver2)

Investment Path (Projectile Weapon): Tool Use (Shoot) Task Proficiency 1, Observation (Marksmanship) Task Proficiency 1, Investment 1 (Firearm3)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 1, Tool Use (Lab Tech) Task Proficiency 1, Investment 1 (Lab4)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1, Investment 1 (Makery5)

1 Coddling provides Magic Weapon Abilities as provided under Warrior. See Magical Armaments (Magic Weapons). During daily preparations, you can divest yourself of Ammo that was used or in which you no longer want to be Invested and re-invest. Magic Ammo created by a Magic Quiver does not count against your limit.

2 0-Level Ability: Quiver 0. See Property (Container). Coddling provides Container Abilities.

3 Coddling provides Sharpshooter Abilities.

4 Coddling provides Grenadier Abilities.

5 Coddling provides Crackerjack Abilities.

Grenadier Tier 2 Features:

+1 Competence with Alchemy (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Observation (Assay)

+1 Competence with Sleight of Hand (Handle)

Craft Expertise 2

Snapshot 2 (Observation (Point) as a Free Action with base Proficiency Threshold 10 if the Task Chain Cascades immediately)

Tier 2 Elective Paths: Mechanics 9-12

Investment Path (Consumable): Mechanics (Compute) Task Proficiency 2, +1 Competence with Mechanics (Compute), Investment 2 (Ammo)

Investment Path (Container): Recon (Weapon Damage) Task Proficiency 2, +1 Competence with Recon (Weapon Damage), Investment 2 (Quiver)

Investment Path (Projectile Weapon): Tool Use (Shoot) Task Proficiency 2, Observation (Marksmanship) Task Proficiency 2, Investment 2 (Firearm)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 2, Tool Use (Lab Tech) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2, Investment 2 (Makery)

Grenadier Tier 3 Features:

+1 Competence with Alchemy (Prima Materia)

+1 Competence with Determination (Mana Tap)

+1 Competence with Mechanics (Taxonomy)

Craft Expertise 3

Exploit Flurry Trait (Projectile) (Recon (Projectile Weapon Damage) gains the Free (2) trait, or Free (0) if it already has Free (2), with a Projectile with the Flurry trait)

Snapshot 3 (Observation (Point) as a Free Action without penalty if the Task Chain Cascades immediately)

Tier 3 Elective Paths: Mechanics 13-16

Investment Path (Consumable): +1 Competence with Observation (Marksmanship), Mechanics (Compute) Task Proficiency 3, Investment 3 (Ammo)

Investment Path (Container): +1 Competence with Tool Use (Shoot), Recon (Weapon Damage) Task Proficiency 3, Investment 3 (Quiver)

Investment Path (Projectile Weapon): Tool Use (Shoot) Task Proficiency 3, Observation (Marksmanship) Task Proficiency 3, Investment 3 (Firearm)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 3, Tool Use (Lab Tech) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3, Investment 3 (Makery)

Grenadier Capstone Elective [PREREQ: Mechanics 8]: Gain +2 Competence with Deception (Second Intention), Mechanics (Compute), Observation (Marksmanship), Recon (Weapon Damage), Sleight of Hand (Handle), or Tool Use (Shoot) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Mechanics 17-20

### Mutagenist

**Signature Mutagen**: You do not acquire the Third, Second, and First Flaw of your Signature Mutagen(s) when you acquire Signature Mutagen 1, 2, and 3. (So, at Signature Mutagen 3, you don’t have any Flaws when you make and use your Signature Mutagen.)

**Infused Ability**: Your Signature Mutagen includes as many Class Features as Infused Ability rating for one or more Classes of the indicated Class other than a Witch. You only acquire an Ability if you meet all prerequisites for the Ability. You cannot normally change the Abilities once you choose them, but if you acquire an Ability that is in your current formulation, you can replace the Infused Ability with another Ability when you advance a Level; no test is required. Special: If a Cholerist crafts a Hybrid Strength/Bestial Mutagen, they can also choose Berserker Abilities (instead of or in addition to Warrior Classes).

**Feature Selection**: You can change one Infused Ability per rating of Feature Selection each time you craft your Signature Mutagen

Basic Training Features: {Pharmacology, Pharmacologist, Vitalism}, Pseudomagical Knowledge (Mutagen)\*, Biology 4

\* You can use Determination (Mana Tap) for Volatile Reagents (Mutagenic). To use a Volatile Reagent, you must Ready (or have previously Readied) a Pharmaceutical Blank using Sleight of Hand (Ready Potion) then attempt Biology (Craft) to combine the Volatile Reagent with the Pharmaceutical Blank to create a Volatile Mutagen. The Volatile Mutagen lasts until the end of the next Pass and reverts to a Blank if not used by then.

You must have Pseudomagical Knowledge (Bestial Mutagen) to create a Bestial Mutagen.

You must have Pseudomagical Knowledge (Elemental Mutagen) to create an Elemental Mutagen. When creating an Elemental Mutagen, you use Alchemy (Craft) instead of Biology (Craft) to combine the Reagent with the Blank.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Biology (Craft)

Constitution (Bioactive Recovery)

Determination (Mana Tap)

Determination (Psychoactive Recovery)

Sleight of Hand (Application)

Sleight of Hand (Handle)

Mutagenist Tier 1 Features:

+1 Competence with Biology (Craft)

+1 Competence with Constitution (Bioactive Recovery)

+1 Competence with Determination (Psychoactive Recovery)

Craft Expertise 1 (Reduce Knowledge Threshold for all craft-related tests by 2 per rating)

Subclass Elective Path (Although generally elective, you must complete at least one Subclass Elective Path to complete Tier 1)

Tier 1 Elective Paths: Biology 5-8

Investment Path (Tool/Kit): Observation (Assay) Task Proficiency 1, Alchemy (Craft) Task Proficiency 1, Investment 1 (Lab1)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 1, Tool Use (Lab Tech) Task Proficiency 1, Investment 1 (Medical Bay2)

Mutagenic Science: {Anatomy, Barber, Medicine}, {Psychiatry, Psychotherapist, Psychotherapy}, Mutagenic Additive 13

1 Coddling provides Chirurgeon Abilities.

2 Coddling provides Mutagenist Abilities.

3 You can add one Additive per rating of Mutagenic Additive to a Mutagen you make and use without reducing Potency.

Mutagenist Tier 2 Features:

+1 Competence with Observation (Assay)

+1 Competence with Tool Use (First Aid)

+1 Competence with Tool Use (Lab Tech)

Craft Expertise 2

Subclass Elective Path (Although most are elective, you must complete at least one Subclass Elective Path to complete Tier 2)

Tier 2 Elective Paths: Biology 9-12

Mutagenic Science: +1 Competence with Biology (Physician), +1 Competence with Biology (Psychiatrist), Mutagenic Additive 2

Investment Path (Tool/Kit): Observation (Assay) Task Proficiency 2, Alchemy (Craft) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 2, Tool Use (Lab Tech) Task Proficiency 2, Investment 2 (Medical Bay)

Mutagenist Tier 3 Features:

+1 Competence with Determination (Mana Tap)

+1 Competence with Sleight of Hand (Application)

+1 Competence with Sleight of Hand (Handle)

Craft Test 3

Subclass Elective Path (Although most are elective, you must complete at least one Subclass Elective Path to complete Tier 3)

Tier 3 Elective Paths: Biology 14-16

Mutagenic Science: +1 Competence with Biology (Taxonomy), +1 Competence with Alchemy (Taxonomy), Mutagenic Additive 3

Investment Path (Tool/Kit): Observation (Assay) Task Proficiency 3, Alchemy (Craft) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 3, Tool Use (Lab Tech) Task Proficiency 3, Investment 3 (Medical Bay)

Mutagenist Capstone Elective [PREREQ: Biology 8]: Gain +2 Competence with Biology (Craft, Physician, Psychiatrist, or Taxonomy), Constitution (Bioactive Recovery), or Determination (Psychoactive Recovery) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Biology 17-20

Elective Subclass Paths (there are 6 Abilities per Subclass Path per Tier):

Tier 1 Candyman Elective Path: Signature [Attribute] Mutagen 1 x 6; you can eventually treat all Attribute Mutagens as Signature Mutagens 1

Tier 2 Candyman Elective Path: Shared Signature [Attribute] Mutagen 1 x 6; you can craft Attribute Mutagens for others that are treated as Signature Mutagen 1

Tier 3 Candyman Elective Path: Infuse Ability 1 x 6; you can also share Infused Abilities

Tier 1 Cholerist Elective Path: Signature Strength Mutagen 1, Biology (Physician) Task Proficiency 1, Infuse Ability (Warrior) 1-4

Tier 2 Cholerist Elective Path: Biology (Physician) Task Proficiency 2, Infuse Ability (Warrior) 6-8, Signature Strength Mutagen 2-3

Tier 3 Cholerist Elective Path: Biology (Physician) Task Proficiency 3, Rage, Feature Selection 1-4

Tier 1 Elementalist Elective Path: {Aromachology, Chemistry, Chemist}, Alchemy (Craft) Task Proficiency 1, Two Tuples1, Pseudomagical Knowledge (Elemental)2

Tier 2 Elementalist Elective Path: Signature Elemental Mutagen 1-3, Alchemy (Craft) Task Prof. 2, +1 Competence w/ Alchemy (Craft), Hybrid Elemental Mutagen3

Tier 3 Air Elementalist Elective Path: Signature Radiance or Sound Mutagen 1-3, Alchemy (Craft) Task Proficiency 3, Synergistic Mutagen 1-34

Tier 3 Earth Elementalist Elective Path: Signature Heat or Lode Mutagen 1-3, Alchemy (Craft) Task Proficiency 3, Synergistic Mutagen 1-34

Tier 3 Water Elementalist Elective Path: Signature Cold or Electricity Mutagen 1-3, Alchemy (Craft) Task Proficiency 3, Synergistic Mutagen 1-34

1 The Tuples depend upon whether you are an Air, Earth, or Water Elementalist.

Air Elementalist: {Meteorology, Exotic Material (Air), Special Material (Air)}, {Acoustics, Optics, Exotic Material (Radiance or Sound)}

Earth Elementalist: {Geology, Exotic Material (Earth), Special Material (Earth)}, {Electromagnetism, Thermodynamics, Exotic Material (Heat or Lode)}

Water Elementalist: {Hydrology, Exotic Material (Water), Special Material (Water)}, {Electromagnetism, Thermodynamics, Exotic Material (Cold or Electricity)}

2 You can perform the Final Enhancement test to create an Elemental Mutagen.

3 An Air Elementalist can craft an Air/Radiance or Air/Sound Hybrid Mutagen without reduced Potency; an Earth Elementalist can craft an Earth/Heat or Earth/Lode Hybrid Mutagen without reduced Potency; and a Water Elementalist can craft a Water/Cold or Water/Electricity Hybrid Mutagen without reduced Potency. In each case, the Elementalist can only craft one of the Hybrids, not both, but can also craft a Hybrid Elemental/other Mutagen as normal, treating the two-component Elemental Mutagen as a single Mutagen.

4 You can now craft the other Elemental Mutagen option (e.g., an Air Elementalist that could craft a Hybrid Air/Radiance Elemental Mutagen can now craft a Hybrid Air/Sound Elemental Mutagen as a Signature Mutagen.

Tier 1 Melancholist Elective Path: Signature Willpower Mutagen 1, Biology (Psychiatrist) Task Proficiency 1, Infuse Ability (Champion) 1-4

Tier 2 Melancholist Elective Path: Biology (Psychiatrist) Task Proficiency 2, Infuse Ability (Champion) 6-8, Signature Willpower Mutagen 2-3

Tier 3 Melancholist Elective Path: Biology (Psychiatrist) Task Proficiency 3, +1 Competence with Constitution (Body Control), Feature Selection 1-4

Tier 1 Phlegmatist (Beholder) Elective Path: Signature Perception Mutagen 1, Biology (Physician) Task Proficiency 1, Infuse Ability (Investigator) 1-4

Tier 2 Phlegmatist (Beholder) Elective Path: Biology (Physician) Task Proficiency 2, Infuse Ability (Investigator) 6-8, Signature Perception Mutagen 2-3

Tier 3 Phlegmatist (Beholder) Elective Path: Biology (Physician) Task Proficiency 3, Superhuman Senses (pick two), Feature Selection 1-4

Tier 1 Phlegmatist (Thinker) Elective Path: Signature Intellect Mutagen 1, Biology (Psychiatrist) Task Proficiency 1, Infuse Ability (Artificer) 1-4

Tier 2 Phlegmatist (Thinker) Elective Path: Biology (Psychiatrist) Task Proficiency 2, Infuse Ability (Artificer) 6-8, Signature Intellect Mutagen 2-3

Tier 3 Phlegmatist (Thinker) Elective Path: Biology (Psychiatrist) Task Proficiency 3, Feature Selection 1-5\*

\* When you achieve Feature Selection 5, at least one Feature must always be a Knowledge Tuple.

Tier 1 Phlegmatist (Troubleshooter) Elective Path: Signature Dexterity Mutagen 1, Biology (Physician) Task Proficiency 1, Infuse Ability (Rogue) 1-4

Tier 2 Phlegmatist (Troubleshooter) Elective Path: Biology (Physician) Task Proficiency 2, Infuse Ability (Rogue) 6-8, Signature Dexterity Mutagen 2-3

Tier 3 Phlegmatist (Troubleshooter) Elective Path: Biology (Physician) Task Proficiency 3, +1 Competence with Sleight of Hand (Handle), Feature Selection 1-4

Tier 1 Sanguinist Elective Path: Signature Charisma Mutagen 1, Biology (Psychiatrist) Task Proficiency 1, Infuse Ability (Face) 1-4

Tier 2 Sanguinist Elective Path: Biology (Psychiatrist) Task Proficiency 2, Infuse Ability (Face) 6-8, Signature Charisma Mutagen 2-3

Tier 3 Sanguinist Elective Path: Biology (Psychiatrist) Task Proficiency 3, Extraordinary Beauty1, Feature Selection 1-4

1 When you craft and use your Signature Charisma Mutagen, you can change your features to achieve an idealized beauty for a given race. You must have applicable Anthropology Knowledge to gain this ability. Idealized beauty can range from stocky to slender and varies from race to race; Aelves and Uruk have widely divergent views regarding beauty, for example.

Tier 1 Shapeshifter: Signature Strength Mutagen 1, {Chordate Material, Cryptozoology, Mammalogy}, Biology (Taxonomy) Task Proficiency 1, Pseudomagical Knowledge (Bestial Mutagen)1, Signature (Mammalian) Bestial Mutagen 1, Signature Hybrid Mutagen 1 (You do not reduce Potency when creating a Hybrid Signature Strength/Bestial Mutagen)

Tier 2 Shapeshifter: Biology (Taxonomy) Task Proficiency 2, Signature Hybrid Strength/Bestial Mutagen 2-52, Genetic Mutation3

Tier 3 Shapeshifter: Biology (Taxonomy) Task Proficiency 2, {Herpetology, Ornithology, Ichthyology}, Secrets of Ornithology4, Secrets of Herpetology5, Secrets of Ichthyology6

1 Perform Final Enhancement for Bestial Mutagens. Mammalogy and the Signature Bestial Mutagen assumes you are a mammal. If you are not, change the Knowledge and Signature Bestial Mutagen to match what you are (e.g., Ornithology and Signature (Bird) Bestial Mutagen if you are a Strix).

2 Remove one Flaw from the Attribute or Bestial component of a Hybrid Signature [Attribute]/Signature Bestial Mutagen per rating over 1. Because you already have Signature Attribute Mutagen 1 and Signature Bestial Mutagen 1, when you reach Signature Hybrid Mutagen 5, you will not acquire any Flaws when you make and use your Signature Hybrid Attribute/Bestial Mutagen.

3 If reduced to 0 ep, shift to the Bestial form of your Signature Hybrid Mutagen, increase hp to 100, and gain 100 Temporary ep; you only shift back to your original form after you recover all 100 ep. If reduced to 0 hp while in your original form, shift to your Bestial form, increase hp to 100, decrease ep to 0, and gain 100 Temporary ep. If you acquire other Signature Bestial Mutagens, your original Bestial formulation determines what you change into when you reach 0 ep or 0 hp. However, once you have Genetic Mutation, you can make and use Bestial (Arthropodological) or Bestial (Malacological) Mutagens if you know both Arthropodology and Arthropodological Material or both Malacology and Malacological Material, though only Bestial Chordate Mutagens can be Signature Mutagens for you.

4 A Bestial (Bird) Mutagen has no Flaws, whether crafted by itself or as a Hybrid Signature Attribute/Bestial Mutagen. Note: Dinosaurs are considered “birds.” You also gain +1 Bestial Feature when using a Bestial (Mammal) Mutagen and +2 Bestial Features when using your Signature Bestial Mutagen.

5 A Bestial (Amphibian/Reptile) has only the Third Flaw.

6 A Bestial (Fish) Mutagen does not have the First Flaw.

### Sage

The Sage knows many things and can craft written materials, but they lack any abilities most adventurers would call “useful” other than their knowledge. You should consider very carefully whether you want to play a Sage, particularly a Singleclass one.

Basic Training Features: First Liberal Arts Knowledge, Second Liberal Arts Knowledge, Philosophy 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Taxonomy)

Biology (Taxonomy)

Mechanics (Taxonomy)

Philosophy (Craft)

Philosophy (Pedagogy)

Philosophy (Study)

Sage Tier 1 Features:

Third to Fourth Liberal Arts Knowledge Groups

First to Fourth Anthropology Groups

First to Fourth Physiological Groups

Sage Tier 1 Electives: Philosophy 5-8

Investment Path (Tool/Kit): First Alchemical Group, Second Alchemical Group, Investment 1 (Lab1)

Investment Path (Tool/Kit): First Mechanical Group, Second Mechanical Group, Investment 1 (Library2)

1 Coddling provides Alchemist Abilities, starting with Required Knowledge.

2 Coddling provides Wizard Abilities, starting with Required Knowledge.

Sage Tier 2 Features:

+1 Competence with Alchemy (Taxonomy)

+1 Competence with Biology (Taxonomy)

+1 Competence with Mechanics (Taxonomy)

+1 Competence with Philosophy (Craft)

+1 Competence with Philosophy (Pedagogy)

+1 Competence with Philosophy (Study)

Fifth to Eighth Liberal Arts Knowledge Groups

Sage Tier 2 Electives: Philosophy 9-12

Investment Path (Tool/Kit): Third Alchemical Group, Fourth Alchemical Group, Investment 2 (Lab)

Investment Path (Tool/Kit): Third Mechanical Group, Fourth Mechanical Group, Investment 2 (Library)

Sage Tier 3 Features:

Fifth to Tenth Anthropology Groups

Ninth and Tenth Liberal Arts Knowledge Groups

Fifth to Tenth Physiological Groups

Sage Tier 3 Electives: Philosophy 13-16

Investment Path (Tool/Kit): Fifth Alchemical Group, Sixth Alchemical Group, Investment 3 (Lab)

Investment Path (Tool/Kit): Fifth Mechanical Group, Sixth Mechanical Group, Investment 3 (Library)

Sage Capstone Elective: Gain +2 Competence with Alchemy (Taxonomy), Biology (Taxonomy), Mechanics (Taxonomy), or Philosophy (Craft, Pedagogy, or Study) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead.

Capstone Elective Path: Philosophy 17-20

### Wizard (Highly Restricted)

Wizard is a Highly Restricted Class; you must choose Education C or higher and select Alchemical and Mechanical Knowledge.

The redundant Knowledge in the Alchemical and Mechanical Educations (Acoustics, Electromagnetism, Geology, Optics, and Thermodynamics) must be used to acquire {Calligrapher, Grek Language, Literacy}, Academia, and Occultism before even entering Basic Training.

Basic Training Features: {Astrology, Special Material (Plant), Vitalism}, Arcane Spellbook 1\*, Philosophy 4

\* You initially have one Spell in your Arcane Spellbook. In a library (or other storehouse of knowledge) that includes a Spell, you can find the Spell with Philosophy (Study) and copy it with Philosophy (Craft). You can use Scrolls imbued with Spells that are in your Arcane Spellbook.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Determination (Mana Tap)

Empathy (Animus Mundi)

Gab (Compel)

Mechanics (Envision)

Philosophy (Craft)

Philosophy (Empower)

Philosophy (Pedagogy)

Philosophy (Study)

Sleight of Hand (Application)

Wizard Tier 1 Features:

Consumable Investment 1 (Scrolls1)

Craft Expertise 1 (Reduce Knowledge Threshold for all craft-related tests by 2 per rating)

Pseudomagical Knowledge (Arcana) (You can perform a Final Enhancement with Scrolls)

You must acquire all three Tier 1 Elective Path Abilities of one Elective Path to complete Tier 1

1 You can Invest in 10 Scrolls per Investment rating. During daily preparations, you can divest yourself of any Scrolls that were used or in which you no longer want to be Invested and re-invest.

Wizard Tier 1 Elective Paths: Philosophy 5-8

Arcanist: Spell Gem Investment 1 (Spell Gem1), Tool/Kit Investment 1 (Arcane Tool2), Spellcasting Expertise 13

Artisan4: Mechanics (Craft) Task Proficiency 1, Observation (Appraise) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1

Hedge Wizard: +1 Competence with Alchemy (Prima Materia), Aura (Demeanor) Task Proficiency 1, Gab (Presence) Task Proficiency 1

Mentat: Aura (Presence) Task Proficiency 1, +1 Competence with Empathy (Animus Mundi), Vancian Spellcasting 15

Runecrafter6: Alchemy (Taxonomy) Task Proficiency 1, +1 Competence with Philosophy (Craft), Volatile Reagents (Rune)7

1 Coddling provides Spell Gem Abilities.

2 Choose Amulet, Orb, Staff, or Wand. Coddling provides Wizard Abilities.

Amulet 0-Level Ability: +2 Competence with Gab (Verbal Component)

Orb 0-Level Ability: +2 Competence with Alchemy (Material Component)

Staff 0-Level Ability: +2 Competence with Sleight of Hand (Somatic Component)

Wand 0-Level Ability: +1 Competence with Gab (Verbal Component) & Sleight of Hand (Somatic Component)

3 Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating.

4 If you complete the Artisan Path, you can take Investment 1 (any) as often as you like; if you complete the Tier 2 Artisan Path, you can take Investment 2 (any); and if you complete the Tier 3 Artisan Path, you can take Investment 3 (any).

5 Imprint ¼ Philosophy Runes in your mind during daily preparations, which you can cast once each with a Volatile Rune Reagent.

6 If you complete the Runecrafter Path, you can cover your skin or items with Runes, which they follow the same rules as for Scrolls, other than the need to have a Scroll Readied before you can use it. A Rune covers 1 square inch of skin or area and you can apply up to 16 (4 square inches) of Runes if you complete the Tier 1 Runecrafter Path; if you complete the Tier 2 Runecrafter Path, you can apply up to 256 (16 square inches) of Runes; and if you complete the Tier 3 Runecracter Path, there is theoretically no limit to the number of Runes you can apply but you will eventually run out of space. Runes vanish when combined with a Volatile Reagent.

7 You can create a Volatile Rune Reagent with Philosophy (Craft) as an [Encounter] Action, which lasts 1 Round then combine with a Readied Scroll Blank containing a Spell in your Arcane Spellbook to create a Volatile Scroll, which lasts as long as you continuously take Actions to Read and Imprint the Spell before reverting to a Blank if not consumed. You can also use a Volatile Rune Reagent to cast a Spell in your Arcane Spellbook using a “Blank” Spell Gem instead of a Blank Scroll.

Wizard Tier 2 Features:

+1 Competence with Philosophy (Empower)

Consumable Investment 2 (Scrolls)

Craft Expertise 2

You must acquire all three Tier 2 Elective Path Abilities of one Elective Path to complete Tier 2.

Wizard Tier 2 Elective Paths: Philosophy 9-12

Arcanist: Spell Gem Investment 2 (Spell Gem), Tool/Kit Investment 2 (Arcane Tool), Spellcasting Expertise 2

Artisan: Mechanics (Craft) Task Proficiency 2, Observation (Appraise) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2

Hedge Wizard: +1 Competence with Sleight of Hand (Application), Aura (Demeanor) Task Proficiency 2, Gab (Presence) Task Proficiency 2

Mentat: Aura (Presence) Task Proficiency 2, +1 Competence with Determination (Mana Tap), Vancian Spellcasting 2 (Imprint ½ Philosophy Runes)

Runecrafter: Alchemy (Taxonomy) Task Proficiency 2, +1 Competence with Philosophy (Study), +1 Competence with Philosophy (Pedagogy)

Wizard Tier 3 Features:

+1 Competence with Mechanics (Envision)

Consumable Investment 3 (Scrolls)

Craft Expertise 3

You must acquire all three Tier 3 Elective Path Abilities of one Elective Path to complete Tier 3.

Wizard Tier 3 Elective Paths: Philosophy 13-16

Arcanist: Spell Gem Investment 3 (Spell Gem), Tool/Kit Investment 3 (Arcane Tool), Spellcasting Expertise 3

Artisan: Mechanics (Craft) Task Proficiency 3, Observation (Appraise) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3

Hedge Wizard: +1 Competence with Gab (Compel), Aura (Demeanor) Task Proficiency 3, Gab (Presence) Task Proficiency 3

Mentat: Aura (Presence) Task Proficiency 3, +1 Competence with Aura (Presence), Vancian Spellcasting 3 (Imprint as many Runes as your Philosophy rating)

Runecrafter: Alchemy (Taxonomy) Task Proficiency 3, +1 Competence with Alchemy (Taxonomy), Arcane Spellbook 2\*

\* You can craft new Spell formulae for your Arcane Spellbook.

Wizard Capstone Elective: Gain +2 Competence with Determination (Mana Tap), Mechanics (Envision), or Philosophy (Craft, Empower, Pedagogy, or Study) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you do not have +1 Competence with the Task, you gain +1 Competence instead. You can replace all three of Philosophy (Craft, Pedagogy, and Study) with Alchemy (Prima Materia), Gab (Compel), and Sleight of Hand (Application) if you prefer.

Capstone Elective Path: Philosophy 17-20

## Face (CHA)

All Faces can make good use of Anthropology (or the equivalent), Liberal Arts, and Ethology for attempting active Social tests and Psychology for “passive” Empathy tests. You don’t necessarily have all you need for every creature, so it behooves you to acquire such Knowledge if you want to be effective against a wide variety of Targets. It should be apparent from perusing their Abilities, some Faces have no weapon abilities. Don’t play a Face if you want to be a fighter.

Tier 1 Face Electives (11 XP): CHA 1-4 & Aura 1, Authority 1, Determination 1, Empathy 1

Tier 2 Face Electives (11 XP): CHA 5-8 & Aura 2, Authority 2, Determination 2, Empathy 2

Tier 3 Face Electives (11 XP): CHA 9-12 & Aura 3, Authority 3, Determination 3, Empathy 3

Capstone Face Electives (11 XP): CHA 13-16 & Aura 4, Authority 4, Determination 4, Empathy 4

### Bard

Bard has 10 Subclasses: Actor, Combat Performer, Comedian, Company Manager, Dancer, Maestro, Magician, Orator, Stagecrafter, and Virtuoso. The Bard Subclasses determine four of your Abilities/Task Proficiencies at each Tier, but some are prerequisites of others. Choose two Bard Subclasses at each Tier. Although you are free to take Abilities from any Subclass, you must acquire all Abilities/Task Proficiencies of at least two Bard Subclasses to complete a Tier.

There are four Performance Groups, but they work a bit differently than most Knowledge Tuples. If you acquire three of the four of {Performance (Play Instrument (Keyboards, Percussion, Strings, or Woodwind))}, you gain the fourth for free and if you acquire three of the four of {Performance (Acting, Comedy, Oratory, or Stage Performer)}, you gain the fourth for free. The other two common groupings are {Performance (Acrobatics, Combat, Dancing)} and {Performance (Magic, Poet, Singing)}.

Basic Training Features: {Performance (Magic, Poet, Singing)}, {Performance (Acting, Comedy, Oratory, Stage Performer)}, Performance 4

#### Actor

Tier 1 Electives: Aura (Demeanor) Task Proficiency 1, Aura (Presence) Task Proficiency 1, +1 Competence with Performance (Presence), Investment 1 (Apparel\*)

Tier 2 Electives: Aura (Demeanor) Task Proficiency 2, Aura (Presence) Task Proficiency 2, +1 Competence with Gab (Compel), Investment 2 (Apparel)

Tier 3 Electives: Aura (Demeanor) Task Proficiency 3, Aura (Presence) Task Proficiency 3, +1 Competence with Deception (Second Intention), Investment 3 (Apparel)

Capstone Path Feature (add to Capstone Path): +2 Competence with Performance (Presence)

\* Coddling provides Envoy Abilities, starting with Required Knowledge. See Culture (Education).

#### Combat Performer

Tier 1 Electives: Athletics (Combat Maneuver) Task Proficiency 1, +1 Competence with Might (Combat Maneuver), Psychology Group, Investment 1 (Weapon1)

Tier 2 Electives: Athletics (Combat Maneuver) Task Proficiency 2, Strategic Strike (Performance) 12, Psychology Group, Investment 2 (Weapon)

Tier 3 Electives: Athletics (Combat Maneuver) Task Proficiency 3, +1 Competence with Hustle (Combat Maneuver), Psychology Group, Investment 3 (Weapon)

Capstone Path Feature (add to Capstone Path): +2 Competence with Athletics (Mobility)

1 As described under Warrior. See Magical Armaments (Magic Weapons).

2 After a Performance (Demeanor) test, you gain a Pending Strategy that can be used once against Target. You have Competence with Athletics (Strike) or Athletics (Parry) equal to Pending Strategy Effect (the Effect of the Observation test). See Investigator (Strategic Strike).

#### Comedian

Tier 1 Electives: Deception (Trickery) Task Proficiency 1, Diplomacy (Impose) Task Proficiency 1, +1 Competence with Diplomacy (Impose), Ethological Expertise 1\*

Tier 2 Electives: Deception (Trickery) Task Proficiency 2, Diplomacy (Impose) Task Proficiency 2, +1 Competence with Diplomacy (Compel), Ethological Expertise 2

Tier 3 Electives: Deception (Trickery) Task Proficiency 3, Diplomacy (Impose) Task Proficiency 3, +1 Competence with Diplomacy (Demeanor), Ethological Expertise 3

Capstone Path Feature (add to Capstone Path): +2 Competence with Performance (Demeanor)

\* Reduce Knowledge Threshold with Social tests by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3.

#### Company Manager

Tier 1 Electives: First Anthropology Knowledge, Gab (Presence) Task Proficiency 1, Observation (Appraise) Task Proficiency 1, +1 Competence with Gab (Presence)

Tier 2 Electives: Second Anthropology Knowledge, Gab (Presence) Task Proficiency 2, Observation (Appraise) Task Prof. 2, +1 Competence with Gab (Demeanor)

Tier 3 Electives: Third Anthropology Knowledge, Gab (Presence) Task Proficiency 3, Observation (Appraise) Task Proficiency 3 +1 Competence with Gab (Impose)

Capstone Path Feature (add to Capstone Path): +2 Competence with Gab (Demeanor)

#### Dancer

Tier 1 Electives: {Performance (Acrobatics, Combat Performer, Dancing)}, Agility (Tumbling) Task Proficiency 1, Athletics (Mobility) TP 1, Hustle (CM) TP 1

Tier 2 Electives: Agility (Tumbling) Task Proficiency 2, Athletics (Mobility) Task Proficiency 2, Hustle (CM) Task Proficiency 2, +1 Competence with Agility (Tumbling)

Tier 3 Electives: Agility (Tumbling) Task Proficiency 3, Athletics (Mobility) Task Proficiency 3, Hustle (CM) Task Proficiency 3, +1 Competence with Athletics (Mobility)

Capstone Path Feature (add to Capstone Path): +2 Competence with Agility (Tumbling)

#### Maestro

Tier 1 Electives: Aura (Compel) Task Proficiency 1, Aura (Impose) Task Proficiency 1, +1 Competence with Diplomacy (Presence), Resonance (Voice)1

Tier 2 Electives: Aura (Compel) Task Prof. 2, Aura (Impose) TP 2, +1 Competence w/ Performance (Bardsong), +1 Competence w/ Performance (Magical Investment)

Tier 3 Electives: Aura (Compel) Task Proficiency 2, Aura (Impose) Task Proficiency 2, +1 Competence with Aura (Compel), +1 Competence with Aura (Impose)

Capstone Path Feature (add to Capstone Path): +2 Competence with Performance (Bardsong)

1 Activate Resonance with Performance (Bardsong) to have +1 Effect with Performance until the end of the next Pass.

#### Magician

Tier 1 Electives: +1 Competence with Sleight of Hand (Handle), Sleight of Hand (Thievery) Task Proficiency 1, Legerdemain 11, Investment 1 (Container4)

Tier 2 Electives: +1 Competence with Sleight of Hand (Thievery), Sleight of Hand (Thievery) Task Proficiency 2, Legerdemain 22, Investment 2 (Container)

Tier 3 Electives: +1 Competence with Deception (Trickery), Sleight of Hand (Thievery) Task Proficiency 3, Legerdemain 33, Investment 3 (Container)

Capstone Path Feature (add to Capstone Path): +2 Competence with Deception (Trickery)

1 Palm Object gains the Free Action (2) trait)

2 Ready tests gain the Free Action (2) trait if an item is palmed or in an Extradimensional Space of a Magic Container in which you are Invested.

3 Conceal Item tests gain the Free Action (2) trait if an item is palmed, and you are putting the item in an Extradimensional Space of your Container.

4 0-Level Ability: Extradimensional Space 0. See Property (Container). Coddling provides Container Abilities.

#### Orator

Tier 1 Electives: Diplomacy (Compel) Task Proficiency 1, Diplomacy (Demeanor) Task Proficiency 1, Diplomacy (Impose) Task Prof. 1, Diplomacy (Presence) TP 1

Tier 2 Electives: Diplomacy (Compel) Task Proficiency 2, Diplomacy (Demeanor) Task Proficiency 2, Diplomacy (Impose) Task Prof. 2, Diplomacy (Presence) TP 2

Tier 3 Electives: Diplomacy (Compel) Task Proficiency 3, Diplomacy (Demeanor) Task Proficiency 3, Diplomacy (Impose) Task Prof. 3, Diplomacy (Presence) TP 3

Capstone Path Feature (add to Capstone Path): +2 Competence with Diplomacy (Presence)

#### Stagecrafter

You specialize in Stage Performance, specifically stagecraft (costume design, makeup, scenic design, and the like).

Tier 1 Electives: {Builder, Engineer, Visual Art}, Mechanics (Craft) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1, Investment 1 (Makery\*)

Tier 2 Electives: {Outfitting, Plant Material, Polymer}, Mechanics (Craft) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2, Investment 2 (Makery)

Tier 3 Electives: {Chordate Material, Metal, Weaponry}, Mechanics (Craft) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3, Investment 3 (Makery)

Capstone Path Feature (add to Capstone Path): +2 Competence with Gab (Presence)

\* 0-Level Ability: Prescient Wardrobe. Coddling provides Crackerjack Abilities.

Prescient Wardrobe allows you to produce a disguise as a flashback (free Downtime Action to craft) that you 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). 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 to prepare for next time. 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 a Performance (Invest in Magic Item) test, but 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).

#### Virtuoso

Tier 1 Electives: {Play Instrument (all 4)}, Tool Use (Tinker) Task Proficiency 1, Empathy (Animus Mundi) Task Proficiency 1, Investment 1 (Musical Instrument\*)

Tier 2 Electives: {Engineer, Musicology, Visual Art}, Tool Use (Tinker) Task Proficiency 2, Empathy (Animus Mundi) Task Prof. 2, Investment 2 (Musical Instrument)

Tier 3 Electives: +1 Competence with Tool Use (Tinker), Tool Use (Tinker) Task Prof. 3, Empathy (Animus Mundi) Task Prof. 3, Investment 3 (Musical Instrument)

Capstone Path Feature (add to Capstone Path): +2 Competence with Performance (Magical Investment)

\* Coddling provides Bard Abilities.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Gab (Compel)

Gab (Demeanor)

Gab (Impose)

Performance (Bardsong)

Performance (Demeanor)

Performance (Magical Investment)

Performance (Presence)

Bard Tier 1 Feature: Unbreakable Bond 1 (Other PCs and your Familiar gain the benefit of Unbreakable Bond 1)1

Tier 1 Elective Path: Performance 5-8

Bard Tier 2 Feature: Unbreakable Bond 2 (Other PCs and your Familiar if you have one gain the benefit of Unbreakable Bond 2)2

Tier 2 Elective Path: Performance 9-12

Bard Tier 3 Feature: Unbreakable Bond 3 (Other PCs and your Familiar if you have one gain the benefit of Unbreakable Bond 3)3

Tier 3 Elective Path: Performance 13-16

1 If a PC already has the benefit of Unbreakable Bond 1, they gain the benefit of Unbreakable Bond 2 instead (but that is the maximum benefit you can provide).

2 If a PC already has the benefit of Unbreakable Bond 2, they gain the benefit of Unbreakable Bond 3 instead (but that is the maximum benefit you can provide).

3 If a PC already has the benefit of Unbreakable Bond 3, they gain the benefit of Unbreakable Bond 4 instead (but that is the maximum benefit you can provide).

Bard Capstone Elective [PREREQ: Performance 8]: Gain the benefits indicated for your Subclasses at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you acquire more than 6 benefits, you can choose from among them and acquire any that remain for 3 XP. If you do not have a benefit for a given Level, gain a Bard Ability instead.

Capstone Elective Path: Performance 17-20

### Entrepreneur

There are four Entrepreneur Subclasses: Bookseller, Dealer of Antiquities and Relics, Potion Dealer, and Snake Oil Salesman. You must acquire all 8 Features of at least one Subclass to complete a Tier. Features of other Entrepreneur Subclasses are treated as Electives.

Basic Training Features: {Admin, Economics, Trade}, {Psychology (your own race), Terrain (pick one), Vitalism}, Gab 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Gab (Presence)

Gab (Demeanor)

Gab (Impose)

Gab (Compel)

Performance (Magical Investment)

Entrepreneur Tier 1 Features (and Elective Skill Path): Gab 5-8

+1 Competence with Gab (Demeanor)

+1 Competence with Gab (Presence)

Unbreakable Bond 1 (Other PCs and your Familiar if you have one gain the benefit of Unbreakable Bond 1)\*

\* If a PC already has the benefit of Unbreakable Bond 1, they gain the benefit of Unbreakable Bond 2 instead (but that is the maximum benefit you can provide).

Entrepreneur Tier 2 Features (and Elective Skill Path): Gab 9-12

+1 Competence with Gab (Impose)

Resonance (Voice) (Activate Resonance with Gab (Compel) to have +1 Effect with Gab until the end of the next Pass)

Unbreakable Bond 2

Entrepreneur Tier 3 Features (and Elective Skill Path): Gab 13-16

+1 Competence with Gab (Compel)

Just the Thing\*

Unbreakable Bond 3

\* Once per day, with a Resonance test, Ready any Item with Level equal to Effect (if you Ready a Consumable, you can use Just the Thing 9 more times during the Session, but only for Consumables). Subtract the Item’s cost from Holdings, which cannot be reduced below 0. In addition, you can either increase the Level of the Item (or Consumable) by 10 or say, “Surprise Me!” to the GM, who will attempt to make the Item (or Consumable) even more useful under the circumstances (all of which may not be readily apparent to you).

Entrepreneur Capstone Elective [PREREQ: Gab 8]: Gain +2 Competence with Gab (Compel, Demeanor, Impose, or Presence) and Capstone Benefits from your Subclass(es) at 3rd, 6th, 9th, 12th, 15th, and 18th Level. If you acquire more than 6 benefits, you can choose from among them and acquire any that remain for 3 XP each. If you do not have a benefit for a given Level, gain an Entrepreneur Ability instead.

Entrepreneur Capstone Electives: Gab 17-20

#### Antiquities and Relics Dealer

Tier 1 A&R Dealer Features:

{Academia, Calligrapher, Literacy}

{Avaticology, Chordate Material, Exotic Material (Avatic)}

{Occultism, Religion, Visual Art}

Alchemy (Taxonomy) Task Proficiency 1

First to Fourth Mechanical Knowledge

Tier 1 A&R Dealer Investment Paths:

Investment Path (Tool/Kit): First Arcane Tool Ability, Second Arcane Tool Ability, Investment 1 (Spell Gem1)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 1, Mechanics (Taxonomy) Task Proficiency 1, Investment 1 (Detective Kit2)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1, Investment 1 (Makery3)

1 Coddling provides Spell Gem Abilities.

2 Coddling provides Detective Abilities.

3 Coddling provides Crackerjack Abilities.

Tier 2 A&R Dealer Features:

+1 Competence with Observation (Appraise)

Alchemy (Taxonomy) Task Proficiency 2

First and Second Anthropology Knowledge

Fifth to Eighth Mechanical Knowledge

Tier 2 A&R Dealer Investment Paths:

Investment Path (Tool/Kit): Third Arcane Tool Ability, Fourth Arcane Tool Ability, Investment 2 (Spell Gem)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 2, Mechanics (Taxonomy) Task Proficiency 2, Investment 2 (Detective Kit)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2, Investment 2 (Makery)

Tier 3 A&R Dealer Features:

+1 Competence with Mechanics (Taxonomy)

Alchemy (Taxonomy) Task Proficiency 3

Third and Fourth Anthropology Knowledge

Ninth to Twelfth (last) Mechanical Knowledge

Tier 3 A&R Dealer Investment Paths:

Investment Path (Tool/Kit): Third Arcane Tool Ability, Fourth Arcane Tool Ability, Investment 3 (Spell Gem)

Investment Path (Tool/Kit): Observation (Appraise) Task Proficiency 3, Mechanics (Taxonomy) Task Proficiency 3, Investment 3 (Detective Kit)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3, Investment 3 (Makery)

A&R Dealer Capstone Benefit: +2 Competence with Mechanics (Taxonomy) or Observation (Appraise).

#### Bookseller

Tier 1 Bookseller Features:

{Academia, Calligrapher, Literacy}

{Grek Language, Dominican Language, Occultism}

Alchemy (Taxonomy) Task Proficiency 1

Arcane Spellbook 1 (You have 4 Spells in your Arcane Spellbook; you can also use Scrolls imbued with Spells that are in your Arcane Spellbook)\*

First and Second Alchemical Knowledge

First and Second Mechanical Knowledge, which must include {Chordate Material, Papermaking, Plant Material} to complete Tier 1

\* You can find Spells w/ Downtime Philosophy (Study) if the information is available and copy them (usually from Arcane Spellbooks) w/ Downtime Philosophy (Craft).

Tier 1 Bookseller Investment Paths:

Investment Path (Consumable): Pseudomagical Knowledge (Arcana)1, Volatile Reagents (Rune) (Create a Volatile Rune Reagent2), Investment 1 (Scrolls3)

Investment Path (Lens): Philosophy (Pedagogy) Task Proficiency 1, Determination (Mana Tap) Task Proficiency 1, Investment 1 (Spectacles4)

Investment Path (Tool/Kit): Philosophy (Study) Task Proficiency 1, Philosophy (Craft) Task Proficiency 1, Investment 1 (Library5)

1 You can perform a Final Enhancement with Scrolls.

2 You can create a Volatile Rune Reagent with Philosophy (Craft) as an [Encounter] Action, which lasts 1 Round then combine with a Readied Scroll Blank containing a Spell in your Arcane Spellbook to create a Volatile Scroll, which lasts as long as you continuously take Actions to Read and Imprint the Spell before reverting to a Blank if not consumed. You can also use a Volatile Rune Reagent to cast a Spell in your Arcane Spellbook using a “Blank” Spell Gem instead of a Blank Scroll.

3 You can Invest in 10 Scrolls per Investment rating. During daily preparations, you can divest yourself of any Scrolls that were used or in which you no longer want to be Invested and re-invest.

4 0-Level Ability: Superhuman Senses (any 2) or Supernatural Sense (any). Coddling provides Detective Abilities.

5 Coddling provides Wizard Abilities.

Tier 2 Bookseller Features:

+1 Competence with Philosophy (Study)

Alchemy (Taxonomy) Task Proficiency 2

Third and Fourth Alchemical Knowledge

First Anthropology Knowledge

Fourth Liberal Arts Knowledge; you already have at least three Liberal Arts Knowledge Tuples from Basic Training and Tier 1 Bookseller Abilities.

Third and Fourth Mechanical Knowledge

Tier 2 Bookseller Investment Paths:

Investment Path (Consumable): +1 Competence with Philosophy (Study), +1 Competence with Philosophy (Craft), Investment 2 (Scrolls)

Investment Path (Lens): Philosophy (Pedagogy) Task Proficiency 2, Determination (Mana Tap) Task Proficiency 2, Investment 2 (Spectacles)

Investment Path (Tool/Kit): Philosophy (Study) Task Proficiency 2, Philosophy (Craft) Task Proficiency 2, Investment 2 (Library)

Tier 3 Bookseller Features:

+1 Competence with Philosophy (Pedagogy)

Alchemy (Taxonomy) Task Proficiency 3

Fifth and Sixth Alchemical Knowledge

Fifth and Sixth Liberal Arts Knowledge

Fifth and Sixth Mechanical Knowledge

Tier 3 Bookseller Investment Paths:

Investment Path (Consumable): +1 Competence with Philosophy (Pedagogy), +1 Competence with Alchemy (Taxonomy), Investment 3 (Scrolls)

Investment Path (Lens): Philosophy (Pedagogy) Task Proficiency 3, Determination (Mana Tap) Task Proficiency 3, Investment 3 (Spectacles)

Investment Path (Tool/Kit): Philosophy (Study) Task Proficiency 3, Philosophy (Craft) Task Proficiency 3, Investment 3 (Library)

Bookseller Capstone Benefit: +2 Competence with Philosophy (Pedagogy or Study).

#### Potion Dealer

Tier 1 Potion Dealer Features:

{Academia, Language (pick Aquan, Auran, Grek, or Terran), Literacy}

{Pharmacology, Pharmacologist, Occultism}

Alchemy (Taxonomy) Task Proficiency 1

Alchemical Cookbook 1 (You have one Alchemical Recipe (Spell) in your Alchemical Cookbook\*)

First to Fourth Alchemical Knowledge, which must include {Aromachology, Chemistry, Chemist} to complete Tier 1.

\* You can find Recipes w/ Downtime Philosophy (Study) if the information is available and copy them w/ Downtime Alchemy (Prima Materia).

Tier 1 Potion Dealer Investment Paths:

Investment Path (Consumable): Pseudomagical Knowledge (Elemental)1, Biology (Craft) Task Proficiency 1, Investment 1 (Potions2)

Investment Path (Lens): Observation (Assay) Task Proficiency 1, Determination (Mana Tap) Task Proficiency 1, Investment 1 (Goggles3)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 1, Alchemy (Craft) Task Proficiency 1, Investment 1 (Lab4)

1 You can use Determination (Mana Tap) for Volatile Reagents (Elemental). You must have access to a Pathogen to create a Blight or Poison Bomb. To use a Volatile Reagent, you must Ready a Bomb Blank using Sleight of Hand (Ready Potion) then attempt Alchemy (Craft) to combine the Volatile Reagent with the Bomb Blank to create a Volatile Bomb. The Volatile Bomb lasts until the end of the next Pass and is Activated (hopefully not in your hand!) if not used by then.

2 You can Invest in 10 Potions per Investment rating. During daily preparations, you can divest yourself of any Potions that were used or in which you no longer want to be Invested and re-invest.

3 0-Level Ability: Superhuman Senses (any 2) or Supernatural Sense (any). Coddling provides Detective Abilities.

4 Coddling provides Alchemist Abilities.

Tier 2 Potion Dealer Features:

+1 Competence with Alchemy (Taxonomy)

Alchemy (Taxonomy) Task Proficiency 2

Fifth to Eighth Alchemical Knowledge

Pseudomagical Knowledge (Potion) 1 (You can perform Activating Enhancement and Final Enhancement tests to craft Potions)

Pseudomagical Knowledge (Potion) 2 (You can use Determination (Mana Tap) for Reagents (Potion))\*

\* You can use Determination (Mana Tap) for Reagents (Potion). Ready an Activated Potion Blank with Sleight of Hand (Ready Potion) then attempt Alchemy (Craft) to combine the Volatile Reagent with the Activated Potion Blank to create a Volatile Potion. The Volatile Potion lasts until the end of the next Pass and reverts to a Potion Blank if not consumed. Unlike most Blanks, Potion Blanks are converted to Volatile Consumables in a two-step process. The first step is to Activate a Potion Blank. As an Intermission Action, attempt Alchemy (Craft); use an Elemental Reagent to create an Activating Enhancement Reagent. The Activating Enhancement Reagent lasts until the end of the Intermission, then becomes inert if not used. Attempt Tool Use (Lab Tech) as an Intermission Action to create an Activated Potion Blank with an infused Volatile Spell; the Activated Potion Blank can only be used for that Spell when converted to a Volatile Potion. An Activated Potion Blank lasts until next Daily Preparations, then reverts to a Potion Blank if it has not been used.

Tier 2 Potion Dealer Investment Paths:

Investment Path (Consumable): +1 Competence with Alchemy (Craft), Biology (Craft) Task Proficiency 2, Investment 2 (Potions)

Investment Path (Lens): Observation (Assay) Task Proficiency 2, Determination (Mana Tap) Task Proficiency 2, Investment 2 (Goggles)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 2, Alchemy (Craft) Task Proficiency 2, Investment 2 (Lab)

Tier 3 Potion Dealer Features:

+1 Competence with Tool Use (Lab Tech)

Alchemy (Taxonomy) Task Proficiency 3

First Physiological Knowledge

Ninth to Twelfth (last) Alchemical Knowledge

Volatile Recipes 1 (Select up to ¼ Alchemy Volatile Recipes from your Alchemical Cookbook, which become available for use with Reagents (Potion))

Tier 3 Potion Dealer Investment Paths:

Investment Path (Consumable): Biology (Craft) Task Proficiency 3, +1 Competence with Biology (Craft), Investment 3 (Potions)

Investment Path (Lens): Observation (Assay) Task Proficiency 3, Determination (Mana Tap) Task Proficiency 3, Investment 3 (Goggles)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 3, Alchemy (Craft) Task Proficiency 3, Investment 3 (Lab)

Potion Dealer Capstone Benefit: +2 Competence with Alchemy (Taxonomy) or Observation (Assay).

#### Snake Oil Salesman

Tier 1 Snake Oil Salesman Features:

{Anatomy, Mammalogy, Medicine}

{Pharmacology, Pharmacologist, Occultism}

{Psychiatry, Psychotherapist, Psychotherapy}

Alchemy (Taxonomy) Task Proficiency 1

Sleight of Hand (Handle) Task Proficiency 1

Ethological Expertise 1(Reduce Knowledge Threshold with Social tests by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3)

Signature [Attribute] Mutagen 1

Pseudomagical Knowledge (Mutagen) (You can use Determination (Mana Tap) for Volatile Reagents (Mutagenic))\*

\* To use a Volatile Reagent, you must Ready (or have previously Readied) a Pharmaceutical Blank using Sleight of Hand (Ready Potion) then attempt Biology (Craft) to combine the Volatile Reagent with the Pharmaceutical Blank to create a Volatile Mutagen. The Volatile Mutagen lasts until the end of the next Pass and reverts to a Blank if not used by then. When creating an Elemental Mutagen, you use Alchemy (Craft) instead of Biology (Craft) to combine the Reagent with the Blank.

Tier 1 Snake Oil Salesman Investment Paths:

Investment Path (Apparel): Authority (Presence) Task Proficiency 1, Empathy (Regard) Task Proficiency 1, Investment 1 (Hat1)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 1, Biology (Craft) Task Proficiency 1, Investment 1 (Lab2)

Investment Path (Vehicle): Observation (Assay) Task Proficiency 1, Determination (Mana Tap) Task Proficiency 1, Investment 1 (Vehicle3)

1 Coddling provides Entrepreneur Abilities.

2 Coddling provides Mutagenist Abilities.

3 0-Level Ability: Any Container option (see Property (Containers)). Coddling provides Vehicle Abilities.

Tier 2 Snake Oil Salesman Features:

+1 Competence with Authority (Presence)

+1 Competence with Empathy (Regard)

+1 Competence with Sleight of Hand (Handle)

Alchemy (Taxonomy) Task Proficiency 2

Sleight of Hand (Handle) Task Proficiency 2

Ethological Expertise 2

Shared Signature [Attribute] Mutagen 1

Tier 2 Snake Oil Salesman Investment Paths:

Investment Path (Apparel): Observation (Assay) Task Proficiency 2, Empathy (Regard) Task Proficiency 2, Investment 2 (Hat)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 2, Biology (Craft) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Vehicle): Authority (Presence) Task Proficiency 2, Determination (Mana Tap) Task Proficiency 2, Investment 2 (Vehicle)

Tier 3 Snake Oil Salesman Features:

+1 Competence with Biology (Craft)

+1 Competence with Sleight of Hand (Application)

+1 Competence with Tool Use (Lab Tech)

Alchemy (Taxonomy) Task Proficiency 3

Sleight of Hand (Handle) Task Proficiency 2

Ethological Expertise 3

Infuse Ability 1; you can also share Infused Abilities

Tier 3 Snake Oil Salesman Investment Paths:

Investment Path (Apparel): Authority (Presence) Task Proficiency 3, Empathy (Regard) Task Proficiency 3, Investment 3 (Hat)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 3, Biology (Craft) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Vehicle): Observation (Assay) Task Proficiency 3, Determination (Mana Tap) Task Proficiency 3, Investment 3 (Vehicle)

Snake Oil Salesman Capstone Benefit: +2 Competence with Sleight of Hand (Application) or Sleight of Hand (Handle).

### Envoy (Restricted)

Envoy is a Restricted Class; you must choose Education D or higher and select Envoy Required Knowledge.

The Envoy is what most people think of as the “Face.” Envoys have no Spellcasting or weapon capabilities; all their “offense” is in the form of Social Attacks. Knowledge, particularly Anthropological, Ethological, Liberal Arts, and Psychological Knowledge, can be quite beneficial to Envoys.

Basic Training Features: {Admin, Economics, Trade}, {Politics, Religion, Savoir-Faire}, Diplomacy 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Authority (Presence)

Authority (Demeanor)

Authority (Impose)

Authority (Compel)

Diplomacy (Presence)

Diplomacy (Demeanor)

Diplomacy (Impose)

Diplomacy (Compel)

Gab (Presence)

Gab (Demeanor)

Gab (Impose)

Gab (Compel)

Envoy Tier 1 Features:

+1 Competence with Diplomacy (Demeanor)

+1 Competence with Diplomacy (Presence)

Ethological Expertise 1(Reduce Knowledge Threshold with Social tests by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3)

Unbreakable Bond 1 (Other PCs and your Familiar if you have one gain the benefit of Unbreakable Bond 1)\*

\* If a PC already has the benefit of Unbreakable Bond 1, they gain the benefit of Unbreakable Bond 2 instead (but that is the maximum benefit you can provide). See Denouement (Unbreakable Bond).

Envoy Tier 2 Electives: Diplomacy 5-8

Investment Path (Apparel): Empathy (Regard) Task Proficiency 1, +1 Competence with Authority (Presence), Investment 1 (Hat1)

Apparel Investment 1 (Any2)

1 Coddling provides Envoy Abilities.

2 Choose Apparel associated with any other Class without meeting the prerequisites. You can take Apparel Investment up to 9 times (one per Location other than 9).

Envoy Tier 2 Electives: Diplomacy 9-12

Investment Path (Apparel): Empathy (Regard) Task Proficiency 2, +1 Competence with Authority (Compel), Investment 2 (Hat)

Apparel Investment 2 (Any)

Envoy Tier 3 Electives: Diplomacy 13-16

Investment Path (Apparel): Empathy (Regard) Task Proficiency 3, +1 Competence with Empathy (Regard), Investment 3 (Hat)

Apparel Investment 2 (Any)

Envoy Tier 2 Features:

+1 Competence with Gab (Demeanor)

Ethological Expertise 2

Resonance (Voice) (Activate Resonance with Diplomacy (Compel) to have +1 Effect with Diplomacy until the end of the next Pass)

Unbreakable Bond 2 (Other PCs and your Familiar if you have one gain the benefit of Unbreakable Bond 2)\*

\* If a PC already has the benefit of Unbreakable Bond 2, they gain the benefit of Unbreakable Bond 3 instead (but that is the maximum benefit you can provide).

Envoy Tier 3 Features:

+1 Competence with Diplomacy (Compel)

+1 Competence with Diplomacy (Impose)

Ethological Expertise 3

Unbreakable Bond 3 (Other PCs and your Familiar if you have one gain the benefit of Unbreakable Bond 3)\*

\* If a PC already has the benefit of Unbreakable Bond 3, they gain the benefit of Unbreakable Bond 4 instead (but that is the maximum benefit you can provide).

Envoy Capstone Elective [PREREQ: Diplomacy 8]: Gain +2 Competence with Diplomacy (Compel, Demeanor, Impose, or Presence), Gab (Demeanor), or another Task for which you gained +1 Competence as an Envoy Elective at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

Capstone Elective Path: Diplomacy 17-20

### Hood

In some respects, the Hood is like an “anti-Face” in the sense they are skilled at avoiding social notice and getting past gatekeepers.

Basic Training Features: First Terrain Group1, {Brawling}, Deception 4

1 You can swap one or two Terrains for Liberal Arts Knowledge, such as Law Enforcement, Religion, or Savoir-Faire, to represent your social infiltration focus, or a Weapon Familiarity such as Bladed Scarf, Dagger, or Slapjack because they are easy to conceal, perhaps Rapier if you have Savoir-Faire, or some other weapon.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Deception (Presence)

Deception (Demeanor)

Deception (Trickery)

Deception (Second Intention)

Hustle (Combat Maneuver)

Hood Tier 1 Features: You must acquire three Tier 1 Elective Path Abilities of two Elective Paths to complete Tier 1

+1 Competence with Deception (Demeanor)

+1 Competence with Deception (Presence)

+1 Competence with Deception (Trickery)

Ethological Expertise 1(Reduce Knowledge Threshold with Social tests by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3)

Unbreakable Bond 1 (Other PCs gain the benefit of Unbreakable Bond 1)

Tier 1 Elective Paths: Deception 5-8

Dealer: Sleight of Hand (Handle) Task Proficiency 1, Sleight of Hand (Thievery) Task Proficiency 1, Observation (Assay) Task Proficiency 1

Enforcer: Authority (Impose) Task Proficiency 1, Authority (Compel) Task Proficiency 1, Determination (Mettle) Task Proficiency 1

Gossip: Gab (Demeanor) Task Proficiency 1, Diplomacy (Impose) Task Proficiency 1, Empathy (Regard) Task Proficiency 1

Junkie: Constitution (Bioactive Recovery) Task Proficiency 1, Determination (Psychoactive Recovery) Task Proficiency 1, Sleight of Hand (Application) Task Prof. 1

Roof Runner: Agility (Tumbling) Task Proficiency 1, Athletics (Mobility) Task Proficiency 1, Hustle (Speed) Task Proficiency 1

Scoundrel: Gab (Impose) Task Proficiency 1, Diplomacy (Compel) Task Proficiency 1, Diplomacy (Presence) Task Proficiency 1

Sewer Rat: Contortion (Tunnel Rat) Task Proficiency 1, Hustle (Plod) Task Proficiency 1, Agility (Dodge) Task Proficiency 1

Sneak: Contortion (Stealth) Task Proficiency 1, Agility (Stealth) Task Proficiency 1, Alchemy (Stealth) Task Proficiency 1

Streetwise: Recon (Alertness) Task Proficiency 1, Observation (Assess) Task Proficiency 1, Recon (Awareness) Task Proficiency 1

Vendor: Gab (Presence) Task Proficiency 1, Authority (Presence) Task Proficiency 1, Observation (Appraise) Task Proficiency 1

Investment Path (Apparel): Sleight of Hand (Finesse) Task Proficiency 1, Contortion (Escape) Task Proficiency 1, Investment 1 (Any1)

1 Coddling provides Hood Abilities. You can wear your Apparel at any Location.

Hood Tier 2 Features: You must acquire three Tier 2 Elective Path Abilities of two Elective Paths to complete Tier 2

+1 Competence with one Task for which you have Proficiency from a Hood Elective Path

+1 Competence with Deception (Second Intention)

Ethological Expertise 2

Resonance (Trance) (Activate Resonance with Deception (Trickery) to have +1 Effect with Deception until the end of the next Pass)

Unbreakable Bond 2

Tier 2 Elective Paths: Deception 9-12

As for Tier 1 Elective Paths, but you gain Task Proficiency 2 (or Investment 2).

Hood Tier 3 Features: You must acquire three Tier 3 Elective Path Abilities of two Elective Paths to complete Tier 3

+1 Competence with one Task for which you have Proficiency from a Tier 2 Hood Elective Path

+1 Competence with one Task for which you have Proficiency from a Tier 2 Hood Elective Path

+1 Competence with one Task for which you have Proficiency from a Tier 2 Hood Elective Path

Ethological Expertise 3

Unbreakable Bond 3

Tier 3 Elective Paths: Deception 13-16

As for Tier 1 Elective Paths, but you gain Task Proficiency 3 (or Investment 3).

Hood Capstone Elective [PREREQ: Deception 8]: Gain +2 Competence with Deception (Demeanor, Presence, Second Intention, or Trickery) or one of two Tasks for which you have +1 Competence and Task Proficiency 3 at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

Capstone Elective Path: Deception 17-20

## Champion (WIL)

Champions are an eclectic group of Classes. For example, the Berserker is much like a Warrior, the Marshall is much like a Warrior and Face, the Paladin is similar to a Cleric, the Psion has an unusual set of Investment Paths (Tattoos) that you could bypass entirely if you just wanted to use Psion as a Multiclass to make your character tougher, and the Ascetic is basically a Witch without a Familiar (and without magic items).

Tier 1 Champion Electives (11 XP): WIL 1-4 & Bulwark 1, Hustle 1, Might 1, Recon 1

Tier 2 Champion Electives (11 XP): WIL 5-8 & Bulwark 2, Hustle 2, Might 2, Recon 2

Tier 3 Champion Electives (11 XP): WIL 9-12 & Bulwark 3, Hustle 3, Might 3, Recon 3

Capstone Champion Electives (11 XP): WIL 13-16 & Bulwark 4, Hustle 4, Might 4, Recon 4

### Berserker

Berserkers are treated as Warriors for the purpose of Role and Class Electives (and treat Warrior Class Features as Electives). It should be noted that the Rage Ability functions if you consume alcohol; you don’t have to use a highly addictive Mutagen (or, worse, Addictohol). The Berserker’s second Elective Path (after the Constitution Skill Path) is primarily for weapon-wielding Berserkers; you don’t need most of the Abilities if you use Brawling. The Berserker’s third Elective Path is primarily for drug-users, though it can also be useful to resist toxins.

Basic Training Features: {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ with a weapon that has the Handy Trait), Constitution 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Athletics (Strike)

Bulwark (Brute Force)

Bulwark (Combat Maneuver)

Bulwark (Damage Reduction)

Constitution (Body Control)

Constitution (Damage Reduction)

Constitution (Physiological Recovery)

Hustle (Natural Weapon Damage)

Might (Feat of Strength)

Might (Grip)

Berserker Tier 1 Features:

+1 Competence with Bulwark (Brute Force)

+1 Competence with Bulwark (Damage Reduction)

+1 Competence with Constitution (Damage Reduction)

+1 Competence with Constitution (Physiological Recovery)

+1 Competence with Hustle (Natural Weapon Damage)

Rage (If attacked while under the influence of a drug or mutagen, gain Enraged 1)

Tier 1 Elective Paths: Constitution 5-8

Weapon User: First Terrain Group, Might (Combat Maneuver) Task Proficiency 1, {Hammers}, Might (Weapon Damage) Task Proficiency 1

Irongut: Constitution (Bioactive Recovery) Task Prof. 1, Determination (Psychoactive Recovery) TP 1, +1 Competence w/ Constitution (Bioactive Recovery), TS 1\*

\* The fourth Elective of the Irongut Elective Path is Task Specialization: Sleight of Hand (Application) & Sleight of Hand (Handle) in the context of Administering and Consuming & Ready Potion.

Berserker Tier 2 Features:

+1 Competence with Athletics (Strike)

+1 Competence with Bulwark (Combat Maneuver)

+1 Competence with Might (Grip)

+1 Competence with Might (Feat of Strength)

Hamrammr 1 (Maximum Enraged rating of 2)

Hamrammr 2 (Maximum Enraged 3, Stoke Rage (Enraged +1 with a Might (Wind Up) test while under the influence; you need not actually Wind Up))

Tier 2 Elective Paths: Constitution 9-12

Weapon User: Might (CM) TP. 2, +1 Competence w/ Might (Combat Maneuver), Might (Weapon Damage) TP 2, +1 Competence w/ Might (Weapon Damage)

Irongut: Constitution (Bioactive Recovery) Task Prof 2, Determination (Psychoactive Recovery) TP 2, +1 Competence w/ Determination (Psychoactive Recovery), TS 2

Berserker Tier 3 Features:

+1 Competence with Constitution (Body Control)

Hamrammr 3 (Maximum Enraged 4)

Hamrammr 4 (Maximum Enraged 5, Stoke Rage increases Enraged condition by 2)

Hamrammr 5 (Maximum Enraged 6)

Hamrammr 6 (Maximum Enraged 7, Stoke Rage increases Enraged condition by 3)

Hamrammr 7 (Maximum Enraged 8)

Tier 3 Elective Paths: Constitution 13-16

Weapon User: Might (Combat Maneuver) Task Proficiency 3, Exploit Overstrike Trait\*, Exploit Cleave Trait\*\*, Might (Weapon Damage) Task Proficiency 3

Irongut: Constitution (Bioactive Recovery) Task Proficiency 3, Determination (Psychoactive Recovery) Task Proficiency 3, TS 3, +1 Competence with TS

\* You can take an appropriate Free Action with a weapon that has the Overstrike trait if immediately preceded with Athletics (Strike) that barely misses.

\*\* You can use Athletics (Strike) Effect -1 and Might (Weapon Damage) Effect -1 against Cleave Target.

Berserker Capstone Elective [PREREQ: Constitution 8]: Gain +2 Competence with any 6 Tasks for which you gained +1 Competence from Berserker Features at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

Capstone Elective Path: Constitution 17-20

### Marshall

Marshalls are treated as Warriors for the purpose of Role and Class Electives (and treat Warrior Class Features as Electives).

Basic Training Features: {Brawling}, Exploit Handy Trait (Reduce Handedness by ½ w/ weapon that has the Handy Trait), Authority 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Athletics (Parry)

Athletics (Strike)

Authority (Presence)

Authority (Demeanor)

Authority (Impose)

Authority (Compel)

Bulwark (Damage Reduction)

Determination (Mettle)

Determination (Psychological Recovery)

Empathy (En Garde)

Might (Combat Maneuver)

Might (Weapon Damage)

Recon (Awareness)

Marshall Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Aura (Impose) & Diplomacy (Demeanor) in the context of Deflecting Social Attacks.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

Marshall Tier 1 Features:

+1 Competence with Authority (Impose)

+1 Competence with Recon (Awareness)

Marshall Tier 1 Investment (and Skill) Paths: Authority 5-8

Investment Path (Apparel): Second Weapon Group, Combat Expertise 1, Investment 1 (Sash1)

Investment Path (Bond): Unbreakable Bond 12, First Ethology Group, Divine (Steed) Familiar 1

Investment Path (Regalia): Aura (Impose) Task Proficiency 1, Aura (Compel) Task Proficiency 1, Investment 1 (Crown3)

Investment Path (Regalia): Aura (Presence) Task Proficiency 1, Aura (Demeanor) Task Proficiency 1, Investment 1 (Mantle4)

1 Coddling provides Marshall Abilities.

2 Other PCs and your Steed if you have one gain the benefit of Unbreakable Bond 1. PCs who already have the benefit of Unbreakable Bond 1 gain the benefit of Unbreakable Bond 2 instead (but that is the maximum benefit you can provide). See Denouement (Unbreakable Bond).

3 Coddling provides Psion Abilities. If you have a Helmet, you can have one Crown that is used when not wearing the Helmet and one that is affixed to the Helmet (or you can make a single Crown detachable from the Helmet but that is usually considered gauche); the Crown you are not wearing radiates magic but has no magical power. If you lack Noblesse-Oblige (Royalty) and wear Regalia in the presence of a royal, they may take offense.

4 Coddling provides Paladin Abilities. The Mantle can have multiple different styles, depending upon you conception of royal garb. You can have two Mantles, one for combat and one for court; the Mantle you are not wearing radiates magic but has no magical power. If you lack Noblesse-Oblige (Royalty) and wear Regalia in the presence of a royal, they may take offense.

Marshall Tier 2 Features:

+1 Competence with Authority (Demeanor)

+1 Competence with Authority (Presence)

Marshall Tier 2 Investment (and Skill) Paths: Authority 9-12

Investment Path (Apparel): {Field Armor, Heavy Armor, Shield}, Combat Expertise 2, Investment 2 (Sash)

Investment Path (Bond): Unbreakable Bond 21, Resonance (Voice)2, Divine (Steed) Familiar 2

Investment Path (Regalia): Aura (Impose) Task Proficiency 2, Aura (Compel) Task Proficiency 2, Investment 2 (Crown)

Investment Path (Regalia): Aura (Presence) Task Proficiency 2, Aura (Demeanor) Task Proficiency 2, Investment 2 (Mantle)

1 Other PCs and your Steed if you have one gain the benefit of Unbreakable Bond 2. PCs who already have the benefit of Unbreakable Bond 2 gain the benefit of Unbreakable Bond 3 instead (but that is the maximum benefit you can provide). See Denouement (Unbreakable Bond).

2 Activate Resonance with Authority (Compel) to have +1 Effect with Authority until the end of the next Pass.

Marshall Tier 3 Features:

+1 Competence with Authority (Compel)

+1 Competence with Determination (Mettle)

Marshall Tier 3 Investment (and Skill) Paths: Authority 13-16

Investment Path (Apparel): First Terrain Group, Combat Expertise 3, Investment 3 (Sash)

Investment Path (Bond): Unbreakable Bond 3\*, Divine (Steed) Familiar 3, Divine (Steed) Familiar 4

Investment Path (Regalia): Aura (Impose) Task Proficiency 3, Aura (Compel) Task Proficiency 3, Investment 3 (Crown)

Investment Path (Regalia): Aura (Presence) Task Proficiency 3, Aura (Demeanor) Task Proficiency 3, Investment 3 (Mantle)

\* Other PCs and your Steed if you have one gain the benefit of Unbreakable Bond 3. PCs who already have the benefit of Unbreakable Bond 3 gain the benefit of Unbreakable Bond 4 instead (but that is the maximum benefit you can provide). See Denouement (Unbreakable Bond).

Marshall Capstone Elective [PREREQ: Authority 8]: Gain +2 Competence with Authority (Compel, Demeanor, Impose, or Presence), Determination (Mettle), or Recon (Awareness) at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

Capstone Elective Path: Authority 17-20

### Paladin

Basic Training Features: {Ethics (Law, Neutrality, Chaos)}, {Morality (Good, Neutrality, Evil)}, Aura 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Aura (Compel)

Aura (Demeanor)

Aura (Impose)

Aura (Presence)

Authority (Presence)

Authority (Demeanor)

Authority (Impose)

Determination (Mettle)

Determination (Psychoactive Recovery)

Determination (Psychological Recovery)

Paladin Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia) & Mechanics (Envision) in the context of using Litanies.

Determination (Mana Tap) & Philosophy (Empower) in the context of using Litanies.

Gab (Compel) & Sleight of Hand (Application) in the context of using Litanies.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

Paladin Tier 1 Features (and Elective Skill Path): Aura 5-8

{Ethology (Celestial, Infernal, Rephaim)}

Determinism (Avatic) & Litany (Conduit (Avatic))

Religion & Litany (Energy Shield (Avatic))

Paladin Tier 2 Features (and Elective Skill Path): Aura 9-12

Occultism & Litany (Dimensional Lock)

+1 Competence with Aura (Demeanor)

+1 Competence with Aura (Presence)

Paladin Tier 3 Features (and Elective Skill Path): Aura 13-16

+1 Competence with Aura (Compel)

+1 Competence with Aura (Impose)

Investment 3 (any)\*

\* You gain Investment in a Magic Apparel, Armor, Shield, or Weapon (including Projectile Weapon) from a Warrior or Rogue Elective Path, which must be the Magic Item you Coddle and must match your Alignment. You must spend 54 ip, 6 ip to increase Investment 1 to Investment 3; 6 ip for Spark Group 1 and Spark Group 2; 18 ip for Basic Training (Rogue or Warrior), and 24 ip for the 6 prerequisite Abilities of Investment 1, Investment 2, and Investment 3. If you already have one or more of the Abilities for which you must pay ip, recover the ip you would normally spend. If you later gain access to the Abilities and have sufficient XP, you must spend 3 XP to acquire an Ability for which you spent ip and recover the ip you spent for the Ability. You must pay the costs (and acquire the Abilities) even if you do not have the Magic Item yet, but the GM should make sure you get it quickly; you paid for it after all. The GM may be open to you starting with the Magic Item if it fits your backstory; otherwise, it might be a current quest.

If and only if you are an Ascetic, you gain Pact Spell (Fear) instead of this Feature.

Paladin Capstone Elective: Gain +2 Competence with Aura (Compel, Demeanor, Impose, or Presence), Avaticology & Litany (Destroy Outerplanar Avatic)\*, or

Exotic Material (Avatic) & Litany (Sprite (Avatic)) at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

\* You can replace Avaticology & Litany (Destroy Outerplanar Avatic) with Fairyology & Litany (Destroy Fey), Necromancy & Litany (Destroy Undead), or Paraphysiology & Litany (Destroy Spirit) if you prefer.

Paladin Capstone Elective Path: Aura 17-20

### Psion

Basic Training Features: First Ethology Group, Second Ethology Group, Determination 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Aura (Presence)

Aura (Demeanor)

Bulwark (Damage Reduction)

Constitution (Bioactive Recovery)

Constitution (Body Control)

Constitution (Damage Reduction)

Constitution (Physiological Recovery)

Determination (Mettle)

Determination (Psychoactive Recovery)

Determination (Psychological Recovery)

Empathy (ESP)

Empathy (Regard)

Recon (Awareness)

Psion Tier 1 Features:

+1 Competence with Determination (Mettle)

+1 Competence with Determination (Psychoactive Recovery)

+1 Competence with Determination (Psychological Recovery)

Psion Tier 1 Investment (and Skill) Paths: Determination 5-8

Investment Path (Tattoo): Recon (Alertness) Task Proficiency 1, Empathy (En Garde) Task Proficiency 1, Investment 1 (Face1)

Investment Path (Tattoo): +1 Competence with Recon (Awareness), +1 Competence with Recon (Alertness), Investment 1 (Head2) [PREREQ: Investment 1 (Face)]

Investment Path (Tattoo): Athletics (Mobility) Task Proficiency 1, Bulwark (Combat Maneuver) Task Proficiency 1, Investment 1 (Heart3)

Investment Path (Tattoo): Might (Combat Maneuver) Task Proficiency 1, Athletics (Strike) Task Proficiency 1, Investment 1 (Upper Body4) [PREREQ: Inv. 1 (Heart)]

Investment Path (Tattoo): Might (Grip) Task Proficiency 1, Sleight of Hand (Handle) Task Proficiency 1, Investment 1 (Arm5) [PREREQ: Inv. 1 (Upper Body)]

Investment Path (Tattoo): Athletics (Parry) Task Proficiency 1, Psychology Group, Investment 1 (Hand6) [PREREQ: Investment 1 (Arm)]

Investment Path (Tattoo): Hustle (Combat Maneuver) Task Proficiency 1, Hustle (Speed) Task Proficiency 1, Investment 1 (Lower Body7) [PREREQ: Inv. 1 (Heart)]

Investment Path (Tattoo): Agility (Tumbling) Task Proficiency 1, Agility (Dodge) Task Proficiency 1, Investment 1 (Femoralia8) [PREREQ: Investment 1 (Lower Body)]

Investment Path (Tattoo): Recon (Defense) Task Proficiency 1, Hustle (Plod) Task Proficiency 1, Investment 1 (Tibalia9) [PREREQ: Investment 1 (Femoralia)]

Investment Path (Tattoo): Hustle (Natural Weapon Damage) Task Proficiency 1, Psychology Group, Investment 1 (Foot10) [PREREQ: Investment 1 (Tibalia)]

1 The Tattoo uses an Apparel Mana Gem at Location 0. Coddling provides Champion Abilities.

2 The Tattoo uses an Apparel Mana Gem at Location 9. 0-Level Ability: +1 Competence with Recon (Defense). Coddling provides Investigator Abilities.

3 The Tattoo uses an Apparel Mana Gem at Location 5. 0-Level Ability: +1 Competence with Athletics (Mobility). Coddling provides Infiltrator Abilities.

4 The Tattoo uses an Armor Mana Gem at Location 6. 0-Level Ability: +1 Competence with Bulwark (Combat Maneuver). Coddling provides Armor Abilities.

5 The Tattoo uses an Apparel Mana Gem at Location 7. 0-Level Ability: +1 Competence with Sleight of Hand (Handle). Coddling provides Rogue Abilities.

6 The Tattoo uses an Apparel Mana Gem at Location 8. 0-Level Ability: +1 Competence with Might (Grip). Coddling provides Weapon Abilities.

7 The Tattoo uses an Armor Mana Gem at Location 4. 0-Level Ability: +1 Competence with Might (Combat Maneuver). Coddling provides Warrior Abilities.

8 The Tattoo uses an Apparel Mana Gem at Location 3. 0-Level Ability: +1 Competence with Hustle (Combat Maneuver). Coddling provides Warrior Abilities.

9 The Tattoo uses an Apparel Mana Gem at Location 2. 0-Level Ability: +1 Competence with Hustle (Speed). Coddling provides Infiltrator Abilities.

10 The Tattoo uses an Apparel Mana Gem at Location 1. 0-Level Ability: +1 Competence w/ Hustle (Natural Weapon Damage). Coddling provides Weapon Abilities.

Psion Tier 2 Features:

+1 Competence with Constitution (Bioactive Recovery)

+1 Competence with Constitution (Body Control)

+1 Competence with Constitution (Physiological Recovery)

Psion Tier 2 Investment (and Skill) Paths: Determination 9-12

Investment Path (Tattoo): Recon (Alertness) Task Proficiency 2, Empathy (En Garde) Task Proficiency 2, Investment 2 (Face)

Investment Path (Tattoo): +1 Competence with Empathy (Regard), +1 Competence with Empathy (En Garde), Investment 2 (Head) [PREREQ: Investment 2 (Face)]

Investment Path (Tattoo): Athletics (Mobility) Task Proficiency 2, Bulwark (Combat Maneuver) Task Proficiency 2, Investment 2 (Heart)

Investment Path (Tattoo): Might (Combat Maneuver) Task Prof. 2, Athletics (Strike) Task Proficiency 2, Investment 2 (Upper Body) [PREREQ: Investment 2 (Heart)]

Investment Path (Tattoo): Athletics (Parry) Task Proficiency 2, Sleight of Hand (Handle) Task Prof. 2, Investment 2 (Arm) [PREREQ: Investment 2 (Upper Body)]

Investment Path (Tattoo): Might (Grip) Task Proficiency 2, Psychology Group, Investment 2 (Hand) [PREREQ: Investment 2 (Arm)]

Investment Path (Tattoo): Hustle (Combat Maneuver) Task Proficiency 2, Hustle (Speed) Task Prof. 2, Investment 2 (Lower Body) [PREREQ: Investment 2 (Heart)]

Investment Path (Tattoo): Agility (Tumbling) Task Proficiency 2, Agility (Dodge) Task Proficiency 2, Investment 2 (Femoralia) [PREREQ: Investment 2 (Lower Body)]

Investment Path (Tattoo): Recon (Defense) Task Proficiency 2, Hustle (Plod) Task Proficiency 2, Investment 2 (Tibalia) [PREREQ: Investment 2 (Femoralia)]

Investment Path (Tattoo): Hustle (Natural Weapon Damage) Task Proficiency 2, Psychology Group, Investment 2 (Foot) [PREREQ: Investment 2 (Tibalia)]

Psion Tier 3 Features:

+1 Competence with Bulwark (Damage Reduction)

+1 Competence with Constitution (Damage Reduction)

+1 Competence with Empathy (ESP)

Psion Tier 3 Investment (and Skill) Paths: Determination 13-16

Investment Path (Tattoo): Recon (Alertness) Task Proficiency 3, Empathy (En Garde) Task Proficiency 3, Investment 3 (Face)

Investment Path (Tattoo): +1 Competence with Aura (Presence), +1 Competence with Aura (Demeanor), Investment 3 (Head) [PREREQ: Investment 3 (Face)]

Investment Path (Tattoo): Athletics (Mobility) Task Proficiency 3, Bulwark (Combat Maneuver) Task Proficiency 3, Investment 3 (Heart)

Investment Path (Tattoo): Might (Combat Maneuver) Task Prof. 3, Athletics (Strike) Task Proficiency 3, Investment 3 (Upper Body) [PREREQ: Investment 3 (Heart)]

Investment Path (Tattoo): Athletics (Parry) Task Proficiency 3, Sleight of Hand (Handle) Task Prof. 3, Investment 3 (Arm) [PREREQ: Investment 3 (Upper Body)]

Investment Path (Tattoo): Might (Grip) Task Proficiency 3, Psychology Group, Investment 3 (Hand) [PREREQ: Investment 3 (Arm)]

Investment Path (Tattoo): Hustle (Combat Maneuver) Task Proficiency 3, Hustle (Speed) Task Prof. 3, Investment 3 (Lower Body) [PREREQ: Investment 3 (Heart)]

Investment Path (Tattoo): Agility (Tumbling) Task Proficiency 3, Agility (Dodge) Task Proficiency 3, Investment 3 (Femoralia) [PREREQ: Investment 3 (Lower Body)]

Investment Path (Tattoo): Recon (Defense) Task Proficiency 3, Hustle (Plod) Task Proficiency 3, Investment 3 (Tibalia) [PREREQ: Investment 3 (Femoralia)]

Investment Path (Tattoo): Hustle (Natural Weapon Damage) Task Proficiency 3, Psychology Group, Investment 3 (Foot) [PREREQ: Investment 3 (Tibalia)]

Psion Capstone Elective [PREREQ: Determination 8]: Gain +2 Competence with Determination (Mettle, Psychoactive Recovery, or Psychological Recovery) or any three Tasks for which you acquired +1 Competence from a Psion Ability at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

Capstone Elective Path: Determination 17-20

## Cleric (Restricted)

All Clerics are Restricted Classes; you must choose Education D and select Clerical (Deity-specific) Knowledge. After character creation, you must acquire all Clerical (Deity-specific) Knowledge and Basic Training to take Cleric Class Features.

Clerics can use Divine Scrolls, limited to those that imbue spells from their Sacred Texts (including Tier 1, Tier 2, and Tier 3 Spells, which are universal). Clerics of Apollo can be Patriarchs or Apostles but have different Domain Spells; Apollo/Apollo Syncretism is quite common.

**Syncretism**: When you acquire Syncretism, add Domain Spells from another deity; if Domain Spells overlap, they are counted for only one of the domains. You can acquire the Domain Spells of only one Apostle through Syncretism.

Your first Syncretism should be with a deity aligned with your own, though you can negotiate with your GM if you wish to argue a shared interest for deities with dissimilar alignments. The most likely pairings of deities can be surmised from the following table, with the most prominent sects being those with deities who share a cell or in an adjacent (horizontal or vertical) cell, with less common sects combining deities in diagonal cells or cells two apart horizontally or vertically (three would be highly unusual, but one exception is Isis, who has syncretic sects with every non-Evil Extraordinary god, even Amaterasu and Glycon who are 4 cells away; another exception is Mórrígan who has vibrant syncretic sects with Artemis and Demeter, 3 cells away, and a Lesser syncretic sect with Penia, 4 cells away; and a third exception is Hecate who has syncretic sects with every Evil Extraordinary god, even Asmodeus and Medjed who are 4 cells away).

|  |  |  |  |
| --- | --- | --- | --- |
| Amaterasu / Glycon | Ptah | Ra / Nungal | Philotes / Penia |
| Athena / Eru Ilúvatar | Selene / Demeter | Comus / Rhea | Aphrodite / Artemis |
| Apollo / Vulcan | Melete / Peko | Ponos / Heqet / Isis | Hermes / Soma |
| Plutus / Xolotl | Shezmu / Dagon / Faust | Jupiter / Neptune / Mórrígan | Ares / Nu / Hecate |
| Asmodeus / Medjed | Thanatos / Krampus | Menoetius / Lamashtu / Pazuzu | Algos / Cloacina |

When you acquire Syncretism, include the new Domain Spells in your Sacred Text; depending upon the sect, the Domain Spells might be “hidden” and hard for others to decipher. You can change your Sacred Symbol, including swapping the previous Spell with any Domain Spell you know.

Apart from Amaterasu, syncretic sects of Patriarchs and Apostles tend to ignore the Apostle god in favor of the Patriarch when worshipped by individuals that do not match the preferred race of the Apostle god. For example, the most prominent sect of Athena/Eru Ilúvatar is quite popular and powerful but does not mention Eru Ilúvatar at all; nor does the craft-oriented sect of (Patriarchal) Apollo/Vulcan typically mention Vulcan, the taking-by-force-oriented sect of Plutus/Xolotl typically mention Xolotl, or the necromantically inclined sect of Asmodeus/Medjed typically mention Medjed. Some sects that syncretically include Amaterasu are described here by way of example. (You can also absorb domains syncretically without changing your religion.)

**Order of the Dragon**: Amaterasu/Glycon is the most common way in which Glycon is revered by non-draconic folks. The dragon is normally presented prominently in religious literature and in some variants of the sect it is considered anathema to admit Amaterasu, who prefers to operate in secret, is part of the religion at all.

**Order of the Tome**: Amaterasu/Isis is a secretive sect that primarily focuses on pursuing the interests of Amaterasu, while, like the Order of the Dragon, keeping Amaterasu’s name out of religious literature.

**Order of the Sky**: Amaterasu/Ptah reveres the “Sky God” as a creator of everything. Some sects acknowledge both Amaterasu and Ptah, while others keep Amaterasu’s involvement secret or consider Amaterasu and Ptah to be part of the same being.

**Order of the Sun**: Amaterasu/Ra includes two very different categories of sects, those that openly worship Amaterasu and consider Ra’s portfolio to be hers, and those that recognize a duality or partnership, either with Amaterasu’s involvement being kept secret or without.

**Order of the Shield**: Amaterasu/Athena is a militant sect of Amaterasu, and as is often the case with syncretic sects of Amaterasu, her name might be excluded from religious literature.

**Order of the Moon**: Amaterasu/Selene nearly always presents Selene as the moon god, with no mention of Amaterasu. The Order of the Moon almost always comprises Lawful or Good members, with Lawful Good being the most common.

**Order of the Sun**: Amaterasu/Apollo, which is often confused with the Amaterasu/Ra order of the same name, nearly always presents Apollo as the sun god, with no mention of Amaterasu. This order is much more likely than the Amaterasu/Ra variant to pursue the interests of the Angelic Choir.

### Apostle

Basic Training Features: Litany (Ceremony and Miracle), Ordained (Expect hospitality from people who respect your religion), Philosophy 4

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Aura (Presence)

Aura (Demeanor)

Aura (Impose)

Aura (Compel)

Authority (Compel)

Authority (Demeanor)

Authority (Impose)

Authority (Presence)

Determination (Mana Tap)

Gab (Compel)

Mechanics (Envision)

Philosophy (Empower)

Sleight of Hand (Application)

Apostle Tier 1 Features:

+1 Competence with Philosophy (Empower)

Syncretism (3 Domain Spells of a Patriarch are Domain Spells for you)

Cleric Tier 1 Elective Paths: Philosophy 5-8

Investment 1 (Sacred Symbol1), Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating), Apparel Investment 1 (Hat2)

Apparel Investment 1 (Mantle3), +1 Competence with Aura (Presence), +1 Competence with Aura (Demeanor)

Tool/Kit Investment 1 (Library4), Philosophy (Pedagogy) Task Proficiency 1, Philosophy (Study) Task Proficiency 1

1 Coddling provides Cleric Abilities. 0-Level Ability: +1 Competence with Gab (Verbal Component) & Sleight of Hand (Somatic Component). A Sacred Symbol can be combined with a Spell Gem (and for 3 XP per rating, you can take Spell Gem Investment of up to a rating equal to Investment for your Sacred Symbol, but the Spell Gem must be imbued with a Domain Spell).

2 Coddling provides Psion Abilities.

3 Coddling usually provides Envoy, Marshall, or Paladin Abilities; you must select one of these and cannot change it later. Your GM may allow you to choose a different Class, which cannot be Druid or another Cleric Class, that better represents your sect.

4 You normally take your Sacred Text from your Library with you on your travels (and leave a few spares in the Library, as well), though Investment is not required to have a Sacred Text. 0-Level Ability: +2 Competence on Spellcasting tests to make Litany (Miracle) Pending when using your Sacred Text in Intermission. Coddling provides Sage Abilities.

Apostle Tier 2 Features:

+1 Competence with Mechanics (Envision)

Syncretism (3 Domain Spells of an Archon or Praetor are Domain Spells for you)

Cleric Tier 2 Elective Paths: Philosophy 9-12

Investment 2 (Sacred Symbol), Spellcasting Expertise 2, Apparel Investment 2 (Hat)

Apparel Investment 2 (Mantle), +1 Competence with Aura (Impose), +1 Competence with Aura (Compel)

Tool/Kit Investment 2 (Library), Philosophy (Pedagogy) Task Proficiency 2, Philosophy (Study) Task Proficiency 3

Apostle Tier 3 Features:

+1 Competence with Determination (Mana Tap)

Sainthood (Sacred Symbol infused into you; when you die, your teeth/bones become Mana Gems)

Cleric Tier 3 Elective Paths: Philosophy 13-16

Investment 3 (Sacred Symbol), Spellcasting Expertise 3, Apparel Investment 3 (Hat)

Apparel Investment 2 (Mantle), +1 Competence with Authority (Appearance), +1 Competence with Authority (Demeanor)

Tool/Kit Investment 3 (Library), Philosophy (Pedagogy) Task Proficiency 3, Philosophy (Study) Task Proficiency 3

Cleric Capstone Elective [PREREQ: Philosophy 8]: Gain the remaining 10 Domain Spells from your two Syncretisms, 1 per 2 Levels. If there are redundant spells, causing you run out of Spells to acquire as Domain Spells, choose another deity within two cells of your deity in the chart above and begin taking Domain Spells from that deity. Also, +2 Competence with Philosophy (Empower) at 3rd Level, +2 Competence with Mechanics (Envision) at 9th Level, and +2 Competence with Determination (Mana Tap) at 15th Level.

Capstone Elective Path: Philosophy 17-20

### Archon

As Apostle except change Syncretism as follows:

Archon Tier 1 Feature: Syncretism (3 Domain Spells of an Archon, Patriarch, or Praetor are Domain Spells for you)

Archon Tier 2 Feature: Syncretism (3 Domain Spells of a Minister are Domain Spells for you)

### Minister

As Apostle except change Syncretism as follows:

Minister Tier 1 Feature: Syncretism (3 Domain Spells of a Minister are Domain Spells for you)

Minister Tier 2 Feature: Syncretism (3 Domain Spells of an Apostle, Archon, Patriarch, or Praetor are Domain Spells for you)

### Ovate

As Apostle except change Syncretism as follows:

Ovate Tier 1 Feature: Syncretism (3 Domain Spells of Mórrígan (Ovate) are Domain Spells for you)

Ovate Tier 2 Feature: Syncretism (3 Domain Spells of an Ovate or Pastor\* are Domain Spells for you)

\* If you syncretically include a Pastor with Domain Spells redundant with your own, you gain the same number of Spells from Mórrígan (Ovate or Pastoral).

### Pastor

As Apostle except change Syncretism as follows:

Pastor Tier 1 Feature: Syncretism (3 Domain Spells of Mórrígan (Pastoral) are Domain Spells for you)

Pastor Tier 2 Feature: Syncretism (3 Domain Spells of an Ovate or Pastor\* are Domain Spells for you)

\* If you syncretically include an Ovate with Domain Spells redundant with your own, you gain the same number of Spells from Mórrígan (Ovate or Pastoral).

### Patriarch

As Apostle except change Syncretism as follows:

Patriarch Tier 1 Feature: Syncretism (3 Domain Spells of an Apostle, Archon, or Praetor are Domain Spells for you)

Patriarch Tier 2 Feature: Syncretism (3 Domain Spells of a Patriarch are Domain Spells for you)

### Praetor

As Apostle except change Syncretism as follows:

Praetor Tier 1 Feature: Syncretism (3 Domain Spells of an Apostle, Archon, or Patriarch are Domain Spells for you)

Praetor Tier 2 Feature: Syncretism (3 Domain Spells of a Minister are Domain Spells for you)

## Druid (Restricted)

The (main) Druidic Order includes three Biological Orders, Leaf, Spore, and Tooth. Druids must use Volatile Reagents (Mana) to cast spells. They also have abilities that resemble those of Artificers. Wiccans who gain Spellcasting abilities with “Order Spells” gain the same abilities with Pact Spells of their Order.

All Druidic Orders are Restricted Classes; you must choose Education D and select Druidic (Order-specific) Knowledge. After character creation, you must acquire all Druidic (Order-specific) Knowledge and Basic Training (of the Order) to take Druid Class Features.

Unlike most Classes, Druids do not have Investment Paths. If you want to Invest in Magic Items, you need to Multiclass.

Basic Training Features (all Druids): Traditional (Natural) Philosophy 21, Pseudomagical Knowledge (Biological)2, Lore 4

1 Use Lore instead of Philosophy (Empower) to cast Order and Pact Spells.

2 You can use Determination (Mana Tap) for Volatile Reagents (Pharmaceutical). When you use a Volatile Reagent (Pharmaceutical), the Volatile Pharmaceutical has +1 Additive. You must normally have access to a Pathogen to create an Antiplague/Vaccine or Antidote/Mithridate. However, if you are exposed to a Pathogen, you are treated as having vaccinated or having been practicing Mithridatism for it one week (vaccinated) or one month (mithridate) after exposure; if you are vaccinated or have Mithridatism, you can use Determination (Mana Tap) for Volatile Reagent (Antiplague/Vaccine, Antidote/Mithridate, and Pathogen) for those Pathogens to which you were exposed without having access to the Pathogen.

To use a Volatile Reagent, you must Ready (or have previously Readied) a Pharmaceutical Blank using Sleight of Hand (Ready Potion) then attempt Biology (Craft) to combine the Volatile Reagent with the Pharmaceutical Blank to create a Volatile Pharmaceutical (or Pathogen). The Volatile Pharmaceutical (or Pathogen) lasts until the end of the next Pass and reverts to a Blank if not used by then.

You can also use a Pharmaceutical Reagent to Cast, Maintain, or Intensify Order Spells, with Intensify costing 10 Reagents.

Tier 1 Elective Path (all Druids): Lore 5-8

Tier 2 Elective Path (all Druids): Lore 9-12

Tier 3 Elective Path (all Druids): Lore 13-16

Capstone Elective (all Druids of Biological Orders) [PREREQ: Lore 8]: Gain +1 Competence with Lore at 3rd Level. Gain Traditional Mechanics 3 (Use Lore instead of Mechanics (Taxonomy), if better), Traditional Medicine 3 (Use Lore instead of Biology (Psychiatrist), if better), Traditional (Natural) Philosophy 3 (Use Lore instead of Philosophy (Pedagogy), if better), or Traditional Alchemy 3 (Use Lore instead of Alchemy (Taxonomy), if better) at 6th, 9th, 12th, and 18th Level. Also, gain +2 Competence with Lore at 15th Level.

Capstone Elective Path (all Druids): Lore 17-20

### Druidic Order of the Leaf

Order of the Leaf Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy\*\* (Prima Materia) & Alchemy (Taxonomy) in the context of casting Order Spells and tests with or related to Plants.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention or Qigong in Forest, Jungle, Plains, or Swamp Terrain, and tests with or related to Plants.

Authority (Presence) & Authority (Demeanor) in the context of tests with or related to Plants.

Authority (Impose) & Authority (Compel) in the context of tests with or related to Plants.

Biology\*\* (Craft) & Tool Use (Lab Tech) in the context of crafting with Plant Material (including Polymer that comes from a plant and Special Material (Plant)).

Biology\*\* (Physician) & Tool Use (First Aid) in the context of healing Plants (aka “Horticulture”).

Biology (Taxonomy) & Observation (Assess) in the context of tests with or related to Plants or in Forest, Jungle, Plains, or Swamp Terrain.

Biology (Psychiatrist) & Determination (Mana Tap) in the context of healing Plants (aka “Demi-Psychology) and attempting tests in Forest, Jungle, Plains, or Swamp.

Gab (Compel) & Sleight of Hand (Application) in the context of casting Order Spells.

Mechanics\*\* (Craft) & Tool Use (Tinker) in the context of crafting with Plant Material (including Polymer that comes from a plant and Special Material).

Mechanics\*\* (Envision) & Philosophy\*\* (Empower) in the context of casting Order Spells.

Observation (Appraise) & Observation (Assay) in the context of appraising or assaying Plant Material.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

\*\* Thanks to your Prerequisite Knowledge, you can use Lore instead of the indicated Skill.

Order of the Leaf Tier 1 Features:

Order Spell (Conduit (Primal))

Order Spell (Pathogen (Botanical)); includes Cryptobotanical Pathogens

Order Spell (Sprite (Primal (Plant)))

Traditional Mechanics 2 (Use Lore instead of Mechanics (Envision) to cast Order and Pact Spells, if better)

Tier 1 Elective Path: Tradition: {Armory, Builder, Outfitter}, Investment 1 (Armor, Structure (Tent), or Weapon made of Plant Material1), Spellcasting Expertise 12

1 As described under Warrior (you can choose a wooden Shield instead if you prefer). See Magical Armaments. If you choose Structure, Coddling provides Container Abilities and 0-Level Ability: Dedication 0 (pick one). See Property (Containers).

2 Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating.

Order of the Leaf Tier 2 Features:

Order Spell (Hierophant (Forest))

Order Spell (Hierophant (Jungle))

Order Spell (Hierophant (Swamp))

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Tier 2 Elective Path: {Shield, Weapon Familiarity (pick one), Weaponry}, Investment 2 (Armor, Structure, or Weapon), Spellcasting Expertise 2

Order of the Leaf Tier 3 Features:

Order Spell (Hierophant (Plains))

Order Spell (Metamorphosis (Plant))

Order Spell (Thaumaturgical Ally (Plant))

Traditional Medicine 2 (Use Lore instead of Biology (Physician), if better, for tests related to Biology that are not too technical (GM discretion))

Tier 3 Elective Path: +1 Competence with Hustle (Natural Weapon Damage), Investment 3 (Armor, Structure, or Weapon), Spellcasting Expertise 3

Order of the Leaf Capstone Electives: Order Spell (Hierophant (Aquatic, Desert, or Mountain))\*

\* Terrain (Aquatic, Desert, or Mountain) is a prerequisite for the related Hierophant Spell. Context (see Task Specialization above) includes any of these Terrains if you have it (even without the Order Spell).

### Druidic Order of the Spore

Order of the Spore Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy\*\* (Prima Materia) & Alchemy (Taxonomy) in the context of casting Order Spells and tests with or related to Fungi.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention or Qigong in Forest, Jungle, Plains, or Underground Terrain, and tests with or related to Fungi.

Authority (Presence) & Authority (Demeanor) in the context of tests with or related to Fungi.

Authority (Impose) & Authority (Compel) in the context of tests with or related to Fungi.

Biology\*\* (Craft) & Tool Use (Lab Tech) in the context of crafting with Fungal Material (including Polymer that comes from a fungus and Special Material (Fungal)).

Biology\*\* (Physician) & Tool Use (First Aid) in the context of healing Fungi (aka “Horticulture”).

Biology (Taxonomy) & Observation (Assess) in the context of tests with or related to Fungi or in Forest, Jungle, Plains, or Underground Terrain.

Biology (Psychiatrist) & Determination (Mana Tap) in the context of healing Fungi and attempting tests in Forest, Jungle, Plains, or Underground.

Gab (Compel) & Sleight of Hand (Application) in the context of casting Order Spells.

Mechanics\*\* (Craft) & Tool Use (Tinker) in the context of crafting with Fungal Material (including Polymer that comes from a fungus and Special Material).

Mechanics\*\* (Envision) & Philosophy\*\* (Empower) in the context of casting Order Spells.

Observation (Appraise) & Observation (Assay) in the context of appraising or assaying Fungal Material.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

\*\* Thanks to your Prerequisite Knowledge, you can use Lore instead of the indicated Skill.

Order of the Spore Tier 1 Features:

Order Spell (Conduit (Primal))

Order Spell (Pathogen (Mycological)); includes Cryptomycological Pathogens

Order Spell (Sprite (Primal (Fungal)))

Traditional Mechanics 2 (Use Lore instead of Mechanics (Envision) to cast Order and Pact Spells)

Tier 1 Elective Path: Tradition: {Armory, Builder, Outfitter}, Investment 1 (Apparel, Armor, or Structure (Tent) made of Fungal Material1), Spellcasting Expertise 12

1 As described under Warrior. See Magical Armaments. If you choose Apparel, Coddling provides Infiltrator (Terranaut) Abilities. If you choose Structure, Coddling provides Container Abilities and 0-Level Ability: Dedication 0 (pick one). See Property (Containers).

2 Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating.

Order of the Spore Tier 2 Features:

Order Spell (Hierophant (Forest))

Order Spell (Hierophant (Jungle))

Order Spell (Hierophant (Plains))

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Tier 2 Elective Path: {Stone, Weapon Familiarity (pick one), Weaponry}, Investment 2 (Apparel, Armor, or Structure), Spellcasting Expertise 2

Order of the Spore Tier 3 Features:

Order Spell (Hierophant (Underground))

Order Spell (Metamorphosis (Fungal))

Order Spell (Thaumaturgical Ally (Fungus))

Traditional Medicine 2 (Use Lore instead of Biology (Physician), if better, for tests related to Biology that are not too technical (GM discretion))

Tier 3 Elective Path: +1 Competence with Hustle (Natural Weapon Damage), Investment 3 (Apparel, Armor, or Structure), Spellcasting Expertise 3

Order of the Spore Capstone Electives: Order Spell (Hierophant (Aquatic, Mountain, or Swamp))\*

\* Terrain (Aquatic, Mountain, or Swamp) is a prerequisite for the related Hierophant Spell. Context (see Task Specialization above) includes any of these Terrains if you have it (even without the Order Spell).

### Druidic Order of the Tooth

Order of the Tooth Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy\*\* (Prima Materia) & Alchemy (Taxonomy) in the context of casting Order Spells and tests with or related to Animals.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention or Qigong in your Favored Terrain (pick one), and tests with or related to Animals.

Authority (Presence) & Authority (Demeanor) in the context of tests with or related to Animals.

Authority (Impose) & Authority (Compel) in the context of tests with or related to Animals.

Biology\*\* (Craft) & Tool Use (Lab Tech) in the context of crafting with Animal Material (including Polymer that comes from an Animal and Special Material).

Biology\*\* (Physician) & Tool Use (First Aid) in the context of healing Animals (aka “Veterinary Medicine”).

Biology (Taxonomy) & Observation (Assess) in the context of tests with or related to Animals or in your Favored Terrain (pick one).

Biology (Psychiatrist) & Determination (Mana Tap) in the context of healing Animals (aka “Animal Psychology”) and attempting tests in your Favored Terrain (pick one).

Gab (Compel) & Sleight of Hand (Application) in the context of casting Order Spells.

Mechanics\*\* (Craft) & Tool Use (Tinker) in the context of crafting with Animal Material (including Polymer that comes from an Animal and Special Material).

Mechanics\*\* (Envision) & Philosophy\*\* (Empower) in the context of casting Order Spells.

Observation (Appraise) & Observation (Assay) in the context of appraising or assaying Animal Material.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

\*\* Thanks to your Prerequisite Knowledge, you can use Lore instead of the indicated Skill.

Order of the Tooth Tier 1 Features:

Order Spell (Conduit (Primal))

Order Spell (Pathogen (Malacological)); includes Cryptozoological Pathogens.

Order Spell (Sprite (Primal (Animal)))

Traditional Mechanics 2 (Use Lore instead of Mechanics (Envision) to cast Order and Pact Spells)

Tier 1 Elective Path: Tradition: {Armory, Builder, Outfitter}, Investment 1 (Armor, Structure (Tent), or Weapon made of Animal Material1), Spellcasting Expertise 12

1 As described under Warrior (you can also choose an animal hide Shield if you prefer). See Magical Armaments. If you choose Structure, Coddling provides Container Abilities and 0-Level Ability: Dedication 0 (pick one). See Property (Containers).

2 Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating.

Order of the Tooth Tier 2 Features:

{Arthropodology, Malacology, Special Material (Cryptozoological)}

{Terrain (Forest, Jungle, Swamp)}; context (see Task Specialization above) now includes these Terrains.

Order Spell (Hierophant (pick one))

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Tier 2 Elective Path: {Shield, Weapon Familiarity (pick one), Weaponry}, Investment 2 (Armor, Structure, or Weapon), Spellcasting Expertise 2

Druidic Order of the Tooth Tier 3 Features:

{Terrain (Mountain, Plains, Underground)}; context (see Task Specialization above) includes these Terrains.

Order Spell (Metamorphosis)

Order Spell (Thaumaturgical Ally (Animal))

Traditional Medicine 2 (Use Lore instead of Biology (Physician), if better, for tests related to Biology that are not too technical (GM discretion))

Tier 3 Elective Path: +1 Competence with Hustle (Natural Weapon Damage), Investment 3 (Armor, Structure, or Weapon), Spellcasting Expertise 3

Order of the Tooth Capstone Electives: Order Spell (Hierophant (Forest, Jungle, or Swamp))\*

\* Terrain (Forest, Jungle, or Swamp) is a prerequisite for the related Hierophant Spell. Context (see Task Specialization above) includes any of these Terrains if you have it (even without the Order Spell), and also includes, if you have them, Terrain (Abyssal, Aquatic, Arctic, Desert, or Sky).

## Witch (Pact Required)

Witches can join other Orders (Witch Classes) by acquiring Prerequisite Knowledge. You do not have to acquire another Familiar but must acquire the two Abilities that normally come with a Permanent condition (Depleted, Drained, or Traumatized). If you already have the relevant Permanent condition 2, you can acquire the two Abilities (without increasing the Permanent condition); if you have only the relevant Permanent condition 1, you can acquire a first of the Abilities but when you do, you are bumped back up to Permanent condition 2 and get the second Ability for free; and if you do not have the relevant Permanent condition, you get it again at a rating of 2, but the two Abilities are free.

Forming a Coven involves performing a ceremony as a Downtime Action with two other (for a total of three including you) Witches. Coven members can sense other members’ locations and conditions with Empathy (ESP) and can sense what another coven member is sensing with Effect 5 or higher. Each Coven member contributes a Coven Spell for use by any 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.

### Ascetic

Ascetic is treated as a Champion Class.

Basic Training Features: {Brawling}, {Avaticology, Determinism (Avatic), Para-Anthropology (Rephaim)}, Determination 4

Champion, Witch (Ascetic) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Depleted (Permanent) 1

Depleted (Permanent) 2

Pact Spell (Chi (Determination))

Trauma-Free Pact Spells (Mana Tap (Pact Spell) does not cause Trauma with Pact Spells acquired from the Ascetic Class)

Witch’s (Vow) “Familiar” 1

**Pact (Melete)**: Melete expects Ascetics to observe their vows. His punishments of errant followers are typically just to take away abilities, rather than cause explicit harm to them. Melete will not offer a Pact to anyone with an Investment Ability; Ascetic is incompatible with the Alchemist and Wizard Classes because the Investment Abilities of those Classes are Features (i.e., not optional).

**Witch’s Mark**: Ascetics usually have a tattoo that serves as their Witch’s Mark, though they don’t have Familiars to feed so it doesn’t much matter where it is located. Ascetics take a Vow that functions as a Familiar for the purpose of casting Pact Spells.

**Witch’s Vow**: The first Vow of an Ascetic is to not Invest in or Coddle magic items nor consume Potions or Scrolls. Each time you advance a Level, starting at 1st Level, for each Vow you have taken, convert 1 ip to 1 XP (maximum 5 even if you have more Vows), which you can spend however you like. These ip are permanently lost and cannot be recovered. If you would be entitled to more than 5 XP (e.g., because you take a Vow at a higher Level), you gain up to 10 XP from converting up to 10 ip when you advance a Level until the amount of XP to which you are entitled is caught up.

Vows can be for Celibacy, Hospitality, Obedience, Poverty, Service to the Poor, or Stability.

You can advance as a Psion, but each time you would acquire Investment in a Tattoo, you instead gain a Pact Spell (and a Tattoo without Investment). Pact Spell (Akashic Awareness (any), Chi (any), or Energy Shield (any)) is available in this special case.

**Covens**: Ascetics can join a Coven but they neither contribute spells nor derive any benefit from being a member of the Coven. All they do is help to complete the membership requirement of 3 to form a Coven with the sole exception being they can contribute mp to another member of the Coven that uses a Coven Spell.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Aura (Demeanor)

Aura (Presence)

Constitution (Bioactive Recovery)

Constitution (Body Control)

Determination (Mana Tap)

Determination (Mettle)

Determination (Psychoactive Recovery)

Determination (Psychological Recovery)

Empathy (Animus Mundi)

Gab (Compel)

Mechanics (Envision)

Philosophy (Empower)

Sleight of Hand (Application)

Ascetic Tier 1 Feature (and Elective Skill Path): Determination 5-8

+1 Competence with Determination (Mana Tap)

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Ascetic Tier 2 Feature (and Elective Skill Path): Determination 9-12

Initiate 1 (Reduce Permanent Depleted condition by 1)

Spellcasting Expertise 2

Ascetic Tier 3 Feature (and Elective Skill Path): Determination 13-16

Initiate 2 (Reduce Permanent Depleted condition by 1)

Spellcasting Expertise 3

Ascetic Capstone Elective [PREREQ: Determination 8]: You can acquire another Pact Spell from the Ascetic Tier 1 Features at 3rd, 6th, 9th, 12th, 15th, and 18th Level. You cannot have more Pact Spells (from the Ascetic Class) than twice the number of Vows you have taken.

Capstone Elective Path: Determination 17-20

### Magister (Restricted)

Magister is treated as a Cleric Class.

Basic Training Features: Witch’s (Deva, Devil, or Rephaim) Familiar 1\*, Witch’s (Deva, Devil, or Rephaim) Familiar 2, Philosophy 4

\* You are gifted a Familiar, but it does whatever it wants unless you agree to the Pact.

Cleric, Witch (Magister) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Pact Spell (Conduit (Avatic))

Pact Spell (Energy Shield (Avatic))

Pact Spell (Sprite (Avatic))

Traumatized (Permanent) 1

Traumatized (Permanent) 2

**Pact (Deva, Devil (or Daemon), or Rephaim)**: 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, if you have one; your Familiar is normally happy to help but finds “punishment” to be irksome. You can give your Familiar Drained to reduce your Traumatized condition by 1 per Drained condition you impose on your Familiar. Your Familiar can acquire Drained -1 if you let it feed as one of its Intermission Actions, but you gain Depleted +1. 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).

Your Patron will not impose more that Traumatized 9 and Fear 9, which is reduced when you advance a Level. (PCs will not be driven permanently insane from punishment, but that is not unusual for NPCs.) If you acquire a Witch’s Familiar, it gains the Outerplanar type of your Patron and can turn into an Outerplanar creature appropriate for your Patron (selected when you gain the Familiar) or its original (now superficial) form. If you have a Familiar from another source, you can convert it into a Witch’s Familiar (the sum of Familiar ratings cannot exceed 4; if it exceeds 4, you must take multiple Familiars), but the personality of your Familiar may change dramatically, especially if it gets a new Alignment. You can also choose to retain both Familiars instead of “stacking” Familiar ratings.

**Witch’s Mark**: Your Witch’s Mark 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, if you have one, 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 creature of your Familiar’s Size (usually Tiny).

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Alchemy (Taxonomy)

Aura (Presence)

Aura (Demeanor)

Aura (Impose)

Aura (Compel)

Determination (Mana Tap)

Gab (Compel)

Mechanics (Envision)

Philosophy (Empower)

Philosophy (Pedagogy)

Sleight of Hand (Application)

Magister Tier 1 Features:

+1 Competence with Mechanics (Envision)

+1 Competence with Philosophy (Empower)

Witch’s (Deva, Devil, or Rephaim) Familiar 3

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Tier 1 Elective Paths: Philosophy 5-8

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 1, Philosophy (Study) Task Proficiency 1, Investment 1 (Library\*)

\* A Grimoire is in your Library, which you typically take with you on your travels. You can unlock spells in your Grimoire for 1 XP each. Coddling provides Magister Abilities.

Magister Tier 2 Features:

+1 Competence with Aura (Presence)

Comfortable with Madness 1 (Reduce Permanent Traumatized condition by 1)

Spellcasting Expertise 2

Witch’s (Deva, Devil, or Rephaim) Familiar 4

Tier 2 Elective Paths: Philosophy 9-12

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 2, Philosophy (Study) Task Proficiency 2, Investment 2 (Library)

Magister Tier 3 Features:

+1 Competence with Aura (Demeanor)

+1 Competence with Determination (Mana Tap)

Comfortable with Madness 2 (Reduce Permanent Traumatized condition by 1)

Spellcasting Expertise 2

Tier 3 Elective Paths: Philosophy 13-16

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 3, Philosophy (Study) Task Proficiency 3, Investment 3 (Library)

Magister Capstone Elective: Your Familiar gains +1 XP per Level.

Capstone Elective Path: Philosophy 17-20

### Necromancer

Necromancer is treated as an Investigator Class. Necromancers ultimately become Liches. If you are a Vampire before transformation, make the following changes:

You lose everything you gained from your Pact. Convert Witch’s Familiar 2, 3, and/or 4 (if you have them) and Necrophilia 1 and/or 2 to the same rating of Anthropian “Familiar” Touchstone. (Your Anthropian isn’t really a Familiar, as the term is normally used in the rules; that’s just what Vampires call them.) You must choose a PC as your Touchstone. If you have not yet acquired one or more ratings of Witch’s (Undead) Familiar or Necrophilia, when you do, increase the rating of Touchstone instead. Similarly, gain Touchstone +1 instead of Acquired (Lich) Bloodline when you can acquire it. When you become a Vampire, you are technically no longer a Witch, but you can continue along the Necromancer path. See Culture (Acquired Bloodline) for details regarding your Bloodline Abilities. Although you lose your Pact Spells, you retain the ability to cast spells from your Grimoire as Pact Spells.

Basic Training Features: {Necril, Literacy, Occultism}, {Determinism (Undead), Ethology (Undead), Necromancy}, Lore 4

Investigator, Witch (Necromancer) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Witch’s (Undead) Familiar 1

Pact Spell (Conduit (Necrotic))

Pact Spell (Sprite (Necrotic))

Traumatized (Permanent) 1

Traumatized (Permanent) 2

**Pact (Medjed)**: 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, if you have one; your Familiar is normally happy to help but finds “punishment” to be irksome. You can give your Familiar Drained to reduce your Traumatized condition by 1 per Drained condition you impose on your Familiar. Your Familiar can acquire Drained -1 if you let it feed as one of its Intermission Actions, but you gain Depleted +1. 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). Necromancers who become Undead can often give up their Patron, in a sense becoming a Patron to themselves, but they give up the ability to drain their Familiars.

**Witch’s Mark**: Your Witch’s Mark 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 creature of your Familiar’s Size (usually Tiny). The Witch’s Mark of many Necromancers makes them look more deathlike in some way.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Alchemy (Stealth)

Aura (Presence)

Aura (Demeanor)

Aura (Impose)

Aura (Compel)

Gab (Compel)

Mechanics (Envision)

Philosophy (Empower)

Recon (Awareness)

Necromancer Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Taxonomy) & Empathy (Regard) in the context of Undead creatures.

Biology (Physician) & Biology (Taxonomy) in the context of Undead creatures.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

Necromancer Tier 1 Features:

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Traditional Alchemy 1 (Use Lore instead of Alchemy (Stealth), if better)

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft), if better, for Mechanics tests that are not too technical (GM discretion))

Unnatural Philosophy 1 (Use Lore instead of Biology (Taxonomy) for Undead and other unnatural creatures)

Tier 1 Elective Paths: Lore 5-8

Familiar: {Barber, Chordate Material, Terrain (Deadlands)}, Determination (Mana Tap) Task Proficiency 1, Witch’s (Undead) Familiar 2

Investment Path (Spell Gem): {Engineer, Gemology, Glass}, {Exotic Material (Necrotic), Metal, Vitalism}, Investment 1 (Spell Gem (Necrotic Conduit)1)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 1, Tool Use (Lab Tech) Task Proficiency 1, Investment 1 (Lab2)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 1, Philosophy (Study) Task Proficiency 1, Investment 1 (Library3)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1, Investment 1 (Makery4)

Investment Path (Tool/Kit): {Aromachology, Chemistry, Pharmacology}, Sleight of Hand (Application) Task Proficiency 1, Investment 1 (Occult Tool (Amulet)5)

1 Coddling provides Spell Gem Abilities.

2 Coddling provides Alchemist Abilities. Replace Alchemist Alchemy Electives and Prerequisites with Lore.

3 A Grimoire is in your Library, which you typically take with you on your travels. You can unlock spells in your Grimoire for 1 XP each. Coddling provides Necromancer Abilities.

4 Coddling provides Crackerjack Abilities.

5 You must have Investment (Spell Gem) to take Investment 1 (Occult Tool (Amulet)). A Lich would refer to the Amulet as a “Phylactery.” Coddling provides Wizard Abilities. Replace Wizard Philosophy Electives and Prerequisites with Lore.

While you are alive (not Undead), the Amulet is infused in your Familiar and you derive its benefits only while you can sense your Familiar. If you become a Lich, the Amulet becomes a Phylactery, and you derive its benefits no matter where it is. If you become a Vampire, the Amulet is infused in your Anthropian Familiar and you derive its benefits while you can sense your Familiar or, if you cannot sense your Familiar, you believe your Familiar is relatively safe.

Necromancer Tier 2 Features:

Spellcasting Expertise 2

Strategic Strike (Lore) (After a Lore test, you gain a Pending Strategy that can be used once\*)

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Unnatural Mechanics 2 (Use Lore instead of Mechanics (Envision) to cast Necromancer Spells)

\* Using the Pending Strategy gives an Ally you Animated (or your Familiar) Competence with Attack and Damage equal to Pending Strategy Effect.

Tier 2 Elective Paths: Lore 9-12

Familiar: {Anthropology (Undead), Psychology (Undead), Special Material (Necrotic)}, Necrophilia 1 (Permanent Traumatized -1), Witch’s Familiar 3

Investment Path (Spell Gem): Add Energy Shield (Necrotic) to your Spell Gem, Add Hierophant (Deadlands) to your Spell Gem, Investment 2 (Spell Gem)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 2, Tool Use (Lab Tech) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 2, Philosophy (Study) Task Proficiency 2, Investment 2 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2, Investment 2 (Makery)

Investment Path (Tool/Kit): Unnatural Philosophy 2 (Lore instead of Philosophy (Empower) to cast Necromancer Spells), Sleight/Hand (Application) TP 2, In. 2 (Occult)

Necromancer Tier 3 Features:

Acquired (Lich) Bloodline Abilities; Traumatized (Permanent) +8; Touchstone 1\*

Spellcasting Expertise 3

Traditional Alchemy 3 (Use Lore instead of Alchemy (Taxonomy), if better)

Traditional Alchemy 4 (Use Lore instead of Alchemy (Craft), if better)

\* Permanent Trauma is reduced by having a Touchstone. If your Touchstone is lost, the Trauma returns until you can replace the Touchstone. A Lich’s Touchstone is a phylactery; it can be your Spell Gem Phylactery or, if you do not have one, a potentially mundane phylactery. A Lich that is destroyed will reconstitute itself near its phylactery on the next moonless night (not including nights during which there is a moon, but it is hidden due to atmospheric conditions). For this reason, Liches often hide their Phylacteries to avoid them being destroyed when they are. See Culture (Acquired Bloodline) for details regarding your Bloodline Abilities.

When you become a Lich, you lose everything you gained from your Pact. Convert Witch’s Familiar 2, 3, and/or 4 (if you have them) and Necrophilia 1 and/or 2 to the same rating of Touchstone; your Phylactery is the physical embodiment of your Touchstone. (Your Familiar is typically a ritual sacrifice.) If you have not yet acquired one or more ratings of Witch’s (Undead) Familiar or Necrophilia, when you do, increase the rating of Touchstone instead. When you become a Lich, you are technically no longer a Witch, but you can continue along the Necromancer path. See Culture (Acquired Bloodline) for details regarding your Bloodline Abilities. Although you lose your Pact Spells, you retain the ability to cast spells from your Grimoire as Pact Spells.

Tier 3 Elective Paths: Lore 13-16

Familiar: Unnatural Philosophy 3 (Lore instead of Philosophy (Pedagogy)), Necrophilia 2 (Permanent Traumatized -1), Witch’s (Undead) Familiar 4

Investment Path (Spell Gem): Touchstone 2, Touchstone 3, Investment 3 (Spell Gem)

Investment Path (Tool/Kit): Biology (Craft) Task Proficiency 3, Tool Use (Lab Tech) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Tool/Kit): Alchemy (Craft) Task Proficiency 3, Philosophy (Study) Task Proficiency 3, Investment 3 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3, Investment 3 (Makery)

Investment Path (Tool/Kit): Unnatural Philosophy 4 (Use Lore instead of Philosophy (Craft)), Sleight of Hand (Application) Task Prof. 3, Investment 3 (Occult Tool)

Necromancer Capstone Elective [PREREQ: Lore 8]: Gain +1 Competence with Lore at 3rd Level, Traditional Medicine 1 (Use Lore instead of Biology (Craft)) at 6th Level, +2 Competence with Determination (Mana Tap) at 9th Level, Traditional Medicine 2 (Use Lore instead of Biology (Physician)) at 12th Level, +2 Competence with Lore at 15th Level, and Traditional Medicine 3 (Use Lore instead of Biology (Psychiatrist)) at 18th Level.

Capstone Elective Path: Lore 17-20

### Poppeteer

Poppeteer is treated as a Face Class.

Basic Training Features: {Astrology, Occultism, Vitalism}, {Avaticology, Chordate Material, Language\*}, Diplomacy 4

\* Language is whatever is appropriate for the Avatic Familiar you seek, such as Aklo, Azata, Celestial, Infernal, Primordial, or Requian.

Face, Witch (Poppeteer) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Witch’s (Avatic) Familiar 1; Hecate doesn’t care what kind of Avatic you choose as your Familiar (Angel, Devil, Black Cat, whatever)

Pact Spell (Conduit (Avatic))

Pact Spell (Sprite (Avatic))

Traumatized (Permanent) 1

Traumatized (Permanent) 2

**Pact (Hecate)**: 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, if you have one; your Familiar is normally happy to help but finds “punishment” to be irksome. You can give your Familiar Drained to reduce your Traumatized condition by 1 per Drained condition you impose on your Familiar. Your Familiar can acquire Drained -1 if you let it feed as one of its Intermission Actions, but you gain Depleted +1. 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).

**Witch’s Mark**: Your Witch’s Mark 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 creature of your Familiar’s Size (usually Tiny). The Witch’s Mark of Poppeteers makes them look like hags.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Aura (Presence)

Aura (Demeanor)

Aura (Impose)

Aura (Compel)

Empathy (Animus Mundi)

Empathy (ESP)

Gab (Compel)

Mechanics (Envision)

Philosophy (Empower)

Poppeteer Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Diplomacy (Presence) & Diplomacy (Demeanor) only when in Fair Form.

Diplomacy (Impose) & Diplomacy (Compel) only when in Fair Form.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

Poppeteer Tier 1 Features:

Ethological Expertise 1 (Reduce Knowledge Threshold with Social tests by 2 per rating (from 14), e.g., to 12 at rating 1, 10 at rating 2, and 8 at rating 3)

Resonance (Trance) (Activate Resonance with Diplomacy (Presence) to take on your “Fair Form;” activate Resonance with Aura (Presence) for “Hag Form”)1

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Unbreakable Bond 1 (Other PCs and your Familiar if you have one gain the benefit of Unbreakable Bond 1)2

1 In Fair Form you look like an idealized version of yourself, usually exceptionally beautiful but gain no special abilities other than that your Resonance can be maintained as a Free Action indefinitely. Your Familiar takes on a cute form and is often unruly so it can run around and collect genetic samples for your Poppets. In either Form, when Resonance is Active, you are treated as an Avatic Outsider for the purposes of resisting Avatic Energy but as a Human vs. other forms of Energy.

When Resonance is not Active, you are a Hag, which can be androgenous, feminine, or masculine, and you are extremely unappealing in every sense (auditory, chemical, and optical) but you have no special abilities. Your Familiar may or may not be ugly, but it is obviously Avatic. While in Hag Form with Resonance, you can imbue a Poppet with any spell when crafting a Poppet (you are treated as if you know every unrestricted Spell) and you can use any Poppet as if you know the Spell imbued in it. Resonance for Hag Form lasts until the end of the next Pass.

2 If a PC already has the benefit of Unbreakable Bond 1, they gain the benefit of Unbreakable Bond 2 instead (but that is the maximum benefit you can provide). See Denouement (Unbreakable Bond).

Tier 1 Elective Paths: Diplomacy 5-8

Familiar: First Terrain Group, Determination (Mana Tap) Task Proficiency 1, Witch’s (Avatic) Familiar 2

Investment Path (Consumable): {Anatomy, Barber, Medicine}, Observation (Appraise) Task Proficiency 1, Investment 1 (Poppets)1

Investment Path (Spell Gem): {Engineer, Gemology, Glass}, Biology (Craft) Task Proficiency 1, Investment 1 (Spell Gem (Shield (Avatic))2)

Investment Path (Structure): {Builder, Plant Material, Polymer}, +1 Competence with Tool Use (Tinker), Investment 1 (Hut3)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 1, Sleight of Hand (Application) Task Proficiency 1, Investment 1 (Lab4)

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 1, Alchemy (Craft) Task Proficiency 1, Investment 1 (Library5)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1, Investment 1 (Makery6)

Investment Path (Tool/Kit): {Aromachology, Chemistry, Pharmacology}, Observation (Assay) Task Proficiency 1, Investment 1 (Occult Tool7)

1 You can Invest in 10 Poppets. During daily preparations, you can divest yourself of any Poppets in which you no longer want to be Invested and re-invest.

2 Coddling provides Spell Gem Abilities.

3 0-Level Ability: Dedication (any) 0 that can be applied to your Hut. See Property (Container). Coddling provides Container Abilities, one of which is to grow chicken feet so the Hut can move around.

4 Coddling provides Alchemist Abilities, starting with Required Knowledge.

5 Coddling provides Wizard Abilities, starting with Required Knowledge.

6 Coddling provides Gadgeteer Abilities, starting with Required Knowledge.

7 Coddling provides Poppeteer Abilities.

Poppeteer Tier 2 Features:

+1 Competence with Diplomacy (Demeanor)

+1 Competence with Diplomacy (Presence)

Ethological Expertise 2

Spellcasting Expertise 2

Tier 2 Elective Paths: Diplomacy 9-12

Familiar: +1 Competence with Aura (Impose), Determination (Mana Tap) Task Proficiency 2, Witch’s (Avatic) Familiar 3

Investment Path (Consumable): Observation (Appraise) Task Proficiency 2, +1 Competence with Philosophy (Craft), Investment 2 (Poppets)

Investment Path (Spell Gem): Biology (Craft) Task Proficiency 2, Comfortable with Madness 1 (Permanent Traumatized -1), Investment 2 (Spell Gem)

Investment Path (Structure): +1 Competence with Aura (Presence), +1 Competence with Mechanics (Craft), Investment 2 (Hut)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 2, Sleight of Hand (Application) Task Proficiency 2, Investment 2 (Lab)

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 2, Alchemy (Craft) Task Proficiency 2, Investment 2 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2, Investment 2 (Makery)

Investment Path (Tool/Kit): Observation (Assay) Task Proficiency 2, +1 Competence with Observation (Assay), Investment 2 (Occult Tool)

Poppeteer Tier 3 Features:

+1 Competence with Diplomacy (Compel)

+1 Competence with Diplomacy (Impose)

Ethological Expertise 3

Spellcasting Expertise 3

Tier 3 Elective Paths: Diplomacy 13-16

Familiar: Determination (Mana Tap) Task Proficiency 3, +1 Competence with Determination (Mana Tap), Witch’s (Avatic) Familiar 4

Investment Path (Consumable): Observation (Appraise) Task Proficiency 3, +1 Competence with Mechanics (Envision), Investment 3 (Poppets)

Investment Path (Spell Gem): Biology (Craft) Task Proficiency 3, Comfortable with Madness 2 (Permanent Traumatized -1), Investment 3 (Spell Gem)

Investment Path (Structure): +1 Competence with Aura (Demeanor), +1 Competence with Aura (Compel), Investment 3 (Hut)

Investment Path (Tool/Kit): Tool Use (Lab Tech) Task Proficiency 3, Sleight of Hand (Application) Task Proficiency 3, Investment 3 (Lab)

Investment Path (Tool/Kit): Philosophy (Craft) Task Proficiency 3, Alchemy (Craft) Task Proficiency 3, Investment 3 (Library)

Investment Path (Tool/Kit): Mechanics (Craft) Task Proficiency 3, Tool Use (Tinker) Task Proficiency 3, Investment 3 (Makery)

Investment Path (Tool/Kit): Observation (Assay) Task Proficiency 3, +1 Competence with Philosophy (Empower), Investment 3 (Occult Tool)

Poppeteer Capstone Elective [PREREQ: Diplomacy 8]: Gain Pact Spell (Any) at 3rd, 6th, 9th, 12th, 15th, and 18th Level.

Capstone Elective Path: Diplomacy 17-20

### Quaestor (Highly Restricted)

Wizard is a Highly Restricted Class; you must choose Education C or higher and select Alchemical and Mechanical Knowledge. Quaestor is treated as an Artificer Class.

Isis will not offer a Pact unless you have all requisite knowledge, which includes Alchemical Education and Mechanical Education. Moreover, the redundant Knowledge in the Alchemical and Mechanical Educations (Acoustics, Electromagnetism, Geology, Optics, and Thermodynamics) must be used to acquire {Arthropodological Material, Fungal Material, Malacological Material}, Macrobiological Material, and Visual Art before even entering Basic Training.

Basic Training Features: {Ethics (your Ethical Alignment), Morality (your Moral Alignment), Special Material (Avatic)}, {Literacy, Occultism, Vitalism}, Philosophy 4

Artificer, Witch (Quaestor) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Pact Spell (Conduit (Avatic))

Pseudomagical Knowledge (Apotropaic) 1 (You memorized the Apotropaic, Mana Gem, and Spell Gem Formulae and can perform Final Enhancement w/ Apotropaics)

Witch’s (Spell Gem) Familiar 1\*

Depleted (Permanent) 1; Isis extracts a price (Mana) from her novices but not from her more senior initiates.

Depleted (Permanent) 2

**Pact (Isis)**: Anyone who hopes to craft permanent magic items must deal with Isis. Even churches who burn witches find a way to justify Quaestor in their ranks. Isis rarely punishes her followers, though she may occasionally require explicit tasks and, if refused, she can cause harm the same as any Wiccan Patron.

**Witch’s Mark**: Your Witch’s Mark is often at the location where you hold your Familiar (e.g., on your hand because your Familiar is typically a Spell Gem). Your Familiar occasionally feeds on you via your witch’s mark (aka witch’s teat), but for an item, the effect is so Lesser you can practically ignore it.

\* Because this is an Item, you do not gain the usual benefits for Familiar 1, 2, 3, and 4. Rather, you gain +3 Effect and +1 Competence per rating on Performance (Coddle Magic Item) and you can use Philosophy instead of Performance if better.

Task Proficiencies (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Prima Materia)

Determination (Mana Tap)

Mechanics (Craft)

Mechanics (Envision)

Observation (Appraise)

Philosophy (Craft)

Philosophy (Empower)

Philosophy (Pedagogy)

Philosophy (Study)

Tool Use (Tinker)

Quaestor Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Taxonomy) & Mechanics (Taxonomy) in the context of Magic Items

Aura (Compel) & Aura (Impose) in the context of Coddling Magic Items & Handle Creature with your Familiar.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention & Qigong.

Gab (Compel) & Sleight of Hand (Application) in the context of casting Apotropaic, Pact and Spell Gem Spells.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

Quaestor Tier 1 Features: Philosophy 5-9

Craft Expertise 1 (Reduce Knowledge Threshold for all craft-related tests by 2 per rating)

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Tier 1 Elective Path: Apotropaic Formulae Book 1\*, Pact Spell (Sprite (Avatic)), Witch’s (Spell Gem) Familiar 2

\* You have one Apotropaic Formula (Item or Spell) in your Apotropaic Formulae Book. Most Quaestor learn Energy Shield (Avatic) so they are not harmed by the energies used when crafting magic; your master probably provided the protection while you were learning and you may not need it if you have an Avatic Bloodline. You can find additional Apotropaic Formulae with a Philosophy (Study) test if the information is available and can copy Apotropaic Formulae from other Apotropaic Formulae Books as a Philosophy (Craft) test. A single Apotropaic Formula (Spell) acts as a Spell when crafting an Apotropaic or Spell Gem. A single Apotropaic Formula (Item) can be used for any item of the indicated type. You can use a Sacred Text as an Apotropaic Formulae Book to treat Domain Spells as Formulae if you have Religion. And you are treated as if you know all your Apotropaic Formulae as Spells when crafting items or using a Spell Gem.

Quaestor Tier 2 Features: Philosophy 9-12

Craft Expertise 2

Spellcasting Expertise 2

Tier 2 Elective Path: Pseudomagical Knowledge (Apotropaic) 2\*, Initiate 1 (Reduce Permanent Depleted condition by 1), Witch’s (Spell Gem) Familiar 3

\* You can use Determination (Mana Tap) for Reagents (Apotropaic). You also gain the ability to perform a Final Enhancement with Mana Gems and Spell Gems.

To use a Volatile Reagent, you must Ready (or have previously Readied) an Apotropaic using Sleight of Hand (Ready Potion) then attempt Philosophy (Craft) to combine the Volatile Reagent with the Apotropaic to create a Volatile Apotropaic. An Apotropaic normally inflicts Depleted +1 and allows you to set conditions for when the imbued Spell is triggered. If you create a Volatile Apotropaic, which you can use to cast the Spell imbued in the Apotropaic if you know it, you do not acquire Depleted +1 but cannot set conditions. A Volatile Apotropaic lasts until the end of the next Pass +1 Pass per Spellcasting Action you take to cast the imbued Spell, then becomes inactive (or becomes inactive immediately after you cast the Spell). You can Maintain the Spell normally after casting it, but you can also use your Mana Tap to pay the mp cost for Maintaining the Spell.

Quaestor Tier 3 Features: Philosophy 13-16

Craft Expertise 3

Spellcasting Expertise 3

Tier 3 Elective Path: Apotropaic Formula Book 2\*, Initiate 2 (Reduce Permanent Depleted condition by 1), Witch’s (Spell Gem) Familiar 4

\* You can craft new Spell formulae for your Apotropaic Formulae Book.

Quaestor Capstone Elective: You cast one Spell in your Apotropaic Formula Book per 2 Levels after 1st (e.g., 3rd, 5th, …, 19th Level) as a Pact Spell when your Witch’s (Spell Gem) Familiar is Readied. You cannot normally change the Spell after you select it but at 20th Level you can cast them all.

Capstone Elective Path: Philosophy 17-20

### Wiccan Order of the East (Restricted)

Wiccan Order of the East is treated as a Druid Class.

Urban Order of the East Witches are sometimes referred to as “Street Sorcerers” or “Sewer Sorcerers;” their Familiars are often Fey amphibians, rats, pigeons, or oozes (or even sentient diseases) that were born (or reborn) in areas in which refuse, usually sewage, contaminated an otherwise secluded grove, cavern, or shoal.

Druid, Witch (Order of the East) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

{Determinism (Zoological), Ethology (Zoological), Mammalogy\*}

Pact Spell (Conduit (Primal))

Witch’s (Fey) Familiar 1

Traumatized (Permanent) 1

Traumatized (Permanent) 2

**Pact (Mab)**: Mab is the Fairy Queen of the Seelie Court, which generally includes Neutral, Neutral (Evil), and Neutral Evil Fey, but you can have any Alignment. If you wish, you can instead form a Pact with an Eladrin, Ghaele, or Unseelie Fairy. Eladrin are Neutral (Good) or Neutral (Chaotic Good). Ghaele are Chaotic. Unseelie are Neutral (Chaotic) or Neutral (Chaotic Evil). (Fomóire are Evil, but you generally cannot form a Pact with one of them.)

**Witch’s Mark**: Your Witch’s Mark 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 creature of your Familiar’s Size (usually Tiny). Your familiar can also consume normal food if it prefers.

\* If your Familiar is something other than a Mammal, you should choose a different Physiology (e.g., Ornithology). If your Familiar is not even an Animal, you should choose the appropriate Determinism, Ethology, and Physiology (e.g., Determinism (Plant), Demi-Ethology (Plant), and Botany). Note: Your Familiar is Fey, but it will have biological (e.g., Animal, Fungal, or Plant) characteristics and may look (but not smell) the same as an animal.

Order of the East Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy\*\* (Prima Materia) & Alchemy (Taxonomy) in the context of casting Order Spells and tests with or related to Fey.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention or Qigong in your Favored Terrain (pick one), and tests with or related to Fey.

Authority (Presence) & Authority (Demeanor) in the context of tests with or related to Fey.

Authority (Impose) & Authority (Compel) in the context of tests with or related to Fey.

Biology\*\* (Craft) & Tool Use (Lab Tech) in the context of crafting with Fey Material.

Biology\*\* (Physician) & Tool Use (First Aid) in the context of healing Fey.

Biology (Taxonomy) & Observation (Assess) in the context of tests with or related to Fey or in your Favored Terrain (pick one).

Biology (Psychiatrist) & Determination (Mana Tap) in the context of healing Fey and attempting tests in your Favored Terrain (pick one).

Empathy (Regard) & Observation (Assay) in the context of interactions with Fey and Sentient (but not Sapient) biological creatures or assaying Fey Material.

Gab (Compel) & Sleight of Hand (Application) in the context of casting Order Spells.

Mechanics\*\* (Envision) & Philosophy\*\* (Empower) in the context of casting Order Spells.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

\*\* Thanks to your Prerequisite Knowledge, you can use Lore instead of the indicated Skill.

Druidic (Wiccan) Order of the East Tier 1 Features:

{Chordate Material, Cryptozoology, Mammalogy}; if your Familiar is a Mammal, replace Mammalogy with Ornithology.

+1 Competence with Aura (Impose)

Pseudomagical Knowledge (Bestial Mutagen) (Perform a Final Enhancement with Bestial Mutagens)

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Traditional Mechanics 2 (Use Lore instead of Mechanics (Envision), if better)

Tier 1 Elective Paths:

Familiar: Signature Strength Mutagen 1, Signature (Mammalian) Bestial Mutagen 1, Witch’s (Fey) Familiar 2

Pact Spells: Pact Spell (Effervescence), Pact Spell (Inaudibility), Pact Spell (Invisibility)

Druidic (Wiccan) Order of the East Tier 2 Features:

+1 Competence with Aura (Demeanor)

+1 Competence with Aura (Presence)

Pixilated 1 (Reduce Permanent Traumatized condition by 1)

Spellcasting Expertise 2

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Tier 2 Elective Path:

Familiar: Signature Hybrid Mutagen 11, Signature Hybrid Mutagen 22, Witch’s (Fey) Familiar 3

Pact Spells: Pact Spell (Trickster), Pact Spell (Charm), Pact Spell (Phantasm)

1 You do not reduce Potency when creating a Hybrid Signature Strength/Bestial Mutagen.

2 Remove one Flaw from the Attribute component of a Hybrid Signature [Attribute]/Signature Bestial Mutagen per rating over 1.

Druidic (Wiccan) Order of the East Tier 3 Features:

+1 Competence with Aura (Compel)

+1 Competence with Determination (Mana Tap)

Pixilated 2 (Reduce Permanent Traumatized condition by 1)

Spellcasting Expertise 3

Traditional Medicine 2 (Use Lore instead of Biology (Physician), if better, for tests related to Biology that are not too technical (GM discretion))

Tier 3 Elective Path:

Familiar: Signature Hybrid Mutagen 3, Signature Hybrid Mutagen 4, Witch’s (Fey) Familiar 4

Pact Spells: Pact Spell (Metamorphosis (Fey)), Pact Spell (Sprite (Primal (Fey))), Pact Spell (Time Flux)

Capstone Elective [PREREQ: Lore 8]: Gain +1 Competence with Lore at 3rd Level. Gain Traditional Mechanics 3 (Use Lore instead of Mechanics (Taxonomy), if better), Traditional Medicine 3 (Use Lore instead of Biology (Psychiatrist), if better), Traditional (Natural) Philosophy 3 (Use Lore instead of Philosophy (Pedagogy), if better), or Traditional Alchemy 3 (Use Lore instead of Alchemy (Taxonomy), if better) at 6th, 9th, 12th, and 18th Level. Also, gain +2 Competence with Lore at 15th Level.

### Wiccan Order of the North (Restricted)

Wiccan Order of the North is treated as a Druid Class.

Druid, Witch (Order of the North) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Pact Spell (Conduit (Water))

Pseudomagical Knowledge (Elemental Mutagen) (Perform a Final Enhancement with Elemental Mutagens)

Traumatized (Permanent) 1

Traumatized (Permanent) 2

Witch’s (Rime Elemental) Familiar 1

**Pact (Krampus)**: Although Krampus is Evil, Mórrígan prevents him from imposing the worst of his predilections upon Wiccans.

**Witch’s Mark**: Your Witch’s Mark 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 creature of your Familiar’s Size (usually Tiny).

**Witch’s (Elemental) Familiars**: Elemental Familiars need a bit more sustenance than what you can provide. A special use of Elemental Mutagen provides the additional sustenance your Familiar needs. No test is required; you are assumed to create it from Volatile Reagents as the need arises.

Order of the North Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Craft) & Observation (Assay) in the context of crafting or assaying Elemental Material.

Alchemy\*\* (Prima Materia) & Alchemy (Taxonomy) in the context of casting Pact Spells and tests with or related to Elementals.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention or Qigong in Arctic Terrain and tests with or related to Elementals.

Authority (Presence) & Authority (Demeanor) in the context of tests with or related to Elementals.

Authority (Impose) & Authority (Compel) in the context of tests with or related to Elementals.

Biology\*\* (Craft) & Tool Use (Lab Tech) in the context of crafting with Elemental Material.

Biology\*\* (Physician) & Tool Use (First Aid) in the context of healing Elementals.

Biology (Taxonomy) & Observation (Assess) in the context of tests with or related to Elementals or in Arctic Terrain.

Biology (Psychiatrist) & Determination (Mana Tap) in the context of healing Fey and attempting tests in Arctic Terrain.

Gab (Compel) & Sleight of Hand (Application) in the context of casting Pact Spells.

Mechanics\*\* (Envision) & Philosophy\*\* (Empower) in the context of casting Pact Spells.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

\*\* Thanks to your Prerequisite Knowledge, you can use Lore instead of the indicated Skill.

Wiccan Order of the North Tier 1 Features:

Pact Spell (Conduit (Cold))

Pact Spell (Sprite (Water))

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Traditional Mechanics 2 (Use Lore instead of Mechanics (Envision), if better)

Wiccan Order of the North Tier 1 Elective Path: Signature Water Elemental Mutagen 1, Signature Water Elemental Mutagen 2, Witch’s (Rime Elemental) Familiar 2

Wiccan Order of the North Tier 2 Features:

Comfortable with Madness 1 (Reduce Permanent Traumatized condition by 1)

Hybrid Elemental Mutagen\*

Pact Spell (Sprite (Cold))

Spellcasting Expertise 2

Traditional Alchemy 3 (Use Lore instead of Alchemy (Taxonomy), if better)

\* You can craft an Water/Cold Hybrid Mutagen without reduced Potency and can also craft a Hybrid Elemental/other Mutagen as normal, treating the two-component Elemental Mutagen as a single Mutagen.

Wiccan Order of the North Tier 2 Elective Path: Signature Water Elemental Mutagen 3, Signature Cold Mutagen 1, Witch’s (Rime Elemental) Familiar 3

Wiccan Order of the North Tier 3 Features:

Comfortable with Madness 2 (Reduce Permanent Traumatized condition by 1)

Pact Spell (Conduit (Air))

Pact Spell (Hierophant (Arctic))

Spellcasting Expertise 3

Traditional Alchemy 4 (Use Lore instead of Alchemy (Craft), if better)

Wiccan Order of the North Tier 3 Elective Path: Signature Cold Mutagen 2, Signature Cold Mutagen 3, Witch’s (Rime Elemental) Familiar 4

Capstone Elective [PREREQ: Lore 8]: Gain +1 Competence with Lore at 3rd Level. Gain Pact Spell (Sprite (Air)), Pact Spell (Thaumaturgical Ally (Frost Elemental))\*, Traditional Mechanics 3 (Use Lore instead of Mechanics (Taxonomy), if better), or Traditional (Natural) Philosophy 3 (Use Lore instead of Philosophy (Pedagogy), if better) at 6th, 9th, 12th, and 18th Level. Also, gain +2 Competence with Lore at 15th Level. Note: A Frost Elemental is Air/Cold.

\* You must acquire Pact Spell (Sprite (Air)) before you can acquire Pact Spell (Thaumaturgical Ally (Frost Elemental)).

### Wiccan Order of the South (Restricted)

Wiccan Order of the South is treated as a Druid Class.

Druid, Witch (Order of the South) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Pact Spell (Conduit (Air))

Pseudomagical Knowledge (Elemental Mutagen) (Perform a Final Enhancement with Elemental Mutagens)

Traumatized (Permanent) 1

Traumatized (Permanent) 2

Witch’s (Desert Elemental) Familiar 1

**Pact (Lamashtu)**: Although Lamashtu is Evil, Mórrígan prevents her from imposing the worst of her predilections upon Wiccans.

**Witch’s Mark**: Your Witch’s Mark 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 creature of your Familiar’s Size (usually Tiny).

**Witch’s (Elemental) Familiars**: Elemental Familiars need a bit more sustenance than what you can provide. A special use of Elemental Mutagen provides the additional sustenance your Familiar needs. No test is required; you are assumed to create it from Volatile Reagents as the need arises.

Order of the South Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy (Craft) & Observation (Assay) in the context of crafting or assaying Elemental Material.

Alchemy\*\* (Prima Materia) & Alchemy (Taxonomy) in the context of casting Pact Spells and tests with or related to Elementals.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention or Qigong in Desert Terrain and tests with or related to Elementals.

Authority (Presence) & Authority (Demeanor) in the context of tests with or related to Elementals.

Authority (Impose) & Authority (Compel) in the context of tests with or related to Elementals.

Biology\*\* (Craft) & Tool Use (Lab Tech) in the context of crafting with Elemental Material.

Biology\*\* (Physician) & Tool Use (First Aid) in the context of healing Elementals.

Biology (Taxonomy) & Observation (Assess) in the context of tests with or related to Elementals or in Desert Terrain.

Biology (Psychiatrist) & Determination (Mana Tap) in the context of healing Elementals and attempting tests in Desert Terrain.

Gab (Compel) & Sleight of Hand (Application) in the context of casting Pact Spells.

Mechanics\*\* (Envision) & Philosophy\*\* (Empower) in the context of casting Pact Spells.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

\*\* Thanks to your Prerequisite Knowledge, you can use Lore instead of the indicated Skill.

Wiccan Order of the South Tier 1 Features:

Pact Spell (Conduit (Desiccation))

Pact Spell (Sprite (Air))

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Traditional Mechanics 2 (Use Lore instead of Mechanics (Envision), if better)

Wiccan Order of the South Tier 1 Elective Path: Signature Air Elemental Mutagen 1, Signature Air Elemental Mutagen 2, Witch’s (Desert Elemental) Familiar 2

Wiccan Order of the South Tier 2 Features:

Comfortable with Madness 1 (Reduce Permanent Traumatized condition by 1)

Hybrid Elemental Mutagen\*

Pact Spell (Sprite (Desiccation))

Spellcasting Expertise 2

Traditional Alchemy 3 (Use Lore instead of Alchemy (Taxonomy), if better)

\* You can craft an Air/Desiccation Hybrid Mutagen without reduced Potency and can also craft a Hybrid Elemental/other Mutagen as normal, treating the two-component Elemental Mutagen as a single Mutagen.

Wiccan Order of the South Tier 2 Elective Path: Signature Air Elemental Mutagen 3, Signature Desiccation Mutagen 1, Witch’s (Desert Elemental) Familiar 3

Wiccan Order of the South Tier 3 Features:

Comfortable with Madness 2 (Reduce Permanent Traumatized condition by 1)

Pact Spell (Conduit (Heat))

Pact Spell (Hierophant (Desert))

Spellcasting Expertise 3

Traditional Alchemy 4 (Use Lore instead of Alchemy (Craft), if better)

Wiccan Order of the South Tier 3 Elective Path: Signature Desiccation Mutagen 2, Signature Desiccation Mutagen 3, Witch’s (Desert Elemental) Familiar 4

Capstone Elective [PREREQ: Lore 8]: Gain +1 Competence with Lore at 3rd Level. Gain Pact Spell (Sprite (Heat)), Pact Spell (Thaumaturgical Ally (Fire Elemental))\*, Traditional Mechanics 3 (Use Lore instead of Mechanics (Taxonomy), if better), or Traditional (Natural) Philosophy 3 (Use Lore instead of Philosophy (Pedagogy), if better) at 6th, 9th, 12th, and 18th Level. Also, gain +2 Competence with Lore at 15th Level. Note: A Fire Elemental is Air/Heat.

\* You must acquire Pact Spell (Sprite (Heat)) before you can acquire Pact Spell (Thaumaturgical Ally (Fire Elemental)).

### Wiccan Order of the West (Restricted)

Wiccan Order of the West is treated as a Druid Class.

Druid, Witch (Order of the West) Required Pact (if you have all Prerequisite Knowledge and agree to the Pact, you get these for free):

Pact Spell (Conduit (Spirit))

Pseudomagical Knowledge (Apotropaic) 1 (You memorize Apotropaic, Poppet, and Energy Sink (Necrotic) Formulae, can perform Final Enhancement w/ Apotropaics)

Traumatized (Permanent) 1; Nungal does not have the intention of inflicting trauma on her Witches, but exposure to the spirit realm does anyway.

Traumatized (Permanent) 2

Witch’s (Spirit) Familiar 1

**Pact (Nungal)**: Nungal is one of the most permissive of Patrons. While she may disapprove of actions you take, she generally lets you do so with impunity, at least until you die.

**Witch’s Mark**: Your Witch’s Mark 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.

Order of the West Task Specialization\* (acquired at each of Tiers 1 to 3 to increase rating from 1 to 3):

Alchemy\*\* (Prima Materia) & Alchemy (Taxonomy) in the context of casting Pact Spells and tests with or related to Spirits or Undead.

Aura (Presence) & Aura (Demeanor) in the context of Mana Retention or Qigong in Deadlands\*\*\* Terrain, and tests with or related to Spirits.

Authority (Presence) & Authority (Demeanor) in the context of tests with or related to Spirits or Undead.

Authority (Impose) & Authority (Compel) in the context of tests with or related to Spirits.

Biology\*\* (Craft) & Tool Use (Lab Tech) in the context of crafting with Spirit or Necrotic Material.

Biology\*\* (Physician) & Tool Use (First Aid) in the context of healing Spirits.

Biology (Taxonomy) & Observation (Assess) in the context of tests with or related to Spirits or Undead or in Deadlands\*\*\* Terrain.

Biology (Psychiatrist) & Determination (Mana Tap) in the context of healing Spirits and attempting tests in Deadlands\*\*\* Terrain.

Empathy (Regard) & Observation (Assay) in the context of interactions with Spirits and Undead or assaying Spirit or Necrotic Material.

Gab (Compel) & Sleight of Hand (Application) in the context of casting Pact Spells.

Mechanics\*\* (Craft) & Tool Use (Tinker) in the context of crafting with Spirit or Necrotic Material.

Mechanics\*\* (Envision) & Philosophy\*\* (Empower) in the context of casting Pact Spells.

\* Provides the equivalent of Task Proficiency for two Tasks, but only in the indicated context.

\*\* Thanks to your Basic Training, you can use Lore instead of the indicated Skill.

\*\*\* Includes any area in which Necrotic or Spiritual Energy is present.

Wiccan Order of the West Tier 1 Features:

Pact Spell (Sprite (Spirit))

Séance: Communicate with Spirits if they would be within Line of Sight on your plane\*

Spellcasting Expertise 1 (Reduce Knowledge Threshold for all Spellcasting tests by 2 per rating)

Traditional Mechanics 2 (Use Lore instead of Mechanics (Envision), if better)

\* Angry Spirits attempt Aura (Demoralize), desperate Spirits attempt Authority (Coerce), trickster Spirits attempt Diplomacy (Bon Mot), friendly Spirits attempt Diplomacy (Demand). Take full damage but attempt Empathy (Parapsychology) to instantly gain information the Spirit cares most about worth a couple minutes (or a couple hours as an Intermission Action) of conversation or visual, audible, and/or chemical playback, all as part of that Action; if information is of a higher degree than your Wits 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.

Tier 1 Elective Path: Apotropaic Formulae Book 1\*, Pact Spell (Metamorphosis (Spirit)), Witch’s (Spirit) Familiar 2

\* Unlike Quaestor, your Apotropaic Formula “Book” is entirely in your head; you memorize Formulae you are taught via an oral tradition. You have one Apotropaic Formula (Item or Spell) in your Apotropaic Formulae Book. You can learn additional Apotropaic Formulae from other Witches of your Order but not from Quaestor. A single Apotropaic Formula (Spell) acts as a Spell when crafting an Apotropaic or Poppet. A single Apotropaic Formula (Item) can be used for any item of the indicated type other than Mana Gems. (Only Quaestor can master the Mana Gem Formula.) You are treated as if you know all your Apotropaic Formulae as Spells when crafting items or using a Spell-Infused Item.

Wiccan Order of the West Tier 2 Features:

Pact Spell (Dimensional Lock)

Pact Spell (Hierophant (Deadlands))

Spellcasting Expertise 2

Traditional Alchemy 2 (Use Lore instead of Alchemy (Prima Materia), if better)

Tier 2 Elective Path: Pseudomagical Knowledge (Apotropaic) 2\*, Comfortable with Madness 1 (Reduce Permanent Traumatized by 1), Witch’s (Spirit) Familiar 3

\* You can use Determination (Mana Tap) for Reagents (Apotropaic). You also gain the ability to perform a Final Enhancement with Spell Gems.

To use a Volatile Reagent, you must Ready (or have previously Readied) an Apotropaic using Sleight of Hand (Ready Potion) then attempt Philosophy (Craft) to combine the Volatile Reagent with the Apotropaic to create a Volatile Apotropaic. An Apotropaic normally inflicts Depleted +1 and allows you to set conditions for when the imbued Spell is triggered. If you create a Volatile Apotropaic, which you can use to cast the Spell imbued in the Apotropaic if you know it, you do not acquire Depleted +1 but cannot set conditions. A Volatile Apotropaic lasts until the end of the next Pass +1 Pass per Spellcasting Action you take to cast the imbued Spell, then becomes inactive (or becomes inactive immediately after you cast the Spell). You can Maintain the Spell normally after casting it, but you can also use your Mana Tap to pay the mp cost for Maintaining the Spell.

Wiccan Order of the West Tier 3 Features:

+1 Competence with Aura (Compel)

+1 Competence with Aura (Demeanor)

+1 Competence with Aura (Presence)

Spellcasting Expertise 3

Tier 3 Elective Path: +1 Competence with Aura (Impose), Comfortable with Madness 2 (Reduce Permanent Traumatized by 1), Witch’s (Spirit) Familiar 4

Capstone Elective [PREREQ: Lore 8]: Gain +1 Competence with Lore at 3rd Level. Gain Traditional Mechanics 3 (Use Lore instead of Mechanics (Taxonomy), if better), Traditional Medicine 2 (Use Lore instead of Biology (Physician), if better, for tests related to Biology that are not too technical (GM discretion)), Traditional Medicine 3 (Use Lore instead of Biology (Psychiatrist), if better), or Traditional Alchemy 3 (Use Lore instead of Alchemy (Taxonomy), if better) at 6th, 9th, 12th, and 18th Level. Also, gain +2 Competence with Lore at 15th Level.

## Supplemental Subclasses

### STR-Based Supplemental Subclasses

#### Athlete (Primary Skill: Athletics)

Athlete Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Warrior Class

Athletics (Combat Maneuver) Task Proficiency 1, Athletics (Mobility) Task Proficiency 1, Athletics (Parry) Task Proficiency 1, Athletics (Strike) Task Proficiency 1

Athlete Tier 2 Features: Athletics 8

+1 Competence with Athletics (Combat Maneuver), +1 Competence with Athletics (Mobility), +1 Competence w/ Athletics (Parry), +1 Competence w/ Athletics (Strike)

Athletics (Combat Maneuver) Task Proficiency 2, Athletics (Mobility) Task Proficiency 2, Athletics (Parry) Task Proficiency 2, Athletics (Strike) Task Proficiency 2

#### Charger (Primary Skill: Hustle)

Charger Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Warrior Class

Hustle (Combat Maneuver) Task Proficiency 1, Hustle (Natural Weapon Damage) Task Proficiency 1, Hustle (Plod) Task Proficiency 1, Hustle (Speed) Task Prof. 1

Charger Tier 2 Features: Hustle 8

+1 Competence w/ Hustle (Combat Maneuver), +1 Competence w/ Hustle (Natural Weapon Damage), +1 Competence w/ Hustle (Plod), +1 Comp. w/ Hustle (Speed)

Hustle (Combat Maneuver) Task Proficiency 2, Hustle (Natural Weapon Damage) Task Proficiency 2, Hustle (Plod) Task Proficiency 2, Hustle (Speed) Task Prof. 2

#### Meat Shield (Primary Skill: Bulwark)

Meat Shield Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Warrior Class

Bulwark (Brute Force) Task Proficiency 1, Bulwark (Combat Maneuver) Task Proficiency 1, Bulwark (Damage Reduction) Task Prof. 1, Bulwark (Stand Ground) TP 1

Meat Shield Tier 2 Features: Bulwark 8

+1 Comp. w/ Bulwark (Brute Force), +1 Comp. w/ Bulwark (Combat Maneuver), +1 Comp. w/ Bulwark (Damage Reduction), +1 Comp. w/ Bulwark (Stand Ground)

Bulwark (Brute Force) Task Proficiency 2, Bulwark (Combat Maneuver) Task Proficiency 2, Bulwark (Damage Reduction) Task Prof. 2, Bulwark (Stand Ground) TP 2

#### Powerhouse (Primary Skill: Might)

Powerhouse Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Warrior Class

Might (Combat Maneuver) Task Proficiency 1, Might (Feat of Strength) Task Proficiency 1, Might (Grip) Task Proficiency 1, Might (Weapon Damage) Task Prof. 1

Powerhouse Tier 2 Features: Might 8

+1 Competence w/ Might (Combat Maneuver), +1 Competence w/ Might (Feat of Strength), +1 Competence w/ Might (Grip), +1 Comp. w/ Might (Weapon Damage)

Might (Combat Maneuver) Task Proficiency 2, Might (Feat of Strength) Task Proficiency 2, Might (Grip) Task Proficiency 2, Might (Weapon Damage) Task Prof. 2

### DEX-Based Supplemental Subclasses

#### Acrobat (Primary Skill: Agility)

Acrobat Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Rogue Class

Agility (Aerobatics) Task Proficiency 1, Agility (Dodge) Task Proficiency 1, Agility (Stealth) Task Proficiency 1, Agility (Tumbling) Task Proficiency 1

Acrobat Tier 2 Features: Agility 8

+1 Competence with Agility (Aerobatics), +1 Competence with Agility (Dodge), +1 Competence with Agility (Stealth), +1 Competence with Agility (Tumbling)

Agility (Aerobatics) Task Proficiency 2, Agility (Dodge) Task Proficiency 2, Agility (Stealth) Task Proficiency 2, Agility (Tumbling) Task Proficiency 2

#### Contortionist (Primary Skill: Contortion)

Contortionist Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Rogue Class.

Contortion (Escape) Task Proficiency 1, Contortion (Maneuver) Task Proficiency 1, Contortion (Stealth) Task Proficiency 1, Contortion (Tunnel Rat) Task Proficiency 1

Contortionist Tier 2 Features: Contortion 8

+1 Competence w/ Contortion (Escape), +1 Competence w/ Contortion (Maneuver), +1 Competence w/ Contortion (Stealth), +1 Comp. w/ Contortion (Tunnel Rat)

Contortion (Escape) Task Proficiency 2, Contortion (Maneuver) Task Proficiency 2, Contortion (Stealth) Task Proficiency 2, Contortion (Tunnel Rat) Task Proficiency 2

#### Tool User (Primary Skill: Tool Use)

Tool User Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Rogue Class.

Tool Use (First Aid) Task Proficiency 1, Tool Use (Lab Tech) Task Proficiency 1, Tool Use (Shoot) Task Proficiency 1, Tool Use (Tinker) Task Proficiency 1

Tool User Tier 2 Features: Tool Use 8

+1 Competence with Tool Use (First Aid), +1 Competence with Tool Use (Lab Tech), +1 Competence with Tool Use (Shoot), +1 Competence with Tool Use (Tinker)

Tool Use (First Aid) Task Proficiency 2, Tool Use (Lab Tech) Task Proficiency 2, Tool Use (Shoot) Task Proficiency 2, Tool Use (Tinker) Task Proficiency 2

#### Nimble-Fingered (Primary Skill: Sleight of Hand)

Nimble-Fingered Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Rogue Class.

Sleight of Hand (Application) Task Proficiency 1, Sleight of Hand (Finesse) Task Proficiency 1, Sleight of Hand (Handle) Task Prof. 1, Sleight of Hand (Thievery) TP 1

Nimble-Fingered Tier 2 Features: Sleight of Hand 8

+1 Comp. w/ Sleight of Hand (Application), +1 Comp. w/ Sleight of Hand (Finesse), +1 Comp. w/ Sleight of Hand (Handle), +1 Comp. w/ Sleight of Hand (Thievery)

Sleight of Hand (Application) Task Proficiency 2, Sleight of Hand (Finesse) Task Proficiency 2, Sleight of Hand (Handle) Task Prof. 2, Sleight of Hand (Thievery) TP 2

### PER-Based Supplemental Subclasses

#### Empath (Primary Skill: Empathy)

Empath Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Investigator Class.

Empathy (Animus Mundi) Task Proficiency 1, Empathy (En Garde) Task Proficiency 1, Empathy (ESP) Task Proficiency 1, Empathy (Regard) Task Proficiency 1

Empath Tier 2 Features: Empathy 8

+1 Competence with Empathy (Animus Mundi), +1 Competence with Empathy (En Garde), +1 Competence w/ Empathy (ESP), +1 Competence w/ Empathy (Regard)

Empathy (Animus Mundi) Task Proficiency 2, Empathy (En Garde) Task Proficiency 2, Empathy (ESP) Task Proficiency 2, Empathy (Regard) Task Proficiency 2

#### Observer (Primary Skill: Observation)

Observer Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Investigator Class.

Observation (Appraise) Task Proficiency 1, Observation (Assay) Task Proficiency 1, Observation (Assess) Task Proficiency 1, Observation (Marksmanship) TP 1

Observer Tier 2 Features: Observation 8

+1 Competence w/ Observation (Appraise), +1 Competence w/ Observation (Assay), +1 Comp. w/ Observation (Assess), +1 Comp. w/ Observation (Marksmanship)

Observation (Appraise) Task Proficiency 2, Observation (Assay) Task Proficiency 2, Observation (Assess) Task Proficiency 2, Observation (Marksmanship) TP 2

#### Reconnoiterer (Primary Skill: Recon)

Reconnoiterer Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Investigator Class.

Recon (Alertness) Task Proficiency 1, Recon (Awareness) Task Proficiency 1, Recon (Defense) Task Proficiency 1, Recon (Weapon Damage) Task Proficiency 1

Reconnoiterer Tier 2 Features: Recon 8

+1 Competence with Recon (Alertness), +1 Competence with Recon (Awareness), +1 Competence w/ Recon (Defense), +1 Competence w/ Recon (Weapon Damage)

Recon (Alertness) Task Proficiency 2, Recon (Awareness) Task Proficiency 2, Recon (Defense) Task Proficiency 2, Recon (Weapon Damage) Task Proficiency 2

#### Traditionalist (Primary Skill: Lore)

Traditionalist Tier 1 Features:

All Basic Training and Required Knowledge for Ranger. See Culture (Education).

Traditionalist Tier 2 Features: Lore 8

Traditional Medicine 3 (Use Lore instead of Biology (Psychiatrist), if better)

### INT-Based Supplemental Subclasses

#### Biologist (Primary Skill: Biology)

Biologist Tier 1 Features: Biology 4

Physiological Education

Biology (Craft) Task Proficiency 1, Biology (Physician) Task Proficiency 1, Biology (Psychiatrist) Task Proficiency 1, Biology (Taxonomy) Task Proficiency 1

Biologist Tier 2 Features: Biology 8

+1 Competence with Biology (Craft), +1 Competence with Biology (Physician), +1 Competence with Biology (Psychiatrist), +1 Competence with Biology (Taxonomy)

Biology (Craft) Task Proficiency 2, Biology (Physician) Task Proficiency 2, Biology (Psychiatrist) Task Proficiency 2, Biology (Taxonomy) Task Proficiency 2

#### Chemist (Primary Skill: Alchemy)

Chemist Tier 1 Features: Alchemy 4

Alchemical Education

Alchemy (Craft) Task Proficiency 1, Alchemy (Prima Materia) Task Proficiency 1, Alchemy (Stealth) Task Proficiency 1, Alchemy (Taxonomy) Task Proficiency 1

Chemist Tier 2 Features: Alchemy 8

+1 Competence with Alchemy (Craft), +1 Competence with Alchemy (Prima Materia), +1 Competence w/ Alchemy (Stealth), +1 Competence w/ Alchemy (Taxonomy)

Alchemy (Craft) Task Proficiency 2, Alchemy (Prima Materia) Task Proficiency 2, Alchemy (Stealth) Task Proficiency 2, Alchemy (Taxonomy) Task Proficiency 2

#### Physicist (Primary Skill: Mechanics)

Physicist Tier 1 Features: Mechanics 4

Mechanical Education

Mechanics (Compute) Task Proficiency 1, Mechanics (Craft) Task Proficiency 1, Mechanics (Envision) Task Proficiency 1, Mechanics (Taxonomy) Task Proficiency 1

Physicist Tier 2 Features: Mechanics 8

+1 Competence w/ Mechanics (Compute), +1 Competence w/ Mechanics (Craft), +1 Competence w/ Mechanics (Envision), +1 Comp. w/ Mechanics (Taxonomy)

Mechanics (Compute) Task Proficiency 2, Mechanics (Craft) Task Proficiency 2, Mechanics (Envision) Task Proficiency 2, Mechanics (Taxonomy) Task Proficiency 2

#### Scholar (Primary Skill: Philosophy)

Scholar Tier 1 Features: Philosophy 4

Liberal Arts Education

Philosophy (Craft) Task Proficiency 1, Philosophy (Empower) Task Proficiency 1, Philosophy (Pedagogy) Task Proficiency 1, Philosophy (Study) Task Proficiency 1

Scholar Tier 2 Features: Philosophy 8

+1 Competence w/ Philosophy (Craft), +1 Competence w/ Philosophy (Empower), +1 Competence w/ Philosophy (Pedagogy), +1 Competence w/ Philosophy (Study)

Philosophy (Craft) Task Proficiency 2, Philosophy (Empower) Task Proficiency 2, Philosophy (Pedagogy) Task Proficiency 2, Philosophy (Study) Task Proficiency 2

### CHA-Based Supplemental Subclasses

#### Deceiver (Primary Skill: Deception)

Deceiver Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Face Class

Deception (Presence) Task Proficiency 1, Deception (Demeanor) Task Proficiency 1, Deception (Second Intention) Task Proficiency 1, Deception (Trickery) TP 1

Deceiver Tier 2 Features: Deception 8

+1 Competence w/ Deception (Presence), +1 Competence w/ Deception (Demeanor), +1 Comp. w/ Deception (Trickery), +1 Comp. w/ Deception (Second Intention)

Deception (Presence) Task Proficiency 2, Deception (Demeanor) Task Proficiency 2, Deception (Second Intention) Task Proficiency 2, Deception (Trickery) TP 2

#### Diplomat (Primary Skill: Diplomacy)

Diplomat Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Face Class

Diplomacy (Presence) Task Proficiency 1, Diplomacy (Demeanor) Task Proficiency 1, Diplomacy (Impose) Task Proficiency 1, Diplomacy (Compel) Task Proficiency 1

Diplomat Tier 2 Features: Diplomacy 8

+1 Competence w/ Diplomacy (Presence), +1 Competence w/ Diplomacy (Demeanor), +1 Competence w/ Diplomacy (Impose), +1 Comp. w/ Diplomacy (Compel)

Diplomacy (Presence) Task Proficiency 2, Diplomacy (Demeanor) Task Proficiency 2, Diplomacy (Impose) Task Proficiency 2, Diplomacy (Compel) Task Proficiency 2

#### Gabber (Primary Skill: Gab)

Gabber Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Face Class

Gab (Presence) Task Proficiency 1, Gab (Demeanor) Task Proficiency 1, Gab (Impose) Task Proficiency 1, Gab (Compel) Task Proficiency 1

Gabber Tier 2 Features: Gab 8

+1 Competence with Gab (Presence), +1 Competence with Gab (Demeanor), +1 Competence with Gab (Impose), +1 Competence with Gab (Compel)

Gab (Presence) Task Proficiency 2, Gab (Demeanor) Task Proficiency 2, Gab (Impose) Task Proficiency 2, Gab (Compel) Task Proficiency 2

#### Performer (Primary Skill: Performance)

Performer Tier 1 Features:

All Basic Training and Tier 1 Class Features of a single Face Class

Performance (Presence) Task Proficiency 1, Performance (Demeanor) Task Proficiency 1, Performance (Bardsong) TP 1, Performance (Magical Investment) TP 1

Performer Tier 2 Features: Performer 8

+1 Comp. w/ Performance (Presence), +1 Comp. w/ Performance (Demeanor), +1 Comp. w/ Performance (Bardsong), +1 Comp. w/ Perf. (Magical Investment)

Performance (Presence) Task Proficiency 2, Performance (Demeanor) Task Proficiency 2, Performance (Bardsong) TP 2, Performance (Magical Investment) TP 2

### WIL-Based Supplemental Subclasses

#### Fast Healer (Primary Skill: Constitution)

Fast Healer Tier 1 Features:

All Basic Training and Tier 1 Class Features of Berserker

Constitution (Bioactive Recovery) TP 1, Constitution (Body Control) TP 1, Constitution (Damage Reduction) TP 1, Constitution (Physiological Recovery) TP 1

Fast Healer Tier 2 Features: Constitution 8

+1 Comp. w/ Con. (Bioactive Recovery), +1 Comp. w/ Con. (Body Control), +1 Comp. w/ Con. (Damage Reduction), +1 Comp. w/ Con. (Physiological Recovery)

Constitution (Bioactive Recovery) TP 2, Constitution (Body Control) TP 2, Constitution (Damage Reduction) TP 2, Constitution (Physiological Recovery) TP 2

#### Intimidator (Primary Skill: Aura)

Intimidator Tier 1 Features:

All Basic Training and Tier 1 Class Features of Paladin

Aura (Presence) Task Proficiency 1, Aura (Demeanor) Task Proficiency 1, Aura (Impose) Task Proficiency 1, Aura (Compel) Task Proficiency 1

Intimidator Tier 2 Features: Aura 8

+1 Competence with Aura (Presence), +1 Competence with Aura (Demeanor), +1 Competence with Aura (Impose), +1 Competence with Aura (Compel)

Aura (Presence) Task Proficiency 2, Aura (Demeanor) Task Proficiency 2, Aura (Impose) Task Proficiency 2, Aura (Compel) Task Proficiency 2

#### Stalwart (Primary Skill: Determination)

Stalwart Tier 1 Features:

All Basic Training and Tier 1 Class Features of Psion

Determination (Mana Tap) Task Prof. 1, Determination (Mettle) TP 1, Determination (Psychoactive Recovery) TP 1, Determination (Psychological Recovery) TP 1

Stalwart Tier 2 Features: Determination 8

+1 Comp. w/ Determination (Mana Tap), +1 Comp. w/ Determination (Mettle), +1 Comp. w/ Det. (Psychoactive Recovery), +1 Comp. w/ Det. (Psychological Recovery)

Determination (Mana Tap) Task Prof. 2, Determination (Mettle) TP 2, Determination (Psychoactive Recovery) TP 2, Determination (Psychological Recovery) TP 2

#### Taskmaster (Primary Skill: Authority)

Taskmaster Tier 1 Features:

All Basic Training and Tier 1 Class Features of Marshall.

Authority (Presence) Task Proficiency 1, Authority (Demeanor) Task Proficiency 1, Authority (Impose) Task Proficiency 1, Authority (Compel) Task Proficiency 1

Taskmaster Tier 2 Features: Authority 8

+1 Competence with Authority (Presence), +1 Competence with Authority (Demeanor), +1 Competence with Authority (Impose), +1 Competence w/ Authority (Compel)

Authority (Presence) Task Proficiency 2, Authority (Demeanor) Task Proficiency 2, Authority (Impose) Task Proficiency 2, Authority (Compel) Task Proficiency 2

# Enterprise

Your choices can be related to a bloodline, advantages from being born into a certain family, or an occupation. You should feel free to make up an Enterprise if none of those presented are quite right for your character.

Your Profession Rank is equal to Enterprise Category unless you are a Paragon; reduce Profession Rank by 1 if you are a Paragon. For example, if you have Enterprise Category D, C, or B and are a Paragon, you have Profession E, D, or C. (You cannot have Enterprise Category A because Role Category A is a prerequisite for Paragon.)

## Paragon [PREREQ: Role Category A]

Gain 12 Boons (Paragon). These Boons can be used to acquire Class Electives in Denouement.

## Profession

When you choose your Enterprise, roll a random Event on one of the Event Tables. Events grant 3 Boons, plus, in some cases, B) a Bonus Lesser Boon (Knowledge, a Superhuman Sense, or other “Third” or “Half” Boon), B) a Bonus Boon, Q) something that barely qualifies as a Flaw or Boon (usually a single Contact or Rival), F) a Lesser Flaw, and/or F) a Greater Flaw (often simply called a “Flaw” if it is clear from context what is meant). Your 3rd Boon is frequently Unrealized Potential (which you cannot buy off and doesn’t do anything unless you gain the benefit of Unbreakable Bond). If you take actions to eliminate a flaw (GM’s discretion), you can pay 1 XP to buy off a Lesser Flaw or 3 XP to buy off a Flaw; you can also pay 2 XP to reduce a Flaw to a Lesser Flaw, if appropriate.

Anyone can choose to roll on the Criminal, Fringer, Military, Rural, or Urban Event Tables, but the Academic and Artisan Event Tables have prerequisites, Criminals must roll on the Criminal Event Table. To determine your Event, roll 2 dice: a d4 (Luck) and a d6 (Potential). The dice don’t always mean what you might think, and anything between 1 and the maximum is nearly equivalent. If you roll a LIFE EVENT, roll on the LIFE EVENT Table.

### Blank Slate (Profession E)

You are probably young or perhaps you were a slacker or served time in prison. You roll on the LIFE EVENT Table and work with your GM to determine a Denouement Boon appropriate for your Event. Those who roll a LIFE EVENT also roll on this table.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pot  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Emotional Breakdown or Disorder.  Denouement Boon  Delusion or Dubious Knowledge  Unrealized Potential 2  F) Decreased Attribute (WIL) 1 | You are badly injured and become addicted to the pain medication.  2 Boons (Fast Healer)  Unrealized Potential 2  F) Addiction | Become a recluse.  2 Boons (Stalwart)  Unrealized Potential 2  F) Debt (£10) | Claim to the throne. If the make the claim, you might get allies… or enemies.  Boon (any)  Noblesse-Oblige  Unrealized Potential 2 |
| 2 | You learn a secret but wish you didn’t; if they know you know, you might have Enemies!  2 Boons (Observer)  B) Unrealized Potential | Faulty memory (or amnesia).  2 Boons (any, but GM chooses them without any input from you!)  Unrealized Potential, Lesser Denouement Boon (GM chooses) | New interest in a sport.  1 Boon (Athlete)  1 Boon (Charger)  Unrealized Potential, Network of Churls (fellow sportsmen) | Windfall.  2 Boons (any)  Franklin  B) Unrealized Potential |
| 3 | Betrayal.  3 Boons (Gabber)  F) Enemy | You encounter discrimination or intolerance.  3 Boons (Intimidator) | New interest in music or an art form.  {Performance (pick three)}  2 Boons (Performer) | Your lover teaches you some moves.  2 Boons (Contortionist)  1 Boon (Acrobat)  B) Lesser Ally |
| 4 | Convicted of a crime.  3 Boons (Deceiver)  F) Criminal Record | Unsuccessful pregnancy/lost child.  3 Boons (Biologist or Traditionalist) | You find time to exercise.  3 Boons (Powerhouse) | A mentor assists you after some dubious initial choices on your part.  3 Boons (Nimble-Fingered)  B) Narrative Hook |
| 5 | You acquire an allergy.  3 Boons (Chemist or Traditionalist)  F) Allergy | You change your religion, philosophy, or world view.  3 Boons (Scholar or Traditionalist) | You are swept up in a social movement.  3 Boons (Empath) | You are a master of your path.  3 Boons (Basic Training)  B) Narrative Hook |
| 6 | Survive a disaster.  2 Boons (Reconnoiterer)  1 Boon (Meat Shield)  F) Missing Limb | Practice makes perfect.  2 Boons (Tool User)  1 Boon (Physicist or Traditionalist)  B) Knowledge (pick one) | You become a leader of sorts.  1 Boon (Diplomat)  2 Boons (Taskmaster)  B) Narrative Hook | Latent Bloodline: Gain Bloodline Abilities and acquire others as Electives.  Denouement Boon and 4 Bloodline Abilities (other than Affinity) |

### Apprentice (Profession D)

In addition to the Knowledge, Skills, and Abilities Listed below, you gain 2 Skill Points; you can spend both on one Skill to increase it by two, one on each of two Skills to increase each by 1, or one or both to acquire Knowledge Tuples like the Knowledge listed in your Enterprise Abilities List; if you have any doubts about whether a Knowledge Tuple is “like” the Knowledge in your Enterprise Abilities List, get approval from your GM. You cannot increase any Skill above 3 (including Attribute) in this way.

#### Academic

Barrister Enterprise Abilities List:

{Anthropology (Human), Liberal Arts (pick one), Psychology (Human)}; your Liberal Arts choice should be related to your legal area of focus

{Dominican Language, Literacy, Savoir-Faire}

{Jurisprudence, Oratory, Stage Performer}

Authority 1

Deception 1

Diplomacy 1

Gab 1

Philosophy 1

+1 Competence with Gab (Presence); you can roll on Academic or Artisan Event Table, but if you roll on Artisan Table, Holdings are for your law firm.

+1 Competence with Philosophy (Study)

Cryptozoologist Enterprise Abilities List:

{Arthropodology, Ichthyology, Malacology}

{Botany, Microbiology, Mycology}

{Cryptozoology, Literacy, Xenobiology}

{Fairyology, Necromancy, Paraphysiology}

{Herpetology, Mammalogy, Ornithology}

Alchemy 1

Biology 1

Observation 1

Philosophy 1

+1 Competence with Alchemy (Taxonomy)

+1 Competence with Biology (Taxonomy)

Librarian Enterprise Abilities List:

{Academia, Common Tongue, Literacy}

{Knowledge (pick 3)}; these should be Knowledges available in the library in which you worked

Observation 1

Philosophy 1

Philosophy 2

Philosophy 3

Philosophy 4

+1 Competence with Philosophy (Craft)

+1 Competence with Philosophy (Pedagogy)

+1 Competence with Philosophy (Study)

Natural Philosopher Enterprise Abilities List:

{Academia, Common Tongue, Literacy}

{Arthropodology, Ichthyology, Malacology}

{Cryptography, Engineer, Kinematics}

{Herpetology, Mammalogy, Ornithology}

{Pharmacologist, Pharmacology, Vitalism}

Biology 1

Mechanics 1

Philosophy 1

+1 Competence with Biology (Taxonomy)

+1 Competence with Mechanics (Taxonomy)

Physicist Enterprise Abilities List:

{Acoustics, Kinetics, Thermodynamics}

{Ballistics, Kinematics, Polymer}

{Cryptography, Electromagnetism, Optics}

{Geology, Hydrology, Meteorology}

{Glass, Metal, Stone}

Mechanics 1

Mechanics 2

Mechanics 3

+1 Competence with Mechanics (Compute)

+1 Competence with Mechanics (Taxonomy)

Priest Enterprise Abilities List:

{Academia, Anthropology (Human), Religion}

{Avaticology, Celestial Language, Determinism (Avatic)}

{Calligrapher, Dominican Language, Literacy}

Aura 1

Authority 1

Diplomacy 1

Philosophy 1

Philosophy 2

+1 Competence with Gab (Presence); You can roll on Academic or Artisan Event Table, but if you roll on Artisan Table, Holdings are for your chapel.

Ordained

Academic Event Table:

To roll on the Academic Event Table, you must have a Knowledge Tuple other than Armor/Weapon Familiarity, Literacy, and at least Philosophy 1.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pot  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Your curiosity got the better of you and you seem to have *nearly* entered an Infernal Pact. Nothing seems to have come of it… yet, though keeping your damned (literally) Familiar in check is proving difficult.  1) Boon (any but how the hell did you get this Familiar?)  2) Witch’s (Avatic (Devil)) Familiar 1  3) Unrealized Potential 2  F) Decreased Attribute (WIL) 1 | People say you have no useful skills.  Boon (any but something an employer would think is not useful), Unrealized Potential 2  B) Knowledge (something an employer would think is not useful) | You took credit for someone else’s work or didn’t do enough to correct a belief the work was yours.  Boon (any but it should be related to your intellectual property theft), Churl; Network of Churls (Academics), Unrealized Potential 2  F) Enemy (your victim) | You manage to get a position on the faculty despite your questionable facts (and sanity, according to some).  Dubious Knowledge (GM will roll 1d4 – 1d4 and apply to Effect on Knowledge tests), Franklin (Schoolmaster), Unrealized Potential 2 |
| 2 | Studying kept you up for days at a time, though seem to recall more about the way you stayed awake than what you were studied.  {Pharmacologist, Pharmacology, Vitalism}, Boon (Scholar), Knowledge (any), Unrealized Potential  F) Addiction | You were rescued by one or more Player Characters (PCs).  +3 XP (from adventures), Unbreakable Bond 1, Knowledge (something you learned during your adventures), Unrealized Potential | You act as a court advisor.  {Dominican Language, Politics, Savoir-Faire}, Network of Franklins, Gentry Connection, Unrealized Potential | A patron dies while you are studying an item for them… so you keep it.  Investment 1, Oddity Identification, Spark Group 1  B) Unrealized Potential |
| 3 | You try your hand as an Artisan but are left in debt.  3 Boons (Chemist)  F) Debt (£10) | LIFE EVENT | LIFE EVENT | You build a life with your love, who happened to own a school.  Boon (Diplomat), Boon (Scholar), Franklin (Schoolmaster), Ally (your love)  B) Dominican Language |
| 4 | Your studies were deemed heretical, and you were imprisoned.  {Aklo Language, Occultism, Para-Anthropology (Demonic)}, Boon (Intimidator), Boon (Scholar)  F) Criminal Record | LIFE EVENT | LIFE EVENT | Secret Life: You acted as an agent of the church or secret organization.  4 Boons (Basic Training for a Class other than your Singleclass or Multiclass)  B) Narrative Hook |
| 5 | You were a sickly, cloistered child.  INT +1, Knowledge (any)  F) Allergy | You pursue your studies without undue distraction.  +1 INT, Knowledge (any) | You are a famous author, at least in certain circles.  +1 INT, Network of Churls (Fans) | An elderly scholar, now deceased, left an indelible mark on you.  +1 INT, Boon (Basic Training), Churl  B) Narrative Hook |
| 6 | 4 Boons (Basic Training for Artificer or Cleric), plus Network of Enemies (those who believe you are a blasphemer or heretic) | 4 Boons (Basic Training for Artificer or Cleric), plus Rival (someone with whom you studied) | 4 Boons (Basic Training for Artificer or Cleric), plus Narrative Hook | 4 Boons (Basic Training for Artificer or Cleric), plus Franklin (Chapel Priest, Library Owner, or Schoolmaster) |

#### Artisan

Armorer Enterprise Abilities List:

{Armorer, Engineer, Metal}

{Chordate Material, Mallet, Plant Material}

Mechanics 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Barber Enterprise Abilities List:

{Anatomy, Barber, Medicine}

{Aromachology, Chordate Material, Visual Art}

Biology 1

Observation 1

Tool Use 1

+1 Competence with Biology (Physician)

+1 Competence with Diplomacy (Presence)

+1 Competence with Gab (Presence)

+1 Competence with Observation (Assess)

+1 Competence with Tool Use (First Aid)

Bowyer Enterprise Abilities List:

{Ballistics, Engineer, Plant Material}

{Dagger, Kinematics, Metal}

Mechanics 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Chef Enterprise Abilities List:

{Aromachology, Chemist, Chemistry}

{Chef, Dagger, Visual Art}

{Chordate Material, Fungal Material, Plant Material}

Biology 1

Observation 1

Tool Use 1

+1 Competence with Biology (Craft)

+1 Competence with Gab (Presence)

+1 Competence with Observation (Assay)

+1 Competence with Tool Use (Lab Tech)

Chemist Enterprise Abilities List:

{Aromachology, Chemist, Chemistry}

{Kinetics, Polymer, Thermodynamics}

Alchemy 1

Biology 1

Observation 1

Tool Use 1

+1 Competence with Alchemy (Craft)

+1 Competence with Gab (Presence)

+1 Competence with Observation (Assay)

+1 Competence with Tool Use (Lab Tech)

Jeweler Enterprise Abilities List:

{Engineer, Gemology, Glass}

{Horology, Metal, Visual Art}

Mechanics 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Pharmacist Enterprise Abilities List:

{Chordate Material, Fungal Material, Plant Material}

{Pharmacologist, Pharmacology, Vitalism}

Biology 1

Biology 2

Observation 1

Tool Use 1

+1 Competence with Biology (Craft)

+1 Competence with Gab (Presence)

+1 Competence with Observation (Assay)

+1 Competence with Tool Use (Lab Tech)

Stonemason Enterprise Abilities List:

{Builder, Engineer, Stone}

{Mallet, Mandrel, Visual Art}

Mechanics 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Tailor Enterprise Abilities List:

{Chordate Material, Savoir-Faire, Visual Art}

{Engineer, Outfitter, Polymer}

Mechanics 1

Observation 1

Observation 2

Tool Use 1

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Wainwright Enterprise Abilities List:

{Ethology (Zoological), Kinematics, Mallet}

{Engineer, Plant Material, Wainwright}

Mechanics 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Weaponsmith Enterprise Abilities List:

{Engineer, Metal, Weaponry}

{Chordate Material, Mallet, Plant Material}

Mechanics 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

Artisan Event Table:

To roll on the Artisan Event Table, you must have two Knowledge Tuples associated with your craft and at least an INT-based Skill 1, Tool Use 1, and Gab (Presence).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pot  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | You see patterns in the chaos. You are not insane in the sense you can tell right from wrong, but in colloquial terms, you are looney.  {Cryptography, Horology, Kinematics}, Boon (GM will pick something related to your affliction),  Unrealized Potential 2  F) Decreased Attribute (CHA) 1 | You fall on hard times and turn to Addictohol and carousing.  2 Boons (Fast Healer), Unrealized Potential 2  F) Addiction | You took then paid off a loan; they are now your only customers and insist you still owe them.  Boon (Gabber), Franklin (Business Owner), Unrealized Potential 2  F) Network of Rivals (organized crime) | Your gauche pursuit of a trade cost you your noble family connections and Noblesse-Oblige.  Boon (Tool User), Boon (Biologist, Chemist, Physicist, or Scholar), Unrealized Potential 2 |
| 2 | Socially unacceptable relationship; you were driven out of town.  Boon (Deceiver), Boon (Reconnoiterer)  B) Unrealized Potential | You were rescued by one or more Player Characters (PCs). You sold your business so you could travel with them, so you no longer have a business to speak of.  +3 XP (from adventures), Unbreakable Bond 1, Knowledge (something you learned during your adventures), Unrealized Potential | Although you are treated well, your master has you work outside your Ability; at least it looked good...  2 Boons (Biologist, Chemist, Physicist, or Scholar; the one in which you have the lowest Skill), Visual Art, Unrealized Potential | An apprentice crafts a 1st Level magic item as a fluke, which you keep; your contacts found out, so you skipped town.  Boon (Taskmaster), Investment 1, Spark Group 1  B) Unrealized Potential |
| 3 | Through no obvious fault of your own, your investments were a bust.  3 Boons (Gabber)  F) Debt (£10) | LIFE EVENT | LIFE EVENT | You build a life with your love, who happened to own the business.  Boon (Gabber), Franklin (Business Owner), Ally (your love)  B) Admin |
| 4 | You were imprisoned, but inmates knew better than to mess with your stuff.  {Engineer, Kinematics, Metal}  2 Boons (Tool User)  F) Criminal Record | LIFE EVENT | LIFE EVENT | Secret Life: You acted as an agent of the crown or as a corporate spy.  4 Boons (Basic Training for a Class other than your Singleclass or Multiclass), Narrative Hook |
| 5 | You were a sickly, cloistered child.  +1 INT, Literacy  F) Allergy | You ply your trade on the road.  +1 PER and Churl (Wagon with Makery or Lab) | Your master, now deceased, left an indelible mark on you.  +1 WIL, Knowledge (any), Churl (Wagon with Makery or Lab), Code of Honor | Famous trademark.  +1 DEX, Franklin (Business Owner), Network of Churls (Customers), Narrative Hook |
| 6 | 4 Boons (Basic Training for Artificer, Face (Entrepreneur), or Rogue (Crackerjack)), plus Debt (£10) and Network of Rivals (investors who lost money when your business went under) | 4 Boons (Basic Training for Artificer, Face (Entrepreneur), or Rogue (Crackerjack)), plus Rival (your former master). | 4 Boons (Basic Training for Artificer, Face (Entrepreneur), or Rogue (Crackerjack)), plus Narrative Hook | 4 Boons (Basic Training for Artificer, Face (Entrepreneur), or Rogue (Crackerjack)), plus Churl (Wagon with Makery or Lab) and Network of Churls (Customers) |

#### Civilian

Acrobat Enterprise Abilities List:

{Acrobatic Performance, Dancing, Stage Performer}

Agility 1

Athletics 1

Contortion 1

Performance 1

+1 Competence with Agility (Dodge)

+1 Competence with Agility (Stealth)

+1 Competence with Agility (Tumbling)

+1 Competence with Athletics (Mobility)

+1 Competence with Hustle (Combat Maneuver)

Administrator Enterprise Abilities List:

{Admin, Field Armor, Jurisprudence}

{Literacy, Politics, Savoir-Faire}

{Dominican Language, Regional Language, Regional Society}

{Swords}

Aura 1

Authority 1

Diplomacy 1

Philosophy 1

+1 Competence with Gab (Presence); you can roll on Academic or Artisan Event Table, but if you roll on Artisan Table, Holdings are for your estate.

Scion

Ambassador Enterprise Abilities List:

{Anthropology (Human), Literacy, Psychology (Human)}

{Dominican Language, Regional Language, Regional Society}

{Oratory, Savoir-Faire, Stage Performer}

Authority 1

Diplomacy 1

Gab 1

Performance 1

+1 Competence with Diplomacy (Presence)

+1 Competence with Diplomacy (Demeanor)

+1 Competence with Diplomacy (Impose)

Bounty Hunter Enterprise Abilities List:

{Brawling}

{Psychology (Human), Terrain (Sewer, Urban)}

{Psychology (Aelven, Dvergan, Uruk)}

{Psychology (Leonid, Lycan, Ysoki)}

Athletics 1

Observation 1

Recon 1

+1 Competence with Athletics (Strike)

+1 Competence with Deception (Demeanor)

+1 Competence with Observation (Assess)

Fortune-Teller Enterprise Abilities List:

{Astrology, Determinism (Spirit), Parapsychology (Spirit)}

{Anthropology (Human), Ethology (Human), Psychology (Human)}

{Occultism, Oratory, Stage Performer}

Aura 1

Authority 1

Deception 1

Empathy 1

Performance 1

+1 Competence with Empathy (ESP)

+1 Competence with Empathy (Regard)

Gambler Enterprise Abilities List:

{Cryptography, Ethology (Human), Psychology (Human)}

Deception 1

Deception 2

Deception 3

Deception 4

Empathy 1

Mechanics 1

Sleight of Hand 1

+1 Competence with Deception (Demeanor)

+1 Competence with Sleight of Hand (Thievery)

Guide Enterprise Abilities List:

{Anthropology (Aelven, Dvergan, Uruk)}

{Anthropology (Human), Ethology (Human), Psychology (Human)}

{Anthropology (Leonid, Lycan, Ysoki)}

{Regional Language, Regional Society, Terrain (Urban)}

Deception 1

Diplomacy 1

Gab 1

Recon 1

+1 Competence with Deception (Demeanor)

+1 Competence with Diplomacy (Presence)

Hospitality Enterprise Abilities List:

{Anthropology (Human), Ethology (Human), Psychology (Human)}

{Psychology (Aelven, Dvergan, Uruk)}

{Psychology (Raptor, Strix, Tengu)}

{Common Tongue, Savoir-Faire, Terrain (Urban)}

{Psychology (Leonid, Lycan, Ysoki)}

Diplomacy 1

Empathy 1

Gab 1

+1 Competence with Diplomacy (Presence)

+1 Competence with Empathy (Regard)

Laborer Enterprise Abilities List:

Agility 1

Athletics 1

Bulwark 1

Constitution 1

Determination 1

Hustle 1

Might 1

Tool Use 1

+1 Competence with Constitution (Physiological Recovery)

+1 Competence with Might (Feat of Strength)

Stage Magician Enterprise Abilities List:

{Magic Performance, Psychology (Human), Stage Performer}

Contortion 1

Deception 1

Performance 1

Sleight of Hand 1

Sleight of Hand 2

+1 Competence with Contortion (Escape)

+1 Competence with Deception (Trickery)

+1 Competence with Sleight of Hand (Handle)

+1 Competence with Sleight of Hand (Thievery)

Merchant Enterprise Abilities List:

{Admin, Psychology (Human), Trade}

Authority 1

Deception 1

Diplomacy 1

Gab 1

Gab 2

Gab 3

Observation 1

+1 Competence with Gab (Presence); you can roll on the Artisan Event Table.

+1 Competence with Observation (Appraise)

Messenger Enterprise Abilities List:

Athletics 1

Constitution 1

Hustle 1

Hustle 2

Hustle 3

+1 Competence with Athletics (Mobility)

+1 Competence with Constitution (Body Control)

+1 Competence with Constitution (Physiological Recovery)

+1 Competence with Hustle (Combat Maneuver)

+1 Competence with Hustle (Speed)

Musician Enterprise Abilities List:

{Acoustics, Play Instrument (Keyboards, Percussion, Strings, or Winds), Stage Performer}

{Engineer, Material (of your favored instrument), Musicology}

Mechanics 1

Performance 1

Performance 2

Performance 3

Performance 4

Tool Use 1

+1 Competence with Performance (Presence)

+1 Competence with Performance (Demeanor)

Civil Event Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pot  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | You experience a break with reality.  Boon (GM will pick something related to your affliction), {Astrology, Determinism (Avatic), Ethics (Law)}, Unrealized Potential 2  F) Decreased Attribute (PER) 1 | You fall on hard times and turn to Addictohol and carousing.  Boon (Gabber), Boon (Fast Healer), Unrealized Potential 2  F) Addiction | You took a loan, which may or may not have been forced on you, from some shady characters.  Boon (Gabber), Franklin (Business Owner), Unrealized Potential 2  F) Network of Rivals (Gangsters) | Offspring of a merchant prince on the cusp of nobility (you can buy Noblesse-Oblige for 3 XP).  Franklin (Business Owner), Network of Franklins, Unrealized Potential 2 |
| 2 | Your pet kept you company on the streets.  Primal (Animal) Familiar 1  {Ethology (Zoological), Sewer Terrain, Urban Terrain}  B) Unrealized Potential | You were rescued by one or more Player Characters (PCs).  +3 XP (from adventures), Unbreakable Bond 1, Knowledge (something you learned during your adventures), Unrealized Potential | As just another person in the city, nobody really remembers you.  Boon (Deceiver), Boon (Diplomat), Urban Terrain, Unrealized Potential | You inherit a family heirloom, which reveals itself to be magic.  Investment 1, Spark Group 1, Engineer, Churl  B) Unrealized Potential |
| 3 | You were a jailhouse lawyer.  {Dominican Language, Law Enforcement, Jurisprudence}  Boon (Scholar)  Boon (Observer)  F) Criminal Record | LIFE EVENT | LIFE EVENT | Built a life with your wealthy love.  Boon (Performer), Franklin, Ally (your love)  B) Performance (pick one) |
| 4 | Career ended with injury.  Boon (Fast Healer)  Boon (Stalwart)  Boon (Gabber)  F) Missing Limb | LIFE EVENT | LIFE EVENT | Secret Life: You acted as an agent or a secret crime fighter. 4 Boons (Basic Training for a Class other than your Singleclass or Multiclass), Narrative Hook |
| 5 | You were a sickly, cloistered child.  +1 INT, Literacy  F) Allergy | You ran a successful business for its owner for a while.  +1 WIL, Admin | You are rather strong for a civilian.  +1 STR, Field Armor | Famous celebrity. +1 CHA, Franklin, Network of Churls (Fans), Narrative Hook |
| 6 | 4 Boons (Basic Training for Face (any) or Investigator (Detective or Mentalist)), plus Debt (£10) and Enemy (Criminal blames you) | 4 Boons (Basic Training for Face (any) or Investigator (Detective or Mentalist)), plus Rival (someone you stepped on) | 4 Boons (Basic Training for Face (any) or Investigator (Detective or Mentalist)), plus Narrative Hook | 4 Boons (Basic Training for Face (any) or Investigator (Detective or Mentalist)), plus Franklin |

#### Criminal

Professional criminals can choose any Enterprise, then roll on the Criminal Event Table. For a Con Artist, you might want to also take a Face Class and for a Crackerjack, Smuggler, or Thief, the Rogue (Crackerjack, Infiltrator, or Thief) is a natural choice.

Criminal Event Table

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pot  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | Institutionalized for thinking certain people should die. Addictohol suppresses your Delusion.  Boon (GM will pick something related to your affliction), Delusion, Unrealized Potential 2  F) Decreased Attribute (PER) 1 | You did what you had to do to survive.  2 Boons (Fast Healer), Unrealized Potential 2  F) Debt (£10) | You were a fast-talking addictoholic.  Boon (Deceiver), Boon (Gabber), Unrealized Potential 2  F) Addiction | You are the black sheep of a noble house or a bastard; either they have cut you off or you aren’t initially aware of your Noble Bloodline.  Boon (any), Noblesse-Oblige, Unrealized Potential 2 |
| 2 | Exposed to a toxin.  Boon (Physicist) or Traditional Mechanics, Boon (Tool User), Unrealized Potential, Engineer  F) Allergy | Rescued by a Player Character (PC).  +3 XP (from adventures), Unbreakable Bond 1, Knowledge (something you learned during your adventures), Unrealized Potential | The dungeon closed after your jailor retired. You were forgotten, there’s no record of your incarceration.  2 Boons (Contortionist), Unrealized Potential, Sewer Terrain | Nobody noticed your share included a magic item.  Boon (Nimble-Fingered), Investment 1, Spark Group 1  B) Unrealized Potential |
| 3 | You were caught acting as a mule.  Boon (Contortionist), 2 Boons (Nimble-Fingered)  F) Criminal Record | LIFE EVENT | LIFE EVENT | You build a life with your love, with whom you strike it rich.  Boon (Gabber), Franklin, Ally (your love)  B) Savoir-Faire |
| 4 | You found out crime doesn’t pay.  Boon (Acrobat), Boon (Athlete), Boon (Gabber)  F) Debt (£10) | LIFE EVENT | LIFE EVENT | Secret Life: Criminal organization agent or secret crime fighter. 4 Boons (Basic Training for a Class other than your Singleclass or Multiclass), Narrative Hook |
| 5 | You were imprisoned and had to fend for yourself.  +1 STR, Unarmed  F) Criminal Record | You procured things for a necromancer, er, I mean a physician who studied anatomy.  +1 PER, Necromancy | You were good at it but gave up your life of crime (or at least put it on a shelf for a bit).  +1 DEX, Urban Terrain | Respected by criminals, unsuspected by law abiding folk.  +1 CHA, Network of Churls (Criminal), Franklin, Narrative Hook |
| 6 | 4 Boons (Basic Training for Face (Hood) or Investigator (Detective), or Rogue (any)), plus Criminal Record and Debt (£10) | 4 Boons (Basic Training for Face (Hood) or Investigator (Detective), or Rogue (any)), plus Rival (E thinks you took it!) | 4 Boons (Basic Training for Face (Hood) or Investigator (Detective), or Rogue (any)), plus Narrative Hook | 4 Boons (Basic Training for Face (Hood) or Investigator (Detective), or Rogue (any)), plus Churl, Network of Churls (Criminal) |

#### Martial

Archer Enterprise Abilities List:

{Projectile Weapons}

Might 1

Observation 1

Recon 1

Tool Use 1

+1 Competence with Mechanics (Compute)

+1 Competence with Might (Grip)

+1 Competence with Observation (Marksmanship)

+1 Competence with Recon (Weapon Damage)

+1 Competence with Tool Use (Shoot)

Cavalry Enterprise Abilities List:

{Arming Sword (Swung), Chain Mace, Longsword (1H Swung)}

{Club/Mace (1H), Handaxe (1H), Beaked Axe (1H)}

{Field Armor, Polearm (1H), Shields}

Athletics 1

Bulwark 1

Empathy 1

Might 1

+1 Competence with Authority (Impose)

+1 Competence with Diplomacy (Demeanor)

Exploit Handy Trait (Reduce Handedness by ½ with a weapon that has the Handy Trait)

Gladiator Enterprise Ability List:

{Combat Performance, Stage Performer, Unarmed}

{Polearms}

{Swords}

Agility 1

Athletics 1

Bulwark 1

Might 1

Performance 1

+1 Competence with Athletics (Strike)

+1 Competence with Hustle (Combat Maneuver)

Guard Enterprise Abilities List:

{Field Armor, Law Enforcement, Shields}

{Psychology (Aelven, Dvergan, Human)}

{Regional Language, Regional Society, Urban Terrain}

{Swords}

Athletics 1

Authority 1

Observation 1

Recon 1

+1 Competence with Athletics (Combat Maneuver)

+1 Competence with Athletics (Strike)

Infantry Enterprise Abilities List:

{Blades}

{Brawling}

{Field Armor, Psychology (Human), Shields}

{Polearms}

Athletics 1

Bulwark 1

Might 1

+1 Competence with Athletics (Strike)

+1 Competence with Might (Weapon Damage)

Exploit Handy Trait (Reduce Handedness by ½ with a weapon that has the Handy Trait)

Knight Enterprise Abilities List:

{Field Armor, Heavy Armor, Shields}

{Basket Hilt/Razor Gauntlet/Spiked Gauntlet, Polearm (1H), Savoir-Faire}

{Swords}

Athletics 1

Aura 1

Authority 1

Bulwark 1

Might 1

+1 Competence with Authority (Impose)

+1 Competence with Diplomacy (Demeanor)

Officer Enterprise Abilities List:

{Ethology (Human), Field Armor, Psychology (Human)}

{Swords}

Athletics 1

Authority 1

Authority 2

Authority 3

Recon 1

+1 Competence with Authority (Impose)

+1 Competence with Authority (Compel)

+1 Competence with Recon (Awareness)

Scout Enterprise Abilities List:

{Terrain (Forest, Jungle, Swamp)}

Agility 1

Contortion 1

Observation 1

Recon 1

+1 Competence with Agility (Stealth)

+1 Competence with Alchemy (Stealth)

+1 Competence with Contortion (Stealth)

+1 Competence with Observation (Assess)

+1 Competence with Recon (Alertness)

Military Event Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pot  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | You have PTSD, which acts as a Delusion that makes you see threats where there are none.  Boon (Meat Shield), Delusion, Unrealized Potential 2  F) Decreased Attribute (WIL) 1 | Your incompetence remained largely hidden… until it wasn’t. Or perhaps you were falsely accused of grift.  2 Boons (Gabber), Unrealized Potential 2  F) Criminal Record | You made your commander look foolish, so he hates you even now.  {Anthropology (Human), Comedy, Psychology (Human)}, Boon (Diplomat), Unrealized Potential 2  F) Enemy (your previous commander) | You are a second son or daughter of a noble house, with no inheritance.  Boon (any), Noblesse-Oblige, Unrealized Potential 2, Churl (Knight Errant)  F) Code of Honor (choose one appropriate for your house) |
| 2 | 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.  {Regional Language, Regional Society, Terrain (any)}, Boon (Reconnoiterer)  B) Unrealized Potential | Rescued by a Player Character (PC).  +3 XP (from adventures), Unbreakable Bond 1, Knowledge (something you learned during your adventures), Unrealized Potential | You see little action and spend most of your time maintaining your armor.  {Armory, Engineer, Weaponry}, Boon (Tool User), Unrealized Potential, Metal | The spoils of war included something you demanded.  Boon (Intimidator), Investment 1, Spark Group 1  B) Unrealized Potential |
| 3 | Your unit was encouraged to take mutagens to enhance your combat abilities.  Rage, Hamrammr 1, Hamrammr 2  F) Addiction | LIFE EVENT | LIFE EVENT | After the war, you build a life with your love.  Boon (Stalwart), Franklin, Ally (your love)  B) Performance (Combat) |
| 4 | You defy orders to save lives and are discharged for your efforts.  Boon (Athlete), Boon (Powerhouse), Boon (Stalwart)  F) Code of Honor (Bravery and honor in combat) | LIFE EVENT | LIFE EVENT | Secret Life: You were a military intelligence operative or agent provocateur. 4 Boons (Basic Training for a Class other than your Singleclass or Multiclass), Narrative Hook |
| 5 | You were captured and forced to fight in an arena, then tossed into a mass grave when they thought you were dead.  +1 STR, Weapon Familiarity (any)  F) Missing Limb | You served as a marine, either formally or informally.  +1 PER, Maritime Terrain | You were respected for your skills but left the service and never looked back.  +1 STR, Field Armor | You were a respected commander. +1 WIL, Boon (Taskmaster), Network of Churls (soldiers and those who appreciate your service), Narrative Hook |
| 6 | 4 Boons (Basic Training for Champion (any) or Warrior (any)), plus Debt (£10) and Missing Limb | 4 Boons (Basic Training for Champion (any) or Warrior (any)), plus Rival (a survivor from your unit, which had a high mortality rate) | 4 Boons (Basic Training for Champion (any) or Warrior (any)), plus Narrative Hook | 4 Boons (Basic Training for Champion (any) or Warrior (any)), plus Network of Allies (veterans) |

#### Fringer

Fisherman Enterprise Abilities List:

{Determinism (Zoological), Hydrology, Meteorology}

{Ecology, Ichthyology, Maritime Terrain}

{Engineer, Plant Material, Wainwright}

Lore 1

Observation 1

Tool Use 1

+1 Competence with Biology (Taxonomy)

+1 Competence with Observation (Assess)

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft), if better, for Mechanics tests that are not too technical (GM discretion))

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy), if better)

Guide Enterprise Abilities List:

{Anthropology (Human), Ethology (Human), Psychology (Human)}

{Common Tongue, Regional Language, Regional Society}

{Determinism (Zoological), Ethology (Zoological), Terrain (pick one)}

Lore 1

Recon 1

+1 Competence with Biology (Taxonomy)

+1 Competence with Observation (Assess)

+1 Competence with Tool Use (First Aid)

Traditional Medicine 1 (Use Lore instead of Biology (Craft), if better, for tests related to Biology that are not too technical (GM discretion))

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy), if better)

Herbalist Enterprise Abilities List:

{Botany, Mammalogy, Mycology}

{Chordate Material, Fungal Material, Plant Material}

{Pharmacologist, Pharmacology, Vitalism}

Lore 1

Tool Use 1

+1 Competence with Biology (Craft)

+1 Competence with Biology (Taxonomy)

+1 Competence with Tool Use (Lab Tech)

Traditional Medicine 1 (Use Lore instead of Biology (Craft), if better, for tests related to Biology that are not too technical (GM discretion))

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy), if better)

Hunter Enterprise Abilities List:

{Ethology (Zoological), Mammalogy, Terrain (Forest)}

{Projectile Weapons}

Lore 1

Observation 1

Tool Use 1

+1 Competence with Alchemy (Stealth)

+1 Competence with Observation (Marksmanship)

+1 Competence with Recon (Weapon Damage)

+1 Competence with Tool Use (Shoot)

Traditional Alchemy 1 (Use Lore instead of Alchemy (Stealth), if better)

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy), if better)

Midwife Enterprise Abilities List:

{Anatomy, Barber, Medicine}

{Chordate Material, Ethology (Human), Psychology (Human)}

{Pharmacologist, Pharmacology, Vitalism}

Diplomacy 1

Empathy 1

Lore 1

Tool Use 1

+1 Competence with Diplomacy (Presence)

+1 Competence with Tool Use (First Aid)

Traditional Medicine 1 (Use Lore instead of Biology (Craft), if better, for tests related to Biology that are not too technical (GM discretion))

Peasant Enterprise Abilities List:

{Botany, Determinism (Plant), Plains Terrain}

{Chordate Material, Ethology (Zoological), Mammalogy}

{Engineer, Plant Material, Wainwright}

Lore 1

+1 Competence with Deception (Demeanor)

+1 Competence with Diplomacy (Demeanor)

Traditional Alchemy 1 (Use Lore instead of Alchemy (Stealth), if better)

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft), if better, for Mechanics tests that are not too technical (GM discretion))

Traditional Medicine 1 (Use Lore instead of Biology (Craft), if better, for tests related to Biology that are not too technical (GM discretion))

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy), if better)

Sailor Enterprise Abilities List:

{Engineer, Plant Material, Wainwright}

{Hydrology, Maritime Terrain, Meteorology}

Agility 1

Athletics 1

Athletics 2

Athletics 3

Lore 1

+1 Competence with Agility (Tumbling)

+1 Competence with Athletics (Mobility)

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft), if better, for Mechanics tests that are not too technical (GM discretion))

Trapper Enterprise Abilities List:

{Engineer, Kinematics, Metal}

{Mammalogy, Plant Material, Terrain (pick one)}

Lore 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Mechanics (Craft)

+1 Competence with Tool Use (Tinker)

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft), if better, for Mechanics tests that are not too technical (GM discretion))

Traditional (Natural) Philosophy 1 (Use Lore instead of Biology (Taxonomy), if better)

Fringer Event Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Pot  Roll | Luck Roll | | | |
| 1 | 2 | 3 | 4 |
| 1 | You were considered feral for a while, but you got better.  Boon (something related to your feral past), Boon (Traditionalist), Unrealized Potential 2  F) Decreased Attribute (INT) 1 | You did what you had to do to survive.  Boon (Fast Healer), Boon (Traditionalist), Unrealized Potential 2  F) Missing Limb | You were introduced to an herbal “remedy.”  2 Boons (Traditionalist), Unrealized Potential 2  F) Addiction | You are royalty in a barbarian tribe, but that is less than nobility in civilized lands.  Boon (any), Boon (Traditionalist), Unrealized Potential 2 |
| 2 | Although obviously untrue, you get a reputation for being in love with an animal.  Boon (Empath), Boon (Traditionalist), Ethology (Animal), Unrealized Potential  F) Network of Rivals (You’re a freak!) | Rescued by a Player Character (PC).  +3 XP (from adventures), Unbreakable Bond 1, Knowledge (something you learned during your adventures), Unrealized Potential | You ponder the riddle of steel.  Boon (Traditionalist), {Armory, Engineer, Weaponry}, Unrealized Potential, Metal | You found something in the wilderness… or it found you.  Boon (Traditionalist), Investment 1, Spark Group 1  B) Unrealized Potential |
| 3 | You were press-ganged or fled to the seas to avoid imprisonment.  Boon (Reconnoiterer), Boon (Traditionalist), {Engineer, Maritime Terrain, Wainwright}  F) Criminal Record | LIFE EVENT | LIFE EVENT | You build a life with your love.  Boon (Traditionalist), Franklin, Ally (your love)  B) Plains Terrain |
| 4 | You find urban settings unbearable.  3 Boons (Traditionalist)  F) Allergy (pollution) | You find your pet to be a better companion than people, present company excepted (perhaps).  {Ethology (Animal), Jungle Terrain, Mammalogy}, Boon (Traditionalist), Primal (Animal) Familiar 1 | LIFE EVENT | Secret Life: You acted as an agent (or double agent) in a frontier conflict. 4 Boons (Basic Training for a Class other than your Singleclass or Multiclass), Narrative Hook |
| 5 | While competent in the wilderness, you’ve found it hard to get by in civilized lands and have a criminal record to show for it.  +1 STR, Boon (Traditionalist)  F) Criminal Record, Debt (£10) | While competent in the wilderness, you’ve found it hard to get by in civilized lands.  +1 PER, Boon (Traditionalist), Terrain (Swamp)  F) Debt (£10), Network of Rivals (who think you don’t belong) | You maintain your code even with the soft urban dwellers.  +1 WIL, Boon (Traditionalist), Terrain (Arctic)  F) Code of Honor, Enemy (somehow your code made you an enemy who wants you dead) | You have a faithful little pet.  +1 CHA, Boon (Traditionalist), Primal (Animal) Familiar 1, Ethology (Animal), Narrative Hook  F) Decreased Attribute (INT) |
| 6 | Boon (Traditionalist), 3 Boons (Basic Training for Champion (Berserker) Druid (any), or Investigator (Ranger or Sharpshooter), or Warrior (Skirmisher)), plus Addiction and Missing Limb | Boon (Traditionalist), 3 Boons (Basic Training for Champion (Berserker) Druid (any), or Investigator (Ranger or Sharpshooter), or Warrior (Skirmisher)), plus Rival (someone who thinks you should go back to the fringe) | Boon (Traditionalist), 3 Boons (Basic Training for Champion (Berserker) Druid (any), or Investigator (Ranger or Sharpshooter), or Warrior (Skirmisher)), plus Narrative Hook | Boon (Traditionalist), 4 Boons (Basic Training for Champion (Berserker) Druid (any), or Investigator (Ranger or Sharpshooter), or Warrior (Skirmisher)) |

### Journeyman (Profession C)

As for Profession D, plus you gain 12 Skill Points (in addition to the 2 you gain for Profession D, for a total of 14) you can distribute among the Skills listed in your Enterprise Abilities List, but you cannot increase any Skill above 7 (including Attribute) in this way. You can also spend 1 Skill Point to acquire a Knowledge Tuple like the Knowledge listed in your Enterprise Abilities List.

For example, say you chose Armorer and have DEX 0 and INT 0. The Armorer Enterprise Abilities List includes:

{Armorer, Engineer, Metal}

{Chordate Material, Mallet, Plant Material}

Mechanics 1

Observation 1

Tool Use 1

Tool Use 2

+1 Competence with Gab (Presence)

+1 Competence with Mechanics (Craft)

+1 Competence with Observation (Appraise)

+1 Competence with Tool Use (Tinker)

You could increase Tool Use to 7, Mechanics to 6, and acquire {Hermetics, Glass, Polymer} and {Geology, Special Material (Adamantium, Obsidian)}.

### Master (Profession B)

As for Profession D, plus you gain 24 Skill Points (in addition to the 2 you gain for Profession D, for a total of 26) you can distribute among the Skills listed in your Enterprise Abilities List, but you cannot increase any Skill above 11 (including Attribute) in this way. You can also spend 1 Skill Point to acquire a Knowledge Tuple like the Knowledge listed in your Enterprise Abilities List.

### Grand Master (Profession A)

As for Profession D, plus you gain 36 Skill Points (in addition to the 2 you gain for Profession D, for a total of 38) you can distribute among the Skills listed in your Enterprise Abilities List, but you cannot increase any Skill above 15 (including Attribute) in this way. You can also spend 1 Skill Point to acquire a Knowledge Tuple like the Knowledge listed in your Enterprise Abilities List.

# Denouement

You should double-check your character sheet to make sure you don’t have any redundant Knowledge, your Skills add up to the correct rating, etc. If you have 3 redundant Knowledges or any redundant Abilities other than Superhuman Senses or Natural Weapons, you gain a Boon (Basic Training) instead of one of the redundant Abilities or 3 Knowledges. If you have two redundant Superhuman Senses or Natural Weapons, you also gain a Boon (Basic Training). If you have one or two “leftover” redundant Knowledges, chose one or two Knowledges now and if you have one “leftover” redundant Superhuman Sense or Natural Weapon, you gain a Lesser Boon.

## Boons

If you have any Boons that are not earmarked for Paragon, Basic Training, or Supplemental Subclass, you can use them to acquire Social Status (Franklin), Network of Franklins, or two Lesser Boons instead. If you don’t like these options, you can convert Boon (any) to Boon (Basic Training) or Boon (Supplemental Subclass) and spend them as described below.

### Boon (Paragon)

You can choose to be a Paragon as part of your Enterprise Category choices, but only if you have Role Category A.

If you chose Tier 3 (Role A) when making your Enterprise Category choices, spend your 12 Boons (Paragon) to acquire 12 Electives for your Class. If you run out of Electives to choose, any remaining Boons (Paragon) are lost.

If you chose Multiclass (Role A) when making your Enterprise Category choices, spend your 12 Boons (Paragon) to acquire 14 (instead of 8) Tier 2 Class Features of each Class, then the remainder to acquire Electives for each Class, if any. You cannot acquire Tier 3 Class Features with your Boons (Paragon), all of which must be spent on Electives after you have 14 Tier 2 Class Features for your two Classes.

### Boon (Basic Training)

If you do not have all 6 Basic Training Features of your Class, you must spend all Boons (Basic Training) until you have all 6 Basic Training Features of your Class or you run out of Boons (Basic Training). If you are a Multiclass Dilettante or Multiclass, you must spend all Boons (Basic Training) until you have all 6 Basic Training Features of each of your Classes or you run out of Boons (Basic Training). For each Boon (Basic Training) you have, if any, after acquiring all Basic Training Features, you can spend the remaining Boons (Basic Training) to acquire a Basic Training Feature from any Class or combination of Classes, a Terrain Knowledge Tuple, a Weapon Knowledge Tuple, or some other Knowledge Tuple. See Culture (Education).

### Boon (Supplemental Subclass)

Some Ancestries give you Boons ([Supplemental Subclass]). Spend Boons ([Supplemental Subclass]) to gain Tier 1 Abilities for the Supplemental Subclass. If you acquire all Tier 1 Features of the Supplemental Subclass, you can acquire Tier 1 Abilities for a Supplemental Subclass for which your Ancestry also gave you Boons. For example, if you are an Aelf and acquire all Tier 1 Abilities of Acrobat, you can acquire a Tier 1 Contortionist Feature using Boon (Acrobat) because Aelves gain both Boons (Acrobat) and Boons (Contortionist).

### Lesser Boons

You gain a Lesser Boon (once) if you voluntarily take a Lesser Flaw. The most typical Lesser Boons are Social Status (Churl), Franklin Connection, Network of Churls, Ally, and Narrative Hook. (Network of Franklins is a Boon, not a Lesser Boon.) If you choose Narrative Hook, pick a phrase that describes something about your character. You can spend 1 mp to use your Narrative Hook to gain +1 Competence on a test appropriate for the Narrative Hook. The intention of a Narrative Hook is to be interesting, not powerful. So, “I do lots of damage” would be a poor choice, while “Only fools rush in” is a bit more interesting.

If you have a Lesser Boon but don’t really want to spend it on anything, you can ask the GM to give you Knowledge appropriate for the adventure to come in place of a Lesser Boon.

## Quirks

You can also choose a Quirk, such as a Network of Commoners, a Churl Contact, or a Rival, for free. (A “Rival” is “bad” but not bad enough to merit a counterbalancing Denouement; you can also “buy off” a Rival for free later, or even turn them into a Contact.) You should only take a Quirk if it makes sense for your character, but feel free to make up any Quirk you like; it should be worth less than a Lesser Boon or, if not beneficial, worth more than a Lesser Flaw.

## Flaws

If a Flaw acquired in an Event is unappealing to a player, the GM should allow it to be replaced because that is more fun for the player; replace an unappealing Flaw with another Flaw. You can also take on Flaws if you want them; you get a Lesser Boon if you take a Lesser Flaw, a Boon if you take a Flaw, or you can take 2 Lesser Flaws to upgrade a Lesser Boon to a Boon (not all Lesser Boons have an upgrade). Not including Flaws you acquired before Denouement, you cannot take more than 2 Lesser Flaws or one Flaw (or, at least, you do not get a corresponding benefit if you do). Although “retraining” is not a part of the rules, Flaws can be bought off if it can be justified (1 XP for a Lesser Flaw and 3 XP for a Flaw). Some examples of Lesser Flaws are:

Addiction: Start with Addiction 99 in Addictohol or another addiction-causing Consumable; you cannot reduce Addiction below 10 unless you buy off the flaw.

Alignment: Neutral (Chaotic Evil) is “No Alignment;” you cannot take Neutral (Chaotic Evil) as an Alignment Flaw. Any of Neutral (Lawful Good, Lawful, Lawful Evil, Good, Evil, Chaotic Good, Chaotic) or Neutral (with no tendencies) is an appropriate Lesser Flaw. See the Alignment section below for more options and details.

Allergy: Allergens that are common but easy to avoid (e.g., alcohol or seafood) or rare but hard to avoid if nearby (e.g., pollen of a relatively unusual plant) 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 a relatively minor, but not completely inconsequential inconvenience.

Code of Honor: Your code should restrict your choices in a meaningful way. Your Code of Honor can further restrict Alignment in a way you feel is appropriate. For example, Good-Aligned creatures can kill the innocent if they feel it will further the cause of Good; you could have a Code of Honor (will not kill the innocent) to further limit your options. As another example, Lawful-Aligned creatures can cheat and lie (and theoretically even steal if it furthered the cause of Law); you could have a Code of Honor (will not cheat, lie, or steal) to further limit your options. Note: It is possible to have a situation arise where you will be forced to either deviate from your Alignment or your Code if you choose a combination that allows that to happen; in such a situation, you must deviate from your Code and either buy off the Flaw with XP you acquire when you advance a Level, acquire a different (appropriate) Flaw, or atone for your transgression.

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.

Decreased Attribute: You can decrease one Attribute by 1 one time as a Flaw, not a Lesser Flaw. To buy this Flaw off later, it costs 3 XP like any other Flaw.

Debt (£10): You should buy off this flaw relatively quickly after character creation, then pay down the debt. ***Debt (£100)*** is a Flaw, not a Lesser Flaw. If a Debt is not bought off relatively quickly after character creation, the GM should begin to charge usurious interest.

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 continuously acting against you. ***Network of Enemies*** is Flaw, not a Lesser Flaw.

Not Superhuman: You cannot increase any Skill (including Attribute) above 15. ***Not Exceptional*** (cannot increase a Skill above 11) is a Flaw, not a Lesser Flaw.

Phobia: You should choose a phobia you think will come up in play. If the GM fails to provide the thing you are afraid of, that’s on the GM. For example, fear of snakes is perfectly fine; so, the GM should make sure snakes show up from time to time. Players are expected to self-impose penalties when dealing with their phobias and if they do not, the GM should ask them to buy off the flaw when they advance a Level. That said, players can and should ask the GM to impose more of a penalty if the GM feels the self-imposed penalty is not “worth” the flaw (e.g., by inflicting ep damage, an occasional -1 Effect on a test, or the like). A player that is trying to self-impose penalties should not be punished.

## Unbreakable Bond

For each rating of Unbreakable Bond, suppress a Lesser Flaw, replace Unrealized Potential with a Lesser Boon, or replace Unrealized Potential 2 with a Boon; and for each two ratings, suppress a Flaw, replace Unrealized Potential with a Boon, or gain +1 XP. Feel free to use your imagination in deciding how the Unbreakable Bond suppresses a Flaw (e.g., Criminal Record might be suppressed because the source of the Unbreakable Bond is so well-respected that lawmen do not act on it).

The GM may allow you to use 3 ratings of Unbreakable Bond to gain 3 XP, but the player of the PC that grants an Unbreakable Bond must provide an opinion regarding how the XP should be spent (and that opinion should be respected unless both GM and the recipient of the Unbreakable Bond agree upon something else). Faces (and Marshalls) grant Unbreakable Bond to their own Familiars/Steeds and all PCs, but not other PCs’ Familiars/Steeds.

## Alignment

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, C(E), or (C)E. Note: N(CE) is considered “No Alignment.”

Alignment determines where your soul will go when you die. Alignment is determined entirely by intent. You have control over your PC’s intent and, therefore, your PC’s Alignment. Your intent is measured at an instantaneous point in time; it doesn’t matter if it is “your fault;” a bumbling fool can be just as “Good” as a wise hero.

If you choose an “extreme” Alignment, Lawful, Chaotic, Good, or Evil (with any tendencies), it is treated as a Flaw; being Lawful or Chaotic is a first Flaw and being Good or Evil is a second Flaw (you cannot also have the Alignment Moderate Flaw). “The Alignment Test” is provided below to assist.

Unlike some Codes of Honor, 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 speech/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 both decent and despicable folks, regardless of tendencies.

### Apparent Alignment & Innocence

While Alignment (intent) is under your control, apparent alignment is what an observer subjectively believes your alignment to be. “Innocent” creatures are Sapient (Sentient or Nonsentient doesn’t count) and have an apparent non-Evil alignment. If you can detect Alignment, Alignment may override apparent alignment for purposes of how you treat a creature, but magic can disguise Alignment. So, detect-smiting may result in the murder of innocents, which may be fine if kill-evil-on-sight is important to you; of course, witnesses might peg your apparent alignment as evil, which could become problematic if they also kill evil on sight.

***Putting a life at risk:*** Although Moral Alignment revolves around killing or protecting from same, a forcibly restrained victim has an increased risk of being killed; false arrest and kidnapping can be treated as seriously as murder if you think the end result is just that. 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

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 to be killed 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 Delusion “Boon.” You cannot use Delusion to skirt alignment-agnostic rules of player conduct.

The Delusion Boon is also a great way to slip the constraints of Alignment when you find something particularly distasteful. A good example is for people who torture sentient creatures (such as puppies or kittens) to death. If you will not stand for that to the point where you are willing to kill to stop it, you need to take the Delusion (anyone who tortures an “innocent’ sentient creature to death also deserves death). You can generally add additional parameters to your Delusion later if you left something out because, after all, you spent a Boon to get that ability. It should be understood, however, that in the reality of the game world, people who torture animals to death can, themselves, be of any Alignment; so, if you act on your Delusion, you may have an apparently evil Alignment, which can lead to complications.

While the Delusion Boon is fine as described above, a Code of Honor (will not torture “innocent” sentient creatures to death) is not an adequate Code of Honor because you probably wouldn’t do that anyway. A Code of Honor needs to meaningfully restrict your options because it is (at least) a Lesser Flaw. That is, a Delusion can help you do what you want, even if it would normally cause you to deviate from your Alignment, while a Code of Honor restricts your choices while operating within the parameters of your Alignment. When you take The Alignment Test, if you have a Delusion, you can modify the test to include anyone covered by your Delusion among the “not innocent” when answering the questions.

As stated above, the Delusion Boon cannot be used to skirt alignment-agnostic rules of player conduct, but it should be further stated that if you choose a Delusion that is problematic for some other player, you should be respectful and change the Delusion to avoid causing discomfort.

### The Alignment Test

**Question 1 (Morality)**: If you believe an Innocent (assume the one you hate the most to ensure it encompasses everyone) is going to be killed, you believe no other Innocent will be killed with your attempt, and you believe the Innocent you save will do more for the cause of Good than you ever could, would you ALWAYS accept certain death if you were sure it would save the Innocent? 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 without risking the life of any other Innocent, ***you must***. If you must sacrifice one Innocent to save another, ***you may***. The number of lives sacrificed or saved is irrelevant; you get to decide. In extreme cases, observers could get the impression you are not innocent, such as if you kill one Innocent to save another, or when the sacrifice seems misguided (e.g., sacrificing thousands of Innocents to save one), but that doesn’t mean you are not Good. You cannot weigh your own life more heavily than any other unless you believe you will further the cause of Good more than the Innocents sacrificed or that you fail to save. If your decision is due to cowardice or self-interest, you are not Good.

Just because you are Good does not mean others (and perhaps even most people) consider you “good.” For example, it is possible to be Good and enjoy torturing and killing the non-innocent; a Good person might also lie, cheat, steal, and kick puppies. You might be awful, but awful people are not always Evil. When reference is made to the Good Alignment, it is (upper case) Good; when reference is made to decency, compassion, and other “good” traits, it is (lower case) good. That said, Good creatures tend to be moral and many will experience guilt or even question whether they are truly Good if they sacrifice Innocents, even to save others.

**Question 2**: If you believe an Innocent is going to be killed and saving er will not result in another Innocent (or yourself) having increased risk of death, would you ALWAYS save the creature’s life? If the answer is yes, you have Good tendencies (skip to Question 5). If no, continue to Question 3.

**Question 3**: Is there at least one circumstance where you would kill an Innocent even if killing it was not beneficial to you and would not save the lives of any other Innocent? If the answer is yes, you are Evil (skip to Question 5). If 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 kill; 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 guided by cowardice or self-interest, you are not actually Evil; you have Evil tendencies.)

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

**Question 5 (Ethics)**: If an Innocent (assume the one you hate the most) is at risk of loss due to theft or vandalism, and saving the creature’s property will not put another Innocent at risk of death or loss, would you ALWAYS accept some risk of loss (but not necessarily death) to save the 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 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, plus 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 Law, which may include keeping it for yourself because you can more readily further the interests of Law if you are properly equipped. (If the decision to keep excess confiscated property is guided by self-interest, you are not Lawful.)

**Question 6**: If an Innocent 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 Innocent (or yourself) at risk of death or loss (other than lost time for, e.g., reporting a crime), would you ALWAYS attempt to save the 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 no, continue to Question 7.

**Question 7**: Is there at least one circumstance where you would commit vandalism or theft of an Innocent’s property when you don’t even want the stuff? If the answer is yes, you are Chaotic (the test is over). If 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 you despise), but that will generally include just about any reasonably ubiquitous group you choose. (If the decision to destroy or steal property is guided by self-interest, you are not Chaotic.)

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

***What does it mean to have no Alignment?*** You can take whatever action you feel will benefit you or those you care about. Counterintuitively, this is not Neutral (the center of the “Alignment Grid”), but rather Neutral (Chaotic Evil); Neutral (with no Tendencies) creatures will not murder or steal for the sole purpose of benefiting themselves; they have a meaningful restriction on actions they will take and therefore “have an Alignment.” If you are N(CE), you don’t have any restrictions.

### The Cardinal Alignments

#### Lawful Good

You are Good (see “What does it mean to be Good?” above) and Lawful (see “What does it mean to be Lawful?” above). You consider all innocent creatures to be under your protection. You protect property rights 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, it doesn’t count, and you 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 unacceptable unless you were unable to think of a better alternative, e.g., to prevent a 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, no matter who you like more.

#### Neutral Good

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

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

If you have no tendencies, represented as NG, you respect property rights, 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) and 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 to 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 to be under your protection, but you do not consider thieves and vandals “innocent.” You protect property rights and fight to preserve the property rights of those you consider to be innocent even at risk to yourself and your property. Protecting the corporeal forms of those you consider to be innocent from permanent harm falls within your purview (though if an injury will heal, that doesn’t count and may even decide to inflict such an injury).

If you have Good tendencies, represented as L(G), you will not inflict permanent injury on and must try to protect the lives of even 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 Major 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.

#### 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, 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).

If you have no tendencies, represented as CN, you target groups you hate with vandalism and theft, but not murder. 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 someone willing to do what is necessary.

If you have Evil tendencies, represented as C(E), you are a terrorist. You use vandalism, theft, and murder to make a statement but do not revel in murder; you use it as the most expeditious path to your goal. You probably see yourself as a champion of your cause who is willing to do what is necessary.

#### Lawful Evil

You are Evil (see “What does it mean to be Evil?” above) and 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. 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 (e.g., because “they don’t belong here”), 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. You may be a serial-killing psychopath but are more likely to be a murderous xenophobe who gets along fine with members of your “in group;” the in group may be members of your race, religion, or socio-economic status.

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).

#### Neutral

Due to the lack of compulsions, Neutral creatures can act innocently when it is in their interests, regardless of their tendencies.

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 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.

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 or steal resources your victim needs to survive. 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 property rights if you can do so at no great risk to your property, and may kill to do so. 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 expose your sociopathic tendencies.

If you have Evil tendencies, represented as N(E), you generally respect the property rights, 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 Crackerjacks and would enthusiastically 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. As there is no meaningful restriction on actions you might take, N(CE) is actually “No Alignment;” you choose the path of your choice, which might include occasional acts of altruism and relatively little interest in bloodshed (though the option is open) or being on the lookout for a profitable murder and theft. Some cynics might argue all Neutral creatures are actually N(CE) and just make choices, but there is no way to know for sure because magic can’t detect Alignment Tendencies.

## Deity

A character can be devout, agnostic, or an atheist. The devout pray to a pantheon of 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. Clerics are devout and their powers come from a single specified deity at first but generally grow syncretically; they may or may not believe in “the one true god” and may or may not pray to multiple deities in addition to the deity that grants them their powers. The largest Druidic religion venerates the Green Mother, which is a collective of nature gods and frequently includes animistic beliefs.

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 opposed 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. True atheism is rare because deities clearly exist.

If you choose to follow the tenets of a deity, that is worthy of a Code of Honor (worth ½ Denouement Boon), which can be coupled with Alignment (worth up to 1 additional Denouement Boon) only if the Code of Honor meaningfully restricts what you can do given your chosen Alignment.

### Kings of the Dominion

The most ubiquitous religion of Nacre is 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) Clerics other than Asmodeus, but Medjed has some Clerics due to a mysterious deal with Asmodeus and Algos found a way to skirt the rules, making him the only deity with Heretical (Evil) Clerics. 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 (which is a gender-neutral term) of the Dominion include the current members of the Angelic Choir and the Curia Regis. Amaterasu, Athena, Apollo, and Plutus make up the Angelic Choir (of Heaven) and Asmodeus 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 Clerics 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 Clerics as part of the Ancient Pact.

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 the Ancient Pact between the Angelic Choir and Curia Regis prevents them from empowering Clerics. Thus, although Asmodeus is not all-powerful in Hell, his power on the Prime Material Plane is Major than that of any other devil.

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 Clerics 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 if kept; 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.

Athena (L(G)) is the militant face of the Angelic Choir.

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 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 Clerics 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.

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 Major 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.

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. Asmodeus, on the other hand, has Lawful Clerics (as well as Witch followers). Thus, although Asmodeus is not all-powerful in Hell, his power on the Prime Material Plane is Major than that of any other devil. 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.

### Aspirational Gods

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, Eru Ilúvatar (L(G)), god of the elves, Apollo (LN), god of humans and troglodytes, 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. Aspirational gods cannot have Chaotic Clerics, but can have Chaotic worshippers, particularly those with applicable ancestries.

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.

Eru Ilúvatar (L(G)), the Aspirational God of aelves, tries to get aelves to join the Dominion. Because of their somewhat Major tendency to favor Law than other Aelves, High Aelves most typically worship Eru Ilúvatar, though not in great numbers. 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 Eru Ilúvatar for guidance. Likewise, birth and death are both transitions, and expectant mothers and the bereaved both offer her prayers, linking Eru Ilúvatar’s church to that of Shezmu, though it is always Shezmu who takes the life; Eru Ilúvatar simply tries to ease the transition.

Apollo (LN) is often characterized as the Aspirational God of Humans as well as a King of the Dominion, though many, particularly those who are not humans, consider him to be the Aspirational God of Humans and Troglodytes. Since his death, many of his sects have grown increasingly humancentric and Plutus and Asmodeus both claim to be the Aspirational God of humans now. There are many Moderate gods troglodytes typically prefer over these options.

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.

Xolotl (L(E)) is the Aspirational God of orks; she is an ancient god who is now infrequently worshipped due to her alliance with the Dominion, which most orks despise, though a relatively large number of female orcs worship her.

Medjed (LE) is the Aspirational God of undead; she encourages her followers to defend the Dominion because 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 a Heretical Deity, along with Algos, and has Heretical Lawful Evil Clerics.

### Civic & Selfish Gods

While scholars tend to agree the Civic Gods are different from the Selfish Gods, the deities of nature, and the deities of magic, the line between Civic and Selfish isn’t always clear. Ra, Comus, and Ponos are frequently counted among the Civic Gods by the laity, while Dominion scholars tend to categorize them with the Selfish Gods. Spellcasting followers of the Selfish Gods are often Witches and, in general, Clerics of the Selfish Gods are less common than those of the Civic Gods.

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. Archons are Clerics of deities who have been entrusted by the Angelic Choir to protect Purgatory. Ptah is the favored of the Angelic Choir and is frequently given command over angels stationed in Purgatory.

Selene (N(LG)) is the god of pleasant dreams and a protector of travelers. Clerics (Praetor) of Selene refer to themselves as Pilgrims.

Melete ((L)N) is a stern god who observes tradition. Clerics (Praetor) of Melete refer to themselves as Monks.

Shezmu (N(LE)) has 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). Clerics (Praetor) of Shezmu refer to themselves as Reeves.

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 Clerics are referred to as [capital A] Assassins and may commit murder pro bono as a tactic to increase the notoriety of their cult; they are also required to hunt down any assassin who vets an assassination target to determine whether they “deserve it,” and, although not required, Assassins may also torture or murder anyone else involved in an “unsanctioned” assassination and/or their loved ones. Clerics of Thanatos who lose the stomach to carry out their duties do not lose their powers, and can even gain more Clerical power, but they are hunted by other Assassins; Thanatos believes if the Assassins lack the ability to wipe out the splinter sects, even with the powers Thanatos grants to Clerics of the splinter sects, they aren’t worthy. Clerics (Praetor) of Thanatos refer to themselves as Assassins.

Ra (NG), the sun god, is a fierce protector of innocent sapient beings and a hated foe of the undead. Archons are Clerics of deities who have been entrusted by the Angelic Choir to protect Purgatory. Ra “makes the sun shine in Amaterasu’s stead” (because Amaterasu is in hiding), which the Angelic Choir appreciate. Archons of Ra generally respect the authority of the Kings of the Dominion and protect their interests, but also protect everyone else from their overreach.

Once a mortal human, Comus (N(G)) is now one the few deities known as the Ascended. Comus is known for his love of adventure and pleasurable company.

Ponos (N) is the god of hard work and protector of (only) those who have earned it; he is also one of the Ascended, originally a dvergar. 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.

Jupiter (N(E)) doesn’t quite make the cut to be mistaken for a Civic God, but he’s in the family of gods that fall between the Civic Gods and Selfish Gods. He is worshiped primarily by isolated communities with a large contingent of stone giant worshippers.

Menoetius (NE) presents himself as someone who cares about community and his priests argue he is a Civic God. While sometimes described as the god of rash action, violent action, and mortality, that doesn’t quite tell the proper story; his portfolio is specifically about xenophobia and violence towards “the other.” He has a vast number of sects that are typically at war with one another because the humancentric sect wants to kill sapient creatures that are not human and the aelf-centric sect wants to kill sapient creatures that are not Aelven, which doesn’t leave much room to get along. There is even an obscure all-male dvergan sect that just wants to kill all non-dvergan males. Members of a given sect, however, often get along with one another just fine.

Philotes ((C)G) is often maligned as representing just 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. Archons generally respect the authority of the Kings of the Dominion and protect their interests, but also protect everyone else from their overreach. Philotes is known to have less respect for the authority of the Kings of the Dominion and more interest in protecting everyone else from their overreach, and her Archons act accordingly. Philotes is generally just tolerated by the Angelic Choir, though e has the respect of other Archons.

Aphrodite (N(CG)) is probably one of the most unfairly represented of the Major Gods. 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.

Hermes ((C)N) is the God of Thievery, with a reputation for being athletic and charming but those who have met him describe him as a narcissist bum. His churches tend to be ostentatious and gold-plated, with his name plastered everywhere in big letters. One of his few redeeming virtues is that he only steals from those who can afford the loss.

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 he and his followers are generally not insane; they take what they can get away with taking.

Algos ((C)E) is the god of pain and torture, and one of the so-called “Living Gods.” Algos only tortures those who displease him to death; everyone else can hope to survive a torture session. Algos is the only deity who grants Divine powers directly to his Clerics; 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 and is quite careful when he does.

### The Three Great Deities of Magic

Hecate, Isis, and Mórrígan are sometimes referred to as “The Three” and most know who that is. As the author of the Ancient Pact, Isis ensured some freedom for her and her sisters, who act almost like a divine Coven and have many Witch followers. While Isis got everything she wanted from the Ancient Pact and is considered innocuous and can be a great benefactor. Hecate and Mórrígan, on the other hand, sometimes expose their fangs when protecting their interests. As they are considered allies of Isis, the Angelic Choir tends to remain outside their domains, trying to protect the innocent from accidentally trespassing and protecting the boundaries, warning anyone who might seek their secrets to turn away.

Hecate (N(CE) is the Great Deity of Occult Magic. She is known as God of End Times and is frequently confused with the deities of the apocalypse, but she is just cognizant of the end, not actively brining it about. Her vision extends into the Far Realms, and she can see what is coming. Magisters who draw power from the unknowable entities of the Far Realms usually draw power from Hecate to avoid contact with the mind-altering influence that direct contact with the Far Realms can cause, and there are some sects of Clerics that worship her. Hecate is feared and respected by practitioners of magic, and she is known to tap into the dangerous powers of the Far Realms for her own benefit and, at least thus far, seems to do so with relative impunity from the Angelic Choir and Far Realms entities alike.

Isis (N) is the Great Deity of Arcane Magic and some, though not all, argue she is also the Great Deity of Divine Magic. Those who use Spellbooks to prepare spells frequently pay homage to 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). Of the great deities of magic, Isis has the most Clerics, though it is still a relatively small number. She also has Witches, almost entirely Quaestor. Despite the seeming opposition one would expect from Isis (who is at least associated with Divine Magic) and Hecate (who has dominion over Occult Magic), the relationship of Hecate and Isis is cordial, and they are allied in the pursuit of common interests.

Isis was the author of the Ancient Pact, and her survival is necessary for Divine Magic, as it is currently used. The Angelic Choir see her presence outside of Paradise as a security risk. So, she is given a demiplane within Paradise and a fiefdom near the gates to other planes. Although her interests are not always aligned with those of the Angelic Choir, she can be neither imprisoned nor killed; she is given free reign within her fiefdom to do as she pleases. To the extent she takes actions that are antithetical to Law or Good, she is permitted to take those actions anyway as Angels recognize that in the big picture, her survival and contentment (so as to prevent her from leaving for some other place that is less well-guarded) are more important than ensuring she follow the moral code of the Angelic Choir.

Mórrígan (N(E)) is considered both a Great Deity of Nature and the Great Deity of Primal Magic. She 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. Mórrígan 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. Clerics of Mórrígan are rare; most of her spellcasting followers are Druids. Although her alignment is more similar to that of the wilderness gods, she is worshipped as a rural, wild, and wilderness god.

Some believe it is Mórrígan’s connection with Isis that enable her to lead the Deities of Nature and prevent the Angelic Choir and Hell from interfering with their interests. Accordingly, many sects of the Nature Gods hold Mórrígan in high regard even if she is not the main deity of the sect. Most Covens that include Druidic Witches also pay homage to Mórrígan, even if their powers are provided directly from other Primal Powers.

Mórrígan, the usual Patron of the Order of the East, tolerates other Wiccan orders because, it is believed, they extend her reach beyond that of the Green Mother into the Arctic, Sewers, Desert, and Deadlands of the world. Mórrígan has been known to force the Patrons of other Wiccan orders to punish members who despoil nature, reminding all Druids of their place in the natural world: Exploiter but not despoiler.

### The Nine Great Deities of Nature (and 6 examples of Moderate Deities of Nature)

The 9 great Deities of Nature are Demeter, Peko, Dagon, Rhea, Artemis, Neptune, Heqet, Soma, and Nu. The rural gods, including Demeter, Peko, and Dagon, tend to be worshiped in hunting and farming communities. The wilderness gods, Rhea, Artemis, and Neptune, keep an eye on folks at the edge of civilization. The wild gods, Heqet, Soma, and Nu, resist encroachment of civilization upon wilderness areas they consider sacred. The Green Mother is a religion that venerates the great Deities of Nature as one, typically includes Mórrígan, and typically excludes the aforementioned Moderate Deities of Nature, though it may include other Moderate Deities of Nature with “greener” portfolios. The Moderate Deities of Nature include but are not limited to Cloacina, Krampus, Lamashtu, Nungal, Pazuzu, and Penia.

Demeter (N(LG)) is a rural god who encourages her followers to be gracious hosts and protectors of their lands. While Demeter herself is not a hunter because she has no need to eat, hunters often thank her for taking care of the animals, making healthy and plentiful for those who hunt for food. Although she is also worshipped by peasants who work the fields, she is most associated with forest terrain.

Peko ((L)N), is rural god who likes to work the fields and prefers to keep things simple and honest. He is one of the Ascended and was previously a peaceful Uruk who was cut down by a syncretic sect of Athena & Plutus when he was (supposedly) mistaken for an Uruk bandit. Peko is often associated with plains terrain.

Dagon (N(LE)) is a rural god whose followers, despite hostility toward strangers, tend to be prolific exporters, known for whiskey, referred to as “Dagonic Whiskey,” hallucinogenic substances, and preserved foods, including some that are considered acquired tastes. Dagon is often associated with maritime terrain.

Rhea (N(G)) is a wilderness god who keeps an eye on rural communities from her mountain home to ensure they are not keeping slaves and are being respectful of nature. She is often associated with mountainous terrain.

Heqet (N) is a wilderness god known for bringing water to floodplains and looking after women giving birth. She is associated with swamp terrain.

Neptune (N(E)) is a wilderness god who calls the sea his home. 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 feels no remorse. Although sailors often pay homage to Neptune, he is more associated with aquatic terrain than maritime.

Artemis (N(CG)) is a wild god who protects travelers in the wilderness, though she seems to take perverse pleasure in stripping people of their riches if they despoil nature, but not to the extent they lack resources to survive. However, those who kill innocent sapient creatures in her domain and attract her notice can expect to be stripped bare to let nature take its course. She is often associated with jungle terrain.

Soma ((C)N) is a wild god known to pay little heed to others. He’s often represented eating mushrooms with almost comically dilated pupils. He is associated with underground terrain.

Nu (N(CE)) is a wild god with very few terrestrial temples and followers, but sailors off the continental shelf will sometime make offerings of precious metals to Nu to encourage her to not drag them down to the abyss. She is associated with abyssal terrain.

Cloacina ((C)E) is the god of thieves, rats, and the night. Most of her spellcasting devout are Witches and she has a cult of Druids who claim the sewers as their home. She is a Moderate Deity of Nature associated with sewer terrain.

Krampus ((L)E) does not have many followers, but he is one of the best-known Lesser deities. Some say he was Fey in life but was unable to ascend after death (because Fey don’t ascend) and yet could not be reincarnated (which is typical of Fey) perhaps because of his Alignment; so, he was recruited by Mórrígan to become a Deity of Nature. He appears to be unable to harm those who are not “bad,” but what is bad is not well-understood. It clearly includes those who are Evil, but it also seems to include those who are perceived to be bad by their parents or their community, making him particularly scary to children who are worried they did something wrong. He is a Moderate Deity of Nature associated with arctic terrain.

Lamashtu (NE) considers strangers and trespassers in her domain prey. An obscure cult of Lamashtu believes cryptozoological creatures are the “living body” of Lamashtu, whom they call the “Mother of Monsters.” They are known to sacrifice babies to cryptozoological creatures as food. Although Lamashtu grants them their Clerical powers, she seems more amused by them than interested in nurturing the cult. Those who leave the cult retain their powers, but ex-cultists might be hunted for their past crimes by just about anyone and other members of the cult may hunt them for leaving. Her priesthood comprises Druids, Ovates, and Witches. Although her followers can be found just about anywhere, she is a Moderate Deity of Nature associated with desert terrain.

Nungal (NG) is the goddess of prisons and rehabilitation. She is a protector of spirits and fey, discouraging encroachment on their domains, and a strong opponent of the death penalty. To put it simply, she believes living creatures should not be killed and spirits should not be forced to pass on until they are ready. Children who are killed before they acquire an Alignment (which requires enough maturity to make moral choices) find their way to her domain in the afterlife. Nungal was rejected by the Dominion because she interfered with the “proper” path of souls to the afterlife and is now a Moderate Deity of Nature associated with Deadlands Terrain where she watches over graveyards and crypts to ensure Spirit denizens are protected. That said, she is a fierce opponent of Undead, who also frequently wander Deadlands Terrain, and occasionally allies herself with some gods of the dominion to prevent the spread Medjed’s influence; to Nungal, undeath is the only unacceptable after-life path, with even a path to becoming a Chaotic Evil Demon being less offensive to her sensibilities (though she still opposes such Demons after they make the choice). Nungal is, at least in theory, banished from the Dominion due to insubordination, though her Archons still have power.

Pazuzu (NE), once a daemon, is now recognized as the god of pestilence and the sky. He seems content to spread disease, misery, and death without any apparent reason. Most of his spellcasting devout are Witches. He is something like a Deity of Nature associated with sky terrain.

Penia ((C)G) is considered the personification of poverty. She was once the subject of a conspiracy, led by Plutus who argued if she and others of her ilk could be destroyed, the problems associated with begging and poverty could be much reduced on the material plane. She fled to the open arms of Mórrígan, who is ever-eager to expand the reach of the Green Mother. Despite Penia being associated with urban terrain, which is practically antithetical to the portfolios of the Green Mother, Penia is a Moderate (some would say Lesser because she has so little power) Deity of Nature associated with urban terrain. Treasure-seekers who roam urban terrain in the process of being reclaimed by nature, beggars, and thieves may all pay homage to her. Ironically, her priests may obtain wealth but, despite a regal bearing in some instances, they only wear subsistence-quality attire and never display their wealth or live in any kind of luxury. Her high priests are sometimes called “Beggar Kings” and may live in large buildings on real estate that might be considered valuable, but they always live lives without luxury, even if their vaults are filled with silver and gold (that is only used to further the interests of the sect). Penia seems to dislike rich people, at least those who display their wealth, and encourages her followers to take whatever wealth they can from anyone with more than they need. Penia is generally described as pathetic and miserable in the religious texts of Angels and Devils alike, and she has little power (at least for a God) because urban areas are dominated by the gods of the Dominion, leaving little for her. She is too weak to have Clerics, but she has a small Wiccan Order of “Street Shamans.”

### Other Deities

The 5 great deities of the apocalypse are Findeladlara (CG), Milani (C(G)), Adrestia (CN), Cthulhu (C(E)), and Malari (CE). There are also many apocalyptic elemental gods, almost all of which are Chaotic Evil. All apocalyptic deities wish to destroy the Dominion and generally (apart from Cthulhu and many of the apocalyptic elemental gods) 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 and Cthulhu (who is just one of multiple known Elder Gods of the Far Realms) as a deity against whom opposition is warranted, even more so than the more Evil (because Malari delights in causing pain and suffering whereas Cthulhu doesn’t really care) but less powerful Malari.

Faust (N(LE)), one of the so-called “Living Gods” and ruler of Faustian is not actually a deity, which is a closely guarded secret. There are three so-called “Living Gods,” but only the Clerics of Faust refer to themselves as “Priests of the Living God;” Clerics of Algos refer to themselves as Penitents and Clerics of Lamashtu refer to themselves as Cultists. Nobody refers to themself as a Priest of ***a*** Living God. Clerics of Faust, usually lower-ranking priests, derive their powers from Asmodeus, who grants these powers discretely as a bid to increase his power in the Prime Material Plane; none are aware Asmodeus is the real source of their power and any that start to wonder are quickly and quietly culled. High priests of Faust are typically not Clerics, with Alchemists and Wizards being the most common. Because the source of divine power for Faustian Clerics comes at least in part from Asmodeus, Faustian Clerics can be Evil, 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.

It is a well-kept secret that Faust obtained power by making a deal with Asmodeus. Although Faust functions much like a God, the powers he has and grants to his followers come from Asmodeus and his allies. An even more closely guarded secret, or perhaps rumor, is that Asmodeus would not mind if someone supplanted Faust and took over his portfolio; Faust is just a useful tool. Clerics (Praetor) of Faust refer to themselves as Faustians.

There are many elemental gods, nominally druidic, that reside in the abyss, arctic, deepest desert, and underground. There isn’t much that separates non-apocalyptic elemental gods from apocalyptic ones, but the ones that stay put to avoid causing death and destruction from their presence are sometimes referred to as Elemental Nature Gods and are generally considered the “good ones.” This consideration does not necessarily make them Good, and most are not, their typical lack of respect for life means they usually have Evil tendencies, and their antisocial and amoral personalities means they usually have Chaotic tendencies, though some scholars argue Alignment is inapplicable to the Elemental Nature Gods.

# Level Advancement

You start with advancing to 1st Level (from 0-Level), but if you lack Basic Training for a Class in which you acquired Tier 1 Abilities in character creation, you must purchase them first (for 3 XP each), even if it results in negative XP; you can pay off the deficit the next time you Advance a Level. There is no “retraining” allowed; so, if you don’t have enough XP to get what you really want, it is better to save XP than acquire something you don’t really want.

Each time you advance a Level, attempt all applicable Skill tests that have the Level Advancement trait, such as Coddle Magic Item and Invest in Magic Item. See, e.g., Performance (Magical Investment). If you have a Thaumaturgical Ally, attempt Philosophy (Strengthen Avatar).

When you advance a Level, gain 10 XP. It should be noted that this amount is “stingy.” The GM may increase the XP reward for advancing a Level or may provide bonus XP along the way. For example, 5 XP per session you do not advance a Level and 10 XP per session that you do would probably not result in overpowering PCs for their Level if they advanced a Level about once every 3 sessions or so (equivalent to gaining 20 XP per Level instead of 10). Spend XP as follows.

***Class Elective***: 11 XP and a Downtime; if you have the Attribute at the applicable rating, it costs 3 XP instead of 11 to acquire the Class Elective; and if the sum of applicable Skill ratings is equal to the Attribute rating you acquire, it costs 8 XP instead of 11 to acquire the Class Elective. No test is required.

***Class Feature (or Elective)***: 3 XP and attempt a [Primary Skill] Downtime test; you need Effect equal to Tier+1 to acquire a Class Feature of that Tier.

***Knowledge***: 1 XP and you must attempt a Philosophy (Study) Downtime test with +1 Effect if you have access to a library or other storehouse of relevant knowledge. You acquire new Knowledge with Philosophy (Study) Effect 4 and can retry without expending additional XP if you fail. If you have access to a competent teacher (i.e., someone with the requisite Knowledge), you gain +1 Effect per 8 days spent learning from the teacher; you can attempt a test every 8 days and the bonus to Effect is cumulative (with an automatic success after 32 days).

***Coddle Magic Item [PREREQ: Investment 1]*** 3 XP and attempt Performance (Coddle Magic Item) or an alternative Task that permits Coddling. See Performance (Coddle Magic Item) and Role Category (Class) for the benefits of Coddling. You can Coddle a second Magic Item for 6 XP, but you only gain the benefits for Coddling described under the applicable Class; you do not gain the advantages of Coddle Magic Item described under the Performance (Coddle Magic Item) Task for second or later Magic Items. You can a third Magic Item for 9 XP, a fourth Magic Item for 12 XP, a fifth Magic Item for 15 XP, and so forth.

***Capstone Elective***: 3 XP. You either gain the Skill (for the Elective Path) or all indicated abilities when you reach the requisite Level for the Capstone Elective. If you acquire a second Capstone Elective (other than the Skill, which are always 3 XP per Skill Point), it costs 6 XP. In the unlikely event you can acquire a third Capstone Elective, it costs 9 XP. Theoretically, you could acquire a fourth Capstone Elective for 12 XP or a fifth Capstone Elective for 15 XP but completing Tier 3 in that many Classes would fall somewhere between extremely unlikely and impossible.

***Familiar 5+ [PREREQ: Familiar 4]*** Spend 3 XP and gain Permanent Depleted +3 to increase the rating of your Familiar from 4 to 5, 5 to 6, or 6 to 7. You can take Permanent Drained or Traumatized instead, if appropriate for your (Witch) Patron. It costs 3 XP to reduce the Permanent Depleted (or other) condition by 1.

**Familiar 5**: Your Familiar gains *Aptitude B*.

**Familiar 6**: Your Familiar gains *Role B*.

**Familiar 7**: Your Familiar gains *Role A*. You can also spend 1 XP to give your Familiar 1 XP as often as you like if you have XP to spare.

***Unusual Abilities***: 3 XP (0 XP for Size-related Unusual Abilities). You cannot normally acquire Unusual Abilities after character creation without magic.

| Unusual Ability | Benefit/Drawback |
| --- | --- |
| Small 4 | 4” Square (usually); +4 Effect to Athletics, Hustle (excluding Damage); -4 Effect to Bulwark, Hustle (Damage), Might |
| Small 3 | 8” Square (usually); +3 Effect to Athletics, Hustle (excluding Damage); -3 Effect to Bulwark, Hustle (Damage), Might |
| Small 2 | 1.25’ Square (usually); +2 Effect to Athletics, Hustle (excluding Damage); -2 Effect to Bulwark, Hustle (Damage), Might |
| Small 1 | 2.5’ Square (usually); +1 Effect to Athletics, Hustle (excluding Damage); -1 Effect to Bulwark, Hustle (Damage), Might |
| Medium | 5’ Square; this feat is not unusual per se, but is an “Unusual Ability” because you get it for free if you are a Medium-sized creature |
| Large 1 | 10’ Square (usually); -1 Effect to Athletics, Hustle (excluding Damage); +1 Effect to Bulwark, Hustle (Damage), Might |
| Large 2 | 20’ Square (usually); -2 Effect to Athletics, Hustle (excluding Damage); +2 Effect to Bulwark, Hustle (Damage), Might |
| Large 3 | 40’ Square (usually); -3 Effect to Athletics, Hustle (excluding Damage); +3 Effect to Bulwark, Hustle (Damage), Might |
| Large 4 | 80’ Square (usually); -4 Effect to Athletics, Hustle (excluding Damage); +4 Effect to Bulwark, Hustle (Damage), Might |
| Delusion | Alignment is not impacted when you deviate due to delusion (e.g., kill an ork because “all orks are evil”) |
| Dubious Knowledge | GM will roll 1d4 – 1d4 and apply to Effect on Knowledge tests; you are confident about results of your Knowledge test |
| Noblesse-Oblige | Entitled to hospitality from nobles/those who fancy themselves noble and expected to extend the same courtesy and to refrain from mundane tasks; failure gives you aristocratic rivals who may refuse you the courtesy. Noblesse-Oblige (Royalty) is “worth” 2 Abilities. |
| Scion | You are offspring of a Noble with an uninherited title; like Network of Allies (members of your house) |
| Superhuman Senses | You have two Superhuman Senses |
| Supernatural Sense | You have one Supernatural Sense |

Superhuman (with typical pairings) and Supernatural Senses can include:

Superhuman Senses (Bloodhound (no cap on Observation or Recon (Chemical) tests), Smell Pheromones)

Superhuman Senses (Deepvision, Underwater Hearing)

Superhuman Senses (Distance Vision, Low Light Vision; High Frequency Hearing, Low Frequency Hearing; or Microscopic Vision, Sound Filter)

Superhuman Senses (Tremorsense, Ultravision)

Supernatural Sense (Darkvision, Deathsense, Infravision, Inorganic Olfaction, Lifesense, Metallic Olfaction, Subsonic Hearing, or Ultrasonic Hearing)

# Property

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 or up to 16 Bulk with Light Encumbrance; you generally cannot have more than 16 Bulk. A Medium creature treats Small items as having ⅛ 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 ¾ 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):

Major Buoyant Material (Balsawood): ½ Stone of Balsa or Wool, or about 1000 pounds in a 5’ cube.

Greater Buoyant Material (Flotsam): 1 Stone of Flotsam, or about 2000 pounds (1 ton) in a 5’ cube.

Moderate Buoyant Material (Wood): 3 Stone of Oak, 2 Stone of Cedar or Flour. For simplicity, you can assume 2 Stone Ideal Bulk, or 2 tons in a 5’ cube.

Lesser Density Material (Water): 4 Stone of Water, (fresh) Flesh, Amber, or Rosewood, or about 4 tons in a 5’ cube.

Moderate 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 Bulk, or 8 tons in a 5’ cube. Note: Aluminum has the density of Earth, even though it is a metal.

Greater Density Material (Gem): 12 Stone of diamond, 16 Stone of sapphire. For simplicity, you can assume Greater Density Material has 16 Stone Ideal Bulk, or 16 tons in a 5’ cube.

Major 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 Major Density Material has 32 Stone Ideal Bulk, or 32 tons in a 5’ cube.

Extraordinary 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 Extraordinary Density Material has a 64 Stone Ideal 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 Bulk. For comparison, the density of the sun’s core is 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.

**Extravagant Lifestyle**: You probably live in a palace and all but own an entire town or a substantial portion of a city.

## Crafting

### Preparation

Crafting tests can be Focused or Diffuse Knowledge tests. See Skills (Focused/Diffuse Knowledge Tests). Once you have an applicable raw material, identify a Substrate you want to craft and select the applicable Material:

#### Raw Material Cost

Unless otherwise indicated, Raw Material costs for Substrates are nominal.

#### Biological Material

Arthropodological Material (aka “Chitin”) is taken from arachnids, insects, and other arthropods. It is sometimes referred to as chitin but includes other components, as well. However, it does not include polymers, such as spiderweb.

Botanical Material (aka Wood) is taken from plants. It is sometimes referred to as wood but includes other components, as well, such as stalks and leaves. However, it does not include polymers, such as sap. Botanical Material is used to craft Antibotanicals (or Toxin (Disease)). It may be noted that all Botanical Diseases do not refer to the disease of plants, but rather plant-based disease infecting animals, all of which are Pseudomagical; they are typically referred to as Cryptobotanical Diseases.

Chordate Material (aka Animal) is taken from animals that have a spinal cord. It is sometimes referred to as animal material but does not include animals that lack a spinal cord, nor does it include polymers, which for the purposes of these rules include silk, wool, and other fabrics. Chordate Material is used to craft Wolfsbane (or for the crafting of Toxin (Disease)). This class of Disease is always Pseudomagical and are typically referred to as Lycanthropic Diseases (even those that turn you into something other than a wolf) or, if you want to get technical, Cryptozoological Diseases.

Cryptozoological Material is used to craft Antivirals (or for the crafting of Toxin (Disease)). Viral disease is considered Cryptozoological even though it is not Pseudomagical. Microbiological Material is also a Prerequisite Knowledge (though not a required Material) for crafting Antivirals and Viral Disease.

Fungal is taken from fungi. Fungal Material is used to craft Antifungals (or for the crafting of Toxin (Disease)). Cryptomycological Diseases also exist.

Malacological Material is taken from mollusks, worms, and, in general, animals that have neither a spinal cord nor an exoskeleton. For the crafting of permanent items, it includes material taken from oozes that fall under the category of Microbiology (aka Macrobiology, which is also frequently more applicable in a crafting context). Malacological Material is used to craft Antiparasitics (or for the crafting of Toxin (Disease)). Cryptomalacological Diseases also exist.

Microbiological Material is used for the creation of Antibiotics (or for the crafting of Toxin (Disease)). It is distinguished from Malacological Material in a medical context but the two are equivalent. Cryptomicrobiological Diseases also exist.

Polymer includes polymers taken from living creatures, such as wool (and generally any fabric), silk, and sap. Polymers can be nonbiologic, as well, and some pseudomagical fungi and oozes produce polymers. It should be noted that “polymer” can include things that are technically not polymers.

#### Nonbiologic Material

Elemental Air, Earth, and Water are used to craft Magic Items. It must generally be extracted just prior to crafting. See Skills, Alchemy.

Glass includes gems that are technically not glass and is often a prerequisite for working with special materials using techniques reminiscent of glassmaking.

Metal likely requires no explanation. Most Nonbiologic Pathogens have a Stone (Nonmetallic Mineral) or Metal (Metallic Mineral) Material Component.

Polymer includes polymers not taken from living creatures, such as crude oil. Polymers can also be biological materials.

Stone includes natural (e.g., granite) and artificial (e.g., ceramic) stone. It also includes dirt and sand to the extent they are clumped together (as opposed to melted sand, which is used to make glass). Most Nonbiologic Pathogens have a Stone (Nonmetallic Mineral) or Metal (Metallic Mineral) Material Component.

### Permanent Items

Attempt Tool Use (Tinker), Observation (Appraise), and Mechanics (Craft) tests as Downtime Actions to create a Permanent Item Substrate. You can work together; participants choose one or two of the Tool Use, Observation, or INT-based tests and share Knowledge with one another. However, if no participant achieves Effect 1 or higher with Observation, you fail to notice a defect, ruining the Substrate; and if no participant achieves Effect 1 or higher with Tool Use, a defect is introduced that ruins the Substrate. Substrates can be Enhanced using similar tests.

Task Difficulty increases by 1 if you are not in a Lab or Makery (which assumes you have the appropriate Tools at hand), by 2 if you do not even have the appropriate Tools, by 3 if you use improvised Tools the GM rules are “close enough,” and by 4 if you use improvised Tools the GM rules are inadequate.

#### Substrate

Substrate Degree is equal to Mechanics (Craft) Effect. Add Effect of Tool Use (Tinker) and Observation (Assay) to determine how many “Refined Materials” you create. 1 Refined Material is sufficient to create a Substrate for a Layer of Armor at 2 Locations or 1 Layer at 1 Location (see Composite Items), to create ¼ of a Vehicle Substrate, or to create other Substrates (but see Long-Term Projects). If you will not Enhance an item, you can convert Refined Materials to a Subsistence Quality Item immediately without an additional test.

| Item | Knowledge Focus | Important | Important | Likely Enhancement | Other requirements or notes |
| --- | --- | --- | --- | --- | --- |
| Armor | Armory | Engineer | [Material]\* | Substrate |  |
| Clock | Horology | Engineer | Metal (usually) | Technological | A Clock is a Tool |
| Clothing | Outfitting | Engineer | [Material]\* | Substrate or Aesthetic | Fabrics are treated as Polymer |
| Compass | Kinematics | Engineer | Metal (usually) | Technological | A Compass is a Tool |
| Container | Outfitting | Engineer | [Material]\* | Substrate | Fabrics are treated as Polymer |
| Jewel | Gemology | Engineer | Glass | Aesthetic | Jewel (or Bauble without Aesthetic Enhancement) |
| Lens | Gemology | Engineer | Glass | Technological | A Lens is a Tool |
| Lock | Kinematics | Engineer | Metal (usually) | Technological | A Lock is a Tool |
| Melee Weapon | Weaponry | Engineer | [Material]\* | Substrate | Includes Thrown Weapons |
| Musical Instrument | Musicology | Engineer | [Material]\* | Aesthetic | A Musical Instrument is treated as a Tool |
| Paper | Papermaking | Engineer | Plant (usually) | None | “Paper” includes vellum and papyrus |
| Projectile Weapon | Ballistics | Engineer | [Material]\* | Substrate | A Projectile Weapon is treated as a Tool |
| Shield | Armory or Weaponry | Engineer | [Material]\* | Substrate |  |
| Structure | Builder or Miner | Engineer | [Material]\* | Structural | Includes structures and fixtures for them |
| Tool/Kit | Any appropriate | Engineer | [Material]\* | Substrate | Each type of tool requires a different Substrate |
| Vehicle | Wainwright | Engineer | [Material]\* | Structural | Wainwright covers the crafting of all Vehicles |

\* Items can have multiple Material Components, but at least one must be the 1st Prerequisite Component for Substrate Enhancement, if applicable.

#### Long-term Projects

In general, crafting is intended to take no longer than a Downtime, but that may strain credulity in some cases. For vehicles or structures, assume the test is sufficient for a cart, raft, glider, or temporary structure, but bigger projects can be handled with daily tests that determine how many additional days’ progress is made by Effect over what is required. For extremely large projects, the test can be made every 10 (or 100) days with Effect over what is required representing 10 (or 100) additional days of progress. A large ship could easily take thousands or perhaps even tens of thousands of days-worth of work to complete; and a palace could take hundreds of thousands of days.

Some Food and Drink requires time. You prepare the Food or Drink as described below but may require additional time either before or after the test for the Food or Drink to be ready. For example, Beer can be “completed” but must ferment for 48 days after bottling, and some whiskeys sit in barrels for a gyre (or even longer).

#### Substrate Enhancement

Substrate Enhancement is a “Hard” test, which means there is no “Primary Knowledge.” The Science and Material Component must be the same as the Substrate that is to be Enhanced. Attempt a Mechanics (Craft) Enhancement test to determine Substrate Enhancement Degree. When working together, you can only share Advanced Knowledge if Subject has Prerequisite Knowledge (e.g., Meteorology and Metal if you are working with Mithril).

Substrate Enhancement Degree is equal to Mechanics (Craft) Effect, but Special Material Degree is equal to ½ Effect, which can impact what Magic Item Abilities available to the (composite) Magic Item. Raw Materials for Substrate Enhancement have nominal cost, but you must outlay Raw Materials for Special Materials. Raw Materials for Special Material cost £10Degree, which you must have on hand prior to attempting Substrate Enhancement. Lesser (0) Special Material is meaningful, but anything less than Lesser (0) is not, Moderate (1) or better Special Material is Pseudomagical, and Impossible (5) Special Material is the best you can achieve.

You can convert 1 Refined Material into ½ Enhanced Material per Tool Use (Tinker) + Observation (Appraise) Effect. If you will not Enhance an item further, which is typical, you can convert Enhanced Materials to a Standard Quality Item immediately without an additional test. If you have more Effect than you need, you can use excess Effect to craft 1 Refined Material or 3 excess Effect to craft 1 Enhanced Material, which you can save for later.

| Raw Material | Important Knowledge | Important | Diffuse | Diffuse Knowledge | Diffuse Knowledge | Diffuse Knowledge |
| --- | --- | --- | --- | --- | --- | --- |
| Abyssal Obsidian | Obsidian | [Science] | Engineer | Chemistry | Glass | Geology |
| Adamantium | Adamantium | [Science] | Engineer | Chemistry | Metal | Geology |
| Animal (Chordate) | Animal (Special) | [Science] | Engineer | Pharmacology | Chordate Material | [Chordate Physiology] |
| Arthropodological | Arthropodological (Special) | [Science] | Engineer | Pharmacology | Arthropodological Material | Arthropodology |
| Atlantean Sapphire | Water (Special) | [Science] | Engineer | Chemistry | Glass | Hydrology |
| Avatic | Avatic (Special) | [Science] | Engineer | Pharmacology | Chordate Material (usually) | Avaticology |
| Bedrock | Earth (Special) | [Science] | Engineer | Chemistry | Stone | Geology |
| Ectoplasm | Ectoplasm | [Science] | Engineer | Pharmacology | Polymer | Paraphysiology |
| Fey | Fey (Special) | [Science] | Engineer | Pharmacology | Chordate Material (usually) | Fairyology |
| Fungal | Fungal (Special) | [Science] | Engineer | Pharmacology | Fungal Material | Polymer |
| Glassteel Sand | Air (Special) | [Science] | Engineer | Chemistry | Glass | Meteorology |
| Malacological | Malacological (Special) | [Science] | Engineer | Pharmacology | Malacological Material | Malacology |
| Mithril | Mithril | [Science] | Engineer | Chemistry | Metal | Meteorology |
| Necrotic | Necrotic (Special) | [Science] | Engineer | Pharmacology | Chordate Material | Necromancy |
| Orichalcum | Orichalcum | [Science] | Engineer | Chemistry | Metal | Hydrology |
| Plant | Plant (Special) | [Science] | Engineer | Pharmacology | Plant Material | Plant |
| Polymer | Polymer (Special) | [Science] | Engineer | Chemistry\* | Polymer | Geology\* |

\* The Tertiary Knowledges of a Polymer from a biological creature (e.g., to use cotton, wool, or silk) replace Chemistry and Geology Tertiary Knowledge with Pharmacology and the applicable Biological Knowledge (e.g., Plant Material, Chordate Material, or Arthropodological Material).

#### Structural Enhancement

Raw Material costs for Structural Enhancement are nominal, but if you need a lot of them (e.g., for a Long-Term Project) you will likely need to cover the cost of logistics, which can be quite high for large projects. Structural Enhancements have the same Components as the Substrate. Structural Enhancement Degree is equal to Mechanics (Craft) Effect.

You can convert 1 Refined Material into ¼ Structural Material per Tool Use (Tinker) + Observation (Appraise) Effect. If you will not Enhance an item further, you can convert Structural Materials to a Standard Quality Item immediately without an additional test. If you have more Effect than you need, you can use excess Effect to craft ¼ Refined Materials or ⅛ Structural Materials, which you can apply towards a Long-Term Project. Keep track of fractional materials until the job is done.

| Structure or Vehicle | Substrate | Important | Important | Diffuse | Diffuse | Diffuse | Diffuse | Other requirements or notes |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Boat | Vehicle | Maritime | Wainwright | Engineer | Hermetics | Plant Material | Hydrology | Long-Term Project: Ship1 |
| Glider | Vehicle | Sky Terrain | Wainwright | Engineer | Kinematics | Polymer | Meteorology | Long-Term Project: Airship1 |
| Temporary Structure | Structure | [Terrestrial]2 | Outfitting3 | Engineer | Polymer3 | Plant Material | Builder3 | Long-Term Project: Building1 |
| Tunnel | Structure | Underground | Builder | Engineer | Hermetics | Stone | Geology | Long-Term Project: Mine1 |
| Wagon | Vehicle | [Terrestrial]4 | Wainwright | Engineer | Kinematics | Plant Material | [Terrestrial]4 |  |

1 Attempt a test for each phase of a long-term project; use the lowest Degree for each phase. You can redo a phase if you have time and Degree is less than desired. Note: You must also Burrow each Square of a Tunnel (or Mine).

2 Terrestrial Terrain need not be the same as the terrain in which a portable structure (e.g., tent) is built.

3 If a structure is permanent, replace Polymer with Stone and swamp the importance of Builder and Outfitting.

4 Use two of Forest, Plains, Underground, or Urban for Wagons, but the Wagon is usable in any applicable terrain; the Terrain Component does not limit where a Wagon can be used.

#### Technological Enhancement

Raw Materials for Technical Enhancement cost £10Degree, but you do not use them up until you see the results of the test Craft tests.

Technological Enhancements have the same Components as the Substrate. Technological Enhancement Degree is equal to Mechanics (Craft) Effect but see Composite Items (Technological Items) below. Mechanics (Craft) Effect is also used to determine Accuracy, Complexity, or Magnification. You generally derive no benefit from achieving Accuracy or Magnification above Impossible (5) Degree.

You can convert 1 Refined Material into 1 Technological Material per Tool Use (Tinker) + Observation (Appraise) Effect. If you will not Enhance an item further, you can convert Technological Materials to a Standard Quality Item immediately without an additional test. If you have more Effect than you need, you can use excess Effect to reduce Raw Material cost by 1 per Degree per Effect higher than what you need, but not to less than £1.

| Technological Item | Substrate | Important | Important | Diffuse | Diffuse | Diffuse | Diffuse | Notes |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Barrel | Projectile Weapon | Thermodynamics | Ballistics | Engineer | Metal | Weaponry | Kinetics | Accuracy |
| Clock | Clock | Cryptography | Horology | Engineer | Metal | Geology | Kinematics | Accuracy |
| Compass | Compass | Electromagnetism | Kinematics | Engineer | Metal | Geology | Cryptography | Accuracy |
| Crossbow | Projectile Weapon | Kinematics | Ballistics | Engineer | Metal | Weaponry | Plant Material | Complexity\* |
| Lock | Lock | Cryptography | Kinematics | Engineer | Metal | Geology | Horology | Complexity |
| Lens | Lens | Optics | Gemology | Engineer | Glass | Geology | Cryptography | Magnification |

\* A Crossbow is Complexity 0, which is still more Complex than having no Complexity at all; an Arbalest or Pistol Crossbow is Complexity 1; an Alchemical or Underwater Crossbow is Complexity 2; and a Clockwork Crossbow is Complexity 4 but is nonfunctional unless combined with a Clockwork Item. See Composite Items (Technological Composite Items).

### Spell-Infused Items

Spell-Infused Items include Apotropaics, Poppets, and Spell Gems. Only Spell Gems are combined with a Mana Gem.

Spell-Infused Substrate Degree is equal to Mechanics (Craft) Effect. Tool Use (Tinker) + Observation (Appraise) determines the number of Substrates you can create. No Pseudomagical Knowledge is necessary to create Spell-Infused Substrates.

Spell-Infused Substrate Enhancement Degree is equal to Philosophy (Craft) Effect. Alchemy (Prima Materia) + Sleight of Hand (Application) determines the number of Spell-Infused Substrates you can enhance. Pseudomagical Knowledge (Apotropaics, Poppets, or Arcana) is necessary to Enhance a Spell-Infused Substrate.

Maximum Item Level for a Spell-Infused Item is equal to Substrate Degree + Substrate Enhancement Degree.

Spell-Infused Final Enhancement Degree is equal to Philosophy (Craft) Effect. Volatile Reagents (Apotropaic, Poppet, or Rune) is required for Final Enhancement, and you must know the Spell that is infused into the Spell-Infused Item.

#### Apotropaics

Apotropaics are treated as Consumables for Investment purposes. See Performance (Invest in Magic Item) and Consumables (Apotropaics).

Apotropaic Item Level is equal to the lower of Maximum Item Level and Final Enhancement Degree + ½ Level of the person performing the Final Enhancement. Apotropaics have Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Intensity 1 per even Item Level (2, 4, … 20). When using an Apotropaic, you add ½ Effect of a Determination (Mana Tap) test to Item Level, as well.

Conditions for an Apotropaic inside or at the ingress of a Vehicle, Structure, or Container can be set during daily preparations even if you are not present; the Apotropaic must have Line of Sight (LoS) on the triggering stimulus. See Property (Apotropaics).

| Apotropaic | Knowledge Focus | Important Knowledge | Important Knowledge |
| --- | --- | --- | --- |
| Substrate | Gemology | Glass | Engineer |
| Substrate Enhancement | Special Material (Avatic) | Avaticology | Parapsychology (Avatic) |
| Final Enhancement | Spell | Vitalism | Occultism |

#### Poppets

Poppets are treated as Consumables for Investment purposes. See Performance (Invest in Magic Item) and Consumables (Poppets). A Poppet can have only one Subject.

Poppet Special Enhancement Degree is equal to Mechanics (Craft) Effect, but it takes no additional Actions beyond the craft test that was used for the Spell-Infused Substrate. Use the same Mechanics (Craft) roll but apply the Components for Substrate and Special Enhancement separately. You create half as many Poppet Substrates with Special Enhancement as you would create Spell-Infused Substrates. Final Enhancement is a Philosophy (Craft) test.

Poppet Item Level is equal to the lower of Maximum Item Level and Final Enhancement Degree + ½ Level of the person performing the Final Enhancement. Poppets have Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Intensity 1 per even Item Level (2, 4, … 20).

| Poppet | Knowledge Focus | Important Knowledge | Important Knowledge | Notes |
| --- | --- | --- | --- | --- |
| Substrate | Barber | Anatomy | Terrain\*\* |  |
| Special Enhancement | [Special Material] | [Physiology] | [Exotic Material] | Only necessary for “special” Subjects\* |
| Substrate Enhancement | [Genetic] | Astrology | Medicine | Creates a Poppet Blank |
| Final Enhancement | Spell | Vitalism | Occultism | Volatile Reagents (Poppet) is required for Final Enhancement |

\* If Subject of a Poppet (determined by the genetic material used) would require Special Materials if you were to craft using their body, the Poppet must include a Special Enhancement. For example, if Subject were Undead, you would use Special Material (Necrotic), Necromancy, and Exotic Material (Necrotic) for the Components of the crafting tests. All “special” biological creatures have Exotic Material (Primal) as the Craft component.

\*\* Terrain is the Terrain Knowledge of wherever you are.

#### Spell Gems

Raw Materials for Spell Gem Substrates cost £10Degree; Degree is capped at what you paid for. You must multiply the Raw Material costs by the number of Spell Gem Substrates you create, all of which must be on hand.

If you do not complete the Final Enhancement of a Spell Gem, it is a Spell Gem Blank that can only be used with Volatile Reagent (Rune); this might be desirable if you are a Wizard because the Spell Gem is not limited to a single spell. Although they “cost” the same as any other Spell Gem for Investment purposes (and they are Permanent Items), you can use a Volatile Rune Reagent to cast any spell in your Arcane Spellbook with the Spell Gem (as opposed to being limited to the Imbued Spell).

Spell Gems must be combined with a Mana Gem. See Composite Items (Mana Gem) for a discussion of how Spell Gem Final Enhancement Degree is used.

| Spell Gem | Knowledge Focus | Important Knowledge | Important Knowledge | Other requirements or notes |
| --- | --- | --- | --- | --- |
| Substrate | Gemology | Glass | Engineer |  |
| Substrate Enhancement | Academia | Literacy | Calligrapher | Creates a Spell Gem Blank |
| Final Enhancement | Spell | Vitalism | Occultism |  |

### Composite Items

#### Armor

Armor is nominally a composite item. Armor has up to 10 Locations that are covered to form a suit of armor. You must craft 2 Layers of Armor for each Location to create Field Armor and 3 Layers of Armor for each Location to create Heavy Armor. Once you have all the Locations (and Layers, if applicable) you need for a suit of armor, you can combine them without an additional test; it is automatically successful.

Field Armor and Heavy Armor are often crafted in a “modular” fashion. You don the First Layer to give you the equivalent of Light Armor, the Second Layer to upgrade to Field Armor, and the Third Layer (sometimes referred to as the “pieces of quality”) to upgrade to Heavy Armor. While Knights who are used to fighting people often only don the pieces of quality for tournaments, in a world in which you might find yourself facing a human or a dragon, many opt for the Heavy Armor loadout as their standard loadout.

Each Layer may or may not have a separate Mana Gem; that’s up to the crafter. A suit of armor, or a Layer of a suit of armor if each has a separate Mana Gem, uses the lowest Maximum Item Level of every Location for the suit or Layer. Special Material Degree is generally most useful on the outermost Layer. See Property (Armor).

#### Spell Gem Composite Items

Spell Gems and Tools (such as Wands) or other Items in which the Spell Gem is embedded are crafted as separate Magic Items, each with their own Mana Gems. There is no test to combine the Spell Gem with the Item; it is automatically successful.

#### Technological Composite Items

Technological Composite Items include a First Item and a Second Item (or one Item in the case of a Hermetic Seal or a total of four Items in the case of a Clockwork Vehicle), which are indicated in the First and Second Item columns of the table below.

To combine the Items, attempt a Mechanics (Craft) test using the Components in the Material, Science, Craft, Additional Science, and Technology columns; Maximum Technological Enhancement Degree is equal to Effect. To determine Technological Enhancement Degree, use the lowest Technological Enhancement Degree of all component parts and, if higher than Maximum Technological Enhancement Degree, use Maximum Technological Enhancement Degree instead.

| Tech Item | First Item | Second Item1 | Knowledge Focus | Important Knowledge | Important Knowledge |
| --- | --- | --- | --- | --- | --- |
| Clockwork Item2 | Clock (Complexity 5) | Lens (Magnification 0) | Cryptography | Horology | Kinematics |
| Clockwork Vehicle3 | Lock (Complexity 5) | Vehicle (Structural Enhancement 5) | Cryptography | Horology | Kinematics |
| Musket | Lock (Complexity 1) | Barrel (Accuracy 2) | Kinetics | Ballistics | Thermodynamics |
| Revolver | Lock (Complexity 3) | Barrel (Accuracy 2) | Kinetics | Ballistics | Thermodynamics |
| Hermetic Seal | Hermetic Seal4 | Armor/Container/Structure/Vehicle | Hermetics | Outfitting | Thermodynamics |

1 If the Item is Magic, the Second Item is the Component that is treated as the “Magic Item;” you cannot apply a Mana Gem to each component, only the Second Item.

2 Crafting a Clockwork Item requires Pseudomagical Knowledge (Clockwork).

3 A Clockwork Vehicle is not complete until it is combined with a Clockwork Item (the Engine). Unlike other Clockwork Items, a Clockwork Vehicle can have a Mana Gem applied to both the Vehicle and the Engine, if you wish.

4 You can apply a Hermetic Seal to Armor, a Container, a Structure, or a Vehicle. The Technological Enhancement test both creates and applies the Hermetic Seal; you don’t need to craft the Hermetic Seal as a Discrete Item first. For Long-Term Projects, you must also craft a Hermetic Seal in each Phase.

#### Mana Gems

Mana Gem Raw Materials cost £10 x 2Maximum Mana Gem Level-1 and Mana Gem Level is capped at the Level you paid for, regardless of Effect.

Mana Gems are the “magical part” of Permanent Magic Items and are only “useful” when combined with them. Mana Gems, even those designed for use with the Arcane Tools of Wizards and Sacred Symbols of Clerics, must be crafted by Quaestor, making Quaestor among the most sought-after of all hirelings, Contacts, or Allies; even churches with a supposedly strict anathema of Witchcraft may cite technicalities to include Quaestor among their membership.

Mana Gems can be created magically without a crafting test. For example, Relics are the bones and teeth of saints, which are Mana Gems with an Item Level equal to that of the saint’s Level when the saint dies; some old-school sects may refuse to admit Quaestor into their membership, relying instead upon the bones and teeth of saints for their Mana Gem needs. There are no Class Features that allow for creation of Mana Gems in other ways, but they can be created spontaneously, albeit very rarely, in areas of high magic or found in the bones or other parts of creatures, such as Dragons.

Mana Gem Substrate Degree is equal to Mechanics (Craft) Effect. Add Effect of Tool Use (Tinker) and Observation (Assay) to determine how many Mana Gem Substrates you create. You can use a different Formula for each. There are 16 “standard” Formulae: Armor, Clock, Clothing, Compass, Container, Lens, Lock, Melee Weapon, Musical Instrument, Projectile Weapon, Shield, Structure (Builder or Miner), and Vehicle (Aeronautical, Maritime, or Terrestrial). There are a great many Tool variants other than the “standard” Clock, Compass, Lens, Lock, Musical Instrument, and Projectile Weapon. There are also permutations for each applicable Technological Enhancement. At least in theory there is a Formula for Paper, as well, but its value is dubious. You must use a Mana Gem Substrate made for the applicable Formula to create a Composite Item but you do not need to know the Formula to attempt the test; you only need to know what the Mana Gem will be used for.

Spark Degree is equal to Philosophy (Craft) Effect. Alchemy (Prima Materia) + Sleight of Hand (Application) determines the number of Mana Gem Substrates you can instill with a Spark; the Spark must be the same for all of them, but the Mana Gem Substrates can have different associated Formulae. Volatile Reagents (Apotropaic) is required to instill a Spark in a Mana Gem Substrate.

Mana Gem Final Enhancement Degree is equal to Philosophy (Craft) Effect. You must be a Tier 2 Quaestor to attempt Mana Gem Final Enhancement.

Maximum Mana Gem Level is equal to Mana Gem Substrate Degree plus the lowest of 10, Technological Enhancement Degree, or Structural Enhancement Degree of the item with which the Mana Gem is to be combined. Use the lower of Maximum Mana Gem Level and the lowest Maximum Item Level for any component part to determine Maximum Magic Item Level.

Magic Item Level is equal to the lower of Maximum Magic Item Level or Spark Degree + Mana Gem Final Enhancement Degree. Only the Quaestor who performs the Final Mana Gem Enhancement can tune Item Level; it is usually desirable to tune (decrease) Item Level to the Level of a person who wishes to Invest in a Magic Item (to avoid becoming the Thrall of a higher-Level Magic Item). Tuning can be done at the same time as a person Invests in the Magic Item incorporating the Mana Gem or as a Downtime if the person is already Invested in a tuned Magic Item. If the person Divests themselves of the Magic Item, the Magic Item reverts to its (untuned) Item Level. Because no living Quaestor can tune Relics, Clerics of old-school sects often become willing Thralls of Relics.

| Mana Gem | Knowledge Focus | Important Knowledge | Important Knowledge | Other requirements or notes |
| --- | --- | --- | --- | --- |
| Substrate | Gemology | Glass | Engineer | Each Item type requires a different Substrate |
| Spark | Spark [Exotic Material] | Parapsychology (Avatic) | Spark [Prerequisite] |  |
| Final Enhancement | Formula | Vitalism | Occultism |  |

### Consumables

Raw Materials for Consumables that have Levels (e.g., Potions and Scrolls) cost £1 x 2Level-1. Raw Materials for Consumables that do not have Levels (e.g., Pathogens, Pharmaceuticals, Bombs, and Mutagens) cost £1 x 2Potency-1. Substrates only have a Raw Material cost if no Enhancement is required.

Mechanics (Craft) Effect determines Grenado Housing Degree, Alchemy (Craft) determines Pathogen (non-biological) and Non-Pharmaceutical Substrate Degree, and Biology (Craft) determines Drink, Food, Pathogen (biological), and Pharmaceutical Degree.

Add Effect of Tool Use and Observation and multiply by 8 to determine how many “Refined Materials” you create. One Refined Material is sufficient to create 1 Consumable Substrate, 16 lbs. of Food, or 32 gallons of Drink.

#### Bombs

Raw Materials for Bombs cost £1 x 2Potency-1 for the Grenado Housing and £1 x 2Potency-1 for the Payload. You can limit Maximum Potency to whatever you want to pay for, and you often don’t want to spend too much for Grenado Housings (because a high Degree is often unnecessary). See Property (Bombs).

Payload Potency is equal to Payload Substrate Degree + Final Enhancement Effect.

| Bomb | Knowledge Focus | Important | Important | Diffuse | Diffuse | Diffuse | Diffuse |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Grenado Housing | Kinetics | Engineer | Glass (usually) | - | - | - | - |
| Payload Substrate | Chemistry | Chemist | [Material] | - | - | - | - |
| Caustic (Acid) Grenado | Chemistry | Chemist | Geology | - | - | - | - |
| Incendiary Grenado | Chemistry | Chemist | Thermodynamics | - | - | - | - |
| Tear Gas\* Grenado | Chemistry | Chemist | Aromachology | - | - | - | - |
| Fragmentation Grenade | - | Chemistry | Kinetics | Chemist | Thermodynamics | Metal | Engineer |
| Liquid Fire Grenado | - | Chemistry | Thermodynamics | Chemist | Polymer | Kinetics | Free |
| Phosphorous Grenado | - | Chemistry | Thermodynamics | Chemist | Geology | Kinetics | Free |
| Quicklime Grenado | - | Chemistry | Thermodynamics | Chemist | Geology | Kinetics | Free |
| Spice Bomb | - | Chemistry | Aromachology | Chemist | Ecology | Pharmacology | Pharmacologist |
| Blight Bomb | - | Pharmacology | Aromachology | Pharmacologist | [Biological Mtrl] | Chemistry | Chemist |
| Poison Bomb | - | Chemistry | Aromachology | Chemist | Geology | Pharmacology | Pharmacologist |
| Dragonfire Grenado | - | Chemistry | Thermodynamics | Chemist | Geology | Polymer | Kinetics |

\* Tear Gas combines the effects of a Smoke Bomb and Stink Bomb. You can craft a Smoke Bomb or Stink Bomb separately if you wish, and they have nominal Raw Material cost, regardless of Potency.

#### Mutagens

For Attribute-Enhancement Mutagens, Potency is equal to the lower of Substrate Degree and Final Enhancement Effect.

| Mutagen, Attribute | Raw Material | Knowledge Focus | Important Knowledge | Important Knowledge |
| --- | --- | --- | --- | --- |
| Substrate (all Mutagens) | [Biological] | Pharmacology | [Biological Material] | Pharmacologist |
| Strength | Genetic\* | Anatomy | Medicine | Vitalism |
| Dexterity | Genetic\* | Anatomy | [Physiology]\*\* | Vitalism |
| Perception | Genetic\* | Psychiatry | [Physiology]\*\* | Vitalism |
| Intellect | Genetic\* | Psychiatry | Cryptography | Vitalism |
| Charisma | Genetic\* | Psychiatry | [Ethology]\*\* | Vitalism |
| Willpower | Genetic\* | Anatomy | [Ethology]\*\* | Vitalism |

\* For Custom Mutagens, you need the genetic material of subject. For non-custom Mutagens, you do not have an additional Raw Material to add.

\*\* Physiology and Ethology are those of the intended Subject.

Potency is equal to the lower of Substrate Degree and Final Enhancement Effect. The Biological Material (Important Knowledge and Raw Material) of the Substrate is that of the creature for which the Bestial Mutagen is made, not the Material with which Bestial Features of the Mutagen are related. In the table below, it is assumed the intended consumer is a chordate (amphibian/reptile, bird, fish, or mammal).

| Mutagen, Bestial | Raw Material1 | Focus | Important | Important | Diffuse | Diffuse | Diffuse | Diffuse |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mammalian2 | Mammalian | Vitalism | Anatomy | Mammalogy | - | - | - | - |
| Amphibian | Amphibian | - | Vitalism | Anatomy | Medicine | Herpetology | Chordate | Free |
| Arthropodological | Arthropod | - | Vitalism | Anatomy | Medicine | Arthropodology | Arthropodological | Cryptozoology |
| Avian | Bird | - | Vitalism | Anatomy | Medicine | Ornithology | Chordate | Free |
| Botanical | Plant | - | Vitalism | Anatomy | Medicine | Botany | Plant | Cryptozoology |
| Fish | Fish | - | Vitalism | Anatomy | Medicine | Ichthyology | Chordate | Free |
| Fungal | Fungal | - | Vitalism | Anatomy | Medicine | Mycology | Fungal | Cryptozoology |
| Malacological | e.g., Mollusk | - | Vitalism | Anatomy | Medicine | Malacology | Malacological | Cryptozoology |
| Ooze | Ooze | - | Vitalism | Anatomy | Medicine | Microbiology | Microbiological | Cryptozoology |
| Reptilian | Reptilian | - | Vitalism | Anatomy | Medicine | Herpetology | Chordate | Free |

1 For Custom Mutagens, you need the genetic material of Subject. For non-custom Mutagens, you only need the genetic material of a creature of the same type.

2 This assumes intended Subject is mammalian; if the Subject is of some other type, swap the requirements for the relevant type of Bestial Mutagen with Bestial (Mammalian) Mutagen (replacing the applicable Physiology).

Potency is equal to the lower of Substrate Degree and Final Enhancement Effect.

| Mutagen, Elemental | Raw Material\* | Important | Important | Diffuse | Diffuse | Diffuse | Diffuse |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Air | Elemental Air | Air (Exotic) | Vitalism | Chemist | Chemistry | Meteorology | Physiology (Air Elemental) |
| Cold | Elemental Air | Cold (Exotic) | Vitalism | Chemist | Chemistry | Thermodynamics | Physiology (Water Elemental) |
| Earth | Elemental Earth | Earth (Exotic) | Vitalism | Chemist | Chemistry | Geology | Physiology (Earth Elemental) |
| Electricity | Elemental Water | Electricity (Exotic) | Vitalism | Chemist | Chemistry | Electromagnetism | Physiology (Water Elemental) |
| Heat | Elemental Earth | Heat (Exotic) | Vitalism | Chemist | Chemistry | Thermodynamics | Physiology (Earth Elemental) |
| Lode | Elemental Earth | Lode (Exotic) | Vitalism | Chemist | Chemistry | Electromagnetism | Physiology (Earth Elemental) |
| Radiance | Elemental Air | Radiance (Exotic) | Vitalism | Chemist | Chemistry | Optics | Physiology (Air Elemental) |
| Sound | Elemental Water | Sound (Exotic) | Vitalism | Chemist | Chemistry | Acoustics | Physiology (Air Elemental) |
| Water | Elemental Water | Water (Exotic) | Vitalism | Chemist | Chemistry | Hydrology | Physiology (Water Elemental) |

\* For Custom Mutagens, you need the genetic material of Subject. For non-custom Mutagens, you only need the genetic material of a creature of the same type.

#### Pharmaceuticals

Raw Materials for Pharmaceuticals cost £1 x 2Potency-1. You can limit Maximum Potency to whatever you want to pay for.

Pharmaceuticals do not have Substrates. Pharmaceutical Potency is equal to Biology (Craft) Effect. Add Effect of Tool Use (Lab Tech) and Observation (Assay) and multiply by 8 to determine how many Pharmaceuticals of the same type and Potency you create.

The specific Biological Material Component is irrelevant for many Pharmaceuticals, but it must still match the Raw Material you use; you can even use Geology and a mineral. For example, you can choose Botany and use Plant Material, Mammalogy and use Chordate Material, or Mycology and use Fungal Material for an Herbal Remedy. Antidotes, Mithridates, and Vaccines (but not Antiplague) have more stringent requirements. You need some of the target Toxin as a Raw Material to formulate Antitoxin. Mithridates are essentially attenuated toxins; you need some of the toxin as a Raw Material. Vaccines, but not Antiplague, require some of the disease-causing agent as a Raw Material.

|  |  |  |  |
| --- | --- | --- | --- |
| Pharmaceutical | Knowledge Focus | Important Knowledge | Important Knowledge |
| Addictohol | Pharmacology | Pharmacologist | Psychiatry (psychoactive) or Anatomy (bioactive) |
| Antidote | Pharmacology | Pharmacologist | Psychiatry (psychoactive) or Anatomy (bioactive) |
| Antiplague (Antibiotic) | Pharmacology | Pharmacologist | Microbiology |
| Antiplague (Antifungal) | Pharmacology | Pharmacologist | Mycology |
| Antiplague (Antiparasitic) | Pharmacology | Pharmacologist | Malacology |
| Antiplague (Antiviral) | Pharmacology | Pharmacologist | Cryptozoology |
| Antiplague (Antibotanical) | Pharmacology | Pharmacologist | Botany; all Botanical diseases that harm Animals are Pseudomagical |
| Antiplague (Wolvesbane) | Pharmacology | Pharmacologist | Mammalogy; all relevant diseases are Pseudomagical |
| Cleansing Salve | Pharmacology | Pharmacologist | None |
| Healing Salve | Pharmacology | Pharmacologist | None |
| Herbal Remedy | Pharmacology | Pharmacologist | None |
| Kick | Pharmacology | Pharmacologist | Anatomy |
| Mithridate | Pharmacology | Pharmacologist | Psychiatry (psychoactive) or Anatomy (bioactive) |
| Stim | Pharmacology | Pharmacologist | Psychiatry |
| Vaccine | Pharmacology | Pharmacologist | None |

#### Potions

Raw Materials for Potions cost £1 x 2Maximum Potion Level-1. You can limit Maximum Potion Level to whatever you want to pay for.

Potion Substrate Degree is equal to Biology (Craft) Effect. Add Effect of Tool Use (Lab Tech) and Observation (Assay) and multiply by 8 to determine how many “Refined Materials” you create. One Refined Material is sufficient to create 1 Potion Substrate.

Substrate Enhancement Degree is equal to Alchemy (Craft) Effect. Add Effect of Tool Use (Lab Tech) and Observation (Assay) and multiply by 4 to determine how many Refined Materials you can convert to Potion Blanks. Unlike most Blanks, a Potion Blank requires two Volatile Reagents to craft on the fly, one for the Activating Enhancement and one for the Final Enhancement.

Maximum Potion Level is equal to Potion Substrate Degree + Substrate Enhancement Degree.

Potion Level, subject to Maximum Potion Level, is equal to Activating Enhancement Degree + Final Enhancement Degree. Attempting the Activating Enhancement and Final Enhancement require Pseudomagical Knowledge (Potion).

Potions have Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Intensity 1 per even Item Level (2, 4, … 20).

Using a Potion requires Sleight of Hand (Ready Potion) and Sleight of Hand (Consume). Consuming a Potion costs you Potion Level +10 mp, the Spell imbued in the Potion is automatically Intensified, and the Intensified Spell lasts until the end of the Encounter (or an Intermission Action). It then costs 1 mp per Intermission Action afterward, but the Intensification effect is no longer applicable. The Potion remains active until mp are reduced to 0 or you neutralize the effect. If you lack the initial mp cost of the Potion, you acquire Depleted +1 per 10 or fraction of 10 mp you lack and the Spell is not Maintained after the end of the Encounter.

Powders are crafted in the same way as Potions, but the Spell imbued in a powder can be applied to a Target as a Bomb if the Potion is Mana-Infused (10), but is only Intensified up to 10th Level if it is Mana-Infused (20) or up to 20th Level if it is Mana-Infused (30); the Spell can be Maintained after the Encounter for as many Intermissions as mp remaining from the Mana Infusion (which is Mana Infusion – Potion Level).

Each Potion Additive, unless acquired as a Class Feature, reduces Potion Level by 2. See Property (Consumables).

| Potion | Knowledge Focus | Important Knowledge | Important Knowledge | Notes |
| --- | --- | --- | --- | --- |
| Potion Substrate | Pharmacology | [Biological Material] | Pharmacologist |  |
| Substrate Enhancement | Chemistry | Aromachology | Chemist | Substrate Enhancement creates a Potion Blank |
| Activating Enhancement | Occultism | Spell Recipe | Academia\*\* |  |
| Final Enhancement | Vitalism | [Exotic Material]\* | Prerequisite\* |  |

\* Although there is no explicit requirement, an Exotic Material should “make sense” for the imbued Spell. The “Prerequisite” is that of the Exotic Material.

\*\* If using Traditional Alchemy, replace Academia with Terrain Knowledge.

#### Scrolls

Paper Substrate Degree is equal to Mechanics (Craft) Effect. Add Effect of Tool Use (Tinker) and Observation (Assay) to determine how many “Refined Materials” you create. 1 Refined Material is sufficient to create 10 pieces of paper (suitable for use as a scroll or the pages of a book). Those who use Scrolls only care about Paper Substrate Degree if they want a book or scroll to be relatively durable; it has no impact on the power of a Spell imbued in a Scroll.

Typically, more importantly than crafting a Paper Substrate, are the contents of the Substrate, which function much like a Substrate and can be referred to as the “Illuminant.” Scroll (or written materials in general) Illuminant Degree is equal to Philosophy (Craft) Effect. Add Effect of Philosophy (Pedagogy) and Philosophy (Study) to determine how may “Refined Materials” you create. 1 Refined Material is sufficient to create 10 Scrolls (or pages of a book).

Illumination Enhancement Degree is equal to Philosophy (Craft) Effect. Add Effect of Alchemy (Prima Materia) and Sleight of Hand (Application) and multiply by 4 to determine how many Refined Materials you can convert to Scroll Blanks. Pseudomagical Knowledge (Arcana) is necessary to Enhance an Illuminant and you must know the Spell.

Maximum Scroll Level is equal to Illuminant Degree + Illumination Enhancement Degree.

Scroll Level, subject to Maximum Scroll Level, is equal to Final Enhancement Degree + ½ Level of person who performs the Final Enhancement. Attempting the Final Enhancement requires Philosophy (Craft) and the use of a Volatile Reagent (Rune) but you need not know the Spell infused in the Enhanced Illuminant.

Scrolls have Maximum Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Maximum Intensity 1 per even Item Level (2, 4, … 20).

| Scroll | Knowledge Focus | Important Knowledge | Important Knowledge | Notes |
| --- | --- | --- | --- | --- |
| Paper Substrate | Papermaking | Plant (usually) | Engineer | The Substrate has little impact on the power of the Scroll |
| Illuminant | Literacy | Calligrapher | [Language] | Grek is the typical language, but the GM may allow others |
| Illumination Enhancement | Occultism | Spell | Academia | Creates a Scroll Blank |
| Final Enhancement | Vitalism | Exotic Material\* | Prerequisite\* |  |

\* Although there is no explicit requirement, an Exotic Material should “make sense” for the imbued Spell. The “Prerequisite” is that of the Exotic Material.

### Aesthetic Enhancements

Aesthetic Enhancements are typically visual, but chemical (taste or smell) and auditory (musical) enhancements are sometimes applicable. For cooking tasks, Downtime assume you are running a restaurant or preparing for and executing a large banquet. You can accomplish the tasks in an Intermission if you are cooking a meal for a small number of people; if a recipe calls for a longer cook time, you can take other Intermission Actions while you wait. Aesthetic Enhancements have no impact on Potency.

Functional items can be appreciated for their functional quality all on their own but Aesthetic Enhancement is treated as a separate component. Usually, a functional item has Standard Quality without a test for Aesthetics but the Aesthetics test if 0, can actually reduce Quality (by making it seem gaudy). Use a Create Value test (using the same INT-based Skill you used for the Substrate) for Aesthetics. Effect determines Quality. 0 = Subsistence, 1 or 2 = Standard, 3 or 4 = Fine, and 5 or higher = Extravagant.

Record Effect in case a potential customer does not appreciate the Aesthetics, which can reduce its effective Quality. Because Aesthetic taste varies, roll 1d4 for anyone who examines or consumes the relevant item or substance and subtract from Effect to determine willingness to pay (or happiness for having paid for a consumable, given the price) and subtract from Effect to determine Effective Quality. This cannot reduce Quality below Standard for functional items. Also, if you have a “brand” of sorts, consumers may ignore their natural inclination (determined by the d4 roll) and assume they are just “wrong” about their tastes; in that case, the GM will either not roll the 1d4 or will halve the result of the roll.

Aesthetics tests are unusual in that they have both a Knowledge Focus and Diffuse Knowledge. Some aspects of Aesthetics are universal, but other depend on the intended audience. You can replace Savoir-Faire with Terrain Knowledge for traditional (or Street in the case of Terrain (Urban)) crafts, which may have a different appeal for different people.

| Substrate | Knowledge Focus | Important Knowledge | Diffuse Knowledge | Diffuse Knowledge |
| --- | --- | --- | --- | --- |
| Any Item | Visual Artist | Savoir-Faire | [Anthropology]1 | Regional Society2 |
| Food/Drink | Chef | Aromachology | [Physiology]3 | Regional Society2 |
| Food/Drink (Stealth)4 | Aromachology | Chef | [Physiology]3 | Chemistry or Pharmacology |
| Sound | Musicologist | Acoustics | [Anthropology]1 | Regional Society2 |
| Perfume/Soap | Aromachology | Chemistry | Chemist | Regional Society2 |

1 Make a note of the Anthropology for which an item is intended to be appealing. This does not necessarily mean it will be disliked by someone of another Anthropology but treat Effect as -1 for determining Quality if the audience is not familiar with the Anthropology.

2 Make a note of the Regional Society for which an item is intended to be appealing. This does not necessarily mean it will be disliked by someone of another Regional Society but treat Effect as -1 for determining Quality if the audience does not have (or does not appreciate) the Regional Society or even worse if someone recognizes and dislikes what the Anthropology represents. Alchemical Soaps use Terrain Knowledge instead of Regional Society. Musical Instruments also have an appearance that may or may not be important (some creatures might only care about the sound) and Sound Quality; use a Visual Artist test for both the appearance of an instrument and Sound for its auditory qualities.

3 Make a note of the Physiology for which an item is intended to be appealing. Different creatures have different senses. When applied to Food, you may attempt a Visual Artist test, as well.

4 Food and Drink is also applicable to Pharmaceuticals and Non-Pharmaceuticals if you want them to smell better or want them to disguise the taste and odor of a Pathogen (or perhaps just to make the medicine taste better). It may be noted that some creatures covered by the same Physiology (e.g., Mammalogy) may have different taste in food (e.g., Human and Horse), so you must sometimes designate the Target or attempt multiple tests if you are trying to appeal to the tastes of an eclectic group. Also, some creatures smell certain things better than others (e.g., humans can smell blood exceptionally well and dogs cannot smell bananas particularly well).

### Craft-Related Tests

#### Appraise or Assay

Observation (Appraise or Assay) and the INT-based test use the same Knowledge as used for crafting.

If you attempt to create a Forgery, you must first Appraise the original. If you only have a copy or description of the original, your Observation test is capped by the quality of the copy or description. Your Observation (Appraise) Effect, in turn, caps all other tests you make. The cap is only applicable to how closely your creation matches the original; Effect over the cap could still apply for the purpose of quality and other features (even if not part of the original).

#### Disable Device

Attempt the same tests and Knowledge you would use to Craft an Item you want to Disable but use Mechanics (Technical Analysis) instead of Mechanics (Craft). The order in which you attempt the tests is Observation (Appraise), Mechanics (Technical Analysis), Tool Use (Tinker). Observation (Appraise) sets the cap for Tool Use (Tinker) and Mechanics (Technical Analysis) Effect can either be used to increase the cap or decrease Complexity of the device.

#### Repair

Attempt the same tests you would use to Craft an Item you want to Repair, with the same Advantages and Disadvantages for tools, but as Intermission Actions with Advantage +1 per 10 HP the Item currently has. Negative Effect on any test reduces HP by 10 x Effect. Items of Standard-Quality or higher are reduced in Quality by 1 when Repaired (unless you Repair using Downtime Actions). Gear loses HP with use, but you can assume to maintain gear in Downtime if someone has the Knowledge to Repair the Lesser damage from wear and tear. For items with moving parts, particularly Clockwork and other technological items, and Fine or Extravagant outfits or other relatively fragile items, the GM should have them lose HP more rapidly if nobody can maintain them properly.

## Permanent Items

You generally cannot use gear of a different size category than you.

### Magic Item Basics

Magic Items provide a 0-Level Ability when you Invest in it. See Classes for other advantages of Investment.

The following table includes the costs of magic items by Level. The “Value” is of the magical component; 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 |
| 0-Level | £10 |
| 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 |

#### Mana Gems

Mana Gem “flavors” include Apparel (associated with each Class other than Armiger and Crackerjack), Armor (with some varieties), Shield, Weapon, Container, Vehicle (or Shelter), Spell Gem, 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. See Performance (Magical Investment).

When you invest in a demi-sentient magic item, you instinctively understand its Backstory. 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. You can use Performance (Coddle Magic Item) to unlock abilities associated with the Demi-Sentience of the Item.

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). 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 Avatic, Elemental (usually Air, Earth, or Water), Primal, Spirit, or Necrotic. 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. The Spark will determine some Likes, Tolerances, and Dislikes. You cannot Invest in a Magic Item if you are Invested in a Magic Item it Dislikes (and if you Invest in a Magic Item that Dislikes one in which you are already Invested, you must divest yourself of one of them). You cannot Coddle a Magic Item if it Dislikes or merely Tolerates another Magic Item in which you are Invested. You cannot Coddle a Magic Item if it Dislikes a Magic Item in which one of your Allies has Invested.

Elemental Items Like Magic Items with overlapping Elemental traits, Dislike Magic Items with Elemental traits opposite their own, and Tolerate all other Magic Items. Elemental Items don’t care one way or the other about Alignment; treat it as “Like” for the purpose of Investment and Coddling.

Chaotic Avatic Magic Items Like other Chaotic Items, Dislike Lawful Items, and Tolerate all others. Evil Avatic Magic Items Like other Evil Items, Dislike Good Items, and Tolerate all others. Good Avatic Magic Items Like other Good Items; Dislike Necrotic Items, Evil Items, and Items with Evil tendencies; and Tolerate all others. Lawful Avatic Magic Items Like other Lawful Items, Dislike Chaotic Items and Items with Chaotic tendencies, and Tolerate all others. Neutral Avatic Magic Items Like other Neutral Items, tolerate Lawful or Good Items, and Dislike Chaotic or Evil Items (unless the Neutral Avatic Item has Chaotic and/or Evil tendencies, in which case they Tolerate Chaotic and/or Evil items). Avatic Items with two of Chaotic/Lawful and Evil/Good Alignments have the Dislikes of both aspects of their Alignments instead of Liking or Tolerating them.

Primal (Fey) Magic Items Dislike technology and Necrotic items. Primal (other) Magic Items Tolerate technology up to the equivalent of a clockwork item but Dislike more advanced technology; an exception can be made for Magic Items associated with Artificers. Primal Magic Items Like Neutral non-technological Magic Items, Tolerate non-Neutral Alignments that are up to two steps removed from their own Alignment, and Dislike non-Neutral Alignments more than two steps removed from their own.

Spirit Magic Items Like Neutral Magic Items and/or Magic Items with Alignments that match their own (excluding Necrotic Items, which they Dislike regardless), Tolerate non-Neutral Alignments that are up to two steps removed from their own Alignment, and Dislike non-Neutral Alignments more than two steps removed from their own.

#### Magic Item Abilities

Magic Items are generally assumed to have a 0-Level Ability (“worth” 3 XP) that is static (always the same no matter who uses the item) and other abilities that are dynamic (chosen by the player of a PC that invests in them, not by the PC). However, some Magic Items may have abilities that are static up to their Item Level (“worth” 3 XP per Item Level), which means when you invest in the Magic Item, you always receive the same abilities if you can afford them with XP provided from Investment. It is up to the GM to decide whether a Magic Item has static or dynamic abilities, but the descriptions below generally treat Magic Items as dynamic.

To be clear, it is entirely up to the GM whether Magic Items have static abilities from which you can choose when you have XP from Investment; in some games all Magic Items will have entirely static Abilities (up to 20th Level with Abilities worth 60 XP from which you can choose, plus the 3 XP value of the 0-Level Ability). Moreover, the Abilities could even be listed in a particular order, requiring you to acquire the Abilities in the indicated order when you can afford them. Similarly, Coddling the Magic Item could reveal static Magic Item Aptitudes. See Performance (Coddle Magic Item).

### Worn Items

#### Apparel

Apparel can be as bulky and heavy as is appropriate for the style. The Locations of some items of Apparel are:

| Worn Item | Location |  | Worn Item | Location |  | Worn Item | Location |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Footwear | 1 |  | Capelet or Sash | 5 |  | Gloves | 8 |
| Tibalia or Femoralia | 2 or 3 |  | Vest (or Breastplate) | 6 |  | Hat (or Helmet) | 9 |
| Girdle | 4 |  | Sleaves (or Shield) | 7 |  | Mask (or Visor) | 0 |

You can have one Apparel Mana Gem at each Location, which can be combined with an Armor Mana Gem if you wish, and you can have up to 10 Apparel Mana Gems associated with 10 different Locations; each Apparel Mana Gem is normally associated with a Class. Only one Apparel Mana Gem is allowed at each Location, but Apparel can overlap without penalty. For example, a magic shirt covering Locations 5-7 and a magic vest covering locations 5-6 can be worn together if the Mana Gem of the shirt is at Location 5 and the Mana Gem of the vest is at Location 6. If you combine Apparel Mana Gems that would normally go in the same Location, move one of the Mana Gems elsewhere, but it only functions if the Apparel Mana Gem at the Favored Location is worn. For example, if you have a Wizard’s Hat at Location 9 and want a Detective’s Hat that also goes at Location 9, you could put the Wizard Apparel Mana Gem in a Robe at Location 6; while wearing the Detective’s Hat, the Wizard Apparel Mana Gem would function normally.

If a Worn Item is hit at the location of its Mana Gem, if any, the Mana Gem takes the same damage as you; the Mana Gem can also suffer ep damage, but the Mana Gem is a distinct Target for ep damage.

Spark: Apparel can have any Spark and reduces Effect of Energy by ½ Item Level to determine whether the Energy causes harm to the Apparel. You also gain Hostile Environment Suit (only for Element of Spark) +1 (see Magic Armor).

#### Armor

Cost and Bulk (Weight) of Armor assumes coverage of all 10 Locations; actual Cost and Bulk (Weight) is 10% per covered Location.

Armor at a Location where you are hit takes full damage up to a maximum of 10 hp, and you take all remaining damage. Use Effect for Bulwark (Damage Reduction) and, if applicable, Recon (Deflection); you roll only once (for each test) and use the Effect for both you and your armor.

Ultralight Armor has Bulk (Weight) 1 (1 Stone), cost is <£1, and you gain +1 Effect with Recon (Deflection) tests.

Light Armor has Bulk (Weight) 2 (2 Stone), cost is £1, and you gain +1 Effect with Recon (Deflection) and Bulwark (Damage Reduction) tests.

Field Armor has Bulk (Weight) 3 (3 Stone), costs £2, and +1 Effect with Recon (Deflection) and +2 Effect with Bulwark (Damage Reduction) tests.

Heavy Armor has Bulk (Weight) 4 (4 Stone), costs £4, and you +1 Effect w/ Recon (Deflection) and +3 Effect w/ Bulwark (Damage Reduction) tests.

Sabaton cover Location 1; Greaves L2; Cuisse L3; (Chausses cover Locations 2 and 3); Faulds L4; a Backplate L5; a Breastplate L6; Vambraces L7; (a Hauberk covers Locations 4-7); Gauntlets L8; a Helmet L9; and a Faceplate L0. An Ultralight Helmet is a “Skullcap,” a Light Helmet is a “Bascinet,” a Field Helmet is a “Barbute” (which normally includes a Faceplate), and a Heavy Helmet is a “Great Helm” (which normally includes a Faceplate). You can add a visor or replace the faceplate 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 unless it includes a locking mechanism.

#### Shield

Shields are melee weapons that are treated as a Worn Item (Armor) when Readied. A Kite Shield has equivalents, such as heater and target shield, but in these rules “Kite Shield” refers to a shield larger than a Buckler and smaller than a Tower Shield and may be referred to as “Shield” if there is no confusion about size.

Readied Shields 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 attempt Recon (Utilize Cover) using your shield as Cover against attacks that come at you through the Cone of Cover; you also gain Cover, with -1 Effect, against attacks coming at you through a Fan in which the Cone of Cover is centered. An attacker who specifically targets Location 7 can target your arm or Shield.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Shield** | **Bulk** | **Wt** | **Hands** | **Damage** | **Type** | **Cover** | **Traits and Notes** |
| Buckler | 1 | 0 | ½ | 2 | B | Lesser | Parry |
| Razor Edge |  |  |  | 1+1 | S | Lesser | Cleave, Handy (Swing); can be used as a Buckler |
| Spike |  |  |  | 0 | P0 | Lesser | Handy (Grapple), Parry |
| Kite Shield | 2.5 | ½ | 1 | 4 | B | Greater | Charge Into (Grapple, Shove), Handy, Parry |
| Razor Edge |  |  |  | 3+1 | S | Greater | Cleave, Handy (Swing); can be used as a Kite Shield |
| Spike |  |  |  | 0 | P0 | Greater | Charge Into (Grapple, Shove), Handy, Parry |
| Tower Shield | 4 | 1 | 1.5 | 4 | n/a | Major | Charge Into (Grapple, B, Shove), Handy |
| Spike |  |  |  | 0 | n/a | Major | Charge Into (Grapple, P0, Shove), Handy |

Most weapons have nominal cost. See Artificer (Crafting) for weapons with Complexity (such as Crossbows and Firearms).

### Weapons

Most weapons have nominal cost. See Artificer (Crafting) for weapons with Complexity (such as Crossbows and Firearms).

**Bulk**: Bulk assumes the weapon is designed for a creature of your Size and is sheathed or put away.

**Weight**: Weight is in Stones and assumes a weapon designed for a creature of your Size.

**Hands**: 0 (Worn) Weapons can be used to make attacks even when wielding a two-handed weapon or a weapon in each hand.

½ (Offhand) use has no associated penalty while wielding an offhand, one-handed, or hand-and-a-half weapon in another hand.

1 (One-Handed) use has no associated penalty while wielding an offhand or one-handed weapon in another hand.

1.5 (Hand-and-a-Half) use has no associated penalty while wielding an offhand weapon. If you use a one-handed weapon in the other hand, you have -1 Effect (or -2 Effect if you use a hand-and-a-half weapon in the other hand); you can declare non-use of a weapon for a Pass to eliminate the penalty.

2 (Two-Handed) use requires both hands. You can attempt to Disarm while using a two-handed weapon that does not have the Disarm Trait (even if you do not have Exploit Disarm Trait), but the weapon becomes Unready if you do.

**Damage (Dmg)**: Damage types are Bludgeoning (B), Chopping (C), Piercing (P), and Slashing (S). Weapons that are not solely Bludgeoning weapons can be Layered, and you can choose whether to increase Density (L1), Edge (L1 or L2), or both (L1 and L2).

Bludgeoning Damage (B): Effect for Size (negative or positive) is doubled, and Effect for Armor is halved against Bludgeoning Damage. Bludgeoning weapons inflict ½ damage to nhp and ½ damage to hp until nhp are reduced to 0, then inflict full damage to hp. Nonlethal Bludgeoning weapons inflicts ½ damage to nhp and ¼ damage to hp once nhp are reduced to 0. Armor takes ½ hp damage from Bludgeoning (after halving Effect, which further reduces damage to the armor).

Chopping Damage (C): Chopping attacks inflict normal damage.

Piercing Damage (Pn): Piercing attacks Impale (see Traits below), and damage is deferred until the end of the next Pass. P0 weapons are less effective against Targets larger than you; Bulwark (Damage Reduction) Effect for Size (unless negative) is doubled. P1 weapons do not modify Bulwark (Damage Reduction) Effect for Size. With P2, P3, P4, P5, and P6 weapons, reduce Bulwark (Damage Reduction) Effect for Size by n-1; so, P2 weapons reduce Bulwark (Damage Reduction) Effect for Size by 1 and P6 weapons reduce Bulwark (Damage Reduction) Effect for Size by 5. The Bonus Effect for Size cannot be reduced below 0. Unless impaling as a pick (as described below), bonus to Deflection Effect from Armor is doubled against Piercing Damage.

Piercing (as a pick) Damage (Pn (x)): The value in the parenthetical (x) reduces bonus to Deflection Effect from Armor. If ‘x’ matches or exceeds the bonus to Deflection Effect from Armor, you derive no additional benefit from ‘x’ and inflict Pn damage, as described above, and Target loses all Deflection Effect vs. Pn. If the value is less than the bonus to Deflection Effect from Armor, the attack misses automatically. If attacking a flat surface, treat the Parenthetical as the Pn value instead. Also, reduce hp damage by ½ per 2 Effect above x with a Weapon Damage test.

Slashing Damage (S): Effect for Size (unless negative) as described for Piercing Damage and Bonus to Damage Reduction Effect and Deflection Effect from Armor is doubled against Slashing Damage.

#### Melee and Thrown Weapons

Weapons that can benefit from Penetration and Double Weight, with at least one attack Surface, can be crafted at twice the indicated cost.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Blade** | **Bulk** | | **Wt** | | **Hands** | | **Damage** | | **Type** | | **Traits and Notes** | |
| Dagger | 0 | | - | | ½ | | 0+3 | | S | | Flurry, Grapple (Easy); can be attached to a rope for a Rope Dagger (Range 4 and can be pulled back) | |
| Thrust |  | |  | |  | | 0 | | P0 | | Flurry, Grapple (Easy), Thrown (Range 4) | |
| Bilbo | 0 | | - | | ½ | | 0+4 | | S | | Flurry (Parry); usually has a Basket Hilt; if used in an off-hand, a Bilbo may be referred to as a “Main-Gauche” | |
| Thrust |  | |  | |  | | 0 | | P1 | | Flurry (Parry) | |
| Rapier | ½ | | - | | 1 | | 2+3 | | S | | Flurry (Parry), Reach (+1); usually has a Basket Hilt | |
| Thrust |  | |  | |  | | 0 | | P2 | | Flurry (Parry), Reach (+1) | |
| Estoc | 1 | | 0 | | 1.5 | | 4+2 | | S | | Flurry (Parry), Reach 1; usually has a Basket Hilt | |
| Thrust |  | |  | |  | | 0 | | P3 | | Flurry (Parry), Reach 1 | |
| Shortsword | 0 | | - | | 1 | | 0+4 | | C | | Flurry (Handy), Handy (Grapple), Parry | |
| Thrust |  | |  | | 1 | | 0 | | P1 | | Flurry (Handy), Handy (Grapple), Parry | |
| Arming Sword | ½ | | 0 | | 1 | | 2+3 | | C | | Parry; an Arming Sword is referred to as a “Broadsword” if it has a Basket Hilt | |
| Thrust |  | |  | | 1 | | 0 | | P1 | | Parry | |
| Two-Handed |  | |  | | 2 | | 2+4 | | C | | Parry; a Broadsword cannot be used two-handed | |
| Longsword | 1 | | ¼ | | 1.5 | | 4+2 | | C | | Handy, Parry | |
| Thrust |  | |  | | 1.5 | | 0 | | P2 | | Handy, Parry, Reach (+1) | |
| Two-Handed |  | |  | | 2 | | 4+3 | | C | | Cleave, Parry | |
| Greatsword | 2 | | ½ | | 1.5 | | 6+1 | | C | | Reach (+1) | |
| Thrust |  | |  | | 1.5 | | 0 | | P2 | | Reach 1 | |
| Two-Handed |  | |  | | 2 | | 6+2 | | C | | Cleave, Parry, Reach (+1) | |
| Executioner’s Sword | 4 | | 1 | | (1.5) | | 8 | | C | | Handy (required), Reach 0/1 | |
| Thrust |  | |  | | (1.5) | | 0 | | P2 | | Handy (required), Reach 1 | |
| Two-Handed |  | |  | | 2 | | 8+1 | | C | | Cleave, Parry, Reach 0/1 | |
| Half-Sword Technique |  | |  | | 2 | | 0 | | Pn | | Parry, ½ DR from Armor with each consecutive hit (start over on a miss or when Target moves away) | |
|  |  | |  | |  | |  | |  | |  | |
| **Brawling** | | **Bulk** | | **Wt** | | **Hands** | | **Damage** | | **Type** | | **Traits and Notes** |
| Armor Spike | | 0 | | - | | 0 | | 0 | | P0 | | Charge Into (Grapple), Grapple; Added to Armor |
| Armor Surface | | - | | - | | 0 | | 1+2 | | B | | Charge Into (Grapple), Grapple; Part of Armor (but not Armored Apparel) |
| Basket Hilt | | 0 | | - | | 1 | | 1+2 | | B | | Handy; Part of weapon, which cannot be thrown |
| Blackjack | | ½ | | 0 | | 1 | | 3+3 | | B | | Handy, Nonlethal |
| Bladed Vambrace | | 0 | | - | | 0 | | 1+2 | | S | | Charge Into (Grapple), Grapple; Added to Armor |
| Claw | | - | | - | | 0 | | 0+3 | | S | | Easy (Natural Weapon), Flurry, Grapple |
| Fangs | | - | | - | | 0 | | 0 | | P0 | | Easy (Natural Weapon), Grab, Grapple |
| Gauntlet | | - | | - | | 0 | | 1+2 | | B | | Easy, Flurry, Grapple; Part of Armor (but not Armored Apparel) |
| Horns | | - | | - | | 0 | | 0 | | P0 | | Easy (Natural Weapon), Charge Into (Grapple), Grapple |
| Open Hand | | - | | - | | 0 | | 0+2 | | B | | Flurry, Grapple, Nonlethal |
| Razor Gauntlet | | 0 | | - | | 0 | | 1+2 | | S | | Grapple; Added to armor |
| Spiked Gauntlet | | 0 | | - | | 0 | | 0 | | P0 | | Flurry, Grapple; Added to armor |
| Tail | | - | | - | | 0 | | 1+2 | | B | | Easy (Natural Weapon), Reach (+1), Trip |
| Tongue | | - | | - | | 0 | | 0+1 | | B | | Easy (Natural Weapon), Grab, Nonlethal, Reach (+2) |

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| **Flail** | **Bulk** | **Wt** | **Hands** | **Damage** | **Type** | **Traits and Notes** |
| Nunchaku | 0 | - | 1 | 0+4 | B | Disarm, Handy, Overstrike (Flail) |
| Chain Mace | ½ | 0 | 1 | 2+3 | B | Disarm, Overstrike (Flail), Trip |
| Morning Star | 1 | ¼ | 1.5 | 4+2 | B | Disarm, Overstrike (Flail), Reach (+1), Trip |
| Two-Handed |  |  | 2 | 3+3 | B | Disarm, Overstrike (Flail), Reach (+1), Trip |
| Greatflail | 2 | ½ | 1.5 | 6+1 | B | Disarm, Handy, Overstrike (Flail), Reach (+1), Trip |
| Two-Handed |  |  | 2 | 5+2 | B | Disarm, Overstrike (Flail), Reach (+1), Trip |
| Meteor Hammer | 4 | 1 | (1.5) | 8 | B | Disarm, Handy (required), Overstrike (Flail), Reach (+2), Trip |
| Thrown (Hammer Shot) |  |  | 2 | 8 | B | Range 8, Volley |
| Two-Handed |  |  | 2 | 7+1 | B | Disarm, Overstrike (Flail), Reach (+2), Trip |
| Bullwhip | 1 | ¼ | 1.5 | 0 | P0 | Handy, Nonlethal, Reach (+3); this is a Thrusting attack surface |
| Wrap |  |  |  | 0 | S | Disarm, Handy, Nonlethal, Overstrike (Flail), Reach (+2), Trip |
| Long-Handled Flail | 4 | ½ | 2 | 3+3 | B | Disarm, Overstrike (Flail), Reach 1, Reach (+1), Trip |
| Combat Grapnel | 1 | ½ | 1.5 | 0 | P0 | Disarm, Overstrike (Flail), Reach (+4; no damage past Reach +2 but can Impale), Trip |
| Bladed Scarf | ½ | - | 2 | 1+3 | S | Disarm, Handy, Overstrike (Flail), Reach (+1), Trip; Worn as clothing (0 Bulk) |
| Chain | 1 | ¼ | 2 | 4+1 | B | Disarm, Handy, Overstrike (Flail), Reach (+2), Trip; ¼ Bulk when put away |
| Slapjack | ½ | 0 | 1 | 2+3 | B | Disarm, Handy, Nonlethal, Overstrike (Flail), Reach (+1), Trip |

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| **Hafted Weapon (Axe)** | **Bulk** | **Wt** | **Hands** | **Damage** | **Type** | **Traits and Notes** |
| Hatchet | 0 | - | 1 | 0+4 | C | Handy (Grapple), Overstrike, Ready to Throw (Range 4) |
| Hand Axe | ½ | 0 | 1 | 2+3 | C | Overstrike, Ready to Throw (Hands 1.5; Handy; Range 4) |
| Two-Handed |  |  | 2 | 2+4 | C | Overstrike (Lower Shield) |
| Battle Axe | 1 | ¼ | 1.5 | 4+2 | C | Handy, Overstrike, Cleave |
| Narrow Grip |  |  | 2 | 5+3 | C | Overstrike, Cleave |
| Wide Grip |  |  | 2 | 4+3 | C | Overstrike (Lower Shield), Cleave, Parry |
| Greataxe | 2 | ½ | 1.5 | 6+1 | C | Overstrike, Cleave |
| Narrow Grip |  |  | 2 | 7+2 | C | Overstrike, Cleave |
| Wide Grip |  |  | 2 | 6+2 | C | Overstrike (Lower Shield), Cleave, Parry |
| Splitting Maul | 4 | 1 | (1.5) | 8 | C | Handy (required); Overstrike, Cleave |
| Narrow Grip |  |  | 2 | 9+1 | C | Overstrike, Cleave |
| Wide Grip |  |  | 2 | 8+1 | C | Overstrike (Lower Shield), Cleave, Parry |
| Dvergan Waraxe (Sparth) | 3 | ¾ |  |  |  | Multifunctional (change grip to treat as Greataxe, Boar Spear, or Greatpick) |
|  |  |  |  |  |  |  |
| **Hafted Weapon (Hammer)** | **Bulk** | **Wt** | **Hands** | **Damage** | **Type** | **Traits and Notes** |
| Hammer, Mallet | 0 | - | 1 | 0+4 | B | Handy (Grapple), Overstrike, Ready to Throw (Range 4) |
| Mace | ½ | 0 | 1 | 2+3 | B | Overstrike, Ready to Throw (Hands 1.5; Handy; Range 4) |
| Two-Handed |  |  | 2 | 2+4 | B | Overstrike (Lower Shield), Parry |
| Warhammer | 1 | ¼ | 1.5 | 4+2 | B | Handy, Overstrike |
| Narrow Grip |  |  |  | 5+3 | B | Overstrike |
| Wide Grip |  |  |  | 4+3 | B | Overstrike (Lower Shield), Parry |
| Greathammer | 2 | ½ | 1.5 | 6+1 | B | Overstrike |
| Narrow Grip |  |  |  | 7+2 | B | Overstrike |
| Wide Grip |  |  |  | 6+2 | B | Overstrike (Lower Shield), Parry |
| Maul | 4 | 1 | 2 | 8 | B | Handy (Required), Overstrike |
| Narrow Grip |  |  |  | 9+1 | B | Overstrike, Cleave |
| Wide Grip |  |  |  | 8+1 | B | Overstrike (Lower Shield), Parry |
| Dvergan Warhammer | 3 | ¾ |  |  |  | Multifunctional (change grip to treat as Greathammer, Boar Spear, or Greatpick) |
|  |  |  |  |  |  |  |
| **Hafted Weapon (Pick)** | **Bulk** | **Wt** | **Hands** | **Damage** | **Type** | **Traits and Notes** |
| Mandrel | 0 | - | 1 | 0 | P0 (0) | Handy (Grapple), Overstrike, Ready to Throw (Range 4) |
| Beaked Axe | ½ | 0 | 1 | 2-1 | P0 (1) | Overstrike, Ready to Throw (Hands 1.5; Handy; Range 4) |
| Two-Handed |  |  | 2 | 2 | P0 (1) | Overstrike (Lower Shield), Parry |
| Pickaxe | 1 | ¼ | 1.5 | 4-2 | P1 (2) | Handy, Overstrike |
| Narrow Grip |  |  | 2 | 5-1 | P1 (2) | Overstrike |
| Wide Grip |  |  | 2 | 4-1 | P1 (2) | Overstrike (Lower Shield), Parry |
| Greatpick | 2 | ½ | 1.5 | 6-3 | P1 (3) | Overstrike |
| Narrow Grip |  |  | 2 | 7-2 | P1 (3) | Overstrike |
| Wide Grip |  |  | 2 | 6-2 | P1 (3) | Overstrike (Lower Shield), Parry |
| Mattock | 4 | 1 | 2 | 8-4 | P1 (4) | Handy (Required), Overstrike |
| Narrow Grip |  |  | 2 | 9-3 | P1 (4) | Overstrike, Cleave (unless Target is Impaled) |
| Wide Grip |  |  | 2 | 8-3 | P1 (4) | Overstrike (Lower Shield), Parry |
| **Hafted Weapon (All)** |  |  |  |  | **Type** | **Traits and Notes** |
| Haft |  |  |  |  | B | On Overstrike, as a Hammer of the same Bulk and Weight but with -1 Damage |

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| **Throwing Weapon** | **Bulk** | **Wt** | **Hands** | **Damage** | **Type** | **Velocity** | **Traits and Notes** |
| Bullet | 0 | ¼ | ½ | 0+2 | B | 5 | Easy, treated as a Thrusting Weapon; Weight is for 16 Bullets |
| Dart | 0 | ¼ | ½ | 0 | P0 | 5 | Easy, treated as a Thrusting Weapon; Weight is for 16 Darts |
| Disc | 0 | ¼ | ½ | 0+2 | S | 5 | Easy, treated as a Thrusting Weapon; Weight is for 16 Discs |
| Grapeshot | 1 | ½ | 1 | 4+1 | B | 4 | Easy, Handy (Swing); Weight is for 8 Grapeshot |
| Lancea | 1 | ¼ | 1 | 1+1 | P2 | 4 | Easy, Handy (Swing); Weight is for 8 Lancea |
| Quoit | 1 | ¼ | 1 | 1+3 | S | 4 | Handy (Swing); Weight is for 8 Quoits |
| Chakram | 2 | ¼ | 1.5 | 2+4 | S | 3 | Handy (Swing); Bulk and Weight are for 4 Chakram |
| Javelin | 2 | ½ | 1.5 | 2+2 | P4 | 3 | Easy, Handy (Swing); Bulk and Weight are for 4 Javelins |
| Shot | 4 | 1 | 1.5 | 8 | B | 3 | Easy, treated as a Swung Weapon; Bulk and Weight are for 4 Shot |
| Bolas | 2 | 0 | 1 | 0+2 | B | 3 | Nonlethal, Ranged Trip; Sling Weapon Group |
| Bomb | ½ | 0 | 1 | Varies | Varies | 3 | Handy; See Consumables (Bombs) |

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| **Polearm** | **Bulk** | **Wt** | **Hands** | **Damage** | **Type** | **Traits and Notes** |
| Staff | 2 | ¼ | 1.5 | 4+2 | B | Handy |
| Half-Staff |  |  | 2 | 3+4 | B | Parry, Trip |
| Quarterstaff |  |  | 2 | 4+4 | B | Charge Into, Parry, Reach 1, Reach (+1), Trip |
| Shortspear | 2 | ¼ | 1.5 | 0 | P3 | Handy, Ready to Throw (Range 4) |
| Half-Staff, Piercing |  |  | 2 | 0+1 | P3 | Flurry (Handy), Handy, Parry |
| Half-Staff, Slashing |  |  | 2 | 2+5 | S | Parry, Trip |
| Half-Staff, Shaft |  |  | 2 | 3+4 | B | Parry, Trip |
| Quarterstaff |  |  | 2 | 0+2 | P4 | Charge Into, Parry, Reach 1, Reach (+1), Trip |
| Boar Spear |  |  |  |  | P1 | As Shortspear, plus Winged |
| Trident |  |  |  |  | P0 | As Shortspear, plus Forked |
| Longspear | 3 | ½ | (2) | 0 | P4 | Handy (required), Reach 1, Ready to Throw (Range 4) |
| Half-Staff, Piercing |  |  | 2 | 0+1 | P4 | Parry, Reach 1 |
| Half-Staff, Slashing |  |  | 2 | 3+5 | S | Parry, Reach 1, Trip |
| Half-Staff, Shaft |  |  | 2 | 4+3 | B | Parry, Reach 1, Trip |
| Quarterstaff |  |  | 2 | 1+2 | P5 | Charge Into, Parry, Reach 2, Reach (+1), Trip |
| Military Fork |  |  |  | 0 | P0 | As Longspear, plus Forked |
| Ranseur |  |  |  | 0 | P1 | As Longspear, plus Winged |
| Sarissa (Quarterstaff) | 4 | 1 | 2 | 2+2 | P6 | Charge Into, Parry, Reach 3, Reach (+1), Trip |
| Half-Staff, Piercing |  |  | 2 | 0+1 | P5 | Parry, Reach 2 |
| Half-Staff, Slashing |  |  | 2 | 4+5 | S | Parry, Reach 2, Trip |
| Crow Bill (Quarterstaff) | 4 | ½ | 2 | 5 | P0 (3) | Armor Piercing, Overstrike, Reach 1, Trip |
| Half-Staff, Head |  |  | 2 | 3+1 | P0 (3) | Armor Piercing, Overstrike (Lower Shield), Trip |
| Half-Staff, Shaft |  |  | 2 | 3+4 | B | Parry, Trip |
| Fauchard (Quarterstaff) | 4 | ½ | 2 | 5+4 | C | Overstrike, Reach 1, Cleave, Trip |
| Half-Staff, Head |  |  | 2 | 3+5 | C | Overstrike (Lower Shield), Cleave |
| Half-Staff, Shaft |  |  | 2 | 3+4 | B | Parry, Trip |
| Long Hammer (Quarterstaff) | 4 | ½ | 2 | 5+4 | B | Overstrike, Reach 1, Trip |
| Half-Staff, Head |  |  | 2 | 3+5 | B | Overstrike (Lower Shield) |
| Half-Staff, Shaft |  |  | 2 | 3+4 | B | Parry, Trip |
| Lance | 4 | ½ | 1.5 | 0 | P5 | Charge Into (+4 Damage, Reach 2), Handy, Mounted Charge |
| Bec de Corbin |  | ¾ |  |  |  | Multifunctional (change grip to treat as Crow Bill, Trident, or Long Hammer) |
| Brandistock |  | ¼ |  |  |  | Multifunctional (activate trigger to treat as Shortspear or Staff) |
| Halberd |  | ¾ |  |  |  | Multifunctional (change grip to treat as Crow Bill, Trident, or Fauchard) |
| Pollaxe |  | ¾ |  |  |  | Multifunctional (change grip to treat as Fauchard, Trident, or Long Hammer) |

#### Projectile Weapons

|  |  |  |  |  |  |  |  |  |  |
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| **Projectile Weapon** | **Blk** | **Wt** | **Hands** | **Damage** | **Type** | **Velocity** | **Reload** | **Ammo** | **Traits and Notes** |
| Alchemical Sling | 0 | - | 1.5 | Varies | Varies | 4 | 4 | Bomb | Swing |
| Blowgun | ½ | - | 1.5 | 0 | P0 | 16 | 4 | Needle | Handy; Bulk of needles is negligible |
| Wrist Crossbow\* | 0 | 0 | 1 | 0 | P0 | 4 | 8 | Bolt | Easy, Draw, Handy; this is essentially a “weak” Pistol Crossbow |
| Pistol Crossbow\* | ½ | 0 | 1 | 0+1 | P1 | 6 | 8 | Bolt | Easy, Draw, Handy |
| Crossbow\* | 2 | ½ | 2 | 0+2 | P3 | 8 | 8 | Bolt | Easy, Draw |
| Arbalest\* | 4 | 1 | (2) | 0+3 | P5 | 10 | 8 | Bolt | Easy, Draw, Handy (required) |
| Arbalest (Siege)\* | 4 | 1 | (2) | 0+4 | P6 | 12 | 8 | Bolt | Easy, Draw, Handy (required) |
| Selfbow | ½ | - | 2 | 1 | P1 | 6 | 2 | Arrow | Draw; this is essentially a “weak” Shortbow |
| Shortbow | 1 | - | 2 | 2 | P2 | 7 | 2 | Arrow | Draw |
| Longbow | 2 | 0 | 2 | 3 | P3 | 8 | 2 | Arrow | Draw |
| Composite Longbow | 2 | 0 | 2 | 4 | P4 | 9 | 2 | Arrow | Draw; you could craft a “Mighty” Longbow with these stats, as well |
| Musket | 3 | 1 | 2 | 1+6 | P/B | 80 | 16 | Bullet | Easy; Ammo Weight 1/64 |
| Revolver | ½ | ½ | 1 | 1+4 | P/B | 40 | 8 | Bullet | Easy, Handy, Cylinder (6), Flurry (Handy); Ammo Weight 1/64 |
| Sling | 0 | - | 1.5 | 0+4 | B | 8 | 3 | Bullet | Handy, Swing; Ammo Weight 1/64 |
| Staff Sling | 2 | ¼ | 2 | 2+5 | B | 8 | 5 | Grapeshot | Swing; Ammo Weight 1/16 |
| Siege |  |  |  | 4+6 | B | 4 | 5 | Shot | Swing; Ammo Weight ¼ |

\* If you stabilize a Crossbow of any type on a surface (and you are facing Target), reduce Hands requirement by ½ (or by 1 if you have Exploit Handy Trait, even if it is normally inapplicable). An Arbalest is initially treated as requiring 2.5 Hands, so Exploit Handy Trait is not required if you use two hands when stabilized.

Pistol Crossbows, Crossbows, and Arbalests are Moderate (1) Complexity devices, but there are Advanced Crossbow variants. A Double Crossbow can have 2 bolts loaded (+1 Bulk, Flurry, Reload (2x2, Unready); Greater (2) Complexity). An Underwater Crossbow functions normally, but when underwater Range is half instead of 0 (Greater (2) Complexity). A Clockwork Crossbow (+2 Bulk, +1 Weight, Flurry; Extraordinary (4) Complexity) can hold 8 bolts in 8 clockwork clips of an 8 chambered revolving cylinder. Each clip loads two bolts (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, or 5 Actions to disengage and open, 5 Actions per chamber (there are 8), and 5 Actions to close and engage.

See Might (Draw) for details regarding the test with Crossbows.

#### 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 (for a Spring-Loaded Trap), using Tool Use for Attack and Mechanics (Alchemy for a Cartridge Trap) for Damage, unless Payload is a Bomb; you can also use Observation for Aim or Swing. Snares generally have a cost of less than £1.

You generally do not craft Magic Snares, but a Projectile Trap can comprise a magic Projectile Weapon that uses magic Ammo and a Spring-Loaded Trap can comprise a magic Melee Weapon.

#### Weapon Traits

For any Trait that indicates an Action (or Reaction) is “easier,” you can take it as a ½ Action.

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 automatically (no test required), removing the Impaled condition. A Blade of more than 1 Bulk can be withdrawn as an easier Might (Swing) test or automatically by moving 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 hp; this is generally halved for each Size of Target Major 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.

To withdraw an impaled Combat Grapnel, attempt Tool Use (Mechanician); failure means you cannot withdraw your weapon. Alternatively, you can attempt an easier Might (Swing) to reposition Target when you move away from them, pulling them after you. If Target cannot be moved and is above you, you can climb the Combat Grapnel (or swing). Target is treated as if having attempted a successful Bulwark (Trap Weapon) test and can attempt Contortion (Escape), Might (Disarm), Might (Swing), or Tool Use (Mechanician), but you can choose to drop the weapon instead of accepting Forced Movement.

If a bullet from a Carbine, Musket, or Revolver impales, it can only be removed with Biology (Stop Bleeding), which is treated as -1 Effect for the purpose of 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.)

**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 must attempt a Thrusting Weapon Attack and Damage test as Actions, but both the Attack and Damage tests are easier.

**Cleave**: If your Damage drops Target, you can use your Swing Effect -1 on a next attack against an Adjacent Target (the “Cleave Target”).

**Cylinder (6)**: When fired, a cylinder rotates to automatically reload a next bullet in the cylinder. When reloading a cylinder, you must ready each bullet as an Action in addition to time spent for Reload.

**Disarm**: Melee Combat (Engage Weapon to Disarm) becomes available to you.

**Easy**: You do not need Weapon Familiarity to use this weapon without penalty.

**Easy (Natural Weapon)**: You do not need Weapon Familiarity to use this weapon without penalty if it is a Natural Weapon. If you acquire a form (e.g., with an Animal Form spell), you must have Unarmed Weapon Familiarity to use this weapon without penalty.

**Flurry**: You can take Exploit Flurry Trait to gain the ability to take Recon (Weapon Damage) as a Free Action with a second attack.

**Flurry (Handy)**: As Flurry, but only if you have the Exploit Handy Trait Ability.

**Flurry (Parry)**: You can take Exploit Flurry Trait to gain the ability to take Parry as a Free Action if you parried once already.

**Forked**: Might (Swing) is used to withdraw an Impaled Forked Spear, but it is easier if you move away from Target unless Target uses Reactive Movement to follow. Target cannot move down the shaft, so Target must either move laterally (and remain impaled), attempt Might (Swing) or Bulwark (Brute Force) to unimpale themselves, but it is easier if Target moves away from you unless you use Reactive Movement to follow.

**Grapple**: When using Contortion (Close Quarters Fighting) to attack with your weapon, Attack and Damage Actions are easier.

**Handy**: If you have Exploit Handy Trait, reduce the number of “hands” required to use the weapon by ½.

**Handy (Grapple)**: If you have Exploit Handy Trait, reduce the number of “hands” required to use the weapon by ½ and the weapon gains the Grapple trait.

**Handy (Swing)**: If you have Exploit Handy Trait, you can either reduce the number of “hands” required to use the weapon by ½ or treat the weapon as a Swung weapon.

**Impale as a Pick**: Attempt Might (Swing) to withdraw an Impaled Pick; failure means you cannot withdraw your weapon, but Move and Might (Swing) become easier for you with the following conditions: You can use Might (Wind Up) to reposition Target as Shove (in any direction) as long as Target remains within Reach and, if you reposition Target, Move into a square vacated by Target. You can choose to automatically fail the attempt to withdraw an Impaled Pick or drop the Pick, leaving it Impaled.

Target is treated as if they succeeded in a Bulwark (Trap Weapon) attempt and several Actions become easier for Target: Might (Combat Maneuver) to move you up to the distance indicated for a Shove attempt to anywhere within Target’s reach, Might (Swing) to withdraw the weapon, Might (Disarm) though Target remains impaled even if you are Disarmed, or Might (Shove) to pull you up to Forced Movement distance (though Target must also Move to pull you) unless you drop the Pick.

**Mounted Charge**: As Charge Into but the Attack and Damage tests are easier. However, if you inflict 100 hp damage prior to reducing for Armor/Shield, your Lance breaks unless Target takes at least 10 hp Damage, though the Lance takes no damage if it does not break and inflicts damage even if it breaks.

**Overstrike**: If your Attack barely misses, attempt a Damage test with the Haft instead.

**Overstrike (Lower Shield)**: As Overstrike, but if Target has a Raised Shield and you barely miss, you can attempt Might (Lower Shield) instead of a Damage test with the Haft.

**Overstrike (Flail)**: If your attack would barely miss when Target attempts to Block or Parry, the attack hits. Otherwise, when your attack would barely miss, your Attack is converted to a Melee Combat (Engage Weapon to Trip or Engage Weapon to Disarm) with +1 Effect and Might (Disarm or Weapon Trip) becomes easier for you. If you would hit, you can choose to “barely miss.”

**Parry**: Melee Combat (Parry) is easier for you when attempted with this weapon.

**Range**: You have +1 Task Difficulty for each Range Increment (RI) after the first on both Attack and Damage.

**Ranged Trip**: Ranged Combat (Weapon Trip) becomes available to you. Moreover, Target must attempt Contortion (Escape) or Tool Use (Mechanician) to disentangle themselves.

**Reach n**: You must use the weapon at Reach n. You can change grip (as an Action) with most polearms to use at Half-Staff when attacking adjacent Targets.

**Reach (+n)**: You can extend your Reach up to n as an Action, in addition to the Attack Action and Damage Action.

**Reach (+1, Piercing only)**: You can extend your Reach by 1 as an Action, in addition to the Attack Action and Damage Action. 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.

**Shell (32)**: The number of Pellets that hit at Range 1 is 1d6+6 if you barely miss, 2d6+12 if you barely hit, and 3d6+18 if you critically hit. Multiply Damage by ¼ number of Pellets that hit (32 max). At Range 2, 3, 4, and 5, divide the number of Pellets that hit by 2, 3, 4, or 5 (rounding down, potentially to 0). If Pellets hit a Target at closer range than one behind it, reduce number of Pellets that hit the second Target by 1 per Pellet that hits the first Target.

**Trip**: Melee Combat (Engage Weapon to Trip) becomes available to you.

**Velocity**: The velocity of a Projectile is the number of Squares it traverses in ¼ Action.

**Winged**: Might (Swing) is used to withdraw an Impaled Winged Spear, but it is easier, and you can withdraw an Impaled Winged Spear automatically (no test required) if you move away from Target unless Target uses Reactive Movement to follow. A Winged Spear prevents Target from moving down the shaft, so Target must either move laterally (and remain impaled), attempt an easier Might (Wind Up) or Bulwark (Brute Force) to unimpale themself, or step back to unimpale themself automatically (no test required).

### Containers

Sacks are not listed below; they are essentially free, weigh almost nothing, and take on the Bulk and Weight of whatever you put in them. Bindles are rather like sacks but are flat squares of flexible material that can be folded up; they are sometimes tied to the end of a stick, which is called a bindlestick. Magic bindles are essentially portable holes you can unfold to expose the extradimensional space within.

The weight of some containers in the table below assumes it is full; you are going to fill it up frequently and it is easier to just assume the higher weight. A note about weight when empty is made for Bindles, Backpacks, and Lockboxes. The cost of containers is usually less than £1, except for a Lockbox or Tent, which is £1.

| Container | Weight (Full) | Bulk | Capacity | Dedication |
| --- | --- | --- | --- | --- |
| Air Bladder | 0 Stone | 0 | Enough to double duration of Hold Breath | Zephyr |
| Ammo Pouch | ¼ Stone | 0 | 64 Sling Bullets, 16 Grapeshot, or 4 Shot | Quiver |
| Backpack\* | 6 Stone; ¼ Stone when empty | ¼ contents (minimum ¼) | 4 (6) Bulk (Weight); no maximum Weight if magic | Extradimensional |
| Bandolier | ¼ Stone | ¼ | 4 Negligible Bulk weapons | Quiver |
| Bindle | 3 Stone | Same as contents (or 0) | 2 (3) Bulk (Weight); no maximum Weight if magic | Extradimensional |
| Coin Purse | ¼ Stone (2 Small, 0 Large) | 0 | Holds 4 lbs. of gold (£64) or platinum (£1024) | 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 | Lantern |
| Lockbox\*\*\* | 64 Stone; 1 Stone when empty | 1 | 1 (64) Bulk (Weight) | Extradimensional |
| Pavilion | 10 (Packed) | 4 (Packed) | You and 15 others (or 4 Steeds) | Zephyr |
| Pup Tent | 1 (Packed) | 1 (Packed) | Just you and your gear (10 Bulk max for gear) | Zephyr |
| Quiver | ¼ Stone | ½ | 16 Arrows/Bolts/Darts; 8 Lancea; or 4 Javelins | 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 |
| Tent | 3 (Packed) | 2 (Packed) | You and 3 others (40 Bulk max for gear) | Zephyr |
| Water Barrel\*\* | 16 Stone | 4 | Water for 32 days (or 4 Steeds) | Fountain |
| Waterskin\*\* | ½ Stone | 0 | Daily water requirement | Fountain |

\* Assumes a Lesser (0) Backpack. A Moderate (1), Greater (2), Major (3), or Extraordinary (4) Oversized Backpack has x2rating Weight, Minimum Bulk, and Capacity. Also, Maximum Weight Capacity is reached if you fill your backpack with packed earth or the equivalent (6 Stone per cubic foot), which is about the highest aggregate density a nonmagical Backpack 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 a nonmagical Backpack full of gold coins!

\*\* 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.

\*\*\* Assumes a Lesser (0) Lockbox. A Moderate (1), Greater (2), Major (3), or Extraordinary (4) Oversized Lockbox has x2rating Bulk, Weight, and Capacity. Technically gold is 75 Stone per cubic foot and platinum is 88 Stone per cubic foot, but all Extraordinary Density materials are treated as 64 Stone per cubic foot for simplicity. The Bulk of contents assumes 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 Moderate (1) Lock unless you buy or make something better.

Inherent Ability (0-Level Container) gains the following (in addition to having practically unlimited weight capacity):

Dedication 0 and the container can be hermetically sealed, either from the outside or between the normal and Extradimensional Space inside if it has one. Extradimensional Space 0 is of a size equal to 1 Bulk, which assumes a Medium-sized owner; for a Small owner, it is 8 Bulk, and for a Large owner it is ⅛ Bulk. Containers generally just improve with each Item Level, each of which is assumed to be “worth” 3 XP.

| L | Extradimensional | Cornucopia | Fountain | Lantern | Purse | Zephyr | Quiver |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | 1 Bulk | ¼ lb. (T) | ¼ gallon (S) | Pilot Light | £¼ Copper (256) | 1 gallon (S) | 1 arrow |
| 1 | 2 Bulk | ¼ lb. | ¼ gallon | ¼ pint | £¼ Copper (128) | 2 gallons | 2 arrows |
| 2 | 4 Bulk | ½ lb. (S) | ½ gallon | ¼ pint | £¼ Copper (64) | 4 gallons | 4 arrows |
| 3 | 8 Bulk | 1 lb. | 1 gallon (M) | ½ pint | £¼ Copper (32) | 8 gallons (M) | 8 arrows |
| 4 | 16 Bulk | 2 lbs. (M) | 2 gallons | 1 pint | £¼ Copper (16) | 16 gallons | 16 arrows |
| 5 | 32 Bulk | 4 lbs. | 4 gallons | 2 pints | £¼ Copper (8) | 32 gallons | 1st Level Arrow (1) |
| 6 | 64 Bulk | 8 lbs. (L) | 8 gallons (L) | 4 pints | £¼ Copper (4) | 64 gallons (L) | 1st Level Arrow (4) |
| 7 | 1 5’ Cube | 16 lbs. | 16 gallons | 2 Lanterns | £¼ Copper (2) | 128 gallons | 1st Level Arrow (16) |
| 8 | 2 5’ Cubes | 32 lbs. | 32 gallons | 4 Lanterns | £¼ Copper (1) | 256 gallons | 2nd Level Arrow (16) |
| 9 | 4 5’ Cubes | 64 lbs. | 64 gallons | 8 Lanterns | £½ Silver | 512 gallons | 3rd Level Arrow (16) |
| 10 | 8 5’ Cubes | 128 lbs. | 128 gallons | 16 Lanterns | £1 Silver | 1000 gallons | 4th Level Arrow (16) |
| 11 | 16 5’ Cubes | 256 lbs. | 256 gallons | 32 Lanterns | £2 Silver | 2000 gallons | 5th Level Arrow (16) |
| 12 | 32 5’ Cubes | 512 lbs. | 512 gallons | 64 Lanterns | £4 Silver | 4000 gallons | 6th Level Arrow (16) |
| 13 | 64 5’ Cubes | 1024 lbs. | 1024 gallons | 128 Lanterns | £8 Gold | 8000 gallons | 7th Level Arrow (16) |
| 14 | 128 5’ Cubes | 2048 lbs. | 2048 gallons | 256 Lanterns | £16 Gold | 16,000 gallons | 8th Level Arrow (16) |
| 15 | 256 5’ Cubes | 4000 lbs. | 4000 gallons | 512 Lanterns | £32 Gold | 32,000 gallons | 9th Level Arrow (16) |
| 16 | 512 5’ Cubes | 8000 lbs. | 8000 gallons | 1000 Lanterns | £64 Gold | 64,000 gallons | 10th Level Arrow (16) |
| 17 | 1024 5’ Cubes | 16,000 lbs. | 16,000 gallons | 2000 Lanterns | £128 Gold | 128,000 gallons | 11th Level Arrow (16) |
| 18 | 2048 5’ Cubes | 32,000 lbs. | 32,000 gallons | 4000 Lanterns | £256 Platinum | 256,000 gallons | 12th Level Arrow (16) |
| 19 | 4096 5’ Cubes | 64,000 lbs. | 64,000 gallons | 8000 Lanterns | £512 Platinum | 512,000 gallons | 13th Level Arrow (16) |
| 20 | 8192 5’ Cubes | 128,000 lbs. | 128,000 gallons | 16,000 Lanterns | £1000 Platinum | 1,000,000 gallons | 14th Level Arrow (16) |

Spark: Extradimensional Containers. Sheaths, and Quivers can have any Spark, which reduces Effect of Energy by ½ Item Level to determine whether the Energy causes harm to the Container. A Sheath or Quiver suppresses the Elemental Emitter of a weapon or ammo while the weapon or ammo is in the Container if the Spark of the Sheath or Quiver is the same as the Spark of the Weapon or ammo. An Extradimensional Container, if hermetically sealed, reduces Effect of Energy by ½ Item Level to determine whether Energy causes harm to items within the Container. Cornucopia, Fountain, Lantern/Purse, or Zephyr must have a Primal, Water, Earth, or Air Spark; in theory they have reduced damage from Energy associated with their Spark but in practice that type of Energy doesn’t cause damage (e.g., Elemental Earth that slams into an item causes damage from Bludgeoning, not Elemental Earth).

Multifunctional containers can incorporate Mana Gems for multiple different Dedications. A multifunctional container is treated as a single magic item for the purposes of Invest in Magic Item and Coddle Magic Item tests but can have multiple Mana Gems for different parts (e.g., one inside and one outside the Container). Mana Gems incorporated inside an Extradimensional Space can be designed to “serve up” what they make (e.g., into a physical pocket, through a spigot, etc.).

An Extradimensional Space can be split up into multiple different Extradimensional Spaces if they are all incorporated into a single item. For example, a Backpack could have four different Extradimensional pockets with the sum of the Extradimensional spaces adding up to the total Extradimensional Space available for Item Level, but you could not create four different pouches in that way because each pouch would be considered a different item. A Bindle can be incorporated into a Worn Item to give you one or more Extradimensional pockets. A Zephyr can be incorporated into a hermetically sealable Helmet to provide continuous oxygen.

A Cornucopia (Food Wallet) will produce food until it is full, which is one day’s worth of food, and then begins removing impurities from any other food placed in it. 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, and then begins removing impurities of any drink placed in it (and oxygenates any water). 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 as a Waterskin except it 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.) A Fountain can generally be crafted for any desired capacity, but Extraordinary works can have significant cost.

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 6th 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 Major Light 1 square, Greater Light 32 squares, and Moderate 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 16 Lantern burn rate, x4; at a 64 Lantern burn rate, x8; and at a 256 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. In the table, the entry for Copper indicates the number of days it takes to fill the pouch in parenthesis.

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 or, if it is initially magical, it becomes a permanent nonmagical item after one Round. The table indicates how many arrows an Everfull Quiver can produce per day, but an 8th Level or higher Everfull Quiver can be crafted to double ammo production rate at one Level lower than indicated; and you can select this option multiple times to double ammo production rate and reduce Level by 1 each time. If a 5th Level or higher Everfull Quiver contains nonmagical arrows, it will convert them to magical at the indicated rate for producing ammo.

An Everfull Air Bladder (aka Zephyr) will produce air until a volume is at approximately sea level pressure and replace stale air with fresh (oxygenated) air (per hour) once a volume is full. 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 is 1 gallon for a Small creature, 8 gallons for a Medium creature, and 64 gallons for a Large creature). 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. The air of a Zephyr is always gentle; you cannot use it to blast anything regardless of how much air it can oxygenate. Note: Unlike other Dedications in the table, Zephyrs produce the indicated amount of air hourly, not daily.

Sheath (Maintenance): A magic sheath can be crafted for a specific weapon you have, but if you find a magic sheath, it will be associated with one specific weapon. If you hammer together raw materials (requiring no particular skill) and shove them into the sheath, it will attempt to turn them into a weapon of Special Material of whatever value of raw materials you provide. The inherent feat of a magic sheath is 3 Knowledges appropriate for the specific weapon, such as Engineer, Metal, and Weaponry. Each Item Level grants the magic sheath +1 rating in Tool Use, Observation, and Mechanics, but only for use in crafting and repairing the specific weapon. At 2nd and 4th Level it picks up Glass and Gemology (for Mana Gem crafting). At 6th, 8th, and 10th Level it picks up the Prerequisite for an Exotic Material, Occultism, and Exotic Material (the weapon’s Spark). At 12th Level it picks up Special Material or, if it lacks the Prerequisite, at 12th and 14th Level, it picks up the Prerequisite for Special Material then Special Material. At 14th, 16th, 18th, and 20th Level (or starting at 16th Level if you initially lacked the Prerequisite for Special Material) it picks up Visual Art or a Material, Prerequisite, or Special Material associated with some other aspect of the weapon (such as the grip). If a weapon in the sheath is broken or unmade, the Sheath will first craft it; if a weapon is damaged, the Sheath will first repair it; and if a weapon is undamaged, the Sheath will improve it to the extent it has the skill and knowledge to do so. The sheath will take Downtime Actions for as long as it takes to complete its tasks.

### Vehicles

Vehicles are treated like Containers; they are just big and you get in or on them instead of carrying them.

| Vehicle | Cost | Capacity |
| --- | --- | --- |
| Air Balloon | £10 | 5’ x 5’ (the balloon is 45’ x 45’) and 10 (Medium) Stone |
| Airship | £100 | 10’ x 35’ and 500 (Medium) Stone |
| Bathysphere | £10 | 5’ x 5’ and 100 (Medium) Stone |
| Glider | £10 | You (the wings are 45’ x 20’) and 5 (Medium) Stone |
| Rowboat | £1 | 5’ x 15’ and 100 (Medium) Stone |
| Cart | £1 | 5’ x 10’ and 100 (Medium) Stone |
| Wagon | £10 | 5’ x 15’ and 500 (Medium) Stone |
| Yacht | £10 | 10’ x 35’ and 1000 (Medium) Stone |

### Spell Gems

Spell Gems have Maximum Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Maximum Intensity 1 per even Item Level (2, 4, … 20). If you cannot cast the Intrinsic Spell, you must Imprint the Intrinsic Spell as you would a Scroll; then you can cast it, subject to the Maximum Empowerment, Complexity, and Intensity allowed. Spell Gem Blanks cost the same as other Spell Gems but are generally only usable by Wizards with Volatile Rune Reagents; and you are not subject to the limits on Empowerment, Complexity, or Intensity if you use a Volatile Rune Reagent. If you can cast the spell normally, you can use Mana Points from the Spell Gem to Maintain the Spell imbued in the Spell Gem; if you use a Volatile Rune Reagent, you can use Mana Points from the Spell Gem for the Spell you add to the Volatile Spell Gem.

If a Spell Gem has a Mana Gem associated with its form (e.g., a Container Mana Gem if fashioned as a Container, a Weapon Mana Gem if fashioned as a

Weapon, etc.), that Mana Gem is treated as part of the same item as the Spell Gem for the purpose of Coddle Magic Item and Invest in Magic Item, but Magic Item Levels advance separately for each Mana Gem.

Inherent Ability (0-Level Spell Gem) gains the following:

A Spell Gem is treated as having Agility (Qigong) and Constitution (Mana Retention) with a rating of 1 per Item Level, which stacks if the Spell Gem acquires the relevant Skills (e.g., if it is a Familiar). The Spell Gem has 100 mp, which is reduced when it shares mp with you. The Spell Gem can share any mp over 100 – 5 x Item Level with you when you cast or maintain an Intrinsic Spell. For example, a 1st Level Spell Gem can share 5 mp if it is currently at 100 mp but cannot share any mp with you if it is currently at 95 mp or less. In other words, a Spell Gem cannot reduce its own mp below 100 – 5 x Item Level. A Spell Gem must be Readied for an entire Intermission to use mp to Maintain a Spell.

Spark: The Spark must be appropriate for its Intrinsic Spell of the Spell Gem. Spark reduces Effect of Energy by ½ Item Level to determine whether the Energy causes harm to the Spell Gem.

### 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.) |
| Alchemical Cookbook | ¼ (¼ Stone) | Includes all Recipes (Spells) you know (and you can add more when you learn them) |
| Amulet | 0 (0 Stone) | An Amulet is just for show unless it is magic |
| Apotropaic Formulae Book | ¼ (¼ Stone) | Includes all Formulae (Spells) you know (and you can add more when you learn them) |
| Arcane Spellbook | ¼ (¼ Stone) | Includes all Arcane Spells you know (and you can add more when you learn them) |
| Basic Formula Book | ¼ (¼ Stone) | Includes all 0-Level Formulae for a Craft Knowledge |
| B&E Kit | ¼ (¼ Stone) | Includes lockpicks, chisels, files, magnifying lens, wires, more common skeleton keys, etc. |
| Crafting Kit, Lesser\* | 1 (1 Stone) | Includes tools and basic materials used for one Material, Artisan\*, and Science set |
| Crafting Kit, Moderate\* | 2 (2 Stone) | Kit for 8 Craft Knowledges, none of which can be Special or Exotic Materials; Cost £1 |
| Crafting Kit, Greater\* | 6 (6 Stone) | Includes tools and basic materials for all Material and Science for Engineer or all other Artisans\*; Cost £10 |
| Crafting Kit, Major\* | 8 (8 Stone) | A universal “kit” for any Craft; Cost £100 |
| Climbing Kit | 1 (1 Stone) | Includes harness, grappling hook, rope, pitons, pickaxe, ice pick, gloves, etc. |
| Detective’s Kit\* | ½ (½ Stone) | Includes a fingerprint kit, evidence bags, a magnifying glass, etc. |
| Disguise Kit\* | 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. |
| Healer’s Kit | 1 (1 Stone) | Includes alcohol, bandages, a bone saw, clotting agents, a scalpel, scissors, splints, etc. |
| Lab | 10 (10 Stone) | A universal “kit” for Alchemy and Biology Craft; free if you are a Churl\*\* |
| Library | 10 (10 Stone) | A universal “kit” for Philosophy Craft; free if you are a Churl\*\* |
| Lock, Moderate | 0 (0 Stone) |  |
| Lock, Greater | 0 (0 Stone) | Cost £5 |
| Lock, Major | 0 (0 Stone) | Cost £50 |
| Lock, Extraordinary | 0 (0 Stone) | Cost £500 |
| Makery | 10 (10 Stone) | A universal “kit” for Mechanics Craft; free if you are a Churl\*\* |
| Manacles, Moderate | ¼ (1 Stone) |  |
| Manacles, Greater | 0 (¾ Stone) | Cost £10 |
| Manacles, Major | 0 (½ Stone) | Cost £100 |
| Manacles, Extraordinary | 0 (¼ Stone) | Cost £1000 |
| Mariner’s Navigation Kit | 1 (1 Stone) | Includes an astrolabe (mariner’s), periscope, spyglass, charts; free if you are a Churl\*\* |
| Musical Instrument | 1 (1 Stone) | You can obtain simple musical instruments for much cheaper (or even free) |
| Projectile Weapon | See Weapons | Magic Projectile Weapons improve your Tool Use, as with most other Tools |
| Religious Text | ¼ (¼ Stone) | This is the sacred text of your religion (or of someone else’s religion) in a handy travel size |
| Sacred Symbol | 0 (0 Stone) | A Sacred Symbol is just for show unless it is magic or you are a Minister |
| Wand or Staff | 0 (0 Stone) | A Wand is just for show unless it is magic |
| Writing Kit\* | ¼ (¼ Stone) | Includes quills, several colors of ink, plenty of paper, etc. |
| 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 Kit that are suitable for a Fine Lifestyle, x10 cost; if you include components suitable for an Extravagant Lifestyle, x100 cost. An Artisan set is one governed by Calligrapher, Chemist, Engineer, or Pharmacologist; Medicine is covered by Healer’s Kit.

\*\* A Churl is assumed to have a Wagon, if desired. You can include a Lab, Library, Makery, or (in theory) a Mariner’s Navigation Kit in it, though a Mariner’s Navigation Kit is more likely found in a ship.

\*\*\* 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 Major Density Materials, they are treated as if Greater Density due to gaps.)

The benefits of Investment in and Coddling of Tools are described under each Class.

## Consumables

Alchemy, Biology, and Mechanics, plus Tool Use, can be used to create Alchemical, Biotech, and Mechanical Items. Penetration is applicable to Piercing and Slashing Ammo and increased Base Weapon Damage (and double Weight) is applicable to Bludgeoning Ammo.

### 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. Quiver is the amount of ammo you gain for a Consumable of applicable Potency.

Alchemical Ammo inflicts additional Elemental Damage on a hit. Use Effect from Damage as base Effect and add Potency; target then attempts Constitution (Damage Reduction) against base Effect + Potency. If (original) Effect is 0 or higher, target attempts Constitution (Damage Reduction) against Effect + Potency – Bonus Effect from Armor.

|  |  |  |  |
| --- | --- | --- | --- |
| **Ammo** | **Quiver** | **Ammo is for…** | **Notes** |
| Alchemical Bolt | 1 | Clockwork Crossbow | Elemental Damage equal to the (Alchemical) Level of the Bolt |
| Alchemical Slug | 1 | Slug Thrower | Elemental Damage equal to the (Alchemical) Level of the Slug |
| Arrow | 16 | Shortbow or Longbow |  |
| Bolt | 16 | Crossbows |  |
| Bolt Clip\* | - | Clockwork Crossbow | Cost is for an empty 4-bolt clip |
| Bullet | 16 | Carbine, Derringer, Musket, Revolver, or Sling | Firearm bullets work in Slings, but not vice versa |
| Disc | 16 | Clockwork Crossbow | Inflicts Slashing damage |
| Grapeshot | 4 | Staff Sling |  |
| Grenado | 1 | Alchemical Sling | See Bombs for details regarding Grenados |
| Pellet | 64 | Clockwork Crossbow |  |

\* A bolt clip is reusable (i.e., not a consumable) but it is listed here because it is relevant to ammo.

Magic Ammo can be crafted like a Magic Weapon, and you get 10 x Quiver with a single craft test. Like Magic Weapons, Magic Ammo requires Investment to gain the benefits of Item Level. However, Magic Ammo only functions properly in a Magic Projectile Weapon and, instead of the Inherent Ability “The Weapon takes ½ damage if it is hit for damage,” ammo does not break when used normally.

You can collect Magic Ammo after using it but if you do not, it loses its magic one Intermission Action after the end of the Encounter. You do not “lose” Magic Item Levels if you run out of ammo, you just apply it again when you restock.

Alchemical Bolts, Alchemical Slugs, and Grenados cannot be made into Magic Ammo.

### Apotropaics and Poppets

Although Apotropaics and Poppets are physical (and permanent) items, they are treated as Consumables for Investment purposes. Apotropaics and Poppets have Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Intensity 1 per even Item Level (2, 4, … 20).

To make an Apotropaic Pending, you acquire Depleted +1 and attempt a Determination (Mettle) and Mechanics (Envision) test as an Intermission Action. Add ½ Determination (Mettle) Effect to Item Level.

The Mechanics (Envision) test enables you to set conditions for when the Apotropaic is Activated and/or Intensified. If the Spell is Intensified you acquire Depleted +1 (again). At Effect 0, you can set one Condition, which can be dependent upon an Action you take, an amount of damage you suffer, a type of damage you suffer, a stimulus you detect (whether the condition is met is subjectively determined by you; for example, if the condition is Activate if I see an Aelf and you see an illusion that looks like an Aelf or a human disguised as an Aelf, it will Activate the Apotropaic), etc. You can use game mechanics to describe the condition (e.g., 10 hp damage). You cannot set a condition based on your intention or emotion (though emotion can be expressed mechanically as in “when I take ep damage” or “when I acquire the Enraged condition”). If the condition is met, the Apotropaic Activates and Intensifies.

At Effect 1 or higher, for each Effect over 1, you can limit the conditional Activation of the Apotropaic (with an “and”) or expand the conditional Activation (with an “or”). You can also distinguish between whether to Activate or both Activate and Intensify.

A Poppet is a variant of an Apotropaic that has a single Subject for the Imbued Spell. If you could cast the Imbued Spell on Target normally (e.g., because Target is within range and you can cast the Spell normally), you can cast the Spell without a Material or Verbal Component while the Poppet is Readied and add ½ Empower (to Activate) and ½ Envision Effect to Poppet Item Level. Once per day, you can cast the Spell imbued in the Poppet against Target, regardless of range, with the increased Item Level if you can cast the Imbued Spell. Poppeteers with Resonance are treated as if they can cast the Imbued Spell.

### Aromatics

If you have Aromachology Knowledge, you are always assumed to have Unscented Soap, Perfume (Subsistence Quality), and Perfumed Soap (Subsistence Quality), though you could have higher-quality consumables in your inventory and you wouldn’t have anything if you were stripped of all possessions. If you have Alchemy (Stealth) 1, you are always assumed to have Standard (or Subsistence if you don’t have Aromachology) Quality Perfume and Perfumed Soap, and Potency 0 Alchemical Soap, though you could have higher-Potency Alchemical Soap in your inventory. If you have Alchemy (Stealth) 3, you are always assumed to have a Potency 0 Biomask, though you could have higher-Potency Biomask in your inventory.

**Unscented Soap** generally enables you to use Suppress Chemical Signature even after taking on pungent odors.

**Perfume** enables you to use Mask Chemical Signature. Perfume is considered an entirely Aesthetic Enhancement.

**Perfumed Soap** enables you to use both Suppress Chemical Signature and Mask Chemical Signature at the same time, though you must do both. The perfume aspect of the soap is an Aesthetic Enhancement.

**Alchemical Soap** enables you to use Suppress Chemical Signature and Mask Chemical Signature at the same time and the Mask is effective against creatures that can smell Pheromones. If you choose an odor for the Alchemical Soap, it need not be perfume but Maximum Effect on Mask Chemical Signature when making yourself smell like another creature or thing is equal to -2 + Potency x2. Potency of Alchemical Soap decreases by 1 per Intermission (8 minutes) if used to make yourself smell like another creature.

**Biomask** makes Suppress Chemical Signature effective against creatures with Lifesense, but Maximum Effect is equal to -2 + Potency x2. You must consume a Biomasking Catalyst, which takes an Intermission to become effective and has a duration of a Downtime, then Biomask can be applied as you would perfume, though it acts to Suppress rather than Mask your Chemical Signature. Potency of Biomask decreases by 1 per Round (8 seconds).

### Bombs

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.

**Fragmentation Grenade** Fragmentation Grenades are filled with Black Powder and bits of (usually) metal that act as shrapnel when the Grenado explodes. A Fragmentation Grenade with a Lesser (0) Grenado Housing is referred to as a “Concussion Grenade” as it does not inflict damage from shrapnel.

A Fragmentation Grenade inflicts [Payload Potency] nhp Damage opposed by Constitution (Damage Reduction) in a Square and with reduced Potency in a 2Potency/2 Bubble; reduce effective Potency by 1 per doubling of distance (e.g., Potency -1 in Adjacent Squares, Potency -2 at 2 Squares away, Potency -3 at 3 or 4 Squares away, Potency -4 at 5-8 Squares away, etc.). Then roll [Grenado Housing Potency x 2]d20 per Bomb Damage for Hit Locations (11-20 misses), reducing the number of d20s by 1 per Square away from Target Square but adding 1d10 (automatic hit) if in the Target Square. Inflict [½ Payload Potency +1 per hit in the same Location] P1 Damage opposed by Bulwark (Damage Reduction); Target attempts Damage Reduction for each Location, not per hit.

If you target a Fragmentation Grenade, e.g., on a bandolier, the Grenado only explodes if you inflict Heat or Fire damage.

**Fluid Grenado** Fluid Grenados can be either Caustic or Incendiary. Fluid Grenados normally have a Bubble 1 blast. A Fluid Grenado in a Lesser (0) Grenado Housing breaks properly only 50% of the time. A Fluid Grenado in a Moderate (1) Grenado Housing breaks properly 90% of the time. A Fluid Genado in a Greater (2) or better Grenado Housing works properly 100% of the time. For the rest of the description of Fluid Grenados, use Payload Potency.

A hit from a Fluid Grenado inflicts damage at the Hit Location and one Hit Location above and below it, except Hit Location 1 would only impact Locations 1 and 2 and Hit Location 8 would only impact Locations 7 and 8. Treat Location 6 as “below” Location 0 (with nothing above) and Location 0 as “above” Location 9 (with nothing below). For example, a hit at Hit Location 1 would inflict damage at Hit Locations 1 and 2; a hit at Hit Location 4 would inflict damage at Hit Locations 3, 4, and 5; and a hit at Hit Location 9 would inflict damage at Hit Locations 9 and 0.

Caustic Grenados are filled with Acid or Antacid, which are equivalent but cancel the damage of one another. A Caustic Grenado inflicts base Potency-4 Corrosion Damage. Set a First Timer 5 and increase effective Potency by 1 at the end of each Pass when the First Timer ticks down, at which point Target must attempt Constitution (Damage Reduction); use the same test to apply damage at each applicable Location. When the First Timer reaches 0, set a Second Timer to Potency+1 but decrease effective Potency by 1 at the end of each Pass. Caustic Grenados can be countered with Acid (if Antacid) or Antacid (if Acid) or washed off.

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. An Incendiary Grenado inflicts base Potency-3 Heat Damage. Set a First Timer 4 and increase effective Potency by 1 at the end of each Pass when the First Timer ticks down, at which point Target must attempt Constitution (Damage Reduction); use the same test to apply damage at each applicable Location. When the First Timer reaches 0, set a Second Timer Potency+1 but decrease effective Potency by 1 at the end of each Pass.

Phosphorous Grenades are like Incendiary Grenados but do not require a fuse because they include a combustible agent that ignites when exposed to air.

Quicklime Grenades are like Incendiary Grenades but do not require a fuse because they include a combustible agent that ignites when exposed to water.

Liquid Fire Grenados are like Incendiary Grenados but include a substance, such as crude oil, that prevents the payload from evaporating quickly and allowing the fire to burn longer but slower. A Liquid Fire Grenado inflicts base Potency-5 Heat Damage. Set a First Timer 7 and increase effective Potency by 1 at the end of each Pass when the First Timer ticks down, at which point Target must attempt Constitution (Damage Reduction); use the same test to apply damage at each applicable Location. When the first Timer reaches 0, set a second Timer Potency+2 but decrease effective Potency by 1 at the end of each Pass. Liquid Fire cannot be extinguished with water but can be extinguished with cold.

Dragon Fire Grenados are activated like Phosphorous Grenades but inflict damage like Liquid Fire Grenados.

**Gas Bomb** Gas Bombs have a toxic or nontoxic chemical. A Gas Bomb in a Lesser (0) Grenado Housing breaks properly only 50% of the time. A Gas Bomb in a Moderate (1) Grenado Housing breaks properly 90% of the time. A Gas Bomb in a Greater (2) or better Grenado Housing works properly 100% of the time. For the rest of the description of Gas Bombs, use Payload Potency.

Gas Bombs normally result in a 2Potency/2 Square Bubble of gas when deployed.

The most basic of Gas Bombs are Smoke Bombs, which form an optical barrier, and Stink Bombs, which form a chemical barrier to hide odor behind a pungent stench. Spice Bombs are like Stink Bombs, but you can hide odors without making it obvious you are doing so.

Blight Bombs include a Disease as Grenado Payload.

Poison Bombs include a Toxin as Grenado Payload (or, as a Tear Gas variant, combine Smoke Grenado and Stink Bomb). Toxins are described in more detail under Pharmacological Consumables.

**Glass (aka Glass Jelly) [Glass, Special Material (Obsidian)]** Glass Jelly in a Lesser (0) Grenado Housing is ruined and immediately rendered inert in contact with air 90% of the time. Glass Jelly in a Moderate (1) Grenado Housing breaks properly only 50% of the time. Glass Jelly in a Greater (2) Grenado Housing breaks properly 90% of the time. Glass Jelly in a Major (3) or better Grenado Housing works properly 100% of the time. For the rest of the description of Gas Bombs, use Payload Potency.

The Blast Area is a surface of a square, rather than the (three-dimensional) square itself. The thickness of the glass jelly is less than ½ inch, but the glass jelly foams out to Major thickness depending on Potency, ¾ inches at Potency 1, 1.5 inches at Potency 2, 3 inches at Potency 3, 6 inches at Potency 4, 1/5 Square at Potency 5, 2/5 Square at Potency 6, 4/5 Square at Potency 7. 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) with Reactive Movement 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: Moderate (1) for ¾ inch, Greater (2) for 1.5 inches, Major (3) for 3 inches, Extraordinary (4) for 6 inches, Apocryphal (5) for 1/5 Square, Mythical (6) for 2/5 Square, Fanciful (7) for 4/5 Square. Decrease difficulty by 2 degrees per Large rating of Target and increase difficulty by 2 degrees per Small rating of Target. When solidified, Glass Jelly has Hardness equal to 2Potency/2.

**Metal (aka Ironstorm) [Electromagnetism, Metal]** Ironstorm in a Lesser (0) Grenado Housing is ruined and immediately rendered inert in contact with air 90% of the time. Ironstorm in a Moderate (1) Grenado Housing breaks properly only 50% of the time. Ironstorm in a Greater (2) Grenado Housing breaks properly 90% of the time. Ironstorm in a Major (3) or better Grenado Housing works properly 100% of the time. For the rest of the description of Ironstorm, use Payload Potency.

Ironstorm is in a [Potency+1] Square Bubble and inflicts [Potency] P1 Damage to every Hit Location. Hit Locations covered with Adamantium, Mithril, or Orichalcum are immune to Ironstorm. Set a [Potency x2] Timer and reduce by 1 after each Pass until it reaches 0, at which point the Ironstorm dissipates. After each Pass, roll 1d10 to determine the direction the Ironstorm moves; 1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, 8 = Northwest, 9 or 10 = Remains in its current location.

If you have Geology and Special Material (Adamantium), you can craft Adamantium Tempest; if you have Meteorology and Special Material (Mithril) you can craft Truesteel Tornado; and if you have Hydrology and Special Material (Orichalcum), you can craft Orichalcum Cloud. Hit Locations covered with Adamantium, Mithril, or Orichalcum are immune to Adamantium Tempest, Truesteel Tornado, or Orichalcum Cloud, respectively. A Truesteel Tornado is effective only in air and an Orichalcum Cloud is effective only in water (or in air with 100% humidity), but Adamantium Tempest is effective everywhere.

**Polymer (aka Tanglefoot Bag) [Polymer, Special Material (Polymer)]** A Tanglefoot Bag in a Lesser (0) Grenado Housing breaks properly only 50% of the time. A Tanglefoot Bag in a Moderate (1) Grenado Housing breaks properly 90% of the time. A Tanglefoot Bag in a Greater (2) or better Grenado Housing works properly 100% of the time. For the rest of the description of Tanglefoot Bags, use Payload Potency.

When Target is hit by Tanglefoot Bag, determine Hit Location but all Locations at the indicated Location +/- ½ Potency are hit. Targets gain a Restraint of a degree equal to Potency but increase by 1 if you hit Location 1 and have an indicated Location -1 or hit Location 2 and have an indicated Location -2. If you hit Location 7 or 8, you have a 50/50 chance of hitting the left or right arm/hand; and if you hit Location 8, Target cannot drop whatever e his holding in that hand.

Acid, Cold, and Heat all counter a Tanglefoot Bag by making the strands melt or become brittle and break.

**Stone (aka Petrification Powder) [Stone, Special Material (Earth)]** Petrification Powder in a Lesser (0) Grenado Housing is ruined and immediately rendered inert in contact with air 90% of the time. Petrification Powder in a Moderate (1) Grenado Housing breaks properly only 50% of the time. Petrification Powder in a Greater (2) Grenado Housing breaks properly 90% of the time. Petrification Powder in a Major (3) or better Grenado Housing works properly 100% of the time. For the rest of the description of Petrification Powder, use Payload Potency.

When Target is hit by Petrification Powder, determine Hit Location but all Locations at the indicated Location +/- ½ Potency are hit, and set Petrification Timer equal to Potency. With each tick of the Timer from its maximum value to 0, inflict the Condition indicated in the table below depending on Hit Location, after which Petrification Powder loses its potency. Target opposes using Constitution (Bioactive Toxin Recovery) with Task Difficulty equal to Potency x2. 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.

If Target blocks with a shield, the Permanent Condition is applied and each rating is treated as 10 hp damage as the Shield is turned to Stone (unless the Shield is already Stone, in which case it is immune).

|  |  |  |
| --- | --- | --- |
| Location | Effect | Petrification |
| 1, 2, 3 | Permanent Hobbled +1 | Permanent Hobbled 10 |
| 4, 5, 6 | Permanent Enfeebled +1 | Permanent Enfeebled 10 |
| 7, 8 | Permanent Clumsy +1 and Enfeebled +1 effects only tests that use the arms | Permanent Enfeebled 10 |
| 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 Powder at the same rate as would be indicated for its Potency.

### 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 one Intermission Action (or until the end of an 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 4 and reduce the Timer by 1 at the start of each Pass; the Mutagen takes effect when the Mutation Timer reaches 0.

Mutagens are addictive. At Addiction ([Mutagen]) 10, you gain the Flaws for Potency 1 with the Mutagen (usually 3 Attributes -1 or Weakness 3) when not under the influence of the Mutagen; at Addition 100, the Flaws for Potency 2; at Addiction 1000 the Flaws for Potency 3; 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. Unless you have an Additive (Mutagen) Ability, each Additive decreases Potency by 1, except for determining drawbacks (Addiction and Flaws) unless otherwise indicated.

Attenuated: Reduce Addiction to ¼. You can use this Additive multiple times.

Catalytic Activation: The Mutagen does not take effect for up to 16 days (chosen when crafted) unless triggered by a catalyst, which you designate. You can consume multiple Mutagens as long as they are not activated at the same time.

Catalytic Cancellation: Your Mutagen can be canceled with a catalyst (e.g., by drinking alcohol, exposure to sunlight, etc.), which you designate.

Extended Duration: You can take microdoses every couple of minutes to extend Duration to a Downtime Action. Double Addiction.

Flawless: You can eliminate the Third, Second, and First Flaws (in that order) if you use this Additive one, two, or three times.

Hybrid: You can mix Mutagens of the same Potency (if they have different Potency, use the lower for both). 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. Hybrid Elemental Mutagens that are “opposites” cannot be combined (or, technically, cancel one another out).

Size-Changing [Bestial Mutagen only]: Change Size by 1 per Additive. You can add this Additive multiple times.

#### Attribute Enhancement Mutagens

An Attribute Enhancement Mutagen provides a Mutagenic Dice Pool (of Competence Dice) equal to Potency, which is added to the Dice Pool of all Skills governed by the Boost Attribute and reduces the Dice Pool for all Skills governed by the Flawed Attributes by the same amount.

**Strength Mutagen** Boosts STR and Flaws INT, PER, and CHA by Potency; Addiction +2Potency-1 (Physical).

**Dexterity Mutagen** Boosts DEX and Flaws CHA, INT, and WIL by Potency; Addiction +2Potency-1 (Physical).

**Perception Mutagen** Boosts PER and Flaws WIL, CHA, and STR by Potency; Addiction +2Potency-1 (Psychological).

**Intelligence Mutagen** increases INT and Flaws STR, WIL, and DEX by Potency; Addiction +2Potency-1 (Psychological).

**Charisma Mutagen** Boosts CHA and Flaws DEX, STR, and PER by Potency; Addiction +2Potency-1 (Psychological).

**Willpower Mutagen** increases WIL and Flaws PER, DEX, and INT by Potency; Addiction +2Potency-1 (Psychological).

#### Bestial Mutagens

You gain one or more Bestial 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 Bestial 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 both Physical and Psychological Addiction; split 2Potency Addiction between the two.

Your Bestial Mutagen formula has as many Features as Potency +2 (but reduce by 2 if the Bestial Mutagen is not Chordate and reduce by 1 if the Bestial Mutagen is for a different type of creature than you (e.g., not Mammalian if you are a mammal)) listed in a specific order. If you have a Task Affinity, Skill Affinity, Physiology, Superhuman Senses, or a Supernatural Sense that overlaps with that of the Bestial Form Mutagen, you gain a Task Proficiency (of a Task Affinity) or +1 Skill (of a Skill Affinity) per overlap; if your Physiology and/or Superhuman Senses only partially overlap, can come up with an additional Superhuman Sense that seems appropriate. The first Features should be like Physiology, Superhuman Senses, or Supernatural Sense granted for a Troglodyte; then you can acquire Task Affinities, but you do not acquire Task Affinity Electives unless you have the proportion of Task Affinities found in the relevant Troglodyte Abilities List. Fungal or Plant Bestial Mutagens may have other Features, some examples of which are:

|  |  |  |
| --- | --- | --- |
| Feature Examples | Knowledge | Effect |
| Fungal Hyphae | Mycology | Sense vibrations, fire, and other stimuli connected to the hyphae (which can extend for miles in forests) while stationary |
| Fungal Respiration | Mycology | You gain food, water, and oxygen on the move if you have glucose-laden resources packed around your body |
| Leaves\* | Botany | Stomata (+1 Effect with Constitution (Hold Breath)); Photosynthesis (Daily Food if a Downtime Action in sunlight) |
| Roots\* | Botany | Daily Food in a Downtime Action rooted (stationary) in nutrient-rich, moist soil; Daily Water during an Intermission |

\* If you have Roots and Leaves, you do not need Air while Rooted in Sunlight. Scarcity of nutrients or sunlight can increase time to acquire daily food and water requirements.

#### Elemental Mutagens

Elemental Mutagens 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 Knowledge to craft. Your Skin is treated as if you have Hostile Environment Suit 11, which is only applicable to the Element of the Elemental Mutagen you consume. You also gain Elemental Emitter and Elemental Sink at a rating equal to Potency. See Permanent Items, Armor. The effects are not cumulative with magical Emitters and Sinks; use the highest rating.

The First, Second, and Third Flaws of Elemental Mutagen are the same (and stack), each imposing a Mutagenic Dice Pool for the Flaw when resisting damage of the Opposite Energy type. Elemental Mutagens can only be crafted as Hybrid Mutagens with Air, Earth, or Water as one of the component Mutagens.

|  |  |  |  |
| --- | --- | --- | --- |
| Energy Type | Hybrid | Opposite Energy Type | Addiction |
| Air | Radiance or Sound | Dyspnea | Air Mutagen Addiction +2Potency (Physical) |
| Cold | Water | Heat | Cold Mutagen Addiction +2Potency (Physical) |
| Earth | Heat or Lode | Corrosion | Earth Mutagen Addiction +2Potency (Physical) |
| Electricity | Water | Lode | Electricity Mutagen Addiction +2Potency (Physical) |
| Heat | Earth | Cold | Heat Mutagen Addiction +2Potency (Physical) |
| Lode | Earth | Electricity | Lode Mutagen Addiction +2Potency (Psychological) |
| Radiance | Air | Darkness | Radiance Mutagen Addiction +2Potency (Psychological) |
| Sound | Air | Silence | Sound Mutagen Addiction +2Potency (Psychological) |
| Water | Cold or Electricity | Desiccation | Water Mutagen Addiction +2Potency (Physical) |

### Pathogens

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 Sleight of Hand (Administer) to put one in a food or drink or apply to a weapon.

#### Disease

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 Necrotic, 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 Necrotic Disease or Biological, Fungal, and/or Avatic Disease (Aberrant).

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). 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. 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.

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.

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.

**Poison Powder [Particulate]** Poison Powders are blown at Target or exploded to create a poisonous dust; they can be liquids that are aerosolized when deployed; and can be implemented as Gas Grenados (even if the payload is a powder). Poison Powder is applicable to any Toxin that has an Inhalation vector. Poison Powder is deployed using Thrown Weapon Group (specifically, Bomb for Grenados and Blowgun for Powders); you can also use Projectile Weapon Group (Alchemical Sling for Grenados, but Blowgun is also in the Projectile Weapon Group).

**Poison Patch [Fluid]** 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 care.

**Poison Pill [Fluid, Particulate, or Solid]** A poison “pill” can be a fluid (a Poison Drop), in a powdered (or particulate) form to mix into food or drink, or solid (as you would expect for a “pill”), which can be dissolved in liquid or crushed into powder. 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 (other than by consuming the substance into which the Poison Pill is deployed).

**Venom [Fluid]** 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.

Toxins have an Onset, Periodicity, and Persistence. Onset refers to how long it takes for the Toxin to force a Constitution (Bioactive Pathogen Recovery) or Determination (Psychoactive Pathogen Recovery) test. Periodicity refers to how frequently after Onset you must make the test. Persistence refers to how long the tests have to be made. As a baseline, Onset is an Intermission Action (e.g., Onset is after an Encounter ends), Periodicity is 4 Rounds (or 4 times per Intermission Action), and Persistence is 1 day. Task Difficulty for the tests is equal to the Potency of the Toxin.

Depending upon the nature of the game, the GM may allow you to acquire Toxins as a Raw Material that grant bonuses to Onset, Periodicity, and/or Persistence for an increased cost. It should be noted, however, that the deadliest of natural poisons could easily be created using the rules as written, taking into account “Impossible” Task Difficulties. Also, while some natural poisons have no antidote, antidotes used in the game normally have a pseudomagical component to them, making it unnecessary to distinguish based upon whether a mundane antidote is or is not available, at least for characters of 1st Level or higher.

**Additive [Toxin]** 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. Additives reduce Potency by 1.

Encapsulation: The Toxin is inert for up to 16 days after being administered; choose the number of days when crafting the poison. You begin computing Onset Time from the point at which the Toxin is no longer inert.

Hybrid: You can mix Toxins 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).

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: +2 Persistence. You can apply this Additive up to 4 times to reach Persistence 8 (Forever).

Rapid Onset: +1 Onset. You can apply this Additive up to 3 times to reach Onset 3 (1 Pass), but Onset Time cannot exceed Periodicity.

Slow Onset: You can decrease Onset to -1 or less. Onset cannot be less than -4 (Downtime) but see Encapsulation.

Virulent: +½ Periodicity. If you apply this Additive twice, +1 Periodicity. You can apply this Additive a maximum of 4 times to reach Periodicity 2 (1 Pass).

Water Soluble: You can decrease Persistence to -1 or less with a single Additive. Persistence cannot be less than -4 (an Intermission).

|  |  |  |  |
| --- | --- | --- | --- |
| Rating\* | Periodicity | Onset | Persistence |
| -4 | Downtime Action | Downtime | Intermission |
| -3 | 4 Intermissions (about 30 minutes) | Downtime Action | 4 Intermissions |
| -2 | Intermission | 4 Intermissions (about 30 minutes) | Downtime Action |
| -1 | Intermission Action | Intermission | Downtime |
| None | 4 Rounds | Intermission Action | 1 Day |
| 1 | 1 Round | 4 Rounds | 4 Days |
| 2 | 1 Pass | 1 Round | 16 Days |
| 3 | n/a | 1 Pass | 2 (Lunar) Months (64 Days) |
| 4 | n/a | n/a | 1 (Month) (256 Days) |
| 5 | n/a | n/a | 1 Season (1024 Days) |
| 6 | n/a | n/a | 1 Gyre (4096 Days) |
| 7 | n/a | n/a | 4 Gyres |
| 8 | n/a | n/a | Forever |

\* A Persistent Additive down the Persistence column 2 rows at a time. A Rapid Onset Additive moves down the Onset column 1 row at a time. Two Virulent Additives move down the Periodicity column 1 row at a time (but see Additives for more details).

Venom frequently has an immediate effect of causing more pain than usual and to cause inflammation (swelling) relatively shortly thereafter, the immediate pain usually does not cause damage but causes 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 like those of other Toxins.

Toxins have a Potency, color, pattern, and source, each combination of which requires a different formula. Additives may be required for some types of toxin. 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. Some examples include:

**Black Lotus Extract Poison Patch (Lethal Bioactive; Painless)** First Condition: Sickened, Second Condition: Drained.

**Black Speckled Mandrake Poison Pill (Paralytic/Traumatic Psychoactive Hybrid; 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.

**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.)

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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 Major profits. Pesh can be considered an Addictohol variant (and can be crafted as a Psychoactive Pharmaceutical).

**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.

**Scintillating Pixie Dust (Lethargic)** First Condition: Enfeebled, Second Condition: Slowed. This dust scintillates with rainbow hues when tossed into victim’s face.

**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

**Addictohol (Drug)**: Addictohol may provide inferior benefits to a Mutagen or other Pharmaceutical, and may impose Clumsy, Enfeebled, Stupefied or some other condition during its duration. 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 is less than that of any other Consumable of the same Potency. (Alcohol is not addictive enough to have an entry, so the addictive qualities of alcohol can be ignored.)

Additive (Performance Enhancing Drug): You can craft the Addictohol as a Mutagen, Kick, or Stim, but treat Potency as +1 for determining Addiction.

**Antidote (Anti-Toxin)** Antidote may be referred to as Antivenin for venom. When you consume an Antidote, set an Antidote Timer 3; the Antidote is effective until the end of an Encounter (or Intermission Action) when the Antidote Timer reaches 0. You can take an Antidote regimen of 16 doses to last for a Downtime Action (the successive doses are about ¼ the first dose, but it is just as effective). Antidotes reduce effective Potency of a specific Toxin by Potency of the Antidote +1. Antidotes are effective when used with other Consumables, but you need a sample of a Toxin to create an Antidote for it.

Additive (Prophylactic): Reduce effective Potency of the specific Toxin by the Potency of the Antidote for 1 day.

**Antiplague (Antibiotic/Antifungal/Antiparasitic/Antiviral/Antibotanical/Wolfsbane)** Treat bacterial infection with Antibiotics (Microbiology), fungal infections with Antifungals (Mycology), parasitic infections with Antiparasitics (Malacology), viral infections with Antivirals (Cryptozoology), cryptobotanical infections with Antibotanicals (Botany), and cryptozoological infections with Wolfsbane (Arthropodology, Herpetology, Ichthyology, Malacology, Mammalogy, or Ornithology). It takes 1 hour to have an effect and Antiplague reduces effective Potency of a specific Disease by Potency of the Antiplague +1 for one day. Antiplague is effective when used with other Consumables, but you need a sample of a Disease to create Antiplague for it.

Additive (Limited Panacea): You gain the benefit of Antiplague for all Diseases of the same type (Microbiological Disease for an Antibiotic, Fungal Disease for an Antifungal, Parasitic Disease for an Antiparasitic, Viral Disease for an Antiviral, and Cryptobotanical Disease for an Antibotanical), but the Limited Panacea reduces effective Potency of the applicable Diseases by Potency of the Limited Panacea -1 (instead of Potency of the Antiplague +1). Note: A “Panacea” would be a combination of all 11 types of Antiplagues, which can be provided in a single draught.

**Cleansing Salve (Anti-Pathogen)** In addition to acting as a salve for Venom (as a topical), the Cleansing Salve can be created as a tea (“Cleansing Tea”) for addiction or ingested poisons or incense (“Cleansing 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). With a Cleansing Salve, as an Intermission Action, you can add the lower of Potency or Biology (Treat Symptoms) Effect to Constitution (Bioactive Recovery) or Determination (Psychoactive Recovery) Competence of an Ally. Topical Cleansing Salve is effective when used with other Consumables other than Salves, though tea and incense are not, but see the Additive below.

Additive (Subtle Effect): A Cleansing Tea or Cleansing Incense is effective when used with other Consumables.

**Healing Salve (Healing)** If no strenuous actions are taken and the Healing Salve is not washed off before the Physical Recovery test is attempted with a next Downtime Action, reduce by Potency of the Healing Salve the penalty to Effect with Constitution (Physical Healing) from the Wounded condition. Healing Salve is effective when used with other Consumables other than Salves.

Additive (Healing Ointment): You can combine Healing Salve with a topical Cleansing Salve.

**Herbal Remedy (Healing)** If no strenuous actions are taken and you avoid stressful situations until the Psychological Recovery test is attempted with a next Downtime Action, reduce by Potency of the Herbal Remedy the penalty to Effect with Determination (Psychological Healing) from the Stressed condition. Herbal Remedy is effective when used with other Consumables other than incense.

Additive (Healing Ointment): You can combine Herbal Remedy with a Cleansing Incense.

**Kick (Healing)** Kicks are designed for a specific creature type; 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. Kick grants 2Potency-1 Temporary ep and allows you to remain alert when you should be sleeping (you need to make up the sleep later), but 2Potency-1 Psychological Addiction and if you have 0 ep, Stressed +1. You also suppress the impact of up to 10Potency Psychological Addiction until the end of the Encounter. 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.

Additive (Mutagenic Compatibility): You need not hybridize a Mutagen to use it with Kick that has Mutagenic Compatibility.

**Mithridate (Anti-Toxin)** Mithridates are like “toxin vaccines” but it takes one month for a Mithridate to have an effect, at which point you gain +1 Competence per Potency on Constitution (Bioactive Pathogen Recovery) or Determination (Psychoactive Pathogen Recovery) vs. a specific Toxin. To the extent a booster is needed, you are assumed to provide it automatically every now and then with no additional effort. Mithridates are effective when used with other Consumables, but you need a sample of a Toxin to create a Mithridate for it.

Additive (Increased Potency): Subject also gains +1 Effect on Constitution (Bioactive Pathogen Recovery) or Determination (Psychoactive Pathogen Recovery).

**Stim (Healing)** Stims are designed for a specific creature type; 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. Stim grants 2Potency-1 Temporary hp and allows you to remain alert when you should be sleeping (you need to make up the sleep later), but 2Potency-1 Physical Addiction and if you have 0 hp, Wounded +1. You also suppress the impact of up to 10Potency Physical Addiction until the end of the Encounter. 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.

Additive (Mutagenic Compatibility): You need not hybridize a Mutagen to use it with Stim that has Mutagenic Compatibility.

**Vaccine (Antibiotic/Antifungal/Antiparasitic/Antiviral)** It takes one day for a Vaccine to have an effect, at which point you gain +1 Competence per Potency on Constitution (Bioactive Pathogen Recovery) or Determination (Psychoactive Pathogen Recovery) vs. a specific Disease. To the extent a booster is needed, you are assumed to provide it automatically every now and then with no additional effort. Vaccines are effective when used with other Consumables even if not hybridized, but you need a sample of a Disease to create a Vaccine for it.

Additive (Increased Potency): Subject also gains +1 Effect on Constitution (Bioactive Pathogen Recovery) or Determination (Psychoactive Pathogen Recovery).

### Potions

Potions have Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Intensity 1 per even Item Level (2, 4, … 20).

Using a Potion requires Sleight of Hand (Ready Potion) and Sleight of Hand (Consume). Consuming a Potion costs you Potion Level +10 mp, the Spell imbued in the Potion is automatically Intensified, and the Intensified Spell lasts until the end of the Encounter (or an Intermission Action). It then costs 1 mp per Intermission Action afterward, but the Intensification effect is no longer applicable. The Potion remains active until mp are reduced to 0 or you neutralize the effect. If you lack the initial mp cost of the Potion, you acquire Depleted +1 per 10 or fraction of 10 mp you lack and the Spell is not Maintained after the end of the Encounter.

Powders are crafted in the same way as Potions, but the Spell imbued in a powder can be applied to a Target as a Bomb if the Potion is Mana-Infused (10), but is only Intensified up to 10th Level if it is Mana-Infused (20) or up to 20th Level if it is Mana-Infused (30); the Spell can be Maintained after the Encounter for as many Intermissions as mp remaining from the Mana Infusion (which is Mana Infusion – Potion Level).

Each Potion Additive, unless acquired as a Class Feature, reduces Potion Level by 2. See Property (Consumables).

Additive (Catalytic Activation): The Potion does not take effect for up to 16 days (chosen when crafted) unless triggered by a catalyst, which you designate. You suffer no mp loss unless and until the Potion is triggered.

Additive (Catalytic Cancellation): Your Potion can be canceled with a catalyst (e.g., by drinking alcohol, exposure to sunlight, etc.), which you designate. This Additive is popular for the purpose of stopping continued mp loss when you no longer want to Maintain the Spell imbued in the Potion (or to consume a different Potion).

Additive (Chaser): A Potion with at least 10 + Potion Level Infused Mana can be provided in two doses. The first dose reduces the initial mp loss for consuming a potion to [Potion Level] mp and you gain the Empowerment and Complexity of the Spell imbued in the Potion. You must pay 1 mp per Intermission to Maintain the Spell, as normal; you cannot use the Infused Mana for that. The second dose (“Chaser”) causes the loss of 10 mp when you consume it and Intensifies the Spell until the end of an Encounter. You can provide multiple Chasers for the same Potion for repeated Intensifications, but each additional Chaser requires a separate crafting test as if crafting the Potion (including cost).

Additive (Extended Duration): A Potion with at least 30 Infused Mana has a Duration of one Downtime Action (instead of 1 per Intermission Action).

Additive (Hybrid): You can mix Potions to deliver the full effect (and full mp loss) of each. This Additive is essentially a second Potion, but you cannot normally just mix two Potions together.

Additive (Mana Infusion): You can infuse up to 10 Mana into the potion using Raw Mana. The Raw Mana typically costs £1 and must be infused into the Blank. You can apply this Additive multiple times but it becomes increasingly less efficient, consuming more Raw Mana than the rating of the Mana Infusion. For every 10 additional Mana you infuse, multiply Raw Mana cost by 10. So, infusing 20 Mana costs £10, infusing 30 Mana costs £100, …, infusing 100 Mana costs £1,000,000,000 (the theoretical maximum, though extremely unlikely due to the outrageous cost).

### Scrolls

Scrolls have Maximum Empowerment 1 and Complexity 1 per odd Item Level (1, 3, …, 19) and Maximum Intensity 1 per even Item Level (2, 4, … 20). Maximum Empowerment, Complexity, and Intensity of a Scroll are the maximum you can achieve when you cast the Spell imbued in the Scroll. You must know the Spell Imbued in a Scroll to use the Scroll but if you do not have Pseudomagical Knowledge (Arcana), Maximum Empowerment, Complexity, and Intensity are halved.

Activating a scroll requires the following steps:

1. Sleight of Hand (Ready Scroll)
2. Philosophy (Read) to Imprint the Spell; each Degree of Complexity takes about as much time to read as 2Complexity+1 words, minimum of 1 Action; each Degree of Empowerment takes 1 Action, minimum of 1 Action.
3. Cast the Spell (5 Actions); after a Spell is imprinted\*, you can cast it normally with Effect limited by Maximum Empowerment and Complexity
4. Optionally, Intensify the Spell (4 Actions), with Effect limited by Maximum Intensity

\* If you are interrupted when Imprinting the Spell, you can start over. If you are interrupted while casting the Spell, the Spell fails but the Scroll is still consumed.

## Familiars

Familiars are necessary to cast Pact Spells. When you cast a Pact Spell, you gain Traumatized +1 but gain 20 mana points that you can use to maintain and/or Intensify Pact Spells or to cast other Pact Spells (instead of gaining more Trauma); if you want to use your own mana points, you can use them while you have the at least one of the mana points from the initial casting of the Pact Spell. If you do not have at least one Pact Spell cast, you lose all the mana points you gained from the initial casting. You can also transfer Traumatized to your Familiar on a one-for-one basis as an Intermission Action.

If your Familiar dies, it may cost you some cash to perform the ritual, your patron may demand a quest, or the like. There should be some “penalty” but the specifics are up to the GM.

**Familiar 1**: Your Familiar gains Categories much like PCs. At Familiar 1, your Familiar typically looks stunted or not fully formed; this is very rarely “cute,” though it can be if it’s a baby. A Familiar cannot have Familiars of its own; you are treated as the Familiar’s Familiar, if applicable. If your Familiar acquires Familiar 1, 2, 3, or 4 as a Class Feature, it gains a Familiar Ability instead.

|  |  |  |
| --- | --- | --- |
| Familiar Ability | Prerequisite | Features |
| Animal (Arthropodological) Form | Arthropodological | Turn into another kind of Arthropodological creature; can take Animal (Malacological) Form for 3 XP |
| Animal (Chordate) Form | Chordate | Turn into another kind of Chordate; can take Animal (Arthropodological) Form for 3 XP |
| Animal (Malacological) Form | Malacological | Turn into another kind of Malacological creature |
| Fungus Form | Fungus | Turn into another kind of Fungus |
| Growth |  | Decrease Small rating by 1 each time Familiar advances a Level up to Medium-sized (Small 0) |
| Large | Medium-sized | Increase rating by 1 each time Familiar advances a Level up to Large 2 (e.g., for an elephant) |
| Nonsomatic Spellcasting | No hands | You have maximum Competence with Sleight of Hand (Spellcasting (Somatic Component)) |
| Nonverbal Spellcasting | No mouth | You have maximum Competence with Gab (Spellcasting (Verbal Component)) |
| Pact Spell (Ectoplasmic Form) | Spirit | Allows the Familiar to exist on both the Material and Spirit Planes at the same time |
| Pact Spell (Telepathy) | Avatic | The Familiar must include both itself and you when using Telepathy |
| Plant Form | Plant | Turn into another kind of Plant |
| Speech | Language | Speak any language it knows, in addition to understanding it |

\* You can take Air, Earth, or Water (whichever is most appropriate for the Familiar) and some other Elemental Energy most appropriate for the Familiar.

*Newborn (Ancestry D).* Unless it is an Item, your Familiar is Small 4, but if it acquires Growth during character creation, it can start at Small 3, 2, 1, or 0 (Medium-sized); and your Familiar can hear, see, and smell. See Performance (Coddle Magic Item) instead for Item Familiars.

Your Familiar gains 8 Static Familiar Features appropriate for the Familiar’s species; have a look at Troglodyte Ancestry Features for ideas. Most Primal Familiars do not have Speech (worth 1 Feature) and have limited manual dexterity (maximum Competence 1 with most tests that include the manipulation of an item); Manual Dexterity (allowing use of the usual Maximum Competence cap) is worth 1 Feature. You can stretch the capabilities of your Familiar in a slightly fantastical manner. For example, a raven Familiar might have Speech and a weasel Familiar might have Manual Dexterity. Spirit and Undead Familiars gain the Spirit and Undead Ancestry Abilities without the Traumatized/Fatigued condition (see Acquired Bloodline), have Speech and Manual Dexterity, and can have a Size appropriate for the Size they had in life, but no other Abilities for having Ancestry D.

*Aptitude D*. Aptitude should normally be used to improve STR, DEX, and PER, but WIL is also often appropriate.

*Culture E*. Familiars generally do not have a Culture.

*Role D*. You can choose Class with GM approval. The “default” is Warrior (Skirmisher).

*Enterprise D*. Your Patron (as played by the GM) has sole discretion regarding Enterprise. The Event is associated with the circumstances surrounding your acquisition of your Familiar or your early days with it. Choose an Event Table that seems appropriate for the circumstances in which you acquired your Familiar, which is often the Event Table you used for yourself if you start with a Familiar. You and the GM should work together adjust the narrative to be appropriate for your Familiar. There are two Required Denouement Knowledge Tuples, which you must acquire if you have any Denouement Boons available, unless earmarked for a specific purpose (e.g., Skill Points), or taken as part of Enterprise: {Anthropology (of your Ancestry), Psychology (of your Ancestry), Terrain (any that seems appropriate)} & {Anthropology (of your Patron), Language (of your Patron), Psychology (of your Patron)}.

**Familiar 2**: Your Familiar gains *Enterprise C*.

**Familiar 3**: Your Familiar gains *Aptitude C*.

**Familiar 4**: Your Familiar gains *Role C*.

# Skills

Each Attribute governs four Skills, each of which is associated with one or more Tasks. You attempt a Skill Test to complete a Task.

## Skill Tests

Skill tests are attempted by rolling a Dice Pool that includes one Competence Die (CD) per Skill rating (which is always Skill + Attribute that governs the Skill), a Quality Die (QD) if applicable, a Proficiency Die (PD), a Magic Die (MD), a Knowledge Die (KD), and a Location Die (LD) if applicable.

### Focused/Diffuse Knowledge Tests

All tests have applicable Knowledge. A Focused test has a Focus Knowledge that decreases the Knowledge Threshold by 4 and Important Knowledge that each decrease the Knowledge Threshold by 2. A Diffuse Knowledge (or “Diffuse test”) has Important Knowledge that each decrease the Knowledge Threshold by 2 and Diffuse Knowledge that each decrease the Knowledge Threshold by 1. See The d12 Knowledge Die (KD) below.

### The d4 Competence Dice (CD)

Roll a Dice Pool of one CD per Skill rating. For each ‘4’ on a CD, you have ***Competence*** +1 (initially 0, usually), which is capped by Maximum Competence. Maximum Competence is normally equal to 1 + ¼ Skill (as always, Skill rating is Attribute + Skill).

Mutagenic Dice Pools (for Attribute Enhancement Mutagens) are rolled separately but in the same way. You add Competence for a Boost Attribute applicable to a Skill test and add (negative) Competence for a Flaw Attribute applicable to a Skill test. Although Magic Items can increase Skill, it is a static value that is determinable (and adjustable on your character sheet) when you advance a Level. Only Mutagenic Dice Pools are applied dynamically when a Mutagen is active (other magic and pseudomagic uses a different mechanism).

### The d6 Quality Die (QD)

Some tests, such as Constitution (Physical Recovery) and Determination (Mental Recovery), have a QD with an impact that varies depending upon the test. See Skills.

### The d8 Proficiency Die (PD)

In Encounter Mode, Actions are often ***Hurried***. Whether that has a negative impact on your ***Competence*** depends upon Task Proficiency (see Class (Task Proficiencies)) and the result of a 1d8 (the PD). Your ***Hurried*** rating starts at 8 (referred to as Proficiency Threshold 8) and is reduced by 2 per Task Proficiency rating for the Action you attempt; you can further reduce Proficiency Threshold by 2 per Provisional Action. If you roll above the Proficiency Threshold on the PD, you have no penalty to ***Competence***, but if you roll less than or equal to Proficiency Threshold on the PD, you have a penalty to ***Competence*** equal to twice the result of the PD. For example, if you have Competence 4, have Task Proficiency 1 (giving you Hurried 6), take no Provisional Actions, and roll a 3 on the PD, you have Competence -2 (4 minus twice the result of the PD).

You cannot take ***Hurried*** Downtime Actions, but you are generally free to enter a few Intermissions or Encounter Rounds during a Downtime. Also, the PD functions differently in Downtime. If you roll below Task Proficiency rating on the PD, you gain +1 ***Competence***; if you roll between Task Proficiency rating and 2 + 2 x Task Proficiency rating, inclusive, you have no bonus or penalty to ***Competence***; and if you roll higher than 2 + 2 x Task Proficiency rating you have -1 ***Competence***. (So, you must have Task Proficiency 2 or 3 to hope for a bonus to Competence and at Task Proficiency 3 you will never have a penalty to Competence.)

In the Intermission immediately following an Encounter in which a PC takes damage, you resolve the Intermission as you would an Encounter. For example, you can take up to 16 Intermission Actions as Hurried Actions, 4 Intermission Actions in each of 4 Passes. You can generally take a few Encounter Actions without penalty; in theory you could take 64 Encounter Actions per Intermission Action but that is an awful lot of tests for something that could probably be handled in a more narrative fashion.

In other Intermissions (or if you choose to resolve an Intermission immediately following an Encounter in this fashion), the PD is used as described for Downtime Actions.

### The d10 Magic Die (MD)

Some Spells have an MD with an impact that varies depending upon the Spell. See Spells.

### The d12 Knowledge Die (KD)

For any Task you attempt, you roll 1d12 (the KD). You do not know whether Knowledge applies to any given test, though you may have a good idea what is applicable in many instances. You tell the GM the result of your KD and the GM, who should have a list of your Knowledge, determines the impact on ***Competence***.

Tasks have an associated Primary, Secondary, and Tertiary Knowledge, with the potential of more than one Knowledge for each. Your initial “Knowledge Threshold” is 14, and is reduced by 8 for each Primary, 4 for each Secondary, and 2 for each Tertiary Knowledge you have. “Inherent” Knowledge means you are automatically treated as if you have Knowledge of the indicated (Primary, Secondary, or Tertiary) type. See Appendix C (Knowledge Thresholds and Task Chains) for a listing of thresholds for various Tasks.

### The d20 Location Die (LD)

If the Task you attempt is a physical attack, you will also roll a 1d20 (the LD) to determine hit ***Location***. Location 1 or 11 is Left or Right Foot; 2 or 12, Left or Right Lower Leg; 3 or 13, Left or Right Upper Leg; 4 or 14, Groin; 5 or 15, Back; 6 or 16, Chest; 7 or 17, Left or Right Arm; 8 or 18, Left or Right Hand; 9 or 19, Head; and 10 or 20, Face. These Locations are suitable for most humanoids, but some creatures may be different.

### Task Difficulty

The GM will usually inform you of “Task Difficulty” prior to your Skill Test. You subtract Task Difficulty from your ***Competence*** to determined ***Effect***. (If Task Difficulty is negative, you can increase your Competence, subject to your Maximum Competence cap.) Note: There may also be a hidden component to Task Difficulty that the GM will only tell you about after the fact.

|  |  |
| --- | --- |
| Task Difficulty | Notes |
| Inconsequential (-3) | It is pretty much impossible to fail unless you are both improficient and hurried; includes looking left and right before crossing |
| Trivial (-2) | Most folks can do this in their sleep, so to speak, like walking |
| Minor (-1) | Without any skill, you can sometimes do this even if you do Hurry |
| Lesser (0) | Without any skill, you can do this every time if you do not Hurry |
| Moderate (1) | Skilled characters would expect to succeed |
| Greater (2) | Highly skilled characters would expect to succeed |
| Major (3) | Major Physical Tasks are what you might expect from the best of professional athletes |
| Extraordinary (4) | This is a bit beyond Olympic Records, but within the realm of possibility for extraordinary but nonmagical humans |
| Apocryphal (5)\* | This is the realm of pseudomagic; some may claim to have completed Apocryphal Tasks, but most don’t believe them |
| Mythical (6)\* | This is the realm of magic |
| Fanciful (7)\* | In a world of magic, some would say Fanciful Tasks are impossible even with magic |
| Miraculous (8+)\* | This is the realm of gods; mere mortals could never hope to complete a Miraculous Task |

\* Tasks with these Degrees of Difficulty are referred to as “Impossible.” Impossible (5) is often used in place of Apocryphal (5) but “Impossible” generally refers to any Degree of Difficulty higher than 4.

### NPC Competence

NPC Competence cancels your Competence in an Opposed test but is not rolled; it is a static value. Actions taken by NPCs can increase (or decrease) their Competence much like Hurried Actions and Required Knowledge would impact your Competence, but the GM will use a static value for that, as well. The basic challenging (heroic) NPC gets 30 Competence Points, which is roughly equivalent to a Level 0 PC. The GM will allocate the Competence Points as follows:

*Ancestry*: The GM can mostly ignore Denouement Boons and the like, only giving Ancestries their Neurophysiological or Physiological Abilities, which usually isn’t worth a full Competence Point, then choose Competence Points for Aptitude, Culture, and Enterprise that matches the tendencies of the Ancestries (e.g., Bulwark for Dvorgar).

*Aptitude/Culture/Enterprise*: 17 Competence Points distributed among Skills as the GM desires, but to a maximum of 4 and generally only to a maximum of 3 unless the NPC is really special. Competence Points should generally be spread roughly evenly between Skills governed by an Attribute, though the GM is free to deviate from that general rule if it seems appropriate. Also, for 3 Competence Points, an NPC can have an Education.

*Role*: 1 Competence Point for Basic Training and 4 Competence Points per Tier. “Overlapping” Basic Training is generally ignored; you just pay 1 Competence Point for the Basic Training of each Class if Multiclass and that is close enough. Tier 3 Singleclass is the default (13 Competence Points).

+1 Competence Point per Level, but Competence cannot exceed 4 or ½ Level, whichever is higher.

Challenging NPCs cannot be pitted against PCs in equal numbers with any regularity because, assuming an equal match, the PCs could lose 50% of the time, leading to a relatively short game. On the other hand, it is not particularly heroic to gang up on what would be an equal match for a single PC. Accordingly, Challenging NPCs should get an “unfair” benefit when an Encounter is not life-threatening (or will not otherwise cause great harm to the PCs) and an “unfair” bane when the Encounter is life-threatening. This “unfairness” is built into the ***Flux Die***, discussed below. Players should not be told if they are facing a “Challenging NPC” or an NPC that is just higher Level than they are.

A Big Bad Evil Guy (BBEG or “Boss”) might get +2 Competence (or more) on all tests when an Encounter is not life-threatening, and it can be assumed for storytelling purposes that the PCs just got lucky (again) when the Encounter turned deadly. The GM may instead require a task (e.g., a quest) to eliminate the Boss Competence Bonus. In general, a Boss of higher Level than the PCs does not gain a Boss Competence Bonus. Recurring Bosses generally advance Levels when PCs do unless the Boss is of higher Level than the PCs.

The GM may, of course, not use the template, giving NPCs whatever Abilities e wants.

### The Flux Die

The Flux Die is often the only random determination made by the GM. At the start of each Round, the GM rolls 1d6 (the Flux Die), which acts as a modifier to NPC Competence. On a 1, NPCs get +2 Competence; on a 2, NPCs get +1 Competence; on a 3 or 4, NPCs use their normal Competence; on a 5, NPCs get -1 Competence; and on a 6, NPCs get -2 Competence. A bonus to Competence should not allow an NPC to exceed Level-based caps.

If the Encounter is life-threatening, reduce Competence of NPCs by 1. If the Encounter is not life-threatening, increase Competence of NPCs by 1. For BBEGs, increase Competence by 2 in encounters that are not life-threatening and decrease Competence 2 in encounters that are life-threatening.

Players do not always know whether an Encounter is life-threatening. For example, if the GM knows the NPCs will not (or will be prevented from) killing the PCs, it is not a life-threatening encounter even if it seems like one. If an NPC is higher Level than the PCs, Competence is normally not modified, regardless of whether the Encounter is life-threatening. Ideally, players should not be able to distinguish between BBEGs and NPCs that are just higher level than them.

## Skill Traits

***Basic Action*** A Basic Action can be performed by an NPC companion even without instructions.

***Chained (Anchor)*** You take the Action as the first Task of a Task Chain, but do not Resolve the test until you take a Cascading Action for the Task Chain. A Chained (Anchor) Lingers until the end of your next turn or until you take another Chained Action of the Task Chain. (The GM may rule your Chained (Anchor) does not Linger in certain situations, such as if you Declare Might (Weapon Damage), a Chained (Anchor) Action, then put your weapon away.)

***Chained (Cascade)*** You take the Action as a final Task of a Task Chain and must Resolve the test immediately, then Resolve each Chained Task of the Task Chain in the reverse order in which they were Declared. Note: Cascading Actions are only the final Task of a Task Chain for Task Chains that have Deferred Actions (typically “Kill Chains”); a Task Chain that has Discrete Actions does not have a Cascading Action.

***Chained (Press)*** You take the Action as part of a Task Chain you have already started, but do not Resolve the test until you take a Cascading Action for the Task Chain. Your next Action must be either a Chained Action or a Provisional Action; if it is not, you are treated as if you took the Chained (Anchor) Action for the Task Chain instead, starting you over.

***Chained (Versatile)*** You can take the Action as a Chained (Cascading) Action or as a Chained (Press) Action, but you must choose whether it is a Chained (Cascading) Action or a Chained (Press) Action when you take it.

***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.

***Declared*** You prepare to take the Action. The Task gains the Free Action (2) trait until the end of your next turn unless you

***Deferred*** You take the Action but do not roll for Effect until a trigger occurs.

***Discrete*** You take the Action and must roll for effect immediately.

***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.

***Encounter*** If a skill has neither the Downtime trait nor the Intermission trait, it has the Encounter trait, which is not listed in the skill description; it is assumed.

***Free Action (2)*** You can attempt the test as a Free Action but increase Proficiency Threshold by 2 (maximum 8).

***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.

***Lingering*** Some skills have an effect that lingers, requiring no additional test for the indicated duration.

***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 affect your feet).

***Momentum*** Tasks with the Momentum trait provide or consume Momentum, which is applied to a Move Task.

***Reaction*** Tasks with the Reaction trait can only be taken if you have an applicable Reaction available.

***Required Action (2)*** You must attempt the test as a Free Action but increase Proficiency Threshold by 2 (maximum 8).

***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 Inconsequential Difficulty. For example, a human would have Auditory Signature Medium (Inconsequential) 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.

## Skills List

### Agility (DEX)

It is possible to need multiple Agility tests for terrain that is difficult for more than one reason.

#### Aerobatics (Action, Discrete)

You may also be unable to make use of certain tests if you cannot fly. If you are unable to take an action while airborne, you must normally either convert Glide to Forced Movement (Gravity) or Dive to Falling of the same Momentum (but higher Momentum will revert to terminal velocity).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Terrain (Sky) | Flight Training (per rating) | Meteorology, Wainwright |

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; you can assume at least some turbulence from Gale-force winds. Do not apply the indicated penalty for Turbulence unless there is turbulence. Also, the indicated effect from Turbulence assumes maximum turbulence; it could be less. The penalty for Turbulence is in Disadvantage, but it can be decreased with Provisional Actions.

Treat Terrain Difficulty as two degrees less if you are on a surface for both Turbulence and Forced Movement, and you can use Counteractive Movement.

Increased Momentum is in a Momentum Vector in the direction of wind. You cannot exceed your normal Maximum Momentum – Forced Movement from wind when flying into the wind and can exceed your normal Maximum Momentum by the indicated Forced Movement when flying with the wind. Wind will not increase your Momentum in the direction of the Wind to more than the amount it increases Momentum per Quaver.

There is normally no penalty for “Terrain Difficulty” unless it includes Turbulence.

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| Terrain Difficulty | Turbulence | Example and Forced Movement |
| Lesser | 0 | Light Air: Nominal increase in Momentum |
| Moderate\* | 1 or less | Moderate (Light) Wind: +1 Momentum per Quaver |
| Greater\* | 2 or less | Greater Wind: +2 Momentum per Quaver |
| Major\* | 1 to 3 | Major (Strong) Wind: +4 Momentum per Quaver |
| Extraordinary\* | 3 or 4 | Extraordinary Wind (Gale): +8 Momentum per Quaver |
| Apocryphal\* | 5 | Hurricane: +16 Momentum per Quaver |
| Mythical\*\* | 6 | Hurricane (Wrath of God): +32 Momentum per Quaver |
| Fanciful\*\* | 7 | Liquifying Blast: +64 Momentum per Quaver |

\* 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) but it is usually nearly instantaneous, not sustained; so, you might only gain +32 Momentum due to the blast being sustained for less than ½ second.

***Dive*** (Basic Action, Lingering) If you jump off a surface, you gain Dive; a controlled fall, whether headfirst or feetfirst is covered by the Dive condition, not the Falling condition. Jumping off a surface is automatically successful. Once you have the Dive condition, it Lingers until circumstances change.

Extraordinary (4) Effect: Triple Increased Momentum and Terminal Velocity relative to falling.

Major (3) Effect: Double Increased Momentum and Terminal Velocity relative to falling.

Greater (2) Effect: Increase Terminal Velocity by 50%.

Moderate (1) Effect: Increase Terminal Velocity by ⅛.

Lesser (0) Effect: If you have the Glide or Falling condition, you can convert Glide or Falling to Dive.

Negative Effect: If you have the Falling condition, the condition is unchanged. Otherwise, convert Glide to Forced Movement (Gravity).

***Fall*** (Basic Action, Required Action (Forced Movement (Gravity)) If you do not have the Dive or Glide condition and take no action, such as Grab to Hold On or Slow Fall, to slow your Momentum, you must take a Fall Action (though you can take it as a Required Action without penalty). You do not take the Fall Action on the same Quaver during which you gain Forced Movement (Gravity) and have Initial Momentum 0 during that Quaver; Momentum increases by 1 every Quaver (¼ of a Turn) thereafter to a maximum of 16 (Terminal Velocity). Effect is irrelevant; you do not need to roll anything for your Fall Action. Note: You would generally fall a bit faster in reality but it’s a close enough approximation.

As with the formula for falling for a Medium-sized creature, a “close enough” approximation is used for creatures of other Sizes. For Small creatures, halve the rate of increased Momentum and Terminal Velocity for each rating of Small. For example, for a Small 1 creature, increase Momentum every other Quaver (twice per Pass) and Terminal Velocity is 8 and for a Small 2 creature, increase Momentum once per Pass and Terminal Velocity is 4. For Large creatures, double the rate for increased Momentum and Terminal Velocity for each rating of Large. For example, for a Large 1 creature, increase Momentum by 2 every Quaver and Terminal Velocity is 32.

***Fly*** is the aerial equivalent of a Hustle (Speed) test but at -3 Effect, which can be reduced by your Flight Training rating; you can only attempt it if you have the Glide condition and can fly. However, if you have Negative Effect, you lose the Glide condition and gain Forced Movement (Gravity).

***Freefall*** is an Athletics test. See Athletics (Freefall).

***Glide*** (Basic Action, Free Action (2), Lingering) Glide can be attempted when you are in Sky Terrain if you have wings, a squirrel suit, are using a glider, or the like. You must have a Momentum Vector to attempt Glide.

***Hover*** (Basic Action, Lingering) Hover can be attempted when you are in Sky Terrain if you can fly.

***Pull Up*** is a Contortion test. See Contortion (Pull Up).

***Regain (or Gain) Control*** is a Contortion test. See Contortion (Regain Control).

#### Dodge (Basic Action, Lingering)

Dodge Lingers until the end of the Pass unless you use it (and it may continue to Linger in some instances). When Dodge is Lingering, you can move out of an AoE if you have or acquire Momentum (e.g., from Hustle (Change Momentum)); Task Difficulty is 0 and Dodge continues to Linger. Against an Attack that is not AoE, Dodge opposes Tool Use (Shoot) or Athletics (Strike).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

Impossible (5+) Effect: Dodge continues to Linger until the end of the Pass even against a non-AoE Attack.

Greater Effect (2+): Target must attempt a Damage test, but it fails automatically. Against an AoE, Dodge continues to Linger.

Moderate (1) Effect: Target misses but need not attempt a Damage test.

Lesser (0) Effect: No benefit against an Attack that is not AoE, but an AoE misses if you can move out of the AoE.

Negative Effect: You derive no benefit from Dodge.

***Aerial Dodge*** is the aerial equivalent of Dodge. You have -3 Effect with Aerial Dodge if you attempt it with the Glide condition and can fly; this penalty is reduced by your Flight Training rating. If you cannot fly, you can only attempt Aerial Dodge if you have Horizontal Momentum 6 or higher.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Terrain (Sky) | Flight Training (per rating) | Meteorology, Wainwright |

***Marine Dodge*** is the aquatic equivalent of Dodge. You can attempt Marine Dodge if you have the Float condition, but with -1 Effect if you are on the top Square of a fluid and do not have a Tail, Fins, Jet Propulsion, or the equivalent or -2 Effect if you are below the top Square of a fluid and do not have a Tail, Fins, Jet Propulsion, or the equivalent.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Terrain (Aquatic) | Flight Training (per rating) | Meteorology, Wainwright |

#### Stealth

***Leave no Tracks*** (Basic Intermission, Free Action (2)) In an environment for which you have an applicable Survival Knowledge, you can leave little or no evidence of you passed through.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Terrain | Inherent | Inherent |

Impossible (5+) Effect: You need not attempt Hustle (Trudge) in Difficult Terrain; you can use Hustle (Speed).

Effect: -1 Effective Size per Effect 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. Note: Effective Size is Major if you are in a group.

Negative Effect: Increase your effective Size by 1 per negative Effect.

***Sneak (aka Establish Auditory Signature)*** (Basic Action, Free Action (2), Move, Signature, Lingering) Whether your Auditory Signature will be effective depends on environmental conditions, typically Distance from Target and Ambient Noise. Effect Lingers until the end of the Phase.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Terrain | Inherent |

If you take no physical actions, you automatically get the equivalent of Extraordinary Effect to Sneak if you are not breathing hard due to exertion (or some other reason) and nothing in or on your body is louder than calm breathing. You automatically get the equivalent of Apocryphal Effect (even if you cannot normally achieve an Apocryphal Effect) if you first Hold Breath (or are Breathless or already holding your breath) and nothing in or on your body is as loud as calm breathing. You automatically get the equivalent of Mythical Effect if you first Hold Breath and Stop Heart (or are Breathless or are already holding your breath and have no heartbeat) and nothing in or on your body is as loud as a calm heartbeat.

Mythical Effect (6): A Mythical Auditory Signature is as loud as the friction of your movement and the operation of your organs (other than your heart); you must be able to stop your heart (or have the No Heartbeat Trait) to achieve this Auditory Signature.

Apocryphal (5) Effect: An Apocryphal (5) Auditory Signature is as loud as a Heartbeat; you must hold your breath (or have the Breathless Trait) to achieve this Auditory Signature.

Effect: You gain a Lesser (0) Auditory Signature (Mezzo-Piano), which Lingers for 2Effect Pulses (¼ of a Pass each). To make progress, you must intersperse Sneak tests with Hustle (Change Momentum) tests. You can reduce Effect by 1 per Degree by which you increase (make quieter) your Auditory Signature (e.g., Moderate (1) Auditory Signature (Piano), which is as loud as a quiet conversation, with -1 Effect; Greater (2) Auditory Signature (Pianissimo), which is as loud as a whisper, with a -2 Effect; Major (3) Auditory Signature (Pianississimo), which is as loud as a faint whisper, with -3 Effect; and as loud as calm breathing Extraordinary (4) with a -4 Effect). Note: You must ***also*** be able to breathe calmly to achieve an Extraordinary Auditory Signature.

#### Tumbling

***Acrobatic Performance/Combat Performance/Dance*** (Action) You can use Agility instead of Performance for Acrobatic Performance, Combat Performance, or Dance, if you have the requisite Knowledge. Some performers rely entirely on their agility instead of Performance.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Performance (Acrobatic, Combat, or Dance) | Liberal Arts (one or two) | Inherent |

***Balance, Precarious*** (Basic Action, Free Action (2), Move, Lingering) You must attempt an Agility test to ameliorate terrain difficulty due to limited or precarious surface area. 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). Balance tests Linger for a duration that depends on Effect. If you are damaged, you gain a penalty to Effect equal to (prior to reducing for Hardness) 1/10 Bludgeoning, 1/20 Slashing, or 1/40 Piercing and most other types of damage, which is applied to your original Balance test and, by reducing Effect, may cause you to be unable to proceed or to fall.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

Terrain Difficulty is Task Difficulty.

If you use a balancing pole or have a Tail or Wings, you gain +1 Competence on Moderate to Extraordinary Difficult Terrain, but Balance gains the Manual trait if you use a balancing pole. If you have Levitation, you gain +1 Effect on all Difficult Terrain.

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| Terrain Difficulty | Task Difficulty | Example |
| Lesser | 0 | Less width than the space (squares) you occupy; 1/1 incline |
| Moderate | 1 | 1/5 width of space you occupy (e.g., a 1’ wide plank for Medium creatures); 2/1 incline |
| Greater | 2 | Beam or mooring rope; 5/1 incline |
| Major | 3 | Pole or Tightrope (world record Speed 3) |
| Extraordinary | 4 | Wire |
| Apocryphal | 5 | Thread that cannot support your weight |
| Mythical | 6 | Ephemeral footholds, such as airborne sand in a sandstorm |
| Fanciful | 7 | An updraft |

Impossible (5+) Effect: You can move normally without an additional test until circumstances change.

Effect: Balance Lingers for 2Effect Pulses (¼ of a Pass each). To make progress, you must intersperse Balance tests with Hustle (Change Momentum) tests. If you are attacked, Balance gains the Required (2) trait and you use the lower of your original Balance Effect or new Balance Effect from that point on; if that reduces your available Actions to less than 0, you acquire Falling.

Negative Effect: You must attempt a Balance test as your next Action; if that also has Negative Effect, you acquire Falling.

***Balance, Slippery*** (Basic Action, Free Action (2), Move, Lingering) You must attempt an Agility test to ameliorate terrain difficulty due to slipperiness. Balance tests Linger for a duration that depends on Effect. If you are damaged, you gain a penalty equal to (prior to reducing for Hardness) 1/10 Bludgeoning, 1/20 Slashing, or 1/40 Piercing and most other types of damage, which is applied to your original Balance test and, by reducing Effect, may cause you to be unable to proceed or to fall prone.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Terrain | Inherent |

No matter how much of an incline it has, practically frictionless surfaces will eventually cause anything on them to reach terminal velocity 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 Momentum 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, increase Momentum from “falling” then reset the Timer.

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| Incline | Falling Timer |
| Lesser or less | Don’t worry about it in Encounter Mode |
| Greater | 4 |
| Major | 2 |
| Extraordinary | 1 |
| Impossible | 0 |

If you have a Tail or Wings, treat Moderate to Extraordinary Difficult Terrain as 1 degree lower.

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| Terrain Difficulty | Task Difficulty | Example |
| Lesser | 0 | Not particularly slippery |
| Moderate | 1 | Wet tiles; compact snow |
| Greater | 2 | Most natural ice |
| Major | 3 | Smoothest of Ice or alchemically lubricated rough surface |
| Extraordinary | 4 | Alchemically lubricated smooth surface |
| Apocryphal | 5 | Practically (from a macroscopic perspective) Frictionless |
| Miraculous | 8 | Frictionless\* |

\* You cannot achieve frictionless in nature; either there’s magic at work or it would be below the threshold necessary to maintain molecular integrity.

Impossible (5+) Effect: You can move normally without an additional test until circumstances change.

Effect: Balance Lingers for 2Effect Pulses (¼ of a Pass each). To make progress, you must intersperse Balance tests with Hustle (Change Momentum) tests. If you are attacked, Balance gains the Required (2) trait and you use the lower of your original Balance Effect or new Balance Effect from that point on; if that reduces your available Actions to less than 0, you fall Prone.

Negative Effect: You must attempt a Balance test as your next Action; if that also has Negative Effect, you fall Prone.

***Balance, both Slippery and Precarious*** (Basic Action, Free Action (2), Move, Lingering) Use the table for Balance, Precarious, but increase Terrain Difficulty by 1 if the terrains are equally bad. The GM may or may not impose Disadvantage when one Terrain is worse than the other.

***Close to Pass*** (Basic Action, Momentum, Lingering, Strenuous) When you move into (or are already in) Grapple range, attempt Close to Pass if it is your intention to move through the Occupied Square. You must be able to pass (e.g., even a Halfling can stop you when you are both on a tightrope and a sufficiently large creature can plant its foot in front of a tunnel, completely blocking it).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

Target can choose to let you pass or block your attempt with an Opposed Hustle (Impede) test. You gain the Lingering benefit of Close to Pass while you maintain your Momentum Vector and until you reach a Square Adjacent to Target on the opposite side from which you moved into Grapple range.

Impossible (5+) Effect: You can move through the Occupied Square.

Effect: Reduce Current Momentum by 1; you can move through the Occupied Square.

Negative Effect: You must attempt Opposed Might (Shove) vs. Bulwark (Stand Ground) to proceed.

***Landing Fall*** (Basic Action) If you have the Dive condition with feet down, you can attempt Landing Fall when Momentum brings you in contact with a surface. 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 and you are assumed to have the Dive Condition until circumstances change.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

Impossible (5+) Effect: Redirect 2Effect-2 in a horizontal Momentum Vector. You will generally need to attempt a Sprint test to control redirected Momentum if you fall a long way.

Effect: Redirect 1 + 1 Momentum per Effect in a horizontal Momentum Vector and take Falling Damage only for the Momentum that is not redirected. Divide Current Momentum of the Momentum Vector by 2 (because you lose some of the Momentum when you redirect it).

***Stand Up*** (Basic Action, Strenuous) Effect 0 is sufficient to stand up from Prone normally, but in Difficult Terrain due to slipperiness, Effect equal to Terrain Difficulty is required. If you fail, you gain +1 Competence on your next attempt, which is cumulative up to +4 with each successive attempt.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

***Water Entry*** is the aquatic equivalent of Landing Fall. If you jump off a surface, you gain Dive 0 for free; a controlled fall, whether headfirst or feetfirst is covered by the Dive condition, not the Falling condition. If you cannot or do not attempt Water Entry, Effective Momentum = Actual Momentum from the fall.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Terrain (Aquatic) | Inherent |

Impossible Result (5+): When diving into a liquid, reduce effective Momentum by 5 x Effect.

Effect: When diving into a liquid, reduce effective Momentum by 5 + 2 x Effect. Effective Momentum determines damage on impact. Actual (not Effective) Momentum determines the depth of your dive. You gain a Momentum Vector (down) with Current Momentum equal to ½ Momentum that is halved after each Action, making it practically impossible for the Momentum Vector to last longer than one Turn, even from terminal velocity (16 Momentum for a Medium-sized creature).

### Alchemy (INT)

#### Craft (Alchemical)

***Chemical Analysis*** (Intermission) Attempt an Alchemy test on substances or magic items. This is treated as a first attempt at a Gather Information test that can only be followed up with an actual Gather Information test or a Crafting test that acts as Gather Information. 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.

Lack of relevant Knowledge has twice the usual Disadvantage when attempting Chemical Analysis. So, what might normally be Disadvantage 3 would impose Disadvantage 6. You can share Knowledge with Allies who assist, as normal, and if you are in a library or other storehouse of Knowledge that includes the applicable Knowledge, Effect 0 on a Philosophy (Study) test provides that Knowledge, as well.

The GM may require an Observation test to notice features that are difficult to detect, which does not gain a bonus as indicated for Effect (though a subsequent Biology test would). You cannot use Traditional Medicine for Chemical Analysis. Chemical Analysis can also be used to analyze evidence at a scene to learn about substances that were used, generally as Intermission or Downtime Actions and which requires Criminology Knowledge. See Property (Crafting) for other Knowledge.

Effect: You can identify common chemicals and Chemical Signatures. For more uncommon chemicals, see Philosophy (Wits) but use Chemical Analysis Effect instead.

***Create Value*** (Downtime, Manual, Tools) You can craft alchemical items. See Property (Crafting).

#### Prima Materia

***Extract Elemental Reagent*** (Intermission, Mana) If you can use Volatile Reagent (Elemental), you can attempt Alchemy (Extract Elemental Reagent). It costs 1 mp to make the attempt.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Exotic Material | Exotic Material Prerequisite | Chemist |

Impossible (5+) Effect: Add Effect-4 to Determination (Mana Tap) Effect. You must take one Intermission Action per Effect, as indicated below.

Effect: Add Effect up to 4 to Determination (Mana Tap) Competence. You must take one Intermission Action per Effect but each test after the first is automatically successful with Effect 0 (though Effect 1 or higher provides no additional benefit).

Negative Effect: You gain Drained +1 per Negative Effect.

**Volatile Reagent Task Chain**: You can attempt Alchemy (Extract Elemental Reagent) then Determination (Mana Tap) to create a Mana Tap for Elemental Reagents.

***Invest in Consumables (Potion)*** (Downtime) You can invest in Potions as a Downtime Action, but if you are not Invested in a Potion when you consume it, you must attempt an Investment in Consumable test, which acquires the Required (4) trait. You do not recover ip for Invest in Consumables until you Retry as a Downtime Action, which divests you of all Potions in which you are Invested, allowing you to recover the ip previously Invested.

Effect: Increase ip Investment in the Potions by 10% per Effect. You can divest yourself of all Potions you have used or in which you are Invested (recovering the ip) and Retry as a Downtime Action.

Negative Effect: Decrease ip Investment in the Potions by 10% per Effect.

***Spellcasting (Material Component)*** (Action, Chemical Signature, Mana) You can attempt to conceal a material component when you cast a spell.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Exotic Material | Exotic Material Prerequisite | Occultism |

Impossible (5+) Effect: The Chemical Signature of your Spell cannot be recognized, in and of itself, as spellcasting.

Lesser (0) Effect: Your Spell has a Chemical Signature equal to Effect -2 (e.g., Lesser (0) Chemical Signature if you achieve a Greater (2) Effect). 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, Cleric 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 Clerics.

Negative Effect: Your attempt fails, and you must start the spellcasting process over.

#### Stealth (Alchemical)

The Chemical Signature component of a disguise is usually accomplished with a combination of Suppress Chemical Signature and Mask Chemical Signature.

***Mask Chemical Signature*** (Intermission, Manual, Signature) In general, you must be able to account for all your Chemical Signature components to completely mask your Chemical Signature. The most obvious is your smell, but the “chemical Signature of life” detected by Lifesense and Pheromones (a catchall for things you can’t normally smell) must also be accounted for in some cases, which may require an alchemical item to accomplish. Some creatures have Inorganic or Metallic Olfaction, which is practically impossible to deal with unless you have an impermeable physical barrier (in which case they would probably still smell the barrier) or use magic.

Although your Thermal Signature is technically an Optical Signature, you can Mask Thermal Signature when you “Mask Chemical Signature” (e.g., by rubbing mud, or the equivalent, all over your body). You may also use “Mask Chemical Signature” to reduce other Optical Signature types if you have an appropriate alchemical item, such as one that diffuses light when rubbed on your body. The Chemical Signature for Effect does not increase your original Optical Signature but if you are spotted, it will be increasingly obvious, based upon increased Chemical Signature for Effect, that you have attempted to Mask it. For example, you aren’t harder to spot if you rub mud all over your body and hide in the woods, but it will be obvious you rubbed mud all over your body if you are observed.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Aromachology | Chemist | Chemistry |

Impossible (5+) Effect: If you decrease your Chemical Signature by a negative value, you actually increase your Chemical Signature but still completely mask your (stronger) natural or suppressed Chemical Signature.

Effect: Decrease your Chemical Signature to 8 – Effect degrees lower than your natural or suppressed Chemical Signature. (To mask a scent, a more pungent odor of 5 degrees lower is generally needed, but with Extraordinary Effect, you can mask your scent even if only 4 degrees lower.)

***Suppress Chemical Signature*** (Intermission, Manual, Signature) Chemical Signature suppression is not always necessary because some NPCs will not pay attention to your Chemical Signature. In some cases, it is mandatory (such as when Target relies heavily on Chemical sensory capabilities to perceive others).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Aromachology | Chemist | Chemistry |

Effect: You have a Chemical Signature equal to Effect (e.g., Lesser Chemical Signature if you achieve a Lesser (0) Effect, Moderate Chemical Signature if you achieve a Moderate (1) Effect).

#### Taxonomy (Basic Action, Mental, Mana, Signature)

You recall knowledge about general (equivalent to “species”) or specific (equivalent to “race or breed”) regarding magical characteristics of creatures or items (excluding Special Materials) or Chemical Signatures (including the Chemical Signature of a Spell if you know the Spell). This is like Philosophy (Pedagogy) but use Taxonomy Effect.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Physiology, Ethology | Terrain (habitat of Target) | Ecology |

### Athletics (STR)

#### Combat Maneuver (Action)

If you can use a Natural Weapon that is not your hands, Combat Maneuver loses the Manual trait

***Engage Weapon to Disarm*** (Attack, Manual, Weapon must have the Disarm Trait) You do not have to Close to Disarm or Trap Weapon when you attempt Engage Weapon to Disarm with a Weapon that has the Disarm Trait, though you can if you prefer. If Target is larger than you, you have a penalty to Effect equal to 2Target Size – your Size. (There is no penalty if you and Target are the same Size.) Engage Weapon to Disarm is opposed by Athletics (Parry).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Weapon Familiarity | Inherent | Psychology |

Moderate Effect (1+): Target acquires a “limited” Clumsy & Enfeebled condition rating equal to Effect that is only applicable to tests made with the Weapon with which you have engaged. You can attempt Might (Disarm) while Target has the limited Clumsy & Enfeebled condition.

***Engage Weapon to Trip*** (Attack, Manual, Weapon must have the Trip Trait) You do not Close to Trip or Unbalance Target when you attempt Engage Weapon to Trip with a Weapon that has the Trip Trait, though you can if you prefer. If Target is larger than you, you have a penalty to Effect equal to 2Target Size – your Size. (There is no penalty if you and Target are the same Size.) Engage Weapon to Trip is opposed by Agility (Balance).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Weapon Familiarity | Inherent | Psychology |

Effect: Target gains a Hobbled condition rating equal to Effect. You can attempt Might (Trip) while Target has the Hobbled condition. Note: The Hobbled condition is not “limited” in this case, unlike when you impose the condition using Bulwark (Unbalance Target).

***Grab to Disarm*** You can attempt Grab to Disarm when Target has the limited Clumsy & Enfeebled condition caused by Bulwark (Trap Weapon). If you attempt Grab to Disarm without Trap Weapon, you have a -2 Effect Penalty. Grab to Disarm is opposed by Sleight of Hand (Ready Melee Weapon). (You opposed the test with Ready Melee Weapon even if you have a Projectile or Thrown Weapon in hand.)

Effect: Add Effect -2 to a subsequent Might (Disarm) test.

***Grab to Restrain*** 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 Restrain, not grabbing to disarm, hold on, or to trip. Some Natural Weapons (such as Tongue) do not have the Manual Trait.

Effect: Target acquires the Grabbed condition, which is considered a Lesser (0) Restraint.

***Grab to Trip*** You can attempt Grab to Trip when Target has the Hobbled condition. If you attempt Grab to Trip without Unbalance Target, you have -2 Effect. Grab to Trip is opposed by Hustle (Trudge).

Effect: Add Effect -2 to a subsequent Might (Trip) test.

***Ready Melee Weapon*** If a Weapon has the Ready to Throw trait, it can also be thrown with a subsequent action without penalty when Readied.

Impossible (5+) Effect: You ready the item and gain a Provisional Action.

Effect: You ready the item such that you can use it for its intended purpose with your next Action.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Ready the item.

***Shield Block*** (Cover, Shield must be Readied, Lingering) Shield Block opposes any physical attack, including AoE. If the Attack is from your Cone of Cover (see Recon (Utilize Cover)), add Cover to Effect. Shield Block Lingers until the end of the next Pass or until you use it.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Shields | Inherent | Inherent |

Effect: Target must attempt a Damage test against your shield instead of you if you achieve Positive Effect (0 or higher) due to your Cone of Cover. Target must attempt a Damage test, which fails automatically, if you would have achieved Positive Effect even without your Cone of Cover.

#### Mobility (Basic Action)

***Climb*** (Move, Manual, Lingering, Strenuous) Attempt Athletics when you wish to move across a vertical or reverse-incline surface using your hands. When you are holding onto a surface with your hands, you are “Climbing,” which normally requires you use both hands and both feet. If you use one hand to climb, you have -1 Effect. You are also subjected to some different rules than when you are moving on the ground.

First, you do not use both Climb and an Agility (Tumbling) 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 aid climbing because you can wrap your limbs around.

Second, Athletics (Grab to Hold On) must be Lingering prior to attempting Hustle (Change Momentum). If you cannot or are not using your feet, use Might instead of Hustle to Change Momentum and you have -1 Effect. If you have Negative Effect on your Change Momentum test, you gain Forced Movement (Gravity).

Third, before or when you are hit or subjected to Forced Movement, you must attempt Might (Hold On) or you acquire Forced Movement (Gravity).

When you reach the top of a climb, you typically must crawl one Square to mantel.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

Note: Difficult Terrain due to incline is two degrees lower for Climb compared to Hustle (Hike).

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| Climbing Surface | Task Difficulty | Example | Horizontal Movement (incline only) |
| Lesser | 0 | Vertical ladder | 6/7 Speed multiple; equivalent to Greater incline for Hike |
| Moderate | 1 | Climbing wall or the natural equivalent | 2/3 Speed multiple; equivalent to Major incline for Hike |
| Greater | 2 | Wall with handholds; natural cliff | 1/2 Speed multiple; equivalent to Extraordinary incline for Hike |
| Major | 3 | Wall w/ fingerholds; inverse incline w/ handholds | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |
| Extraordinary | 4 | Rough wall; inverse incline with fingerholds | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |
| Apocryphal | 5 | Smooth slippery wall; rough inverse incline | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |
| Mythical | 6 | Smooth slippery ceiling; inverse incline | 1/2, 1/4, or 1/16 Speed multiple depending on inverse incline |

Effect: As for Hustle (Change Momentum or Sprint). Note: Athletics (Grab to Hold On) must be Lingering prior to attempting the test.

Negative Effect: You must attempt Athletics (Grab to Hold On) with your next Action, or you acquire Forced Movement (Gravity).

***Freefall*** (Move (Tracking)) Freefall is an Athletics test. You must have the Dive condition (not the Falling condition) to attempt Freefall. You can -3 Effect on Freefall tests, which is reduced by your rating in Flight Training.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Terrain (Sky) | Flight Training (per rating) | Meteorology, Wainwright |

Extraordinary (4) Effect: Decrease Terminal Velocity to ¾ and gain horizontal Momentum equal to Momentum caused by gravity.

Effect: Gain horizontal Momentum equal to ½ Momentum caused by gravity.

Negative Effect: Convert Dive to Falling.

***Grab to Hold On*** is the same as Sleight of Hand (Grab to Hold On) but you can use Athletics (Mobility) instead of Sleight of Hand.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

***Slow Fall*** You can Slow Fall when you experience Forced Movement while near a wall or surface you can touch. Task Difficulty is equal to current Momentum/2, which is typically 0 if you just acquired Forced Movement (Gravity).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Inherent | Terrain |

Effect: If there is a surface that can provide some friction, you do not increase Momentum and/or reduce Momentum by 1 per Effect.

#### Parry (Action, Lingering, Manual)

Parry opposes Athletics (Strike). Parry Lingers until the end of the next Pass or until you use it. If you can use a Natural Weapon that is not your hands to Parry, Parry loses the Manual trait.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Weapon Familiarity | Psychology |

Moderate Effect (1+): Target must attempt a Damage test, but it fails automatically.

Lesser (0) Effect: Target must attempt a Damage test against your weapon instead of you.

#### Strike (Action, Attack)

You can use Athletics to Attack with a Melee Weapon. Strike is opposed by Agility (Dodge), Athletics (Parry), or Athletics (Shield Block), or a combination of Agility (Dodge) and either Athletics (Parry) or Athletics (Shield Block). Strike is followed with a Might (Weapon Damage) Action and, if using a Swung Weapon, is preceded with a Might (Swing) Action and optionally a Might (Wind Up) Action. Cover imposes a Task Difficulty to Strike only if Task Difficulty would cause the Strike to miss; a Shield Block is not treated as Cover for this purpose.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Weapon Familiarity | Psychology |

Impossible (5+) Effect: You can choose a hit Location and score a Critical Hit, as described below.

Extraordinary (4) Effect: You can choose a hit Location (other than Location 0 when using a Swung weapon if Target is wearing a helmet). If you use the Location you rolled, you Critically Hit. Also, if Weapon Damage Effect is 4 or higher when you attack with a Piercing Weapon, Target dies (assuming Target needs its brain) if you strike Location 9 or 0; acquires 64 Bleed (assuming Target needs its heart) if you strike Location 5 or 6; or acquires 8 Bleed if you strike Locations 4, 5, or 6. If Weapon Damage Effect is 4 or higher when you attack with a Chopping Weapon, Location is Amputated if you strike Location 1, 2, 3, 7, 8, 9, or 0 (which will kill most Targets if you strike Location 9 or 0 because that is a decapitation).

Major (3) Effect: You can choose a hit Location (other than Location 0 when using a Swung weapon if Target is wearing a helmet) but Bonus Deflection Effect from Armor is doubled if you choose a hit Location more than 2 from what you rolled.

Greater (2) Effect: You can change Location by up to 2 (but cannot “wrap around” to change Location 1 to 9; a ‘0’ is above ‘9’) but Bonus Deflection Effect from Armor is doubled; or you can strike the Location you rolled without the Bonus Deflection Effect. You cannot choose Location 0 when using a Swung weapon if Target is wearing a helmet but can hit Location 0 normally.

Moderate (1) Effect: You can attempt Damage against Target Parried or Blocked but Disadvantage from Armor is doubled on your Damage test. If Target Dodged or did not Defend, Bonus Damage Reduction Effect from Armor is doubled.

Lesser (0) Effect: You must attempt a Damage test against Target’s weapon if Target Parried or Blocked, but you miss if Target Dodges. If Target did not Defend, you can attempt Damage against Target, but Bonus Deflection Effect and Bonus Damage Reduction Effect from Armor are doubled on your Damage test.

Negative Effect: You must attempt a Damage test, but it fails automatically.

***Throw*** You can use Athletics to Attack with a Thrown Weapon. It is otherwise like Strike.

### Aura (WIL)

#### Compel

***Coddle Magic Item***: (Level Advancement Action) You can attempt Authority (Demeanor) to Coddle Magic Item if your Magic Item responds well to your aura. See Performance (Coddle Magic Item).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Material, Mechanical Science (associated with Item) | Religion, Occultism |

***Demoralize*** (Action, Chained (Anchor), Emotion, Signature, Social Attack) The “speaking part” of the Demoralize Task Chain starts when you Anchor it. The “speaking part” can be handled by you or an Ally. See Gab (Demeanor). As with all Cascading Task Chains, the Anchoring Action is Declared first and Resolved last if the Task Chain Cascades. As with all Social Attacks, the Anchoring Action causes you and all interested parties to enter Encounter Mode.

For most Anthropians, the Signature trait is Optical (and Auditory if you speak). Creatures may use other senses to make the determination (e.g., an ant-like might require you have the appropriate Chemical Signature).

Demoralize is opposed with Determination (Bravery) but Target gains +1 Competence if you obviously do not have the upper hand or up to +½ Level Competence if Target believes you have no chance. This is a subjective test; so, if you set Target up to think the situation is more dire than it appears, Target may not get the bonus despite appearances. The Impose test Resolved before the Demoralize test may provide “Bonus Effect.” The Suggestion depends upon Target’s perception of you; it might flee in terror, cower, or kneel down in reverence if Staggered or reduced to 0 ep.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Ethology | Psychology | Liberal Arts or Terrain |

Effect: 2Effect nep Damage. Bonus Effect from Aura is temporary. For example, if you have Bonus Effect 3 and Effect 5 (or Effect 2 without the Bonus Effect), you inflict 22 = 4 nep damage and 25 – 22 = 28 Temporary ep damage. Target will follow the Suggestion for at least as many Actions as the Staggered condition. Because 32 nep damage would inflict Staggered 3 (10% of total damage), Target will spend 3 of the 4 Actions (a little less than 2 seconds) on their next Turn cowering. Depending upon the disposition of Target, e may continue to comply for longer.

#### Demeanor

***Majesty*** (Action, Chained (Press), Signature) The “speaking part” of the Demoralize Task Chain continues when you Press it. The “speaking part” can be handled by you or an Ally. See Gab (Demeanor). Declare Majesty as a third Task of a Demoralize Task Chain and Resolve Majesty second if the Task Chain Cascades.

Majesty is opposed by Target’s Aura (Demeanor). The Presence test Resolved before the Majesty test may provide a Competence Modifier.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Liberal Arts | Liberal Arts or Terrain | Ethology |

Effect: You can Press the Demoralize Task Chain without bonus or penalty.

Negative Effect: You can still try to proceed, but Negative Effect is applied to your Impose test as a Competence Penalty.

***Majestic Impersonation*** (Action, Chained (Press), Signature) As Majesty, but you must be impersonating someone Target fears (or fills Target with awe). Majestic Impersonation has a Task Difficulty equal to the expected Competence of the person you are Impersonating -1. However, if your Impersonation fails, you cannot Press the Demoralize Task Chain. See Performance (Impersonate).

***Qigong*** (Basic Downtime, Healing) You can recover from Depleted and/or Doomed with a Qigong test. You have -1 Competence per rating of Drained and -1 Effect per rating of Doomed. You or an Ally can provide a bonus to Effect equal to Empathy (Animus Mundi) Effect. You can have increased Task Difficulty if you attempt Qigong in a low mana (artificial) environment and decreased Task Difficulty in a high mana (usually consecrated, deadlands, or fey) environment. You cannot attempt Qigong unless you have maximum mp. See Aura (Mana Retention).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Religion, Occultism, Terrain | Avaticology, Fairyology, Necromancy, Paraphysiology |

Impossible (5+) Effect: If you do not have the Doomed condition, reduce Depleted to 0. Otherwise, reduce Doomed by 1 per Effect above 4.

Effect: If you do not have the Doomed condition, reduce Depleted by 1 per Effect. Also, roll 1d6. If you roll a ‘6’, reduce Depleted and Doomed by 1 each (in addition, if applicable) and if you roll a ‘5’ reduce Depleted by 1 (in addition, if applicable).

Negative Effect: Roll 1d6. If you roll a ‘6’, reduce Depleted and Doomed by 1 each; if you roll a ‘5’ reduce Depleted by 1; and if you roll anything else, increase Doomed by 1 per Negative Effect.

#### Impose

***Deflect Social Attack*** (Action, Deferred) Attempt Aura (Impose) to oppose an Aura (Demeanor) or Aura (Impose) test by Target on Ally. The test is Deferred until the end of your next turn.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Liberal Arts | Ethology | Psychology |

Impossible (5+) Effect: The Social Attack is Deflected, causing no harm to Ally, and Deflect Social Attack continues to Linger for its original duration.

Effect: The Social Attack is Deflected, causing no harm to Ally.

***Extraplanar Attention*** (Action, Chained (Press), Emotion, Signature) It isn’t usually the case that divine or other extraplanar powers are paying attention; it usually just feels like they are. The “speaking part” of the Demoralize Task Chain continues when you Press it. The “speaking part” can be handled by you or an Ally. See Gab (Demeanor). Declare Extraplanar Attention as a second Task of a Demoralize Task Chain and Resolve Extraplanar Attention third if the Task Chain Cascades.

Extraplanar Attention is opposed by Empathy (Regard). The Demeanor test Resolved before the Extraplanar Attention test may provide a Competence Penalty. Moreover, if you are speaking while disguised, you must attempt Performance (Mimicry); if your Performance (Mimicry) test fails, you cannot Press the Demoralize Task Chain.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Ethology | Psychology | Liberal Arts or Terrain |

Effect: Provide Bonus Effect equal to Effect to the Compel test.

***Handle Creature*** You can use Aura (Impose) to Handle Creature in the context of an Avatic or Undead Familiar. See Authority (Impose).

#### Presence

***Awe-Inspiring*** (Action, Chained (Cascade), Signature) An awe-inspiring presence is rarely just “looking dangerous;” it hints at the supernatural, forbidden knowledge, and the risk of damnation. The “speaking part” of the Demoralize Task Chain continues when you Cascade it. The “speaking part” can be handled by you or an Ally. See Gab (Demeanor). As with all Cascading Task Chains, the Cascading Action is Declared last and Resolved first, then the other Tasks of the Task Chain are Resolved in the reverse order they were taken.

The test is against Task Difficulty. A person who believes everyone is more impressive than themself is Task Difficulty 0 (or perhaps even less), while a supremely self-assured or foolhardy person can be up to ½ Target Level Task Difficulty.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Liberal Arts | Liberal Arts or Terrain | Liberal Arts |

Effect: You can Press the Demoralize Task Chain and provide a Competence Modifier to the Demoralize test equal to Effect.

***Awe-Inspiring Disguise*** (Action, Chained (Cascade), Signature) As Awe-Inspiring, but you must be disguised as someone Target fears (or fills Target with awe). Awe-Inspiring Disguise has a Task Difficulty equal to the expected Competence of the person you are disguised as -1. However, if your Disguise fails, you cannot Press the Demoralize Task Chain. If the Disguise you have on was made by an Ally, the Ally can attempt the Disguise test as a Free Action with no penalty even if not present.

***Mana Retention*** (Downtime, Required Action (2), Healing) While you can have mp damage during many Intermissions and Encounter Actions, you must either take a Downtime Action to recover mana points. The test requires 1 Action + 1 Action per 10 mp damage, with -1 Effect per Action beyond the first (Required) Action you do not take. The effects of Qigong are applicable only after you resolve the Mana Retention test.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Religion, Occultism, Terrain | Avaticology, Fairyology, Necromancy, Paraphysiology |

Effect: Recover 10 mp per Effect and convert the remainder to the Depleted condition, with each 10 mp or fraction thereof causing Depleted +1.

Negative Effect: Depleted +1 per 10 mp or fraction thereof. Then, Depleted -1 and Doomed +1 per Negative Effect.

### Authority (WIL)

Authority covers four Tasks: Presence, Demeanor, Impose, and Compel. Coerce is a Task Chain that includes all four, but each Task has uses on its own, as well.

#### Compel (Action)

Compel can generally be used for tests that impact creatures that already respect your authority, or as the fourth test of a Coerce Task Chain.

***Coerce*** (Chained (Anchor), Signature, Social Attack) The “speaking part” of the Coerce Task Chain starts when you Anchor it. As with all Cascading Task Chains, the Anchoring Action is Declared first and Resolved last if the Task Chain Cascades. As with all Social Attacks, the Anchoring Action causes you and all interested parties to enter Encounter Mode.

For most Anthropians, the Signature trait is Auditory. Creatures may use other senses to make the determination (e.g., an ant-like might require you have the appropriate Chemical Signature).

Coerce is opposed with Determination (Confidence). The Impose test Resolved before the Coerce test may provide “Bonus Effect.” The Suggestion is to do as you command if Staggered or reduced to 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 has (“apparent Alignment”).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Psychology | Liberal Arts or Terrain | Ethology |

Effect: 2Effect nep Damage. Bonus Effect from Aura is temporary. For example, if you have Bonus Effect 3 and Effect 5 (or Effect 2 without the Bonus Effect), you inflict 22 = 4 nep damage and 25 – 22 = 28 Temporary ep damage. Target will follow the Suggestion for at least as many Actions as the Staggered condition. Because 32 nep damage would inflict Staggered 3 (10% of total damage), Target will spend 3 of the 4 Actions (a little less than 2 seconds) on their next Turn doing as you commanded. Depending upon the disposition of Target, e may continue to comply for longer.

***Rally Ally*** (Auditory, Discrete, Emotion) You have -1 Competence per Ally’s rating of Traumatized.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Ethology, Psychology, Psychotherapist | Psychotherapy |

Impossible (5+) Effect: Target gains 10 x Effect Temporary ep until the end of the Encounter.

Effect: Target recovers all Temporary ep damage, gains 5 x Effect Temporary ep, and is immune to Temporary ep damage until the end of the Encounter.

#### Demeanor

Demeanor can generally be used for tests that impact creatures that already respect your authority, or as the second test of a Coerce Task Chain.

***Air of Authority*** (Action, Chained (Press), Signature) The “speaking part” of the Coerce Task Chain continues when you Press it. Declare Air of Authority as a third Task of a Coerce Task Chain and Resolve Air of Authority second if the Task Chain Cascades.

Air of Authority is opposed by Target’s Empathy (Regard). The Presence test Resolved before the Air of Authority test may provide a Competence Modifier.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Liberal Arts | Liberal Arts or Terrain | Ethology |

Effect: You can Press the Coerce Task Chain without bonus or penalty.

Negative Effect: You can still try to proceed, but Negative Effect is applied to your Impose test as a Competence Penalty.

***Authoritative Impersonation*** (Action, Chained (Press), Signature) As Air of Authority, but you must be impersonating someone Target considers an authority figure. Authoritative Impersonation has a Task Difficulty equal to the expected Competence of the person you are Impersonating -1. However, if your Impersonation fails, you cannot Press the Coerce Task Chain. See Performance (Impersonate).

***Coddle Magic Item***: (Level Advancement Action) You can attempt Authority (Demeanor) to Coddle Magic Item if your Magic Item responds well to your authority. See Performance (Coddle Magic Item).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Material, Mechanical Science (associated with Item) | Religion, Occultism |

***Deflect Social Attack*** (Action, Signature) Attempt Authority (Demeanor) to oppose an Authority (Demeanor) or Authority (Impose) test by Target on an Ally.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Liberal Arts | Ethology | Psychology |

Impossible (5+) Effect: The Social Attack is Deflected, causing no harm to Ally, and Deflect Social Attack continues to Linger for its original duration.

Effect: The Social Attack is Deflected, causing no harm to Ally.

#### Impose (Signature)

Impose can generally be used for tests that impact creatures that already respect your authority, or as the third test of a Coerce Task Chain.

***Command*** (Action, Chained (Press), Emotion) The “speaking part” of the Coerce Task Chain continues when you Press it. Declare Command as a second Task of a Coerce Task Chain and Resolve Command third if the Task Chain Cascades.

Command is opposed by Determination (Intransigence). The Demeanor test Resolved before the Command test may provide a Competence Penalty. Moreover, if you are impersonating an authority figure, you must attempt Performance (Mimicry); if your Performance (Mimicry) test fails, you cannot Press the Coerce Task Chain.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Ethology | Liberal Arts or Terrain | Psychology |

Effect: Provide Bonus Effect equal to Effect to the Compel test.

***Direct Troops*** (Action) Direct Troops is most effective if you can spend an Intermission preparing for a battle. You have -1 Competence if you trained your troops but cannot prepare for a specific battle. You have -2 Competence if your troops were trained by another, at least until you can train with them. The test does not have the Linguistic trait because you have presumably worked out hand signals and other ways of directing your troops.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Ethology, Psychology, Psychotherapist | Psychotherapy |

Effect: If you have Provisional Actions acquired from Recon (Combat Awareness), you can one Provisional Action to an Ally per Effect, but no more than one per Ally. In addition, 2Effect Allies of less than your Level gain Potential +1 per 2 or fraction of 2 Levels less than your own on the following Pass (not on their Turn if taken during the Pass in which you Direct Troops). When an Ally is attacked, if Effect of the Attack is less than Ally Competence + Potential, the attacker cannot inflict Damage, but a Critical Hit is still applied if Effect was originally 4 or higher. When an Ally attacks and would have Negative Effect, if Defense (of Enemy) is less than Ally Competence + Potential, Ally can inflict ½ Damage with a Damage test. Potential can be used once or split up between different Actions.

***Handle Creature*** (Basic Action, Manual) Handle Creature can normally only be used on Sentient (and not Sapient) Familiars, Steeds, and creatures GM determines respond well to authority, such as Guard Dogs that are trained for you. 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.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Ethological Knowledge | Terrain (Habitat of creature) | Determinism, Ethology, Physiology, Psychology |

Impossible (5+) Effect: Target will perform Tricks (or Actions, if a Familiar or the equivalent) until the end of the Encounter.

Effect: Target can take Basic Actions over which you have only nominal control (GM gets to override in favor of Target doing what it is in its nature to do). Also, you can convert 1 Basic Action per Effect to a Trick for which Target is Trained during the next Pass or, if Target is a Familiar (or the equivalent at GM’s discretion), convert a 1 Basic Action per Effect to any Action Target wishes to take (generally your choice if you are “playing” Target).

Negative Effect: 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.

#### Presence

***Apparent Authority*** (Action, Chained (Cascade), Signature) The “speaking part” of the Coerce Task Chain continues when you Cascade it. As with all Cascading Task Chains, the Cascading Action is Declared last and Resolved first, then the other Tasks of the Task Chain are Resolved in the reverse order they were taken.

Your “apparent authority” need not be authority in the social sense. For example, if you seem to have strange occult knowledge, you could have apparent authority in the sense that what you say is profound. Task Difficulty for a given NPC can vary depending upon the type of Authority you seek to assert. As a baseline, a person who believes everyone has authority over themself is Task Difficulty 0 (or perhaps even less), while a demigod or emperor with absolute authority over er domain can be up to Task Difficulty 10.

PCs get to choose their own Task Difficulty if on the receiving end of the test; if you decide nobody has authority over you, it doesn’t matter if the GM says you are talking to the emperor, even if you believe it. However, players should not shift Task Difficulty from one Encounter to the next.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Liberal Arts | Liberal Arts or Terrain | Liberal Arts |

Effect: You can Press the Coerce Task Chain and provide a Competence Modifier to the Coerce test equal to Effect.

***Authoritative Disguise*** (Action, Chained (Cascade), Signature) As Apparent Authority, but you must be disguised as someone Target considers an authority figure. Authoritative Disguise has a Task Difficulty equal to the expected Competence of the person you are disguised as -1. However, if your Disguise fails, you cannot Press the Coerce Task Chain. If the Disguise you have on was made by an Ally, the Ally can attempt the Disguise test as a Free Action with no penalty even if not present.

***Testify*** (Action, Signature) Attempt an Authority (Presence) 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 have -1 Effect (or even worse) on the test, which represents the bias of the crowd, not your sincerity. (Some individuals may be immune to efforts to humiliate you, though, if they see the attempt to humiliate you for what it is.)

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Inherent | Psychology (your own) | Ethology (your own) |

Impossible (5+) Effect: Evidence is irrelevant; Targets believe you. Anyone who wants to “prove” you lied (regardless of whether 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.

Extraordinary (4) Effect: It would take evidence proving beyond a reasonable doubt that what you said was untrue before Targets could be persuaded that you lied.

Major (3) Effect: It would take clear and convincing (fabricated) evidence that what you said was untrue before Targets could be persuaded that you lied.

Greater (2) Effect: It would take a preponderance of (fabricated) evidence that what you said was untrue before Targets could be persuaded that you lied.

Moderate (1) Effect: If the evidence leans in your favor, Targets will believe you, even if they are initially suspicious.

Lesser (0) Effect: 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.

Negative Effect: You accidently say something untrue and then correct yourself.

### Biology (INT)

#### Craft

***Create Value*** (Downtime, Manual, Tools) You can craft pathogens and pharmaceuticals. See Property (Crafting).

***Forensic Analysis*** (Intermission) 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 Gather Information test, a Crafting test that acts as Gather Information associated with weapons or substances that may have contributed to death, or a Heal test. 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, which does not gain a bonus as indicated for Effect (though a subsequent Biology test would).

If taken as a final Action of a Physiological Heal or First Aid Task Chain, Forensic Analysis gains the Chained (Cascade) trait.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Criminology | Anatomy, Physiology | Medicine, Chemistry, Pharmacology |

Effect: Identify common ailments, causes of death or injury, and characteristics of criminals or witnesses who were present at the scene. For unusual ailments, causes of death or injury, or characteristics of criminals or witnesses, you may need a separate Taxonomy or Pedagogy test to understand features that require more knowledge. If Forensic Analysis is a Cascading Action for a Physiological Heal or First Aid Task Gain, Effect is provided as Bonus Effect for the Observation (Assess) test.

#### Physician

***Attach Prosthetic*** (Intermission) You can attach a simple prosthetic that needs adjustment as an Intermission Action with +6 Effect. Attaching a Clockwork or Flesh Prosthetic requires a Downtime Action.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Barber | Medicine | Anatomy |

Impossible (5+) Effect: You attach the prosthetic, which becomes functional when Target is fully healed.

Effect: Target acquires Wounded 1 + 1d6 – Effect.

***Diagnose, Physiological*** (Intermission, Chained (Press), Healing) Physiological Diagnose is the second Declared Action of a Physiological Heal or First Aid Task Chain. The next Declared Action is Observation (Assess).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Anatomy | Medicine | Barber |

Effect: Competence of the Anchor Action test is capped by Physiological Diagnose Effect.

***Heal, Physiological*** (Downtime, Chained (Anchor), Healing, Manual, Healer’s Tools) Physiological Heal is the Anchor test of a Physiological Heal Task Chain. The next Declared Task is Physiological Diagnose, which provides a cap on Competence for the Physiological Heal test if it Cascades.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Anatomy | Medicine | Barber |

Effect: Add Effect to Effect of Ally’s Constitution (Physical Recovery) test.

***Stabilize*** (Action, Healing, Manual, Healer’s Tools) Your attempt automatically fails if Subject has the Bleeding condition. Stabilize requires one Action per Dying condition rating.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Barber | Medicine | Anatomy |

Impossible (5+) Effect: Subject’s Dying condition is treated as 1 less per Effect for the purpose of determining the number of Actions required to Stabilize (and loses the Dying condition and gains Wounded +1 if the Dying condition is effectively 0 or less).

Effect: Reduce Dying condition by 2Effect. If Dying condition is reduced to 0, Subject loses the Dying condition in 33 – 2Effect+1 Passes, minimum 0, if you spend your full turn(s) tending to Subject (no further tests required); Subject acquires Wounded +1. The Dying condition does not get worse (unless Subject suffers harm from a new source) while you tend to them but continues to get worse at a rate of +1 per Pass if you do not reduce the Dying condition to 0.

***Treat Symptoms*** (Intermission, Healing) You cannot treat toxins unless you have the appropriate antibiotic, antifungal, antivenin, or the like. Inducing vomiting or “sucking out the venom” with toxins of the toxicity of interest in the game is a myth. The best you can do is treat symptoms, which is a Heal test. With Negative Effect, you may contract a disease or poison yourself, if applicable.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Pharmacologist | Barber | Pharmacology, Vitalism |

#### Psychiatrist

***Diagnose, Psychological*** (Action, Healing, Mental) Psychological Diagnose is capped by Empathy (Regard) but for straight-forward diagnoses, you don’t need much Empathy Effect; relatively common ailments can have negative Task Difficulty for the Empathy (Regard) test, as long as you know the source. Diagnosis is typically followed with Biology (Heal) or Diplomacy (Presence).

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Psychoanalyst | Psychoanalysis | Psychiatry |

Effect: Task Difficulty is equal to Temporary Insanity condition rating. For magical ailments, other than those that use magic to inflict mundane harm, the ailment may have an EIL.

***Heal, Psychological*** (Downtime, Healing, Mental) Heal is capped by Diagnose.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Psychiatry | Psychoanalyst | Psychoanalysis |

Effect: Add Effect to Determination (Mental Recovery) tests if Subject is correctly diagnosed.

***Psychiatric Analysis*** (Intermission, Mental) Attempt a Biology test on a traumatized or insane creature to determine the cause of injury or insanity. This is treated as a first attempt at a Gather Information test that can only be followed up with an actual Gather Information test, an Empathy test that acts as Gather Information associated with social attacks or substances that may have contributed to trauma or insanity, or a Heal test.

The GM may require an Observation test to notice features that are difficult to detect, which does not gain a bonus as indicated for Effect (though a subsequent Biology test would). You cannot use Traditional Medicine for Psychiatric Analysis. Psychiatric 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 and which requires Criminology Knowledge.

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| Primary Knowledge | Secondary Knowledge | Tertiary Knowledge |
| Psychoanalysis | Psychoanalyst | Psychiatry |

Effect: You can identify common psychological ailments and characteristics of species/breeds of creatures. For more uncommon ailments or creatures, see Philosophy (Wits) but use Psychiatric Analysis Effect instead.

***Psychological Healing Task Chain*** Attempt Empathy (Regard) as the first Task of a Psychological Healing Task Chain. Psychological Diagnose is capped by Empathy (Regard) but, optionally, you can attempt Psychiatric Analysis and add Effect to the Empathy (Regard) test to make it easier. If the Task Chain is to assist with a Determination (Mental Recovery) test, all tests of the Task Chain are Downtime Actions; if the Task Chain is to assist with a Determination (Clear your Head) test, all tests of the Task Chain are Intermission Actions.

Attempt ***Psychological Diagnose*** as the second (or third if you used Psychiatric Analysis) Task of a Psychological Healing Task Chain. Psychological Heal or Diplomacy (Presence) is capped by the Psychological Diagnose test.

Attempt ***Psychological Heal*** as the third (or fourth) Task of a Psychological Healing Task Chain and add Effect to Subject’s Determination (Mental Recovery) test.

Alternatively, attempt Diplomacy (Presence) as the third (or fourth) Task of a Psychological Healing Task Chain and add Effect to Subject’s Determination (Clear your Head) test.

#### Taxonomy (Basic Action, Mental, Signature)

You recall knowledge about a biological species or breed. This is like Philosophy (Pedagogy) but use Taxonomy Effect. Note: Taxonomy does not tell you about current physiological or psychological state of a creature (other than that gleaned from “Apparent Knowledge”).

### Bulwark (STR)

#### Brute Force (Action, Required Action (2), Momentum, Strenuous)

You must have a Momentum Vector to use Brute Force. Move into a square occupied by an Obstacle then attempt Brute Force to defeat the Obstacle. If it is your intention to provide some upward Momentum (usually in an effort to reduce Target’s traction), use Might (Shove).

Task Difficulty 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. A Building test can at most double Task Difficulty (and generally requires Special Materials to improve Obstacles of Impossible Difficulty).

Size may or may not affect your Brute Force test against an Obstacle; if you smash through a Square, Size does not affect 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. The GM may grant +1 Effect 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.

If an Obstacle is a Square of Material behind which is another Square of Material, increase Task Difficulty Degree by 1.

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| --- | --- | --- |
| Difficulty | Task Difficulty | Example |
| Lesser | 0 | Lesser Door or Trellis |
| Moderate | 1 | Moderate Door or Gate |
| Greater | 2 | Greater Door or Gate |
| Major | 3 | Major Door or Portcullis |
| Extraordinary | 4 | Extraordinary Door or Portcullis; ice\* of 1/5 Square thickness |
| Apocryphal | 5 | Impossible Portal; One Square of ice\*; limestone\*\* of 1/5 Square thickness |
| Mythical | 6 | One Square of limestone\*\*; granite\*\*\* of 1/5 Square thickness |
| Fanciful | 7 | One Square of granite\*\*\* |

\* Materials such as packed earth, soft brick, and soft concrete can be treated as the equivalent of ice, but packed earth normally must 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.

Impossible (5+) Effect: You defeat the Obstacle and do not lose any Momentum or Reactive Movement.

Extraordinary (4) Effect: Reduce Momentum to ½ and retain the Reactive Movement condition.

Greater (2) Effect: You defeat the Obstacle, ending your movement in the Square where the obstacle once stood with Momentum 0 but retain the Reactive Movement condition.

Effect: You defeat the Obstacle, ending your movement in the Square where the obstacle once stood with Momentum 0 and lose the Reactive Movement condition.

Negative Effect: You fail to move into the Square and take Falling Damage.

#### Combat Maneuver (Action, Attack)

***Resist Shove*** (Free Action (2)) You Resist Shove in response to a Shove Attack.

Moderate Effect (1+): As Might (Shove).

***Resist Trip*** (Free Action (2)) You Resist Trip in response to a Trip Attack.

Moderate Effect (1+): As Might (Trip).

***Trap Weapon*** After a Hustle (Close to Disarm) test, you can attempt to Trap Target’s Weapon. If you are not within Grapple range, your Trap Weapon attempt has -1 Effect. If Target is larger than you, you have a penalty to Effect equal to 2Target Size – your Size. (There is no penalty if you and Target are the same Size.) Trap Weapon is opposed by Athletics (Parry).

Moderate Effect (1+): Target acquires a “limited” Clumsy & Enfeebled condition rating equal to Effect that is only applicable to tests made with the Trapped Weapon. You can attempt Athletics (Grab to Disarm) while Target has the limited Clumsy & Enfeebled Condition.

***Unbalance Target*** After a Hustle (Close to Trip) test, you can attempt to Unbalance Target. If you are not within Grapple range, your Unbalance Target attempt has -1 Effect. If Target is larger than you, you have a penalty to Effect equal to 2Target Size – your Size. (There is no penalty if you and Target are the same Size.) Unbalance Target is opposed by Agility (Balance).

Moderate Effect (1+): Target acquires a limited Hobbled condition rating equal to Effect. You can attempt Athletics (Grab to Trip) while Target has the Hobbled Condition. The Hobbled condition is considered “limited” because Target can attempt Agility (Stand Up) as if standing up from Prone to eliminate the condition.

#### Damage Reduction (Basic Action, Required Action (2))

This is the most typical test used to decrease damage from physical attacks.

Moderate Effect (1+): You take ½ the indicated damage per Effect.

#### Stand Ground (Action, Lingering)

You cannot use Stand Ground to counteract Forced Movement (Gravity), but if you are holding onto a surface (and not Falling), you can counteract Forced Movement by holding on. See Might (Hold On).

Effect: You gain 2Effect Counteractive Movement, which cancels Forced Movement if you have sufficient traction.

### Constitution (WIL)

#### Bioactive Recovery

***Recovery, Bioactive Pathogen*** (Action, Required Action (2), Healing) 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). 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 should keep track of the number of doses you received but can attempt a single Recovery test for all instances of the same Pathogen. Task Difficulty is equal to the Potency of the Pathogen.

Impossible (5+) Effect: Decrease the first Condition imposed by a Pathogen by 2Effect-5. If the first Condition is reduced to 0, the Pathogen is neutralized but you keep the second Condition imposed by the Pathogen, if any.

Extraordinary (4) Effect: Do not increase the first or second Conditions imposed by a Pathogen.

Effect: Increase the first Condition imposed by a Pathogen by 1. If the first Condition rating is 10, increase the second Condition imposed by the Pathogen by 1 instead.

***Recovery, Physical Addiction*** (Downtime, Free Action (2), Healing) You cannot use more than one Downtime Action for Physical Addiction Recovery per Physical Addiction you have.

Impossible (5+) Effect: Reduce Addiction rating by 2Effect-2 for 1 Physical Addiction you have.

Effect: Reduce Addiction rating by 1 per Effect for 1 Physical Addiction you have. (If you achieve Effect 2 or higher and reduce Addiction to 0, you can spend the remainder to reduce other Physical Addictions.)

#### Body Control

***Catch your Breath*** (First Intermission, Healing, Required (-2)) While you can have fp damage during an Encounter, when adrenaline dissipates (after an Encounter), you must recover fp or convert to the Fatigued condition. You have -1 Effect if you have any fp Damage and an additional -1 Effect per 10 full fp Damage and -1 Effect per Fatigued rating. (You do not attempt the test if you do not have any fp Damage.) If you do not need to breathe, you have +1 Effect on Catch your Breath tests. (“Catch your Breath” is a bit of a misnomer in this case but is still applicable.)

Effect: Recover all fp.

Negative Effect: Fatigued +1 per Negative Effect, then recover all fp. If you reach Fatigued 10, any additional increase to the Fatigued Condition increases Exhausted instead.

***Endurance*** (Basic Intermission, Required (-2)) You must have maximum fp and attempt a Strenuous Action in Intermission. You have -1 Effect per rating of Fatigued. If you do not need to breathe, you have +1 Effect on Endurance tests. If you attempt two Strenuous Actions, you have -2 Effect. If you attempt three Strenuous Actions, you have -4 Effect. If you attempt four Strenuous Actions, you have -6 Effect.

Apocryphal (5) Effect: Although no different than Effect, described below, it may be noted at Effect 5, you can continuously take one Strenuous Action per Intermission for a Downtime.

Effect: You can maintain your pace for up to 2Effect+1 Intermissions before you rest (take no Strenuous Actions) for an Intermission; if you rest, you do not increase Fatigued; otherwise, you acquire Fatigued +1. If you have Fatigued 10, you gain Exhausted +1 instead. Note: The “rest” can be interpreted as a reduced pace, rather than an explicit stop to catch your breath.

Negative Effect: Although no different than Effect, described above, it may be noted at Effect -1, you can maintain your pace for 1 Intermission before needing to rest, which is equivalent to accomplishing “half as much” with your Strenuous Action. At Effect -2, you can maintain your pace for 2 Intermission Actions; at Effect -3, you can only maintain your pace for 1 Intermission Action.

***Hold Breath*** (Basic Action, Strenuous) When you start to hold your breath, set a maximum Hold Breath Timer. You cannot change your Hold Breath Timer until after you start Breathing again. If your Hold Breath Timer is reduced to 0, you gain Enfeebled +1 and Nervous +1 and reset to Maximum Hold Breath Timer. If you reach Enfeebled 10, you must either breathe or fall unconscious (at which point you will automatically start breathing if possible). While unconscious, your Nervous condition does not continue to increase but reduce Enfeebled by 1 and increase Drained by 1 per Round. If you reach Nervous 10, you gain a Suggestion (Panic!) and, in addition to panicking, reduce Nervous by 1 and increase Traumatized by 1 (if you can’t start breathing) until you either breathe or fall unconscious due to Enfeebled increasing to 10. Increase your current Hold Breath Timer by 1 at the end of the pass if you are in an environment in which you can breathe, which increases to your maximum Hold Breath Timer while you continue to breathe.

If you are in an environment in which you cannot breathe, Hold Breath gains the Required Action (2) Trait.

Impossible (5+) Effect: For each Effect, 1 Physical Action per Pass does not reduce your Hold Breath Timer. For each 2 Effect, up to 1 Strenuous Action per Pass does not reduce your Hold Breath Timer.

Effect: Hold Breath Timer 2Effect+3 (minimum 6) and Maximum Hold Breath Timer 2Effect+3 (minimum 6) and you can voluntarily continue holding your breath to Nervous 2Effect+2. At the end of a Pass during which you do not Breathe, reduce your Hold Breath Timer by 1 +1 per Action or +2 per Strenuous action or if you speak. 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. If your Hold Breath Timer is reduced to 0, gain Enfeebled +1 and Nervous +1 and reset the Hold Breath Timer.

Negative Effect: While you cannot breathe during a Pass, at the end of the Pass acquire Nervous +1.

***Hold Breath Recovery*** (Action, Required Action (2), Healing) Hold Breath Recovery is only used when you start breathing after you have gained Condition(s) due to holding your breath, Dyspnea, or Suffocation. Convert Drained or Traumatized due to holding your breath, Dyspnea, or Suffocation at a rate of 1 per Intermission.

Impossible Result (5+): Reduce Enfeebled or Nervous to 0 and reduce Drained or Traumatized by 2Effect-5 if you acquired or increased Enfeebled or Traumatized due to holding your breath, Dyspnea, or Suffocation.

Extraordinary (4) Effect: Reduce Drained or Traumatized by 1 if you acquired or increased Drained or Traumatized due to holding your breath, Dyspnea, or Suffocation.

Moderate Effect (1+): Reduce Enfeebled or Nervous by 1 per Effect if you acquired or increased Enfeebled or Nervous due to holding your breath, Dyspnea, or Suffocation. You cannot reduce Enfeebled if you are currently holding your breath.

Negative Effect: Convert Enfeebled or Nervous by 1 per Negative Effect to Drained or Traumatized due to holding your breath, Dyspnea, or Suffocation.

***Stop Heart*** (Action, Strenuous) 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 you are shot through the heart or otherwise have your heart stopped against your will, Stop Heart gains the Required Action (-0) Trait.

Impossible Result (5+): You gain a Stopped Heart Timer equal to 2Effect-3, which you reduce at the end of each Phase. If the Stopped Heart Timer is reduced to 0, acquire Enfeebled +1 +1 per Phase in which you took any physical Action other than Stealth and +2 per Phase in which you took any Strenuous Action. If you succeed with a Stop Heart test on the phase after your Stopped Heart Timer expires, you are assumed to have a continuously stopped heart. If you reach Enfeebled 10, you fall unconscious, and your heart starts beating again automatically.

Effect (Required Action only): If your heart doesn’t start beating again automatically, acquire Enfeebled +1 +1 per Phase in which you took any physical Action other than Stealth and +2 per Phase in which you took any Strenuous Action and acquire Drained by +1 after each Pass.

#### Damage Reduction (Basic Action, Required Action (2))

This is the most typical test used to decrease damage from energy attacks and Areas of Effect (AoE) attacks that inflict nonlethal damage.

Moderate Effect (1+): You take ½ the indicated damage per Effect.

#### Physiological Recovery (Required Action (2), Healing)

***Recovery, Physical*** (Downtime) You must attempt Physical Recovery on the next Downtime after you acquire a physical condition and every Downtime thereafter; you can attempt Physical Recovery while sleeping. You have -1 Effect per rating of Wounded and -1 Effect per rating of Drained. Task Difficulty may also apply if you are not properly fed or hydrated or are in an uncomfortable location or reduced as low as -2 if you are in a perfect location for healing with plenty of water and healthy food; Task Difficulty 0 is generally the best you can expect in the field.

Effect: Reduce the rating of each physical condition by 1 per Effect, except you cannot reduce Drained if you have Wounded. Also, roll 1d6. If you roll a ‘6’, reduce Wounded and Drained by 1 each (in addition, if applicable) and if you roll a ‘5’ reduce Drained by 1 (this has no impact if you do not have the Drained condition).

Negative Effect: Roll 1d6. If you roll a ‘6’, reduce Wounded and Drained by 1 each; if you roll a ‘5’ reduce Drained by 1; and if you roll anything else, increase Drained by 1 per Negative Effect.

***Shake it Off*** (First Intermission) While you can have hp damage during an Encounter, when adrenaline dissipates (after an Encounter), you must either recover hp or convert to the Wounded condition. You have -1 Effect if you have any hp Damage and an additional -1 Effect per 10 full hp Damage and -1 Effect per Wounded rating. (You do not attempt the test if you do not have any hp Damage.)

Effect: Recover all hp.

Negative Effect: Wounded +1 per Negative Effect, then recover all hp. If you reach Wounded 10, any additional increase to the Wounded Condition increases Drained instead.

### Contortion (DEX)

#### Escape (Basic Action)

You must attempt a Contortion test to slip out of a restraint. You must achieve 100 Cumulative Successes to Escape from a Restraint. Because it is generally easier to craft a Restraint than to get out of one that has been properly applied, you have +2 Task Difficulty to Escape from a properly applied Restraint; this does not apply to restraints from spells and other sources of a restraint other than Crafting. For example, at least for short-term restraint, police would consider it “impossible” to escape from a Major Restraint. Putting someone in a Extraordinary Restraint (Mythical Task Difficulty to Escape) is often considered torture, but having someone get out of that without using magic is almost inconceivable.

Impossible (5+) Effect: You Escape.

Effect: You achieve 2Effect Successes to Escape.

Negative Effect: Future attempts to Escape must be taken as Intermission Actions. If you have Negative Effect -4, you cannot Retry unless circumstances change.

#### Maneuver (Basic Action)

***Regain Control*** is a Contortion test used when you are not near a surface but at -3 Effect, which can be reduced by your Flight Training rating. 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).

Convert Falling to Dive in Sky Terrain with a Difficulty equal to or less than Effect.

***Float*** is the aquatic equivalent of Regain Control; it can be attempted when you are in Abyssal, Aquatic, or Maritime Terrain.

Effect: You gain the Float condition and lose the Drowning condition if you have it and are in the surface square. The Float condition Lingers for your next 2Effect ¼ Actions (or, equivalently, 2Effect-2 Turns).

Negative Effect: You acquire the Drowning condition if you do not have it and gain downward Momentum equal to Default Sinking. Note: If you are in a fluid that is one Square deep, you can lose the Drowning condition by standing (neck deep) in the fluid.

***Pull Up*** 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 be able to fly to achieve a Positive Effect (0 or higher). You have -3 Effect but the penalty is reduced by your Flight Training rating.

Effect: Reduce Momentum by up to 4 x Effect (or 2 with Lesser (0) Effect); if you reduce Momentum to 0, you gain the Glide condition.

Negative Effect: Convert Dive to Falling.

#### Stealth (Basic Action, Free Action (2), Lingering, Signature)

***Hide (aka Establish Potential Optical Signature)*** You can Maintain Momentum if it does not require an Action but must attempt Hide each time you do to establish a Potential Optical Signature. Because a different perspective can change whether you are behind Cover, you should record Effect for comparison against each Target; this is why it is referred to as “Potential” Optical Signature. Hide Lingers as long as you do not move and until the end of the Pass if you move.

If you do not move, you automatically get the equivalent of Effect 5 if you are behind Impossible Cover or Concealment.

Impossible (5+) Effect: Treat Cover or Concealment as 1 degree higher.

Effect: Increase Major (3) or better Cover or Concealment by Effect to determine your Optical Signature relative to Target. Increase Greater (2) Cover or Concealment by ¾ Effect. Increase Moderate (1) Cover or Concealment by ½ Effect. Increase Lesser (0) Cover or Concealment by ¼ Effect.

#### Tunnel Rat (Basic Action)

***Constrained Space Fighting*** (Required Action (2)) You must attempt a Contortion test to take physical actions while in a space-constrained square or you are in Grapple range but are not currently Grappled (the latter is usually treated as Moderate Difficult Terrain). The GM may require a Constrained Fighting test for certain other actions, such as tool use, when space is needed. (Bulk “–“ tools would generally be treated as if they have the Grapple trait but Bulk 0 tools and weapons must have the Handy Trait and you must have Exploit Handy Trait to treat them as having the Grapple trait.)

Effect: You can act normally in Restrictive Difficult Terrain, though you must generally use a weapon with the Grapple Trait and take actions that would not require more space than is available.

Negative Effect: You have Disadvantage 3 per Negative Effect on applicable tests.

***Grapple*** (Required Action (2)) You must attempt a Contortion test if you are Grabbed or have Grabbed Target. If you are in an inferior position (e.g., Restrained), you have -1 Effect; if you are in a superior position, you have +1 Effect. If Allies have also Grabbed Target, they can Assist or take Actions independently. You can impose the Restrained condition on your Enemy only after you Grab them; being Grabbed or being within Grapple range is not enough. You cannot normally impose the Restrained condition on an Enemy that is larger than you; use Grab to Hold On instead.

Effect: For each Effect, you can change your Position from Inferior to Neutral, change your Position from Neutral to Superior, reduce Restrained by 1, increase Restrained on Target by 1, or take a ¼ Action (one per Quaver if you get multiple). Target acquires Restrained -1 after each Quaver.

Negative Effect: Your Position changes from Superior to Neutral, from Neutral to Inferior, or you acquire Restrained +1 per Negative Effect, imposed on you by the Enemy you are grappling.

***Squeeze*** (Move) If you can burrow through the substance restricting your movement, you must declare whether you are burrowing or squeezing. You can Maintain Momentum if it does not require an Action but must attempt to Squeeze each time; you cannot Maintain Momentum if you burrow. You have +1 Competence if the restricted space is only restricted in one dimension (e.g., for a Medium-sized creature, a 1-foot-wide gap that is as high as a Square) and +1 Competence in a restricted space if the surface is strategically slippery (as in appropriately applied lubricant) and downhill but have -1 Effect in a restricted space that is slippery and uphill.

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| Restrictive Terrain | Task Difficulty | Example |
| Lesser | 0 | A space ⅞ as big as you usually take up |
| Moderate | 1 | A space ¾ as big as you normally take up |
| Greater | 2 | A space ⅝ as big as you normally take up |
| Major | 3 | A space ½ as big as you usually take up (a Small Square for a Medium-sized creature) |
| Extraordinary | 4 | A space 1/5 as big as you usually take up (1 foot for a Medium-sized creature) |
| Apocryphal | 5 | A space 1/10 as big as you usually take up (6 inches for a Medium-sized creature) |
| Mythical | 6 | A space 1/20 as big as you usually take up (3 inches for a Medium-sized creature) |
| Fantastical | 7 | A space 1/60 as big as you usually take up (1 inch for a Medium-sized creature) |

Effect: You can move normally or acquire Restrained -1 per Effect if the Condition is caused by Squeezing.

Negative Effect: You acquire Restrained +1 per Negative Effect.

### Deception (CHA)

#### Presence

***Avoid Notice*** (Action, Signature, Stealth) Avoiding Notice is not possible if you are Observed unless you are around other creatures that also would not attract notice or in an area across which creatures like 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 more.

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.

Effect: Treat Effective Size as -1 per Effect.

***Gather Information (Tandem)*** If you work in tandem with an Ally who attempts to Gather Information, you can attempt to Gather Information regarding the same (or similar) information your Ally was seeking. The active attempt to Gather Information (by your Ally) might get tongues wagging or cause someone to report that an attempt to Gather Information has been made. The information you gather may be a bit more obscure, such as overhearing someone say, “Why was that person asking about the hideout? We better tell the boss.” See Diplomacy (Gather Information).

***Impersonate (Nonspecific)*** You can attempt an Impersonate test (see Performance) but only for nonspecific persons.

#### Demeanor

***Foil Pat Down*** (Action) Foil Pat Down can be opposed by Empathy (Regard); and if Empathy (Regard) Effect is at least equal to Foil Pat Down Effect, Target knows you are attempting to Foil Pat Down and may demand you stop.

Moderate Effect (1+): Add Effect to Sleight of Hand (Conceal an Item).

Lesser (0) Effect: If Target attempted Empathy (Regard), e knows you attempted to Foil Pat Down and may demand you stop.

as ¼ Actions, you instead gain Advantage 3 with one or two of the one or more Actions.

***Gather Information (Passive)*** You can attempt to Gather Information without anyone noticing you are. You have -1 Effect to determine what information you can gather but +1 Effect for avoiding a bad result. See Diplomacy (Gather Information).

***Leave no Trail*** (Intermission, Social) With Urban Terrain 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 Effect and your new attempt. You can also leave an area and then reenter after circumstances change 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.

If you enter Encounter Mode when attempting Leave no Trail, you can use Avoid Notice as a Reaction.

Effect: Treat Effective Size as -1 per Effect.

***Mimic (Nonspecific)*** You can attempt to “sound like someone else” (see Performance) but only for nonspecific persons.

***Poker Face*** (Action, Free Action (2), Signature) 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.

Effect: Effect determines Task Difficulty for an opposed Empathy test; a good Poker Face trumps good Empathy.

#### Second Intention (Action, Delayed Effect)

When you use Second Intention, you can select Beat (Ace of Clubs), Disarm (Queen of Hearts), Feint (Jack of Hearts), Remise (Jack of Diamonds), Strike (Jack of Clubs), or Trip (Queen of Spades), which is kept secret. Second Intention can only be used at range when you have a ½ second Flight Time (i.e., one Pass) to Target.

The trigger for Second Intention is when you Attack or Defend; this carries over to the next Pass if not triggered but is not carried over to subsequent Passes. Target must match Effect with an Empathy (En Garde) test. If you are so inclined, you can place a playing card face down, which you reveal with your next action (for which you concealed your intent). Note: Disengage is normally just an affirmative way of saying “take no Action,” but there is a distinction if you use Second Intention.

Beat “Riposte” (Strong against Attack): If Target Attacks, you gain 2 Provisional Actions for use with Attack or Parry; if you can Attack and/or Parry as a ¼ Action, you gain Advantage 3 with your Attack and/or Parry.

Disarm (Strong against Attack): If Target Attacks, you gain 2 Provisional Actions for use in a Disarm Task Chain; if you can take one or more Actions in the Task Chain as ¼ Actions, you instead gain Advantage 3 with one or two of the one or more Actions.

Feint “Provoke Defense” (Strong against Defend): You can declare an Attack but not commit; if Target Defends, Target’s Defense attempt is wasted and you gain 2 Provisional Actions that can be used in a Kill Chain against Target, you can retain your Weapon Damage Action for the next Kill Chain; if you can take ¼ Actions for Attack and/or Weapon Damage, you instead gain Advantage 3 with the Attack and/or Defense.

Remise “Multiple Attack” (Strong against Disengage): If Target does not Defend (excluding Recon (Deflection) or Bulwark (Damage Reduction)), you gain 2 Provisional Actions that can be used in a Kill Chain against Target; if you can take ¼ Actions for Attack and/or Weapon Damage, you instead gain Advantage 3 with the Attack and/or Weapon Damage.

Strike “Kill Shot” (Strong against Disengage): If Target does not Defend (excluding Recon (Deflection) or Bulwark (Damage Reduction)), you gain 2 Provisional Actions for use with Attack; if you can take ½ Action or ¼ Action for Attack, you instead gain Advantage 3 or Advantage 6 with the Attack.

Trip (Strong against Attack): If Target Attacks, you gain 2 Provisional Actions for use in a Trip Task Chain; if you can take one or more Actions in the Task Chain

#### Trickery

Trickery can be treated as a Compel test for abilities that grant advantages with Compel.

***Create Diversion*** (Action, Manipulate) Creating a diversion causes you, Target, and any other nearby creatures to enter Encounter Mode. If you use distracting words, Create Diversion loses the Manipulate trait and gains the Linguistic and Social traits. You are not required to use Create Diversion in a Task Chain, but if you do, you can use Presence (Avoid Notice) to Create Diversion while unnoticed (and perhaps use another Action following Create Diversion to try to slip away before Target’s attention is brought back on you, which you would declare before Create Diversion in the Task Chain) and/or Demeanor (Poker Face) in anticipation of Target attempting to read you. Unlike most Social Task Chains, Deception does not have an “Impose” Task; it is at most a 3-Action Task Chain.

Effect: You create a False Detected Stimuli. Target can either read you (typically with Empathy vs. Deception (Poker Face)) or attempt Recon to lock down the Detected Stimuli.

***Coddle Magic Item***: (Level Advancement Action) You can attempt Deception (Trickery) to Coddle Magic Item if your Magic Item responds well to your craftiness. See Performance (Coddle Magic Item).

### Determination (WIL)

#### Mana Tap (Intermission, Mana)

***Litany***: You must know a Litany to attempt Mana Tap (Litany). You have +1 Competence with all Spellcasting tests when you cast a Pending Litany, which causes the Litany to become “Active.” It costs 1 mp from the Mana Tap (Litany) to make a Litany Active +1 mp per Intermission you Maintain the Active Litany. If you do not Maintain the Litany, it becomes “Inactive.” You cannot use an Inactive Litany until you take an Intermission Action to make it Pending again, which is automatically successful. You do not lose the Mana Tap (Litany) for an Inactive Litany; you just can’t access it. You cannot Intensify a Spell you cast using a Litany.

Impossible (5+) Effect: If you have 20 or more mp, you can choose to pay 20 mp for the Mana Tap without reducing the size of the Mana Tap. However, if you choose this option, you do not add any mp remaining in the Mana Tap back to your mp prior to attempting Aura (Mana Recovery).

Effect: You create a Mana Tap for a single Litany you know. The Mana Tap has 2Effect mp that you can access as a Free Action without penalty, which lasts until your next Daily Preparations or until it is consumed. This costs you the same amount of mp as the size of the Mana Tap. The Mana Tap is specific to single Litany, but you can have multiple different Mana Taps for different Litanies. When a Mana Tap is open for a Litany, that Litany is referred to as “Pending.” It does not cost mp to Maintain a Pending Litany. Prior to attempting Aura (Mana Recovery), you can add any mp remaining in the Mana Tap back to your mp.

Negative Effect: You gain Depleted +1 per Negative Effect but can still create a Mana Tap of a size equal to 2|Effect|. Note: |Effect| means the absolute value of (Negative) Effect.

***Pact Spell***: You must have the ability to cast Pact Spells to attempt Mana Tap (Pact Spell).

Impossible (5+) Effect: If you have 20 or more mp, you can choose to pay 20 mp for the Mana Tap without reducing the size of the Mana Tap. However, if you choose this option, you do not add any mp remaining in the Mana Tap back to your mp prior to attempting Aura (Mana Recovery).

Effect: You gain Traumatized +1 and create a Mana Tap for Pact Spells from one Patron. If you are a Druidic Witch with access to Pact Spells from multiple Druidic Patrons, they are collectively treated as “one Patron,” the Green Mother. If you are a member of a Coven, you can use the Mana Tap for any Coven Spell, regardless of Patron. The Mana Tap has 2Effect mp that you can access as a Free Action without penalty when Casting or Maintaining Pact Spells, and which lasts until your next Daily Preparations or until it is consumed. This costs you the same amount of mp as the size of the Mana Tap. Prior to attempting Aura (Mana Recovery), you can add any mp remaining in the Mana Tap back to your mp.

Negative Effect: You gain Depleted +1 per Negative Effect but can still create a Mana Tap of a size equal to 2|Effect|. Note: |Effect| means the absolute value of (Negative) Effect.

***Reagent***: You must have the ability to create a Volatile Reagent to attempt Mana Tap (Reagent).

Impossible (5+) Effect: If you have 20 or more mp, you can choose to pay 20 mp for the Mana Tap without reducing the size of the Mana Tap. However, if you choose this option, you do not add any mp remaining in the Mana Tap back to your mp prior to attempting Aura (Mana Recovery).

Effect: You create a Mana Tap for Reagents. The Mana Tap has 2Effect Reagents that you can access as a Free Action without penalty, which lasts until your next Daily Preparations or until it is consumed. This costs you the same amount of mp as the size of the Mana Tap. The Mana Tap is specific to Reagents of your Class, but you can have multiple different Mana Taps for Volatile Reagents active if you are multiclass. A Reagent only becomes “Volatile” when you access it. Prior to attempting Aura (Mana Recovery), you can add any mp remaining in the Mana Tap back to your mp.

Negative Effect: You gain Depleted +1 per Negative Effect but can still create a Mana Tap of a size equal to 2|Effect|. Note: |Effect| means the absolute value of (Negative) Effect.

**Volatile Reagent Task Chain**: You can attempt Alchemy (Extract Elemental Reagent) then Determination (Mana Tap) to create a Mana Tap for Elemental Reagents.

#### Mettle

***Bravery*** (Action, Free Action (2), Lingering (Encounter)) Prior to attempting a Bravery test, you can choose a cap on Effect, which may allow you the option to withdraw. If you have the Bravery condition, you can attempt to increase it with a Bravery test, but any Effect less than current Bravery condition is ignored; the Bravery condition cannot normally be reduced until the end of the Encounter. If you choose to attempt a Bravery test in response to taking ep damage from an attack (or source of damage) with the Fear trait, you must also attempt a Damage Reduction test afterward.

Effect: You gain the Bravery condition\* at a rating equal to Effect.

Negative Effect: You gain Traumatized +1 per Negative Effect and acquire Bravery equal to Negative Effect unless your ep is reduced to 0 from the Traumatized condition.

\* If Bravery rating x 10 is Major than or equal to current ep, you gain the Suggestion “Do not flee.” However, you have +1 Competence per rating up to 4 on Mettle (Damage Reduction) tests against sources of ep damage with the Fear trait; at rating 5 or higher, you also have +1 Effect per rating above 4 on Mettle (Damage Reduction) tests against sources of ep damage with the Fear trait and you become immune to Temporary ep damage with the Fear trait. At rating 10 you become immune to ep damage with the Fear trait.

***Certitude*** (Action, Free Action (2)) You must attempt Certitude in some instances to be confident in the result of a test. You can also attempt the test when you (the Player) don’t believe what the GM says (and presents as “evidence” to your PC). You can have up to +4 Effect on tests related to closely held beliefs, but the test is capped at 8 minus the Bonus to Effect. For example, if you indicate you should get +2 Effect due to a closely held belief, the maximum Effect you can achieve is 6. If you do not gain a bonus to Effect for closely held beliefs, you can voluntarily cap Effect at Moderate Effect to “be objective” if you declare this intention prior to attempting the test.

Miraculous Effect (8): If you are right, you cannot be swayed regardless of evidence to the contrary, but if you are wrong, you can be swayed by any evidence, no matter how flimsy.

Fanciful Effect (7): If you are right, you cannot be swayed regardless of evidence to the contrary, but if you are wrong, you can be swayed by a preponderance of evidence.

Mythical Effect (6): If you are right, you cannot be swayed regardless of evidence to the contrary, but if you are wrong, you can be swayed by clear and convincing evidence.

Impossible Effect (5): If you are right, you cannot be swayed regardless of evidence to the contrary, but if you are wrong, you can be swayed by evidence beyond a reasonable doubt.

Extraordinary (4) Effect: So certain are you, that you cannot be swayed.

Major (3) Effect: Right or wrong, you can only be swayed by evidence beyond a reasonable doubt to the contrary. You can replace what you think is right or wrong with the opinion of someone who knows better than you and that you trust.

Greater (2) Effect: Right or wrong, you can only be swayed by clear and convincing evidence to the contrary. You can replace what you think is right or wrong with the opinion of someone who knows better than you and that you trust.

Moderate (1) Effect: Right or wrong, you can only be swayed by a preponderance of evidence against your position. You can replace what you think is right or wrong with the opinion of someone who knows better than you.

Lesser (0) Effect: You gain Imagined Stimulus 1 in addition to Detected Stimuli, if any. You can be talked out of believing any Imagined or Detected Stimuli other than Detected Stimuli 3 or 4 and can be convinced a position that has the preponderance of evidence in its favor is wrong.

Negative Effect: You gain Imagined Stimulus 2 (and the GM makes up a description of a stimuli that seems appropriate under the circumstances) in addition to Detected Stimuli, if any, and will find all Imagined Stimuli and Detected Stimuli to be equally likely (though Detected Stimuli 3 and 4 are generally more actionable than Imagined or Detected Stimuli 2). You can be talked out of believing any Imagined or Detected Stimuli other than Detected Stimuli 4 (though you can be talked into believing you saw something other than what you did), regardless of evidence and can be convinced a position that has clear and convincing evidence in its favor is wrong.

***Damage Reduction*** (Basic Action, Required Action (2)) You must attempt Damage Reduction when you take ep damage. You take ½ the indicated damage per Effect and double the indicated damage per Negative Effect.

***Intransigence*** (Basic Action, Free Action (2), Lingering (Encounter)) Intransigence is effective against Coercion and Fast Talk, including that of the magical and nonmagical variety, but not against ep damage with the Fear trait. Prior to attempting an Intransigence test, you can choose a cap on Effect, which may allow you the option to comply. If you have the Intransigent condition, you can attempt to increase it with an Intransigence test, but any Effect less than current Intransigent condition is ignored; the Intransigent condition cannot normally be reduced until the end of the Encounter. If you choose to attempt an Intransigence test in response to taking ep damage from an attack (or source of damage) without the Fear trait, you must also attempt a Damage Reduction test afterward.

Effect: You gain the Intransigent condition\* at a rating equal to Effect.

Negative Effect: You gain Traumatized +1 per Negative Effect and acquire Intransigent equal to Negative Effect unless your ep is reduced to 0 from the Traumatized condition.

\* If Intransigence rating x 10 is Major than or equal to current ep, you gain Suggestion “Do not acquiesce.” However, you have +1 Competence per rating up to 4 on Mettle (Damage Reduction) tests against sources of ep damage without the Fear trait; at rating 5 or higher, you also have +1 Effect per rating above 4 on Mettle (Damage Reduction) tests against sources of ep damage without the Fear trait and you become immune to Temporary ep damage without the Fear trait. At rating 10 you become immune to ep damage without the Fear trait.

#### Psychoactive Recovery

***Recovery, Psychoactive Pathogen*** (Action, Required Action (2), Healing) Lethargic Toxins are treated as either Bioactive or Psychoactive, whichever is better for you. See Constitution (Bioactive Pathogen Recovery). In some instances, the GM may decide that, when you recover, you are treated as if you received a Vaccine (see Pharmaceuticals). 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 should keep track of the number of doses you received but can attempt a single Recovery test for all instances of the same Pathogen. Task Difficulty is equal to the Potency of the Pathogen.

Impossible (5+) Effect: Decrease the first Condition imposed by a Pathogen by 2Effect-5. If the first Condition is reduced to 0, the Pathogen is neutralized but you keep the second Condition imposed by the Pathogen, if any.

Extraordinary (4) Effect: Do not increase the first or second Conditions imposed by a Pathogen.

Effect: Increase the first Condition imposed by a Pathogen by 1. If the first Condition rating is 10, increase the second Condition imposed by the Pathogen by 1 instead.

***Recovery, Psychological Addiction*** (Downtime, Free Action (2), Healing) You cannot use more than one Downtime Action for Psychological Addiction Recovery per Psychological Addiction you have.

Impossible (5+) Effect: Reduce Addiction rating by 2Effect-2 for 1 Psychological Addiction you have.

Effect: Reduce Addiction rating by 1 per Effect for 1 Psychological Addiction you have. (If you achieve Effect 2 or higher and reduce Addiction to 0, you can spend the remainder to reduce other Psychological Addictions.)

#### Psychological Recovery (Healing, Required Action (2))

***Clear your Head*** (First Intermission) While you can have ep damage during an Encounter, when adrenaline dissipates (after an Encounter), you must recover ep or convert to the Stressed condition. You have -1 Effect if you have any ep Damage and an additional -1 Effect per 10 full ep Damage and -1 Effect per Stressed rating. (You do not attempt the test if you do not have any ep Damage.)

Effect: Recover all ep.

Negative Effect: Stressed +1 per Negative Effect, then recover all ep. If you reach Stressed 10, any additional increase to the Stressed Condition increases Traumatized instead.

***Recovery, Mental*** (Downtime) You must attempt Mental Recovery on the next Downtime after you acquire a mental condition and every Downtime thereafter; you can attempt Mental Recovery while sleeping. The test requires 1 Action +1 Action per rating of Stressed +2 Actions per rating of Traumatized +1 Action per mental condition other than Stressed or Traumatized, with -1 Effect per Action beyond the first (Required) Action you do not take. Task Difficulty may also apply if you are not properly fed or hydrated or are in an uncomfortable location or reduced as low as -2 if you are in a perfect location for healing with plenty of delicious sustenance; Task Difficulty 0 is generally the best you can expect in the field.

Effect: Reduce the rating of each mental condition by 1 per Effect, except you cannot reduce Traumatized if you have Stressed. Also, roll 1d6. If you roll a ‘6’, reduce Stressed and Traumatized by 1 each (in addition, if applicable) and if you roll a ‘5’ reduce Traumatized by 1 (this has no impact if you do not have the Traumatized condition).

Negative Effect: Roll 1d6. If you roll a ‘6’, reduce Stressed and Traumatized by 1 each; if you roll a ‘5’ reduce Traumatized by 1; and if you roll anything else, increase Traumatized by 1 per Negative Effect.

### Diplomacy (CHA)

#### Presence

***Appeal***: (Action, Lingering, Social, Signature) You can attempt Diplomacy to have the appearance of someone Target wants to please. The test is against Task Difficulty; a person who believes everyone is a friend would be Task Difficulty 0 (or perhaps even less), while a true misanthrope (which is pretty rare) would be Task Difficulty 10. If you do research or take a guess about what would be appealing to Target, you can often get a lower Task Difficulty.

This test can also be attempted as a Disguise test if the disguise is of a person who appears to be someone Target would want to please (or someone Target would care what you have to say based on your Appearance). Task Difficulty becomes irrelevant with a Disguise (though pulling off the Disguise may have its own Task Difficulty). For example, if Target does not see through your Disguise, and your Disguise was successful with Effect 1, it makes no difference if you would have needed Effect 5 on your Diplomacy test because Target already sees the person they want to please. Also, a Disguise test can be made on your behalf (e.g., by an Ally). If the Disguise test is made by an Ally, they can attempt the test as a Free Action (after having spent the time to prepare the Disguise) and you can attempt a Diplomacy test that is automatically successful (though you must still take the Action).

For most Anthropians, the Signature Trait is limited to Optical (and Auditory if you speak). Creatures may use other senses to make the determination (e.g., an ant-like might require you have the appropriate Chemical Signature). Also, your Chemical Signature may be more important for a Diplomatic Appearance than many others. For example, body odor might be right out, while perfume might be deemed a positive feature in some instances. If you use a disguise, you must attempt Performance (Mimicry) if you speak, but this is unnecessary if you used Diplomacy.

Effect: If you succeed, you can continue the Task Chain without penalty, but exceeding the Task Difficulty gives you no additional benefit. If you “fail” the test, you can still try to proceed, but Task Difficulty – Effect is applied to your Demeanor test. PCs get to choose their own Task Difficulty if on the receiving end of the test; if you decide you don’t care what anyone thinks and don’t want to help anyone under any circumstances, it doesn’t matter if the GM says you are talking to someone who seems to be your soul mate, even if you believe it.

***Comfort*** (Intermission, Healing) Comfort is capped by a subsequent Biology (Psychological Diagnose) test. Add Effect to Determination (Clear your Mind).

***Bon Mot/Request Task Chain*** (Linguistic) Attempt ***Appeal*** as the first Task of a Bon Mot/Request Task Chain. The “speaking part” of the Task Chain starts when you make the Presence test. If you are in the “wrong place,” Appeal is the first step in getting someone to help you to where you should or need to be.

Effect: If you succeed, you can continue the Bon Mot or Request Task Chain without penalty (and without revealing whether you are going to attempt Bon Mot or Request) but exceeding the Task Difficulty gives you no additional benefit; you are either appealing or you are not.

Negative Effect: You can still try to proceed, but Negative Effect is applied to your Demeanor test.

#### Demeanor

***Calm Creature*** (Action, Auditory, Manual, Social Attack) Calm Creature is a social “attack” that is unlikely to be perceived as an attack by Witnesses. It follows an Appeal test, but the Task Chain only includes two Tasks: Appeal and Demeanor. Calm Creature is governed by an applicable Ethology Knowledge, can normally only be used on Sentient (and not Sapient) creatures, and is opposed by Determination (Intransigence). Against a creature that is trained to attack, you must Counteract the Train Creature test of its trainer before you can calm it. You have -1 Effect if you attempt Calm Creature using only Auditory or only Manual. Successfully handling a creature with 0 ep (see Calm Creature) allows you to use Train Creature on it. Target can oppose with Determination (Intransigence) but docile and/or trained creatures will tend to not oppose the test.

Effect: You inflict Temporary ep damage equal to 2Effect and can continue to Calm Creature with each test if you continue to have Positive Effect. Unless Target is physically attacked or threatened, it is likely to avoid attacking you, but if it is a hungry carnivore or is particularly disposed to killing, it may attack you for the entire time you attempt to calm it, which could be an uncomfortably long time. 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.

***Coddle Magic Item***: (Level Advancement Action) You can attempt Diplomacy (Demeanor) to Coddle Magic Item if your Magic Item responds well to your diplomacy. See Performance (Coddle Magic Item).

***Deflect Social Attack*** (Action, Emotion, Linguistic, Social) Attempt Diplomacy (Demeanor) to oppose a Diplomacy (Demeanor) or Diplomacy (Impose) test by Target on an Ally.

***Etiquette*** (Action, Lingering, Social) You can attempt Diplomacy to seem like a celebrity of some kind, someone you should get to know, or at least someone in need that others would like to help; a sob story can sometimes help. The test follows a Presence test and is opposed by Target’s Diplomacy (Presence).

This test can also be attempted as an Impersonate test if the impersonation is of a person who appears to be a celebrity or other appropriate person. Target opposes the Impersonate test as normal for Impersonate, instead of opposing the test with Diplomacy (Presence).

The “speaking part” of a Social Attack, if any, continues when you make the Demeanor test.

Effect: If you succeed, you can continue the Task Chain without penalty, but exceeding the Task Difficulty gives you no additional benefit. If you “fail” the test, you can still try to proceed, but (negative) net Effect is applied as a penalty to your Social Attack.

***Bon Mot/Request Task Chain*** Attempt ***Etiquette*** as the second Task of a Bon Mot or Request Task Chain. The “speaking part” of the Task Chain continues when you make the Demeanor test.

Effect: If you succeed, you can continue the Bon Mot or Request Task Chain without penalty (and without revealing whether you are going to attempt Bon Mot or Request) but exceeding the Task Difficulty gives you no additional benefit; you are using the proper etiquette.

Negative Effect: You can still try to proceed, but Negative Effect is applied to your Impose (Social Attack) test.

#### Impose

***Bon Mot*** (Action, Emotion, Linguistic, Social Attack) You insult Target. Antisocial creatures (not including antisocial members of a species that is generally social) are immune to Bon Mot. Most creatures are not particularly susceptible to a Bon Mot that is not customized for them, resulting a penalty for lack of Knowledge, plus another penalty for personality or circumstances of life, which you can ameliorate with Knowledge (of course), Empathy (to figure out what sets them off), or Gather Information (to learn their quirks).

If Witnesses approve of ridicule in general or against Target in particular, they may be more inclined to like you. 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 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 each Turn until Target hits you for damage. If Target declines to engage, you can only take one “parting shot” with Bon Mot; if successful, you gain +1 Competence on future Bon Mot attempts against Target.

Bon Mot is opposed by Empathy (Regard).

Effect: Add Effect to Embarrass, but the Bonus Effect inflicts Temporary ep damage. 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.

***Gather Information*** (Downtime, Linguistic) Use Diplomacy (Gather Information) to establish a lead and find a person or place with Information you seek. Use Philosophy (Gather Information) to find information in a library or other datastore that includes at least a hint of the information you seek. A Source has a Maximum Effect; you cannot exceed the Maximum Effect no matter how good your test.

There is no need to categorize what you learn as data or information when speaking with NPCs; and statements can be true or false (intentionally or due to ignorance) even without a Gather Information test, which can include Leads. Leads can be red herrings (not possible if you acquire a lead through Gather Information) or they can be false leads.

The difficulty of a Gather Information task depends upon the nature of the information and your Permanent Knowledge. 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 Extraordinary, the task fails automatically (treat as decreased Effect, 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 Greater or Major, 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 | Task Difficulty | Nature of lead |
| Lesser | 0 | Common knowledge, faux secrets, or talk of the town |
| Moderate | 1 | Poorly guarded secrets or rumors |
| Greater | 2 | Secrets or obscure rumors |
| Major | 3 | Esoteric or forbidden knowledge |
| Extraordinary | 4 | Unique to a very small unknown group; carefully guarded secrets |
| Apocryphal | 5 | Unique to an unknown individual; buried secrets |
| Mythical | 6 | Forgotten knowledge |
| Fanciful | 7 | Something nobody ever knew and nobody should be able to learn |

\* You Gather Information during Intermission, but Lesser and Moderate information doesn’t take an appreciable amount of time, so you can gather it and still take another Intermission Action in the same vicinity.

Effect: You gain Lead of a Difficulty up to Effect or you successfully track down up to a Lead of a Difficulty up to Effect. If the Information is higher than Effect, you make no progress (or, if the Information is 2 higher than Effect, gain a False Lead or false information when you successfully track down a False Lead; if the Information is 3 higher than Effect, the GM may set a trap for you (or just give you a False Lead)). When you track down a Lead, a test may be required to gain information, but a Source can provide only as much information as it has and you may need to make another test to understand (e.g., Wits). If you find a library or other datastore using Diplomacy (Gather Information), you must typically use Philosophy (Gather Information) as a new task chain. The nature of a Lead you track down may provide a Bonus to Effect. For example, if you cannot get anyone to tell you about secret information, you could get a Lead on someone more willing to tell you, which could give you +1 or more Effect on tests to get the information or you may be informed the source would react well to a bribe, flattery, intimidation, or the like, giving you a Bonus if you act accordingly.

***Request*** (Action, Linguistic, Social Attack) If you can Request with gestures, replace the Auditory Trait with Optical. Making a Request causes you, Target, and any other interested parties to enter Encounter Mode. You’ve already established your etiquette in some manner but, depending upon how Target responds to your choice of appeal (when you attempted the Presence test), there may be an additional Task Difficulty. Also, countermanding standing orders can have a Task Difficulty that depends upon how much Target feels e can deviate from er mandate.

Different types of Knowledge may be applicable to a Request test, depending on the situation, including but not limited to Academia, Anthropology, Criminology, Law Enforcement, Jurisprudence, Religion, Regional Society, Savoir-Faire, and Trade. The GM may also require a certain Tier in a Class (e.g., Marshall or Warrior when addressing soldiers with a military chain of command). Advance research into what might be an acceptable demand can also give you Advantage or decrease Task Difficulty if you remain within the bounds of what is acceptable.

Demand is opposed by Empathy (Regard).

Effect: Add Effect to Compel. If Target is reduced to 0 ep, e gains a Suggestion to “help as much as is reasonably possible, given your means.” If you make a Suggestion that costs Target even less, such as “engage in conversation with me,” the GM may award +1 or +2 Competence on your Compulsion test.

#### Compel

***Receive Boon*** (Action, Social Attack) This is the Damage test for a Request Social Attack. A Diplomatic Compulsion can include a Suggestion. 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 has (“apparent Alignment”).

Compel is opposed by Determination (Intransigence).

Effect: If Target is predisposed to assist you up to what you are asking for, e takes no damage and complies with your Request. Otherwise, you inflict 2Effect Temporary ep Damage. Target will follow the Suggestion for at least as many Rounds as the Staggered condition. Because 32 ep damage would inflict Staggered 3 (10% of total damage), Target will spend 3 Rounds (24 seconds) doing as demanded, which can cause Encounter Mode to end. Depending upon the disposition of Target, e may continue to comply for longer. A Diplomatic Demand is rarely held against you later; Target is often happy to comply.

***Embarrass*** (Action, Emotion, Social Attack) This is the Damage test for a Bon Mot Social Attack. A Bon Mot includes a Suggestion. 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 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 Effect is at least equal to the Effect that caused the Suggestion; Allies take no damage (and typically don’t attack) when the skill is used in this way.

Embarrass is opposed by Determination (Confidence).

Effect (Bon Mot): You inflict 2Effect nep Damage. Bonus Effect from Bon Mot is temporary. For example, if you have Demand Effect 3 and Compulsion Effect 2, you inflict 22 = 4 nep damage and 25 – 22 = 28 Temporary ep damage. Target will follow the Suggestion for at least as many Actions as the Staggered condition. Because 32 ep damage would inflict Staggered 3 (10% of total damage), Target will spend 3 of the 4 Actions (a little less than 2 seconds) on their next Turn attempting to attack you socially (or physically if they can get away with it) or perhaps flee if they see no way to win. Target recovers all Temporary ep damage if e attacks you physically. Depending upon the disposition of Target, e may continue to attack for longer.

***Make an Impression*** (Action, Auditory, Emotion, Linguistic, Social Attack) Make an Impression is a social “attack” that follows the Request Task Chain but will not be seen as an offensive action unless you are speaking out of turn. To Make an Impression when you first encounter a creature, you must attempt Presence, Demeanor, Request (your suggestion is essentially to “be impressed”), and Receive Boon (for no damage), then attempt Make an Impression with Effect capped by Receive Boon Effect; you cannot Retry. You have -1 Competence per Level of Target higher than your own Level (and no benefit for being of higher Level than Target), but the penalty will not reduce Effect below 0.

Make an Impression causes you, Target, and any other nearby creatures to enter Encounter Mode. NPCs are usually 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).

Mythical Effect (6+): You can permanently increase Attitude to the highest Attitude Target is psychologically capable of having. Some creatures are incapable of being Loyal, or even Sympathetic in some instances.

Apocryphal (5) Effect: You can permanently increase Attitude to Dependable unless Target is psychologically incapable of such loyalty.

Extraordinary (4) Effect: You can permanently (until circumstances change) increase Attitude to Sympathetic unless Target is psychologically incapable of such loyalty.

Major (3) Effect: You can permanently increase Attitude by 1 degree if Target is psychologically capable of such an attitude.

Greater (2) Effect: You can temporarily increase Attitude by 2 degrees if Target is psychologically capable of such an attitude, but it eventually wears off.

Moderate (1) Effect: You can temporarily increase Attitude by 1 degree if Target is psychologically capable of such an attitude, but it eventually wears off.

Lesser (0) Effect: You fail to improve Target’s Attitude.

Negative Effect: 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)

#### Animus Mundi (Downtime, Healing, Mana)

***Diagnose, Magical*** Task Difficulty is equal to Depleted condition rating of Subject. Magical Diagnose acts as a cap on a subsequent Performance (Energy Healing) or Reiki test.

***Reiki*** Reiki follows Observation (Assay) and Magical Diagnose and is capped by both. Add Effect to an Ally’s Aura (Mana Retention).

***Mana Recovery Assistance Task Chain*** Attempt Observation (Assay) as the first Task of a Mana Recovery Assistance Task Chain.

Attempt ***Magical Diagnose*** as the second Task of the Mana Recovery Assistance Task Chain. Magical Diagnose is capped by the Observation (Assay) test.

Attempt Performance (Energy Healing) for a Subject as the third Task of the Mana Recovery Assistance Task Chain. Energy Healing is capped by the Magical Diagnose test. Subject can add Effect to an Aura (Qigong) test.

Alternatively, attempt ***Reiki*** for a Subject as the third Task of the Mana Recovery Assistance Task Chain. Reiki is capped by the Magical Diagnose test. Subject can add Effect to an Aura (Mana Retention) test.

#### En Garde (Action)

Compare Effect to Deception (Second Intention) of Target. If you have Provisional Actions, you can apply En Garde to as many additional Targets as you spend Provisional Actions; make one En Garde test for all Targets you choose.

Moderate Effect (1+): Target must reveal the Second Intention.

Effect: You know Target has a Second Intention.

#### ESP (Emotion, Signature)

***Intuition*** (Action) You can determine a creature or magic is present “somewhere” even though it is not within your sensory capabilities to detect it.

Impossible (5+) Effect: You gain Detected Stimuli equal to ½ Effect -1.

Effect: You gain Detected Stimuli 0, which means you know something is “off” but have no idea what it is. If you attempt Sense Material Component, add Effect to Competence.

***Fortune-Telling*** (Action, Emotion, Signature) You can use Fortune-Telling to detect magical features, including those related to fate, you would be unable to detect with mundane senses. If you have Detected Stimuli due to Intuition, but not from Recon (Auditory, Chemical, or Optical), you can attempt the equivalent of Recon (Chemical) but only for stimuli pinged by your Intuition on a single creature.

Impossible (5+) Effect: If Target is willing or has 0 ep, you can determine er Truename as an Intermission Action (no additional test required but Target must remain willing or have 0 ep for the duration).

Effect: Increase Detected Stimuli by Effect. If you achieve Detected Stimuli 5 or higher, you are treated as if you used Observation for Detecting Features with an Effect equal to Detected Stimuli -5. So, Lesser (0) if you have an effective Detected Stimuli of 5. If you have Detected Stimuli 4 through other means (e.g., because Target is right in front of you), you can learn Target’s Astrological Sign and, depending upon how likely Target’s Destiny is to unfold as the Fates have determined, Target’s Fate (with increasingly high Effect required for an increasingly unlikely Destiny).

***Witchsight*** (Action, Signature) You can use Witchsight to detect magical features, including those related to fate, you would be unable to detect with mundane senses. If you have Detected Stimuli due to Intuition, but not from Recon (Auditory, Chemical, or Optical), you can attempt the equivalent of Recon (Optical) to Seek in a Cone but only for stimuli pinged by your Intuition and with no Peripheral Vision.

Effect: Increase Detected Stimuli by ½ Effect. If you achieve Detected Stimuli 5 or higher, you are treated as if you used Observation for Detecting Features with an Effect equal to Detected Stimuli -5. So, Lesser (0) if you have an effective Detected Stimuli of 5.

#### Regard (Action, Emotion)

Use Empathy to detect features related to Psychology. See Biology (Psychiatrist) for the Psychological Healing Task Chain, if applicable. When taken as part of a Psychological Healing Task Chain, Regard is an Intermission Action.

***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 Wits test to fully understand what you learn. Also, Information is less specific when you obtain it with Empathy instead of a more active Skill, like Diplomacy.

Greater (2) Effect: Target does not realize e gave you the information.

Moderate (1) Effect: Target my feel confident e didn’t give anything away.

### Gab (CHA)

Gab is generally used to conduct business or profit from a business. You can draw upon Investments for certain Lifestyle-related emergencies, such as when you need to have a few coins in your pocket. 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 ¼ as much for Food at Subsistence, but the cost gradually increases to match the cost for Medium-sized creatures as you approach Princeling status. 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 Princeling status.

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 Franklin (Comfortable), 5 for Gentry (Fine), and 20 for Princeling (Extravagant)).

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Holdings | Investment (Small/Medium/Large) | Wardrobe | Food | Drink | Shelter | Total | Expected Currency |
| Churl or Outsider\* | £1 / £10 / £100 | £0.1 | £0.01 | £0.01 | £0.1 | £0.1 + £0.12 | Copper |
| Franklin | £20 / £100 / £500 | £2 | £0.1 | £0.1 | £1 | £1 + £1.2 | Silver |
| Gentry | £5000 / £10,000 / £50,000 | £50 | £1 | £1 | £10 | £10 + £12 | Gold |
| Princeling | £10,000,000 | £2000 | £10 | £10 | £100 | £100 + £120 | Platinum |

\* If you are an Outsider, you often have no official rights. Lawful authority may be within their rights to assume any possessions of value are not your own and relieve you of them. Many municipalities put limits on what is permitted by agents of the law but not all. Churls are free folk, albeit at the lowest tier of the social hierarchy of free folk and can expect some rights. However, Churls can be almost arbitrarily taxed; so, if they appear to be acting like gentry, they should expect a tax collector to follow not far behind.

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.

#### Compel (Action)

***Compulsion by Agency*** (Linguistic) When working in tandem with an Ally who attempts Aura (Compel) or Authority (Compel), you can perform the “speaking part” of a Task Chain on the Ally’s behalf. Ally’s Aura (Compel) is opposed by Target’s Determination (Bravery) or Ally’s Authority (Impose) is opposed by Target’s Determination (Confidence), but you can eventually make up for a Negative Effect. It takes a bit longer to complete the Task Chain when working in Tandem. Your Ally must first attempt Compel, then you do (and your test is also opposed by Target’s Determination (Bravery) or Determination (Confidence)). If Compulsion by Agency Effect is Major than your Ally’s Compel Effect, you can spend up to one additional Action per Ally’s Compel Competence (not Effect) to increase Ally’s Competence by 1 per Action; each Action after the first does not require a test, but Ally’s Compel cannot be improved beyond the lower of Ally’s Maximum Competence and Compulsion by Agency Effect.

***Invest in Consumables (Scroll)*** (Downtime) You can invest in Scrolls as a Downtime Action, but if you are not Invested in a Scroll when you use it, you must attempt an Investment in Consumable test, which acquires the Required (4) trait. You do not recover ip for Invest in Consumables until you Retry as a Downtime Action, which divests you of all Scrolls in which you are Invested, allowing you to recover the ip previously Invested.

Effect: Increase ip Investment in the Scrolls by 10% per Effect. You can divest yourself of all Scrolls you have used or in which you are Invested (recovering the ip) and Retry as a Downtime Action.

Negative Effect: Decrease ip Investment in the Scrolls by 10% per Effect.

***Spellcasting (Verbal Component)*** (Auditory) You can attempt to conceal (or eschew) a verbal component when you cast a spell.

Impossible (5+) Effect: Your spellcasting action loses the Auditory trait; it can be cast in complete silence.

Extraordinary (4) Effect: Your spellcasting action with a verbal component is taken as what appears to be a soft exhalation, no louder than your normal breathing.

Major (3) Effect: 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 can be completely concealed within some other action you take as long as that action has the Auditory Trait.

Greater (2) Effect: If you were muttering or performing when you attempted to eschew the verbal component, your spellcasting action with a verbal component becomes part of your muttering or performance, or with a loud whisper, that cannot be recognized, in and of itself, as spellcasting.

Moderate (1) Effect: You can replace the usual verbal component with gibberish; the action is as noticeable as if you had simply cast the spell, but your gibberish cannot be recognized, in and of itself, as spellcasting.

Lesser (0) Effect: You cast the spell, which has a Lesser (0) Auditory Signature easily identifiable as magic by those who detect it.

Negative Effect: Your attempt fails, and you must start the spellcasting process over.

#### Demeanor

***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, Princeling, Gentry, Burgher, Franklin, or Churl. You generally cannot establish connections with this test if Target doesn’t care about wealth or social status and you normally must have done something that impresses Target before even attempting the test. What constitutes a “princeling” or “king” is vague; they may or may not be royalty and someone calling themselves king might be as hard to reach as someone who actually is royalty. *Very* generally, an Emperor (and in some settings there may be only one mortal who qualifies as an “emperor,” though there are typically several immortal equivalents) rules over up to 100 million people; a King up to 10 million; a Princeling up to 1 million; a Gentleman up to 100,000; a Burgher up to 10,000; a Franklin up to 1000; and a Churl up to 100. Burghers, Franklins, and Churls are less likely to “rule” but can influence people (e.g., the most popular chef in a large city could be a Burgher). A connection is as loyal as their personality allows.

You have -1 Effect if you attempt to establish a connection with a Princeling or higher without wearing an Extravagant Outfit, attempt to establish a connection with Gentry without wearing a Fine or Extravagant Outfit, or attempt to establish a connection with a Burgher without wearing a Standard Outfit or better. Also, if you acquire a new connection of the same type as 4 other connections (e.g., another Churl connection when you already have 4 Churl connections), you must replace one of the connections with the new connection unless you upgrade. It is up to the GM to decide what it means when you lose a connection.

Miraculous Effect (10): If you do not have a Demigod as a connection, you establish a Demigod as a connection if you pay 1 XP (you can accept a deficit to pay off when you gain XP later); if you already have a Demigod as a connection, you can establish another as a connection for free; and if you already have 4 Demigod connections or you already have a Network of Emperors, you can upgrade to a Network of Demigods for 1 XP.

Miraculous (9) Effect: If you do not have an Emperor as a connection, you establish an Emperor as a connection if you pay 1 XP (you can accept a deficit to pay off when you gain XP later); if you already have an Emperor as a connection, you can establish another as a connection for free; and if you already have 4 Emperor connections or you already have a Network of Kings, you can upgrade to a Network of Emperors for 1 XP. You can also “buy” a connection with a Demigod for £1,000,000.

Miraculous (8) Effect: You gain Noblesse-Oblige (Royalty) or gain 6 XP when you next advance a Level if you already have Noblesse-Oblige (Royalty). If you did not attempt Establish Connections for an entire Level, you should attempt the test when you advance a Level; the test gains the Level-Advancement trait. Note: If you previously recovered 3 XP for Noblesse-Oblige (Nobility) with Effect 9, you only recover 3 XP, not 6. Also, you may need to take an in-game action, such as marrying into a royal family, as determined by the GM.

Fanciful (7) Effect: You gain Noblesse-Oblige (Nobility) or gain 3 XP when you next advance a Level if you already have Noblesse-Oblige (Nobility or Royalty). If you did not attempt Establish Connections for an entire Level, you should attempt the test when you advance a Level; the test gains the Level-Advancement trait.

Mythical (6) Effect: If you have a Network of Princelings but do not have a King as a connection, you establish a King as a connection if you pay 1 XP (you can accept a deficit to pay off when you gain XP later); if you already have a King as a connection, you can establish another as a connection for free; and if you already have 4 King connections, you can upgrade to a Network of Kings for 1 XP. You can also “buy” a connection with an Emperor for £100,000.

Apocryphal (5) Effect: If you have a Network of Gentry but do not have a Princeling as a connection, you establish a Princeling as a connection if you pay 1 XP (you can accept a deficit to pay off when you gain XP later); if you already have a Princeling as a connection, you can establish another as a connection for free; and if you already have 4 Princeling connections, you can upgrade to a Network of Princelings for 1 XP. You can also “buy” a connection with a King for £100,000. If you were trying to establish a connection with even a Demigod, you can retry.

Extraordinary (4) Effect: If you have a Network of Burghers but do not have a Gentleman as a connection, you establish a Gentleman as a connection if you pay 1 XP (you can accept a deficit to pay off when you gain XP later); if you already have a Gentleman as a connection, you can establish another as a connection for free; and if you already have 4 Gentleman connections, you can upgrade to a Network of Gentry for 1 XP. You can also “buy” a connection with a Princeling for £10,000. If you were trying to establish a connection with an Emperor, you can retry, and with a Demigod, you do not provoke er ire.

Major (3) Effect: If you have a Network of Franklins but do not have a Burgher as a connection, you establish a Burgher as a connection if you pay 1 XP (you can accept a deficit to pay off when you gain XP later); if you already have a Burgher as a connection, you can establish another as a connection for free; and if you already have 4 Burgher connections, you can upgrade to a Network of Burghers for 1 XP. You can also “buy” a connection with a Gentleman for £1000. If you were trying to establish a connection with a King, you can retry, and with an Emperor, you do not provoke er ire. You may have provoked the ire of a Demigod if you were attempting to establish a connection with one.

Greater (2) Effect: If you have a Network of Churls but do not have a Franklin as a connection, you establish a Franklin as a connection if you pay 1 XP (you can accept a deficit to pay off when you gain XP later); if you already have a Franklin as a connection, you can establish another as a connection for free; and if you already have 4 Franklin connections, you can upgrade to a Network of Franklins for 1 XP. You can also “buy” a connection with a Burgher for £100. If you were trying to establish a connection with a Princeling, you can retry, and with a King, you do not provoke their ire. You may have provoked the ire of an Emperor or Demigod if you were attempting to establish a connection with one of them.

Moderate (1) Effect: You establish a Churl as a connection; if you already have 4 Churl connections, you can pay 1 XP (you can accept a deficit to pay off when you gain XP later) to upgrade to a Network of Churls. You can also “buy” a connection with a Franklin for £10 (and 1 XP if you do not already have another Franklin as a connection). If you were trying to establish a connection with Gentry, you can retry, and with a Princeling, you do not provoke their ire. You may have provoked the ire of a King, Emperor, or Demigod if you were attempting to establish a connection with one of them.

Lesser (0) Effect: You establish a Commoner as a connection or, if you have 4 Commoner connections already, acquire Network of Commoners for free. You can also “buy” a connection with a Churl for £1. If you were trying to establish a connection with a Burgher, you can retry, and with Gentry, you do not provoke their ire. You may have provoked the ire of a Princeling, King, Emperor, or Demigod if you were attempting to establish a connection with one of them. Note: Even if you have many Commoner connections, it does not qualify as a Lesser Boon; just keep track of all the Commoner connections you make until the GM says you have a Network of Commoners.

Negative Effect: You can “buy” a connection with a Commoner for £1. You cannot retry unless circumstances change. You may have provoked the ire of a Gentleman, Princeling, King, Emperor, or Demigod if you were attempting to establish a connection with one of them.

***Explain Mannerisms*** (Action, Linguistic, Social) When working in tandem with an Ally who attempts Aura (Demeanor) or Authority (Demeanor), you can perform the “speaking part” of a Task Chain on the Ally’s behalf. Ally’s Demeanor is opposed by Target’s Aura, but you can eventually make up for a Negative Effect. It takes a bit longer to complete the Task Chain when working in Tandem. Your Ally must first attempt Demeanor, then you do (and your test is also opposed by Target’s Presence). If Explain Mannerisms Effect is Major than your Ally’s Demeanor Effect, you can spend up to one additional Action per Ally’s Demeanor Competence (not Effect) to increase Ally’s Competence by 1 per Action; each Action after the first does not require a test, but Ally’s Demeanor cannot be improved beyond the lower of Ally’s Maximum Competence and Explain Mannerisms Effect, no longer how long you spend explaining. The test is effective if Ally uses some other test to achieve Demeanor (e.g., Impersonate).

***Negotiate*** (Intermission, Linguistic, Social) is capped at what Storefront you have. The GM can use discretion when trying to buy or sell items, but you should generally be unable to sell at higher than item value and buy at lower than item value. (Item value is generally intended to mean the price at which items can be sold and still turn a profit, so sales and “discounts” generally get you down to item value, not below it.) You typically sell items on the black market for less than their actual value because of the “heat.” You can often buy items for cheaper on the black market for the same reason. However, illegal items (as opposed to legal items that are stolen) are typically bought and sold close to item value, even on the black market.

***Sing*** (Action, Auditory) You can use Gab instead of Performance to sing. Some Performers rely entirely on the quality of their voices instead of Performance.

#### Impose (Action, Linguistic, Social)

***Fast Talk*** You can attempt a test to confuse Target with your words; the opposed test is Determination (Intransigence). 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.

Effect: 2Effect is the rating of the Staggered condition Target receives. The Staggered condition is immediately reduced to 0 if Target feels e is in danger. You must continue to Fast Talk (though no further test is required) to cause Target to keep the Staggered condition for more than 1 Round. (Each of the following is equivalent in this context: Effect 4, Staggered 16, 8 seconds, 1 Round.)

***Imposition by Agency*** When working in tandem with an Ally who attempts Aura (Impose) or Authority (Impose), you can perform the “speaking part” of a Task Chain on the Ally’s behalf. Ally’s Aura (Impose) is opposed by Target’s Empathy (Regard) or Ally’s Authority (Impose) is opposed by Target’s Determination (Intransigence), but you can eventually make up for a Negative Effect. It takes a bit longer to complete the Task Chain when working in Tandem. Your Ally must first attempt Impose, then you do (and your test is also opposed by Target’s Empathy (Regard) or Determination (Intransigence)). If Imposition by Agency Effect is Major than your Ally’s Impose Effect, you can spend up to one additional Action per Ally’s Impose Competence (not Effect) to increase Ally’s Competence by 1 per Action; each Action after the first does not require a test, but Ally’s Impose cannot be improved beyond the lower of Ally’s Maximum Competence and Imposition by Agency Effect.

#### Presence

***Coddle Magic Item***: (Level Advancement Action) You can attempt Gab (Presence) to Coddle Magic Item if your Magic Item responds well to your gift of gab. See Performance (Coddle Magic Item).

***Establish Storefront*** (Downtime) Make a test to establish a storefront or run a business. 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. Money you spend on Holdings is an Investment; you use the proceeds to pay for Living Expenses at the level appropriate for your Holdings (at no extra cost). You can Invest more than the indicated amount if you like, and draw from the Investment later to spend however you like (e.g., if you don’t want to carry around a bunch of cash).

If you have Noblesse-Oblige, you are expected not to work; so, you will need someone to manage your business interest for you or you suffer negative social consequences. A Frankin, Gentry, or Princeling can have Noblesse-Oblige, with the Franklin being Petty Nobility (e.g., a Knight Errant), Gentry being a Lesser Noble (e.g., a Baron), and a Princeling being a Greater Noble (e.g., a Duke). Non-noble members of the Gentry are typically referred to as Burghers. Non-noble peasant Franklins are typically referred to as Freeholders.

Effect is practically capped at 2 unless you are at least a Franklin and Effect is practically capped at 3 unless you are at least Gentry, but Mythical (6) Effect or better has an impact.

Miraculous (10) Effect: If you are Large, Medium-sized, or Small, you can spend £50,000; £10,000; or £5000 to immediately become Gentry. If you are already Gentry, you recover the 4 XP you spent to become Gentry and recover the monetary cost of becoming Gentry as “profit” when you next advance a Level. If you did not attempt Establish Storefront for an entire Level, you should attempt the test when you advance a Level; the test gains the Level-Advancement trait. Note: If you already recovered 1 of the 4 XP you spent to become Gentry, you recover 3 XP, not 4.

Miraculous (9) Effect: If you are Large, Medium-sized, or Small, you can spend £50,000; £10,000; or £5000 and 3 XP (you can accept a deficit to pay off when you gain XP later) to immediately become Gentry. If you are already Gentry, you recover 1 of the 4 XP you spent to become Gentry when you next advance a Level. If you did not attempt Establish Storefront for an entire Level, you should attempt the test when you advance a Level; the test gains the Level-Advancement trait.

Miraculous (8) Effect: If you are Large, Medium-sized, or Small, you can spend £500; £100; or £20 to immediately become a Franklin. If you are already a Franklin, you recover the 2 XP you spent to become a Franklin and recover the monetary cost of becoming a Franklin as “profit” when you next advance a Level. If you did not attempt Establish Storefront for an entire Level, you should attempt the test when you advance a Level; the test gains the Level-Advancement trait. Note: If you already recovered 1 of the 2 XP you spent to become a Franklin, you recover 1 XP, not 2.

Fanciful (7) Effect: If you are Large, Medium-sized, or Small, you can spend £500; £100; or £20 and 1 XP (you can accept a deficit to pay off when you gain XP later) to immediately become a Franklin. If you are already a Franklin, you recover 1 of the 2 XP you spent to become a Franklin when you next advance a Level. If you did not attempt Establish Storefront for an entire Level, you should attempt the test when you advance a Level; the test gains the Level-Advancement trait.

Mythical (6) Effect: If you are Large, Medium-sized, or Small, you can spend £100; £10; or £1 to immediately become a Churl. If you are already a Churl, you recover the 1 XP you spent to become a Churl and recover the monetary cost of becoming a Churl as “profit” when you next advance a Level. If you did not attempt Establish Storefront for an entire Level, you should attempt the test when you advance a Level; the test gains the Level-Advancement trait.

Apocryphal (5) Effect: If you are Gentry, you can spend £10,000,000 and 8 XP (you can accept a deficit to pay off when you gain XP later) to become a Princeling. Extravagant items you have for sale start at 200% of their actual value.

Extraordinary (4) Effect: If you are Gentry and have a Business Emporium, Fantastical Restaurant, or Extravagant Hotel, all Items you have for sale start at their actual value.

Major (3) Effect: If you are a Large, Medium-sized, or Small Franklin, you can spend £50,000; £10,000; or £5000 and 4 XP (you can accept a deficit to pay off when you gain XP later) to immediately become Gentry. If you become Gentry, you gain a Business Emporium, Fantastical Restaurant, or Extravagant Hotel in which Fine Items you have for sale start at their actual value and Extravagant Items start at 50% of their actual value.

Greater (2) Effect: If you are a Large, Medium-sized, or Small Churl, you can spend £500; £100; or £20 and 2 XP (you can accept a deficit to pay off when you gain XP later) to immediately become a Franklin and gain a small shop or inn. If you are at least a Franklin, 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.

Moderate (1) Effect: If you are Large, Medium-sized, or Small, you can spend £100; £10; or £1 and 1 XP (you can accept a deficit to pay off when you gain XP later) to immediately become a Churl (and gain a booth or corner where you are known to sell items). If you are at least a Churl, 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.

Lesser (0) Effect: 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.

***Explain Appearance*** (Action, Linguistic, Social) When working in tandem with an Ally who attempts Aura (Presence) or Authority (Presence), you can perform the “speaking part” of a Task Chain on the Ally’s behalf. Task Difficulty is the same for both you and your Ally. It takes a bit longer to complete the Task Chain when working in Tandem. Your Ally must first attempt Presence, then you do. If Explain Appearance Effect is Major than your Ally’s Presence Effect, you can spend up to one additional Action per Ally’s Presence Competence (not Effect) to increase Ally’s Competence by 1 per Action; each Action after the first does not require a test, but Ally’s Presence cannot be improved beyond the lower of Ally’s Maximum Competence and Explain Appearance Effect, no longer how long you spend explaining. The test is effective if Ally uses some other test to achieve Presence (e.g., Disguise).

### Hustle (STR)

Effective STR modifiers for Size are ignored for Hustle tests made in Aquatic Terrain. See Agility (Marine Dodge, Water Entry), Contortion (Float), and Hustle (Marine High Jump, Marine Long Jump, Swim).

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 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 do when you fail a Float test.

Flowing water can have a forced movement effect. Extraordinary Flows are down an incline and Waterfalls are a vertical drop, which can be treated as Extraordinary Flows at the drop. Waterfalls more than 60 feet high have water that eventually acquires the Falling condition; for simplicity, just assume you must swim faster than you fall if you swim up with a minimum of 40 feet (Extraordinary Flow) near the top. Most underwater environments are Lesser Difficult Terrain; it’s the surface that is frequently more difficult.

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. Do not apply the indicated penalty for Turbulence unless there is turbulence. Also, the indicated effect from Turbulence assumes maximum turbulence; it could be less. The penalty for Turbulence is in Disadvantage, but for every additional Action you take on your Turn to swim, you can reduce Disadvantage by 3. So, for example, if you can swim as a ¼ Action and spend 3 additional ¼ Actions to reduce Disadvantage by 9, you could conceivably swim in Charybdis with maximum Turbulence with Disadvantage 9. Water surfaces often have more turbulence on the surface than underneath.

Treat Terrain Difficulty as one degree less if you are on a surface for both Turbulence and Forced Movement, and you can use Counteractive Movement.

Increased Momentum is in a Momentum Vector in the direction of flow. You cannot exceed your normal Maximum Momentum – Forced Movement from flow when swimming upstream or against a current and can exceed your normal Maximum Momentum by the indicated Forced Movement when swimming downstream or with a current.

|  |  |  |
| --- | --- | --- |
| Terrain Difficulty | Turbulence | Forced Movement in Water |
| Lesser | 0 | Calm: 0 |
| Moderate\* | Disadvantage 3 | Moderate Current or Flow: +1 Momentum after each Pass |
| Greater\* | Disadvantage 6 | Greater Current or Flow: +1 Momentum every other Quaver |
| Major\* | Disadvantage 9 | Major Current or Flow (Fast Rip Current): +1 Momentum per Quaver |
| Extraordinary\* | Disadvantage 12 | Extraordinary Current or Flow; just before going over a waterfall: +2 Momentum per Quaver |
| Apocryphal\*\* | Disadvantage 15 | Maelstrom: +4 Momentum per Quaver |
| Mythical\*\* | Disadvantage 18 | Charybdis (apocryphal): +8 Momentum per Quaver |

\* 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 Moderate Flow could impose Disadvantage. Strong rip currents can be Major Currents, though most are Greater. 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; Mythical flows would rip pretty much anything to shreds and could 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 condition. You also cannot swim up a Waterfall unless you and your limbs are completely submerged. Once you gain Falling, 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 Major Current towards its center, but an Impossible Current centripetally, 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.

#### Combat Maneuver (Strenuous)

***Change Momentum*** (Basic Action, Free Action (2), Lingering, Momentum) Change Momentum is often attempted on Trivial (-2) Difficult Terrain, which will result in a corresponding improvement to Competence. Terrain Knowledge is applicable; if you lack the relevant Terrain Knowledge, you have Disadvantage 3. Increase Effect by Small rating or decrease Effect by Large rating. Decrease Competence by Encumbered rating.

Effect: You gain the Reactive Movement condition at a rating equal to Effect. See Conditions (Reactive Movement).

***Close to Disarm*** (Action, Momentum) When you move into Grapple range, attempt Close to Disarm if it is your intention to attempt Bulwark (Trap Weapon) associated with a readied weapon or Brawling Weapon Group with an open hand and, presumably, eventually, Athletics (Grab to Disarm) and Might (Disarm). You can also Close to Disarm into a Square Adjacent to Target, but the subsequent Trap Weapon test will have a penalty.

Effect: Add Effect -2 to a subsequent Bulwark (Trap Weapon) test. If you have Momentum 1 or more in direction of Target, you must reduce Momentum to 0 with this test to derive any benefit from it; reduce Momentum by 1 per Effect. If you have Momentum 0, you can still move 1 Square into Grapple range with Target.

***Close to Trip*** (Action, Momentum) When you move into (or are already in) Grapple range, attempt Close to Trip if it is your intention to attempt Bulwark (Unbalance Target) and, presumably, eventually, Athletics (Grab to Trip) and Might (Trip). You can also Close to Trip into a Square Adjacent to Target, but the subsequent Unbalance Target test will have a penalty.

Effect: Add Effect -2 to a subsequent Bulwark (Unbalance Target) test. If you have Momentum 1 or more in direction of Target, you must reduce Momentum to 0 with this test to derive any benefit from it; reduce Momentum by 1 per Effect. If you have Momentum 0, you can still move 1 Square into Grapple range with Target.

***Impede*** (Action) Impede opposes Agility (Close to Pass).

#### Natural Weapon Damage (Action, Attack, Strenuous)

Hustle (Natural Weapon Damage) is the Damage test when using a Natural Weapon, Open Hand, or an Armor Spike, Armor Surface, or Bladed Vambrace.

Effect: You inflict 2Effect hp damage with an applicable weapon.

#### Plod (Move, Strenuous)

***Burrow*** (Basic Downtime, Manual) Most creatures burrow orders of magnitude more slowly than they can run. Indeed, a rough metric is about 4000 times slower than running. To make meaningful progress, you may need to take a Hustle (Burrow) Action as a Downtime Action.

Although Burrow is like other Hustle Actions, Burrow Speed is measured in Squares, rather than Momentum. You must also take an Action to move through your tunnel as you burrow it, but the speed you need to achieve is usually nominal (and can be ignored).

Tunnels from burrowing are often unstable and prone to collapse. To make a tunnel safe, you must attempt a Crafting (Miner) test.

Effect: Burrow 1 Square per ½ Effect. Keep track of fractions for long tunnels. You can Burrow 8x faster if you can burrow in a Major (3) Constrained Space, but the tunnel you create is 1 Size smaller than your Size, and 64x faster if you can burrow in a Extraordinary (4) Constrained Space, but the tunnel you create is 2 Sizes smaller than your Size. See Contortion (Squeeze). Note: If you can burrow 64x faster, you can take a Downtime Action as an Intermission Action (or an Intermission Action as an (Encounter) Action) and burrow 1 Square per ½ Effect.

***Hike*** (Basic Action, Lingering) Hike is essentially the same as Hustle (Change Momentum) and Hustle (Speed) but you attempt the test when on an Incline. You can treat Moderate to Extraordinary Difficult Terrain due to incline as one degree lower if you use one hand to assist when hiking (including using a walking stick) when attempting to Change Momentum, but not when attempting to Sprint.

You can use Athletics (Climb) to climb a wall or ceiling; if you use your hands, use Athletics (Climb) instead of Hustle (Hike). Difficult Terrain due to incline is two degrees lower for Climb as it is for Hike. Mythical Terrain for hiking is either a wall, reverse incline, or ceiling, each of which is considered equally Mythical. The Horizontal Speed Adjustment is between 0 (for a wall) and 1 (for a Ceiling), with any value from ¼ to ⅞ in between.

Horizontal Speed Multiple assumes you are moving up or down, not across the incline. If you move across the incline, there is no Horizontal Speed Adjustment, but treat terrain difficulty as +1 (worse) for the purpose of Balance. You must succeed on an Agility (Balance) test whenever you attempt a physical action other than Hike (Change Momentum).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Incline | Task Difficulty | Rise over Run | Horizontal Speed Multiple | Elevated Squares Traversed | Balance |
| Lesser (0) | 0 | 1/8 | 1 (Negligible) | 1 every 8 squares | Trivial |
| Moderate (1) | 1 | 1/4 | 1 (Negligible) | 1 every 4 squares | Minor |
| Greater (2) | 2 | 1/2 | ⅞ | 1 every 2 squares | Lesser |
| Major (3) | 3 | 1/1 | ¾ | 1 per square | Moderate |
| Extraordinary (4) | 4 | 2/1 to 4/1 | ½ or ¼ | 2-4 per square | Greater |
| Apocryphal (5) | 5 | 5/1 or more | ¼ or ¼ | 5-8 per square | Major |
| Mythical (6) | 6 | Variable | Variable | Variable | Extraordinary |

\* If designed for creatures of your size, stairs turn Greater Terrain into, effectively, Minor Terrain, but with ⅞ Horizontal Speed Multiple. Such stairs are Moderate 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 Greater 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 | Inconsequential | Inconsequential | 3 Squares | 1/2 | 1 every 2 squares | Double-Elevated |
| Diminutive | Inconsequential | Inconsequential | 2 Squares | 1/2 | 1 every 2 squares | Elevated |
| Tiny | Inconsequential | Inconsequential | 1 Square | 1/2 | 1 every 2 squares | 2/5 Square |
| Small | Moderate | Lesser | 2/5 Square | 1/2 | 1 every 2 squares | 1/5 Square |
| Medium | Lesser | Moderate | 1/5 Square | 1/2 | 1 every 2 squares | 1/10 Square |
| Large | Moderate | Greater | 1/10 Square | 1/2 | 1 every 2 squares | 1/20 Square |
| Huge+ | Greater | n/a | n/a | 1/2 | 1 every 2 squares | n/a |

\*\* If designed for creatures of your size, angle ladders turn Major Terrain into, effectively, Moderate Terrain, but with ¾ Horizontal Speed Multiple.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Size | Incline | Surface Area | Step Depth | Rise over Run | Elevated Squares Traversed | Step Height |
| Fine | Inconsequential | Inconsequential | 2 Squares | 1/1 | 1 per square | Double-Elevated |
| Diminutive | Inconsequential | Inconsequential | 1 Square | 1/1 | 1 per square | Elevated |
| Tiny | Inconsequential | Lesser | 2/5 Square | 1/1 | 1 per square | 2/5 Square |
| Small | Greater | Moderate | 1/5 Square | 1/1 | 1 per square | 1/5 Square |
| Medium | Moderate | Greater | 1/10 Square | 1/1 | 1 per square | 1/10 Square |
| Large | Greater | Greater | 1/20 Square | 1/1 | 1 per square | 1/20 Square |
| Huge+ | Major | n/a | n/a | 1/1 | 1 per square | n/a |

Effect: As for Hustle (Speed). Reduce Momentum by 1 at the end of each Pass when on Apocryphal Terrain due to Incline; if Momentum is reduced to 0, you fall Prone. Reduce Momentum by 2 at the end of each Pass when on Mythical Terrain due to Incline; if Momentum is reduced to 0, you “fall Prone” and must attempt Athletics (Grab to Hold On) with your next Action or acquire Forced Movement (Gravity).

Negative Effect: Fall Prone on Major or Extraordinary Terrain or acquire Forced Movement (Gravity) on Impossible Terrain.

***Trudge*** (Basic Action) Trudge is like Hustle (Speed) but is used in “bad terrain” and does not require the Reactive Movement condition like Sprint. To Trudge, 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 Agility (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 burrowing if you are covered in an avalanche; the GM may adjust for packed or powdery snow.

If you enter Bad Terrain or have Momentum 0 on Bad Terrain, you are treated as “Grabbed” by the Bad Terrain, lose the Reactive Movement condition if you have it, and you must attempt a Trudge test to free yourself. You can then attempt Trudge to gain a Momentum Vector as described for Hustle (Speed). If you wish, while you have a Momentum Vector, you can attempt Hustle (Change Momentum) to acquire the Reactive Movement condition.

If you Trudge on an incline, add Disadvantage for “bad terrain” only if it makes sense to do so. (The GM will often use less than the sum of Task Difficulties for Terrain under certain conditions, particularly for sticky surfaces or surfaces into which you can kick footholds, like snow.)

If your feet are touching a surface that gives you traction (excluding surfaces that are Tacky, Sticky, Adhesive, or the like), reduce Task Difficulty by ½ Default Sinking rating, but no lower than Greater (2) Task Difficulty; if you could reduce Task Difficulty by ½ (because you have Default Sinking 1 or 3), you also reduce Disadvantage by 3 for Trudge.

|  |  |  |
| --- | --- | --- |
| Bad Terrain | Task Difficulty | Example or Notes |
| Moderate (1) | 1 | Tacky; ankle-deep in water, sand, snow, or quicksand |
| Greater (2) | 2 | Sticky; knee-deep in water or quicksand; ankle-deep in mud or lava |
| Major (3) | 3 | Adhesive; waist-deep in water or quicksand |
| Extraordinary (4) | 4 | Spiderweb (for prey of your size); submerged (or neck-deep) in water or quicksand; knee-deep in sand, mud, or snow\* |
| Apocryphal (5) | 5 | Feet entangled in spiderweb; waist-deep in sand, thick mud, or snow; knee-deep in lava\* |
| Mythical (6) | 6 | Alchemical glue; submerged (or neck-deep) in sand, mud, or snow; waist-deep in lava\* |
| Fanciful (7) | 7 | Submerged (or neck-deep) 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. 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 Major density than you, so you generally do not sink more than waist-deep in lava (and even that likely requires you jump into it from high above) 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.

#### Speed (Momentum, Move, Strenuous)

***High Jump*** (Basic Action) You must have a Momentum Vector to leap (mostly) vertically. 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 to grab a ledge 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 (or on your feet if you are highly skilled).

Miraculous Effect (8): You can leap onto an Adjacent Septuple-Elevated Square, leap up and land prone in an Adjacent Octuple-Elevated Square, or gain Forced Movement (Gravity) in the Octuple-Elevated Square above the Square from which you jumped. You have a ¼ Action when you reach the Sextuple-Elevated Square, during which time you are Airborne with upward momentum.

Fanciful (7) Effect: You can leap onto an Adjacent Quadruple-Elevated Square, leap up and land prone in an Adjacent Quintuple-Elevated Square, or gain Forced Movement (Gravity) in the Quintuple-Elevated Square above the Square from which you jumped.

Mythical Effect (6): You can leap onto an Adjacent Triple-Elevated Square, leap up and land prone in an Adjacent Quadruple-Elevated Square, or gain Forced Movement (Gravity) in the Quadruple-Elevated Square above the Square from which you jumped.

Impossible (Apocryphal) Effect (5): You can leap onto an Adjacent Double-Elevated Square, leap up and land prone in an Adjacent Triple-Elevated Square, or gain Forced Movement (Gravity) in the Triple-Elevated Square above the Square from which you jumped.

Extraordinary (4) Effect: You gain Forced Movement (Gravity) in the Double-Elevated Square above the Square from which you jumped.

Major (3) Effect: You can leap up and land prone in an adjacent Double-Elevated Square.

Greater (2) Effect: You can leap onto an adjacent Elevated Square.

Moderate (1) Effect: You gain Forced Movement (Gravity) in the Elevated Square above the Square from which you jumped. You can take your next ¼ Action as normal (e.g., to Grab a Ledge).

Lesser (0) Effect: 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.

Negative Effect: You leap ½ Square up but cannot move horizontally or grab a ledge; making your leap useless unless someone grabs you.

***Long Jump*** (Basic Action) You must have a Momentum Vector to leap (mostly) horizontally. Upward and downward Momentum is generally ignored for Long Jump, though if you jump onto a square that does not have a surface, you are treated as if you started falling from the apex of your leap and your Momentum from the jump will continue to propel you forward in accordance with your Momentum Vector. So, you might be able to jump further than normal if you leap from an Elevated Square onto one below.

Impossible (5+) Effect: Airtime is ½ second + ¼ second per Effect. An 8-Square Leap elevates for 1 Square, clears an Elevated Square, clears 3 double-Elevated Squares, clears an Elevated Square, and decreases elevation across a Square before you land in the 8th Square. A 10-Square Leap clears an Elevated Square, a triple-Elevated Square, 5 quadruple-Elevated Squares, a triple-Elevated Square, and an Elevated Square before landing in the 10th Square. You can accept a -1 Effect Penalty per reduction in Elevated Squares you must clear. For example, you could accept a -1 Effect Penalty to clear only single-Elevated Squares with an 8-Square leap or a -2 Effect Penalty to avoid clearing any Elevated squares.

Effect: Airtime is ¼ second + ¼ second per Effect. While you are Airborne, you traverse distance using Momentum. For every 1 Momentum you have, you can leap 1 Square per ½ second of Airtime. A 5-Square or less leap does not clear any Elevated Squares. A 6- (or 7-) Square leap for maximum distance elevates for 1 Square, clears 3 (or 4) Elevated Squares, and decreases elevation across 1 Square before you land in the 6th Square. A ¼ second Airtime is usually insufficient to clear even one Square, but Large creatures may be able to clear one or more Medium-sized Squares.

***Marine High Jump*** is the aquatic equivalent of Hustle (High Jump), but you Marine High Jump out of water using Momentum you built up from Swimming.

***Marine Long Jump*** is the aquatic equivalent of Hustle (Long Jump), but you Marine Long Jump out of water using Momentum you built up from Swimming.

***Run*** (Basic Intermission) You move 1280 feet (about ¼ mile), which is equivalent to maintaining a Momentum 1 Sprint for an Intermission, and you must attempt Constitution (Endurance). Although you can take multiple Run tests in Intermission, you generally cannot do better with 3 Actions than with 2 unless you are superhuman. See Constitution (Endurance) for more details.

***Sprint*** (Basic Action) You must have the Reactive Movement condition to attempt a Sprint test; attempt a Change Momentum test instead if you do not. When you acquire a Momentum Vector from Sprint, make a note of the Direction and Current Momentum (speed) of your Momentum Vector. If you have Momentum at the start of your Turn and do not use a Sprint Action to maintain it (which is automatically successful), reduce Momentum by 1 at the end of your Turn. You can only Sprint in Lesser (0) Terrain or better; see Agility (Balance), Hustle (Hike), and/or Hustle (Trudge).

Increase Effect by Small rating or decrease Effect by Large rating. Decrease Competence by Encumbered rating.

**Momentum 1**: Move 1 Square per Pulse. If you are moving in a diagonal direction (which costs 1.5 times the usual Momentum), move one Square during your first, third, and fourth Pulses but do not move during your second Pulse.

**Momentum 2**: Move 2 Squares per Pulse. If you are moving in a diagonal direction (which costs 1.5 the usual Momentum), move two Squares during your first Pulse and one Square during your second, third, and fourth Pulses. Momentum 2 counts as two Strenuous Actions per Pass it is maintained.

**Momentum 3**: Move 3 Squares per Pulse in a non-diagonal direction or 2 Squares per Pulse in a diagonal direction. Momentum 3 or more counts as three Strenuous Actions per Pass it is maintained.

Impossible (5+) Effect: Increase Current Momentum to 2Effect-3 in the direction of the Momentum Vector. If you run into an unyielding surface, you will likely take the equivalent Falling Damage.

Extraordinary (4) Effect: You gain a Momentum Vector with Current Momentum 3. If you enter Terrain more difficult than original Terrain Difficulty, reduce Current Momentum to 2.

Moderate (1) Effect: You gain a Momentum Vector with Current Momentum 2. Keep track of original Effect; if you enter Terrain more difficult by as many Degrees as original Effect, reduce Current Momentum to 1.

Effect: You gain a Momentum Vector with Current Momentum 1. If you already have Momentum 1, you can increase Current Momentum to 2.

Negative Effect: You gain a Momentum Vector with Current Momentum 1.

***Swim*** is the aquatic equivalent of Hustle (Change Momentum) and Hustle (Sprint or Trudge, depending upon Terrain Difficulty for you), but it has the Manual trait, and you can only attempt it if you have the Float condition. If you do not have a Tail, Fins, or the equivalent, the top Square of a Fluid is Moderate (1) Difficult Terrain and Squares under the surface Square are Greater (2) Difficult Terrain when attempting to Swim; most creatures who can swim but are not native to marine environments swim slower underwater. With Jet Propulsion, the top Square of a Fluid is Moderate (1) Difficult Terrain but Squares under the surface Square are Lesser (0) Difficult Terrain. Swim loses the Manual Trait if you have a Tail, Fins, Jet Propulsion, or the equivalent.

### Lore (PER)

***Compute Trajectory*** You can use Lore instead of Mechanics if you have Traditional Mechanics.

***Create Value*** You can use Lore instead of Alchemy, Biology, or Mechanics if you have Traditional Alchemy, Traditional Medicine, or Traditional Mechanics.

You can also Create Value to increase the value of a creature like the way Alchemy, Biology, Philosophy, and Mechanics are used to Create Value for items. Success teaches a creature 1 Trick. 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 6 tricks must generally be Drop Prone, Leap, Seek, Stand, Stride, Strike. The 7th and later tricks include any actions the creature can perform.

***Diagnose, Physiological*** You can use Lore instead of Biology if you have Traditional Medicine.

***Diagnose, Psychological*** You can use Lore instead of Biology if you have Traditional Medicine.

***Disguise*** You can use Lore instead of Alchemy if you have Traditional Alchemy.

***Find Food (aka “Forage”)*** (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. Scarcity acts as both Task Difficulty and impacts how much food you find, making it especially impactful on Foraging tests. If you Forage as a Downtime Action, multiply the amount of food you find by 64.

Effect: If Effect = Scarcity, you find ¼ the necessary food for a Medium creature. 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. If Effect > Scarcity, double the amount of food you find for each Effect over Scarcity. If Effect < Scarcity, halve the amount of food you find for each Effect under Scarcity.

Negative Effect: You are poisoned or contract a Disease.

***Find 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 must 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., Lesser Scarcity reduces the raw materials you can find by 1/10, Moderate Scarcity by 1/100, …, Extraordinary Scarcity by 1/100,000). If you also have Geology (for gathering minerals) or an applicable Elementalism or Physiology Knowledge, cut the Scarcity penalty in half (e.g., Lesser Scarcity reduces the raw materials you can find by 1/5, Moderate Scarcity by 1/50, …, Extraordinary Scarcity by 1/50,000). Scarcity is usually different for different types of Raw Materials.

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. Signs of raw materials that require mining can be found, but you may need an additional Craft (Miner) test to gather them.

Impossible (5+) Effect: £2 x 10Effect-6 gathered raw materials (£5 x 10Effect-5 as a Downtime Action), which include raw materials suitable for crafting any item.

Extraordinary (4) Effect: £0.2 gathered raw materials (£5 as a Downtime Action), which include raw materials suitable for crafting Extraordinary Items.

Major (3) Effect: £0.02 gathered raw materials (£0.5 as a Downtime Action), which include raw materials suitable for crafting Major Items.

Greater (2) Effect: £0.002 gathered raw materials (£0.05 as a Downtime Action), which include raw materials suitable for crafting Greater Items.

Moderate (1) Effect: Raw materials are suitable for crafting a Moderate Item but have no appreciable value.

Lesser (0) Effect: Raw materials are only suitable for crafting Lesser Items and have no appreciable value.

***Find Shelter*** (Intermission) Find Shelter functions much like Find Food, 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 Trail*** is equivalent to a Gather Information test that can be used only to find the trail of a person. The “datastore” when attempting Find Trail is the local environment, can only succeed if Target passed through it, and does not include questioning locals (which is an actual Gather Information test). If Target is going to a place you want to find, you can indirectly use Find Trail to find the place, of course.

***Find Water*** (Intermission) Find Water functions much like Find Food, 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.

***Handle Creature***: You can attempt Lore instead of Empathy (Handle Creature) when commanding Familiars.

***Heal, Physiological*** You can use Lore instead of Biology if you have Traditional Medicine.

***Heal, Psychological*** You can use Lore instead of Biology if you have Traditional Medicine.

***Indirect Fire*** You can use Lore instead of Mechanics if you have Traditional Mechanics.

***Mask Chemical Signature*** You can use Lore instead of Alchemy if you have Traditional Alchemy

***Spellcasting (Envision)*** You can use Lore instead of Mechanics if you have Traditional Mechanics.

***Spellcasting (Material)*** You can use Lore instead of Alchemy if you have Traditional Alchemy.

***Stabilize*** You can use Lore instead of Biology if you have Traditional Medicine.

***Treat Symptoms*** You can use Lore instead of Biology if you have Traditional Medicine.

### Mechanics (INT)

#### Compute (Action)

***Compute Trajectory*** Compute Trajectory must be attempted after Observation (Aim). Reduce Disadvantage for range by Effect x2, which stacks with reduced Disadvantage for Observation (Aim).

***Indirect Fire*** If you are using an Alchemical Sling or Bomb, you can lob the Bomb such that it arcs and lands in a Target Square. You can also use Indirect Fire with Projectile Weapons that have an AoE, potentially reducing Velocity to reduce Flight Time (e.g., with a Bow or Sling, but generally not with a Crossbow or Firearm). Indirect Fire caps a subsequent Athletics (Strike) or Tool Use (Shoot) test and ignores Cover if it the arc takes it over the Cover.

***Mathematics*** (Action, Mental) Attempt a Mechanics test to decipher logical, mathematical, or otherwise technical codes or to do complex math. This is like Philosophy (Pedagogy) but use Mathematics Effect.

#### Craft

***Create Value*** (Downtime, Manual, Tools) to craft items not covered by Alchemy, Philosophy, or Biology. See Property (Crafting).

***Technical Analysis*** (Intermission, Mental) Attempt a Mechanics test on a damaged or broken object to determine the cause of damage. This is treated as a first attempt at a Gather Information test that can only be followed up with an actual Gather Information test, a Crafting test that acts as Gather Information associated with weapons or substances that may have contributed to damage, or a Disable or Repair test. 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, which does not gain a bonus as indicated for Effect (though a subsequent Mechanics test would). You cannot use Traditional Mechanics for Technical Analysis. Technical Analysis can also be used to analyze evidence at a scene to learn about objects or materials that were used, generally as Intermission or Downtime Actions and which requires Criminology Knowledge.

Effect: You can identify simple items. For items with Complexity. Also, for each Effect over Complexity, you gain +1 Competence on Tool Use (Mechanician) tests and for each Effect below Complexity, you have -1 Competence on Tool Use (Mechanician) tests. Similarly, for Decryption, for each Effect over Complexity, you gain +1 Competence on Mathematics tests and for each Effect below Complexity, you have -1 Competence on Mathematics tests.

#### Envision (Action, Mental)

***Counterspell*** You must be able to detect a Target Spell to use Counterspell. Cast a Spell that matches Target Spell normally but, instead of Mechanics (Envision), attempt Mechanics (Counterspell).

Effect: Suppress Complexity of the Target Spell by Counterspell Effect and Suppress Effect of the Target Spell by Empower Effect. Suppression lasts until the end of the encounter. If Complexity or Effect of the Target Spell is suppressed to a negative value, the Spell is countered (and ends).

***Spellcasting (Envision Component)*** Declare a spell you intend to cast and its complexity. The complexity you attempt is Task Difficulty.

Effect: Your spell has the Complexity you declared for it. The amount by which you succeed the test is irrelevant.

Negative Effect: Your spellcasting attempt fails.

#### Taxonomy (Basic Action, Mental, Signature)

You recall knowledge about general (equivalent to “species”) or specific (equivalent to “race or breed”) about physical (and psychological, if applicable) characteristics of items, materials (including Special Materials), Elementals, Golems, or other nonbiological creatures. This is like Philosophy (Pedagogy) but use Taxonomy Effect.

### Might (STR)

#### Combat Maneuver

***Disarm*** (Action, Attack) After a successful Athletics (Grab to Disarm or Engage Weapon to Disarm), you can attempt to Disarm Target. If Target is larger than you, you have a penalty to Effect equal to 2Target Size – your Size. (There is no penalty if you and Target are the same Size.) Disarm is opposed by Might (Resist Disarm).

Impossible (5+) Effect: You can cause the weapon to fly up to 1 Square per Effect if Effect > Limited Clumsy & Enfeebled condition associated with the weapon. (If the weapon flies to an Ally, the Ally may be able to attempt a test to catch it.)

Extraordinary (4) Effect: You can take away a two-handed weapon or cause the weapon to fly into a Square of your choice that is Adjacent to Target if Effect > Limited Clumsy & Enfeebled condition associated with the weapon.

Major (3) Effect: Target drops a two-handed weapon if Effect > Limited Clumsy & Enfeebled condition associated with the weapon.

Greater (2) Effect: You can take away an Unready weapon or one-handed weapon or cause the weapon to fly into a Square of your choice that is Adjacent to Target if Effect > Limited Clumsy & Enfeebled condition associated with the weapon.

Moderate (1) Effect: Target drops a one-handed weapon or must remove one hand from a two-handed weapon (making the weapon Unready) if Effect > Limited Clumsy & Enfeebled condition associated with the weapon.

Effect: Target increases Limited Clumsy & Enfeebled condition by Effect.

***Resist Disarm*** (Basic Action, Manual) Resist Disarm is used to oppose a Might (Disarm) test.

***Swing*** (Action, Manual, Attacking with a Weapon with the Swung Trait) You may precede a Swing test with a Might (Wind Up) test and always follow with an Athletics (Strike) test. Task Difficulty is the first Damage value of your Weapon. For example, a weapon that inflicts 2+1 Damage would have a Damage value of 3 and a first Damage value of 2.

Effect: Add first Damage value of Weapon to Might (Weapon Damage) Effect.

Negative Effect: Add (negative) Effect to Athletics (Strike).

***Trip*** (Action, Attack) After a successful Athletics (Grab to Trip or Engage Weapon to Trip), you can attempt to knock Target Prone and may inflict Falling Damage. If Target is larger than you, you have a penalty to Effect equal to 2Target Size – your Size. (There is no penalty if you and Target are the same Size.) Trip is opposed by Bulwark (Resist Trip).

Moderate Effect (1+): Target gains Forced Movement -2Effect-1, which is at least sufficient to knock Target Prone and may inflict Falling Damage. 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).

Effect: Target increases Hobbled condition by Effect -1. If Target has Counteractive Momentum from Bulwark (Stand Ground), Target can choose to reduce Effect by 1 per Counteractive Momentum they spend and can reduce Effect below 0 if desired. Convert up to Effect of the Hobbled condition rating into downward Momentum. Target takes 4 x Momentum Damage (which is not adjusted for Size) and falls Prone.

***Weapon Trip*** (Action, Attack, Manual, Weapon has the Trip Trait) After a successful Engage Weapon to Trip, you can attempt Might (Weapon Trip) vs. Hustle (Resist Trip).

Impossible (5+) Effect: Your Trip Attack, if successful, inflicts Forced Movement of -2 per Effect.

Effect: Your Trip Attack, if successful, inflicts Forced Movement -1 (down) -1 per Effect. 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.

#### Feat of Strength

***Break out of Restraint*** (Basic Action, Strenuous) Task Difficulty is equal to the Degree of the Restraint. For example, you can break out of a Lesser (0) Restraint with Effect 0. Device (and perhaps unusual Restraints imposed by creatures) can have a different Break and Escape Task Difficulty.

Effect: You break out of the Restraint. If it was a device, it might be broken now.

***Carry*** (Basic Action) Unlike most skills, you do not roll Carry; you can carry a set amount that depends on Bulwark and Might. Your Carry rating is the sum of Bulwark and Might and you gain +4 Carry for each rating of Small (because Small creatures can carry more weight relative to their own weight) or -4 Carry for each rating of Large. 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; more generally, divide 16 lbs. by 8 per Size rating less than Medium and multiply by 8 per Size rating Major than Medium. The weight of a creature of your size is 10 Stone.

Anything less than Encumbered 1 means you are not Encumbered. Encumbered 3 is also indicative of the maximum weight you can lift overhead. Encumbered 5 is also indicative of the maximum weight you can deadlift.

Encumbered rating is Task Difficulty for Agility, Athletics (Mobility), Constitution (Endurance), Contortion, Hustle (Combat Maneuver, Plod, Speed), Might (Hold On), and Sleight of Hand (Finesse, Thievery); you also double the rate of fp loss in Encounter Mode per rating. Depending on the nature of your Encumbrance, you may have increased Default Sinking (even at Encumbrance 0 if you are relatively strong and carrying dense materials), Deception (to avoid notice), and Performance (if appropriate). Your Momentum Multiple is multiplied by Encumbered rating (or x3.5 with Encumbered 4 or x4 with Encumbered 5) for the purposes of determining Momentum when you impact or are impacted by Target (or an Object) but not for the purpose of determining Speed. Treat any effective Momentum of less than 1 as 1.

You can rarely achieve a “perfect position” for a Dead Lift, which means you will typically have a penalty to your Carry rating unless the load is carefully packed. “Perfect position” is equivalent to the mass being worn like armor; you have no penalty to Carry for such mass. If Carry falls between multiples of 4, you can Carry in ¼ increments. For example, if you have Carry 13, you can Dead Lift 10 Stone (one ¼ increment between Carry 12 and Carry 16).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Carry | Momentum Multiple | Encumbered 1 | Encumbered 2 | Encumbered 3 | Encumbered 4 | Encumbered 5 |
| 0 | 0 | >0 Stone | >¼ Stone | >½ Stone | >¾ Stone | 1 Stone |
| 4 | 0 | >¼ Stone | >½ Stone | >1 Stone | >1.5 Stone | 2 Stone |
| 8 | 0 | >½ Stone | >1 Stone | >2 Stone | >3 Stone | 4 Stone |
| 12 | 0 | >1 Stone | >2 Stone | >4 Stone | >6 Stone | 8 Stone |
| 16 | ⅜ | >2 Stone | >4 Stone | >8 Stone | >12 Stone | 16 Stone |
| 20 | ¾ | >4 Stone | >8 Stone | >16 Stone | >24 Stone | 32 Stone |
| 24 | 1.5 | >8 Stone | >16 Stone | >32 Stone | >48 Stone | 64 Stone |
| 28 | 3 | >16 Stone | >32 Stone | >64 Stone | >96 Stone | 128 Stone |
| 32 | 6 | >32 Stone | >64 Stone | >128 Stone | >192 Stone | 256 Stone |
| 36 | 12 | >64 Stone | >128 Stone | >256 Stone | >384 Stone | 512 Stone |
| 40 | 25 | >128 Stone | >256 Stone | >512 Stone | >768 Stone | 1k Stone |
| 44 | 50 | >256 Stone | >512 Stone | >1k Stone | >1.5k Stone | 2k Stone |
| 48 | 100 | >512 Stone | >1k Stone | >2k Stone | >3k Stone | 4k Stone |
| 52 | 200 | >1k Stone | >2k Stone | >4k Stone | >6k Stone | 8k Stone |
| 56 | 400 | >2k Stone | >4k Stone | >8k Stone | >12k Stone | 16k Stone |
| 60 | 800 | >4k Stone | >8k Stone | >16k Stone | >24k Stone | 32k Stone |
| 64 | 1600 | >8k Stone | >16k Stone | >32k Stone | >48k Stone | 64k Stone |

***Lift*** (Basic Action, Strenuous) 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; more generally, divide 16 lbs. by 8 per Size rating less than Medium and multiply by 8 per Size rating Major than Medium. The weight of a creature of your size is 10 Stone.

***Shove*** (Action, Attack, Momentum, Strenuous) A “perfect” Shove imparts your Momentum onto Target. Might is used when you are trying to provide some upward momentum to Target to move them back. If you are smashing into an Obstacle, use Bulwark (Brute Force) instead. You can also use Shove to throw a willing or incapacitated Target or an object of your Size or smaller, substituting spin to generate Momentum.

Effect: Target acquires ½ your Momentum +¼ your Momentum per Effect as Forced Movement in the direction of your Momentum Vector. Reduce your Momentum by the amount you transferred to Target. Note: If Target is larger than you, it acquires only ¼ transferred Momentum and you lose all Momentum. On the other hand, if Target is smaller than you, it acquires 4x your Momentum as Forced Movement and you must retain ½ of the Momentum you intended to transfer. If Target is two Sizes larger than you, it acquires only 1/64 transferred Momentum, which is likely negligible. If Target is two sizes smaller than you, it acquires 4x your Momentum as Forced Movement and you retain all Momentum (the amount you lose is negligible).

***Wind Up*** (Action, Manual, Strenuous, Attacking with a Weapon with the Swung Trait) Wind Up must precede a Swing test, but is optional. Add Effect to Swing test Effect.

#### Grip (Manual, Strenuous)

***Draw, Bow*** (Action, Preparing to Attack with a Shortbow or Longbow) Add the lower of Effect or ‘n’ to Damage, where for a Shortbow or Longbow ‘n’ is the first Damage value (e.g., a weapon that inflicts 2+0 Damage would have n=2). However, if ‘n’ is less than the first Damage value, subtract the difference from Weapon Attack Effect.

***Draw, Crossbow*** (Action, Preparing to Reload a Crossbow) Add Effect/n to cumulative Draw rating, which starts at 0, where for a Crossbow ‘n’ is the second Damage value (e.g., a weapon that inflicts 0+1 Damage would have n=1). When cumulative Draw rating = n, the Crossbow is cocked and can be reloaded. If n = 0, the Crossbow is cocked regardless of Effect. Treat n as -1 for determining cumulative Draw rating if you use a Lever or Goat’s Foot (or -2 if you use both), but both take an Action to use. Treat n as ½ if you use a Cranequin, which takes 16 Actions to use. Treat n as ¼ if you use a Windlass, which takes an Intermission Action to use. A Cranequin or Windlass allows you to retain fractional Effect for adding to cumulative Draw rating, but a Lever and/or Goat’s Foot does not.

***Hold On*** (Basic Action) You normally attempt a Might (Hold On) test after a successful Athletics (Grab to Hold On), Sleight of Hand (Grab a Ledge). Task Difficulty is equal to Momentum.

Effect: Reduce Momentum to 0. You take damage if you would have taken Falling Damage at the arrested Momentum.

***Improve Grip*** (Action) After you Grab to Restrain, you can improve the degree of Restraint imposed on Target, which is initially Lesser (0). You cannot normally improve grip when you grab with a weapon. Improve Grip can be opposed by Contortion (Escape) but Target can also attempt Might (Break Out of Restraint) later. If you are happy with the Degree of the Restraint, you can take Improve Grip as an Action each Turn without a test and Target cannot oppose it. If you are unhappy with the Degree of the Restraint, you can take Improve Grip with a test, but Target can oppose with Contortion (Escape). If you do not attempt Improve Grip every Turn, Target can attempt Contortion (Escape) or Might (Break Out of Restraint) with an automatic success, though e must still take the Action.

Effect: Your grip is a Restraint equal to Effect.

Negative Effect: Target is no longer Grabbed (nor Restrained).

#### Weapon Damage (Basic Action, Attack, Strenuous)

Piercing weapons have +2 Effect from Penetration and Chopping and Slashing Weapons have +1 Effect from Penetration unless Target has Deflection. Weapon Damage is opposed by Bulwark (Damage Reduction). Add second Weapon Damage value to Competence. If a Swung weapon, add the value indicated for Might (Swing) to Effect. Use Hustle (Natural Weapon Damage) instead if using a Natural Weapon or an Armor Spike, Armor Surface, or Bladed Vambrace. You can use Might or Hustle when making an Open Hand attack.

Effect: You inflict 2Effect hp of damage with a Melee or Thrown Weapon. If Target is the same Size as you, you used a Swung Weapon to attack (excluding Slashing), and you achieve Competence 3 or higher, Target reduces the Reactive Movement condition, if any, by ⅓ Competence even if e takes no damage. If Target is smaller than you and you used a Swung Weapon to attack (excluding Slashing), Target reduces the Reactive Movement condition, if any, by 1 per your Competence with Weapon Damage and gains Forced Movement (⅓ Competence) even if e takes no damage.

### Observation (PER)

Observation can be attempted on a Target using any senses you have. The test is often chained to an INT-based test, which is capped by Observation Effect.

***Detecting Features*** If you have Detected Stimuli in association with Target, you can Appraise, Assay, or Assess to detect superficial Features. Features are measured in “Bulk,” which is an abstraction that represents how hard is it to notice a feature (or corresponds to actual Bulk, with concealed items having an effective Bulk that is lower than actual Bulk). INT-based tests are limited by Effect because you need to detect the Features to know anything about them.

**Optical Feature Examples**: 4 Bulk Features are items that 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-Lesser amount of surface area. Negligible Features range from Negligible (Minor), which is roughly equivalent to spotting an item of Negligible Bulk (unconcealed) or to recognize faces if you see them up close again later, to Negligible (Mythical), which allows you to “observe” 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 |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor or less | No Penalty | 0 | 0 | 0 | 0 | 0 | -1 | -2 | -3 | -4 | n/a |
| Lesser | -1 Result | -1 | -1 | -1 | -1 | -2 | -3 | -4 | -5 | n/a | n/a |
| Moderate | -2 Result | -2 | -2 | -2 | -3 | -4 | -5 | -6 | n/a | n/a | n/a |
| Greater | -3 Result | -3 | -3 | -4 | -5 | -6 | -7 | n/a | n/a | n/a | n/a |
| Major | -4 Result | -4 | -5 | -6 | -7 | -8 | n/a | n/a | n/a | n/a | n/a |
| Extraordinary | -5 Result | -6 | -7 | -8 | -9 | n/a | n/a | n/a | n/a | n/a | n/a |
| Impossible | -7 Result | -8 | -9 | -10 | n/a | n/a | n/a | n/a | n/a | n/a | n/a |

In addition to the penalty to Effect indicated in the table above for distance, you have -3 Effect with Detected Stimuli 1, -2 Effect with Detected Stimuli 2, and -1 Effect with Detected Stimuli 3, but no additional penalty for Detected Stimuli 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 Infravision. 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 Lesser Concealment, -2 for Moderate, -4 for Greater, …). 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 | Major | Extraordinary | Impossible | Mythical |
| Adjacent | Lesser | Lesser | Lesser | Lesser | Lesser | Lesser | Min | Les | Mod | Major | Extraordinary | Impossible | Mythical |
| 10’ | Lesser | Lesser | Lesser | Lesser | Lesser | Lesser | Min | Les | Mod | Major | Extraordinary | Impossible | Mythical |
| 20’ | Lesser | Lesser | Lesser | Lesser | Lesser | Lesser | Min | Les | Mod | Major | Extraordinary | Impossible | Mythical |
| 40’ | Lesser | Lesser | Lesser | Lesser | Lesser | Lesser | Min | Les | Mod | Major | Extraordinary | Impossible | Mythical |
| 80’ | Lesser | Lesser | Lesser | Lesser | Lesser | Lesser | Les | Mod | Gr | Extraordinary | Impossible | Mythical | - |
| 160’ | Lesser | Lesser | Lesser | Lesser | Lesser | Moderate | Mod | Gr | Maj | Impossible | Mythical | - | - |
| 320’ | Lesser | Lesser | Lesser | Lesser | Les | Greater | Gr | Maj | Imp | Mythical | - | - | - |
| 640’ | Lesser | Lesser | Lesser | Les | Mod | Major | Maj | Imp | Fanc | - | - | - | - |
| ¼ Mile | Lesser | Lesser | Les | Mod | Gr | Extraordinary | Imp | Fanc | - | - | - | - | - |
| ½ Mile | Lesser | Les | Mod | Gr | Maj | Impossible | Fanc | - | - | - | - | - | - |
| 1 Mile | Moderate | Mod | Gr | Maj | Imp | Mythical | - | - | - | - | - | - | - |
| 2 Miles | Greater | Gr | Maj | Imp | Fanc | - | - | - | - | - | - | - | - |
| 4 Miles | Major | Maj | Imp | Fanc | - | - | - | - | - | - | - | - | - |
| 8 Miles | Extraordinary | Imp | Fanc | - | - | - | - | - | - | - | - | - | - |
| 16 Miles | Impossible | Fanc | - | - | - | - | - | - | - | - | - | - | - |
| 32 Miles | Mythical | - | - | - | - | - | - | - | - | - | - | - | - |

#### Appraise (Intermission, Signature)

You can observe Features of an item. You can use Appraise for observing an area to the extent Builder Knowledge is a Component (e.g., to detect secret doors). Appraise allows you to tap, weigh, and otherwise perform tests that extend beyond the superficial.

You can chain Observation tests in association with items to INT-based 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 (Greater), Negligible (Major), or Negligible (Extraordinary) 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 (Mythical) 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 (Greater), Negligible (Major), or Negligible (Extraordinary); 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 (Greater), Negligible (Major), or Negligible (Extraordinary); 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 (Greater), Negligible (Major), or Negligible (Extraordinary); 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 (Greater), Negligible (Major), or Negligible (Extraordinary); 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 the item’s capabilities are revealed in detail as Negligible (Greater) “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 (Major) “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 (Extraordinary) “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 (Extraordinary) 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 (Extraordinary) becomes Negligible (Mythical)). 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.

#### Assay (Intermission, Signature)

Assay is basically the same as Appraise but is used to observe Features of a chemical, pharmaceutical, or other consumable, or to help with Mana recovery. Assay allows you to detect components you would be unable to detect with your senses by performing chemical analysis.

#### Assess (Signature)

***Regard*** (Action) After you spot a Signature (Auditory, Chemical, or Optical) using Recon, you can attempt an Observation test to observe Features of a creature, but what you can Assess is limited by what your Recon test detected. If you Regard 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; Regarding yourself does not require a test.

The test is much like Empathy (Regard) but is used for creatures and events, as opposed to psychological state, and is attempted before and caps a Biology (Physiological Diagnose) test.

***Track*** (Intermission) You can track down a creature or group (collectively, “Target”) after a Gather Information test, which can be a Lore (Find Trail) test. Task Difficulty depends upon effective Size of Target, which is typically the actual Size (adjusted for groups) when following physical tracks. Weather conditions can decrease 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, effective Size cannot be reduced more than 8.

In an urban, rural, or other environment with persons you can question, you can use Gather Information instead of Track to track someone down.

|  |  |  |
| --- | --- | --- |
| Difficulty | Task Difficulty | Size of Presence |
| Trivial (-2) | -2 | Colossal |
| Minor (-1) | -1 | Gargantuan |
| Lesser (0) | 0 | Huge (Unmistakable) |
| Moderate (1) | 1 | Large (Ostentatious) |
| Greater (2) | 2 | Medium (Typical) |
| Major (3) | 3 | Small (Low Key) |
| Extraordinary (4) | 4 | Tiny (Secretive) |
| Apocryphal (5) | 5 | Diminutive (Practically Invisible) |
| Mythical (6) | 6 | Fine (Invisible) |
| Fanciful (7) | 7 | Ancient, weathered Gargantuan tracks |

#### Marksmanship (Action)

***Aim*** Reduce Disadvantage for Range by 2 per Effect (or 1 with Effect 0); if you do not Aim, Disadvantage for range is doubled (minimum Disadvantage of 1). Aim can be followed with Mechanics (Compute Trajectory) prior to Observation (Point). If you do not like the Effect of your Aim test, you can Retry as many times as you like but must Retry Mechanics (Compute Trajectory) each time as well, if applicable.

***Point*** You must Point a Projectile Weapon before you can Shoot it (at least if you want any chance of hitting). Shoot is capped by Observation (Point). If you do not like the Effect of your Point test, you can convert Tool Use (Shoot) to another Observation (Point) test but must retry Observation (Aim) and Mechanics (Compute Trajectory) each time, if applicable. Point can be followed with Observation (Aim) and Mechanics (Compute Trajectory) prior to Tool Use (Shoot) if you wish. Although Aim is optional, you have Disadvantage +1 if you do not take an Observation (Aim) Action prior to Tool Use (Shoot).

### Performance (CHA)

#### Presence

***Appearance***: (Action, Lingering, Signature, Social) You can attempt Performance to have the appearance of someone Target wants to see perform. The test is against Task Difficulty. A person who loves all performances would be Task Difficulty 0 (or perhaps even less), while someone who hates any kind of performance would be Task Difficulty 10.

This test can also be attempted as a Disguise test if the disguise is of a person who appears to be someone Target would want to perform for them. Task Difficulty becomes irrelevant with a Disguise (though pulling off the Disguise may have its own Task Difficulty). For example, if Target does not see through your Disguise, and your Disguise was successful with Effect 1, it makes no difference if you would have needed Effect 5 on your Performance test because Target already sees the person they want. Also, a Disguise test can be made on your behalf (e.g., by an Ally). If the Disguise test is made by an Ally, they can attempt the test as a Free Action (after having spent the time to prepare the Disguise) and you can attempt a Performance test that is automatically successful (though you must still take the Action).

For most Anthropians, the Signature Trait is Auditory, but could be Optical for performance art like Acrobatics and Dancing. If you use a disguise, you must attempt Performance (Mimicry) if you speak, but this is unnecessary if you used Diplomacy.

The “speaking part” or “musical part” of a Social Attack, if any, starts when you make the Appearance test. If you are in the “wrong place,” a Performative Appearance is the first step in getting someone to not care that you are in the wrong place.

Effect: If you succeed, you can continue the Task Chain without penalty, but exceeding the Task Difficulty gives you no additional benefit. If you “fail” the test, you can still try to proceed, but Task Difficulty – Effect is applied to your Demeanor test. PCs get to choose their own Task Difficulty if on the receiving end of the test; if you decide you don’t care what anyone thinks and don’t want to help anyone under any circumstances, it doesn’t matter if the GM says you are talking to someone who seems to be your soul mate, even if you believe it.

***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 (Craft) test with a disguise kit and requiring Barber Knowledge. 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 Effect. 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 increase Task Difficulty by 1 if you have not perfected the Behavior or by 2 if you have not even attempted to perfect the Behavior; you can also have increased Task Difficulty if you don’t know an appropriate Behavior of even a nonspecific person, though this is generally handled with Knowledge (e.g., Regional Society). If you try to act like a specific person and encounter a Target who knows the person, increase Task Difficulty by 1; if Target knows the person very well, increase Task Difficulty by 2; and if Target is intimately familiar with the person, increase Task Difficulty by 3.

You gain +1 Effect on the test if you try to impersonate a nonspecific person.

|  |  |
| --- | --- |
| Task Difficulty | Example |
| Lesser (0) | Trying to act like your doppelganger |
| Moderate (1) | Trying to act like a person that shares many of your characteristics |
| Greater (2) | Trying to act like a person of the same sex, race, and approximate size as you |
| Major (3) | Trying to act like a person of your species |
| Extraordinary (4) | Trying to act like a person of a similar species as your own |
| Apocryphal (5) | Trying to act like a person of a dissimilar species that shares many characteristics with you |
| Mythical (6) | Trying to act like a person of a dissimilar species that shares some characteristics with you |
| Fanciful (7) | Trying to act like a person of a dissimilar species that shares few characteristics with you |
| Miraculous (8) | Trying to act like a person of a species nothing like you |

Effect: Your impersonation is given away by Negligible ([Effect]) features of anyone who pays attention. For example, Moderate (1) Effect would give your impersonation away with Negligible (Moderate) features.

Negative Effect: Your disguise is obvious to anyone who pays attention.

#### Demeanor

***Mimic*** (Action, Auditory) You can make yourself sound like a creature or make other believable sounds. You generally need the relevant Physiology knowledge to mimic creatures; the relevant Anthropology (or Pseudo-Anthropian) to make yourself sound like an Anthropian (or Pseudo-Anthropian), though you would still need to use Impersonate for the speaking part of an impersonation; and Acoustics to sound like a thing or group (e.g., to sound like a crowd of people in the distance).

***Perform*** (Action, Lingering, Signature, Social) The test follows an Appearance test and is opposed by Target’s Performance, which represents Target’s ability to act as a competent critic.

This test can also be attempted as an Impersonate test if the impersonation is of a person who appears to be a celebrity or other appropriate person. Target opposes the Impersonate test as normal for Impersonate, instead of opposing the test with Performance.

The “speaking part” or “musical part” of a Social Attack, if any, continues when you make the Demeanor test.

Effect: If you succeed, you can continue the Task Chain without penalty, but exceeding the Task Difficulty gives you no additional benefit. If you “fail” the test, you can still try to proceed, but (negative) net Effect is applied as a penalty to your Social Attack.

#### Bardsong (Action)

When using a Bardsong, your Auditory Signature is between Faint Whisper and Fortissimo, inclusive, which you can select, but it must be audible to Target. Resonance is required to use Bardsong but it can be of any type, even if Target would not normally be affected by it. However, Target must have the Sensory Capabilities necessary to detect the Resonance. (The GM may make an exception for subsonics.)

Bardsong is equivalent to a “Compel” Social Action but, unlike most Social Task Chains, Performance does not include an “Impose” Action; your Resonance test is treated as the “Impose” Action. Bardsong is opposed by Empathy (Regard) and must be the fourth task in a Performance (Presence) + Performance (Demeanor) + Resonance + Performance (Bardsong) Task Chain. If Resonance is already Active, you can skip the Resonance test. Note: Resonance may or may not also be a Performance test.

Some examples of Bardsongs include:

***Allegro*** (Auditory, Emotion) If you were performing Allegro prior to entering Encounter Mode, Allies gain +1 Competence to Recon (Combat Awareness) tests +1 per Effect over 4; you must use Allegro every turn as if attempting a Social Task Chain to Fascinate to maintain this benefit. Attempt a Performance test as an Intermission Action to grant Allies +1 Competence per Effect on Constitution (Control Breathing) tests.

***Counter Performance*** (Auditory or Visual) Allies can use Effect from your Performance test instead of a Determination test opposed to a Performance-based social attack or an auditory or visual effect on the Pass after you attempt your Performance test. Also reduce the Fascinated condition by 1 per Effect.

***Dirge of Doom*** (Auditory, Emotion, Fear) You must attempt all four Actions of a Demoralize Task Chain using Performance (Appearance, Demeanor, then Bardsong twice). See Aura. If an Ally attempts the Aura Task Chain, you can instead grant +1 Competence to all relevant tests +1 per Effect over 4 while Target can hear your Dirge of Doom.

***Hymn of Healing*** (Auditory, Healing) Attempt Performance (Bardsong) as an Intermission Action immediately after combat. Allies who attempt Constitution (Shake it Off) recover 1 hp per Effect prior to attempting their tests. If taken as a Downtime Action, reduce the number of Actions required for Constitution (Physical Recovery) for all Allies for whom you perform and, with Effect 5 or higher, decrease Task Difficulty for location.

***Inspire Courage*** (Auditory, Emotion) Allies can use Effect from Performance (Bardsong) instead of a Determination test opposed to an Aura-based social attack or Fear effect on the Pass after you attempt your Performance test. Also, reduce the Frightened condition by 1 per Effect higher than the Frightened condition.

***Inspire Defense*** (Auditory, Emotion) If you were performing Inspire Defense prior to entering Encounter Mode, Allies gain +1 Competence to Recon (Deflection) tests +1 per Effect over 4. You must attempt Performance (Bardsong) every turn to maintain this benefit, replacing Effect each time.

***Lullaby*** (Auditory, Sleep) If Target is not in combat and is idle (not using all Actions), attempt Performance (Bardsong) as an Intermission Action to force Target to attempt Recon (Combat Awareness) with -1 Effect per Effect. If Target acquires one or more Provisional Actions, Target becomes immune to Lullaby for an Intermission and recovers all Temporary ep damage you may have inflicted with Lullaby. If, on the other hand, Target has Negative Effect on the Recon (Combat Awareness) test, e take as much Temporary ep damage as the Negative Effect and is unaware you did anything. If you can reduce ep to 0 with successive attempts taken as [Encounter] Actions, Target falls asleep. Lullaby can affect multiple Targets but they might notice if one of their number starts nodding off, which makes all Targets who are awake immune to Lullaby for an Intermission (and any that are awakened become immune as well).

***March*** (Auditory, Healing) Attempt Performance (Bardsong) as an Intermission Action immediately after combat. Allies who attempt Constitution (Catch your Breath) recover 1 fp per Effect prior to attempting their tests. If taken as a Downtime Action, reduce the number of Actions required for Determination (Mental Recovery) for all Allies for whom you perform and, with Effect 5 or higher, decrease Task Difficulty for location.

***Pied Piping*** (Auditory, Emotion) When attempting a Performance-based Social Task Chain (Appearance, Demeanor, then Bardsong), Target opposes the final test with Determination (Mettle) and takes 2Effect Temporary ep Damage. Target will follow a Suggestion to keep listening or follow you if you are moving for at least as many Rounds as 10% of total damage. Depending upon the disposition of Target, e may continue to comply for longer. Pied Piping is rarely held against you later; Target may even become a fan.

***Soothing Ballad*** (Auditory, Healing) Attempt Performance (Bardsong) as an Intermission Action immediately after combat. Allies who attempt Determination (Clear your Mind) recover 1 ep per Effect prior to attempting their tests. If taken as a Downtime Action, reduce the number of Actions required for Determination (Mental Recovery) for all Allies for whom you perform and, with Effect 5 or higher, decrease Task Difficulty for location.

***Unfathomable Song*** (Auditory, Emotion, Fear) Attempt a Performance-based Social Task Chain (Presence, Demeanor, then Bardsong), which is opposed with Determination (Mettle). Then roll 1d8 and 1d10, subtract the 1d10 from the 1d8, add the result to Effect, and consult this table to determine what happens to Target.

|  |  |
| --- | --- |
| Effect | Target is… |
| 0 | Frightened 1 |
| 1 | Frightened +1 (max 3) |
| 2 | Stupefied 1 |
| 3 | Frightened +1 (max 5) and gains Fleeing 1 if they are Frightened 3 or higher |
| 4 | Stupefied +1 |
| 5 | Frightened +2 and is paralyzed with fear if they are Frightened 5 or higher |
| 6 | Confused 1 |
| 7 | Frightened +2 and dies of fright if they are already Frightened 9 |
| 8 | Blinded 1 |
| 9 | Stunned 1, Stupefied +1, and Stupefied 1 permanently |
| 10+ | Permanently Confused, but now immune to Unfathomable Song |

#### Magical Investment

***Coddle Magic Item*** (Downtime, Level Advancement) You must have Investment, have all Investment Preferences for a Magic Item. and invest in the Magic Item to Coddle it. Make a Performance test when you advance a Level but use the higher of current Effect or the Effect on the test you make upon advancing a Level. You can only Coddle one Magic Item and the Magic Item must feel you favor it above the others; you can attempt to sway the item with a Deception or Diplomacy test for edge cases. You generally cannot Coddle an item that is used as a “backup” or “just in case of emergency.” The GM may impose a penalty to Effect (but not a bonus) based on amount of time you spend coddling the item if you do not use it (or play with it) often. If you have Task Proficiency 1, 2, or 3 in Performance (Magical Investment), you gain +1 Competence per rating.

Coddled magic items will refuse any attempt to Invest in them by another and revert to their uncoddled if you cease investing in the item, though items have been known to imprint the previous owner and retain their coddled state when their owner dies. Note: If you die, that does not necessarily mean you cease investing in the item; the item waits for you and, if you are resurrected, the item retains the coddled state it had when you died.

Miraculous (10) Effect: You unlock Magic Item Aptitude A.

Miraculous (9) Effect: You unlock Magic Item Enterprise B.

Miraculous (8) Effect: You unlock Magic Item Aptitude B.

Fanciful (7) Effect: You unlock Magic Item Enterprise C.

Mythical (6) Effect: You unlock Magic Item Aptitude C.

Apocryphal (5) Effect: You unlock Magic Item “Ancestry” C. Spend 24 XP, which can be spent on Familiar Abilities (3 XP each) or to remove the cap for Sense Particulates (giving the Item the equivalent of the Bloodhound Superhuman Sense), Sense Light (giving the Item human-equivalent vision), and Sense Vibration (giving the Item human-equivalent hearing), each of which costs 1 XP.

Extraordinary (4) Effect: You unlock Magic Item Enterprise D. At this point, the Magic Item may start remembering events from its past.

Major (3) Effect: You unlock Magic Item Aptitude D.

Greater (2) Effect: You unlock Magic Item Culture (Education) D. Magic Items are generally imbued with knowledge. Choose any 9 Knowledge Tuples, plus the following:

{Determinism (Avatic), Language (determined when item is created; does not grant ability to speak), Weapon Familiarity (itself)\*}

{Engineer, Material (out of which the item is primarily made), Science (the one used to craft the item)}

{Exotic Material ([Spark]) Prerequisite, Exotic Material ([Spark]), Special Material (out of which the item is made)\*\*}

\* If the item is not a weapon, you do not gain Weapon Familiarity but Armor gains Armor Spike/Armor Surface/Bladed Vambrace Weapon Familiarity. Fine Items, other than Armor and Weapons, gain Visual Artist instead and Tools gain an applicable Craft (e.g., Chemist or Pharmacologist) or a Material Knowledge.

\*\* If the item is not crafted from a Special Material, you do not gain Special Material Knowledge (and cannot replace it with another Knowledge).

Moderate (1) Effect: You unlock Magic Item “Ancestry” D. (It has the equivalent of Aptitude E, Culture E, Role E, and Enterprise E.) Magic Item “Ancestry” D grants the following:

Choose 3 Familiar Abilities. In lieu of one Familiar Ability, you can remove the cap for Sense Particulates (giving the Item the equivalent of the Bloodhound Superhuman Sense), Sense Light (giving the Item human-equivalent vision), and Sense Vibration (giving the Item human-equivalent hearing).

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. Due to their magical nature, your Magic Item 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).

Sense Light: An “optical” sensory capability that caps Observation or Recon tests at Competence 1.

Sense Particulates: A “chemical” sensory capability that caps Observation or Recon tests at Competence 1.

Sense Vibration: An “auditory” sensory capability that caps Observation or Recon tests at Competence 1.

Sentience: The Item can use Basic Actions and you can use Empathy (Handle Creature) to convert Basic Actions to Actions; you can replace Empathy with the Item’s Skill Investment Preference when attempting Handle Creature tests with the Magic Item.

Lesser Effect: You infuse the Magic Item with your essence. Increase Item Level to your Level, if less, and unlock all Item Levels. Your Coddled Item is always treated as your “first” Magic Item with respect to Investment in others.

***Energy Healing*** (Downtime, Healing, Mana) Energy Healing follows Observation (Assay) and Empathy (Animus Mundi) and is capped by both. Add Effect to an Ally’s Aura (Qigong).

***Invest in Permanent Magic Item*** (Downtime) When you invest in a Permanent Magic Item, you must attempt a Performance (Invest in Permanent Magic Item) test. You have -1 Competence per rating of the Depleted condition unless you have the Level Advancement trait with the Permanent Magic Item. See Effect below.

If a Magic Item is higher Level than you, it takes all your ip to invest in it, the Item makes its own Invest in Magic Item test if it wants to make you invest in other Magic Items, spends its ip accordingly, and you become a Thrall of the Magic Item. Thralls become NPCs, but your GM may allow you to have some control over your character (only “correcting” your choices if you deviate from what the Magic Item requires) if you want to try to divest yourself of the Magic Item. NPC Allies, Contacts, and Familiars who become Thralls generally leave (but the GM may have something else in mind). On the positive side (arguably), the Magic Item grants you all Magic Item Abilities up to its Item Level.

If you Coddle a Magic Item, Invest in no other Permanent Magic Items, and Invest in Permanent Magic Item on the Coddled Magic Item, you automatically achieve Effect 10 (no test is required), but the Coddled Magic Item becomes divested if you attempt Invest in Permanent Magic Item on any other Permanent Magic Item.

Impossible Effect (5+): In addition to the XP gained from ip you spend, your Permanent Magic Item gains +1 XP per Effect over 4; you need not spend ip for the bonus XP.

Effect: Spend up to +1 ip per Investment rating per Effect on the Permanent Magic Item. Regardless of increased ip Investment, you can spend no more than 3 ip per Level (lower of your Level and Item Level) in a Permanent Magic Item. The Permanent Magic Item gains 1 XP per ip you spend.

You can Retry with the Magic Item only after you advance a Level; Invest in Magic Item gains the Level Advancement trait with the Permanent Magic Item.

Negative Effect: You cannot Invest in the Permanent Magic Item until circumstances change; Invest in Magic Item gains the Level Advancement trait with the Permanent Magic Item.

***Learn Bardsong*** (Level Advancement, Resonance) If you have Resonance, you can learn Bardsongs. You can keep any Bardsongs you learn or attempt to Learn Bardsong again when advancing a Level, in which case you can change any Bardsongs you know but could lose Bardsongs if you achieve lower Effect than before.

Impossible Effect (5+): You learn two Bardsongs per Effect.

Effect: You learn one Bardsong per Effect.

### Philosophy (INT)

#### Craft (Downtime, Manual, Tools)

***Aesthetic Analysis*** (Intermission, Mental) Attempt a Philosophy test to critique aesthetic features of items, literature, and art.

Lack of relevant Knowledge has twice the usual Disadvantage when attempting Aesthetic Analysis. So, what might normally be Disadvantage 3 would impose Disadvantage 6. You can share Knowledge with Allies who assist, as normal, and if you are in a library or other storehouse of Knowledge that includes the applicable Knowledge, Effect 0 on a Philosophy (Study) test provides that Knowledge, as well.

Effect: You understand the Quality of aesthetic features. For special meaning in the artistry, this is like Philosophy (Pedagogy) but use Aesthetic Analysis Effect instead.

***Create Value*** with prose or verse or to craft written materials. You also use Philosophy to Create Value with most magic items. See Property (Crafting).

#### Empower

***Recognize Somatic Component*** (Action, Mana, Signature) Recognize Somatic Component is a specific instance of Wits, limited by Observation (Appraise), to recognize a Spell you know by its Optical Signature. If you recognize a Spell, you may be able to Counterspell it. Occultism is a Prerequisite Knowledge.

***Recognize Verbal Component*** (Action, Mana, Signature) Recognize Verbal Component is a specific instance of Wits, limited by Observation (Assess), to recognize a Spell you know by its Auditory Signature. If you recognize a Spell, you may be able to Counterspell it. Occultism is a Prerequisite Knowledge.

Spellcasting (Empower) (Action, Mental)

Effect: Your Spell is cast with an Empower rating equal to Effect. This costs 2Empower mp.

***Strengthen Avatar*** (Level Advancement Action) [PREREQ: Thaumaturgical Ally] You can only attempt this test if when you acquire a new Thaumaturgical Ally (Downtime) or advance a Level. See Spells (Thaumaturgical Ally).

#### Pedagogy (Basic Action, Mental)

You can recall knowledge, limited by an Observation test and your sensory capabilities, about a subject (the equivalent in scope of a race or breed of a creature). Use Pedagogy for any test similar to Taxonomy that is not governed by Alchemy (Taxonomy), Biology (Taxonomy), or Mechanics (Taxonomy), such as, but not limited to, Liberal Arts.

To the extent it is possible, you should avoid using Pedagogy until faced with a stimulus unless you spend time researching something specifically (to avoid building up an “encyclopedia” of knowledge about several different subjects until facing them. As you achieve success, you acquire Permanent Knowledge, which you can record on your Character Sheet as “[Degree] Permanent Knowledge of [Race, Breed, or the equivalent]”, e.g., Greater Permanent Knowledge of Arctic Aelves. You can get better Permanent Knowledge if circumstances change, you encounter the same stimulus (e.g., breed of creature), and score a better Effect.

Apparent Knowledge is capped by a precedent Empathy or Observation test. You can retry Empathy or Observation and an ally can chain an Empathy or Observation test to increase the Cap. Caps from Empathy or Observation do not decrease Effect for the purpose of gaining Permanent Knowledge. Note: Chained Actions can allow you to get better Effect, but that only impacts Apparent Knowledge; you do not get Permanent Knowledge you couldn’t obtain by yourself.

|  |  |  |  |
| --- | --- | --- | --- |
| Obscurity | Task Difficulty | Knowledge | Example Philosophy (Zoology) test Result |
| Lesser (0) | 0 | Common | Know characteristics of an endemic animal |
| Moderate (1) | 1 | Academic | Know characteristics of a common animal |
| Greater (2) | 2 | Esoteric | Know characteristics of an uncommon animal |
| Major (3) | 3 | Secret | Know characteristics of a rare animal |
| Extraordinary (4) | 4 | Forbidden | Know characteristics of an extinct animal |
| Apocryphal (5) | 5 | Lost | Know characteristics of an animal about which no record was ever made and nobody alive has ever seen |
| Mythical (6) | 6 | ? | ? |

Fanciful Effect (7+): If this is your first attempt on Subject (i.e., Target is of a Species or the equivalent about which you have no permanent knowledge) or circumstances have changed since the last time, you gain Extraordinary Permanent Knowledge about Species (or the equivalent). The GM will tell you everything you want to know about Subject and any information the GM feels might be pertinent. Unless you used Lore, you know enough to decrease Task Difficulty on Gather Information by 1 for Fanciful Knowledge, 2 for Mythical, 4 for Impossible, and 8 for Extraordinary or less; this bonus only applies to the first test to Gather Information.

Mythical Effect (6): If this is your first attempt on Subject (i.e., Target is of a Species or the equivalent about which you have no permanent knowledge) or circumstances have changed since the last time, you gain Extraordinary Permanent Knowledge about Species (or the equivalent). 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 and the GM will give you an answer to one unanswered question the GM feels is most pertinent to you even if it would be impossible for you to know. Unless you used Lore, you know enough to decrease Task Difficulty on Gather Information by 1 for Mythical Knowledge, 2 for Impossible, and 4 for Extraordinary or less; this bonus only applies to the first test to Gather Information.

Apocryphal (5) Effect: If this is your first attempt on Subject (i.e., Target is of a Species or the equivalent about which you have no permanent knowledge) or circumstances have changed since the last time, you gain Extraordinary Permanent Knowledge about Species (or the equivalent). The GM will give you the answers to everything within your sensory capabilities and knowledge without you asking any questions (i.e., 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. Unless you used Lore, you know enough to decrease Task Difficulty on Gather Information by 1 for Apocryphal Knowledge, 2 for Extraordinary, and 4 for Major or less; this bonus only applies to the first test to Gather Information.

Extraordinary (4) Effect: If this is your first attempt on Subject (i.e., Target is of a Race or Breed or the equivalent about which you have no permanent knowledge) or circumstances have changed since the last time, you gain Extraordinary Permanent Knowledge about Race or Breed (or the equivalent). Extraordinary Permanent Knowledge is enough to know everything about Target that is shared with others of its Race or Breed (or the equivalent). Also, you can ask the GM for a bit of information about Target you could surmise (i.e., “Apparent Knowledge”) and the GM will give you the answer to an unanswered question about something within your sensory capabilities and knowledge e believes is pertinent. Unless you used Lore, you know enough to decrease Task Difficulty on Gather Information by 1 for Extraordinary Knowledge and 2 for Major Knowledge; this bonus only applies to the first test to Gather Information.

Major (3) Effect: If this is your first attempt on Subject (i.e., Target is of a Race or Breed or the equivalent about which you have no permanent knowledge) or circumstances have changed since the last time, you gain Major Permanent Knowledge about Race or Breed (or the equivalent). Major Permanent Knowledge is enough to know Common Knowledge about the Race or Breed (or the equivalent), including what is true and what is false. Also, you can ask the GM for a bit of information about Target you could surmise (i.e., “Apparent Knowledge”). Unless you used Lore, you know enough to decrease Task Difficulty on Gather Information by 1 for Major Knowledge and by 2 for Greater Knowledge; this bonus only applies to the first test to Gather Information.

Greater (2) Effect: If this is your first attempt on Subject (i.e., Target is of a Race or Breed or the equivalent about which you have no permanent knowledge) or circumstances have changed since the last time, you gain Greater Permanent Knowledge about Race or Breed (or the equivalent). Greater Permanent Knowledge is enough to know all Common Knowledge about Subject, but not what is true and what is false. Also, you can ask the GM for a bit of information about Target you could surmise (i.e., “Apparent Knowledge”). Unless you used Lore, you know enough to decrease Task Difficulty on Gather Information by 1 for Greater Knowledge; this bonus only applies to the first test to Gather Information.

Moderate (1) Effect: If this is your first attempt on Subject (i.e., Target is of a Race or Breed or the equivalent about which you have no permanent knowledge) or circumstances have changed since the last time, you gain Moderate Permanent Knowledge about Race or Breed (or equivalent); the GM will provide you with only the most prevalent Common Knowledge about Subject Race or Breed (or the equivalent), and it is riddled with errors. Also, you can ask the GM for a bit of information about Target you could surmise (i.e., “Apparent Knowledge”). Unless you used Lore, you know enough to decrease Task Difficulty on Gather Information by 1 for Moderate Knowledge; this bonus only applies to the first test to Gather Information.

Lesser (0) Effect: You know enough that the GM can provide a name, which is generally good enough to use as a handle for further research or information gathering but may or may not be the actual creature name. Record Lesser Permanent Knowledge but this is just a stub that prevents retrying the test until circumstances change. Also, you can ask the GM for a bit of information about Target you could surmise (i.e., “Apparent Knowledge”).

Negative Effect: The GM lies to you, even about a bit of information you can ask about Target you could reasonably surmise. The GM will probably tell you to record the best Permanent Knowledge GM thinks you might believe you could obtain.

#### Study (Literacy)

***Literary Analysis*** (Intermission, Mental) Attempt a Philosophy test to discern meaning from cryptic texts (unless mathematical in nature, in which case you would use Mechanics).

Lack of relevant Knowledge has twice the usual Disadvantage when attempting Literary Analysis. So, what might normally be Disadvantage 3 would impose Disadvantage 6. You can share Knowledge with Allies who assist, as normal, and if you are in a library or other storehouse of Knowledge that includes the applicable Knowledge, Effect 0 on a Philosophy (Study) test provides that Knowledge, as well.

Effect: You can find hidden meaning in writing. This is like Philosophy (Pedagogy) but use Literary Analysis Effect instead.

***Read*** (Action) determines how quickly you can read. You can use Read to Imprint a Scroll of a Spell you know. Activating a scroll requires the following steps:

1. Sleight of Hand (Ready Scroll)
2. Philosophy (Read) to Imprint the Spell; each Degree of Complexity and Degree of Empowerment takes about as much time to read as 2Complexity+1 words, minimum of 1 Action.
3. Cast the Spell (5 Actions); after a Spell is imprinted\*, you can cast it normally with Effect limited by the Scroll’s Maximum Empowerment and Complexity
4. Optionally, Intensify the Spell (4 Actions), with Effect limited by the Scroll’s Maximum Intensity

\* If you are interrupted when Imprinting the Spell, you can start over. If you are interrupted while casting the Spell, the Spell fails but the Scroll is still consumed.

Impossible (5+) Effect: You can read 2Effect words, minimum 40, though you may be limited by how fast you can put the words in front of your face.

Effect: You can read 10 + Effect x5 words.

***Research*** (Intermission) Research is the academic equivalent of Gather Information. You can use Philosophy to Gather Information from doing research in a library or other source that includes the relevant data. See Diplomacy (Gather Information).

### Recon (PER)

#### Alertness

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 Extraordinary 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 Extraordinary Auditory Signature), matching the actual Ambient of a calm wilderness. A Extraordinary 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 Major, Greater, Moderate, or Lesser 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 Minor 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 Stimuli 1 for all Auditory Signatures at Ambient and Detected Stimuli 2 for all Auditory Signatures above Ambient. (If the list of Auditory Signatures for which you have Detected Stimuli 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 Stimuli 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)*** (Basic Action, Required Action (2), Auditory, Signature) You can Listen to acquire a Detected Stimuli Condition in association with Auditory Stimuli. The Action is only a Required Action for Negative Auditory Signatures. 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 Effect; you have Peripheral Hearing in a Cone around the Line from you to Target with -1 Effect.

**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 because 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 if Target drops from an elevated square to a lower square (including jumps that clear an elevated square), by 2 if Target hits the ground at Momentum 4, or by 3 if Target hits the ground with Momentum 16 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 (Extraordinary) 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 (Extraordinary) 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. (For physics geeks, if you added another 70 or so rows to the bottom of the table below, you would reach a “sound” sufficient to destroy the known universe.) Hearing Protection reduces sounds by 1 degree per rating (1 for Lesser, 2 for Greater, 3 for Major, and 4 for Extraordinary Hearing Protection), but Major and Extraordinary 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, which is equivalent to Task Difficulty +5. 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 Minor+1 if Large, Minor+2 if Large 2, Minor+3 if Large 3, and Minor+4 if Large 4) or decrease Auditory Signature by 1 per Small rating (to Lesser if Small, Moderate if Small 2, Greater if Small 3, or Major 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.

**Sound Filter** allows you to distinguish sounds from one another more readily. Treat Ambient as one rating lower, regardless of its source.

**Underwater Hearing** is like 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 Effect.

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 Minor (0) task, so you would succeed automatically if Ambient is 0 or lower).

| Sound Distance: | Touch | Same Sq. | Adjacent | 20’ | 80’ | 320’ | ¼ Mile | 1 Mile |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Anechoic (Extraordinary) | Extraordinary (-5) | Fanciful | Miraculous | - | - | - | - | - |
| Anechoic (Major) | Major (-4) | Mythical | Fanciful | Miraculous | - | - | - | - |
| Internal Body Friction (-12 dB) | Greater (-3) | Apocryphal | Mythical | Fanciful | Miraculous | - | - | - |
| Heartbeat (0 dB) | Moderate (-2) | Extra (-5) | Apocryphal | Mythical | Fanciful | Miraculous | - | - |
| Calm Breathing (12 dB) | Lesser (-1) | Major (-4) | Extra (-5) | Apocryphal | Mythical | Fanciful | - | - |
| Pianississimo (24 dB) | Minor (0) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal | Mythical | Miraculous | - |
| Pianissimo (36 dB) | Nil (1) | Mod (-2) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal | Fanciful | - |
| Piano (48 dB) | Nil (2) | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) | Extra (-5) | Mythical | Miraculous |
| Mezzo-Piano (60 dB) | Nil (3) | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) | Apocryphal | Fanciful |
| Mezzo-Forte (72 dB) | Nil (4) | Nil (1) | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) | Extra (-5) | Mythical |
| Forte (84 dB) | Nil (5) | Nil (2) | Nil (1) | Minor (0) | Lesser (-1) | Mod (-2) | Major (-4) | Apocryphal |
| Fortissimo (96 dB) | Nil (6) | Nil (3) | Nil (2) | Nil (1) | Minor (0) | Lesser (-1) | Greater (-3) | Extra (-5) |
| Fortississimo (108 dB) | Nil (7) | Nil (4) | Nil (3) | Nil (2) | Nil (1) | Minor (0) | Mod (-2) | Major (-4) |
| Cacophony (120 dB) | Nil (8) | Nil (5) | Nil (4) | Nil (3) | Nil (2) | Nil (1) | Lesser (-1) | Greater (-3) |
| Symphonic Peak (132 dB) | Nil (9) | Nil (6) | Nil (5) | Nil (4) | Nil (3) | Nil (2) | Minor (0) | Mod (-2) |
| Deafening (Lesser) (144 dB) | Deafness +1 | Nil (7) | Nil (6) | Nil (5) | Nil (4) | Nil (3) | Nil+1 (1) | Lesser (-1) |
| Deafening (Moderate) (156 dB) | Deafness +2 | Nil (8) | Nil (7) | Nil (6) | Nil (5) | Nil (4) | Nil+2 (2) | Minor (0) |
| Deafening (Greater) (168 dB) | Deafness +4 | Nil (9) | Nil (8) | Nil (7) | Nil (6) | Nil (5) | Nil+3 (3) | Nil+1 (1) |
| Deafening (Major) (180 dB) | Deafness +8 | Deaf +1 | Nil (9) | Nil (8) | Nil (7) | Nil (6) | Nil+4 (4) | Nil+2 (2) |
| Deafening (Extraordinary) (192 dB) | Perm. Deaf 10 | Deaf +2 | Deaf +1 | Nil (9) | Nil (8) | Nil (7) | Nil+5 (5) | Nil+3 (3) |
| Lethal (Lesser) (204 dB) | Death | Deaf +4 | Deaf +2 | Deaf +1 | Nil (9) | Nil (8) | Nil+6 | Nil+4 (4) |
| Lethal (Moderate) (216 dB) | Death | Deaf +8 | Deaf +4 | Deaf +2 | Deaf +1 | Nil (9) | Nil+7 | Nil+5 (5) |
| Lethal (Greater) (228 dB) | Death | P. Deaf 10 | Deaf +8 | Deaf +4 | Deaf +2 | Deaf +1 | Nil+8 | Nil+6 |
| Lethal (Major) (240 dB) | Death | Death | P. Deaf 10 | Deaf +8 | Deaf +4 | Deaf +2 | Nil+9 | Nil+7 |
| Lethal (Extraordinary) (256 dB) | Death | Death | Death | P. Deaf 10 | Deaf +8 | Deaf +4 | Deaf +1 | Nil+8 |

**Auditory Signatures in Close Combat (or Close Range)**: Auditory Signatures in your Square are treated as -1 degree (e.g., a Lesser Ambient Signature would be treated as Minor, 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 Mythical 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) | Mythical | Fanciful | Miraculous | - | - | - | - | - | - |
| Piano (48 dB) | Apocryphal | Mythical | Fanciful | Miraculous | - | - | - | - | - |
| Mezzo-Piano | Extraordinary (-5) | Apocryphal | Mythical | Fanciful | Miraculous | - | - | - | - |
| Mezzo-Forte | Major (-4) | Extra (-5) | Apocryphal | Mythical | Fanciful | Miraculous | - | - | - |
| Forte (84 dB) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal | Mythical | Fanciful | Miraculous | - | - |
| Fortissimo (96 dB) | Moderate (-2) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal | Mythical | Fanciful | Miraculous | - |
| Fortississimo | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal | Mythical | Fanciful | Miraculous |
| Cacophony | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal | Mythical | Fanciful |
| Symphonic Peak | Nil+1 (1) | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal | Mythical |
| Bulldog Bat | Nil+2 (2) | Nil+1 (1) | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) | Extra (-5) | Apocryphal |
| Deafening (Lesser) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) | Extra (-5) |
| Deafening (Moderate) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) | Major (-4) |
| Deafening (Greater) | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Minor (0) | Lesser (-1) | Mod (-2) | Greater (-3) |
| Deafening (Major) | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Minor (0) | Lesser (-1) | Mod (-2) |
| Lethal (Lesser) | Nil+7 | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Minor (0) | Lesser (-1) |
| Lethal (Moderate) | Nil+8 | Nil+7 | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) | Minor (0) |
| Lethal (Greater) | Nil+9 | Nil+8 | Nil+7 | Nil+6 | Nil+5 (5) | Nil+4 (4) | Nil+3 (3) | Nil+2 (2) | Nil+1 (1) |
| Lethal (Major) | Deafness +1 | 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 Mechanics (Acoustics) 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.

Impossible (5+) Effect: Detected Stimuli 3 for Auditory Signatures at or above Ambient that are below Effect or Detected Stimuli 4 if 2 below Effect.

Effect: You gain Detected Stimuli 2 for Auditory Signatures at or above Ambient that are at or below Effect; Detected Stimuli 1 for an Auditory Signature at or louder than Ambient that is one higher than Effect.

***Sniff (aka Detect Chemical Signature)*** (Basic Action, Required Action (2), 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. The Action is only a Required Action for Negative Chemical Signatures. 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 (Human)**: Your Cap for Competence with Observation/Recon (Chemical) is 1, regardless of Skill.

**Bloodhound**: Your Cap for Competence with Observation or Recon (Chemical) tests is based upon your Skill, as normal.

**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 or magical solution.

***Spot (aka Detect Optical Signature)*** (Basic Action, Required (-2), 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”). The Action is only a Required Action for Negative Optical Signatures in a Cone directed at movement or “Look Around” if being watched but there is no movement. 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 Effect; you have Peripheral Vision in a Cone around the Line from you to Target with -1 Effect.

**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 Effect. 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 Effect.

| Distance | Min. Elevation | Minor Signature | Lesser Sig. | Moderate Sig. | Greater Sig. | Major Sig. | Extraordinary | Impossible\* |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Adjacent |  | Minor Effect | Lesser | Moderate | Greater | Major | Extraordinary | Apocryphal |
| 10’ |  | Minor Effect | Lesser | Moderate | Greater | Major | Extraordinary | Mythical |
| 20’ |  | Minor Effect | Lesser | Moderate | Greater | Major | Apocryphal | Fanciful |
| 40’ |  | Minor Effect | Lesser | Moderate | Greater | Major | Mythical | Miraculous |
| 80’ |  | Minor Effect | Lesser | Moderate | Greater | Extraordinary | Fanciful | - |
| 160’ |  | Minor Effect | Lesser | Moderate | Greater | Apocryphal | Miraculous | - |
| 320’ |  | Minor Effect | Lesser | Moderate | Major | Mythical | - | - |
| 640’ |  | Minor Effect | Lesser | Moderate | Extraordinary | Fanciful | - | - |
| ¼ Mile |  | Minor Effect | Lesser | Greater | Apocryphal | Miraculous | - | - |
| ½ Mile |  | Minor Effect | Lesser | Major | Mythical | - | - | - |
| 1 Mile |  | Minor Effect | Moderate | Extraordinary | Fanciful | - | - | - |
| 2 Miles | Small or 2.5’ | Minor Effect | Greater | Apocryphal | Miraculous | - | - | - |
| 4 Miles | Large or 10’ | Lesser Effect | Major | Mythical | - | - | - | - |
| 8 Miles | Large 3 or 40’ | Moderate Effect | Extraordinary | Fanciful | - | - | - | - |
| 16 Miles | 160 Feet | Greater Effect | Apocryphal | Miraculous | - | - | - | - |
| 32 Miles | 640 Feet | Major Effect | Mythical | - | - | - | - | - |
| 64 Miles | ½ Mile | Extraordinary Effect | Fanciful | - | - | - | - | - |
| 128 mi | 2 Miles | Apocryphal Effect | Miraculous | - | - | - | - | - |
| 256 mi | Mt. Everest | Mythical Effect | - | - | - | - | - | - |

\* You must match an Optical Signature to detect it at Adjacent, exceed by 1 to detect at 10’, exceed by 2 to detect at 20’, exceed by 3 to detect at 40’, and so forth.

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 Extraordinary item; his first model provided x8 magnification, which could be considered a Greater item (with x16 being a Major item, x4 being a Moderate item, and x2 being a Lesser item).

Double effective Distance per degree of Fog (or equivalent Obscuration) for an Adjacent creature (5’), x2 (1 row) for Minor Fog, x4 (2 rows) for Lesser Fog, x8 (3 rows) for Moderate Fog, x16 (4 rows) for Greater Fog, x32 (5 rows) for Major Fog, x64 (6 rows) for Extraordinary Fog, x128 (7 rows) for Impossible Fog, and x256 (8 rows) for Mythical, 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 Mythical. For example, an adjacent Greater Signature in Major Fog would require a Major Result to detect, an Impossible Result at 10’, and it would be completely undetectable at 20’.

Minor Optical Camouflage increases effective Distance by x4 (2 rows), x16 (4 rows) for Lesser, x64 (6 rows) for Moderate, x256 (8 rows) for Greater, x1024 (10 rows) for Major, x4096 (12 rows) for Extraordinary, x16k (14 rows) for Impossible, and x64k (16 rows) for Mythical.

**Illumination**: 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 Effect 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 | Minor Obscuration | Lesser Obsc. | Moderate Obsc. | Greater Obsc. | Major Obsc. | Extraordinary Obscuration |
| Minor | Same Sq. | 5’ (treat as 10’) | 10’ (40’) | 15-20’ (160’) | 25-40’ (640’) | 45-80’ (½ mi) | 85-160’ (treat as 2 Miles) |
| Lesser | 5’ | 10’ (20’) | 15-20’ (80’) | 25-40’ (320’) | 45-80’ (¼ mi) | 85-160’ (1 mi) | 165-320’ (4 mi)\* |
| Moderate | 10’ | 15-20’ (40’) | 25-40’ (160’) | 45-80’ (640’) | 85-160’ (½ mi) | 165-320’ (2 mi)\* | 325-640’ (8 mi)\* |
| Greater | 20’ | 25-40’ (80’) | 45-80’ (320’) | 85-160’ (¼ mi) | 165-320’ (1 mi) | 325-640’ (4 mi)\* | Mile (16 mi)\* |
| Major | 40’ | 45-80’ (160’) | 85-160’ (640’) | 165-320’ (½ mi) | 325-640’ (2 mi)\* | Mile (8 mi)\* | ½ Mile (32 mi)\* |
| Extraordinary | 80’ | 85-160’ (320’) | 165-320’ (¼ mi) | 325-640’ (1 mi) | ¼ Mile (4 mi)\* | ½ Mile (16 mi)\* | 1 Mile (64 mi)\* |
| Apocryphal | 160’ | 165-320’ (640’) | 325-640’ (½ mi) | ¼ Mile (2 mi)\* | ½ Mile (8 mi)\* | 1 Mile (32 mi)\* | 2 Miles (128 mi)\* |
| Mythical | 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 Minor 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 Mythical Obscuration range unless you ignore Obscuration.)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Light Source | Effective Distance | Example | Apocryphal Obscuration | Mythical Obscuration | Fanciful Obscuration |
| Minor | ½ | Firefly (or Minor Lantern) | 165-320’ (treat as 8 Miles) | 325-640’ (treat as 32 mi) | ¼ Mile (128 mi) |
| Lesser | ¼ | Candle (or Lesser Lantern) | 325-640’ (16 mi) | ¼ Mile (64 mi) | ½ Mile (256 mi) |
| Moderate | 1/8 | Torch (or Moderate Lantern) | ¼ Mile (32 mi) | ½ Mile (128 mi) | Over ½ Mile (Obscured) |
| Greater | 1/16 | Lantern (or Greater Lantern) | ½ Mile (64 mi) | 1 Mile (256 mi) | n/a |
| Major | 1/32 | Campfire (or Major Lantern) | 1 Mile (128 mi) | Over 1 Mile (Obscured) | n/a |
| Extraordinary | 1/64 | Bonfire (or Extraordinary Lantern) | 2 Miles (256 mi)\* | n/a | n/a |
| Apocryphal | 1/128 | Inferno (or Apocryphal Lantern) | Over 2 Miles (Obscured) | n/a | n/a |
| Mythical | 1/256 | Conflagration (or Mythical Lantern) | n/a | 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.

Effect: Detected Stimuli 1 for a Signature that matches Effect and Detected Stimuli +1 per Effect above the Signature.

**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 Minor 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 Effect 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 | Minor Signature | Lesser Signature | Moderate Signature | Greater Signature | Major Signature | Extraordinary Signature\* |
| --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Minor Effect | Lesser | Moderate | Greater | Major | Apocryphal |
| 10’ | Minor Effect | Lesser | Moderate | Greater | Extraordinary | Mythical |
| 20’ | Minor Effect | Lesser | Moderate | Greater | Apocryphal | Fanciful |
| 40’ | Minor Effect | Lesser | Moderate | Major | Mythical | Miraculous |
| 80’ | Minor Effect | Lesser | Moderate | Extraordinary | Fanciful | - |
| 160’ | Minor Effect | Lesser | Greater | Apocryphal | Miraculous | - |
| 320’ | Minor Effect | Lesser | Major | Mythical | - | - |
| 640’ | Minor Effect | Moderate | Extraordinary | Fanciful | - | - |
| ¼ Mile | Minor Effect | Greater | Apocryphal | Miraculous | - | - |
| ½ Mile | Lesser Effect | Major | Mythical | - | - | - |
| 1 Mile | Moderate Effect | Extraordinary | Fanciful | - | - | - |
| 2 Miles | Greater Effect | Apocryphal | Miraculous | - | - | - |
| 4 Miles | Major Effect | Mythical | - | - | - | - |
| 8 Miles | Extraordinary Effect | Fanciful | - | - | - | - |
| 16 Miles | Apocryphal Effect | Miraculous | - | - | - | - |
| 32 Miles | Mythical Effect | - | - | - | - | - |
| 64 Miles | Fanciful Effect | - | - | - | - | - |
| 128 Miles | Miraculous Effect | - | - | - | - | - |

\* You must exceed an Extraordinary or better Optical Signature by 1 to detect it at Adjacent, exceed by 2 to detect at 10’, and so forth.

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 Signature | Lesser Signature | Moderate Signature | Greater Signature | Major Signature\* |
| --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Minor Effect | Lesser Effect | Lesser | Moderate | Greater | Apocryphal |
| 10’ | Minor Effect | Lesser Effect | Lesser | Moderate | Major | Mythical |
| 20’ | Minor Effect | Lesser Effect | Lesser | Moderate | Extraordinary | Fanciful |
| 40’ | Minor Effect | Lesser Effect | Lesser | Greater | Apocryphal | Miraculous |
| 80’ | Minor Effect | Lesser Effect | Lesser | Major | Mythical | - |
| 160’ | Minor Effect | Lesser Effect | Moderate | Extraordinary | Fanciful | - |
| 320’ | Minor Effect | Lesser Effect | Greater | Apocryphal | Miraculous | - |
| 640’ | Lesser Effect | Lesser Effect | Major | Mythical | - | - |
| ¼ Mile | Moderate Effect | Moderate Effect | Extraordinary | Fanciful | - | - |
| ½ Mile | Greater Effect | Greater Effect | Apocryphal | Miraculous | - | - |
| 1 Mile | Major Effect | Major Effect | Mythical | - | - | - |
| 2 Miles | Extraordinary Effect | Extraordinary Effect | Fanciful | - | - | - |
| 4 Miles | Apocryphal Effect | Apocryphal Effect | Miraculous | - | - | - |
| 8 Miles | Mythical Effect | Mythical Effect | - | - | - | - |
| 16 Miles | Fanciful Effect | Fanciful Effect | - | - | - | - |
| 32 Miles | Miraculous Effect | Miraculous Effect | - | - | - | - |

\* You must exceed a Major or better Optical Signature by 2 to detect it at Adjacent, exceed by 3 to detect at 10’, and so forth.

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 Signature | Lesser Signature | Moderate Signature | Greater Signature | Major Signature\* |
| --- | --- | --- | --- | --- | --- | --- |
| Adjacent | Minor Effect | Moderate Effect | Moderate | Moderate | Extraordinary | Mythical |
| 10’ | Minor Effect | Moderate Effect | Moderate | Greater | Apocryphal | Fanciful |
| 20’ | Minor Effect | Moderate Effect | Moderate | Major | Mythical | Miraculous |
| 40’ | Minor Effect | Moderate Effect | Moderate | Extraordinary | Fanciful | - |
| 80’ | Minor Effect | Moderate Effect | Greater | Apocryphal | Miraculous | - |
| 160’ | Lesser Effect | Moderate Effect | Major | Mythical | - | - |
| 320’ | Moderate Effect | Moderate Effect | Extraordinary | Fanciful | - | - |
| 640’ | Greater Effect | Greater Effect | Apocryphal | Miraculous | - | - |
| ¼ Mile | Major Effect | Major Effect | Mythical | - | - | - |
| ½ Mile | Extraordinary Effect | Extraordinary Effect | Fanciful | - | - | - |
| 1 Mile | Apocryphal Effect | Apocryphal Effect | Miraculous | - | - | - |
| 2 Miles | Mythical Effect | Mythical Effect | - | - | - | - |
| 4 Miles | Fanciful Effect | Fanciful Effect | - | - | - | - |
| 8 Miles | Miraculous Effect | Miraculous Effect | - | - | - | - |

\* You must exceed a Major or better Optical Signature by 3 to detect it at Adjacent, exceed by 4 to detect at 10’, and so forth.

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 Signature | Lesser Signature | Moderate Signature | Greater Signature\* |
| --- | --- | --- | --- | --- | --- |
| Adjacent | Minor Effect | Greater Effect | Greater Effect | Major Effect | Mythical Effect |
| 10’ | Minor Effect | Greater Effect | Greater Effect | Extraordinary Effect | Fanciful Effect |
| 20’ | Minor Effect | Greater Effect | Greater Effect | Apocryphal Effect | Miraculous Effect |
| 40’ | Lesser Effect | Greater Effect | Major Effect | Mythical Effect | - |
| 80’ | Moderate Effect | Greater Effect | Extraordinary Effect | Fanciful Effect | - |
| 160’ | Greater Effect | Greater Effect | Apocryphal Effect | Miraculous Effect | - |
| 320’ | Major Effect | Major Effect | Mythical Effect | - | - |
| 640’ | Extraordinary Effect | Extraordinary Effect | Fanciful Effect | - | - |
| ¼ Mile | Apocryphal Effect | Apocryphal Effect | Miraculous Effect | - | - |
| ½ Mile | Mythical Effect | Mythical Effect | - | - | - |
| 1 Mile | Fanciful Effect | Fanciful Effect | - | - | - |
| 2 Miles | Miraculous Effect | Miraculous Effect | - | - | - |

\* You must exceed a Greater or better Optical Signature by 4 to detect it at Adjacent, exceed by 5 to detect at 10’, and so forth.

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 Signature | Lesser Signature | Moderate Signature | Greater Signature\* |
| --- | --- | --- | --- | --- | --- |
| Adjacent | Minor Effect | Major Effect | Major Effect | Apocryphal Effect | Fanciful Effect |
| 10’ | Lesser Effect | Major Effect | Major Effect | Mythical Effect | Miraculous Effect |
| 20’ | Moderate Effect | Major Effect | Extraordinary Effect | Fanciful Effect | - |
| 40’ | Greater Effect | Major Effect | Apocryphal Effect | Miraculous Effect | - |
| 80’ | Major Effect | Major Effect | Mythical Effect | - | - |
| 160’ | Extraordinary Effect | Extraordinary Effect | Fanciful Effect | - | - |
| 320’ | Apocryphal Effect | Apocryphal Effect | Miraculous Effect | - | - |
| 640’ | Mythical Effect | Mythical Effect | - | - | - |
| ¼ Mile | Fanciful Effect | Fanciful Effect | - | - | - |
| ½ Mile | Miraculous Effect | Miraculous Effect | - | - | - |

\* You must exceed a Greater or better Optical Signature by 5 to detect it at Adjacent, exceed by 6 to detect at 10’, and so forth.

Darkness (Extraordinary Low Light): 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 Darkness. If you have Darkvision and Dark Adaptation, use the Minor Low Light Table, above.

| Distance | Trivial Signature | Minor Signature | Lesser Signature | Moderate Signature\* |
| --- | --- | --- | --- | --- |
| Adjacent | Moderate Effect | Extraordinary Effect | Extraordinary Effect | Fanciful |
| 10’ | Greater Effect | Extraordinary Effect | Apocryphal Effect | Miraculous |
| 20’ | Major Effect | Extraordinary Effect | Mythical Effect | - |
| 40’ | Extraordinary Effect | Extraordinary Effect | Fanciful Effect | - |
| 80’ | Apocryphal Effect | Apocryphal Effect | Miraculous Effect | - |
| 160’ | Mythical Effect | Mythical Effect | - | - |
| 320’ | Fanciful Effect | Fanciful Effect | - | - |
| 640’ | Miraculous Effect | Miraculous Effect | - | - |

\* You must exceed a Moderate or better Optical Signature by 6 to detect it at Adjacent, exceed by 7 to detect at 10’, and so forth.

Magical Darkness (Impossible Low Light): If you do not have Darkvision and Dark Adaptation, you are Blind. If you have Darkvision and Dark Adaptation, use the Major Low Light Table, above.

**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 Minor in Moderate Severe Heat, which increase by 1 for each rating of temperature above or below Moderate Severe Heat (to Minor+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 Extraordinary 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 Lesser 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 Complete Darkness 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).

#### Awareness (Action, Lingering)

You can take 1 Provisional Action per Effect until the end of the next Pass. You can share Provisional Actions with an Authority (Direct Troops) Action.

#### Defense (Basic Action, Lingering)

***Avoid Projectile*** If you are aware of a projectile, including a thrown weapon, that is in flight, you can add Effect from Avoid Projectile to a Defense test against the projectile. If your Defense test is Shield Block and/or Utilize Cover, you can add Effect x2 to the Defense test.

***Deflection*** You can slip punches and other attacks with minimal movement. Deflection Lingers until the end of your current Turn.

Moderate (1) Effect: Chopping, Slashing, and Piercing Weapons do not get a bonus to Effect for Penetration (see Might (Weapon Damage)) and you either impose Task Difficulty equal to Effect against Strikes if the increased Task Difficulty would cause the Strike to miss or add Effect to Bulwark (Damage Reduction) if the increased Task Difficulty would not cause the Strike to miss. (Deflection has no impact on Critical Hits if it would not cause the Strike to miss.)

Lesser (0) Effect: Target can attempt a Damage test against you without penalty.

***Parry*** (Manual) You can use Recon to Parry a Ranged Attack. Parry Lingers until you use it or until the end of your next turn.

Moderate (1) Effect: Target must attempt a Damage test, but it fails automatically.

Lesser (0) Effect: Target must attempt a Damage test against your weapon.

Negative Effect: Target can attempt a Damage test against you.

***Shield Block*** You can use Recon to Parry a Ranged Attack with a Shield (not including a Buckler). Shield Block Lingers until the end of your next turn.

Moderate (1) Effect: Target must attempt a Damage test, but it fails automatically.

Lesser (0) Effect: Target must attempt a Damage test against your shield.

Negative Effect: Target can attempt a Damage test against you.

***Utilize Cover*** (Cover) 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; unless otherwise indicated, attacks that hit against a Target with Impossible Cover inflict ½ damage. Mythical Cover means there is no way for an attack to get to you without passing through cover; all Attacks always hit Mythical Cover, regardless of Effect, though some may be able to pass through it with magic. Against a Ranged Attack, you are treated as having Moderate Cover if you are crawling and Greater Cover if you are prone. Utilize Cover Lingers while the Cover remains between you and attacker, without being reduced due to an attacker moving at least partially around it.

Impossible (5+) Effect Use Degree of Cover +2 as Effect.

Extraordinary (4) Effect Use Degree of Cover +1 as Effect if behind Lesser or better Cover.

Major (3) Effect Use Degree of Cover +1 as Effect if behind Moderate or better Cover.

Greater (2) Effect Use Degree of Cover +1 as Effect if behind Greater or better Cover.

Moderate (1) Effect Use Degree of Cover +1 as Effect if behind Major or better Cover.

Effect: Use Degree of Cover +1 as Effect if behind Extraordinary or better Cover. Cover gained from Shield Block Lingers vs. all attacks coming from your Cone of Cover until the end of the Pass. You have Lingering Cover equal to Effect +1 if you Utilize Cover with a Kite Shield readied and Cover equal to Effect +2, minimum Major (3), if you have a Tower Shield readied.

#### Weapon Damage (Basic Action, Attack)

Recon (Weapon Damage) is used with Projectile Weapons. Piercing weapons have +2 Effect from Penetration and Chopping and Slashing Weapons have +1 Effect from Penetration unless Target has Deflection. Weapon Damage is opposed by Bulwark (Damage Reduction). Add second Weapon Damage value to Competence. If you use a Bow (but not a Crossbow), Weapon Damage gains the Strenuous trait.

Effect: You inflict 2Effect hp of damage with a Projectile Weapon.

### Sleight of Hand (DEX)

#### Application (Action, Manual)

***Administer*** You can administer to a Potion or other consumable for administration to yourself or another to someone other than yourself.

Impossible (5+) Effect: You administer the Consumable even if Subject takes a physical Action on the pulse in which you attempt to administer it.

Effect: You administer the Consumable if Subject takes no physical Action on the pulse in which you attempt to administer it.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Administer the item if Subject has not taken any physical Actions since you last attempt.

***Consume*** You can drink a Potion or other consumable for administration to yourself or another.

Effect: You swallow the Consumable.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Consume the item.

***Invest in Consumables (Ammo)*** (Downtime) You can invest in Magic Ammo as a Downtime Action, but if you are not Invested in Magic Ammo when you use it, you must attempt an Investment in Consumable test, which acquires the Required (4) trait. You do not recover ip for Invest in Consumables until you Retry as a Downtime Action, which divests you of all Magic Ammo in which you are Invested, allowing you to recover the ip previously Invested.

Effect: Increase ip Investment in the Ammo by 10% per Effect. You can divest yourself of all Ammo you have used or in which you are Invested (recovering the ip) and Retry as a Downtime Action.

Negative Effect: Decrease ip Investment in the Ammo by 10% per Effect.

***Spellcasting (Somatic Component)*** (Signature) You can attempt to conceal (or eschew) a somatic component when you cast a spell.

Impossible (5+) Effect: Your spellcasting action loses the Optical trait; it can be cast without a Somatic Component.

Extraordinary (4) Effect: Your spellcasting action with a somatic component is taken as a slight twitch, no more noticeable than breathing. Your spellcasting action loses the Manual trait.

Major (3) Effect: Your spellcasting action with a somatic component is a 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 or is otherwise covered by bodily movement.

Greater (2) Effect: You can cast the spell with the fingers of each hand while holding something or while your arms are restrained. Alternatively, if you were gesturing or performing, your spellcasting action with a somatic component becomes part of your gesturing or performance and cannot be recognized, in and of itself, as spellcasting.

Moderate (1) Effect: You can cast the spell one-handed. Alternatively, replace the usual somatic component with 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.

Effect: You cast the spell with an Effect -2 Optical Signature, which is identifiable as magic by those who detect it.

Negative Effect: Your attempt fails, and you must start the spellcasting process over.

#### Finesse (Basic Action, Manual)

You can use light weapons and most natural weapons effectively. When using natural weapons that do not require the use of hands (e.g., Tail), Finesse loses the Manual trait.

***Parry*** You can use Sleight of Hand instead of Athletics (Parry) when parrying with a weapon that has Bulk 0 (or ½ Bulk if you can use the Weapon with ½ Hands or 2 Bulk for Polearms used Half-Staff) and Negligible Weight.

***Strike*** You can use Sleight of Hand instead of Athletics (Strike) when striking with a weapon that has Bulk 0 (or ½ Bulk if you can use the Weapon with ½ Hands or 2 Bulk for Polearms used Half-Staff) and Negligible Weight.

***Throw*** You can use Sleight of Hand instead of Athletics (Throw) when throwing a weapon that has Bulk 0 (or ½ Bulk if you can use the Weapon with ½ Hands) and Negligible Weight.

***Weapon Damage*** You can use Sleight of Hand instead of Hustle (Natural Weapon Damage) or Might (Weapon Damage) to inflict damage with a weapon that has Bulk 0 (or ½ Bulk if you can use the Weapon with ½ Hands or 2 Bulk for Polearms used Half-Staff) and Negligible Weight (or 0 Weight if the weapon is ½ Bulk and you can use it with ½ Hands). The Weapon Damage test gains the Manual trait.

#### Handle (Action, Manual)

If you can Handle with a Natural Weapon, such as a Tail, Handle loses the Manual trait.

***Grab to Disarm*** You can attempt Grab to Disarm when Target has the limited Clumsy & Enfeebled condition caused by Bulwark (Trap Weapon). If you attempt Grab to Disarm without Trap Weapon, you have a -2 Effect Penalty. Grab to Disarm is opposed by Sleight of Hand (Ready Melee Weapon). (You opposed the test with Ready Melee Weapon even if you have a Projectile or Thrown Weapon in hand.)

Effect: Add Effect -2 to a subsequent Might (Disarm) test.

***Grab to Restrain*** 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 Restrain, not grabbing to disarm, hold on, or to trip. Some Natural Weapons (such as Tongue) do not have the Manual Trait.

Effect: Target acquires the Grabbed condition, which is considered a Lesser (0) Restraint.

***Grab to Trip*** You can attempt Grab to Trip when Target has the Hobbled condition. If you attempt Grab to Trip without Unbalance Target, you have -2 Effect. Grab to Trip is opposed by Hustle (Trudge).

Effect: Add Effect -2 to a subsequent Might (Trip) test.

***Grab to Hold On*** If you are in Grapple range with a creature, object, unattended item, or surface (the “Target”), you can Grab Target; this does not set you up for Disarm, Restrain, or Trip (use Grab to Disarm, Grab to Restrain, or Grab to Trip for that).

Impossible (5+) Effect: You can move normally without an additional test until circumstances change.

Effect: Target is Grabbed, which Lingers for 2Effect Pulses (¼ of a Pass each). If you Grab an unattended item, Grab to Hold does not Linger when you have the item in hand. To make progress when Climbing, you must intersperse Grab to Hold On tests with Hustle (Change Momentum) tests. If you are attacked, Grab to Hold On gains the Required (2) trait and you use the lower of your original Grab to Hold On Effect or new Grab to Hold On Effect from that point on; if that reduces your available Actions to less than 0, you gain Forced Movement (Gravity). You can either climb up a creature that is bigger than you or attempt Might (Hold On) tests to avoid falling off, while Grab to Hold On Lingers.

Negative Effect: You must attempt a Grab to Hold On test as your next Action; if that also has Negative Effect, you acquire Forced Movement (Gravity). If you were attempting to Grab an unattended item, you must use your next Action to Grab it, but it is automatically successful if the item is still within Grapple range when you attempt to Grab it a second time.

***Pick Up*** You can pick up an unattended item. Picking up an item normally has Trivial (-3) Task Difficulty. With Impossible (5+) Effect, you gain a Provisional Action.

***Ready Ammo*** You must ready ammo before you attempt Tool Use (Reload).

Impossible (5+) Effect: You ready the item and Tool Use (Tinker) to Reload gains the Free (2) Trait until you attempt the test or until the end of your next turn.

Effect: You ready the item such that you can use it for its intended purpose with your next Action.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Ready the item.

***Ready Melee Weapon*** If a Weapon has the Ready to Throw trait, it can also be thrown with a subsequent action without penalty when Readied.

Impossible (5+) Effect: You ready the item and Might (Weapon Damage) and Sleight of Hand (Finesse) for Weapon Damage gain the Free (2) Trait until you attempt the test or until the end of your next turn.

Effect: You ready the item such that you can use it for its intended purpose with your next Action.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Ready the item.

***Ready Potion*** You can ready a Potion or other consumable for administration to yourself or another. If what you Ready is to be used as a Bomb, even if technically a Potion, use Ready Thrown Weapon instead.

Impossible (5+) Effect: You ready the item and Sleight of Hand (Application) to Administer or Consume gains the Free (2) Trait until you attempt the test or until the end of your next turn.

Effect: You ready the item such that you can use it for its intended purpose with your next Action.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Ready the item.

***Ready Projectile Weapon*** A projectile weapon is normally readied so it can be loaded with a subsequent Action, though a Crossbow or Firearm may be loaded in advance. Once you have readied a projectile weapon, you do not normally have to ready it again when reloading; that is considered part of the Reload Task Chain.

Impossible (5+) Effect: You ready the item and Recon (Weapon Damage) and Sleight of Hand (Finesse) for Projectile Weapon Damage gain the Free (2) Trait until you attempt the test or until the end of your next turn.

Effect: You ready the item such that you can use it for its intended purpose with your next Action.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Ready the item.

***Ready Thrown Weapon*** You can ready a Thrown Weapon. If a Weapon has the Ready to Throw trait, use Ready Melee Weapon, but it can also be thrown with a subsequent action without penalty when Readied.

Impossible (5+) Effect: You ready the item and Might (Weapon Damage) and Sleight of Hand (Finesse) for Thrown Weapon Damage gain the Free (2) Trait until you attempt the test or until the end of your next turn.

Effect: You ready the item such that you can use it for its intended purpose with your next Action.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Ready the item.

***Ready Scroll*** You can ready a Scroll or other written material such that you can read it with a subsequent Action without penalty.

Impossible (5+) Effect: You ready the item and Philosophy (Read) to Imprint the Spell gains the Free (2) Trait until you attempt the test or until the end of your next turn.

Effect: You ready the item such that you can use it for its intended purpose with your next Action.

Negative Effect: You gain 2 + (negative) Effect on your next attempt to Ready the item.

#### Thievery (Action)

***Conceal an Object*** After you use Sleight of Hand (Palm an Object), attempt Sleight of Hand (Conceal an Object) 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. You have -1 Effect per ¼ Bulk of Item (no penalty for Negligible Bulk) if the item will produce a bulge (e.g., no penalty if it fits inside a chest).

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, Tool Use.

Effect: The object is imperceptible if it can be concealed without a bulge of any kind (though it can still be found by patting you down).

***Palm an Object*** (Manual) Take an unattended object or attempt Sleight of Hand (Pick Pocket) then attempt a Sleight of Hand test followed by a Sleight of Hand (Palm Object) test. Palm an Object can also be used with an item in your possession as a “magic” trick. You have -1 Effect per ¼ Bulk of Item (no penalty for Negligible Bulk).

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 are assumed to know what is in their store and typically take at least one Seek action every Round to look over their wares unless they are distracted.

Effect: You Palm the Object, making it undetectable using Optical Senses. For larger items, you must be able to explain where it went and/or the GM may require you attempt a Palm an Object test on each Pass to keep the item out of line of sight (and the GM may determine it is impossible to do so if there are multiple viewers with different perspectives or the item is larger than you or anything around you).

Negative Effect: You fail regardless of the Bulk of the item.

***Pat Down*** (Manual) You must attempt Observation (Assess) prior to Pat Down. If the Observation test reveals features (such as a “bump”) associated with a concealed item, Observation Effect is stacked with Pat Down Effect. If the Observation test does not reveal any such features, Observation Effect is ignored.

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 (Moderate) 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 (Moderate).

Moderate Effect (1+): You find a concealed object of Negligible ([Effect]) Bulk 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. 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 must “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.

Lesser (0) Effect: You can only find an item of at least ¼ Bulk but are aware of any objects of ½ Bulk or more.

Minor Effect (-1): You can only find an item of at least ½ Bulk but are aware of any objects of 1 Bulk or more.

***Pick Pocket*** (Manual) Enter Target’s square and attempt Sleight of Hand. Pick Pocket is opposed by Recon (Auditory or Optical, usually), but Empathy (En Garde) vs. Deception (Second Intention) can be used before a Pick Pocket attempt to know you are up to something fishy and Empathy (Regard) vs. Deception (Poker Face) can be used after a Pick Pocket attempt to know you did something fishy. In an environment that is not crowded, Pick Pocket is difficult because Target likely won’t appreciate you getting close to them. You have -1 Effect per ¼ Bulk of Item (no penalty for Negligible Bulk).

Moderate Effect (1+): You can take up to ¼ Action per Effect to make the item accessible and take it (e.g., reach into a pocket with ¼ Action and take the item with ¼ Action) without Target noticing. You can keep trying if you need more Actions than you have available to dip into a container, though your proximity to Target will likely grow increasingly fishy.

Lesser (0) Effect: You can choose not to Pick Pocket without Target necessarily detecting the attempt; if you proceed, you grab the item if you can do so with ¼ Action or reach into a pocket or something like that if you cannot immediately grab the object, but Target knows what you are doing and can use Reactions, if available.

Negative Effect: Target prevents you from stealing from them; they are likely to consider theft a hostile action.

***Plant Evidence*** (Manual) 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 drunk, encumbered, seated with a pouch that is resting on a surface, or the like.

### Tool Use (DEX)

#### First Aid (Healing, Manual, Tools)

Stop Bleeding (Action)

Impossible (5+) Effect: Divide Persistent Bleed by 2Effect-3.

Effect: Divide Persistent Bleed in half.

***Treat Wounds*** (Intermission) is capped by a subsequent Biology (Physical Diagnose) test. Add Effect to Constitution (Shake it Off).

#### Lab Tech (Downtime, Manual, Tools)

Lab Tech can be used with both Alchemy (Craft) and Biology (Craft). See Property (Crafting).

#### Shoot (Attack, Manual)

Attack with a Projectile Weapon. Shoot is capped by Observation (Point) but is otherwise the same as Athletics (Strike).

#### Tinker (Manual)

***Create Value*** (Downtime, Tools) Tinker is used for Crafting with Mechanics (Craft). See Property (Crafting).

***Don or Remove Armor*** (Action) You can Don or Remove an Outfit or Armor as an (Encounter) Action per Location, with Locations 1 (Feet) and 8 (Hands) taking two Actions. For Armor with multiple Layers, you must Don the first layer first and the last layer last, or vice versa to Remove it. Field Armor has two Layers and Heavy Armor has three Layers. Knowledge is generally only required for Field Armor and Heavy Armor (and if you have neither Field Armor nor Heavy Armor Knowledge, both count against you to Don or Remove Heavy Armor).

Effect: You can Don or Remove one Layer of Armor at one Location, plus ½ Effect. If you have an odd (1, 3, …) Effect, you gain +1 Effect on your next Turn unless you are interrupted. Your attempt can be resisted with a Might (Resist Disarm) test against an unwilling Target, and you gain no benefit from odd Effect. Note: Some Armor has a locking mechanism, which requires a Mechanician test to engage or disengage.

***Mechanician*** (Intermission, Tools) You can make a Tool Use 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 disable the device depends upon the quality of the device (e.g., Lesser to Fantastical), which may be a fraction (typical of Lesser and Greater devices) or multiple (typical of Major and Extraordinary 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 Mechanician.)

If a golem is incapacitated, you can use 3 Downtime actions to attempt to reprogram it: Philosophy and Pseudomagical Knowledge (e.g., Animator 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 Tool Use (to keep the golem incapacitated and make the changes); the Tool Use 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 Familiar (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 Familiar.

Effect: You defeat one stage of the device per Effect. A device typically has Complexity2 stages.

Negative Effect: You set off the device (or break your lockpick if the device is a lock).

***Pilot*** (Action, Vehicle) You can use Tool Use to pilot a ship if you know Maritime Terrain, an airship if you know Sky Terrain, and a submersible if you know Aquatic Terrain. You can also use Tool Use to drive a wagon if you know Plains Terrain.

***Play Musical Instrument*** (Action, Tools (Musical Instrument)) You can use Tool Use instead of Performance to play a musical instrument for which you have the requisite Knowledge. Some musicians rely entirely on their skill with the instrument instead of Performance.

***Reload*** (Action) Effect determines how many Reload Actions you can accomplish with a single test. See Property (Projectile Weapons).

Impossible (5) Effect: If Effect would reduce Reload to -2 or less for your weapon, Recon (Weapon Damage) and Sleight of Hand (Finesse) for Projectile Weapon Damage gain the Free (2) Trait until you attempt the test or until the end of your next turn.

Effect: You can perform 1 Reload Action per Effect.

# 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.

**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.

**Druidic** Spells are only available to Druids, including Druidic Witches, who gain the Spell in a Class Features.

**Conduits**: Conduits and Sensors are similar. You can acquire any of the features (for a penalty to Effect) for a Conduit that you can for a Sensor; in some cases, you may even be able to acquire sensory capabilities for a Conduit, turning it into a Conduit/Sensor. See Sensors, below, for features.

**Mana Point Cost**: Unless otherwise indicated, it costs 1 MP to activate a Spell, plus 1 MP per Intermission the Spell remains Activated; and it costs 10 MP to Intensify a Spell, and the Spell remains intensified until the end of the Encounter (or an Intermission Action).

**Mental**: Mental Spells are maintained in your mind, as opposed to a Conduit, 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 Levitation and Jet Propulsion. 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 Basic Actions on its turn if it can (e.g., if it has Mobility, you can tell it where to go and it will use Basic 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.

**Spellcasting Actions**: There are 5 Spellcasting Actions that are normally taken in the order Alchemy (Material Component), Gab (Verbal Component), Sleight of Hand (Somatic Component), Philosophy (Empower), and Mechanics (Envision) to activate a Spell (for Litanies, this is referred to as “Pending”). You take 4 Spellcasting Actions that are normally taken in the order Alchemy (Material Component), Gab (Verbal Component), Sleight of Hand (Somatic Component), and Philosophy (Empower) to Intensify and Discharge a Spell (for Litanies, this is referred to as “Activating”). If you have Traditional Mechanics, you can use Lore instead of Mechanics for Druidic Spells; if you have Traditional Alchemy, you can use Lore instead of Alchemy for Druidic Spells; and if you have Traditional Medicine, you can use Lore instead of Philosophy for Druidic Spells. Divine Spells may replace Philosophy with Aura or Lore.

**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 ¼ 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 ¼ 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 ½ Action**: The ½ 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).

## Akashic Awareness (Divination, Mental)

Akashic Awareness is actually a number of different spells that tap into the Akashic Record, a compendium of all universal events, thoughts, words, emotions and intent ever to have occurred in the past, present, or future in terms of all entities and life forms. These Spells include Ancestral Lore (Lore), Arithmancy (Mechanics), Babble (Gab), Charm (Diplomacy), Coercion (Authority), Diva (Performance), Eukrasia (Alchemy), Fear (Aura), Panspermia (Biology), Precision (Tool Use), Precognition/Retrocognition (Recon), Psychometry (Observation), Qabalah (Philosophy), Telempathy (Empathy), Trickster (Deception). Precision has the Transmutation trait. Telempathy has the Emotion trait. Akashic Awareness cannot be used to improve Spellcasting tests.

You are treated as if you have relevant Knowledge and can gain increased Effect with applicable tests. Because you do not actually have the Knowledge and can only tap into the Akashic for a specific purpose, you can only use Instinctive Knowledge for tests associated with the Spell. For example, if you cast Telempathy and gain Psychology (Uruk), you could use that Knowledge for an Empathy test, but not for a Philosophy test. When attempting a Social test, you are treated as if you have all Knowledge in your Instinctive Knowledge Repertoire; if Target speaks a Language, you understand it perfectly and if you speak a Language (any you know), Target understands you perfectly. However, anyone other than Target would hear Target speaking in er language and you speaking in yours.

Effect (Empower): You can Maintain the Spell without mp cost for 1 Intermission + 1 Intermission per Effect up to 4 (5 Intermissions at Effect 4); you can Maintain the Spell for 1 mp per Intermission after that. At Effect 5-8, you can Maintain the Spell without mp cost for 1 Downtime Action per Effect over 4; you can Maintain the Spell for 1 mp per Intermission after that. At Effect 9, you can Maintain the Spell without mp cost for 2 Downtimes. At Effect 10, you can Maintain the Spell without mp cost until your next daily preparations (maximum of 4 Downtimes).

Effect (Envision): You gain Temporal Knowledge and add one Knowledge per Effect to an “Instinctive Knowledge Repertoire.” While there is no explicit limitation on what Knowledge you can choose, be sure to avoid Knowledge that would never be applicable to a test associated with the Spell. For example, you could take Chemist when casting Arithmancy, but it would never be applicable; so, you shouldn’t take it.

Temporal Knowledge allows you to use pseudologic to look forward or backwards in time so long as you can detect at least a hint in the current space and time of what you might see in the past or future. With Telempathy, you can “see” instances of great emotion.

Effect (Empower): When Intensified with at least Effect 1, roll an MD when you attempt an applicable test. If you roll less than or equal to Effect, you gain +1 Competence per result of the MD. If this would cause you to exceed Maximum Competence, you gain +1 Effect per 2 by which you would exceed Maximum Competence.

### Ancestral Lore

See Akashic Awareness.

### Arithmancy

See Akashic Awareness.

### Babble (Emotion)

See Akashic Awareness.

### Charm (Emotion)

See Akashic Awareness.

### Coercion (Emotion)

See Akashic Awareness.

### Diva (Enchantment, Emotion, Mental)

See Akashic Awareness, but, with Diva, replace Temporal Knowledge with a Performance Knowledge. If you have Performance (Magic) and (redundantly) acquire Performance (Magic) in your Instinctive Knowledge Repertoire, you can move lightweight items around, cause a breeze to blow, and stuff like that, but never to cause damage or impact unwilling participants, though it could do something that leads to damage (e.g., knocking over a candle to start a fire). If you have Performance (Instrument (any)) redundantly, the bonus to Competence from Intensifying the Spell also applies to Sleight of Hand (Play Instrument) tests. If you have Performance (Acrobatic, Combat, or Dance) redundantly, the bonus to Competence from Intensifying the Spell also applies to Agility (Acrobatic Performance/Combat Performance/Dance) tests.

### Eukrasia

See Akashic Awareness.

### Fear (Emotion)

See Akashic Awareness.

### Panspermia

See Akashic Awareness.

### Precision (Transmutation)

See Akashic Awareness, but, with Precision, replace Temporal Knowledge with a Weapon Familiarity Knowledge for a weapon that can be used with Tool Use.

### Precognition/Retrocognition

See Akashic Awareness, but, with Precognition/Retrocognition or Psychometry, instead of 3 Knowledges for your “Instinctive Knowledge Repertoire,” you can acquire two Superhuman Senses or one Supernatural Sense.

### Psychometry

See Akashic Awareness.

### Qabalah

See Akashic Awareness.

### Telempathy (Emotion)

See Akashic Awareness.

### Trickster (Abjuration) Occult

See Akashic Awareness, but, with Trickster, replace Temporal Knowledge with you becoming undetectable to Witchsight and Spells with the Truename trait.

## Astral Projection (Thaumaturgy, Spirit, Truename)

You can Astrally Project the sensory aspect of your Spirit. When Astrally Projecting, you must use Actions for either your body or your Astral Projection on any given Turn, not both. Your body remains in place but loses all Sensory Capability while your Astral Projection takes Actions.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with your Astral Projection. You may communicate what your Astral Projection perceives using your mouth, even if you do not reserve any Actions for your body, but only within the Bubble. If your body is outside the Bubble, you cannot take Actions with your body until your Astral Projection returns. Also, you cannot reconnect with your Spirit (to regain the ability to take Actions with your body) unless both you and your Astral Projection are in the Bubble.

Effect (Envision): At Effect 0, your Astral Projection can detect jostling, taste/odor, and warmth (maximum Recon or Observation Effect 1 for each), and you can use all your normal senses to detect Spirits and other Incorporeal creatures on the Spirit Plane. At Effect 1 or higher, you can add the Sensory Capabilities of an Auditory, Chemical, or Optical Sensor, or a combination of them, to peer into the Material Plane, but you must choose Sensory Capabilities for your Astral Projection you already have and cannot choose more than you have. See Spells (Sensor) for your options.

Effect (Empower): When Intensified, your Astral Projection gains the ability to (for practical purposes) Teleport to a specified location (designated by direction and distance) and back to you, as well as move normally. Your Astral Projection cannot Teleport if it is not inside the Bubble, but you can add Empower Effect from Activating the Spell to Empower Effect from Intensifying the Spell +1 to determine the size of the Bubble for the purpose of Teleportation. Your Astral Projection can Teleport to a nonsentient creature or sentient or sapient creature or item (“Target”) on your Plane if you know Target’s Truename, but it may take some time for your Astral Projection to return to you if Target is far away and the Spell does not give you the ability to know the distance of Target before you Teleport.

Instead of gaining the ability to Teleport, you can Astrally Project forward or backward in time from anywhere in the Bubble, but your Astral Projection cannot move or interact in any way with the environment there. The distance forward or backward in time is 1 Round (Effect 1), a minute (Effect 2), an Intermission (Effect 3), an hour (Effect 4), a Downtime (Effect 5), 3 days (Effect 6), a Lunar Month (Effect 7), 8 Lunar Months (Effect 8), 5 Lunar Years (Effect 9), or 300 Lunar Years (Effect 10). You generally go to a time most pertinent to you, which you can express to the GM, that is up to the indicated time away. If you are more of a temporal tourist, with no particular interest in what you see, the GM can roll 1d8 (treat an ‘8’ as ‘0’) and subtract the next-lower period x the die roll to figure out where you land. For example, if you can travel through time up to an Intermission (Effect 3), you may land 0 to 7 minutes earlier than an Intermission (which is 8 minutes long). While your Astral Projection is temporally displaced from your body, you have no idea what is happening in normal time; for all you know, you could be dead when you return.

## Ceremony (Divination, Truename)

Ceremony can only be cast by Clerics. It is often used at a Truenaming ceremony when a baby is born to give the baby a secret Truename (that nobody but the Cleric knows). Ceremony can be used an unlimited number of times on a child, up until the child can make moral choices (and acquires an Alignment). This is sometimes done to protect children from dangerous spirits or other creatures that have learned the child’s Truename. It is often also used at a Rite of Adulthood when a childhood Truename is replaced with the Truename you will frequently have for the rest of your life.

Effect (Empower): At Effect 0, you can perform a Truenaming ceremony on a child or perform the Rite of Adulthood (for the first time). At Effect 1 or higher, you gain the ability to grant a new Truename to someone who has had the Rite of Adulthood. The ceremony can be performed if the number of Truenaming ceremonies Subject has received after the Rite of Adulthood is less than Effect. The Rite of Adulthood and all Truenaming ceremonies thereafter can only be done on a voluntary subject.

Effect (Envision): Subject can seek to Atone. That which needs to be atoned but you determine what time-intensive endeavor is required for Atonement. While seeking Atonement, up to 1 rating of Doomed per Effect is suppressed. If the endeavor is successful, the Doomed condition is reduced to 0 but if Subject strays from the path, the Doomed condition is no longer suppressed. The new Truename (from the Empower test) is only obtained upon completion of the endeavor, but it does not “count” as a Truenaming ceremony if Subject fails to achieve it.

Effect (Empower): When Intensified, Subject gains Blessing 1 per Effect. Subject can permanently reduce Blessing by 1 to gain Maximum Competence on a test. If Subject has at least Blessing 1 and would be killed or driven permanently insane, Subject loses all remaining ratings of Blessing but somehow avoids even certain death or returns sometime later after wandering the wilderness (without Permanent Insanity).

## Chi (Transmutation)

Chi is actually a number of different spells, each of which is associated with a “Chosen Skill” that is one of Agility, Athletics, Bulwark, Constitution, Contortion, Determination, Tool Use, Hustle, Might, or Sleight of Hand. Chi cannot be used to improve Spellcasting tests.

Effect (Empower): You can Maintain the Spell without mp cost for 1 Intermission + 1 Intermission per Effect up to 4 (5 Intermissions at Effect 4); you can Maintain the Spell as normal after that. At Effect 5-9, you can Maintain the Spell without mp cost for 1 Downtime Action per Effect over 4; you can Maintain the Spell as normal after that. At Effect 10, you can Maintain the Spell without mp cost for 1 day or until your next daily preparations.

Effect (Envision): With Effect 0, you gain +1 Competence with one (of 4) Tasks of your Chosen Skill. With Effect 1-3, you gain +1 Competence with one to three other Tasks of your Chosen Skill. With Effect 4-7, increase Competence to +2 with one to four Tasks of your Chosen Skill. With Effect 8-10, increase Competence to +3, +4, or +5 with all Tasks of your Chosen Skill.

Effect (Empower): When Intensified with at least Effect 1, roll an MD when you attempt an applicable test. If you roll less than or equal to Effect, increase Effect by 1 per 2 MD result on the test, not to exceed the Competence Bonus from your Envision test. If you roll a ‘1’ on the MD, convert one of the +1 Competence from your Envision to +1 Effect on the test.

## Conduit, [Elemental] (Thaumaturgy, [Element])

Conduit is actually a number of different spells collected under the “Conduit” umbrella. Intensifying a Conduit turns it into an “Emitter.” The Elements (“Exotic Materials”) you can choose for your Conduit, the Prerequisites for the Element you choose, and the Element opposed to it are:

Element Exotic Material (Prerequisite) Opposed Element

Air Elemental Air (Meteorology) Elemental Dyspnea

Avatic Avatic (Avaticology) Necrotic Energy (if Neutral) and Avatic of an Opposite Alignment (if not Neutral)

Cold Elemental Cold (Thermodynamics) Elemental Heat

Corrosion Elemental Corrosion (Geology) Elemental Earth

Darkness Elemental Darkness (Optics) Elemental Radiance

Desiccation Elemental Desiccation (Hydrology) Elemental Water

Dyspnea Elemental Dyspnea (Meteorology) Elemental Air

Earth Elemental Earth (Geology) Elemental Corrosion

Electricity Elemental Electricity (Electromagnetism) Elemental Lode

Heat Elemental Heat (Thermodynamics) Elemental Cold

Lode Elemental Lode (Electromagnetism) Elemental Electricity

Necrotic Necrotic (Necromancy) Avatic, Primal, and Spiritual Energy

Primal Primal (Ecology) Necrotic Energy

Radiance Elemental Radiance (Optics) Elemental Darkness

Silence Elemental Silence (Acoustics) Elemental Sound

Sound Elemental Sound (Acoustics) Elemental Silence

Spiritual Spiritual (Paraphysiology) Necrotic Energy

Water Avatic Water (Hydrology) Elemental Desiccation

Avatic Energy has an Alignment (Chaotic (Anarchic), Lawful (Axiomatic), Good (Holy), or Evil (Unholy)). You cannot choose Avatic unless you are a Cleric or acquire the ability as a Pact Spell. Necrotic Energy is not “opposite” Unholy Avatic Energy.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with Subject once Activated (but see Envision below). The Conduit also suppresses (but does not counter) an Elemental Sink of the same Element by Effect if within the Bubble. Other results of Activating the Spell and the result of Intensifying the Spell are described below.

Effect (Envision): With Effect 0, you can create a Conduit in your Square that cannot be moved, and the spell ends if you move out of your Square. With Effect 1, the spell does not end if you move out of the Square, as long as you are within the Bubble and Maintain the Spell. With Effect 2, you can put the Conduit in a creature or item that has a trait that matches the energy of the Conduit (the Subject); this can be you only if you have the relevant trait. With Effect 3, you can put the Conduit in yourself even if you lack the relevant trait. With Effect 4, you can put the Conduit in any item or creature, even if it lacks the relevant trait.

With Effect 5, the Conduit can be moved within the Bubble so fast it is practically teleportation (1 mile per second); this allows you to move the Conduit from Subject to a new Subject. You must attempt Mechanics (Compute Trajectory) to move the Conduit to anywhere you can see within the Bubble; you must, in addition, attempt Mechanics (Indirect Fire) to move the Conduit to anywhere within the Bubble that you cannot see. Effect 0 on the Compute Trajectory test is adequate to move the Conduit; Negative Effect means the Conduit does not move or, if Negative Effect is only with the Indirect Fire test, only moves as close as possible to a location you cannot see.

With Effect 6, you gain maximum Competence on the Mechanics (Compute Trajectory) test.

With Effect 7, you gain maximum Competence on the Mechanics (Compute Trajectory) and Mechanics (Indirect Fire) tests.

With Effect 8, the Conduit knows where you want it to go; you do not have to attempt a Mechanics (Compute Trajectory) test.

With Effect 9, you do not have to attempt a Mechanics (Indirect Fire) test.

With Effect 10, the Conduit can return to you even if you are not inside the Bubble. It can move 1 mile per second.

Effect (Empower): See below for how Intensify works for each Element.

**Air**: Oxygenate air in the space taken up by the Conduit; this has no effect if you are buried or underwater unless the Conduit is in an enclosed space around your mouth and/or nose. You can put the Conduit 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.

Effect (Empower): Intensify to cause your Conduit to make 2Effect-1 (Medium-sized) Squares of air once per Turn or oxygenate air at the same rate without increasing air pressure. After Intensification ends, Elemental Air is converted to normal air.

**Avatic**: The space taken up by Conduit includes enough Avatic Energy to be uncomfortable to creatures susceptible to it, which typically includes Undead and Avatic creatures with opposing Alignment(s).

Effect (Empower): Intensify to cause your Conduit to increase Avatic Energy in its Square by 1 degree per Effect. Avatic Energy acts a bit like Severe Heat or Cold, but only causing damage to Undead (Necrotic) and opposed Avatic creatures. When in a Square with Avatic Energy, Outerplanar Avatics of the appropriate Alignment reduce all other Severe Environmental Effects by 1 per degree of Severe Avatic Energy above the degree of the other Environmental Effect(s). Avatic Energy remains in every Square in which it is created until Intensification ends.

**Cold**: Reduce temperature by 1 degree in the space taken up by the Conduit.

Effect (Empower): Intensify to cause your Conduit to reduce temperature in its Square by as many degrees as Effect+1. For example, Effect 4 would cause Mild Temperature (neither Severe Cold nor Severe Heat) to drop to Extraordinary Severe Cold (5 degrees below normal Temperature), Effect 6 would cause Mild Temperature to drop to Mythical Severe Cold, and Effect 9 would cause Greater Severe Heat to drop to Mythical Severe Cold. If you move the Conduit, the lower temperature remains in every Square in which it is created until Intensification ends.

**Corrosion**: Dust and other small particulates are removed from space taken up by the Conduit.

Effect (Empower): Intensify to cause your Conduit to Disintegrate in its Square to a degree equal to Effect-4. Corrosion acts like Desiccation but destroys solid matter. This spell has no effect on incorporeal creatures and creatures of liquid or air. Corrosion remains in every Square in which it is created until Intensification ends.

**Darkness**: Reduce light level in the space taken up by Conduit by 1 degree.

Effect (Empower): Intensify to cause your Conduit to decrease light level in its Square by as many degrees as Effect +1. For example, in normal light, Effect 1 would drop it to Minor Low Light and Effect 6 would drop it to Complete Darkness (complete darkness). The lower light remains in every Square in which it is created until Intensification ends. Light introduced into an area in which lower light has been created is reduced in degree by Effect +1, as well.

**Desiccation**: Moisture is removed from the space taken up by the Conduit if not submerged.

Effect (Empower): Intensify to cause your Conduit to Desiccate in its Square to a degree equal to Effect. 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, as well. 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, and hermetic seals provide no protection for susceptible creatures, either. Desiccation remains in every Square in which it is created until Intensification ends.

**Dyspnea**: The space taken up by Conduit is not oxygenated.

Effect (Empower): Intensify to cause your Conduit to destroy air in its Square to a degree equal to Effect. 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. Air continues to be destroyed in every Square in which it is initiated until Intensification ends.

**Earth**: The space taken up by Conduit is filled with dust; if the space is solid, durability of the substance increases by 1 degree.

Effect (Empower): Intensify to cause your Conduit to create 2Effect-3 (Medium-sized) Bulk of dirt, sand, or gravel per Round; at Effect 10, that’s 128 Bulk of Earth, which is enough to fill up a 5’ Square in two Rounds. After Intensification ends, Elemental Earth is converted to normal earth.

**Electricity**: The space taken up by Conduit is filled with uncomfortable static electricity.

Effect (Empower): Intensify to cause your Conduit to electrify its Square to inflict 2Effect-1 Electricity damage. Electrification remains in every Square in which it is created until Intensification ends.

**Heat**: Increase temperature by 1 degree in the space taken up by the Conduit.

Effect (Empower): Intensify to cause your Conduit to increase temperature in its Square by as many degrees as Effect+1. For example, Effect 4 would cause Mild Temperature (neither Severe Cold nor Severe Heat) to increase to Extraordinary Severe Heat (5 degrees above normal Temperature), Effect 6 would cause Mild Temperature to increase to Mythical Severe Heat, and Effect 9 would cause Greater Severe Cold to increase to Mythical Severe Heat. If you move the Conduit, the higher temperature remains in every Square in which it is created until Intensification ends.

**Lode**: Unattended ferrous metal items that come in contact with Conduit can be attracted (pulled to the center of the Square) or repelled (pushed away when Conduit moves toward them).

Effect (Empower): Intensify to cause your Conduit to create a “gravity” that only effects metal objects and is twice as powerful as normal gravity in the direction of the Conduit (“attract”) or away (“repel”). The Conduit 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 Conduit. For -3 Effect you can attract all metal, as opposed to just ferrous metal.

**Necrotic**: The space taken up by Conduit includes enough Necrotic Energy to be uncomfortable to creatures susceptible to it, which include pretty much all creatures that are not Undead.

Effect (Empower): Intensify to cause your Conduit to increase Necrotic Energy in its Square by 1 degree per Effect. Necrotic Energy acts a bit like Severe Heat or Cold but causes damage to all creatures other than Undead. When in a Square with Necrotic Energy, Undead reduce all other Severe Environmental Effects by 1 per degree of Necrotic Energy above the degree of the other Environmental Effect(s). Necrotic Energy remains in every Square in which it is created until Intensification ends.

**Primal**: The space taken up by Conduit includes enough Primal Energy to be uncomfortable to creatures susceptible to it, which typically includes Outerplanar Avatics and Undead.

Effect (Empower): Intensify to cause your Conduit to increase Primal Energy in its Square by 1 degree per Effect. Primal Energy acts a bit like Severe Heat or Cold but causes damage to Outerplanar Avatics and Undead. When in a Square with Primal Energy, Fey reduce all other Severe Environmental Effects by 1 per degree of Primal Energy above the degree of the other Environmental Effect(s). Primal Energy remains in every Square in which it is created until Intensification ends.

**Radiance**: Increase light level in the space taken up by Conduit by 1 degree.

Effect (Empower): Intensify to cause your Conduit to increase light level in its Square by as many degrees as Effect +1. Elemental Radiance acts a bit like Severe Heat or Cold but only causes damage to creatures susceptible to it. The increased light remains in every Square in which it is created until Intensification ends.

Your Conduit can radiate in up to three frequencies of light, Infrared, Visible, and/or Ultraviolet.

|  |  |  |  |
| --- | --- | --- | --- |
| Tag | Infrared Light | Visible Light | Ultraviolet Light |
| Sunlight | -1 Severe Cold degree per 2 Effect (Minor Severe Heat max) | Damage to creatures Vulnerable to Radiance | Visible to Ultravision |
| Starlight | None | ½ Damage to creatures Vulnerable to Radiance | Visible to Ultravision |
| Invisilight | -1 Severe Cold degree per 4 Effect (Minor Severe Heat max) | None | Visible to Ultravision |
| Torchlight | -1 Severe Cold degree per 4 Effect (Minor Severe Heat max) | ½ Damage to creatures Vulnerable to Radiance | None |
| Nightlight | None | None | Visible to Ultravision |
| Sparkle | None | ¼ Damage to creatures Vulnerable to Radiance | None |
| Warmth | -1 Severe Cold degree per 2 Effect (Minor Severe Heat max) | None | None |

**Silence**: Reduce Sounds, including Ambient Noise, by 1 degree in space taken up by Conduit.

Effect (Empower): Intensify to cause your Conduit 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 Intensification ends.

**Spiritual**: The space taken up by Conduit includes enough Spiritual Energy to be uncomfortable to creatures susceptible to it, which typically includes Outerplanar Avatics and Undead.

Effect (Empower): Intensify to cause your Conduit to increase Spiritual Energy in its Square by 1 degree per Effect. Spiritual Energy acts a bit like Severe Heat or Cold, but only causes damage to Outerplanar Avatics and Undead. When in a Square with Spiritual Energy, Spirits reduce all other Severe Environmental Effects by 1 per degree of Spiritual Energy above the degree of the other Environmental Effect(s). Spiritual Energy remains in every Square in which it is created until Intensification ends.

**Sound**: Increase Ambient Noise by 1 degree in space taken up by Conduit.

Effect (Empower): Intensify to cause your Conduit to increase Ambient Noise in its Square by a degree equal to Effect for creatures capable of hearing the relevant frequencies. Your Conduit can emit up to five frequencies of sound, Ultralow Frequency, Low Frequency, Normal Frequency, High Frequency, and Ultrahigh Frequency. Ambient Noise remains in every Square in which it is created until Intensification ends.

**Create Water**: Air in the space taken up by the Conduit has 100% humidity. If you have Water Breathing, you can put the Conduit in your mouth and make use of your Water Breathing ability, but you must constantly expel the water as it is created; if you have gills it is expelled from your gills without effort.

Effect (Empower): Intensify to cause your Conduit to make 2Effect-2 (Medium-sized) Bulk of water in a Round; at Effect 10, that’s 256 Bulk of Water, which is enough to fill up a 5’ Square. Elemental Water is converted to normal water when Intensification ends.

## Destroy [Physiology] (Thaumaturgy)

You can seriously harm creatures with the applicable Physiology when the Spell is Intensified.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated.

Effect (Envision): The Spell fails if you have Effect 0. At Effect 1, you can Target a creature for which you have Detected Stimulus 4 properly attributed to Target with at least one Auditory, Chemical, and Optical sense. At Effect 2-4, you can reduce the rating of Detected Stimulus required for one per Effect over 1 of the at least one Auditory, Chemical, and Optical Sense to 3. At Effect 5-7, you can reduce the rating of Detected Stimulus required for one per Effect over 4 of the at least one Auditory, Chemical, and Optical Sense to 2. At Effect 8-10, you can reduce the rating of Detected Stimulus required for one per Effect over 4 of the at least one Auditory, Chemical, and Optical Sense to 1.

Effect (Empower): When Intensified, all Targets within the Bubble for which you have properly attributed Detected Stimulus suffer Depleted +1 per Effect, Drained +1 per Effect, and Traumatized +1 per Effect. Depleted is resisted with Determination (Mettle), Drained is opposed with Constitution (Damage Reduction), and Traumatized is resisted with Determination (Confidence). You can increase Depleted, Drained, and/or Traumatized by taking on Depleted, Drained and/or Traumatized of the same rating as the amount by which you increase them to harm Target. Intensification is instantaneous (it does not last until the end of the encounter) but the Spell remains Active after you Intensify.

## Dimensional Lock (Abjuration, Truename)

Prevents Astral Projection, Teleportation, and other interdimensional travel and access to extradimensional spaces. This also prevents a creature with an Ectoplasmic Body from ending the Spell, but it has the benefit of the spell no longer requiring MP to maintain, if applicable. However, you cannot cast Ectoplasmic Body when in the Bubble.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated.

Effect (Envision): You can prevent Astral Projection, Teleportation, and other interdimensional travel into, inside, or out of the Bubble by creatures of your Physiology, plus one other Physiology per 2 Effect or per 1 Effect if you know the Physiology. These Knowledges are part of an Instinctive Knowledge Repertoire that can only be used with Dimensional Lock. With Effect 5 or higher, add all Physiologies you know to your Instinctive Knowledge Repertoire, plus one +1 per Effect over 4 that you do not know. Preventing access to extradimensional spaces is covered by Occultism regardless of Target Physiology and Target is the Item, not its owner. If you know the Truename of Target, you are treated as if you have Physiology Knowledge applicable to Target in your Instinctive Knowledge Repertoire, but you can only use the additional Knowledge (if different than what is already in your Instinctive Knowledge Repertoire) for that specific Target with Dimensional Lock.

Effect (Empower): When Intensified, you can attempt to Banish Targets that are not on their home plane or Lock Target even if e leaves the Bubble; Effect is opposed with Determination (Intransigence) and has increased Task Difficulty equal to Target Level if higher than yours.

If Target is Locked, e remains Locked even if e leaves the Bubble. The duration of the Lock is 2Effect Intermission Actions (1 Intermission Action can be treated as until the end of the Encounter; 32 Intermission Actions is about an hour). If Target defeats your Lock attempt by 1 or more Effect, Target is immune to your Lock until the end of the Encounter.

If Target is Banished, it must remain on er home plane for 1 day unless you include a Material Component that is anathema to Target, in which case e is Banished for 1 gyre plus 1 day. If Target defeats your Banish attempt by 1 Effect or more, Target is immune to your Banish until circumstances change.

## Dispel (Abjuration)

You can enhance the effectiveness of Counterspelling. See Mechanics (Counterspell).

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated.

Effect (Envision): Add all Pact Spells and Spells that have Energy “opposite” any of your Pact Spells to an Instinctive Spell Repertoire. At Effect 1 or higher, add 2Effect-1 Spells to the Instinctive Spell Repertoire that you can cast using Miracle or Volatile Reagents and Spells that have Energy “opposite” any of those Spells. You can attempt Mechanics (Counterspell) without first casting Miracle or using Volatile Reagents, and without acquiring Trauma for casting a Pact Spell. When countering an “opposite,” use the matching but “opposite” Spell you have in your Instinctive Spell Repertoire for Spellcasting tests.

Effect (Empower): If you Intensify Dispel, add Effect to all Counterspell tests you make for Spells in your Instinctive Spell Repertoire until the end of the encounter.

## Effervescence (Enchantment, Signature)

Suppresses a Chemical Signature that can be detected using normal scent, and potentially other Chemical Signatures.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Anything “left behind” when the Bubble moves has its normal Chemical Signature. Targets (those outside the Bubble) cannot detect applicable Chemical Signatures of Subjects (those inside the Bubble) while the Bubble is stationary but can detect any odors left as a trail leading up to the Bubble.

Effect (Envision): You can suppress normal Chemical Signatures with Effect 0. Normal Chemical Signatures are those that do not require Bloodhound, Pheromones, or some other Superhuman or Supernatural Sense to detect. You can add an additional Chemical Signatures to those you can suppress for every 2 Effect or, if you have the indicated Knowledge, for every 1 Effect.

1. Bloodhound (Aromachology).
2. Inorganic Olfaction (Material); Metallic Olfaction is just another form of Inorganic Olfaction for Metal.
3. Infravision (Thermodynamics); Infravision is actually an Optical Signature but can be affected with Effervescence.
4. Lifesense (Physiology); each different Physiology type counts separately; Deathsense and Detect Incorporeal are other forms of Lifesense for Necromancy and Paraphysiology.
5. Magic (Occultism); suppressing Magic also suppresses the Chemical Signature of the Spell itself.
6. Pheromones (Ecology); a “catchall” category that includes carbon monoxide in your breath as well as actual pheromones.

Effect (Empower): When Intensified, applicable Chemical Signatures of Subjects equal Effect even when the Bubble is moving and even if Targets are inside the Bubble. Also, any trail that would be left behind by a Subject that is in the Bubble is “scrubbed” even when the trail is left behind by the moving Bubble.

## Energy Shield, [Elemental] (Abjuration, [Element])

Energy Shield is actually a number of different spells collected under the “Energy Shield” umbrella. The Elements (“Exotic Materials”) you can choose for your Shield, the Prerequisites for the Element you choose, and the Element opposed to it are the same as described under Elemental Conduit but cannot choose Avatic unless you are a Cleric or acquire the ability as a Pact Spell.

Effect (Empower): Activate the Spell to provide Protection equal to Effect to Subjects. The Shield moves with the caster (or Subject) once Activated. Subjects add Protection to Effect on tests against the chosen Element and treat Severe Environments as many Degrees lower as Protection. This also prevents effects such as deoxygenation of air from Dyspnea, and the like. An Energy Sink of an Opposite Element suppresses (but does not counter) an Energy Shield while within the Bubble of the Energy Sink.

Effect (Envision): You can create a Bubble around your Square that protects you against a chosen Element. For every Effect above 0 (or every 2 Effect above 0 if you lack the Exotic Material Knowledge associated with the Element; or every 3 Effect above 0 if you also lack the Prerequisite of the Exotic Material), you can provide an Energy Shield to one Subject at least partially in an Adjacent Square. Each Subject must pay 1 mp per Intermission to maintain their own Energy Shields after the Spell is Activated.

Effect (Empower): Intensify to gain +1 Effect to Protection provided by the Energy Shield for yourself but no other Subjects (though they can continue to maintain their Energy Shields as described above). The bonus to Effect stacks with the bonus granted from the Active Spell. Note: This may seem like overkill, but it becomes important if your Energy Shield is suppressed with an Energy Sink.

## Energy Sink, [Element] (Thaumaturgy, [Element])

Elemental Sink is actually a number of different spells collected under the “Energy Sink” umbrella. Elemental Sink counters Conduit and can be used to provide resistance to the applicable Element. The elements you can resist and the Knowledge applicable to the Spellcasting test are the same as described for Conduit. You cannot choose Avatic or an Alignment (Anarchic, Axiomatic, Holy, or Unholy) unless you are a Cleric or acquire the ability as a Pact Spell.

Effect (Empower): Activate the Spell to reduce Degree of the chosen Severe Environment in a 5’ x 2Effect-1 Square Bubble (or just within your Square with Effect 0) against the chosen Element. You also generally gain a bonus to Effect on tests against the Element, though technically the attack is reduced in effectiveness when made in or into the Bubble, as opposed to you being better able to resist damage.

Effect (Envision): Creates a Bubble of an Element that suppresses a Conduit (or Severe Environment) of the Element or an Energy Shield of an opposed Element. This also prevents effects such as deoxygenation of air from Dyspnea, and the like. For every 1 Effect (if you have the Exotic Material Knowledge), 2 Effect (if you only know the applicable Prerequisite Knowledge), or 3 Effect (if you do not even have Prerequisite Knowledge), you can potentially Sink an additional Element in the same Synergistic Element Set (when you Intensify). Synergistic Element Sets are: {Air, Earth, Primal, Water}, {Air, Radiance, Sound}, {Earth, Heat, Lode}, {Cold, Electricity, Water}, {Anarchic, Avatic, Electricity, Lode}, {Avatic, Axiomatic, Darkness, Silence}, {Avatic, Cold, Heat, Unholy}, {Avatic, Holy, Radiance, Sound}, {Corrosion, Desiccation, Dyspnea, Necrotic}, {Darkness, Silence, Spirit}. (If you are in the Grey set, your fourth Element is your choice of a Sympathetic Element.)

At Effect 5 or higher, assuming you are Sinking all Synergistic Elements, you can add Sympathetic Elements at the same rate indicated above (for having the Prerequisite and/or Exotic Material Knowledge or not). Green is Sympathetic with any Blue. Blue is Sympathetic with other Blue. Anarchic or Axiomatic Purple is Sympathetic with Holy/Unholy Purple. Holy or Unholy Purple is Sympathetic with Anarchic/Axiomatic Purple. Red is Sympathetic with Axiomatic/Unholy Purple. Grey is Sympathetic with Green or Red. In all cases, you should try not to add two of Avatic, Necrotic, Primal, or Spirit; both Anarchic and Axiomatic; or both Holy and Unholy, unless there is no other Sympathetic option.

Effect (Empower): Intensify the Spell to reduce Degree of the additional Severe Environment(s) and reduce effectiveness of applicable attacks in the Bubble.

## Haste (Transmutation)

Increase how fast you can take Actions. If you cannot get your Haste under control with an Envision Action (see below), you cannot enter Intermission Mode. You can voluntarily cap your Empower test if you do not think you can manage it with your Envision test.

Effect (Empower): You gain one or more Actions and a penalty to Constitution (Endurance) or automatic fp loss that depends upon Effect.

Effect 0: You can take +1 Action per Round. On the Turn during which you get 5 Actions, Strenuous Actions cost 1 fp each. You are “under control” so you can enter Intermission Mode and gain +1 Intermission Action. However, you must attempt Constitution (Endurance) as if you took one Strenuous Action plus as many Strenuous Actions as you actually took (and if you took 4 or 5 Strenuous Actions, you have an additional -2 or -4 Effect on your Constitution (Endurance) test).

Effect 1: You can take +1 Action every other Turn. On the Turn during which you get 5 Actions, Strenuous Actions cost 1 fp each. Unless you are Paralyzed, you always lose at least 1 fp per Turn, even if you are unconscious, at least until fp are reduced to 0.

Effect 2: You can take 5 Actions per Turn. Strenuous Actions cost 1 fp. Unless you are Paralyzed, you always lose at least 2 fp per Turn, even if you are unconscious, at least until fp are reduced to 0.

Effect 3: You can take 6 Actions per Turn. Nonstrenuous Actions that require no movement, such as Philosophy (Pedagogy), cost 0 fp; other nonstrenuous Actions cost 1 fp; and Strenuous Actions cost 2 fp. Unless you are Paralyzed, you always lose at least 4 fp per Turn, even if you are unconscious, at least until fp are reduced to 0.

Effect 4: You can take 7 Actions per Turn. Nonstrenuous Actions that require no movement, such as Philosophy (Pedagogy), cost 0 fp; other nonstrenuous Actions cost 1 fp; and Strenuous Actions cost 3 fp. Unless you are Paralyzed, you always lose at least 6 fp per Turn, even if you are unconscious, at least until fp are reduced to 0.

Effect 5: You move twice as fast as normal, allowing you to take 8 Actions per Turn. Nonstrenuous Actions that require no movement, such as Philosophy (Pedagogy), cost 1 fp; other nonstrenuous Actions cost 2 fp; and Strenuous Actions cost 4 fp. Unless you are Paralyzed, you always lose at least 8 fp per Turn, even if you are unconscious, at least until fp are reduced to 0.

Effect 6: You move three times as fast as normal, allowing you to take 12 Actions per Turn. Double the costs of Effect 5 and, unless Paralyzed, you always lose at least 24 fp per Turn.

Effect 7: You move four times as fast as normal, allowing you to take 16 Actions per Turn. Quadruple the costs of Effect 5 and, unless Paralyzed, you always lose at least 64 fp per Turn.

Effect 8: You move five times as fast as normal, allowing you to take 20 Actions per Turn. Multiply the costs of Effect 5 by 8 and, unless Paralyzed, you always lose at least 160 fp per Turn. Note: You would reduce fp to 0 before even finishing one Turn at this rate but see Empower (Intensify) below.

Effect 9: You move six times as fast as normal, allowing you to take 24 Actions per Turn. Multiply the costs of Effect 5 by 16 and, unless Paralyzed, you always lose at least 364 fp per Turn.

Effect 10: You move seven times as fast as normal, allowing you to take 28 Actions per Turn. Nonstrenuous Actions that require no movement, such as Philosophy (Pedagogy), cost 32 fp; other nonstrenuous Actions cost 64 fp; and Strenuous Actions cost 128 fp. Unless you are Paralyzed, you always lose at least 896 fp per Turn, even if you are unconscious, at least until fp are reduced to 0.

Effect (Envision): Subtract Envision Effect from Empower Effect to Activate the Spell with a lower “constructive Effect.” If you choose to act with full Haste, you take the full penalty but can dial it down to a lower constructive Effect (anything from constructive Effect = Empower – Envision to constructive Effect = Empower).

Effect (Empower): When Intensified, you gain 2Effect Temporary fp that last until the end of the Encounter or until you use them up.

## Hierophant (Divination, Mental, Primal)

Hierophant is actually a number of different spells that specify a Terrain. However, if you have Hierophant for more than one Terrain, you need only cast the Spell once and it applies to the Terrain of each Hierophant Spell you know. Only Druids and those who acquire Hierophant as a Pact Spell can use this Spell.

Effect (Empower): If the Spell is cast in the Terrain associated with the Hierophant Spell(s), you can Maintain the Spell without mp cost for 1 Intermission + 1 Intermission per Effect up to 4 (5 Intermissions at Effect 4); you can Maintain the Spell as normal after that. At Effect 5-9, you can Maintain the Spell without mp cost for 1 Downtime Action per Effect over 4; you can Maintain the Spell as normal after that. At Effect 10, you can Maintain the Spell without mp cost for 1 day or until your next daily preparations. If you enter a Terrain not covered by the Spell(s), you lose the bonus Mana Points.

Effect (Envision): You gain +1 Competence with Lore plus one additional Skill per Effect. You gain the additional Skills in the following order: Authority, Empathy, Aura, Diplomacy, any (at Effect 5 or higher). At Effect 1 or higher, the Spell gains the Emotion trait.

Effect (Empower): When Intensified with at least Effect 1, roll an MD when you attempt an applicable test within an applicable Terrain. If you roll less than or equal to Effect, you gain +1 Competence per result of the MD. If this would cause you to exceed Maximum Competence, you gain +1 Effect per 2 by which you would exceed Maximum Competence. You always gain a minimum of +1 Competence with Lore.

## Inaudibility (Enchantment, Signature)

Suppresses Auditory Signatures.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Anything “left behind” when the Bubble moves has its normal Auditory Signature. Subjects (those inside the Bubble) have applicable Auditory Signatures increased by 1 degree vs. Targets (those outside the Bubble) while the Bubble is stationary.

Effect (Envision): You can add an additional Auditory Signature (beyond “medium frequency”) to those you can suppress for every 2 Effect or, if you have the indicated Knowledge, for every 1 Effect.

1. High Frequency (Acoustics); for the purposes of this spell, it is assumed most creatures produce high frequency sounds as loud as breathing or speaking
2. Low Frequency (Acoustics); for the purposes of this spell, it is assumed most creatures produce low frequency sounds as loud as breathing or speaking
3. Tremorsense (Terrain); applies to sounds made from moving along the ground in the applicable Terrain, each of which is different (Aquatic Terrain is generally inapplicable); Tremorsense and Underwater Hearing are both applicable if in fluid and moving along the ground
4. Ultrahigh Frequency (Acoustics); for the purposes of this spell, it is assumed most creatures do not produce Ultrahigh Frequency sounds; Echolocation uses Ultrahigh Frequency
5. Ultralow Frequency (Acoustics); for the purposes of this spell, it is assumed most creatures do not produce Ultralow Frequency sounds
6. Underwater Hearing (Terrain); applies to sounds made in the applicable terrain, each of which is different (Desert and other Terrain in which you do not produce sound while in a fluid are generally inapplicable); Tremorsense and Underwater Hearing are both applicable if in fluid and moving along the ground

Effect (Empower): When Intensified, applicable Auditory Signatures of Subjects equal Effect even when the Bubble is moving and even if Targets are inside the Bubble. Note: Although Echolocation uses Ultrahigh Frequency Sound that is emitted at Subject, Subject diffuses the sound when contacted by it, giving Subject the benefit of the spell as indicated.

## Invigorate (Abjuration, Primal, Animal)

When reference is made to “Invigorate,” it generally means Invigorate (Animal), which includes Anthropians. Invigorate suppresses physical Conditions not caused by structural damage (e.g., broken bones) or current external restraints (including mental restraints).

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Anything “left behind” when the Bubble is no longer Subject to the Spell. If a source of damage reduces Subject to or below a hp value divisible by 5, Subject gains 1 Temporary hp per 5 or fraction of 5 hp damage from the source of damage.

Effect (Envision): You can choose one Condition plus one per Effect that is suppressed when you Intensify the Spell from among Clumsy, Enfeebled, Fatigued (Physical), Hindered, and Hobbled. For every Effect above 4, you can increase the degree of suppression by one for one of the conditions. Note: Paralyzed is the equivalent of Hindered 8, which you can reduce below “Paralyzed” if suppressed; Staggered is a combination of Hindered and Stupefied, so you could reduce the Hindered portion of the Staggered condition. Also, Attribute Damage is suppressed as you would suppress Clumsy, Enfeebled, or Hindered.

Effect (Empower): When Intensified, applicable conditions are suppressed by 1 (Effect 0), 2 (Effect 2), 3 (Effect 4), or by Effect-1 (Effect 5 or higher) for Subjects within the Bubble.

## Invigorate, Non-Zoological (Abjuration, Primal)

Non-Zoological Invigorate is actually a number of different spells collected under the “Invigorate” umbrella, each of which is associated with a Physiology other than Arthropodology, Herpetology, Ichthyology, Ornithology, Malacology, or Mammalogy. For example, Invigorate (Plant) covers Plants, Invigorate (Fungus) covers Fungi, and Invigorate (Fey) covers Fey. For Avaticology, Necromancy, or Paraphysiology, change the Primal trait to Avatic, Necrotic, or Spiritual. Invigorate (Air, Earth, or Water) is used for Elementals. Invigorate (Kinematics) is used for Constructs and Items. In other respects, the Spell is the same as Invigorate.

## Invisibility (Enchantment, Signature)

Suppresses Optical Signatures.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Anything “left behind” when the Bubble moves has its normal Optical Signature. Subjects (those inside the Bubble) have applicable Optical Signatures increased by 1 degree vs. Targets (those outside the Bubble) while the Bubble is stationary.

Effect (Envision): You can add an additional Optical Signature (beyond “visible light”) to those you can suppress for every 2 Effect or, if you have the indicated Knowledge, for every 1 Effect.

1. Infravision (Thermodynamics); many living creatures have Nil Optical (Infrared) Signatures from heat produced in their bodies.
2. Low Light (Optics); you can choose this option up to 5 times to increase effective Low Light Degree by 1 each time (from Lesser (none) to Moderate, Greater, Major, Extraordinary, or Impossible (complete Darkness)
3. Ultravision (Optics); most creatures have Nil Optical (Ultraviolet) Signatures only from light they reflect.

Effect (Empower): When Intensified, applicable Optical Signatures of Subjects equal Effect even when the Bubble is moving and even if Targets are inside the Bubble. Note: Although Low Light is obvious if the Bubble has not moved (because everything in the Bubble will be darker) if Target is relatively close, it is not noticeable if the Bubble moves from its original location (because if Target “sees through” Subject if Subject is not detected).

## Metamorphosis (Transmutation) Primal

Metamorphosis is often the first spell you cast when you intend to change into another form using a Sprite. Metamorphosis is generally only available to Druids and those who acquire it as a Pact Spell.

Effect (Empower): You can Maintain the Spell without mp cost for 1 Intermission + 1 Intermission per Effect up to 4 (5 Intermissions at Effect 4); you can Maintain the Spell as normal after that. At Effect 5-9, you can Maintain the Spell without mp cost for 1 Downtime Action per Effect over 4; you can Maintain the Spell as normal after that. At Effect 10, you can Maintain the Spell without mp cost for 1 day or until your next daily preparations.

Effect (Envision): Your body is made ready for Transmogrification to a form of one or more types, depending upon your Envision test. If you lack the indicated Knowledge in the list below, you are treated as having -1 Effect for each one you lack as your work your way down the list. The following list assumes you are Mammalian, but if you are of some other type, work your way up the list instead of down, then back down from where you started. For example, a Saurian (Reptilian Troglodyte) would access Amphibian/Reptile (Herpetology) with Effect 0, Bird (Ornithology) with Effect 1, Mammal (Mammalogy) with Effect 2, and would then proceed as indicated below for Effect 3 or higher.

Effect 0: Mammal (Mammalogy)

Effect 1: Bird (Ornithology)

Effect 2: Amphibian/Reptile (Herpetology)

Effect 3: Fish (Ichthyology)

Effect 4: Arthropod (Arthropodology)

Effect 5: Malacological creatures (Malacology)

Effect 6: Micro/Macrobiological creatures (Microbiology)

Effect 7: Fungus (Mycology)

Effect 8: Plant (Botany)

You can change your type to any for which you qualify with your Envision test when the Spell becomes Active and change to any other for which you qualify as an Envision Action (no test required). Changing your type, even without Transmogrification, suppresses Pathogens that would not affect creatures of your new type (e.g., a Disease that only harms Mammals would be suppressed if you change your type to Bird).

If you achieve at least Effect 5 and have Cryptozoology, you can decrease Effect by 4 and choose a combination of any of the types for which you qualify, such as a Chimera with Mammalian, Bird, and Reptilian features. If you achieve at least Effect 9 and have Cryptozoology and Xenobiology, you can decrease Effect by 2 and add features of any type of creature for which you qualify, which can include completely alien, as long as it is biological in nature. Although you can acquire pseudomagical features (e.g., in the sense they are alien or weird), unless otherwise indicated, you do not gain magical features.

Effect (Empower): At Effect 0, you can choose to be long and skinny (essentially 2 Squares long and ¼ Square wide and tall) or round/squat (essentially ½ Square in all dimensions); you are still treated as being of your original Size, but you may fit into some places more easily. At Effect 1, 4, 7, or 10, you can increase Size by 1, 2, 3, or 4. It should be noted Large 2 (elephant size) is about the largest you can achieve for a terrestrial creature and Large 4 (blue whale size) is about the largest you can achieve for a marine creature. Also, if you lack the strength, you might not be able to move if you get too big. At Effect 2, 3, 5, 6, 8, and 9, you can decrease Size by 1, 2, 3, 4, 5, or 6. Unlike most Spells, if you Intensify and then Transmogrify, your change to Size lasts as long as the Transmogrification Spell is Maintained, even if it is not Intensified.

### Metamorphosis (Fey)

This Spell is the same as Metamorphosis, but you gain Pixilated Body at Envision Effect 0, then traverse the list for Metamorphosis in accordance with your natural body type, with -1 Effect. You cannot use Metamorphosis (Fey) if you do not have Fairyology Knowledge. Metamorphosis (Fey) gains the Thaumaturgy trait.

With Pixilated Body, your body becomes Fey. You suppress Pathogens that would harm you in your normal form if Fey would be immune; they Persist for their usual duration but do not cause you harm while the Spell is Active. You can add one Pact Spell per Effect that you can cast without acquiring Trauma, though they still cost 1 mp to cast and maintain (and 10 mp to Intensify).

Effect (Empower): As an alternative to changing Size, Intensify to gain +1 Competence on Movement, Social, and Stealth tests and to roll an MD when you attempt a Movement, Social, or Stealth test until the end of the Encounter. If you roll less than or equal to Effect on your MD, you gain 1 Provisional Action per result of the MD that can only be used to cast Pact Spells or for Movement, Social, or Stealth tests until the end of your next turn; you cannot roll another MD until after the end of your next Turn.

Special: You can also split the Effect of your Empower test to Intensify between Size and the alternative provided above, and the effects for Size last as long as Transmogrification is Maintained, but the Provisional Actions only last until the end of the Encounter regardless.

### Metamorphosis (Fungal)

This Spell is the same as Metamorphosis, but you gain Fungal Flesh at Envision Effect 0, then traverse the list for Metamorphosis in accordance with your natural body type, with -1 Effect. You cannot use Metamorphosis (Fungal) if you do not have Mycology Knowledge.

With Fungal Flesh, your body turns into fungal matter, and you turn pale, brown, or red with white spots (if you are feeling creative). You suppress Pathogens that would harm you in your normal form if Fungi would be immune; they Persist for their usual duration but do not cause you harm while the Spell is Active. You must choose whether you have a marine or terrestrial fungal body. If you pack glucose-laden resources next to your body (terrestrial) or are in water with ample resources, you gain Effect/10 % of daily food, water, and oxygen requirements while on the move. If you do not have 100% of Oxygen requirements, you gain +1 Effect per 10% of the required amount on Constitution (Hold Breath, Hold Breath Recovery, Stop Heart) tests. At Envision Effect 5, your breathing has an Apocryphal (5) Auditory Signature and your heartbeat has a Mythical (6) Auditory Signature. If you have a terrestrial fungal body and become saturated with water, you lose these benefits but suffer no adverse benefits if you just get wet. If you have a marine fungal body and become dry, you lose these benefits.

Effect (Empower) As an alternative to changing Size, Intensify to extend hyphae into soil or organic material; if glucose-laden, you can pack one day’s worth around your body while benefitting from it. You can also sense vibrations, fire, and other stimuli connected to existing hyphae, which is quite common in forests and can extend for miles. You are able to detect stimuli on the fungal hyphae out to 2Effect+4 Squares (e.g., ¼ mile at Effect 5, ½ mile at Effect 6, 1 mile at Effect 7, …, 8 miles at Effect 10), but only if the hyphae extend that far (not just from one fungus, from all combined). You can also extend your hyphae at a rate of Effect Squares per Downtime Action to attempt to link to an existing fungal hypha. Unlike most spells, Intensify lasts as long as you remain rooted and Maintain the Spell.

Special: You can also split the Effect of your Empower test to Intensify between Size and the alternative provided above, and the effects last as long as you remain rooted or Transmogrification is Maintained, whichever is less.

### Metamorphosis (Plant)

This Spell is the same as Metamorphosis, but you gain “Greenblood” at Envision Effect 0, then traverse the list for Metamorphosis in accordance with your natural body type, with -1 Effect. You cannot use Metamorphosis (Plant) if you do not have Botany Knowledge.

With Greenblood, your body turns into vegetable matter and you turn green. You suppress Pathogens that would harm you in your normal form if Plants would be immune; they Persist for their usual duration but do not cause you harm while the Spell is Active. You gain +1 Competence per Effect with Constitution (Hold Breath, Hold Breath Recovery, Stop Heart) from stomata; you must choose whether the benefit is provided on land or in the water (in water the benefit comes from lenticels). At Envision Effect 5, your breathing is no louder than a heartbeat even if you do not hold your breath. You also generate food from photosynthesis if you spend a Downtime in sunlight; the benefit is fairly modest, giving you Effect/32 of your daily requirement for food per Downtime spent in sunlight. The quality of sunlight can be treated as a Scarce resource; if Scarcity would be -1 or -2 (not scarce at all), double or quadruple the rate at which you acquire nutrients from it; if Scarcity is Lesser (0), you gain nutrients at the indicated rate; and for each Degree of Scarcity above Lesser, halve the rate at which you acquire nutrients from Sunlight. If you are achieving nutrients at a rate of ½ what is required (if you spent the Downtime), your heartbeat has a Mythical (6) Auditory Signature.

Effect (Empower) As an alternative to changing Size, Intensify to extend roots into soil (or water if you take an aquatic Plant form) as an Intermission Action (or as an Action for the Aquatic Plant variant), which provides Effect/8 of your daily water requirement in an Intermission. Extending roots into nutrient-rich, moist soil or water also provides Effect/8 of your daily requirement for food per Downtime spent rooted in nutrient-rich, moist soil (or water). Scarcity impacts the rate at which you gain water or nutrients. For the least scarcity (Task Difficulty -1 or -2), double or quadruple the amount of water or nutrients you take in. (For obvious reasons, if you take an Aquatic Plant form, extending roots into water will yield plenty of water.) For Lesser (0) Scarcity, you gain the nutrients at the indicated rate. For each Degree of Scarcity above Lesser, halve the rate at which you acquire nutrients. Unlike most spells, Intensify lasts as long as you remain rooted and Maintain the Spell.

Special: You can also split the Effect of your Empower test to Intensify between Size and the alternative provided above, and the effects last as long as you remain rooted or Transmogrification is Maintained, whichever is less.

### Metamorphosis (Spirit)

This Spell is the same as Metamorphosis, but you gain Ectoplasmic Body at Envision Effect 0, then traverse the list for Metamorphosis in accordance with your natural body type, with -1 Effect. You cannot use Metamorphosis (Spirit) if you do not have Paraphysiology Knowledge. Metamorphosis (Spirit) gains the Thaumaturgy trait.

With Ectoplasmic Body, your body is encompassed in an Ectoplasmic film. You have a presence on both the Spirit plane and the material plane, but you must move on the material plane and only move through the Spirit plane at the same pace as your movement on the material plane. You have limited sensory abilities on your non-native plane (on the Spirit plane usually, but on the material plane if you are a Spirit). At Envision Effect 0, you can sense vibrations and warmth on your non-native plane and, if you are a Spirit, you can use Lifesense normally on both planes. At Envision Effect 1-3, you can acquire one human-equivalent sense (sight, hearing, or taste/smell) per Effect; the tests are capped at Effect 1. At Envision Effect 4-6, you acquire one of “Normal” Hearing (not capped), Greyscale Vision (not capped), and Color Vision. At Envision Effect 7-9, you can use two of your Superhuman Senses or one of your Supernatural Senses per Effect over 6, assuming you have any, on both planes. At Envision Effect 10, you can use all your Superhuman and Supernatural Senses on both planes.

Effect (Empower): As an alternative to changing Size, Intensify to pass completely through to the “other side,” leaving no presence on your native plane. On the other side, you can use all your Senses normally, regardless of Envision Effect. You can remain on the other side for 1 Intermission + 1 Intermission per Effect up to 4 (5 Intermissions at Effect 4); 1 Downtime Action per Effect over 4 up to Effect 9; or 1 day or until your next daily preparations at Effect 10. You must also Maintain the spell to remain for the full duration unless you Transmogrify. When the spell ends, you return to your native plane at a place that corresponds to your current location on the other side, not the place where you passed over. However, if you Transmogrify, you are a Spirit until you cast Metamorphosis (Spirit) again and, if you do not do so by the time the Transmogrify Spell ends, you die and stay a Spirit but leave no earthly remains.

## Miracle (Thaumaturgy, Avatic, Litany)

Miracle can only be cast as a Litany. Note: You cannot Intensify a Spell cast as a Litany.

Effect (Empower): You have increased Competence with certain Spellcasting tests when you cast a Domain Spell. With Effect 0, 2, or 4, +1, +2, or +3 Competence with Spellcasting (Somatic); with Effect 1, +1 Competence with Spellcasting (Material); with Effect 3, +1 Competence with Spellcasting (Verbal); with Effect 5, 7, and 9, +1, +2, and +3 Competence with Philosophy (Empower); with Effect 6, 8, and 10, +1, +2, and +3 Competence with Mechanics (Envision).

Effect (Envision): One Domain Spell, plus one Domain Spell per Effect, can be cast normally (for 1 mp), Maintained normally (for 1 mp per Intermission), and Intensified normally (for 10 mp).

## Phantasm (Illusion, Conduit, Mental)

The adage “believe nothing of what you see and half of what you hear” is applicable to this Spell. The minds of Targets will remove Stimuli they can detect (such as you if your Phantasm removes you) but if Target is not looking at you, Target will still hear what you say because er mind does not immediately know where the sound is coming from. Phantasm does not decrease Target’s knowledge that magic exists, so a crafty Target may quickly figure out magic is at play if er mind is playing tricks on em, while a dullard might still take a while to figure it out or forget about any inconsistencies e notices.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Anything that is not mobile when the Bubble is moved is lost but things that can move can be “hidden” to reappear when Target is within the Bubble. If Target sees you coming from farther away than the Bubble reaches, they will likely notice the change when they enter the Bubble (e.g., if you all suddenly disappear), but you can bring “hidden” things in from a location within the Bubble Target does not at first perceive. For example, if you are traveling with an illusory ork, the ork can step around the corner after Target is within the Bubble. Target may notice the discrepancy if e thinks e should have been able to detect the “hidden” thing before it showed up. Hidden things must have been specified when you took your Spellcasting (Envision) Action.

If Target attempts a Philosophy (Pedagogy) test (with no Prerequisite Knowledge), e can disbelieve the Phantasm with Effect 0. Some Targets might even include a Philosophy (Pedagogy) test in their collection of Intermission Actions if Illusions are a concern.

Effect (Envision): You can add, change, or remove one “thing” per Effect. For example, one “thing” might be that “there is an ork with me,” “my allies and I are unarmed,” or “my allies and I are not here.” Removing things is generally easiest because you can (mentally) point at something and say “remove that” or “remove those.” Adding things is generally harder. You cannot include an ork that looks a specific way because Target will only get the stimulus that there is an ork. Specifically, when adding something, each aspect of the thing you add counts as another “thing.” For example, “there is a big ork with me” is two things: big and ork. Because it is hard to specify everything, you will generally have to rely upon Targets to “fill in the blanks.” However, when they fill in the blanks, it can lead to differences that may become noticed if Targets communicate indicate to one another what they see. For example, if a first Target says, “Look at the tusks on that ork!” and a second Target didn’t imagine an ork with tusks, that is a discrepancy that may be noticed. As another example, you could add first Target’s wife (you would probably add only the wife of a specific Target). If first Target does not have a wife, that is a dead giveaway. If first Target has a wife but second Target does not know what she looks like, second Target will make it up using er imagination, which can lead to an obvious discrepancy. Changing something generally has similar issues to adding them but can be relatively easy, too. For example, “we are not covered in blood” is one thing, as is “I am your commander.”

Effect (Empower): You can Intensify to make the Phantasm harder to disbelieve. After a Philosophy (Pedagogy) test with Effect 0, Target must attempt Determination (Confidence) with Effect at least equal to Empower Effect from Intensify. In the meantime, you can make Social Attacks through your Phantasm (using the same Task Chain Actions that would normally be required for the Social Attack you choose) and Target will take the indicated ep damage and, if the Phantasm appears to be making physical attacks, the suggestion will be to “die” when ep drops to 0, causing Target to fall down and play dead until recovering at least 1 ep. Allies who know the Phantasm is not real can assist Target with Authority, Diplomacy, or Aura tests, using whatever Action is fastest for the chosen Skill, and add Effect to Target’s Determination (Confidence).

## Sensor, Auditory (Divination)

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 incorporeal when it moves and gains an Ectoplasmic Body when it is stationary. It is Small 5 (less than 1” diameter).

Effect (Empower): Activate the Spell to deploy a Sensor in a Square you must be able to specify by direction and distance. The Sensor has Recon 4 x Effect. If the Sensor detects something within parameters you set (which can be as simple or complex as you like, but Sensor only has Observation 0), the sensor can return to you at a speed of 1 mile per second and indicate it detected something within the designated parameters by entering your ear (though it cannot communicate what it was) then hovers in front of you.

Effect (Envision): The Sensor is able to jostling (maximum Recon or Observation Effect 1) and can teleport to a specified location and back to you. You can add an additional Sensory Capability for every 2 Effect or, if you have the indicated Knowledge, for every 1 Effect.

1. “Normal” Hearing; due to the solid-state of the sensor, this includes Underwater Hearing; the Sensor’s Recon and Observation Effect is no longer capped.
2. High Frequency Hearing (Acoustics)
3. Low Frequency Hearing (Acoustics)
4. Tremorsense (Terrain); applies to sounds made from moving along the ground in the applicable Terrain, each of which is different (Aquatic Terrain is generally inapplicable)
5. Ultra-High Frequency Hearing (Acoustics); generally helpful only if the Sensor is a Conduit (see Composite Spells)
6. Ultra-Low (“Subsonic”) Frequency Hearing (Acoustics)

Effect (Empower): When Intensified, Sensory gains Observation 4 x Effect and can analyze Target to ensure if falls within the parameters.

## Sensor, Chemical (Divination)

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 incorporeal when it moves and gains an Ectoplasmic Body when it is stationary. It is Small 5 (less than 1” diameter).

Effect (Empower): Activate the Spell to deploy a Sensor in a Square you must be able to specify by direction and distance. The Sensor has Recon 4 x Effect. If the Sensor detects something within parameters you set (which can be as simple or complex as you like, but Sensor only has Observation 0), the sensor can return to you at a speed of 1 mile per second and indicate it detected something within the designated parameters by entering your nose or mouth (though it cannot communicate what it was) then hovers in front of you.

Effect (Envision): The Sensor is able to detect taste/odor (maximum Effect 1) and can teleport to a specified location and back to you. You can add an additional Sensory Capability for every 2 Effect or, if you have the indicated Knowledge, for every 1 Effect.

1. Bloodhound (Aromachology); the Sensor’s Recon and Observation Effect is no longer capped.
2. Deathsense (Necromancy); you can detect Undead.
3. Ectoplasmic (Paraphysiology); you can detect Spirits and other Incorporeal creatures on the Spirit Plane.
4. Elemental Olfaction ([Exotic Material]); you can detect Elemental Energy (unnecessary for Sensors that can detect the Energy auditorily or optically).
5. Inorganic Olfaction (Material); Metallic Olfaction is just another form of Inorganic Olfaction for Metal.
6. Lifesense (Physiology); each different Physiology type counts separately.
7. Magic (Occultism)
8. Pheromones (Ecology); a “catchall” category that includes carbon monoxide in your breath as well as actual pheromones.

Effect (Empower): When Intensified, Sensory gains Observation 4 x Effect and can analyze Target to ensure if falls within the parameters.

## Sensor, Optical (Divination)

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 incorporeal when it moves and gains an Ectoplasmic Body when it is stationary. It is Small 5 (less than 1” diameter).

Effect (Empower): Activate the Spell to deploy a Sensor in a Square you must be able to specify by direction and distance. The Sensor has Recon 4 x Effect. If the Sensor detects something within parameters you set (which can be as simple or complex as you like, but Sensor only has Observation 0), the sensor can return to you at a speed of 1 mile per second and indicate it detected something within the designated parameters by entering your eye (though it cannot communicate what it was) then hovers in front of you. Note: Because the sensor is incorporeal, it doesn’t hurt when it enters your eye.

Effect (Envision): The Sensor is able to detect warmth (maximum Recon or Observation Effect 1). You can add an additional Sensory Capability for every 2 Effect or, if you have the indicated Knowledge, for every 1 Effect.

1. Vision; enables greyscale vision; the Sensor’s Recon and Observation Effect is no longer capped.
2. Color Vision (Optics)
3. Distance Vision (Optics)
4. Infravision (Thermodynamics)
5. Low Light Vision (Optics)
6. Ultravision (Optics)

Effect (Empower): When Intensified, Sensory gains Observation 4 x Effect and can analyze Target to ensure if falls within the parameters.

## Soothe (Abjuration, Primal)

When reference is made to “Soothe,” it generally means Soothe (Kith), which includes Anthropians, but is not applicable to Kith that do not have a brain or that have a non-animal brain. Soothe suppresses mental Conditions not caused by structural damage (e.g., brain damage) or current external restraints (including mental restraints).

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Anything “left behind” when the Bubble is no longer Subject to the Spell. If a source of damage reduces Subject to or below an ep value divisible by 5, Subject gains 1 Temporary ep per 5 or fraction of 5 ep damage from the source of damage.

Effect (Envision): You can choose one Condition plus one per Effect that is suppressed when you Intensify the Spell from among Befuddled, Fatigued (Mental), Nervous, Oblivious, Repugnant, and Stupefied. With Effect 4, you can suppress all the conditions. For every Effect above 4, you can increase the degree of suppression by one for one of the conditions. Note: Staggered is a combination of Hindered and Stupefied, so you could reduce the Stupefied portion of the Staggered condition. Also, Attribute Damage is suppressed as you would suppress Befuddled, Nervous, Oblivious, or Repugnant.

Effect (Empower): When Intensified, applicable conditions are suppressed by 1 (Effect 0), 2 (Effect 2), 3 (Effect 4), or by Effect-1 (Effect 5 or higher) for Subjects within the Bubble.

## Soothe, non-Kith or non-Zoological (Abjuration, Primal)

Non-Kith or non-Zoological Soothe is actually a number of different spells collected under the “Soothe” umbrella, each of which is associated with a Physiology other than Arthropodology, Herpetology, Ichthyology, Ornithology, Malacology, or Mammalogy. For example, Soothe (Plant) covers Plants, Soothe (Fungus) covers Fungi, and Soothe (Fey) covers Fey. For Avaticology, Necromancy, or Paraphysiology, change the Primal trait to Avatic, Necrotic, or Spiritual. Soothe ([Element other than Air, Earth, or Water]) is used for Elementals. Soothe (Cryptography) is used for Constructs and Items. In other respects, the Spell is the same as Soothe.

## Sprite (Thaumaturgy, [Element])

Sprite is actually a number of different spells collected under the “Sprite” umbrella. The elements associated with Sprites and the Knowledge applicable to the Spellcasting test are the same as described for Conduit. Because it is too complex an endeavor to maintain a complicated shape using your mind, with all its moving parts, a Sprite is often needed to animate Elements. A Sprite can only be summoned through a Conduit of the same Elemental type as the Sprite; so, you generally have to cast Conduit first, though there is no reason you can’t summon a Sprite through somebody else’s Conduit (even an Enemy’s!). Sprites are Small 4 (2” diameter spheres). If the Sprite is forced to reduce a dimension, it is immediately dispelled; even Air Sprites need to maintain a 2” diameter.

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 Moderate Density Material (e.g., dirt, sand, and rock) could be animated as if weight were 1/512 that indicated below (twice as much for Lesser Density Material, such as Water; half as much for Greater Density Material, such as gems; ¼ as much for Major Density Material, such as steel, copper, and silver; 1/8 as much for Extraordinary 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 Tool Use 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) Ethology Knowledge are applicable. If cast on a magic item that is not unattended, you must succeed on both Counteract tests.

Effect (Empower): Activate the Spell in the Bubble of a Conduit of the same Elemental type to summon a Sprite with STR and WIL equal to Effect x2, though what it can do with its STR and WIL is generally quite limited (see below). The Sprite is dispelled if it leaves the Bubble. Other results of Activating the Spell and the result of Intensifying the Spell are described below.

Effect (Envision): The Sprite gains DEX and PER equal to Effect x2, though what it can do with its DEX and PER is generally quite limited (see below). A Sprite can use Lore for INT-based tests associated with its Element.

**Sprite (Air)**: The Sprite can extend into lungs, tear ducts, ear canals, mouth, and nasal passages (it’s all connected!), and form a film (“barrier”) around anything else. The 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 barrier does not prevent solids or high-pressure liquids from entering.

If you have a Magic (or technological) Container (or Vehicle/Structure), the Sprite can enter and eventually create as much air as the Container can hold. (A latex balloon can hold only slightly more than 1 atm of pressure.) Assume a Sprite can provide 2STR gallons of air per Round (at STR 11-20, it is a close enough approximation to assume 2STR-10 5’ Squares of air). Once filled, the Container has 1 atm of Elemental Air (or, if the Container initially had unbreathable air, 1 atm of breathable air). You can “overfill” the Container reach more than 1 atm if the Sprite has sufficient STR. Maximum capacity (in atm) is 2STR/2. So, a STR 2 Sprite could achieve 2 atm; STR 4, 4 atm; STR 6, 8 atm; STR 8, 16 atm; STR 10, 32 atm; STR 12, 64 atm; STR 14, 128 atm; STR 16, 256 atm; STR 18, 512 atm; and STR 20, 1024 atm. Note: 128 atm is eventually lethal to humans, a high-quality modern Scuba tank would max out at 256 atm, and a latex balloon pops at less than 2 atm.

Making use of pressurized air in a container requires technology or magic. The structural aspect of the Container is important, but far more important is the interface between the air and your mouth. Assume an Impossible (5) technological air bladder/tank and breathing apparatus can manage 256 atm; Extraordinary (4), 64 atm; Major (3), 16 atm; Greater (2), 4 atm; Moderate (1), 1 atm. (A Moderate apparatus is just a tube that doesn’t leak at the interconnection between the tube and the air bladder.)

If the Sprite enters an Item with the Air trait, it can animate up to 2STR-4 Stone (weight); STR 0 can animate an item of Negligible weight.

Effect (Empower): Create Difficult Sky Terrain (wind) equal to Effect-3 (e.g., Minor for Effect 2, Lesser for Effect 3, Moderate for Effect 4, …, Mythical for Effect 9) away from you in an Emanation to the radius of the Bubble.

**Sprite (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.

**Sprite (Fey)**: Envision to gain Wings, plus 1 - ¼ Effect Aerobatics Fast Action.

Empower: Activate to gain Flight Training 1 + 1 per Effect.

Empower: Intensify to gain Stormbird 1 + 1 per Effect.

**Sprite (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., Minor for Effect 2, Lesser for Effect 3, Moderate for Effect 4, …, Mythical 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.

## Thaumaturgical Ally (Thaumaturgy, Truename)

Thaumaturgical Ally is only cast once when you acquire the Spell and then each time you advance a Level. You can also cast it when you learn a Truename, but only to add the newly learned Avatar, not to improve an existing one. There are three requirements to cast the spell: 1) you must know the Truename of the creature you wish to make your Thaumaturgical Ally; when the Spell is acquired in a Spell List, you are assumed to know the Truename of a creature of the indicated type; 2) you must be able to cast Conduit of an elemental type that matches the Thaumaturgical Ally (e.g., Conduit (Primal) for an Animal, Fey, Fungus, or Plant); 3) you must use Anthropological (or Terrain for Biological creatures that have no associated Anthropological Knowledge), Ethological, and Physiological Knowledge of the Thaumaturgical Ally; you have -1 Effect on your Empower test for each Knowledge you lack.

Although it is technically not a requirement for casting Thaumaturgical Ally, you must cast Sprite of a type that matches both an Active Conduit and the Thaumaturgical Ally; the Sprite causes the Thaumaturgical Ally to step through the Conduit. So, if you can’t cast the appropriate Sprite, having a Thaumaturgical Ally isn’t very useful.

A Thaumaturgical Ally, even an Animal, Fungus, or Plant, is Sapient even though the Avatar of the Thaumaturgical Ally is Sentient (not Sapient) when you summon it.

**Ordered List of Thaumaturgical Allies**: You can have more than one Thaumaturgical Ally. Keep an ordered list of 12 cells that includes all Thaumaturgical Allies you have; you can enter the same Thaumaturgical Ally more than once in the ordered list (and generally add your favorite Thaumaturgical Ally more often than those you do not favor to increase the odds you can summon it).

**Constructive Level of Thaumaturgical Ally**: All Thaumaturgical Allies are (at least) 20th Level beings, but the spell rarely enables their Avatars to have full power. After you Activate and Intensify the Spell, your Thaumaturgical Ally (or one of them) will have XP and Categories ranked from E to as high as A, which together determine your Ally’s Constructive Level. To compute Constructive Level, start with XP/10, then subtract 2 per Category degree above E. If this results in 0 or a negative value, your Thaumaturgical Ally has a Constructive Level of 0. If your Thaumaturgical Ally’s Constructive Level exceeds your Level, it will break free if you summon it, which generally means you will want to remove it from your Ordered List until you are high enough Level to control it.

Effect (Empower): You must indicate whether you intend to add a new Avatar to your Ordered List or try to improve an existing one. The Avatar of a new Thaumaturgical Ally starts with Ancestry E, Aptitude E, Culture E, Role E, and Enterprise E. The Avatar of a Thaumaturgical Ally already in the Ordered List may not improve but does not ever decrease Categories once you improve them. You fail to improve any Categories with Effect 0. For each Effect from 1-4, increase one Category from E to D. For each Effect from 5-7, increase one Category from D to C. For each Effect from 8-9, increase one Category from C to B. For Effect 10, increase one Category from B to A. You can have no more than one Category A, no more than two that are Category B or higher, no more than three that are Category C or higher, and at least one Category E.

Effect (Envision): If Envision Effect is Major than the current number of Thaumaturgical Allies you have, you can acquire a new Thaumaturgical Ally if you know its Truename and can cast an appropriate Conduit; a new Thaumaturgical Ally gains the Categories from your Empower test. If you are attempting to improve an existing Avatar, your Intensify test is capped by your Envision test.

Effect (Empower): Intensify to provide Effect x 20 XP that you can grant to the Avatar of a Thaumaturgical Ally. You can choose to increase Task Difficulty before you attempt the test if you want to impose a limit on how powerful your Ally can become.

## Telepathy (Divination, Mental, Truename)

You can link your mind to all Subjects within the Bubble. Applicable Subjects include nonsentient creatures and sentient or sapient creatures or items.

Effect (Envision): You can add one Language, plus one Anthropological, Liberal Arts (other than Literacy), Ethology, or Psychology Knowledge per Effect to an “Instinctive Knowledge Repertoire.” When attempting a Social test, you are treated as if you have all Knowledge in your Instinctive Knowledge Repertoire. If Subject speaks a Language, you understand it perfectly and if you speak a Language (any you know), Subject understands you perfectly. Because you do not actually have the Knowledge, a Knowledge that is applicable to other tests, such as Occultism, would only be applicable if it is a Prerequisite Knowledge in a social interaction.

If you know Acoustics, Aromachology, and/or Optics, you can reduce the size of your Instinctive Knowledge Repertoire by 1, 2, or 3, and Targets can share what they hear (Acoustics), smell/sense (Aromachology), and/or see (Optics). If you do not have the relevant Knowledge, you must reduce your Instinctive Knowledge Repertoire by 2 each, instead.

If you the applicable Ethology for a Subject is in your Instinctive Knowledge Repertoire, you can send and receive emotions.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Anyone “left behind” when the Bubble moves is no longer a Subject of the Spell. Note: You may or may not be aware of all Subjects of your Spell.

Effect (Empower): When Intensified, Subjects gain the ability to use Telepathy with one another. If Subject leaves the Bubble e can retain a Telepathic Link with you (but not other Subjects) as long as e remains on the same Plane as you; and, if you know Subject’s Truename, you can Intensify to reestablish the Telepathic Link with Subject at any range on the same Plane.

If used offensively to Probe Mind, all but one Subject loses their Telepathic Link and you can add Effect to Empathy tests against the remaining Subject. The Subject can choose to oppose the Empathy test normally or use Determination (Intransigence) if better.

## Time Flux (Thaumaturgy)

You can cause time to flow more quickly or more slowly within the Bubble.

Effect (Envision): You must choose whether the Bubble will be centered on you or in an Adjacent Square, extending away from you. You must also decide whether time will slow down or speed up within the Bubble. And you must decide whether Subjects and/or Targets are immune to your Time Flux when you Intensify. You can acquire more options when you Intensify depending upon Effect, gaining one of the following per Effect (or more if so indicated):

1. For 1, 2, 3, or 4 Effect, you can choose to decrease Duration when you Intensify the Spell by ½, by ¼, ⅛, or by as much as you like.
2. You can choose whether the Bubble is centered on you or in an Adjacent Square when you Intensify the Spell.
3. You can choose whether time will slow down or speed up when you Intensify the Spell.
4. You can choose whether Subjects are immune to your Time Flux when you Intensify the Spell.
5. You can choose whether Targets are immune to your Time Flux when you Intensify the Spell.

Effect (Empower): Activate the Spell in a 5’ x 2Effect Square Bubble. The Bubble moves with the caster once Activated. Any creature or contiguous object that is both inside and outside the Bubble is not a Subject and any Subject “left behind” when the Bubble moves is no longer a Subject of the Spell. Note: You may or may not be aware of all Subjects of your Spell.

Effect (Empower): You must achieve at least Effect 1 or Intensifying the Spell has negligible Effect. When Intensified, from the perspective of those either inside or outside the Bubble, the Bubble becomes an impenetrable barrier though which nothing can pass. If time is sped up inside the Bubble, to outside observers there is no impenetrable barrier and those inside the Bubble can take Actions for as long as the Duration, but the edge of the Bubble is an impenetrable barrier. If time is slowed down inside the Bubble, to those inside the Bubble there is no impenetrable barrier and those outside the Bubble can take Actions for as long as the Duration, but the Bubble is an impenetrable barrier.

The duration of Time Flux is 1 Round (Effect 1), until the end of the Encounter (Effect 2), an Intermission (Effect 3), an hour (Effect 4), a Downtime (Effect 5), 3 days (Effect 6), a Lunar Month (Effect 7), 8 Lunar Months (Effect 8), 5 Lunar Years (Effect 9), or 300 Lunar Years (Effect 10). Note: To those inside the Bubble, if the edge of the Bubble is an impenetrable barrier, it is possible to run out of oxygen and die before the Duration is up.

If you extend the Bubble from an Adjacent square, it has ½ the Size of the Bubble you achieved with when Activating the Spell. However, the Bubble is always treated as sufficient size to encompass Target if Target is in an Adjacent Square unless other Targets would also be captured within the Bubble. (Subjects remain Subjects if they are within the original Bubble centered on you.)

If Subject or applicable Target occupies both a Square inside the Bubble and a Square outside the Bubble, the Bubble shrinks automatically until no Subject or applicable Target is bisected. Applicable Targets include nonsentient creatures and sentient or sapient creatures or items. If the Bubble is forced to shrink to smaller than your Square (e.g., if you have been swallowed by a creature or in a layers-deep pit of snakes), Intensification has no effect. However, the Bubble can be forced to shrink into a dome with the bottom having the contours of the ground or to have the contours of a ceiling. Also, if the Bubble covers the enclosed space, the enclosed space is treated as in the Bubble regardless of its shape and anything outside the enclosed space is not in the Bubble even if the Bubble might normally extend beyond the enclosed space. An “enclosed space” can include openings (doors, windows, passages, etc.) if the contours of the enclosed space are relatively easy to see.

**Immunity**: If Subject or Target is immune to your Time Flux, a space-time displacement occurs for them. Immune Subjects or Targets are shunted along an arc away from the center of the Bubble to the nearest Square outside the Bubble. If it is not possible to shunt Subject or Target to a safe Square, Subject or Target loses its Immunity and is caught in the Bubble. However, if Subject or Target can be shunted along an arc within a Fan to just outside the Bubble, Subject or Target can be shunted to a safe square as close as possible to the Square into which they would be shunted along an arc away from the center of the Bubble.

Shunting is a barely-noticeable space-time displacement (treat it as if creatures are moved and their minds adjust to make them think they were there all along), putting things as close as possible to where they were before shunting occurred.

# General Rules

**Action**: An Action is the basic unit of “what you can do” on your turn. You normally specify 4 Actions, in order if applicable, that you will take during a Pass. An Encounter Action is normally simply referred to as an “Action,” while Intermission and Downtime Actions are normally referred to as Intermission Actions and Downtime Actions. If you can take Fast Actions (¾, ½, or ¼ Actions), you gain Advantage +1, +2, or +3 if you take them as full Intermission or Downtime Actions.

**Attack**: An Attack is a skill test (e.g., Athletics, Tool Use, or Sleight of Hand). 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.

An Attack test is opposed by a Defense test and “hits” if Effect is positive (i.e., 0 or higher). You must attempt a Damage test even if you miss, though it will (obviously) do no damage.

**Chained Action**: A Chained Action is one that is an Action that benefits from or is restricted by a previous 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).

**Close Combat (aka Grapple Range)**: You are in Close Combat if you are in the same Square as another.

**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) Bulwark (Trap Weapon), 3) Athletics (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 entails one Action, Might (Shove), but you have to enter Close Combat to do it.

**Combat Maneuver (Trip)**: It is rather difficult to trip without grabbing first, so you often must 1) Hustle (Close to Trip), 2) Bulwark (Unbalance Target), 3) Athletics (Grab to Trip), and 4) Might (Trip). If you have Exploit Trip Trait and are using a weapon that has the Trip Trait, you do not need to Unbalance Target if you do not Close to Trip (and are not otherwise in Close Combat).

**Counteractive Movement**: Certain actions, such as Bulwark (Stand Ground) grant the Counteractive Movement condition. Counteractive Movement is used to counter Forced Movement and usually requires you be in contact with a solid surface.

**Cover**: Cover can be Minor, Lesser, Moderate, Greater, Major, Extraordinary, Impossible, or Mythical. 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. Mythical cover is so complete that even an unrealistic attack angle couldn’t get to you, such as if you were buried underground.

**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 2Momentum+1. Falling is opposed by Bulwark (Damage Reduction). Treat effective Momentum as -1 when falling into water or a soft surface and +1 when falling on a particularly hard surface, such as a granite floor.

It should be noted that the type of surface makes relatively little distance at the velocities achieved after a couple seconds of falling 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 but these rules are somewhat more forgiving for PCs; the GM may simply roll the realistic probability for NPCs in some cases (e.g., about 50% chance of survival if an NPC falls 50 feet and about 10% chance of survival if an NPC falls 80 feet).

**Reaction**: A Reaction can be taken when you change from Intermission to Encounter Mode after having declared Actions in Intermission that are applicable during an Encounter.

**Reactive Movement**: Certain actions, such as Hustle (Change Momentum) grant the Reactive Movement condition. Reactive Movement is used to change your momentum slightly, including when you attempt Agility (Dodge), and usually requires you be in contact with a solid surface.

**Signature**: All things have Auditory, Chemical (which includes Odor and Auras), and Optical (including Heat, Ultraviolet, and Visible) Signatures. Unless otherwise indicated, all Signatures are Medium (Minor) for a Medium-sized creature; Large (Minor) for a Large creature, and Small (Minor) for a Small creature under normal conditions. What this means is that at a given sensory range, the Signature is detectable without a test if the Signature is not overwhelmed by other stimuli (e.g., Ambient noise).

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).

## “Points”

### Hit Points (hp)

All characters have 100 Hit Points (hp) and 100 Nonlethal hp (nhp). You roll defense against an attack to determine whether it hits and damage reduction to reduce damage on a hit. You recover hp and nhp damage (and other conditions) with a Constitution test after an Encounter.

**Physical Damage**: Physical Attacks, which include Elemental (but exclude those that inflict Nonlethal AoE Damage) and Weapon Attacks, inflict Lethal (hp) or Nonlethal (nhp) Damage. Damage caused with a Physical Attack hit is usually determined by a Might test or has a Static value (e.g., for Bombs).

**Temporary hp**: When you have temporary hp, ½ of hp (or nhp) damage is subtracted from Temporary hp (until you run out) and ½ of hp (or nhp) damage is subtracted from hp (or nhp). The DR test depends on the Damage Type of the Attack and, if the Damage Type is hp, the Defense test you use.

**Nonlethal Damage**: Subtract nonlethal damage from current nhp. If you take ½ current nhp as damage from a single hit or are reduced to 0 nhp, you gain the Unconscious condition. If damage would have reduced you below 0 nhp, you take ½ of the absolute value of the excess damage as Lethal damage unless otherwise indicated.

**Lethal Damage**: Unless otherwise indicated, hp damage is Lethal damage. If you are reduced to 0 hp, you gain Dying 1 (unless you took twice current hp as damage from a single hit that drops you to 0 hp, in which case you Give up the Ghost). The Dying condition increases by 1 at the end of each Pass. The seriousness of your condition is not known until you are healed, or you reach Dying 10, at which point you must attempt a Constitution (Physical Recovery) test to determine whether you remove the Dying condition or Give up the Ghost.

**Giving up the Ghost**: You die, and your spirit is initially bound to your body or the location of your corporeal death, but 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 gear you had in your possession for at least one day prior to Giving up the Ghost (and still have in your possession when you Give up the Ghost), which acts normally in the spirit world when used there. You remain Invested in magic items that remain in the physical world.

Damage to or destruction of a physical item does not affect its spiritual version and damage to your physical body does not affect your spiritual self, but if you “come back,” you and your items revert to physical, which can be a problem if you or your gear has taken damage (or decomposed) on the physical world. Damage to you or your items in the spirit world is reflected on your body or the physical item, at least until your body has degraded to the point where it makes no difference. However, your spirit superficially retains the wounds that killed you, even when healed.

When you Give up the Ghost, you gain the Spirit Type. See Appendix A (Acquired Bloodlines, Spirit).

**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, your dead character is no longer Invested in any Magic Items, and your dead character typically cannot be brought back without an epic quest into the afterlife.

### Ego Points (ep)

All characters have 100 Ego Points (ep) and 100 Nonlethal (or “Psychological”) ep (nep). You roll defense (usually the same skill test that was for the attack) against an attack to determine whether it hits and damage reduction (usually Determination) to reduce damage. You recover ep and nep damage (and other conditions) with a Determination test after an Encounter.

**Mental Damage**: Mental Attacks, which include Social Attacks and attacks that inflict Psychological (nep), Sanity (ep), and Nonlethal hp in an AoE, often require multiple Actions in a Social Attack Task Chain. Damage you receive from a Mental Attack is reduced by an applicable Skill test that depends on the attack.

**Temporary ep**: When you have Temporary ep, ½ of ep (or nep) damage is subtracted from Temporary ep (until you run out) and ½ of ep (or nep) damage is subtracted from ep (or nep). Some Social “Attacks” that inflict Temporary ep damage are not treated as hostile (often because they aren’t, really).

**Psychological (Nonlethal ep) Damage**: Psychological damage to ep is the equivalent of Nonlethal damage to hp. Subtract Psychological damage from current nep. If you take ½ current nep as damage from a single hit or are reduced to 0 nep, you gain the Suggestive condition and will typically be compelled to take actions (the “Suggestion”) that depend upon the attack that reduced your nep to 0 (or an attack while you have 0 nep). 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 nep (or gain Temporary ep).

While you have the Suggestive condition, you cannot be compelled to act against your Code of Honor (or other convictions, such as, typically, harming your Allies), though you can often more easily be tricked into doing things you would never intentionally do. If damage would have reduced you below 0 nep, you take ½ of the absolute value of the excess damage as Neural damage unless the attack inflicts Temporary ep damage (in which case it just changes the Suggestion) or unless otherwise indicated.

**Sanity (Lethal ep) Damage**: Sanity damage to ep equivalent of Lethal damage to hp. Unless otherwise indicated, ep damage is Sanity damage. If you take ½ current ep as damage from a single hit or are reduced to 0 ep, you gain Temporary Insanity 1 and will typically be compelled to take actions (the “Insanity”) that depend upon the attack that reduced your ep to 0 (or an attack while you have 0 ep). Insanity works like Suggestion, but you have no ability to control actions related to the Insanity due to a Code of Honor or convictions; your mind is not your own. The Temporary Insanity condition increases by 1 at the end of each Pass. The seriousness of your condition is not known until you are healed, or you reach Temporary Insanity 10, at which point you must attempt a Determination (Mental Recovery) test to determine whether you remove the Temporary Insanity condition or gain Permanent Insanity.

**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/Insanity that accompanied your transition to Permanent Insanity. It may be possible to heal your mind with invasive surgical (or magical) procedures that are the equivalent of raising the dead in difficulty.

**Spiritual Death**: Your spirit self is insane if you have Permanent Insanity. Although you have no control over your Spiritual Self due to the insanity, your spiritual self can be killed, making it impossible for you to reconnect your body and mind even with powerful magic (though reincarnation is possible).

### Fatigue Points (fp)

All characters have 100 Fatigue Points (fp), which are generally consumed by taking Strenuous actions. In Encounter Mode, you lose 1 fp per 2 Strenuous Actions taken in a single turn, which is usually Trivial unless you have the Fatigued condition. At the end of an Encounter you lose 1 (additional) fp if you took any Strenuous Actions, which is almost always the case.

If you are reduced to 0 fp, you gain Fatigued +1 and increase fp to their new maximum. If you have Fatigued 10, you gain Exhausted +1 instead.

In Intermission, you must attempt Constitution (Endurance) if you take a Strenuous Action. However, you do not lose fp in Intermission (or Downtime).

### Mana Points (mp)

All characters have 100 Mana Points (mp), which are generally consumed by using spells and drinking potions. Unlike hp, ep, and fp, you recover mp as a Downtime Action.

### Investment Points (ip)

All characters have 100 Investment Points (ip), which are consumed when you Invest in Magic Items. You cannot recover ip unless you divest yourself of the Magic Item in which you are invested. You can also spend 20 ip to reduce Depleted condition rating by 1, but you do not recover the ip until you advance a Level.

## Initiative & Action Economy

There is no “initiative roll.” A Round is divided into 4 Passes. The GM generally decides NPC actions for a Pass and then asks Players to declare the Actions of their PCs for the Pass. Each Quaver of a Pass occurs simultaneously, and the Actions taken by one PC or NPC may foil the Actions taken later by a PC or NPC. If an Action is lost because it cannot be completed, you can restart an incomplete Task Chain instead of taking the Action if the Action was part of a Task Chain. If an Action is lost but is not part of a Task Chain, you lose the Action without recourse.

### Downtime

A Downtime is 8 “Earth” hours. (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 50% longer.) You can generally use two Downtimes 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 use the third Downtime more effectively than is typical.

You generally take one less Downtime on a day in which you enter Intermission Mode or Encounter Mode at least once, but the GM can rule the third Downtime (normally used for sleeping, grooming, etc.) can encompass the Intermission or Encounter Rounds you use, assuming you don’t take too many of them. Thus, even after a day of light adventuring (spending a little time in Intermission Mode and/or Encounter Mode), you may have what amounts to 2 full Downtimes at the end of the day, plus enough of the third for sleeping, etc.

You have 4 Downtime Actions in a Downtime, each of which takes 2 “Earth” hours. You select all your Downtime Actions at once, and they are resolved throughout the Downtime in an order that is appropriate.

You can assist (chain an action) by taking a Downtime Action when an Ally does. Anyone who is taking an Action on which an Ally can build or benefit should resolve their test before the applicable Ally; this also allows the sharing of Knowledge for relevant tasks on which you collaborate. See Skills (Skill Tests).

***Reactions***: Instead of taking a Downtime Action, you can declare your intention to be ready for an Encounter (e.g., Stealth, Recon, etc.). Designate one Task as a Potential Reaction; if you have Task Proficiency 1, 2, or 3, the Task counts as ¾, ½, or ¼ Action (and you can designate additional Tasks that “add up to one Action”). You need not specify which subtask of a Task you wish to use; you are free to choose when the time comes. Tasks that have the Strenuous trait are not treated as Strenuous when taken as Reactions. If you wish, you can spend up to all four of your Downtime Actions in this manner (to be “ready for anything”). See Encounter Mode.

Tasks that can be taken as Downtime and either Intermission or Encounter Actions do not count as Reactions unless you declare them as Reactions; you can declare the same Task as a Downtime Action as normal and, redundantly, as a Reaction. Most Strenuous Tasks are attempted as Intermission Actions, and you use Constitution (Endurance) to determine your pace when extended into a Downtime.

You cannot enter Downtime Mode if you are taking persistent damage every Intermission or Round; you must resolve the persistent damage before you can enter Downtime Mode. See, e.g., Extreme Temperatures below.

### Intermission

An Intermission is 8 “Earth” minutes. You have 4 Intermission Actions in an Intermission. Intermission Actions are generally resolved in the same way as Downtime Actions, albeit more quickly, with some caveats and one Extraordinary exception, the First Intermission (after an Encounter). In the First Intermission, you resolve Intermission Actions like (Encounter) Actions, as described below. See also Skills (Skill Tests).

**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 Extraordinary Severe Heat is hotter than any weather ever recorded on Earth (though you could experience Extraordinary Severe Heat compliments of Mother Nature, such as if you were in an active lava tube).

Attempt a Constitution (Damage Reduction) test with Task Difficulty equal to twice the Degree of the Extreme Temperature to avoid acquiring Drained. You need Effect 0 to avoid damage in Lesser Cold or Heat; so, unless you are susceptible, you generally do not suffer from the Drained condition.

In Fanciful or Miraculous Extreme Temperatures, the GM may rule you are instantly killed if you nowhere near what you need to succeed on the Constitution (Damage Reduction) test. To the extent it matters, there is a 9th and 10th degree of Severe Cold at around -272º C and -273º C (-273.15º C is absolute zero), respectively, and a 9th and 10th degree of Severe Heat over 30,000º C and over 300,000º C, respectively.

|  |  |  |
| --- | --- | --- |
| Degree | Temperature | Damage |
| Miraculous (8) Severe Cold | -271º C | Drained +5 per Quaver |
| Fanciful (7) Severe Cold | -270º C to -261º C | Drained +1 per Quaver |
| Mythical (6) Severe Cold | -260º C to -151º C | Drained +1 per Round |
| Impossible (5) Severe Cold | -150º to -91º C | Drained +1 every 4 Rounds |
| Extraordinary (4) Severe Cold | -90º to -61º C | Drained +1 every 16 Rounds |
| Major (3) Severe Cold | -60º to -31º C | Drained +1 every Intermission Pass (2 minutes) |
| Greater (2) Severe Cold\* | -30º to -11º C | Drained +1 every Intermission |
| Moderate (1) Severe Cold | -10º to 3º C | Drained +1 every Downtime Pass (2 hours) |
| Lesser (0) Cold | 4º to 14º C | Drained +1 every Downtime |
| Temperate | 15º to 25º C | No damage |
| Lesser (0) Heat | 26º to 40º C | Drained +1 every Downtime |
| Moderate (1) Severe Heat | 41º to 45º C | Drained +1 every Downtime Pass (2 hours) |
| Greater (2) Severe Heat\* | 46º to 50º C | Drained +1 every Intermission |
| Major (3) Severe Heat | 51º to 60º C | Drained +1 every Intermission Pass (2 minutes) |
| Extraordinary (4) Severe Heat | 61º to 70º C | Drained +1 every 16 Rounds |
| Impossible (5) Severe Heat | 71º to 99º C | Drained +1 every 4 Rounds |
| Mythical (6) Severe Heat\*\* | 100º C to 999º C | Drained +1 per Round |
| Fanciful (7) Severe Heat | 1000º C to 3000º C | Drained +1 per Quaver |
| Miraculous (8) Severe Heat | over 3000º C | Drained +5 per Quaver |

\* Greater Severe Cold is the lowest temperature at which simple life can live and grow, though Moderate Severe Cold is the usual lower limit for even cold-weather creature habitats. Greater 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, though nowhere near the top of the Mythical Severe Heat range.

### Slog

Sometimes opponents can’t hurt one another, which can cause an Encounter to drag out unnecessarily. You should generally stay in Encounter Mode until you’ve figured out your strategy for the Slog. If both sides agree, you enter into a Slog (aka Slugfest). A Slog lasts 1 “Earth” minute. Choose your four Hurried Actions as described below for Encounter Mode. Strenuous Actions cost 16 fp each and Actions that are not Strenuous cost 4 fp each. Attack tests have +2 Effect and Damage tests have +4 Effect.

### Encounter Mode

An “Encounter Round” is 8 “Earth” seconds, including four Passes of 2 “Earth” seconds each. You have 4 Actions in a Round, one per Pass. During an Encounter, you are often in a hurry. So, in Encounter Mode, you will often choose to take Hurried Actions (4 Hurried Actions per Pass), as described below. For time-keeping purposes, an Encounter is assumed to last for an Intermission Pass. Unless all members of all parties are aware of one another upon entering Encounter Mode, you generally start with an Initial Phase.

**Initial Phase**: When at least one member of a first party detects a salient feature of at least one member of a second party and at least one member of the second party detects a salient feature of at least one member of the first party, you enter an Initial Phase. You can also enter the Initial Phase if the GM believes it is likely detection will occur. If all members of each party are aware of the others, you can skip the Initial Phase.

Members of a first party that have not detected at least one salient feature of at least one member of the second party are ***Totally Surprised***. Members of a first party that have detected at least one but not all salient features of members of the second party are ***Partially Surprised***.

The Initial Phase unfolds like this:

1. The GM has every NPC that is not ***Totally Surprised*** prepare to take a Reaction, which is not revealed to the players. If ***Partially Surprised***, the Reactions can only be used against PCs the NPC has detected, but some Reactions are available regardless (e.g., Readying a Weapon or Raising a Shield).
2. The GM will set the stage by describing a “freeze frame” of what each PC can detect, which generally includes all features of “Nil” Difficulty. While the players will hear what every PC can detect, they are expected to act only on what their PCs could detect.
3. The GM asks every player of a PC that is not ***Totally Surprised*** to declare the Reaction of their PCs.
4. The players resolve tests for Actions that can be completed in a single Pulse (¼ of a Turn) but defer resolution for Actions that are being Chained (until the Chained Action is complete). The GM does not resolve tests; players will also have to resolve tests for Actions NPCs complete on them, e.g., in the form of a Defense test against an attack.

It is normally assumed that if a PC uses a Reaction (or calls out), Allies are treated as ***Partially Surprised*** on the next Phase (allowing them to use Reactions), though they may still be unable to detect any NPCs. In some instances, there will be NPCs and/or PCs that both do not detect a salient feature of the other party and are not alerted to the other party by an Ally after the Initial Phase; they remain ***Totally Surprised***.

In the next Phase, any member that was not ***Totally Surprised*** in the Initial Phase can declare an Action their Turn, which need not be a Reaction. Any member that became (or can be treated as) ***Partially Surprised*** after the Initial Phase can declare only a Reaction in the next Phase. Any member that is still ***Totally Surprised*** after the Initial Phase can take no Actions, which can theoretically continue indefinitely.

If one party remains unaware of the other, the GM may decide to drop you out of Encounter Mode if the likelihood of detection is sufficiently unlikely.

The Initial Phases are part of a First Pass. So, if you experience 4 “Initial” Phases, you have completed a Pass. After the Initial Pass, you declare your 4 Actions normally, as described below, at the start of the Pass, assuming you are no longer ***Totally Surprised***.

Passes unfold as described above for the Initial Phase, but there are (usually) no longer any Surprised members and you declare all your Actions for your Turn at the start of the Pass. At the start of each Pass, the GM should give the players time to think about what they will do on their Turns.

Elemental damage is pending until the end of the Pass; it 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). This is also true in the Initial Phase.

Social Attacks and most ep damage are pending until the end of the Pass and 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 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 ep were gained prior to taking the damage (even if they were not).

In an unhurried Social Encounter, you can assume most NPCs will attempt Empathy and either Lore or an INT-based Skill (or perhaps Determination) when listening and Diplomacy or Gab (or perhaps Authority or Aura) while talking, though there is often time to do both. Most Social Encounters will fall into a cadence in which PCs will talk for one or more Rounds, then NPCs will talk for one or more Rounds. Unlike in Combat, where the GM will often let you say a bit more than you realistically have time to say, the GM can do general timekeeping based upon how long people talk. As a general rule, which you can deviate from if you like, only make tests for one Round (4 Turns) then let the Social Encounter play out with words. The GM may “bank” Effect to decide how to modify it later based upon how effectively PCs make their case. The one Round should generally go as follows (with 4 Hurried Actions per Turn):

1. Presence tests. You can declare Weapon Damage tests (as part of a Kill Chain) or Sleight of Hand (e.g., to Ready a Weapon) but having a weapon already out may have implications on how NPCs react and readying a Weapon Damage test (to be ready to attack) or Sleight of Hand test (to be ready to draw) can be detected with an Empathy (Regard) test, which will normally be effective unless the PC uses Deception (Poker Face) first. You can also declare other tests that are either not part of a Task Chain, such as Stealth or Recon, or are the first Action of a Task Chain. Players who don’t want to interfere with how a social encounter is playing out can just jot down the actions they are declaring each Turn but they should alert the GM if they are declaring a hostile action and most definitely need to tell the GM if they are proceeding down a Task Chain.
2. Demeanor tests. You can repeat tests you declared (but didn’t do) or did on the previous turn. If you declare a second Action of a Task Chain, it means you took action to proceed along the Task Chain, which is an easily detectable Action. For example, declaring Athletics (Strike) after Weapon Damage makes it perfectly obvious you are not just willing, but are actually getting ready to resort to violence. Taking two Actions along a (nonsocial) Kill Chain will frequently change the Encounter from a Social one to a Combat Encounter. However, you can repeat Weapon Damage declarations to stay frosty.
3. Impose tests. Some Task Chains (e.g., Deception and Performance) do not have an Impose test; you can resolve those tests (typically with a Compel test) on this Turn.
4. Compel tests.

If a Social Encounter devolves into a Combat Encounter, you can take any Actions that can be resolved or continue a Task Chain with any declared Actions already queued. Everyone gets a full Turn, but you may not have 4 Actions to take; so some members might only get 3, 2, 1, or even no Actions (if nothing was applicable to combat).

## Conditions

### Short-Term Conditions

Reduce rating of Short-Term Conditions by 1 at the end of each pass (or the end of the next Pass if you acquire the Condition in the second Phase of a Pass). You cannot normally have higher than rating 10 with a Short-Term condition.

Befuddled: Increase Task Difficulty for INT-based tests (Alchemy, Biology, Mechanics, Philosophy) by 1 degree per rating.

Bleeding: You suffer 1 nhp 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: Increase Task Difficulty for tests with the Optical Trait by 1 degree per rating. On the plus side, you might not see something you don’t want to see.

Clumsy: Increase Task Difficulty for DEX-based tests (Agility, Contortion, Sleight of Hand, Tinker) by 1 degree per rating.

Deafness: Increase Task Difficulty for tests with the Auditory Trait by 1 degree per rating. On the plus side, you might not hear something you don’t want to hear.

Enfeebled: Increase Task Difficulty for STR-based tests (Athletics, Bulwark, Hustle, Might) by 1 degree per rating.

Enraged: You gain the Feral Ability and you can ignore Nonlethal and Psychological damage while you have the Enraged condition; keep track of nhp and nep because ½ excess damage is converted to lethal or neural damage as normal. Also, you gain Advantage equal to ½ Enraged rating on Might (Wind Up) tests, minimum Advantage 1. You can voluntarily decrease Enraged by 1 with an Action during a Combat Encounter. Otherwise, set a Timer 6, which decreases at the end of each Pass and, when it reaches 0, Enraged is reduced by 1 then, if you still have the Enraged condition, reset Timer 6 and repeat. Also, if you would increase Enraged by 1 but are at your maximum rating, reset Timer to 6.

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 10, you take Traumatized +1 instead of ep damage.

Hindered: Physical Tasks have Disadvantage +1 and minimum Disadvantage equal to rating (which is applicable if you would normally have Advantage).

Hobbled: Increase Task Difficulty for Agility, Athletics, Bulwark, Hustle, and other STR- or DEX-based tests that effect the legs by 1 per rating. Also, reduce (Base) Speed by ¼ per rating. At rating 8, you cannot move your legs (though you may still be able to crawl).

Hyposmia: Increase Task Difficulty for tests with the Chemical Trait by 1 degree per rating. On the plus side, you might not smell something you don’t want to smell.

Nervous: Increase Task Difficulty for WIL-based tests (Authority, Constitution, Determination, Aura) by 1 degree per rating.

Oblivious: Increase Task Difficulty for PER-based tests (Empathy, Lore, Observation, Recon) by 1 degree per rating.

Paralyzed: You cannot take any physical actions; this is equivalent to Hindered 8 at every rating.

Repugnant: Increase Task Difficulty for CHA-based tests (Deception, Diplomacy, Gab, Performance) by 1 degree per rating.

Staggered: Surprised is like Hindered and Stupefied.

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: Mental Tasks have Disadvantage +1 and minimum Disadvantage equal to rating (which is applicable if you would normally have Advantage).

Surprised: Surprised is like Stunned but decrease rating by 1 per Phase (instead of 1 per Pass).

### Long-Term Conditions

Attribute Damage: This is equivalent to Befuddled, Clumsy, Enfeebled, Nervous, Oblivious, or Repugnant but rating is decreased once per day.

Bravery: Bravery lasts until the end of an Encounter. If Bravery rating x 10 is Major than or equal to current ep, you gain the Suggestion “Do not flee.” However, you have +1 Competence per rating up to 4 on Mettle (Damage Reduction) tests against sources of ep damage with the Fear trait; at rating 5 or higher, you also have +1 Effect per rating above 4 on Mettle (Damage Reduction) tests against sources of ep damage with the Fear trait and you become immune to Temporary ep damage with the Fear trait. At rating 10 you become immune to ep damage with the Fear trait.

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 |

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.

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 rating of a PER- or INT-based skill is reduced below -4, you cannot use the skill; if all such skills are reduced below -4, you are comatose.

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 rating of a STR- or DEX-based skill is reduced below -4, you cannot use the skill; if all such skills are reduced below -4, you are paralyzed.

Intransigence: Intransigence lasts until the end of an Encounter. If Intransigence rating x 10 is Major than or equal to current ep, you gain Suggestion “Do not acquiesce.” However, you have +1 Competence per rating up to 4 on Mettle (Damage Reduction) tests against sources of ep damage without the Fear trait; at rating 5 or higher, you also have +1 Effect per rating above 4 on Mettle (Damage Reduction) tests against sources of ep damage without the Fear trait and you become immune to Temporary ep damage without the Fear trait. At rating 10 you become immune to ep damage without the Fear trait.

Permanent Blindness: As Blindness, except it is permanent.

Permanent Deafness: As Deafness, except it is permanent. However, if you get accustomed to Permanent Deafness, which requires 10 days per rating, you can reduce the penalty for Permanent Deafness to ½ rating, though no lower than 1.

Permanent Hyposmia: As Hyposmia, except it is permanent.

Stressed: You gain Stressed +1 each time you recover from the Temporary Insanity condition or do not recover all ep with Determination (Clear your Mind). Stressed does not result in penalties but if you reach Stressed 10, every time you receive Stressed +1 after that, you gain Traumatized +1.

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 or do not recover all hp with Constitution (Shake it Off). Wounded does not result in penalties but if you reach Wounded 10, every time you receive Wounded +1 after that, you gain Drained +1.

### Other Conditions

Detected Stimuli: The subject of this Condition is not the Target (or potential Target), but rather the creature that detected it. You can have Detected Stimuli for multiple Targets (or potential Targets). At Detected Stimuli 1, you know a potential Target is around. A Determination (Confidence) test is necessary to distinguish between potential Targets and false positives. At Detected Stimuli 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 Stimuli 3, you know the Square in which a Target is located. At Detected Stimuli 4, the Target is Observable within the limits of your sensory capabilities.

Falling: After you achieve Forced Movement (Gravity), you gain the Falling condition. Momentum increases by 1 every Quaver (¼ of a Turn) thereafter to a maximum of 16 (Terminal Velocity) for a Medium-sized creature (halve per rating of Small, double per rating of Large; halve/double the rate of Momentum increase, as well). If you strike a surface (“splat”), base damage is 2Momentum+1. Falling is opposed by Bulwark (Damage Reduction). Treat effective Momentum as -1 when falling into water or a soft surface and +1 when falling on a particularly hard surface, such as a granite floor.

Flatfooted: You have the Flatfooted condition if you are Surprised or unaware of an incoming attack. You can use Recon (Block) only if you are currently behind Cover, but Effect is equal to the degree of Cover and you cannot affirmatively use a Reaction.

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 ¼ 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).

Reactive Movement: Hustle (Change Momentum) gives you the Reactive Movement condition at a rating equal to Effect. You can use Reactive Movement as a Free Action up to as many times as the rating during your Turn, but no more than once per Pulse unless you have Reactive Movement 5 or higher. For example, if you have Reactive Movement 1, you can use Reactive Movement once during any Pulse; if you have Reactive Movement 2, you can use Reactive Movement once during any two different Pulses; if you have Reactive Movement 3, you can use Reactive Movement during any three different Pulses; and if you have Reactive Movement 4, you can use Reactive Movement every Pulse during your Turn. At Reactive Movement 5 or higher, you can start taking 2 Reactive Movements during one Pulse. You can use Reactive Movement to Move within your Square (e.g., when attempting Agility (Dodge)), to reduce a Momentum Vector by 1, to change a Momentum Vector from lateral to diagonal or vice versa, to fall Prone (and reduce a Momentum Vector to 0), or to Move into an Adjacent Square at the cost of 2 Reactive Movements if moving laterally or 3 Reactive Movements if moving diagonally. You can always use Reactive Movement to move into an Adjacent Square, but if you reduce your Reactive Movement to -1 or -2 by moving into another Square, you lose the Reactive Movement condition; you also lose the condition if you fall Prone while you have a Momentum Vector of 2 or higher.

# Appendix A (Alternative Rules)

## Alternative Ancestries

The GM may or may not allow Alternative Ancestries or Bloodlines. However, you should feel free to work with the GM to design your own. The simplest way to do this is to group Physiological or Neurophysiological features of the Ancestry you are designing into “Ancestral Features” that are “worth” about 3 XP, then add additional Boons (Supplemental Subclass) until you have 12 Features. You should avoid selecting more than two Boons for the same Subclass; Dvorgar should be rather unique in this regard. For Ancestries that have 24 Features (like Avatic and Troglodyte Bloodlines), you should avoid selecting more than four Boons for the same Subclass and, in general, Avatic Bloodlines get +3 to an Attribute (typically STR), which is “worth” 8 Features, and 4 Boons (Intimidator), plus 12 other Features.

## Alternative Subclasses

### Wiccan Order of the Sewer (Primary Skill: Lore)

Druid (Wiccan Order of the Sewer) Prerequisite Knowledge Abilities List (you must acquire the first 4 Prerequisite Knowledge Tuples, then get the remaining 3 for free if you want them):

{Determinism (Zoological), Malacology, Mammalogy}

{Engineer, Stone, Terrain (Sewer)}

{Microbiology, Occultism, Optics}

{Pharmacology, Pharmacologist, Vitalism}

Witch’s (Primal) Familiar 1 & Pact (Cloacina) & Witch’s Mark; you can acquire Witch’s (Primal) Familiar 2, 3, and 4 as Tier 1, 2, and 3 Electives

Conduit (Primal) & Traumatized (Permanent) 1

Pact Spell (Disease (Parasitic)) & Traumatized (Permanent) 2; you can contribute Pact Spells to a Coven if you join one.

Wiccan Order of the Sewer Tier 1 Features:

{Acoustics, Arthropodology, Exotic Material (Elemental Silence)}

{Ethology (Zoological), Exotic Material (Darkness), Meteorology}

{Exotic Material (Water), Herpetology, Hydrology}

Alchemy (Craft)

Biology (Craft)

Contortion (Tunnel Rat)

Empathy (Animus Mundi)

Tool Use (Don/Remove Armor, Mechanician, Pilot, Tinker)

Tool Use (Lab Tech), Sleight of Hand (Consume, Ready Potion)

Mechanics (Craft)

Wits

Order of the Sewer Spellcasting (Empower): Traditional Medicine, Philosophy (Empower) with Order Spells

Order of the Sewer Spellcasting (Envision): Hierophant (Sewer), Mechanics (Envision) with Order Spells

Order of the Sewer Spellcasting (Material): Pact Spell (Conduit (Water)), Alchemy (Prima Materia)

Order of the Sewer Spellcasting (Somatic): Pact Spell (Conduit (Silence)), Sleight of Hand (Somatic) with Order Spells

Order of the Sewer Spellcasting (Verbal): Pact Spell (Conduit (Darkness)), Gab (Compel) with Order Spells

Wiccan Order of the Sewer Tier 2 Features:

{Aromachology, Chemistry, Chemist}

{Exotic Material (Dyspnea), Ichthyology, Sapient Mammal Psychology}

Comfortable with Madness 1 (Reduce Permanent Traumatized condition by 1)

Order of the Sewer Spellcasting (Empower): Traditional Alchemy, ½ Action

Order of the Sewer Spellcasting (Envision): Pact Spell (Disease (Microbial)), ½ Action

Order of the Sewer Spellcasting (Material): Volatile Reagents (Mana) (Create Volatile Mana\*), ½ Action

Order of the Sewer Spellcasting (Somatic): Pact Spell (Sprite (Primal (Animal))), ½ Somatic Component Action only with Order Spells

Order of the Sewer Spellcasting (Verbal): Pact Spell (Metamorphosis), ½ Verbal Component Action only with Order Spells

\* You can create a Volatile (Mana) Reagent with Lore (Create Value) as an [Encounter] Action, which lasts until the end of an Encounter, until you use it, or until you create another Volatile Reagent. You consume the Volatile Reagent (as a Free Action) by casting an Order Spell. You can also use the Volatile Reagent in the same way as a Chirurgeon, but only when crafting Pathogens or Pharmaceuticals, including gaining an Additive for Pharmaceuticals (but not for Pathogens). Volatile Mana is not required when casting Pact Spells.

Wiccan Order of the Sewer Tier 3 Features:

Comfortable with Madness 2 (Reduce Permanent Traumatized condition by 1)

Control Familiar (¼ Diplomacy (Demeanor) Action when used with your Familiar)

Order of the Sewer Spellcasting (Empower): Traditional Mechanics, ¼ Action

Order of the Sewer Spellcasting (Envision): Pact Spell (Thaumaturgical Ally (Animal)), ¼ Action

Order of the Sewer Spellcasting (Material): Pact Spell (Sprite (Water)), ¼ Action

Order of the Sewer Spellcasting (Somatic): Pact Spell (Sprite (Silence)), ¼ Action

Order of the Sewer Spellcasting (Verbal): Pact Spell (Sprite (Darkness)), ¼ Action

Pact Spell (Energy Shield (Dyspnea))

Wiccan Order of the Sewer Capstone Elective: Gain Pact Spell (Conduit (Dyspnea)) for free.

### Wiccan Order of the Street (Primary Skill: Lore)

Druid (Wiccan Order of the Street) Prerequisite Knowledge Abilities List (you must acquire the first 4 Prerequisite Knowledge Tuples, then get the remaining 3 for free if you want them):

{Anthropology (Human), Psychology (Human), Regional Language}

{Ethology (Zoological), Mammalogy, Mycology}

{Occultism, Regional Society, Terrain (Urban)}

{Pharmacology, Pharmacologist, Vitalism}

Witch’s (Primal) Familiar 1 & Pact (Penia) & Witch’s Mark; you can acquire Witch’s (Primal) Familiar 2, 3, and 4 as Tier 1, 2, and 3 Electives

Conduit (Primal) & Drained (Permanent) 1

Pact Spell (Chi (Sleight of Hand)) & Drained (Permanent) 2; you can contribute Pact Spells to a Coven if you join one.

Wiccan Order of the Street Tier 1 Features:

{Arthropodology, Botany, Determinism (Zoological)}

{Engineer, Builder, Stone}

Deception (Avoid Notice, Leave no Trail, Poker Face) Action

Empathy (Regard) Action

Empathy (Animus Mundi)

Tool Use (Don/Remove Armor, Mechanician, Pilot, Tinker) Action

Tool Use (Lab Tech), Sleight of Hand (Consume, Ready Potion) Action

Gather Information Action

Observation (Appraise) Action

Wits Action

Sleight of Hand (Palm Object, Pick Pocket, Plant Evidence) Action

Order of the Street Spellcasting (Empower): Traditional Medicine, Philosophy (Empower) with Order Spells

Order of the Street Spellcasting (Envision): Hierophant (Urban), Mechanics (Envision) with Order Spells

Order of the Street Spellcasting (Material): Pact Spell (Telempathy), Alchemy (Prima Materia) only with Order Spells

Order of the Street Spellcasting (Somatic): Pact Spell (Trickster), Sleight of Hand (Somatic) with Order Spells

Order of the Street Spellcasting (Verbal): Pact Spell (Babble), Gab (Compel) with Order Spells

Wiccan Order of the Street Tier 2 Features:

{Aromachology, Chemistry, Chemist}

Order of the Street Spellcasting (Empower): Traditional Alchemy, ½ Action

Order of the Street Spellcasting (Envision): Pact Spell (Precognition/Retrocognition), ½ Action

Order of the Street Spellcasting (Material): Volatile Reagents (Mana) (Create Volatile Mana\*), ½ Action

Order of the Street Spellcasting (Somatic): Pact Spell (Psychometry), ½ Somatic Component Action only with Order Spells

Order of the Street Spellcasting (Verbal): Pact Spell (Sprite (Primal (Animal))), ½ Verbal Component Action only with Order Spells

Pockmarked 1 (Reduce Permanent Drained condition by 1)

\* You can create a Volatile (Mana) Reagent with Lore (Create Value) as an [Encounter] Action, which lasts until the end of an Encounter, until you use it, or until you create another Volatile Reagent. You consume the Volatile Reagent (as a Free Action) by casting an Order Spell. You can also use the Volatile Reagent in the same way as a Chirurgeon, but only when crafting Pathogens or Pharmaceuticals, including gaining an Additive for Pharmaceuticals (but not for Pathogens). Volatile Mana is not required when casting Pact Spells.

Wiccan Order of the Street Tier 3 Features:

Control Familiar (¼ Diplomacy (Demeanor) Action when used with your Familiar)

Order of the Street Spellcasting (Empower): Traditional Mechanics, ¼ Action

Order of the Street Spellcasting (Envision): Pact Spell (Thaumaturgical Ally (Animal)), ¼ Action

Order of the Street Spellcasting (Material): Pact Spell (Effervescence), ¼ Action

Order of the Street Spellcasting (Somatic): Pact Spell (Inaudibility), ¼ Action

Order of the Street Spellcasting (Verbal): Pact Spell (Invisibility), ¼ Action

Pockmarked 2 (Reduce Permanent Drained condition by 1)

Wiccan Order of the Street Capstone Elective: Gain Pact Spell (Metamorphosis) for free.

### Wiccan Order of the Wind (Primary Skill: Lore)

Druid (Wiccan Order of the Wind) Prerequisite Knowledge Abilities List (you must acquire the first 4 Prerequisite Knowledge Tuples, then get the remaining 3 for free if you want them):

{Arthropodology, Microbiology, Ornithology}

{Meteorology, Occultism, Terrain (Sky)}

{Para-Anthropology (Air Elemental), Psychology (Elemental), Xeno-Para-Anthropology (Elemental)}

{Pharmacology, Pharmacologist, Vitalism}

Witch’s (Aether Elemental) Familiar 1 & Pact (Pazuzu) & Witch’s Mark; you can acquire Witch’s (Aether Elemental) Familiar 2, 3, and 4 as Tier 1, 2, and 3 Electives

Pact Spell\* (Conduit (Air)) & Drained (Permanent) 1

Pact Spell\* (Disease (Microbial)) & Drained (Permanent) 2

\* You can contribute Pact Spells to a Coven if you join one.

Wiccan Order of the Wind Tier 1 Features:

{Aromachology, Chemistry, Chemist}

{Ethology (Zoological), Exotic Material (Elemental Air, Elemental Dyspnea)}

{Parapsychology (Air Elemental), Xenophysiology (Elemental), Xenopsychology (Elemental)}

Agility (Aerobatics)

Alchemy (Craft)

Biology (Craft)

Empathy (Animus Mundi)

Tool Use (Lab Tech), Sleight of Hand (Consume, Ready Potion)

Observation (Assay)

Wits

Flight Training 1

Order of the South Spellcasting (Empower): Traditional Medicine, Philosophy (Empower) with Order Spells

Order of the South Spellcasting (Envision): Hierophant (Sky), Mechanics (Envision) with Order Spells

Order of the South Spellcasting (Material): Pact Spell (Energy Shield (Dyspnea)), Alchemy (Prima Materia) only with Order Spells

Order of the South Spellcasting (Somatic): Conduit (Primal), Sleight of Hand (Somatic) with Order Spells

Order of the South Spellcasting (Verbal): Pact Spell (Sprite (Air)), Gab (Compel) with Order Spells

Wiccan Order of the Wind Tier 2 Features:

{Engineer, Glass, Special Material (Elemental Air)}

{Exotic Material (Elemental Darkness), Mycology, Optics}

Flight Training 2

Order of the South Spellcasting (Empower): Traditional Alchemy, ½ Action

Order of the South Spellcasting (Envision): Pact Spell (Conduit (Dyspnea)), ½ Action

Order of the South Spellcasting (Material): Volatile Reagents (Mana) (Create Volatile Mana\*), ½ Action

Order of the South Spellcasting (Somatic): Pact Spell (Sprite (Primal (Animal))), ½ Action

Order of the South Spellcasting (Verbal): Pact Spell (Metamorphosis), ½ Action

Pockmarked 1 (Reduce Permanent Drained condition by 1)

\* You can create a Volatile (Mana) Reagent with Lore (Create Value) as an [Encounter] Action, which lasts until the end of an Encounter, until you use it, or until you create another Volatile Reagent. You consume the Volatile Reagent (as a Free Action) by casting an Order Spell. You can also use the Volatile Reagent in the same way as a Chirurgeon, but only when crafting Pathogens or Pharmaceuticals, including gaining an Additive for Pharmaceuticals (but not for Pathogens). Volatile Mana is not required when casting Pact Spells.

Wiccan Order of the Wind Tier 3 Features:

Control Familiar (¼ Diplomacy (Demeanor) Action when used with your Familiar)

Flight Training 3

Order of the South Spellcasting (Empower): Traditional Mechanics, ¼ Action

Order of the South Spellcasting (Envision): Pact Spell (Elemental (Aether) Body), ¼ Action; Note: Aether is Air/Dyspnea

Order of the South Spellcasting (Material): Pact Spell (Disease (Fungal)), ¼ Action

Order of the South Spellcasting (Somatic): Pact Spell (Sprite (Dyspnea)), ¼ Action

Order of the South Spellcasting (Verbal): Thaumaturgical Ally (Aether Elemental), ¼ Action

Pockmarked 2 (Reduce Permanent Drained condition by 1)

Stormbird 1 (-1 Task Difficulty from Turbulence in Sky Terrain)

Wiccan Order of the Wind Capstone Elective: Gain Stormbird 2 for free; you can take Stormbird 3 and 4 as Electives.

### Witch Doctor (Primary Skill: Lore)

The Witch Doctor has many of the same skills as an Alchemist but uses Lore instead of Alchemy. Although Witch Doctors are known for their healing abilities, they generally think they know more than they do, utilizing ineffective pseudoscience when curing patients. Fortunately, their pseudomagical concoctions and potions often have the intended effect. Witch Doctor Astrological Sign Affinity is Snake or Moon.

If you already have Pseudomagical Knowledge (Potion) or Traditional Alchemy, Mechanics, or Medicine, you gain +1 Alchemical Recipe (Spell) when you acquire all Witch Doctor Prerequisite Knowledge Tuples.

Artificer (Witch Doctor) Prerequisite Knowledge Abilities List:

{Aromachology, Chemistry, Chemist}

{Biological (Physiological) Knowledge (pick one), Occultism, Terrain (pick one)}

{Chordate Material, Engineer, Outfitter}

{Pharmacology, Pharmacologist, Vitalism}

Witch Doctor Tier 1 Features:

Alchemy (Craft)

Alchemy (Prima Materia)

Alchemy (Stealth)

Biology (Craft)

Empathy (Animus Mundi)

Tool Use (Don/Remove Armor, Mechanician, Pilot, Tinker)

Tool Use (Lab Tech), Sleight of Hand (Consume, Ready Potion)

Mechanics (Craft)

Observation (Appraise)

Observation (Assay)

Wits

Pseudomagical Knowledge (Potion) 1 (Perform a Final Enhancement, or tests related to same, as relates to Potions) & +1 Alchemical Recipe (Spell)

Pseudomagical Knowledge (Potion) 2 (Perform an Activating Enhancement, or tests related to same, as relates to Potions) & +1 Alchemical Recipe (Spell)

Traditional Alchemy 1 (Use Lore instead of Alchemy (Stealth), if better)

Traditional Mechanics 1 (Use Lore instead of Mechanics (Craft), if better, for Mechanics tests that are not too technical (GM discretion))

Traditional Medicine 1 (Use Lore instead of Biology (Craft), if better, for tests related to Biology that are not too technical (GM discretion))

\* Alchemy (Recognize Material Component, Spellcasting (Material)), Observation (Assay Material Component), Recon (Sense Material Component)

Witch Doctor Tier 2 Features:

Additive 1 (You can add one Additive to a Potion you make and use or that you make using a Volatile Reagent)

Nip (Attempt Sleight of Hand (Ready Potion) and Sleight of Hand (Consume) as a single Action)

Volatile Reagents (Pharmaceutical) (You can create a Volatile (Pharmaceutical) Reagent\* and add one Additive to any Pharmaceutical you craft.)

Volatile Reagents (Potions) 1 (You have ¼ [INT + Alchemy] Signature Potions\*\*)

\* You can create a Volatile Pharmaceutical Reagent with Biology (Craft) as an [Encounter] Action, which lasts 1 Round. You can combine the Volatile Pharmaceutical Reagent and a Pharmaceutical Blank with Sleight of Hand (Ready Potion) to create a Volatile Pharmaceutical, which lasts only as long as the remainder of the Round the Volatile Pharmaceutical Reagent would have lasted and then reverts to being a Blank if not consumed. If you have Traditional Medicine, you can use Lore instead of Biology.

\*\* You can create a Volatile Activating Reagent with Alchemy (Create Value) as an Intermission Action to infuse a Recipe (Spell) you know, which lasts until the end of the Intermission. You can combine the Volatile Activating Reagent with a Potion Blank with Tool Use (Lab Tech) to create an Activated Blank, which lasts for one Downtime.) You can create a Volatile Final Enhancement Reagent with Alchemy (Create Value) as an [Encounter] Action, which lasts 1 Round. You can combine the Volatile Final Enhancement Reagent and the Activated Blank with Sleight of Hand (Ready Potion) to create a Volatile Potion, which lasts only as long as the remainder of the Round the Volatile Final Enhancement Reagent would have lasted and then reverts to being an Activated Blank if not consumed. If you have Traditional Alchemy, you can use Lore instead of Alchemy; you also have ¼ Alchemy Signature Potions even if you don’t know that many Alchemical Recipes (if you do not know the Alchemical Recipe, you can only use Volatile Reagents to craft the Signature Potion). If you use Lore instead of Alchemy, you cannot use an Alchemical Cookbook.

Witch Doctor Tier 3 Features:

Additive 2 (You can add 2 Additives to a Potion you make)

Alchemical Savant (Attempt Observation (Assay) and Wits\* as a single Action)

Mana Condensate: Attempt Alchemy (Extract Elemental Material) to infuse an Activated Blank with Mana 10

Simmer: The Infuse Mana Additive has 1/10 the usual cost; this Ability stacks with Mana Condensate to effectively reduce Infuse Mana Additive to 1% its usual cost

Volatile Reagents (Potion) 2 (You have ½ Alchemy Signature Potions for which you can create a Volatile (Potion) Reagent as an Action)

\* The Wits test is applicable only to tests that require Alchemical or Biological Knowledge, and you can use Lore for either, if applicable.

Witch Doctor Capstone Electives: Gain Additive 3 for free and learn 1 Alchemical Recipe (Spell) for 1 XP as often as you like; you can take Additive 4-10 as Electives.

# Appendix B (Glossary)

## Attributes, Skills, and Tasks

Reference to a “rating” of a Skill in the rules always means Attribute rating + Skill rating. There are no “Attribute tests;” you always attempt Skill tests. The six Attributes and the skills governed by each are:

Strength (STR): Athletics, Bulwark, Hustle, Might

Dexterity (DEX): Agility, Contortion, Tool Use, Sleight of Hand

Perception (PER): Empathy, Lore, Observation, Recon

Intellect (INT): Alchemy, Biology, Mechanics, Philosophy

Charisma (CHA): Deception, Diplomacy, Gab, Performance

Willpower (WIL): Authority, Constitution, Determination, Aura

The four Tasks governed by each Skill are:

Athletics (STR): Combat Maneuver, Mobility, Parry, Strike

Bulwark (STR): Brute Force, Combat Maneuver, Damage Reduction, Stand Ground

Hustle (STR): Combat Maneuver, Natural Weapon Damage, Plod, Speed

Might (STR): Combat Maneuver, Feat of Strength, Grip, Weapon Damage

Agility (DEX): Aerobatics, Dodge, Stealth, Tumbling

Contortion (DEX): Escape, Maneuver, Stealth, Tunnel Rat

Sleight of Hand (DEX): Application, Finesse, Handle, Thievery

Tool Use (DEX): First Aid, Lab Tech, Shoot, Tinker

Empathy (PER): Animus Mundi, En Garde, ESP, Regard

Lore (PER): Alchemical, Mechanical, Medicinal, World

Observation (PER): Appraise, Assay, Assess, Offense

Recon (PER): Alertness, Awareness, Defense, Point

Alchemy (INT): Craft, Prima Materia, Stealth, Taxonomy

Biology (INT): Craft, Physician, Psychiatrist, Taxonomy

Mechanics (INT): Compute, Craft, Envision, Taxonomy

Philosophy (INT): Craft, Empower, Pedagogy, Study

Deception (CHA): Presence, Demeanor, Create Diversion, Second Intention

Diplomacy (CHA): Presence, Demeanor, Impose, Compel

Gab (CHA): Presence, Demeanor, Impose, Compel

Performance (CHA): Presence, Demeanor, Bardsong, Magical Investment

Aura (WIL): Presence, Demeanor, Impose, Compel

Authority (WIL): Presence, Demeanor, Impose, Compel

Constitution (WIL): Bioactive Recovery, Body Control, Damage Reduction, Physiological Recovery

Determination (WIL): Mana Tap, Mettle, Psychoactive Recovery, Psychological Recovery

## Alchemical Knowledge

**Determinism (Elemental)** is not a Knowledge you can choose. If you have the applicable one or more Exotic Material Knowledge that match traits of an Elemental, you are treated as having Determinism (Elemental).

**Physiology (Elemental)** is not a Knowledge you can choose. If you have the applicable one or more of Special Material (Mechanical Knowledge) and Exotic Material (Alchemical Knowledge) that matches traits of an Elemental, you are treated as having Physiology (Elemental), though you still need Xenophysiology (Elemental) Knowledge to reduce penalties.

**Aromachology** is the study of odors; it is often used for crafting and knowledge of particulate bombs and perfumes.

**Chef** covers all aspects of food and beverage production and presentation.

**Chemist** is the artisanal skill used for crafting and knowledge of acids, explosives, and toxins.

**Chemistry** is a science used for crafting and knowledge of acids, explosives, toxins, and other chemicals.

**Exotic Material (Air)** [PREREQ: Meteorology] is one of the three Fundamental Elements (which are Air, Earth, and Water) and is the opposite of Dyspnea. There is also a Special Material of the same name, but it is a different Knowledge.

**Exotic Material (Avatic)** [PREREQ: Avaticology] is the opposite of Avatic Energy with an opposite Alignment or, if Neutral, [one of] the opposite[s] of Necrotic Energy, and it is harmful to creatures with an opposite Alignment, Biological creatures, Spirits, and Undead.

**Exotic Material (Cold)** [PREREQ: Thermodynamics] is the opposite of Heat.

**Exotic Material (Corrosion)** [PREREQ: Exotic Material (Earth] is the “opposite” of Earth.

**Exotic Material (Darkness)** [PREREQ: (Elemental) Radiance] is the opposite of Radiance.

**Exotic Material (Desiccation)** [PREREQ: Exotic Material (Water] is the “opposite” of Water.

**Exotic Material (Dyspnea)** [PREREQ: Exotic Material (Air] is the “opposite” of Air.

**Exotic Material (Earth)** [PREREQ: Geology] is one of the three Fundamental Elements (which are Air, Earth, and Water) and is the opposite of Corrosion. There is also a Special Material of the same name, but it is a different Knowledge.

**Exotic Material (Electricity)** [PREREQ: Electromagnetism] is the opposite of Lode.

**Exotic Material (Heat)** [PREREQ: Thermodynamics] is the opposite of Cold.

**Exotic Material (Lode)** [PREREQ: Electromagnetism] is the opposite of Electricity.

**Exotic Material (Necrotic)** [PREREQ: Necromancy] is treated as the opposite of Avatic (other than Evil), Primal, and Spiritual Energy, and it is harmful to everything except Undead.

**Exotic Material (Primal)** [PREREQ: Ecology] is [one of] the opposite[s] of Necrotic Energy, and is harmful to Avatics and Undead.

**Exotic Material (Radiance)** [PREREQ: Optics] is the opposite of Darkness.

**Exotic Material (Silence)** [PREREQ: (Elemental) Sound] is the opposite of Sound.

**Exotic Material (Sound)** [PREREQ: Acoustics] is the opposite of Silence.

**Exotic Material (Spiritual)** [PREREQ: Paraphysiology] is [one of] one of the opposite[s] of Necrotic Energy, and is harmful to Avatics and Undead.

**Exotic Material (Water)** [PREREQ: Hydrology] is one of the three Fundamental Elements (which are Air, Earth, and Water) and is the opposite of Desiccation. There is also a Special Material of the same name, but it is a different Knowledge.

**Para-Anthropology (Elemental)** is the study of Elemental societies and is important for understanding sentient and sapient Elemental. There are several Para-Anthropology Knowledges, each of which comprises Air, Earth, or Water and an Element corresponding to an Exotic Material, but for a complete understanding of Elementals, you need Xeno-Para-Anthropology (Elemental).

**Para-Ethology (Elemental)** includes three different Knowledges, Air, Earth, and Water, but more than one is applicable for an Elemental that includes more than one of the Air, Earth, and Water traits. Each Knowledge provides understanding of what makes applicable Elementals tick.

**Pharmacologist** is the artisanal skill used for crafting and knowledge of pharmaceuticals and biological pathogens, as well as alchemical substrates.

**Pharmacology** is a science used for crafting and knowledge of pharmaceuticals and biological pathogens, as well as alchemical substrates.

**Psychology (Elemental)** includes three different Knowledges, Air, Earth, and Water, but more than one is applicable for an Elemental that includes more than one of the Air, Earth, and Water traits. Each Knowledge provides Major understanding of applicable non-sentient, sentient, and sapient Elementals.

**Vitalism** is used with both alchemical and pharmacological crafting to make consumables more potent.

**Xenophysiology (Elemental)** covers all Elemental Physiologies; it is required in addition to the applicable one or more of Special Material (Mechanical Knowledge) and Exotic Material (Alchemical Knowledge) that matches traits of an Elemental.

## Liberal Arts

**Academia** is used to find and interact with academics and storehouses of knowledge, like libraries and universities.

**Admin** is the ability to run a business. Politics is the ability to run a government.

**Anthropology** is the study of Anthropian societies. There are several Anthropology Knowledges: Aelven, Dvergan, Human, Mammalian Troglodyte (Leonid, Lycan, and Ysoki being the most common, but Batling, Tauran, and Taxi are not uncommon), and Uruk. Note: Anthropology is separated from Liberal Arts in the Culture (Education) section of character creation, but all are considered part of the Liberal Arts.

**Anthropology, Para-** is the study of Avatic societies, and is important for understanding sentient and sapient Avatics. There are several Para-Anthropology Knowledges: Azata, Celestial, Demonic, Genie, Infernal, Primordial, and Rephaim, but for a complete understanding of Azata, Demons, and Primordials, you need Xenopara-anthropology.

**Anthropology, Pseudo-** is the study of (usually) Kith societies that are not Anthropian. There are several Pseudo-Anthropology Knowledges: Arthropodological Troglodyte (Crab Folk, Ettercap, and Myrmidon being the most common, though none are particularly common), Bird Troglodyte (Raptor, Strix, and Tengu being the most common), Draconic, Fey (Eladrin, Ghaelaec, Seelie, Unaligned, and Unseelie), Fish Troglodyte (Abaia, Merfolk, and Triton being the most common), Giant, Gnome (Dactyl, Domovoi, Hob, Robingoodfellow, and Tinker), Malacological Troglodyte (Kuru, Nautilaean, and Sigmureth being the most common, though none are particularly common), Reptilian Troglodyte (Gui, Iruxi, and Naeddre being the most common, though Naeddre are not particularly common), and Vampiric (which is the term used to cover all Undead Societies, even those that are not Vampire). Note: Kuru is the term used to describe both the parasite that infects humanoids and the humanoids themselves; Kuru have a distinct society of infected humanoids.

**Astrology** is used to consult with powers of the Astral, Ethereal, Dream, or Time realms by observing the sky, using a tarot deck, or the like.

**Calligrapher** covers calligraphy and penmanship; this is the literary equivalent of Engineer.

**Criminology** is used to analyze a (crime) scene, which can allow you to eliminate penalties to Gather Information or Wits. You can chain the test to more long-term forensic science if you have the technical ability.

**Determinism (Avatic)** covers the behavior of non-sentient and sentient (but not sapient) Avatics.

**Economics** is used with Regional Knowledge for an understanding of economic geography: knowledge of goods and services offered at various areas within a region you know (nodes) and trade routes (edges) from those nodes to other nodes within the region or to nodes outside of the region with which you have knowledge (though your knowledge of the latter is limited to exports thereto); you understand the quality of trade routes, types of transportation that is necessary, and risks of harm to goods or those transporting them; you also know of notable artisans within the regions or at nodes that export goods into region(s) for which you have Regional Knowledge. If you have no regional knowledge, Economics still gives you an understanding of the principles of economics.

**Ethology (Avatic) (aka “Moral Philosophy”)** covers behavior of Avatics.

**Jurisprudence** is the study of law. Most people have a general understanding of what is against the law, but those with Jurisprudence have a better understanding of specific elements of the law, how to construct arguments for and argue a case in a courtroom, and how to represent clients as a lawyer.

**Language**: Relatively common languages are listed in the table below with their phonemes, alphabet, and primary speakers.

| Common/Uncommon Languages | Phonemes | Alphabet | Primary Speakers |
| --- | --- | --- | --- |
| Abaian | Aquan | Janni | Abaia and Pseudo-Anthropians (Tritons) |
| 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 |
| Amurrun | Artimaean | Eladrin | Anthropians (Leonid) |
| Anglish | Grek | Leten | Anthropians (Common Tongue) |
| Aquan | Aquan | Ancient Umayyad | Anthropians and Thunder Elementals |
| Aquilonian | Umayyad | Ancient Ygyptian | Anthropians |
| Arboreal | Sylvan | Eladrin | Plants (Forest) and Unaligned Forest Fey |
| Arctan (Water Dialect of Frigus) | Aquan | Ancient Grek | Anthropians |
| Artimaean | Artimaean | Eladrin | Animals (Common Tongue), Troglodytes, and Unaligned Fey associated w/ 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 |
| Batling | Artimaean | Cyclopean | Anthropians (Batlings) |
| 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 |
| Eladrin | Aelven | Eladrin | Fey (Eladrin) |
| Fervidus | n/a | n/a | Brimstone, Fire, and Steam Elementals |
| Frigus | n/a | n/a | Frost, Ice, and Rime Elementals |
| Ghaelaec | Aelven | Eladrin | Fey (Ghaele) |
| Gnomish | Gnomish | Kanjee | Pseudo-Anthropians (Gnomes) |
| Hamo | Sylvan | Nubian | Plants (Swamp) and Unaligned Swamp Fey |
| 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) |
| Lycan | Grek | Leten | Anthropians (Lycans) |
| Mer | Aquan | Ancient Grek | Pseudo-Anthropians (Merfolk) |
| Msituni | Sylvan | Ancient Umayyad | Plants (Jungle) and Unaligned Jungle Fey |
| Mvuke (Wet Fervidus Air Dialect) | Auran | Nubian | Anthropians |
| Myconid | Sylvan | Ancient Umayyad | Fungi (Common Tongue) and Unaligned Fey associated with Fungi |
| Necril | Infernal | Infernal | Undead |
| Nubis (“Wet” Frigus Air Dialect) | Auran | Nubian | Anthropians |
| Or’zet | Jotun | Cyclopean | Anthropians (Uruk) |
| Polyglot | Umayyad | Ancient Umayyad | Anthropians (Common Tongue) |
| Primordial | Primordial | Celestial | Primordials |
| Protean | Aquan | Nubian | Oozes |
| Pruina (“Dry” Frigus Air Dialect) | Auran | Ancient Grek | Anthropians |
| Raptoran | Artimaean | Nubian | Pseudo-Anthropians (Raptors) |
| Requian | Celestial | Celestial | Rephaim |
| Sidheic | Aelven | Eladrin | Fey (Seelie) |
| Sperethiel | Aelven | Eladrin | Anthropians (Aelves) |
| Strix | Auran | Ancient Ygyptian | Pseudo-Anthropians (Strix) |
| Sylvan | Sylvan | Eladrin | Plants (Common Tongue) and Unaligned Fey associated with Plants |
| Tauran | Grek | Leten | Anthropians (Tauran) |
| Tempus | Terran | Kanjee | Metal Elementals |
| Tengu | Haponese | Kanjee | Pseudo-Anthropians (Tengu) |
| Terran | Terran | Ancient Ygyptian | Anthropians and Tremor Elementals |
| Tormentis (Constructed) | Tormentis | Tormentis | Anthropians (Algostan) |
| Undercommon | Terran | Cyclopean | Anthropians (Subterranean) |
| 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) |

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 or in the eyes.

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.

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. 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: Alghollthu, Anadi, Boggard, Caligni (dark folk), Crab Folk, Cyclopean, Ettercap, Fenghuang (bird language), Gnoll, Goblin, Grek (Ancient), Grippli, Gui, Iruxi, Janni, Kuru, Naeddre, Nautilaean, Sphinx, and Utopian. Grek is rarely spoken but is a common written language for wizards. There are also many constructed languages; Tormentis is the most prominent and Utopian (Draconic Phonemes, Celestial Alphabet) is known.

**Law Enforcement** is the study of enforcing the law. Most people have a general understanding of what is against the law, but Law Enforcement understand more keenly what is against the law, how to gather information related to criminal activity, and how to figure out if someone has a criminal record.

**Literacy** covers your ability to write prose and read written languages you know; this is the literary equivalent of Chemistry or Pharmacology.

**Occultism** is the study of magic and pseudo-magic. While a large contingent of those who share an interest in the occult are conspiracy theorists, you can tell the difference between the “real” occult and bunk. You also know the bunk because it is pretty hard to tell one from the other unless you get real-world experience, which involves interacting with conspiracy theorists from time to time.

**Poet** covers verse; it is the linguistic equivalent of Visual Art but can be applied to both oral and written works.

**Politics** is the ability to run a government. Admin is the ability to run a business.

**Psychology (Avatic) (aka “Ethics”)** is an understanding of sapient Avatics. This Knowledge is usually more academic than practical (though ethics is an important part of philosophy, it has less relevance to adventurers) because Avatics are generally only sapient on their own plane or when summoned in original (non-avatic) form, which no sapient Avatic likes (because it makes them mortal).

**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 Extraordinaryity of Hindwani in Ygypt speak Ygyptian, but Polyglot is typically used with outsiders. The vast Extraordinaryity of Katapi in Katap speak Katapi, but Hindwani is typically used with outsiders. The vast Extraordinaryity 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.

**Religion** allows you to understand tenets of a religion or appear devout (even if you aren’t) for any of them.

**Savoir-Faire** is the ability to fit in at high society parties, in a royal court, or lords and ladies who fancy themselves aristocrats; it includes knowledge of Heraldry, Genealogy, and Royalty, but there is a constant flux between nobility and high society houses, with noble houses that become less affluent slowly diminishing in the Savoir-Faire zeitgeist and exceptional new riches catapulting the houses into the Savoir-Faire zeitgeist, but quickly diminishing if their new riches were insufficient to enable them to acquire a noble title and their affluence is lost.

**Trade** is the etiquette of advertising, marketing, and making deals.

## Lore (Terrain) Knowledge

**Air** includes three distinct Knowledges: Arctic, Plains, and Sky.

**Artificial** includes three distinct Knowledges: Deadlands, Sewer, and Urban.

**Earth** includes three distinct Knowledges: Desert, Mountain, and Underground.

**Flora** includes three distinct Knowledges: Forest, Jungle, and Swamp.

**Water** includes three distinct Knowledges: Abyssal, Aquatic, and Maritime.

The following table illustrates the various terrains, what they cover, and some knowledge and languages associated with them.

|  |  |  |  |
| --- | --- | --- | --- |
| Terrain | Coverage | Associated Sciences | Associated Languages |
| Abyssal | Abyssal plain, continental shelf, underwater caves | Geology, Hydrology | Abyssal, Alghollthu, Aquan |
| Aquatic | Submarine environments above floor and below surface | Ecology, Hydrology | Abaia, Aquan, Atlantean |
| Arctic | Glacier, ice cap, tundra, snowy or icy terrain | Thermodynamics | Arctan, Atlantean, Pruina |
| Deadlands | Crypts, graveyards, Shadow Realm (and overlapping region) | Ethology (Spirit, Undead) | Caligni, Dominican, Necril |
| Desert | Deserts, sandy beaches | Thermodynamics | Auran, Ignan, Terran |
| Forest | Greater 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 | Hydrology, Meteorology | Aquan, Atlantean, Auran |
| Mountain | Mountains, rocky terrain that is not underground | Geology, Ecology | Altaic, Nubis, Terran |
| Plains | Sparsely wooded grasslands, fields | Ecology | Artimaean, Myconid, Regional, Terran |
| Sewer | Sewer systems, aqueducts | - | 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 | - | Comslang, Dominican, Regional |

## Mechanical Knowledge

**Airshipwright (Pseudo-Knowledge)** is not a Knowledge you can choose. If you have Builder, Sky Terrain, and Wainwright, you can craft Airships.

**Boatwright (Pseudo-Knowledge)** is not a Knowledge you can choose. If you have Maritime Terrain and Wainwright, you can craft Boats.

**Determinism (Construct)** is not a Knowledge you can choose; use Horology instead.

**Ethology (Construct)** is not a Knowledge you can choose; use Cryptography instead.

**Glider (Pseudo-Knowledge)** is not a Knowledge you can choose. If you have Sky Terrain and Wainwright, you can craft Gliders.

**Miner (Pseudo-Knowledge)** is not a Knowledge you can choose. If you have Builder and Sewer Terrain, you can build Mines.

**Physiology (Construct)** is not a Knowledge you can choose; use Kinematics instead. You also need to know any applicable Material or Special Material from which the Construct is made.

**Shipwright (Pseudo-Knowledge)** is not a Knowledge you can choose. If you have Builder, Maritime Terrain, and Wainwright, you can craft Ships.

**Armory** is a science used for crafting and knowledge of armor.

**Ballistics** is a science used for crafting and knowledge of projectile weapons and traps; there is overlap with Weaponry for Ammo used in projectile weapons.

**Builder** is a science used for crafting and knowledge of structures.

**Cryptography** is the art of creating and solving codes and is used to understand Construct Parapsychologies.

**Engineer** is the artisanal skill used for crafting and knowledge of durable items and structures.

**Gemology** is a science used for crafting and knowledge of gems and jewelry.

**Hermetics (Restricted; PREREQ: Armory)** is a science used for crafting and knowledge of hermetic armor.

**Horology** is a science used for crafting and knowledge of clocks and provides a basic understanding non-sentient Constructs; in this game, in includes all mundane (not Pseudomagical) clockwork.

**Kinematics** is a science used for crafting and knowledge of locks, triggers, and relatively complex mundane devices with rigid components for creating torque. Kinematics also provides a basic understanding Construct Physiology.

**Kinetics** is a science used for demolition and crafting Grenado housings, though you need Thermodynamics to make Grenado Payloads and firearm ammo.

**Material, Arthropodological** is knowledge of using arthropodological animals for crafting.

**Material, Chordate** is knowledge of using chordate animals (generally birds, fish, reptiles, and mammals) for crafting.

**Material, Fungal** is knowledge of using fungi for crafting; in the pharmaceutical arts, it is useful for developing anti-fungals.

**Material, Glass** is knowledge of non-metal, amorphous solids, useful in architecture, optics, labware, tableware, and art.

**Material, Malacological** is knowledge of using malacological animals for crafting; in the pharmaceutical arts, it is useful for developing anti-parasitics.

**Material, Metal** is knowledge of metallic solids, which have well-known utility.

**Material, Microbiological (aka “Macrobiological”)** is knowledge of using oozes for crafting; in the pharmaceutical arts, it is useful for developing antibiotics.

**Material, Plant** is knowledge of using plants for crafting; in the pharmaceutical arts, it is useful for developing anti-botanicals (plant-based disease antibiotics).

**Material, Polymer** is polymers, such as hemp, shellac, amber, wool, silk, and rubber.

**Material, Stone** is knowledge of non-metal, inorganic solids, such as earthenware, porcelain, and brick, plus diamonds.

**Musicology** is a science used for crafting musical instruments and musical compositions.

**Outfitter** is a science used for crafting and knowledge of outfits and containers; tailors often combine is with Visual Art.

**Para-Anthropology (Construct)** is the study of Construct societies (which are very rare) but is also important for understanding sentient and sapient Constructs.

**Physics, Acoustics (aka “Sonic”)** includes an understanding how sound is made and travels, is important for crafting musical instruments and performance halls, and is a prerequisite for Exotic Materials (Elemental Sound and Elemental Silence in particular)

**Physics, Electromagnetism** includes an understanding of electricity and magnetism (but not light), is important for crafting certain devices and bombs, and is a prerequisite for Exotic Materials (Elemental Electricity and Elemental Lode in particular).

**Physics, Optics (aka “Light”)** includes an understanding of light, is important for crafting lenses and some bombs, and is a prerequisite for Exotic Materials (Elemental Radiance and Elemental Darkness in particular).

**Physics, Thermodynamics** includes an understanding of Cold and Heat, is important for crafting many kinds of bombs, and is a prerequisite for Exotic Materials (Elemental Cold and Elemental Heat in particular).

**Psychology (Construct) (aka “Artificial Intelligence”)** provides a basic understanding of sapient Constructs.

**Special Material\*, Adamantium (aka “Numerian Steel”)** [PREREQ: Geology, Metal] allows you to craft Numerian Steel items, 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: Chordate Material] allows you to craft items from special Chordate Material (e.g., from a marsupial known as a goliah to create “Goliah Leather”), which have the Animal Trait. Dragonhide and items made of materials from other Cryptozoological creatures have the Animal/Beast Trait but have a Cryptozoology Prerequisite. You can also fashion Ironskin from Animal or Beast Materials, which has the Animal/Beast Trait and is treated much like metal, though it is non-ferrous; Ironskin fashioned from Draconic Materials is often referred to as “Dragonscale.”

**Special Material\*, Animal (Arthropodological) (aka “Chitin”)** [PREREQ: Arthropodological Material] allows you to craft items from insects, spiders, and the like, which have the Arthropodological/Leather Trait. Spidersilk items also have a Polymer Prerequisite.

**Special Material\*, Animal (Malacological) (aka “Slimeskin”)** [PREREQ: Malacological Material, Polymer] allows you to craft items from mollusks, worms, and the like, which have the Malacological/Leather Trait. You can also craft materials from Oozes if you add Microbiological Material as a Prerequisite.

**Special Material\*, Avatic** [PREREQ: Avaticology, Chordate Material] allows you to Demonskin items, which have the Animal/Avatic Trait. You generally refer to Demonskin items as “Demonskin” even if they are made out of Angels because nobody wants to associated with someone wearing Angelskin.

**Special Material\*, Ectoplasm** [PREREQ: Glass, Polymer] allows you to craft items from ectoplasm, which have the Spirit/Incorporeal Trait. 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, Meteorology] allows you to craft Glassteel Items from Glassteel Sand, 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, but Avaticology is a Prerequisite Knowledge if you do so in a mechanical crafting context. Note: Glassteel is not metal, despite its name.

**Special Material\*, Elemental Earth** **(aka “Bedrock”)** [PREREQ: Geology, Stone] allows you to craft Bedrock items, which have the Earth/Stone Trait. You can treat Earth Elementals as you would animals, but Avaticology is Prerequisite Knowledge 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: Hydrology, Polymer] allows you to craft Sapphire items from Atlantean Sapphire, which have the Water/Polymer Trait. You can treat Water Elementals as you would animals, but Avaticology is a Prerequisite Knowledge 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: Chordate Material, Fairyology] allows you to create Feyfeather items with the Animal/Fey Trait. For some Fey, Fungal or Plant Material is a Prerequisite Knowledge and items produced with such material would have the Fungi/Fey or Plant/Fey Trait.

**Special Material\*, Fungal (aka “Earthball Leather”)** [PREREQ: Fungal Material, Polymer] allows you to craft items from special fungi (the most famous being the earthball), which have the Fungus/Leather Trait.

**Special Material\*, Mithril (aka “Truesteel”)** [PREREQ: Metal, Meteorology] allows you to craft Truesteel items, which have the Air/Metal Trait. Truesteel is non-ferrous and opaque to electromagnetic radiation but is transparent to Elemental Radiance.

**Special Material\*, Necrotic (aka “Lichbone”)** [PREREQ: Chordate Material, Necromancy] allows you to craft Lichbone items, which have the Animal/Necrotic Trait.

**Special Material, Obsidian** [PREREQ: Geology, Glass] allows you to craft Obsidian items from a rare material that looks like obsidian (hence the name) but is a different material, which have the Earth/Glass Trait. Obsidian is an insulator but conducts Elemental Heat.

**Special Material\*, Orichalcum (aka “Atlantean Steel”)** [PREREQ: Hydrology, Metal] allows you to craft Atlantean Steel items, which have the Water/Metal Trait. Atlantean Steel is non-ferrous but conducts Elemental Electricity (but is not affected by Elemental Lode).

**Special Material\*, Plant (aka “Bronzewood”)** [PREREQ: Plant Material] allows you to craft items from special plants (e.g., the Bronzewood tree), which have the Plant/Wood Trait.

**Special Material\*, Polymer (aka “Oilskin”)** [PREREQ: Geology, Polymer] allows you to craft Oilskin items from crude oil, which have the Earth/Polymer Trait. Oilskin is nonflammable but can be burned with Elemental Heat (though it is not particularly inflammable even then). Fabrics made of Animal or Plant products do not have the same properties as Oilskin items and do not have the Geology Prerequisite and have the Animal/Polymer or Plant/Polymer Traits.

**Visual Art** covers aesthetic aspects of items and structures.

**Wainwright** is a science used for crafting and knowledge of wagons and other vehicles (including sleighs and boats).

**Weaponry** is a science used for crafting and knowledge of melee weapons (including shields) and thrown weapons; there is overlap with Ballistics for ammo.

\* 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.

## Physiological Knowledge

**Anatomy** is knowledge of how the body works; it is useful for practicing medicine or providing first aid.

**Avaticology** is the study of Extraplanar Avatics, such as Azata, Celestials (Angels, Devas, and Psychopomps), Devils, Demons, Genies (Djinn, Efreet, and Marid), Peris, Primordials, and Rephaim, as well as Occult Familiars. For biological creatures with an avatic bloodline, use Avaticology only for the physiological features associated with the Bloodline and the relevant Physiology for features associated with the species. If Avaticology is a Prerequisite Knowledge for a test that includes Alchemical, Mechanical, or Liberal Arts Knowledge, use Alchemy, Mechanics, or Philosophy instead of Biology.

**Barber** covers carving into creatures; usually paired with Physiology (for taxidermy or for when you want a living patient to keep living).

**Botany** is the study of plants. Medicine tests may be referred to as “horticulture.” Includes knowledge of botanical disease, which are diseases that fall under the category of pseudo-magic because there are no plant-based diseases that harm animals on Earth. Cryptozoology is not necessary to understand Cryptobotanical creatures unless they include non-botanical features.

**Cryptozoology** is the study of beasts and, in a medical context, viruses. To avoid penalties on relevant tests, in addition to Cryptozoology, you need Knowledge and all applicable biological components (e.g., Arthropodology for insects/spiders, Botany for Cryptobotanical creatures, Mycology for Cryptomycological creatures, etc.). The most well-known of the beasts are dragons; dracology requires both Cryptozoology and Herpetology.

**Fairyology** is the study of Fey physiology. All Fey have another Physiological component (usually Botany, Mycology, or a Zoological Physiology, but the component could be an Element), which is required for a complete physiological understanding.

**Medicine** is the artisanal skill used for practicing medicine and providing first aid.

**Microbiology** is the study of bacterial disease, microscopic organisms, and Oozes (aka macrobiological organisms).

**Mycology** is the study of fungal disease and fungi. Some Fungi appear to be Oozes, but they are in a different category (Slimes); it is sometimes hard to distinguish. Cryptozoology is not necessary to understand Cryptomycological creatures unless they include non-fungal features.

**Necromancy** is the study of undead, specifically, undead physiology.

**Paraphysiology (aka “Ectoplasmic” or “Spirit”)** is the study of spirits, specifically, spiritual “life force” and ectoplasm.

**Xenobiology** is the study of aberrations. To avoid penalties on relevant tests, in addition to Xenobiology, you need Knowledge and all applicable biological components and Cryptozoology for aberrations with more than one fauna/flora component.

**Zoology (Arthropodology)** is the study of insects, spiders, and other arthropods.

**Zoology (Herpetology)** is the study of amphibians and reptiles.

**Zoology (Ichthyology)** is the study of fish, including all creatures in the phylum Chordata other than Tetrapoda (amphibians, birds, mammals, and reptiles).

**Zoology (Malacology)** is the study of mollusks, but the term is a misnomer; although not mollusks, Platyhelminths/Nematodes/Annelids (worms), Cnidaria, Sponges, Echinoderms, Bryozoa, Rotifers, and all microscopic or nearly microscopic parasites are lumped in this category.

**Zoology (Mammalogy)** is the study of mammals, including anthropians.

**Zoology (Ornithology)** is the study of birds.

## Psychological Knowledge

**Determinism** covers the behavior of non-sentient creatures. You generally must know the Physiology of a creature before you can use Determinism. There are several variants of Determinism, each governed by a different Knowledge: Aberrant, Animal, Fey, Fungal, Microbiological, Plant, Spirit, and Undead. Determinism (Avatic) is a Liberal Arts Knowledge. There is no Construct/Elemental Determinism Knowledge; see Mechanical/Alchemical Knowledge.

**Demi-Ethology** covers behavior of sentient Fungi, Micro/Macrobiological Organisms, and Plants, which are separate Knowledges.

**Ethology** traditionally covers behavior of sentient Zoological creatures. However, it is applicable to all sentient creatures; if a Knowledge refers to Ethology without a parenthetical, it refers to Zoological creatures. Otherwise, it refers to the type of creature indicated in parenthesis, which can be Avatic, Fey, Fungi, Micro/Macrobiological organisms, Plants, Spirits, and Undead. There are also as many additional Ethology Knowledges as Psychology Knowledges. There is no Ethology (Construct) Knowledge; see Mechanical Knowledge (Cryptography).

**Mammalian Anthropian**\* **Psychology** is an understanding of sapient mammals. There are several distinct Psychology Knowledges: Aelven, Dvergan, Human, Mammalian Troglodyte (Leonid, Lycan, and Ysoki being the most common, but Batling, Tauran, and Taxi are not uncommon), and Uruk.

**Non-Mammalian Kith**\* **Psychology** is an understanding of sapient creatures other than Mammals. There are several distinct Psychology Knowledges: Arthropodological Troglodyte (Crab Folk, Ettercap, and Myrmidon being the most common, though none are particularly common), Bird Troglodyte (Raptor, Strix, and Tengu being the most common), Draconic, Fey (Eladrin, Ghaelaec, Seelie, Unaligned, and Unseelie), Fish Troglodyte (Abaia, Merfolk, and Triton being the most common), Giant, Gnome (Dactyl, Domovoi, Hob, Robingoodfellow, and Tinker), Malacological Troglodyte (Kuru, Nautilaean, and Sigmureth being the most common, though none are particularly common), Reptilian Troglodyte (Gui, Iruxi, and Naeddre being the most common, though Naeddre are not particularly common), and Undead. Note: Kuru is the term used to describe both the parasite that infects humanoids and the humanoids themselves; infected humanoids eventually lose everything that they used to know or feel, which is replaced with knowledge provided by the parasite.

**Psychiatry** is the knowledge of what and how to administer psychoactive pharmaceuticals.

**Psychotherapist** covers digging into minds and hypnotism.

**Psychotherapy** is useful for practicing psychiatric medicine or providing comfort.

**Sapient Animal Psychology**\*\*\* There are six distinct knowledges Sapient Animal Knowledges: Amphibians/Reptiles (generally referred to collectively as “Reptiles”), Arthropods, Birds, Fish, Malacological creatures (including most zoological creatures not covered by another category, even if not really mollusks), and Mammals).

**Sapient Fungi Psychology**\*\*\* covers Sapient Fungi.

**Sapient Macrobiological Psychology**\*\*\* covers Sapient Macrobiological creatures, often called “Oozes.”

**Sapient Plant Psychology**\*\*\* covers Sapient Plants.

**Xenopsychology** provides a basic understanding of biological sapient creatures with alien minds (at least relative to Kith), which may be called “Aberrations.”

\* Tests related to Psychology (usually Biology, Empathy, or a Social test) require at least 3 Knowledges, but Anthropians and Kith in general only have two Knowledges that are always applicable, Anthropology (or Pseudo-Anthropology) and Psychology. The third Knowledge is Regional Society as a default but is often some other Liberal Arts Knowledge. For example, a dedicated cop might require Law Enforcement, a practicing lawyer might require Jurisprudence, a merchant might require Trade, a priest might require Religion, etc. Academics and professionals are reasonably likely to use Liberal Arts Knowledge in this way, but if you approach them when “off duty,” a different Knowledge might become more appropriate, depending on the individual. Some NPCs will more closely identify with Terrain than another Liberal Arts Knowledge, such as a peasant for whom you would use Terrain (Plains), a sailor for whom you would use Terrain (Maritime), or a street-smart character for whom you would use Terrain (Urban). As always, more than 3 Prerequisite Knowledge is also possible.

\*\* Spirits do not have a distinct Anthropology (or the equivalent) or Psychology (assuming they are Sapient); use the Anthropology and Psychology a Spirit had when it was alive. Spirits often have more than 3 Prerequisite Knowledge for Psychology tests; they can be complicated.

\*\*\* Sapient creatures other than Troglodytes (and perhaps some other social creatures) do not have an associated Anthropology (or the equivalent). Use Terrain Lore that matches the creature’s habitat instead of Anthropology.

## Planetology Knowledge

Planetology Knowledge can be taken as Alchemical, Biological (Life Science), Lore, Mechanical, or Liberal Arts Knowledge.

**Ecology** is the study of the biosphere.

**Geology** is the study of the lithosphere.

**Hydrology** is the study of the hydrosphere.

**Meteorology** is the study of the atmosphere.

# Appendix C (Knowledge Thresholds and Task Chains)

Many Tasks are typically used in Task Chains, the most common of which are listed below.

Tasks also have a Knowledge Component, one or more Primary Knowledge, one or more Secondary Knowledge, and one or more Tertiary Knowledge. ***Knowledge Threshold*** starts at 14. Primary Knowledge reduces ***Knowledge Threshold*** by 8, Secondary Knowledge reduces ***Knowledge Threshold*** by 4, and Tertiary Knowledge reduces ***Knowledge Threshold*** by 2. So, if a Task has two Primary Knowledge (which is unusual) and you have both, you would have ***Knowledge Threshold*** 0 (treat a negative threshold as 0); and if you have Primary and Secondary Knowledge but no Tertiary Knowledge, you would have ***Knowledge Threshold*** 2. If you roll higher than ***Knowledge Threshold*** on the KD, it has no impact on Competence but if you roll ***Knowledge Threshold*** or less on the KD, you have a penalty to Competence equal to the result of the KD. Easy Tasks double the impact of Knowledge (e.g., any Primary Knowledge would reduce ***Knowledge Threshold*** to 0 and a single Secondary Knowledge would reduce ***Knowledge Threshold*** to 6 (14 minus 2 x 4). Hard Tasks halve the impact of Knowledge.

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Primary |  | Notes |
| Social (Sapient Target) | Anthropology\* | Language, Psychology\*, Regional Society | Terrain or another Knowledge may be required in addition |
| Social (Sentient Target) | Ethology | Determinism, Language, Physiology | Terrain or another Knowledge may be required in addition |
| Social (Nonsentient) | Determinism | “Language”\*\*, Ethology, Physiology | Terrain for habitat (not current Terrain) is typically required |
| Skill tests | Terrain\*\*\* |  | Requirement may be waived if appropriate\*\*\* |
| Offense (Weapon) | Weapon Familiarity |  | Heavy Armor requires Field Armor as well as Heavy Armor |
| Defense (Armor) | Field Armor | Heavy Armor, Shields | Heavy Armor requires Field Armor as well as Heavy Armor |

\* Replace Anthropology with Para- or Pseudo-Anthropology, if applicable; Pseudo-Anthropology is practically the same as Anthropology but is for creatures that are not Anthropian and Para-Anthropology is for Extraplanar Avatics. Sapient Spirits have the same Required Knowledge as they did when alive (before becoming a Spirit), but Undead retain only the Language and Regional Society they had in life; use Pseudo-Anthropology (Undead) and Psychology (Undead) instead of Anthropology (or Pseudo-Anthropology) and Psychology. Some creatures care less about certain things; a person without prejudices might not care if you lack Language and/or Regional Society, making them no longer Required Knowledge for that person, and some might appreciate certain characteristics (e.g., a bully might treat STR + Bulwark above a certain rating as a “Required Knowledge”). An Empathy test prior to engaging might let you know what a person cares about. Social Skill tests may require Terrain Knowledge in addition, though Savoir-Faire, Religion, or some other applicable Knowledge may replace (or be required in addition to) Terrain Knowledge.

\*\* Language is not always spoken. For example, you might use Cryptography as the “Language” for communicating with a Clockwork Device. Social Interaction with an object, like a rock, always fails… or does it always succeed? It’s hard to tell.

\*\*\* Ecology (or Regional Society for Urban Terrain) is often a Required Knowledge when used with Terrain, but in areas with sparse wildlife, there may be no additional Required Knowledge for certain tasks and the GM may waive the Required Knowledge in some instances (e.g., if you are an excellent climber, the fact you don’t have Jungle Terrain when climbing a tree should have at least reduced relevance). In cosmopolitan areas, Regional Society can be for any well-represented group. You must also typically treat certain features as “Knowledge” in Urban settings, such as being an average-sized Human in a town populated almost entirely by average-sized humans (counts as 2 “Required Knowledges” for size and apparent race). Urban Terrain is often not required in smaller towns or rural communities, though looking like everyone else often has increased importance for certain tests, such as Deception (Avoid Notice).