

Freegliders Steampunk TTRPG Handbook

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Character Creation

There are two ways you can create your character. The quick way is to start with one of the prepared Archetypes and then modify that. This way you quickly start into your game with a character. Or you can start from scratch and create your entire character following the step-by-step guide.

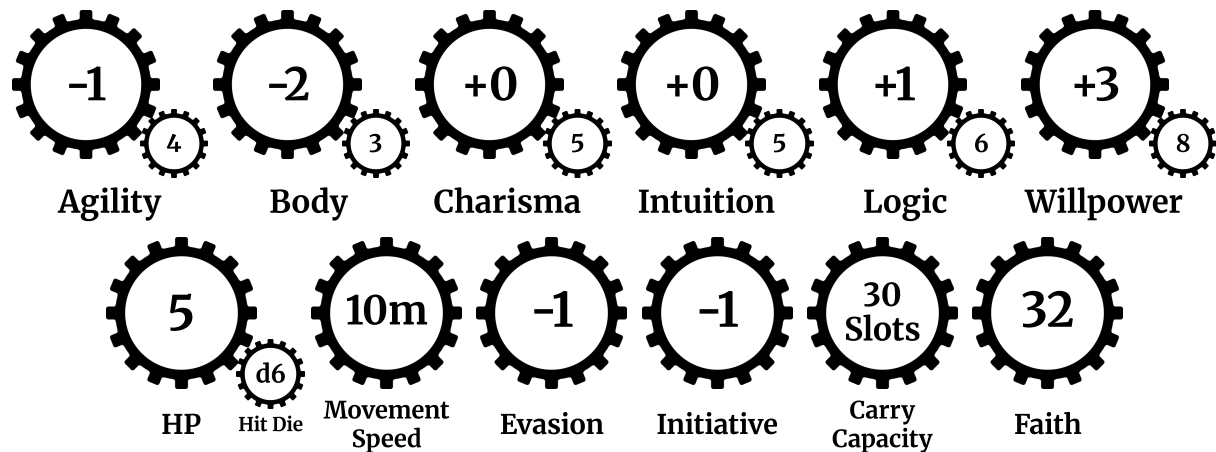
Archetypes

The following Archetypes each focus on different skill sets to create a character. They are ready to go, so you can copy them or print them out. Or you can customize them before you do so. So, simply pick an Archetype you like, change things up as needed (following the Customize your Archetype section below) and play!

Customize your Archetype

Archetypes coming soon!

Priest



Skills

Skill	Ranks	Mod
Persuasion	2	+2
Literature	2	+4
Medicine	2	+4
Mythology	2	+4
Prayer	4	+7

Equipment

Q1 Derringer
 20 Q1 Bullets
 5 Rations
 Medical Kit
 Fine Clothing
 Fine Hat
 Fine Coat
 Priest Robes
 Purse
 Backpack
 Spectacles (both lenses -1 power)
 Ink Pen
 2 Ink vials
 10 sheets letter paper
 Book (20 pages)
 Tent (2 people)
 10 Candles
 Oil lamp
 Oil flask
 Flask of Holy Water
 3 Pouches of salt
 Rosary
 Crucifix

Background: Priest

Qualities: Pious, Educated L1, Fragile L1, Nearsighted L1

Money: 15£ 5s 3d 2f

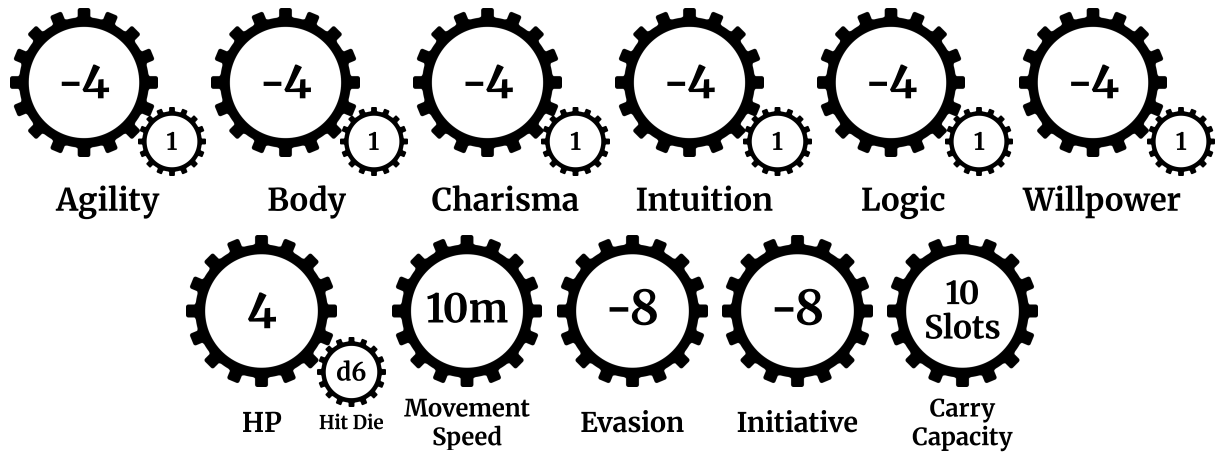
Chants

Blessing of Protection
 Blessing of Purification
 Blessing of Smiting
 Blessing of Holy Water

Description

The priest might not be the best combatant, but he is great at buffing his allies using the blessings at his disposal. He can also heal his allies when needed and provide intellectual insight, especially when it comes to mythological challenges. Just make sure he doesn't lose those spectacles, otherwise the priest will have a tough time seeing things at range.

Archetype



Skills

Skill	Ranks	Mod
?	?	+?
?	?	+?
?	?	+?
?	?	+?
?	?	+?

Background: ?

Qualities: ?

Money: 50£ 0s 0d 0f

Description

?

Equipment

?

Character from scratch

Creating a character from scratch takes a few steps, which will be explained here.

Step 1: Character Concept

First, think of the character you want to play. Who are they and what do they do? Are they a gunslinging bounty hunter? Are they an alchemist who dabbles in witchcraft? Or are they perhaps a mechanic who can do more than just repair things with their trusty hammer? Having this sort of early concept will help make decisions as you go through character development.

A great source of inspiration for a character concept are illustrations that you can find in heaps online, or all kinds of books, movies or other media with interesting characters. Don't be afraid to shop around and pick and choose different aspects from different inspirational sources until you end up with a concept you like.

Don't be afraid to embrace flaws for your character. Nobody is perfect and the best stories have complex characters with flaws that add to a compelling narrative. It also sets up character development and gives your character something to work on or at least compensate for. Think about it. If you're already good at everything, why would you team up with others?

Step 2: Background

Next, start by selecting a background that fits your character from the ones listed in the **Backgrounds** chapter. If none of the skills there fit your character, work with your GM to create your own!

Your background is associated with a **primary** and a **secondary skill**. Those will become relevant in the next step, where you invest in skill ranks for your character.

Step 3: Skills

In most mainstream TTRPGs, skills are one of the last things you select as you create your character but since skills are the primary defining characteristic of all characters in this system, deciding what skills you want to invest in is one of the first steps.

Firstly, you get 1 rank each in the primary and secondary skills of your background.

Next, you get 10 skill points. Have a look at the skills in the **Skills** chapter. You can invest your skill points into skill ranks at a 1:1 rate, which is a rate you only have at character creation. In this way you can only get up to 2 ranks in a skill. One skill of your choice will be the exception to this last rule. That one skill you can increase to up to 3 ranks. Also, your background's primary skill can be increased by one more than all other skills, meaning you could either increase it to 4 ranks and all other skills up to 2, or you could increase it to 3 ranks, one other skill to 3, and all other skills up to 2 ranks.

Be sure to invest all your skill points, because you lose any you haven't spent here.

As you select your skills, be mindful of their associated attributes. Most (if not all) tests you roll using a skill are done with these attributes, which may influence your selection of skills.

If you start at a higher level than level 1, you can spend Growth Points to further increase your skill ranks as explained in the **Character Growth** section later.

For every rank in any of the **Magic** or **Engineering** skills, you can choose one matching Recipe, Formula, Chant, or Blueprint with a Complexity up to 5, which you get for free at character creation.

Step 4: Attributes

Now that your character has a background and skills, the next step is to determine their attributes. As mentioned before, the reason you selected your skills first, is that skills are associated with certain attributes. Your selection of skills determines what attributes you're going to be using most when making tests.

At character creation, you get 25 attribute points, which you can use to buy attribute scores at a 1:1 rate. As with skills, you only get this rate at character creation. You start with a free point in each attribute score. You can't increase an attribute score above 7 at character creation, except for one attribute score of your choice that you can increase up to 8.

If you start at level 5 or higher, your available attribute points increase by +1 for every 5th level.

You lose any unspent attribute points after this step, so use them all.

Step 5: Qualities (Optional)

Now you may want to select qualities. Refer to the **Qualities** chapter for how they work and a list of all qualities.

You can select up to 3 positive and 3 negative qualities. Also, for each positive quality you select, you have to also select one negative quality. As for qualities with levels, one level is equal to one quality selection. So, you could for example select 2 levels of a positive quality and one more positive quality that doesn't have levels. You then have to select 3 negative qualities, or you could select 3 levels of one negative quality instead.

Step 6: Equipment

Now that your character has a background, attributes, skills and qualities, all that's left is to determine their starting gear.

At character creation, you get a budget that you can invest in gear that you then start out with. You start with **50£** that you can invest in any gear you like. After that, your character keeps any left-over money. Remember to get the necessities for your character! Clothes, weapons, ammunition, tools, bags and so on.

If you start at a higher level than level 1, you get another **10£** for every level above 1.

So for example if you start at level 5, you start with $50£ + 40£ = 90£$.

Some equipment comes in different qualities or potencies. At character creation, you can not select any equipment with a quality or potency higher than your Economy Skill rank, or 1 (whichever is higher).

Step 7: Calculate Stats

Now that you have made all your selections, the final step is to calculate all your statistics that derive from these selections.

Attribute Modifiers

Your attribute modifiers are what you add to your dice rolls for your tests. To calculate them, simply subtract 5 from each attribute score to get the corresponding attribute modifier. Or refer to the table below.

Attribute Score	Attribute Modifier
1	- 4
2	- 3
3	- 2
4	- 1
5	+ 0
6	+ 1
7	+ 2
8	+ 3

Maximum Hit Points

First, determine your hit die. Per default, your hit die is a **d6**. Some qualities and certain ranks in the Athletics skill might change your hit die.

To calculate your maximum hit points, add half of the maximum value of your hit die to your Body Score and then multiply the result by your character level.

For example, if you have a d6 hit die and a Body Score of 5, your maximum hit points at level 1 are equal to $((6 \div 2) + 5) \times 1 = 3 + 5 = 8$. At level 2, they grow to 16, at level 3 to 24 and so on.

If at any point your hit die or Body Score change, do this calculation again. Generally, whenever your hit point maximum changes, your current hit points change by the same amount (to a minimum of 0), unless stated otherwise.

Initiative Modifier

Your Initiative Modifier is used for when combat starts to determine the order in which everyone takes their turns, as described in the **Initiative** section of the **Combat** chapter.

Your initiative modifier is equal to $INT + AGI$. Some skills or qualities may further modify your initiative modifier.

Evasion Modifier

Your Evasion Modifier is used for avoiding harmful effects, most commonly when being attacked or caught in a harmful area of effect.

Your evasion modifier is equal to INT + AGI. Some skills or qualities may further modify your evasion modifier.

Whenever your GM calls for an Evasion test, you use this evasion modifier.

Armor Values

If you are wearing equipment with an Armor Value, that means it protects you from damage. Generally, the Armor Value of a piece of equipment applies only to the body part(s) it covers, as stated next to its Armor Value.

However, when you're attacked and the attacker doesn't aim for a specific body part, your torso is hit, which means your torso's armor value will be used a lot more than the others. This is described in the **Armor** section in the **Combat** chapter.

First, calculate the Armor Value of each body part. Simply add all Armor Values that apply to the body part together. Remember, that the Armor Value of Shields always applies to all of your body parts.

Your torso's armor value is also your **Default Armor Value** (or **DAV** for short).

Movement Speed

Your default walking speed is 10m. Some qualities, skill ranks, or equipment might modify your walking speed or grant additional speed types (like a swimming or climbing speed).

Attack Modifiers

For each of your weapons you can mark down the attack modifiers on your character sheet. A weapon's attack modifier is equal to the modifier of the corresponding skill. For example, for a revolver it will be equal to the pistol skill modifier.

Unarmed strikes use the Brawling skill for attacks.

Damage

Melee weapons have the damage they deal on hit in the weapons table. Ranged weapons deal a base amount of damage as per weapons table but different ammunition may increase that value.

Unarmed strikes deal blunt damage equal to your BOD (Minimum of 1). Certain Brawling Skill ranks increase that value.

Carry Capacity

Your **Carry Capacity** is equal to your Body score multiplied by 10 Slots. It may be further influenced by qualities or skill features.

Character Growth

As your character advances, they can gain new skill ranks and abilities. This chapter explains how you advance your character.

Character Level

Your character has a **character level** which increases as they go on adventures and gain experience. Your character generally starts at level 1 but the DM might decide that your character starts at a higher level. Refer to the **Character Creation** chapter for how to create a character of any level.

Growth Points

Every time you advance to a higher level (often referred to as levelling up), you gain a number of Growth Points (GP) equal to the level you advance to. So for example, when you reach level 3, you gain 3 GP, at level 4, you gain 4 GP and so on.

Growth Points can be spent at any moment outside of combat to buy skill ranks. When you do so, you pay for each skill rank improvement and each skill rank improvement costs as many Growth Points as the rank you're reaching. So for example, if you want to improve a skill from rank 2 to rank 3, you pay 3 GP. Or if you want to improve a skill from rank 3 to rank 5, you pay $4 + 5 = 9$ GP, because you have to pay for each improvement.

Growth Points can also be gained and spent at Character creation if your character starts at a level higher than level 1. At level 1, a character starts without any Growth Points. If your character starts at a higher level, they start with a number of Growth Points according to their level. So for example, if you start at level 5, you start with $2 + 3 + 4 + 5 = 14$ GP. You can spend those Growth Points directly at character creation, or at a later point during your adventures as long as you're not in combat.

Your GM might also tell you to wait for specific moments to spend your Growth Points, for example during a Long Rest, or when you're in a safe place.

Attribute Improvement

Upon reaching every 5th level, you can improve one of your attribute scores by +1. This also applies to character creation at higher levels. For example, if you start with a level 15 character, you can spend a total of $25 + 3 = 28$ attribute points on your attribute scores, instead of just 25.

Attributes

Your attributes define what your character is physically and mentally capable of. Every roll you make uses a combination of two of them, sometimes the same attribute twice.

A value of 5 is considered human average for each attribute. If a creature's attribute is reduced to 0, it falls unconscious until the attribute is restored to a value higher than 0. Attributes can't go below 0.

Whenever a mechanic refers to an attribute by its full name, it is referring to its score. If it mentions just the first 3 letters in capital letters, it is referring to the associated modifier, which is always 5 less than the score.

For example, let's say Joe is a character with a Body score of 5. If a mechanic refers to Joe's "Body" for a calculation, Joe substitutes 5. If a mechanic instead refers to his "BOD" for a calculation, Joe substitutes +0 instead.

- **[AGI] Agility**
- **[BOD] Body**
- **[CHA] Charisma**
- **[INT] Intuition**
- **[LOG] Logic**
- **[WIL] Willpower**

Agility

Your flexibility and ability to perform complex and subtle movements with your body.

Body

Your physical strength, constitution and fitness.

Charisma

Your ability to make other people (or creatures) do what you want. Be it by persuading them or by lying to them. Charisma usually also comes to play when you're delivering stage performances.

Social Contests

When you interact socially with other creatures, sometimes your GM may call for a contest to determine how well you handle the situation.

For example, you might try to persuade a guard to let you into a restricted area, or deceive a nobleman into thinking you're someone you're not. In either case, the GM will require you to make a fitting skill test with the Charisma attribute contested by the target's Intuition test.

Generally, you roll Deception [CHA] whenever you try to lie or otherwise deceive someone. Persuasion [CHA] is for when you're not lying or bending the truth, but want to get someone to do or believe something they otherwise wouldn't. With Intimidation [CHA] you can strongarm someone, be it with threats, torture, or just leveraging a bad reputation.

It's important to keep in mind that success - even a critical one - won't always lead to utter success in whatever you attempt to do. Instead, the GM might rule that you had no chance to succeed to begin with. In this case, success might lead to some other benefit for your group, or a mitigation of bad consequences. In this case, the GM should communicate this to you beforehand. For example, you won't be able to deceive a person who clearly witnessed you murdering someone that you didn't do it. However, in the attempt to do so, you might be able to convince them that *you* believe to be innocent, which might make them give you the benefit of the doubt if you try to make a case for insanity or claim a demon possessed you.

Intuition

Your awareness, using your senses and judging situations with your gut.

Logic

Your intelligence and ability to think quickly, as well as remember things.

Willpower

Your mental resilience and spirit. A high willpower is required to resist magic and generally useful for magic users, as it is the base for their magic reserve.

Tests

When your character attempts a task, sometimes the GM may call for a test. This is a dice roll to determine whether or not your character succeeds at what they're attempting.

In Freegliders, whenever any mechanic requires a test, it will mention an Attribute or Skill and sometimes both. First, you roll a d20. Then you add appropriate modifiers. If the test only mentions an Attribute, you simply add the modifier of that Attribute to the roll. If the test mentions a Skill and an Attribute, you add the Attribute modifier and any Ranks in the Skill. If only a Skill is mentioned, you add the Skill Ranks and the Attribute modifier of the Skill's associated attribute. If the rules don't point out a difficulty for the test (some number the test is made against), the GM sets one based on how difficult the task is.

Meets it beats it. If the total result of your test is equal to or higher than the difficulty, you succeed. Otherwise, you fail.

In general, any Skill can be used with any Attribute. Sometimes the GM may call for an Attribute that is not the Skill's associated attribute because it may fit the situation better.

Contests

Sometimes instead of rolling against a set difficulty, another creature opposes your test by making their own test. This is called a contest. The most common example of this is an Attack, where the attacker makes an Attack Test against the target's Evasion Test to determine if the attack hits or not.

In a Contest, the creature who initiated it is referred to as the **Contestor** and the other creature involved is the **Contested**. Generally, the test result of the contested is taken as the difficulty of the test of the contestor and handled as such. That means - by the rule of "Meets it beats it" - if the contestor's test result is equal to or higher than the contested's test result, the contestor wins the test. Otherwise, the contested wins.

Advantage and Disadvantage

Some features and situations may award you with advantage or disadvantage on a test. Advantage means, you get to roll two d20 and use the higher roll. Disadvantage means you must roll two d20 and use the lower roll.

If you get several instances of advantage and disadvantage on the same test from different sources, you simply add up all instances of advantage and all instances of disadvantage. Whatever you have more instances of, you end up having on the roll, as if you had only one instance of it and nothing else. If you have equal amounts of instances of advantage and disadvantage on the same test, they cancel out and you roll normally as if you had neither.

Passive Scores

Sometimes things happen that your character may not notice. In these situations, the GM may want to roll against your Passive Scores in secret to keep up the mystery for the players in case your character fails to notice what happened. The best example being a creature attempting to hide from the group to set an ambush, get away unnoticed or even steal from them.

To determine a Passive Score, simply add 10 to the appropriate attribute modifier and any appropriate Skill Ranks. The most common Passive Scores are:

Passive Perception (for sensing things that one might miss) which is equal to $10 + \text{INT} + \text{Perception}$.

Passive Logic (for recognising logical patterns that one might miss) which is equal to $10 + \text{LOG}$.

Inventory Management

How much your character can carry is decided by their carry capacity and their equipped containers.

Objects that can be carried reasonably (solid objects that are small enough to be carried) have a **Slots** value. Basically, a Slot is a unit of measurement that simplifies weight and volume into one single unit to avoid having to overthink things when managing inventory.

Basically, 1 Slot is equal to 1 kg, or 1 dm (or 1/10 m) in any dimension. The higher value out of an object's longest dimension and weight is used to calculate how many Slots it occupies. For example, a heavy but small object may occupy 2 slots, even if it is mere centimeters small. At the same time, an inflated balloon might weigh considerably less than 1 kg, but it is more than 1 dm in diameter, so it takes 2 Slots.

If an object has two numbers as their Slots value separated by a forward slash, that means it is **stackable**. In this case, the number left of the forward slash indicates how many Slots a single stack of this object (no matter the number of individual items in the stack) takes. The other number indicates how many individual instances of this object fit into 1 stack. Once a stack is full, the next instance of the object forms a new stack that occupies its own slot(s). For example, coins have a Slots value of 1 / 300. If your character has a total of 500 coins, 300 of them form one full stack that takes up 1 Slot and the remaining 200 form a new stack that also takes up 1 Slot, which means your coins take up 2 Slots in total, even if the second stack is not complete.

For simplicity's sake, different items don't stack with each other per default. However, as a variant rule for a little more realism, you can stack objects with an identical Slots value together even if they're different objects. For example, if you have an ink pen and 3 ink vials, you can stack them together to form one stack that only takes up 1 Slot, because their Slots values are identical (both have a Slots value of 1/10).

A character's **Carry Capacity** is equal to their Body score multiplied by 10 Slots. It may be further influenced by qualities and skill ranks. A character can carry up to their carry capacity without problems. A character can carry more than their carry capacity up to double their carry capacity but when they do, their movement speed is halved. If a character is carrying or lifting something with a weight value rather than a slots value (like a vehicle or something else that is too big or heavy to be casually carried around) simply apply their Carry Capacity in kg. In this instance 1 Slot equals 1 kg.

For example, let's say our character with a Body Score of 5 wants to carry another person that weighs 70 kg. Our Character's Carry Capacity is 50 Slots, which in this instance is equal to 50 kg. The person we want to carry is heavier than our carry capacity, but not heavier than double our carry capacity (100 kg), so we can carry the person but our movement speed is halved while we do so.

In each hand, a character can only carry one object worth 1 Slot or more.

A character can also equip containers to carry more things than fit in their hands. A character can equip one Container on their back (like a backpack or travel pack) and other containers can be fastened to their clothing (like pouches). A character can also carry containers in their hands, because they're also objects with Slots values. Basically, if it makes sense that the container can be attached to your person somehow, you can do that. However, the Slots values of all your equipped containers and objects (other than clothing) contribute to your carried objects, which means they are affected by your carry capacity just like anything else you carry.

For example, let's say our character with a Body Score of 5 has a travel pack equipped that is filled to the brim with objects. Our character has a carry capacity of 50 and a full travel pack has a Slots value of 55, meaning our character's movement speed is halved with that travel pack equipped unless we remove items from it to make it lighter.

Resting

Every creature needs to rest once in a while. Especially after combat, you will want to regain your spent abilities and lost hit points. There are three ways of resting: A **Breather**, a **Short Rest**, and a **Long Rest**.

Breather

You can spend 10 minutes catching your breath right after combat ends. When you do so, at the end of the breather, you can roll one hit die and regain that many hit points.

While taking a breather, you can't move or do any strenuous or light activities. If you move, or do any strenuous or light activity, you interrupt the breather and have to start over.

You can only take one breather within the first hour after each combat.

Short Rest

You can spend one hour resting up. At the end of a Short Rest, you can roll a number of hit dice equal to your [BOD] (minimum of 1) and regain that many hit points.

While taking a Short Rest, you can do only light activities and no strenuous activities. If you do any strenuous activity, you interrupt the short rest and have to start over.

You can only take up to two short rests every day.

Long Rest

You can spend at least 8 hours taking a Long Rest. At the end of a Long Rest, you regain all your hit points and recover one level of exhaustion.

While taking a Long Rest, you have to sleep at least 6 hours of it and during the remaining hours you can only do light activities. You also need to eat and drink either right before or during the long rest to recover from exhaustion. If you do any strenuous activity, or fail to sleep for at least 6 hours during the Long Rest, it is interrupted, but you can resume it within 1 hour after being interrupted, otherwise you have to start over.

You can only take one Long Rest every 24 hours. If you spend 24 hours without taking a Long Rest, you must succeed on a [BOD] or [WIL] test against 10, or gain one level of exhaustion. Each time you roll this test after the first time, its difficulty increases by 5.TargetBodypart

Strenuous Activities

Strenuous activities require your full attention and usually involve considerable effort. They generally include combat, heavy lifting, casting spells, attacking or throwing things, and similar.

Light Activities

Light activities don't require considerable physical effort or strain and can usually be done while doing other things. They generally include crafting, assembling, potion brewing, performing rituals, invoking blessings, etc.

Falling

Falling from a height of 5m or less is usually not a big deal and doesn't impose any problems. However, when a creature falls from a height of 5m or more, it takes 1d6 blunt damage for every 5m it fell when it hits an obstacle.

Landing on another creature

If you fall from 5m or more and land on a space occupied by another creature, that creature can take a Minor Reaction to make an Evasion test against 10. On a failure, it takes half of the falling damage and you take the other half (both rounded down).

Vision

Unless a creature lacks eyes, it can see. If it wants to inspect things that are far away, it might be necessary to succeed on a Perception [INT] test at the GM's discretion.

Some features mention targets that you can see. That means any valid target that is within line of sight and not too small or far away for you to make it out. For example, a huge tower kilometers away would still be a target that you can see, but a bird sitting on top of that same tower would not, even if it would be within line of sight. Using things like scopes to enhance things in the distance can remedy this of course.

Certain environmental conditions will hinder vision. For example fog or darkness.

Lightly Obscured

Creatures have disadvantage on Perception tests based on sight if they're trying to perceive things in a lightly obscured area.

Heavily Obscured

Creatures are blind in regards to perceiving things based on sight in a heavily obscured area.

Dim Light

An area that is only lit by a weak light, like that of a tiny candle, or the moon, is considered dimly lit. The area is considered lightly obscured.

Darkness

An area that is not lit by any light is considered dark. The area is considered heavily obscured.

Nightvision

A creature with Nightvision is able to see in dim light as if it were bright light and in darkness as if it were dim light.

Backgrounds

A Background defines what your character has been doing up until now. Your choice of background grants your character a free skill rank in two skills. It also grants the ability to increase one of these two skills to one rank higher than usual. That skill is referred to as the Background's primary skill and the other skill it grants a rank up to is referred to as the secondary skill.

Alchemist

Primary: Alchemy
Secondary: Literature

You have been making a living as an alchemist, applying your knowledge of the elements. Maybe you've had your own shop where you sold potions and elixirs or maybe you've been an apprentice to another Alchemist of more renown.

Bounty Hunter

Primary: One Combat Skill
Secondary: Intimidation

You've spent your time tracking the scum of the world down and delivering them to well-paying clients, like local law enforcement or aristocrats.

Engineer

Primary: One Engineering Skill other than Tinkering
Secondary: Tinkering

You have studied engineering and worked as an engineer for a living, either in your own little workshop or for someone else.

Monster Hunter

Primary: Mythology
Secondary: One Combat Skill

You've made your living doing what most people wouldn't dare. You go after the boogeyman and make the defenceless feel safe at night. Vampires, Werewolves, Ghosts, you name it. You know how to kill them.

Aristocrat

Primary: Literature
Secondary: Economy

Born into wealth and standing, you have led a life of little worry. You enjoyed a good education and learned the ins and outs of politics. Your family name holds weight and invoking it opens doors.

Priest

Primary: Prayer
Secondary: Mythology

You've spent your time as a priest preaching the word of Deus. In his name you have served in a monastery or maybe a town's chapel or church. Your devotion grants you a special connection to the divine that you've used to guide others into the light of Deus.

Academic

Primary: Literature
Secondary: One other Knowledge Skill

You're a person of high education and have spent much of your time reading and studying.

Historian

Primary: History
Secondary: Literature

You have been studying and exploring the history of the world and maybe even become somewhat of an expert of the past.

Doctor

Primary: Medicine
Secondary: Literature

You've spent your time as a physician, treating the ill and wounded. Maybe you were even a field doctor in the military. Perhaps you had your own office that people would come to or maybe you have been working for another doctor's office.

Well-Travelled

Primary: Survival
Secondary: History

You have seen much of the world and never stayed long in one place.

Explorer

Primary: Survival
Secondary: Nature

You spent much of your time exploring the uncharted parts of the map. “Here there be dragons” has been your address for the most part as you braved the unknown.

Musician

Primary: Music
Secondary: Performance

You have been working as a musician, performing with your instruments or singing voice or both.

Artisan

Primary: Economy
Secondary: One Artisan skill other than Alchemy

Description goes here...

Pilot

Primary: Piloting
Secondary: Mechanics

Description goes here...

Soldier

Primary: One Combat Skill
Secondary: One other Combat Skill

Description goes here...

Diplomat

Primary: Persuasion
Secondary: Deception

Description goes here...

Con Artist

Primary: Deception
Secondary: Performance

Description goes here...

Artist

Primary: Perception
Secondary: Artistry

Description goes here...

Criminal

Primary: Stealth
Secondary: Deception

Description goes here...

Dock Worker

Primary: Athletics
Secondary: Brawling

Description goes here...

Athlete

Primary: Athletics
Secondary: Performance

Description goes here...

Investigator

Primary: Perception
Secondary: Literature

Description goes here...

Archaeologist

Primary: History
Secondary: Literature

Description goes here...

Coven Apprentice

Primary: Spellwork, Runecraft, or Summoning
Secondary: Alchemy

Description goes here...

Freeglider

Primary: Piloting, Survival, or Vehicle Mechanics
Secondary: One Combat Skill

You have made your money as part of a freeglider crew, roaming around the world on board an airship, taking on contracts and going on all sorts of adventures.

Qualities

Qualities further individualise your character and you can use them to really flesh your character out.

There are positive and negative qualities.

Positive Qualities give you beneficial traits that can be useful in certain situations or synergize with your Skill features. **Negative Qualities** give you detrimental traits that can add an interesting layer to your character for roleplay and character development.

You can gain and lose qualities as you play, usually when something major happens to your character. Work with your GM to determine whether or not a situation may lead to you gaining a new quality or losing one you already have. This should be a significant moment for your character.

Some qualities have **Levels** which means they scale. Generally, when you have a quality of a higher level, you always gain the traits of the lower levels in addition to the traits of the level you have.

Positive Qualities

Agile

You gain a +2 bonus on all Agility tests.

This quality is incompatible with Clumsy.

Ambidextrous

While dual-wielding, you can benefit from Extra Attacks of your off-hand weapon. If both weapons would give you Extra Attacks, only the one that gives you more attacks applies.

You lose these benefits if you lose a hand or arm until it is restored or replaced.

Analytical Mind

You gain a +2 bonus on all Logic tests.

This quality is incompatible with Dull.

Educated [L1 - L3]

At Level 1, you gain a +1 bonus on all Knowledge skill tests. This bonus increases by +1 for each Level of Educated after 1.

At Level 2, whenever you fail a knowledge skill test made to recall information, you at least know where to find the information you're missing, provided you have at least 1 Rank in the skill.

At Level 3, you have advantage on knowledge skill tests made to recall information if you have at least 1 Rank in the skill.

Eidetic Memory [L1 - L3]

At Level 1, you can accurately recall anything you have experienced within the last 24 hours.

At Level 2, you can accurately recall anything you have experienced within the last month.

At Level 3, you can accurately recall anything you have experienced within the last year.

Elemental Attunement [Element]

You can choose this quality only once and have to select one of the 4 elements: Water, Earth, Fire, Air.

When you expend essence of the chosen element, you need one less essence of that element and the complexity of any formula using this essence is also one less for you.

Empathetic

You gain a +2 bonus on all Intuition tests made to judge the intentions or emotional state of another creature, for example when trying to tell if they're telling the truth.

This quality is incompatible with Callous.

Essence Sensitivity [L1 - L3]

At Level 1, you can spend 10 minutes examining an unprocessed object (like a plant, a piece of rock or crystal, or an animal part) to find out what Essence could be extracted from it, if any.

At Level 2, you have Advantage on Evasion and Willpower tests against spells, curses and magical effects.

At Level 3, you have advantage on Spellwork, Runecraft, and Alchemy tests made to experiment for formulae and recipes.

Fast [L1 - L3]

Your movement speed increases by 2m for each level of Fast.

This quality is incompatible with Slow.

Pious

You have advantage on Prayer tests other than attacks and Mythology tests related to your own religion.

Quick Reflexes

You gain a +2 bonus on all Evasion tests.

Sniper

Your ranged weapon attacks ignore half and three-quarters cover.

In addition, when you aim at specific body parts with ranged weapons, you ignore the target's Shield Armor bonus on a hit.

Sharpshooter

Attacking at long range doesn't impose disadvantage on your attack.

Tough [L1 - L3]

Your maximum hit points increase by your character level for each level of Tough.

At Tough Level 3, when you take a Breather, you gain the benefits of a Short Rest.

This quality is incompatible with Fragile.

Weapon Expert [Weapon]

You can take this quality multiple times, but every time you have to choose a different type of weapon.

You gain a +2 bonus to the attack and damage when attacking with the chosen weapon type.

Sneaky

You gain a +2 bonus to Stealth tests and can attempt to hide even when only lightly obscured.

Inspiring Presence

You and friendly creatures within 10m gain a +2 bonus to Willpower tests.

Strong

You gain a +2 bonus to Athletics tests and your carry capacity doubles.

This quality is incompatible with Weak.

Silver Tongue

You gain a +2 bonus on all Charisma tests.

This quality is incompatible with Socially Inept.

Negative Qualities

Addict [L1 - L3]

You can select this quality more than once, but have to select a different drug each time.

At Level 1, you have a -1 penalty to all Body tests. This penalty increases by -1 for each Level after 1.

At Level 2, you have disadvantage on Body tests if you haven't had a dose of the chosen drug in the last 24 hours.

At Level 3, you have disadvantage on Body tests if you haven't had a dose of the chosen drug in the last 2 hours.

Callous

You gain a -2 penalty on Intuition tests made to judge the intentions or emotional state of another creature, for example when trying to tell if they're telling the truth.

This quality is incompatible with Empathetic.

Clumsy

You have a -2 penalty to Agility tests.

This quality is incompatible with Agile.

Disgraced

You have disadvantage on Prayer and Mythology tests related to your own religion.

Dull

You have a -2 penalty to Logic tests.

This quality is incompatible with Analytical Mind.

Essence Vulnerability

You have disadvantage on Willpower tests made to resist spells, rituals, or curses.

Farsighted [L1 - L3]

At Level 1, you have a -1 penalty to all Perception tests relying on sight. This penalty increases by -1 for each Level after 1.

At Level 2, you apply the same penalty to attack tests against targets within 6m of you.

At Level 3, you have disadvantage on Perception tests relying on sight.

Wearing prescription lenses can offset the level of this quality, or suppress it altogether.

This quality is incompatible with Nearsighted.

Fragile [L1 - L3]

Your maximum hit points decrease by your character level for each level of Fragile.

This quality is incompatible with Tough.

Hard of Hearing [L1 - L3]

At Level 1, you have a -1 penalty to all Perception tests relying on hearing. This penalty increases by -1 for each Level after 1.

At Level 2, you apply the same penalty to Initiative and Evasion tests.

At Level 3, you have disadvantage on Perception tests relying on hearing.

Using hearing aids can offset the level of this quality, or suppress it altogether.

Motion Sickness

You are nauseous while you're in or on a moving vehicle.

Nearsighted [L1 - L3]

At Level 1, you have a -1 penalty to all Perception tests relying on sight. This penalty increases by -1 for each Level after 1.

At Level 2, you apply the same penalty to attack tests against targets that are 6m or more away from you.

At Level 3, you have disadvantage on Perception tests relying on sight.

Wearing prescription lenses can offset the level of this quality, or suppress it altogether.

This quality is incompatible with Farsighted.

Slow [L1 - L3]

Your movement speed decreases by 2m for each level of Slow.

This quality is incompatible with Fast.

Weak

You have a -2 penalty to Athletics tests and your carry capacity is halved.

This quality is incompatible with Strong.

Phobia [L1 - L3]

You are irrationally afraid of something which will be referred to as the target of your phobia. You can have multiple instances of this quality, choosing a different target for each instance.

While you're exposed to the target of your phobia, you have disadvantage on all tests. Being exposed means you're perceiving the target in whatever way.

The level of this quality is tied to how common the target of your phobia is. Keep in mind that different environments might make it more or less likely to encounter certain things and that should be factored in here. Talk to your GM to determine the level of your phobia.

Level 1 means your target is quite rare or specific and it's rather unlikely to encounter it. For example, you might be afraid of unicorns or ghosts.

Level 2 means you are likely to encounter your target, though not on a regular basis. For example, you might be afraid of power cores or wolves.

Level 3 means you are very likely to encounter your target on a regular basis if you don't actively avoid it. For example, you might be afraid of spiders or firearms.

Socially Inept

You have a -2 penalty to Charisma tests.

This quality is incompatible with Silver Tongue.

Skills

Your skills define what your character can do. This system does not use classes, instead you get your traits and actions from your skills.

You invest in Skill Ranks to advance your character, which also means that there are no overall character levels. In addition, there is no limit in how many ranks you can have in a skill, although beyond Rank 10 you will not get any new traits. Traits that scale with ranks, like the Extra Attack trait, still scale with Ranks beyond 10 however!

Each Skill is associated with a **primary attribute** and a **secondary attribute**. For most rolls you make using the skill, you are going to use these attributes.

Skill	Attributes
-- Physical Skills --	
Athletics	[BOD]
Perception	[INT]
Piloting	[AGI]
Stealth	[AGI]
Artisanship	[AGI]
-- Social Skills --	
Deception	[CHA]
Intimidation	[CHA]
Performance	[CHA]
Persuasion	[CHA]

Skill	Attributes
-- Knowledge Skills --	
Astronomy	[LOG]
Economy	[LOG]
History	[LOG]
Literature	[LOG]
Medicine	[LOG]
Mythology	[LOG]
Nature	[LOG]
Survival	[INT]

Skill	Attributes
-- Engineering Skills --	
Clockwork Mechanics	[LOG]
Automachinery	[LOG]
Augmentation	[LOG]
Gunsmithing	[AGI]
Tinkering	[AGI]
Vehicle Mechanics	[BOD]
-- Magic Skills --	
Alchemy	[LOG]
Prayer	[WIL]
Spellwork	[WIL]
Runecraft	[LOG]
Summoning	[WIL]
-- Combat Skills --	
Artillery	[AGI]
Brawling	[AGI]
Bow	[AGI]
Pistol	[AGI]
Rifle	[AGI]
Shield	[BOD]
One-Handed Melee	[AGI]
Two-Handed Melee	[BOD]

Physical Skills

Athletics [BOD]

This skill represents your fitness. You can use it for most strength and agility related tests, like climbing, lifting, jumping, running, etc.

R1 - Powerful Strikes

Beginning at Rank 1, once per turn, when you add your [BOD] to a damage roll, you can also add your Athletics Skill Ranks to that damage roll.

R2 (2) - Increased Carry Capacity

At Rank 2 and every 2nd rank thereafter, your carry capacity increases by +5 Slots.

R3 - Hit Die Increase (d8)

At Rank 3, your Hit Die increases to a **d8**.

R5 - Indomitable

Beginning at Rank 5, you can add your Athletics Skill ranks to any Willpower or Body tests made to resist harmful effects or magic.

R6 - Hit Die Increase (d10)

At Rank 6, your Hit Die increases to a **d10**.

R7 - Parkour Expert

Beginning at Rank 7, you have advantage on Athletics tests made to traverse terrain. This includes things like far and high jumping, climbing, or avoiding obstacles.

R9 - Hit Die Increase (d12)

At Rank 9, your Hit Die increases to a **d12**.

R10 - Impervious

At Rank 10, you gain resistance to blunt, piercing, and slashing damage.

In addition, you can't be shoved by creatures that are the same size as you or smaller and you have advantage on any tests made to resist being shoved by larger creatures.

Perception [INT]

This skill is used to perceive your surroundings using your five senses.

R1 - Focus Senses

Beginning at Rank 1, you can use a Major Action to focus your senses. You need to spend another Major Action on every subsequent turn to keep this state up, otherwise it ends. While this state is active, you gain advantage on Perception tests.

R2 - Danger Sense

Beginning at Rank 2, you can add your Perception Skill Ranks to Evasion tests made to avoid harmful environmental effects, like traps or environmental hazards, or AoE effects for example from spells or explosives.

R3 - Eagle Eye

Beginning at Rank 3, when you use ranged weapons to make attacks, your short and long ranges are doubled.

R4 - Hear it coming

Beginning at Rank 4, once per turn as a Minor Reaction, when you're attacked with a ranged attack, you can add your Perception Skill Ranks to your Evasion test against that attack.

R5 - Low Light Vision

At Rank 5, you gain the ability to see normally in dim light conditions, but not in total darkness.

R6 - Alert

Beginning at Rank 6, you can not be surprised while you're not incapacitated.

R7 - Eye for Detail

At Rank 7, you gain advantage on Perception tests made to inspect things up close.

R8 - Night Vision

At Rank 8, you gain **Nightvision**.

R9 – Personal Space

At Rank 9, you are aware of the locations of creatures unseen by you within 2m of you. As a result, they don't get advantage on attacks against you from you not seeing them.

R10 - Truth Sense

At Rank 10, you always know whether a creature is lying or telling the truth as long as you can somehow perceive them through either of your senses. In addition, you can always tell illusions from reality.

Piloting [AGI]

You use this skill to steer vehicles of all kinds. Carts, cars, aircrafts, boats, ships, etc.

R1 - Piloting Vehicles

At Rank 1, you gain the ability to pilot Vehicles.

R2 - Emergency Repair

Beginning at Rank 2, you can use the Piloting skill instead of any other skill for tests made to repair the fuselage, cabin, or chassis of a vehicle.

R3 - Automechs and Maneuvers

Beginning at Rank 3, you can pilot **Automechs**.

Also at Rank 3, you gain the ability to perform **Pilot Maneuvers** with vehicles.

R4 (4) - Fast Cruising

Beginning at Rank 4, while piloting a vehicle, that vehicle's cruise speed increases by half of its original cruise speed. This speed boost increases by another half of the vehicle's base cruise speed at every 4th rank after rank 4.

R5 - Safe Crash Landing

Beginning at Rank 5, when an aircraft you pilot crashes, the aircraft and anything on board take only half the damage they would take. You and any creature using the Brace for Impact action take no damage instead.

R6 - Pilot's Reflexes

Beginning at Rank 6, you have advantage on initiative tests made with your Piloting skill.

R7 - Smooth Maneuvers

At Rank 7, attacks made against your aircraft no longer have advantage when you use the Steady Pilot Maneuver and attacks made from your aircraft no longer have disadvantage when you use the Dodge Pilot Maneuver.

R9 - Quick Takeover

Beginning at Rank 9, you can use a Minor Action to perform the Take Over Maneuver.

R10 - Vehicle Expertise

At Rank 10, you have advantage on any test made to pilot a vehicle, recall information about vehicles, and investigate vehicles.

Stealth [AGI]

You use this skill to hide, sneak and be subtle in all kinds of ways.

R1 - Sleight of Hand

Beginning at Rank 1, when you make a Stealth test involving sleight of hand, you can double the Stealth rank bonus for that test.

R2 - Saving Grace

Beginning at Rank 2, as a Minor Reaction when a creature within 10m of you is failing a Stealth test, you can have them reroll that test and use your Stealth Skill ranks instead of their own. They must use the new outcome.

R3 (3) - Sneak Attack

Beginning at Rank 3, when you hit with an attack against a creature that is unaware of your attack, you deal an additional 1d6 damage of the primary weapon damage type. This damage increases by +1d6 for every 3rd rank above rank 3. A target doesn't have to be unaware for this to trigger if you have advantage on the attack.

A creature is **unaware** of your attack if it is surprised, incapacitated, unaware of your current position, or if it is out of combat and doesn't suspect to be attacked by you.

R4 - Inconspicuous

Beginning at Rank 4, you can add double your Stealth skill Ranks to Stealth tests made to blend in with crowds or your environment.

R5 - Fast Sneaking

Beginning at Rank 5, you don't have to expend extra movement while sneaking and can now Hide as a Minor Action.

R7 - Shadow Stalker

At Rank 7, you gain advantage on Stealth tests made in dim light or total darkness.

R8 - Full Cover

Beginning at Rank 8, you treat half and three-quarters cover on yourself as total cover.

R10 - Assassinate

At Rank 10, your Sneak Attack dice turn into **d8**. In addition, when you deal damage to a creature that hasn't taken a turn in combat yet, instead of rolling, you can use the highest possible number for all damage dice.

Artisanship [AGI]

This skill represents your expertise with artisan tools and the respective crafts associated with them. You use it to craft, repair, or modify objects using artisan tools.

R1 (2) - Tool Proficiency

At Rank 1, you can choose one artisan trade from **cooking, carpentry, glassblowing, hattery, jewellery making, leatherworking, shoemaking, smithing, or tailoring** and become proficient with it. You can add your Artisanship Skill ranks to any tests you make involving that trade or the associated tools.

In order to craft anything, you need to be proficient with the associated trade and have the associated tools available. The GM can also decide that a fully equipped Workshop is necessary. If unsure what trade to use, the GM decides which one makes sense. For many objects, several trades could fit. In this case, any one of them should be deemed enough.

At every 2nd rank thereafter you can choose one additional artisan trade and become proficient with it.

R2 - Repair Work

Beginning at Rank 2, you can spend 1 hour of light activity with an artisan tool to repair a piece of equipment. You need to expend raw materials worth half of the value of the equipment you're repairing. At the end of that hour, that piece of equipment is fully repaired, regaining any shredded armor value or other non-magical functionality.

You can't restore magical properties in this way, like infusions, blessings, or enchantments.

You can however restore any modifications or features from Engineering skills, if you have the appropriate Engineering skill with at least enough ranks to create the feature or modification yourself as well as the required blueprint and tools on hand.

R4 (4) - Expert Artisan

At Rank 4, and every 4th rank thereafter choose one Artisan Tool you're proficient with and gain expertise with it. You gain the expert trait of that tool as specified in the **Artisan Expertise** section below.

R6 - Jack of all Trades

Beginning at Rank 6, you can add half your Artisanship Skill ranks to any tests involving Artisan Tools or the associated trades if you're not proficient with them.

R8 - Master Artisan

At Rank 8, choose one Artisan Trade you have expertise with and become a master of that trade. You gain the master trait of that trade as specified in the **Artisan Mastery** section below.

In addition, you gain advantage on any Artisanship tests you make involving that trade.

R10 - Unmatched Craftsmanship

At Rank 10, you gain advantage on all tests you make involving Artisan Tools you have Expertise with and their associated trades.

In addition, anything you create with Artisan Trades you have Expertise with is of impeccable quality and therefore worth double the standard price. If you're a Master of the trade, triple the standard price instead.

Artisan Expertise

Expert Cooking

If a creature consumes a meal you cooked, it regains HP equal to its Body score. A creature can only benefit from this once per day.

Expert Carpentry

Objects you craft using Carpentry are resistant to Blunt, Piercing and Slashing damage.

Expert Glassblowing

Containers you craft using this trade have double capacity.

Expert Hattery

While wearing a hat, you can use your Artisanship Skill for any Social Skill test instead of the Social Skill.

Expert Jewellery Making

You have advantage on tests made to discern whether a gemstone or piece of jewellery is a fake and on a success learn its actual worth.

Expert Leatherworking

Armor Pieces you make using this trade add +1 to the wearer's DAV. This does not stack with other armor pieces with this bonus.

Expert Shoemaking

Shoes you make with this trade increase the wearer's walking speed by 2m.

Expert Smithing

Choose one trait:

- Armor Pieces that you craft using this trade provide a +1 bonus to DAV that does not stack with other armor pieces with this bonus.
- Weapons that you craft using this trade deal an additional 1d8 damage.

You can gain expertise in this trade several times, each time choosing a different trait.

Expert Tailoring

Clothing that you craft with this trade has double pocket capacity and provides a +1 bonus to DAV if the wearer is not wearing any armor. The wearer can use a shield and still benefit from the bonus to DAV.

Artisan Mastery

Cooking Master

You can tell just by looking at any food or drink or smelling it whether it is safe to consume or not.

Carpentry Master

When you attack with pieces of furniture as improvised weapons, you can use the Artisanship skill to attack, but otherwise treat them as Two-Handed weapons that deal 1d10 Blunt damage.

Glassblowing Master

You can now craft a set of alchemist's tools that when used to brew potions or mix elixirs reduces the essence cost of each element by 1 (to a minimum of 1 each).

Hattery Master

You can treat any hat that you wear as a container with a capacity equal to its Slot size. The contents of this container are considered concealed to any observer and can't be spotted by visual inspection alone.

Jewellery Making Master

Accessories you create using this trade grant the wearer a +2 bonus on tests made to resist magic and unholy creatures have disadvantage on attacks against the wearer. This bonus doesn't stack with the same bonus from other accessories the wearer may be wearing.

Leatherworking Master

Containers you craft using this trade have double capacity.

Shoemaking Master

Shoes you craft with this skill make the wearer ignore difficult terrain.

Smithing Master

Choose one trait:

- Armor Pieces that you craft using this trade reduce armor shredding applied to them up to an amount equal to your artisanship skill rank (at the time of crafting).

- Weapons that you craft using this trade gain armor shredding with a value equal to your artisanship skill rank (at the time of crafting).

Tailoring Master

Clothing that you craft with this trade now somehow protects the wearer from cold and hot weather alike and grants the wearer advantage on tests made to resist harsh weather.

Social Skills

Deception [CHA]

You use this skill to deceive others by lying, making up convincing stories, avoiding the truth, or impersonating someone.

R1 - Voice Impressions

At Rank 1, you can imitate the voice of anyone you have heard before. Anyone who hears your impression can make a Perception [INT] contest against your Deception [CHA] test and on a success realise that it is not your voice and that you are not the person this voice belongs to.

R2 - Bartering

At Rank 2, you can attempt to inflate the value of objects. Make a Deception [CHA] vs Economy [INT] contest against the person you're trying to convince. If you succeed, they believe you that the object is worth an additional 10% of what it is worth for every Deception skill Rank you have.

R3 - Masterful Distraction

Beginning at Rank 3, you can spend a Minor Action to distract a creature that can see or hear you. Make a Deception [CHA] contest against the target's Intuition test. If you succeed, the target becomes distracted by you until the end of its turn. While distracted in this way, the target has disadvantage on Intuition tests. You can only distract one target at the same time and attempting to distract another creature ends the effect on the previous target.

R4 - Secret Signals

Beginning at Rank 4, you can spend a Short Rest coming up with secret signals for you and any number of people that share at least one language with you and can hear or see you for the entire duration of the Short Rest. Following that, you can use these secret signals to communicate without talking out loud. Any creature that has been present while you came up with this code and can see you will understand the meaning of your signals. If they want to imitate these signals themselves, they need to either have this feature too or succeed on a DT 14 Deception

[CHA] test, otherwise their signals are not recognizable.

R5 - Adept Impersonator

At Rank 5, you have advantage on Deception tests made to pass off as another person.

R6 - Group Distraction

Beginning at Rank 6, when you use your Masterful Distraction feature, you can target a number of creatures at once up to your Deception Skill Ranks. You roll only one Deception [CHA] test and use the result for every contest. Using the feature again will still end its effect on all previous targets.

R7 - Convincing Argument

At Rank 7, whenever you help someone else with a Deception test, or someone else helps you with your Deception test, any Intuition test made to contest that test is made with disadvantage.

R8 - Unquestioned Presence

At Rank 8, you have advantage on Deception tests made to talk people into letting you into places they normally wouldn't let you into.

R9 - It takes one to know one

At Rank 9, you gain advantage on Intuition tests made to spot a lie.

R10 - Masterful Impersonator

At Rank 10, people will always believe you without a contest to be who you say you are unless there is a good reason not to.

Intimidation [CHA]

You use this skill to intimidate creatures in all kinds of ways.

R1 - Size Advantage

Beginning at Rank 1, you have advantage on Intimidation tests against creatures smaller than you.

R2 - Muscle Flex

Beginning at Rank 2, you can use your Body attribute for your Intimidation rolls instead of any other attribute.

R3 - Finding Weakspots

At Rank 3, you can use a Minor action to make an Intimidation [INT] test contested by a target creature's Deception [CHA] test. If you win, you gain advantage on your next Attack roll against that creature until the end of your turn. You must be able to see or hear the target creature to use this feature.

R4 - Backup

Beginning at Rank 4, as a Minor Reaction when a creature within 10m of you is failing a Charisma test, you can add your Intimidation Skill ranks to the outcome, potentially turning it into a success.

R5 - Challenge/Taunt

At Rank 5, you can use a Minor Action to make an Intimidation [CHA] vs Intuition contest against an enemy creature that can see or hear you within 100m. If you win, the target has disadvantage on all attack rolls against targets other than you until the start of your next turn.

R6 - Indomitable

Beginning at Rank 6, whenever you roll an Intuition test to withstand an intimidation attempt or the Frightened condition, you can add your Intimidation Skill Ranks to your roll.

R7 - Death Glare

At Rank 7, when you roll Initiative, you can make an Intimidation [CHA] vs Intuition contest against a creature that can see or hear you within 100m. If you win, the target comes last in the initiative order for the entire combat regardless of its Initiative roll.

R8 - Menacing Strikes

At Rank 8, you have advantage on the first attack roll you make on your turn against a creature that can see or hear you and that isn't immune to being frightened.

R9 - Unnerving

At Rank 9, creatures within 2m of you have disadvantage on Intuition tests while they can see or hear you. You can exclude any creature you want from this effect.

R10 - Menacing Presence

At Rank 10, you gain advantage on all Intimidation tests against creatures that aren't immune against being frightened and can see or hear you.

Performance [CHA]

You use this skill to sing, dance, do card tricks, act, play instruments, etc.

R1 (3) - Musician

At Rank 1, and on every 3rd rank thereafter you gain proficiency with one music instrument of your choice.

R2 - Public Performance

At Rank 2, you can start to perform on the street to make money. You can spend a day performing on the street in a city. At the end of that day, you gain money equal to 1 s for every Performance skill Rank you have.

R3 - Distracting Bit

At Rank 3, you can use a Major Action to perform some form of distraction. Make a Performance [CHA] test. Until the start of your next turn, enemy creatures who start their turn within 100m of you and can see or hear you, have to make an Intuition test against the outcome of your Performance test. If they fail, they can only perform either one Major Action, or one Minor Action, or they can move. Once a creature succeeds on their Intuition roll against you, they are immune to this effect until the next day.

R5 - Inspiring Performance

At Rank 5, you can spend 10 minutes giving a performance that inspires others to greatness. At the end of that performance, up to a number of people equal to your Performance skill Ranks are inspired for the next hour. Until that hour ends, they can add 1d4 to all of their d20 rolls.

R6 - Backup Player

At Rank 6, when you help someone else with their Performance test, they can use your Performance Skill ranks instead of their own if they want to.

R8 - Staged Performance

At Rank 8, you can perform on stages to make money, like in taverns or even theatres if you have the contacts. You can spend a day performing in this manner (this includes preparations and rehearsal) and at the end of the day you gain 1 £ for every Performance skill Rank you have.

R9 - Claim to Fame

At Rank 9, you gain advantage on Charisma tests against people that witnessed your performance within the last 24 hours.

R10 - Prosperous Performance

At Rank 10, when you perform to make money, you make double the money you normally would make.

Persuasion [CHA]

You use this skill to convince people of an action or truth.

R1 - Reassure

Beginning at Rank 1, you can take a Minor Reaction when a creature other than you that you can see and that can hear you makes any Test. That creature can then add your Persuasion Skill ranks to that test. Once used, this feature can't be used again until you finish a Short or Long Rest.

R2 – Smooth Save

At Rank 2, when you roll a Natural 1 on a Persuasion test, you can reroll it once. You must use the new outcome. You can only use this feature once per day.

R3 - Fluster

Beginning at Rank 3, you can take a Minor Reaction when a creature other than you that you can see and that can hear you makes any Test. That creature must then reduce their test total by your Persuasion Skill ranks. Once used, this feature can't be used again until you finish a Short or Long Rest.

R4 - Animal Whisperer

At Rank 4, you gain advantage on Persuasion tests made against animals.

R5 - Inspiring Speech

At Rank 5, you can once a day spend 10 minutes inspiring others for greatness. Up to a number of creatures equal to your Persuasion Ranks (including yourself) gain a d6 that they can add to any test within the next hour.

R6 - Case and Point

At Rank 6, when you help someone else with their Persuasion test, they can use your Persuasion Skill ranks instead of their own if they want to.

R7 - Charming

At Rank 7, when you interact with a creature that isn't hostile and understands you, you can use a Major Action and make a Persuasion [CHA] contest against the target's Intuition test. If you succeed, the target is charmed by you for the next hour. Whether you succeed or not, you can't use this feature on that creature again for the next 24 hours.

R8 - Smoothtalker

At Rank 8, you gain advantage on Persuasion tests made to calm a creature down, rile them up or change their attitude toward you.

R9 - Friendly Face

At Rank 9, creatures that are indifferent towards you will always regard you as an ally unless given a good reason not to.

R10 - Expert Empathy

At Rank 10, you gain advantage on Intuition tests made against other creatures' Social Skill tests.

Knowledge Skills

Astronomy [LOG]

Your knowledge of celestial bodies and anything related to them.

R1 - North Star

At Rank 1, you can use a Minor Action to look at the sky and accurately tell which way is north. You can only do this outside and in clear weather.

R2 - Meteorology

At Rank 2, you can spend 10 minutes observing the sky to try to predict the weather within the next number of hours equal to your Astronomy skill Ranks with a successful Astronomy [LOG] test against 15. You must be outside and able to see the sky to do this.

R3 - Astronavigation

At Rank 3, you learn to use celestial objects and their position in the sky as a navigational aid to orient yourself. You can spend 1 minute and use a map, an astrolabe or a sextant, a nautical almanac of the year and a functioning and accurate clock to make an Astronomy [LOG] test against 15. On a success, you can accurately tell where on the map you are. You can only do this outside and in clear weather. At night you have advantage on the Astronomy test.

Cartography	Time
Map (Town)	1 day
Map (City or Area)	1 week
Map (Region)	1 month
Map (Continent)	3 months
Map (Chart)	6 months
Map (World)	1 year

R4 - Astromythology

At Rank 4, you learn to apply your knowledge of astronomy to mythological lore. When you see the moon, you can accurately predict how many nights it will take for it to change moon phase and you can spend an hour studying the night sky with a sextant to accurately predict events like solar or lunar eclipses, blue or blood moons, celestial alignments and the like.

In addition, whenever you make a Mythology test to recall or deduce information about a creature tied to celestial phenomena (Like a Werewolf), you can add your Astronomy skill Ranks to the test.

R5 - Advanced Astronavigation

At Rank 5, you learn how to use moon measurements to accurately tell the time down to the second. You can spend 1 minute using an astrolabe or a sextant and a nautical almanac of the year to determine the time of day, no test required. You can only do this outside and in clear weather at night.

In addition, you no longer need a clock to perform Astronavigation at night.

R6 - Basic Cartography

At Rank 6, you gain the ability to draw maps of your own. You can spend a number of days using cartography tools and a sheet of paper to create a map. The time it takes to create the map depends on the type of map you want to create, as shown in the Cartography table. With Basic Cartography, you can only make Town, City, Area, and Region maps. You don't have to draw the entire map at once, but you have to visit all parts of the map that you want to include on it.

R7 - True North

At Rank 7, you can always intuitively tell which way is north, no matter in what conditions.

R8 - Advanced Cartography

Beginning at Rank 8, you can create all types of maps with Cartography.

R9 - Cartography Expert

Beginning at Rank 9, the time it takes you to create a map is halved.

R10 - Written in the Stars

Beginning at Rank 10, you learn to study the night sky to predict the immediate future. Whenever you finish a Long Rest, roll two d20s. You may reroll one of them but you have to use the new outcome. The resulting two dice rolls become your predictions for the day ahead. Whenever you or a creature you can see or hear makes a test, you can use a Minor Reaction to replace their roll with one of your predictions. You can choose to do so after seeing their roll but before you know the outcome. Once you use one of your predictions, you can't use it again. Any unused predictions are lost when you finish another Long Rest.

Economy [LOG]

Your knowledge of currency, business, pricing and laws related to economy.

R1 - Exchange Rates

Beginning at Rank 1, you know the exchange rates of all currencies.

R2 - Haggling

At Rank 2, you can add your Economy ranks to Charisma tests made to haggle for better prices.

R3 - Basic Appraisal

At Rank 3, you can spend 10 minutes to make an Economy [LOG] test to appraise an object and find out what it is worth. The base difficulty of this test is 10 and gets modified based on how rare the object is and how familiar you are with it, as outlined in the tables below. If the modified difficulty ends up being 0 or lower, no test is required.

Rarity	Difficulty
Common everyday object (like a spoon, a loaf of bread, or a candle)	- 5
Available, but not regularly purchased objects (like guns, expensive suits, prosthetics, most vehicles, or fine wine)	+ 0
Rare, or foreign (like foreign currency, something unusual from abroad, or a rare crystal)	+ 5
Unique objects (like ruin artefacts, a hand-written diary, or a new invention)	+ 10

Familiarity	Difficulty
Purchased/Sold similar object before	- 5
Seen/Used regularly	- 5
Blueprint/Recipe known	- 5
Every Rank in a skill required to craft the object	- 1

R4 - Basic Finances

At Rank 4, your living expenses are reduced by 25% (a quarter).

Living Expenses include rent, food, drinks, hygiene and equipment maintenance (Not replacement).

R5 - Money is Money

At Rank 5, you can pay with any currency when buying goods or services at the standard exchange rate, even if normally the currency wouldn't be accepted there.

R6 - Advanced Appraisal

At Rank 6, you have advantage on appraisal tests. In addition, you don't need to make appraisal tests against objects that are common everyday objects or available, but not regularly purchased objects.

R7 - Efficient Sourcing

Beginning at Rank 7, you can purchase essence and parts for half price.

R8 - Advanced Finances

At Rank 8, your living expenses are reduced by another 25% (a quarter) to a total of 50% (half).

R9 - Salesman

Beginning at Rank 9, you can sell objects worth at least 1 £ for 10% more than they are worth.

R10 - I know a guy

Beginning at Rank 10, once per day you can make an Economy [LOG] test to see if you know someone that can help with a task. On a success, you do in fact know someone who can help, although they may still require payment. The difficulty of this test depends on how difficult the service is that you require help with. The GM may however rule that a certain task can't be fulfilled by anyone you could possibly know. Refer to the Service Difficulty table below for reference.

Service	Difficulty
An easy task, like fetching something from an easily accessible place, pushing a cart, or carrying equipment.	15
A difficult, or prolonged unskilled task, like scouting an area, researching information, looking after someone, or standing guard.	20
A task that requires certain skills, like assisting in crafting (assembling, brewing, etc.), procuring rare objects, fighting mundane creatures, or providing/researching rare knowledge.	25
A task that requires exceptional skill that most don't have, like casting a powerful spell or ritual, infusing, constructing intricate machinery, or fighting supernatural beings.	30

History [LOG]

Your knowledge of historical events, eras and politics.

R1 - Fact Checking

At Rank 1, you can add your History Skill ranks to any Intuition test you make to discern whether someone is telling the truth.

R2 - Basic History

At Rank 2, you gain knowledge of the most important historical events and can accurately recall information about them without needing to roll.

R3 - Basic Archaeology

At Rank 3, you gain advantage on History tests made to identify historical artefacts, ruins, buildings, or scriptures.

R4 - Foreign Customs

At Rank 4, you know the most important customs of foreign cultures without needing to roll.

R5 - Advanced History

At Rank 5, when you try to recall information about anything historical that's not part of Basic History, you have advantage on the roll.

R6 - Advanced Archaeology

At Rank 6, you can spend 10 minutes closely inspecting a historical artefact, ruin, building, or scripture. At the end of that, you learn what it is, where and when it was created, how it was used, and if any text is written on it, what language it is written in.

R7 - It has been done before

At Rank 7, once per day when you roll any Skill test, you can roll History with the same attribute instead. You can not use this feature if you're incapacitated.

R8 - Foreign History

At Rank 8, you gain knowledge of historical events and facts regarding one foreign culture of your choice and can accurately recall information about them without needing to roll.

R9 - Political Sense

Beginning at Rank 9, when you spend at least 10 minutes talking to a person, you learn what (if any) political agendas they have. You don't have to roll a test, unless that person is actively trying to hide their political agenda. In that case, you have to succeed on a History [INT] test with advantage against their Deception test, which you can only repeat against the same person after finishing a Long Rest.

R10 - Ancient War Tactics

At Rank 10, you gain an additional Minor Action on each of your turns in combat.

Literature [LOG]

Your knowledge of books, poems, songs, stories and other written things.

R1 - Reading and Writing

At Rank 1, you gain the ability to read and write every language you speak.

R2 - The right words

Beginning at Rank 2, once per day when you make any Charisma Skill test, you can choose to roll a Literature [CHA] test instead.

R3 (3) - Extra Language

At Rank 3 and every 3rd rank thereafter, you gain the ability to speak an additional language of your choice.

R4 - Duplicate

At Rank 4, you can spend an hour creating copies of blueprints, chants, recipes, or formulae. This counts as a light activity and you can create a number of copies equal to your Literature Skill rank. You need an empty sheet of paper for each copy and access to a pen and sufficient ink.

R5 - Calligraphy Expert

Beginning at Rank 5, you can spend 10 minutes inspecting any form of written text to discern whether you have seen the handwriting before and if you have, whose it was without needing to roll.

In addition, you can now always tell what language a text is written in.

R7 - Forgery Expert

At Rank 7, you learn to create forgeries that can fool even experts. You can spend 1 hour forging any written document with the necessary materials and tools. That document can then not be told apart from the real deal by any means short of magic, or the Forgery Expert feature.

In addition, you can spend 10 minutes inspecting any form of written text, after which you can accurately tell whether it is a forgery or not.

R8 - Cipher Expert

At Rank 8, you can spend 10 minutes deciphering a ciphered text without requiring a roll. However, this doesn't translate the text for you if it was originally written in a language you don't speak.

R10 - Well Read

At Rank 10, you can accurately recall any written text you have read.

Medicine [LOG]

Your knowledge of anatomy and treatments.

R1 – First Aid

At Rank 1, you can use one use of Medical Supplies as a Major Action to administer first aid to a creature. The target creature can roll a number of hit dice equal to your Medicine skill rank and recover the resulting amount of hit points.

R2 - Field Surgery

At Rank 2, when you use Medical Supplies to stop bleeding, you remove a number of bleeding stacks equal to your Medicine skill Ranks.

R3 - Limb Replacement

At Rank 3, you learn how to install **prosthetics** and **autolimbs** to replace missing body parts.

R4 – Diagnostics

At Rank 4, you can spend 1 minute to examine a living creature to find out what ails them if anything. If you do so, you find out what conditions and diseases they have, if any and with a successful Medicine [LOG] test against 15 you can even find out what caused their conditions (not who specifically, but what course of action and/or object led to it).

Alternatively you can use the same feature to make a Medicine [LOG] test to examine a corpse and on a success you learn how they died and how long ago. The difficulty for this test is equal to 10 + the number of days the creature has been dead (rounded down).

R5 - Field Doctor

Beginning at Rank 5, you gain a pool of recovery dice that you can use to aid your allies' recovery. The number of recovery dice is equal to your Medicine Skill Ranks. The recovery dice are d4.

Whenever you take a Breather or a Short Rest, you can expend any number of your recovery dice pool and divide them among yourself and all other creatures of your choice within 10m that are also participating in the rest. These dice can then be added to the targets' hit dice rolled to recover hit points.

You regain all expended recovery dice at the end of a Long Rest.

R6 - Medical Expertise

At Rank 6, using Medical Supplies to restore hit points or cure a condition is now a Minor Action for you.

In addition, you can now craft Medical Supplies and drugs from herbs, cloth, and other ingredients worth half of the product. You can spend 1 hour to craft up to a combined number of medical supplies and/or drugs equal to your Medicine skill ranks.

R7 - Efficient Dosage

At Rank 7, whenever you use Medical Supplies, there is a 50% chance that you don't expend a use of the Medical Supplies.

R8 – Fast Recovery

At Rank 8, whenever you or a target of your first aid roll hit dice or recovery dice to recover hit points, you can treat each 1 on the dice as a 2.

R9 - Universal Treatment

At Rank 9, you can use a Minor Action and expend one use of Medical Supplies to cure any one condition other than exhaustion of a creature within 2m.

R10 – Reanimate

At Rank 10, you can use a Major Action and one use of your Medical Supplies to make a Medicine [AGI] test against 30 to attempt to bring a dead creature that has died within the last hour back to life. If you succeed, the target comes back to life and regains 1 hit point. Any conditions that were affecting the target before it died continue to affect it.

Mythology [LOG]

Your knowledge of religion, legends, mythological creatures and such.

R1 - Mythological Investigation

Beginning at Rank 1, you can make a Mythology [LOG] test when you encounter evidence of a mythological creature, or the creature itself against 10 + the creature's Challenge Rating. On a success, you learn what mythological creature you're dealing with but no information beyond that.

R2 - Primary Religion

Beginning at Rank 2, you can add twice your Mythology Skill ranks to Mythology tests related to your own religion, or if you're not a believer, to the predominant religion of wherever you grew up.

R3 - Basic Monster Lore

At Rank 3, you gain the ability to guess or recall information about monsters you encounter. When you encounter a monster, you can use a Minor Action and make a Mythology [LOG] test to learn its damage vulnerabilities, resistances and immunities.

R4 - Monster Tracking

Beginning at Rank 4, when you succeed on a Survival test to track a creature, you automatically learn whether the creature you track is a mythological creature or not and if so, what kind of mythological creature it is. (for example vampire, dragon, fairy, etc.)

R5 - Monster Anatomy

Beginning at Rank 5, when you make an **aimed attack** against a monster, the penalty from the aimed attack is halved for you (rounded down) and on a hit, you deal additional damage equal to your Mythology Skill ranks. The damage type is the same as the damage type of the weapon, spell, or other feature or object you use to attack.

In addition, when you find a monster corpse or body part, you have advantage on Mythology tests made to find out what monster it belonged to.

R6 - Monster Extraction

At Rank 6, you learn to extract valuable parts from monsters. You can spend an hour of **light activity** extracting parts from a monster that is willing or dead. You need access to alchemy tools for the entire duration. At the end of that hour, make a Mythology [AGI] test against 10 + the monster's Challenge Rating. On a success, you successfully extract the parts described in the monster's statistics. If you fail, you can't repeat the test for that monster until the next day if it is alive and still willing. If it is dead and you fail, the test can't be repeated for that creature ever again.

R7 - Monster Combat

Beginning at Rank 7, once on each of your turns during combat you can add your Mythology Skill ranks to a test you make against a mythological creature.

R8 - Remedy Knowledge

At Rank 8, when you encounter a curse or other affliction caused by a mythological creature for the first time, you can make a Mythology [LOG] test against 10 + the mythological creature's Challenge Rating. On a success, you learn what it takes to lift the curse or affliction. You may still require additional skills or help, like an alchemist for a potion, but at least you know what needs to be done.

R9 - Monster Linguist

At Rank 9, you learn to understand mythological creatures when they converse in their own specific languages, although you may still lack the physical capability to reproduce said languages.

R10 - Monster Resistance

At Rank 10, you gain advantage on all tests made to resist attacks, spells and other harmful effects caused by mythological creatures.

Nature [LOG]

Your knowledge of flora, fauna, geology, etc.

R1 - Basic Zoology

At Rank 1, you gain the ability to identify animals accurately. When you encounter an animal for the first time, you gain advantage on Nature tests made to identify it.

R2 - Basic Herbology and Geology

At Rank 2, you gain the ability to identify plants and minerals accurately. When you encounter a plant or mineral for the first time, you gain advantage on Nature tests made to identify it.

R3 - Botany

At Rank 3, you learn to grow plants. When you find a plant in nature, you can make a Nature [AGI] test against 15 to extract seeds from it. You can plant seeds in fertile soil and care for them as light activity during rests or downtime, but at least an hour every day. During said hour you care for all plants you have planted. A plant grown in this way is ready to harvest after a week has passed, requiring no additional tests for you.

R4 - Natural Medicine

At Rank 4, you can spend an hour foraging for medicinal herbs and other natural remedies. At the end of that hour you gain a number of medical supplies for a medical kit equal to your Nature Skill ranks. If you're in an unfamiliar environment or in one with little resource availability, your GM may require you to succeed on a Nature [INT] test first or even rule that nothing of use can be foraged, for example in the middle of a desert, a dense city, or some other form of barren environment.

R5 - Advanced Herbology and Geology

At Rank 5, you can make a Nature [LOG] test against 15 to recall details about any specific plant or mineral. If you succeed, you learn where to find them, their rarity, their uses and their Essence yield (See Alchemy).

R6 - Advanced Zoology

At Rank 6, you can make a Nature [LOG] test against 15 to recall details about any specific animal. If you succeed, you learn where to find them, their rarity, their habits, and their uses.

R7 - Animal Husbandry

Beginning at Rank 7, you can attempt to tame animals that are not hostile towards you. You can spend an hour of light activity taming the animal with the help of appropriate food. At the end of each hour, a pound of food is consumed and you make a Nature [CHA] test against 10 + the animal's Challenge Rating. You can repeat the whole process again after, whether you succeed or not. Count your successes. After a number of successes equal to the animal's Challenge Rating, you tame the animal.

A tamed animal will follow you around and follow your commands to the best of its ability, but it will not attack other creatures for you outside of defending itself. You can have up to a number of tamed animals equal to your Nature Skill rank at once.

R8 - Pristine Yield

Beginning at Rank 8, plants you grow produce double the resources.

R9 - Beast Speech

At Rank 9, you learn to understand basic ideas of what animals are trying to tell you based on their body language and sounds they make. You can also convey simple ideas to animals.

R10 - Animal Companion

At Rank 10, at the end of a Long Rest, you can turn one of your tamed animals into your loyal animal companion. You can only have one animal companion at once, but you can change your animal companion at the end of each Long Rest.

Animal companions will follow all of your commands, and even attack other creatures if told to do so. They will automatically defend you in combat unless you tell them not to. They will also warn you of dangers and traps they sense.

Survival [INT]

Your knowledge of weather, navigation and surviving outside (in the wilderness or on the streets).

R1 – Fire craft

At Rank 1, you can start fires without a lighter, as long as you have the proper fuel by spending 10 minutes. Make a Survival [AGI] test against 15. On a success, you start the fire.

R2 - Foraging

At Rank 2, you learn how to properly gather plants and minerals from your surroundings. You can spend 1 hour or more to forage for plants, fruits, or minerals. Make a Survival [INT] test. The GM sets the Difficulty based on the availability of forageable things in the area. 10 for an abundance of forageable things, 15 for normal availability and 20 or above for rare or hard to find things. For every additional hour you spend foraging, you get a +1 bonus on your test. If you succeed, you find what you're looking for.

R3 - Tracking

At Rank 3, you learn how to track creatures. You can roll a Survival [INT] test to find tracks and learn what type of creatures came through where you are within the last week and what direction they went, but nothing else.

R4 - Camping

At Rank 4, you learn to set up proper camps on your travels. You gain advantage on Survival tests made to find advantageous campsites and when you set up camp, you surround it with a simple alarm system. When a creature sneaks up on your camp, it has disadvantage on Stealth tests made to do so.

R5 - Poison Extraction

At Rank 5, you gain the ability to extract poison and venom from plants and animals.

You can spend an hour of light activity and make a Survival [AGI] test against 15 (for plants) or 10 + the creature's Challenge Rating (for venomous or poisonous creatures). On a success, you extract a number of doses of venom or poison from the creature or plant equal to your Survival Skill ranks. Success or failure, you can't repeat this process on the same creature or plant.

R6 - Prowling

Beginning at Rank 6, you can use Survival instead of Stealth for any Stealth tests you make while out in nature. If your Stealth skill ranks are equal to or higher than your Survival skill ranks, you get advantage on the roll instead.

R7 - Foraging Expert

Beginning at Rank 7, your yield from foraging doubles. In addition, for every extra hour spent foraging, you now gain a +2 bonus to your test instead of a +1 bonus.

R8 - Cross Country Expert

Beginning at Rank 8, you no longer have reduced movement speeds on difficult terrain. In addition, you have advantage on Survival tests made to resist extreme temperatures or weather.

R9 - Trapping

At Rank 9, you learn to set up traps. You can spend an hour setting up a trap if you have the required resources. You also gain advantage on Perception tests to find hidden traps and on tests made to evade traps. In addition, you can now disarm traps with a Major Action. Make a Survival [AGI] test against 15. On a success, you disarm the trap, rendering it nonfunctional and harmless.

R10 - Survival Expert

Beginning at Rank 10, you can no longer get lost except by magical means. You always know which way is north even if you can't see the sky. In addition, after studying a map for 10 minutes, you know the important features of the area on the map and can make them out without issues unless magical means obscure them somehow.

Engineering Skills

Clockwork Mechanics [LOG]

You use this skill to design, assemble, and upgrade clockworks. You also use it to handle power cores and increase the efficiency of modules.

R1 - Disassembling

At Rank 1, you can gather parts from clockworks. See **Disassembling** in the **Engineering** chapter for more details on how this works.

R2 - Clockwork Gadgetry

At Rank 2, you gain the ability to design and assemble clockwork gadgets. See **Assembling** and **Designing Blueprints** in the **Engineering** chapter for more details on how this works.

R3 - Modular Designs

Beginning at Rank 3, you learn to build efficient modular designs. Any device you build or upgrade that has a module capacity has its module capacity increased by your Clockwork Mechanics skill ranks.

R4 - Energizing

At Rank 4, you learn to turn fuel-powered devices into power core-powered devices or vice versa. This process is referred to as energizing. See **Energizing** in the **Engineering** chapter for more details on how this works.

R5 - Assembly Optimization

Beginning at Rank 5, **Assembling** with any Engineering skill takes you half the time.

R6 - Power Coupling

At Rank 6, you learn to couple several Power Cores together. You can spend 10 minutes coupling 2 power cores of the same rating together to turn them into a coupled power core with a rating of 1 higher than the original power cores. You can also do this with 2 coupled power cores of the same rating to turn them into a higher rating coupled power core.

You can only create coupled power cores with a rating up to your Clockwork Mechanics skill ranks.

R7 - Artificing

At Rank 7, you gain the ability to upgrade mundane objects with clockwork upgrades. See **Artificing** in the **Engineering** chapter for more details on how this works.

R8 - Efficient Modules

Beginning at Rank 8, when you install a module into a device, its capacity cost (CC) is treated as half (minimum of 1).

R9 - Clockwork Expertise

At Rank 9, you can add your Clockwork Mechanics skill ranks to all Engineering [LOG] tests other than Clockwork Mechanics tests.

You can also now add half your Clockwork Mechanics skill ranks to the Quality of all devices you assemble or upgrade other than clockworks.

R10 - Magnum Opus

Beginning at Rank 10, **Designing** with any Engineering skill takes you half the time.

In addition, when you assemble a device that has a complexity up to your Clockwork Mechanics skill rank, the assembly only takes you 10 minutes.

Automachinery [LOG]

You use this skill to design, assemble, and upgrade Automatons and Automechs, collectively referred to as Automachines.

R1 - Disassembling

At Rank 1, you can gather parts from automatons and automechs. See **Disassembling** in the **Engineering** chapter for more details on how this works.

R2 - Automaton Repair

Beginning at Rank 2, you can perform field repairs on damaged automatons as a Major Action while holding Automachinery tools using the Repair Automachine action.

[Major Action] Repair Automachine. You perform repairs on an Automachine within 2m of you using Automachinery tools you're holding. You expend up to a number of parts of any kind (bolt, cog, plate, rod, or lens) up to your Automachinery skill ranks and roll a number of d6 equal to the number of parts expended. The Automachine regains hit points equal to the result.

R3 - Small Automatons

At Rank 3, you gain the ability to design and assemble Automatons with Small Chassis. See **Automatons** in the **Engineering** chapter for more details on how this works.

R4 - Automechs

At Rank 4, you gain the ability to assemble and modify **Automechs**. You can now use the Repair Automachine action on Automechs in addition to Automatons.

R5 - Quick Automatons

Beginning at Rank 5, Automatons assembled by you can use an additional Minor Action on their turn.

R6 - Medium Automatons

At Rank 6, you gain the ability to design and assemble Automatons with Medium Chassis.

R7 - Automech Expertise

At Rank 7, you no longer require any ranks in Piloting to be able to pilot an Automech. In addition, you can add your Automachinery Skill ranks to any Piloting tests you make to operate an Automech.

R8 - Fast Repairs

Beginning at Rank 8, you can use the Repair Automachine action as a Minor Action.

R9 - Tiny Automatons

Beginning at Rank 9, you can design and assemble Automatons with Tiny Chassis.

R10 - Large Automatons

Beginning at Rank 10, you can design and assemble Automatons with Large Chassis.

Augmentation [LOG]

You use this skill to design, assemble, and upgrade Prosthetics and Autolimbs.

R1 - Disassembling

At Rank 1, you can gather parts from prosthetics and autolimbs. See **Disassembling** in the **Engineering** chapter for more details on how this works.

R2 - Prosthetics

At Rank 2, you gain the ability to design and assemble **Prosthetics** for missing limbs and other body parts.

R3 - Functional Prosthetics

Beginning at Rank 3, you can use Augmentation tools to install a PR 1 Power Source into a Prosthetic to restore basic functionality and remove the Missing Limb penalty. This process takes 1 hour and costs 2 Wires in addition to the power source.

R4 - Autolimbs

At Rank 4, you gain the ability to design and assemble **Autolimbs** and install modules into existing Autolimbs.

R5 (5) - Powered Strikes

At Rank 5, Autolimbs you assemble or upgrade deal an additional +1d6 Blunt damage when used for Unarmed Strikes.

Every 5th rank thereafter this bonus increases by another +1d6.

R6 - Scrap Surgeon

Beginning at Rank 6, you can install Prosthetics and Autolimbs using the Augmentation skill instead of the Medicine skill even if you have less than 3 ranks in the Medicine skill. You still need Surgical tools.

In addition, you can add your Medicine skill ranks to the Augmentation test you make to install Prosthetics and Autolimbs.

R7 - Automachine Recycling

At Rank 7, you learn to repurpose parts of Automachines as Autolimbs. You can use Augmentation tools to dismantle an Automaton. When you do, you don't recover any parts but you can recover one of its limbs as an Autolimb along with the Power Source. This process takes a number of hours equal to the complexity of the resulting Autolimb. You still need to succeed on the appropriate test and if you fail, you only recover the Power Source and everything else is destroyed.

R8 - Efficient Power Supply

Beginning at Rank 8, Autolimbs you assemble or upgrade require a power source with a Power Rating of 1 less than normal to function (minimum of PR 1).

R9 - Bodymodding

At Rank 9, you learn to design and assemble mechanical organs called **Body Mods**.

Gunsmithing [AGI]

You use this skill to craft bows, guns, artillery, and ammunition of all sizes and types. You can also use gunsmithing to modify bows, guns, and artillery. Guns include pistols and rifles.

R1 - Bullet Making and Disassembling

At Rank 1, you can gather parts from bows, pistols and rifles. See **Disassembling** in the **Engineering** chapter for more details on how this works. You can also craft ammunition.

R2 - Assembling Guns

At Rank 2, you gain the ability to design and assemble bows, pistols and rifles as well as gun accessories. See **Assembling** and **Designing Blueprints** in the **Engineering** chapter for more details on how this works.

R3 - Gun Modification

At Rank 3, you gain the ability to craft modifications for bows, pistols and rifles. You can now also modify them using said modifications.

R4 - Gun Training

Beginning at Rank 4, you can use half your Gunsmithing skill ranks (rounded down) for attack tests made with any bow, pistol, rifle, or artillery instead of the skill associated with the weapon. If you have a number of ranks in the weapon's associated skill at least equal to your Gunsmithing skill ranks, you gain advantage on your attack tests using these weapons instead.

R5 (5) - Extra Damage

Beginning at Rank 5, guns you assemble using Gunsmithing have their damage increased by one base damage die. Every 5th rank after that, this increases by another base damage die cumulatively.

R6 - Efficient Crafting

Beginning at Rank 6, when you craft ammunition, you gain double the amount of ammunition at no extra time or resource cost. In addition, when you assemble a bow, pistol, rifle, or artillery, you also gain an amount of appropriate ammunition equal to the weapon's capacity or your Gunsmithing skill ranks if they are higher.

R7 - Artillery

At Rank 7, you gain the ability to design and craft artillery weapons, like cannons, mortars and machine guns. You can also now disassemble artillery weapons to gain parts from them.

R8 - Acute Disrepair

At Rank 8, you learn to quickly disable guns in the heat of combat. As a Minor Action you can attempt to disable a bow, pistol, or rifle that a creature within 2m of you is holding. Make a Gunsmithing [AGI] test against the target creature's Evasion test. On a success, the weapon becomes **inoperable** until it is repaired, which takes 10 minutes and a Gunsmithing [AGI] test against 10 + your Gunsmithing skill ranks. An **inoperable** weapon can't be fired normally, but can still be thrown or used for improvised melee attacks.

You can also use a Minor Reaction when a creature within 2m of you draws a bow, pistol, or rifle to do the same.

R9 - Artillery Modification

At Rank 9, you gain the ability to craft modifications for artillery weapons, as well as the ability to modify them with said modifications.

Tinkering [AGI]

You use this skill to craft and tune explosives, parts for all engineering skills and overall gain a better ability at working with objects created through engineering.

R1 - Scrapping

At Rank 1, you can gather parts from explosives, clockworks, guns, and vehicles at a reduced yield compared to **Disassembling**. When you disassemble in this way, you use the Tinkering skill and you get only half the parts you would normally get (rounded up, minimum of 1 part).

R2 - Part Crafting

At Rank 2, you gain the ability to craft all kinds of parts other than gunpowder (Bolts, Plates, Cogs, Wires, Rods and Lenses) from raw metal (or glass for lenses). Using Tinkering Tools, you can spend 10 minutes crafting up to a number of parts equal to your Tinkering skill Ranks.

R3 - Grenades

Beginning at Rank 3, you can design and assemble **grenades**.

R4 - Tool Making

At Rank 4, you learn to craft tools. Crafting tools requires resources worth half the value of the tool and takes 4 hours of light activity to finish. You need access to Tinkering Tools for the crafting duration.

R5 - Adept Tinkering

At Rank 5, your tinkering expertise makes your crafting projects more efficient. The complexity of devices when assembling them is reduced by your Tinkering skill ranks (to a minimum of 1) for crafting time calculations. This doesn't affect the amount of parts you have to spend.

R6 - Failsafe

Beginning at Rank 6, when you fail an Engineering skill test, you can roll again but have to use the new outcome. After that, you have to finish a Short or Long Rest before you can use this feature again.

R7 - Master Scrapper

Beginning at Rank 7, when you disassemble objects using Scrapping, your parts yield is no longer reduced.

R8 - Reverse Engineering

Beginning at Rank 8, you can attempt to reverse engineer the blueprint for any device you **disassemble** or scrap. If you do so, you still roll your Engineering skill test as normal. Successfully reverse engineering the device yields no parts, but it does yield a number of pieces of the blueprint up to your rank in the corresponding Engineering skill, as if you had received them through **Designing**.

R9 - Efficient Designs

Beginning at Rank 9, when you assemble a device using any Engineering skill, the assembly process consumes less parts for you, up to a number of parts equal to your Tinkering skill ranks. These can be any combination of parts of your choice.

R10 - Master Tinkerer

At Rank 10, you become a tinkerer master. You can add your Tinkering skill Ranks to all Clockwork Mechanics, Gunsmithing and Vehicle Mechanics tests. In addition, Disassembling and Scrapping now no longer require you to roll a test. You always succeed.

Vehicle Mechanics [BOD]

You use this skill to repair, craft and tune vehicles of all kinds.

R1 - Disassembling

At Rank 1, you can gather parts from vehicles. See **Disassembling** in the **Engineering** chapter for more details on how this works.

R2 - Engine Assembly

At Rank 2, you learn to assemble **Engines**. See **Assembling** in the **Engineering** chapter for more details. Engines are power sources that can be used as stand-ins for Power Cores, but they consume fuel. For now, engines you make can only consume solid fuel.

R3 - Simple Vehicles

At Rank 3, you gain the ability to design and assemble Simple Vehicles. See **Assembling** and **Designing Blueprints** in the **Engineering** chapter for more details on how this works.

R4 - Vehicle Modifications

Beginning at Rank 4, you can design and craft modifications for vehicles and modify vehicles using vehicle modifications.

R5 - Vehicle Assembly

At Rank 5, you can now also assemble and disassemble Small and Medium Vehicles.

You can now also use a Major Action to restore HP to vehicles.

In addition, when you fail at repairing a vehicle section, you recover all parts used for the repair.

R6 - Emergency Repair

Beginning at Rank 6, when you use the Repair Section action, you automatically succeed without a roll.

R7 - Tuning

At Rank 7, you gain the ability to improve sections of a vehicle with your own custom modifications. You can spend an hour using Vehicle Mechanics tools and expending parts equal to the section's Repair Parts (amounts adjusted for size as if you would repair the section) to tune a section that hasn't already been tuned. When you're done, the section gains its Tuned Bonus and a bonus to its Armor Value equal to your Vehicle Mechanics skill ranks.

While you can't stack the Tuned Bonus, you can improve the armor bonus of a section from tuning if it has already been tuned by tuning it again with a higher Vehicle Mechanics skill rank, expending the same amount of parts again and spending the same time. When you're done, the armor bonus from the previous tuning is replaced with your new tuning armor bonus.

R8 - Liquid Fuel Engines

Beginning at Rank 8, you can assemble engines that take liquid fuel, like petrol. You can also convert solid fuel engines into liquid fuel engines by spending a number of hours equal to the rating of the engine and half of the parts that the engine requires to be built from scratch.

In addition, engines you build or convert now take up less space, cutting their size in Slots in half.

R9 - Large Vehicles

Beginning at Rank 9, you can assemble and disassemble Large Vehicles.

In addition, when you repair a disabled vehicle section, it doesn't become damaged.

R10 - Efficient Mechanic

Beginning at Rank 10, when you repair, tune, or assemble a vehicle, vehicle modification, or vehicle section, the amount of each part used is reduced by 1 (to a minimum of 1 each). In addition, when tuning a vehicle section that has already been tuned, you no longer need to expend any parts.

Magic Skills

Alchemy [LOG]

You use this skill to create elixirs and potions, extract essence, and enchant objects.

R1 - Raw Extraction

At Rank 1, you gain the ability to extract essence from raw resources. See **Essence Extraction** in the **Alchemy** chapter.

R2 - Alchemical Mixtures

At Rank 2, you gain the ability to mix elixirs and gunpowder from essence. See **Elixirs** in the **Alchemy** chapter.

For the crafting process, gunpowder is considered an elixir and 100g of Gunpowder (or 1G in every recipe) costs 1 Fire essence and 1 Earth essence to make.

R3 - Potion Brewing

At Rank 3, you gain the ability to create potions from essence. See **Potions** in the **Alchemy** chapter.

R4 - Alchemist's Nose

Beginning at Rank 4, when you take a Major Action to inspect a piece of food, drink, potion, or something similar, you can automatically tell just by its smell, whether it is harmful, spoiled, or inedible.

R5 - Processed Extraction

At Rank 5, you gain the ability to extract essence from any object, although your yield is reduced for processed objects. See **Essence Extraction** in the **Alchemy** chapter.

R6 - Philosopher's Essence

At Rank 6, you learn to transmute Essence into different types of Essence.

By spending 10 minutes, you can turn one type of essence (Fire, Water, Earth, or Air) into another type of essence. Each resulting Essence costs 3 Essence of the other type you put in. You can transmute for a maximum amount of essence equal to your Alchemy skill ranks at once. You can only transmute into one type of Essence in a single transmutation process, but you can mix input Essence types as long as every single resulting serving of Essence is made from 3 servings of only one type of Essence.

R7 (3) - Infusing

At Rank 7, you gain the ability to enchant objects with magical properties by infusing them with essence. See **Infusion** in the **Alchemy** chapter. Each object can only be infused once. At every 3rd rank after Rank 7, the maximum number of concurrent infusions per object increases by +1 for you.

R8 - Efficient Extraction

Beginning at Rank 8, you gain double the Essence from Extraction.

R9 - Focus Crafting

At Rank 9, you gain the ability to craft magical foci used for Witchcraft. See **Focus Crafting** in the **Alchemy** chapter.

R10 - Combining Potions

At Rank 10, you learn to combine 2 potions into one, turning them into a **Duo-Potion**. You can either create Duo-Potions by carefully mixing 2 existing potions together, or brew them right away. Turning 2 existing potions into a Duo-Potion takes 10 minutes for every Duo-Potion created. Brewing a Duo-Potion works just like brewing both individual potions. A Duo-Potion gains the combined effects of both individual potions, with each effect retaining its initial potency. Duo-Potions can't be used to make Duo-Potions.

Prayer [WIL]

You use this skill to perform prayers (referred to as invoking), bestow blessings, banish demons, and lift curses (referred to as cleansing).

R1 - Blessing

At Rank 1, you gain the ability to bestow Blessings using Faith. See **Blessings** in the **Prayer** chapter.

R2 - Miracle Working

Beginning at Rank 2, you can enhance spells as they're cast by channeling your Faith into them.

[Minor Reaction] Work Miracle. You can use a Minor Reaction when a creature you can see or hear within 20m of you casts a spell using Spellwork to expend Faith up to your Prayer skill ranks to increase the spell's power by an amount equal to the Faith expended.

When you cast a spell using Spellwork yourself, you can do the same without using a Reaction.

R3 (3) - Healing

Beginning at Rank 3, you can use a Major Action and expend 1 Faith to touch and heal another creature by 1d6 + your Prayer skill Ranks. Every 3rd rank thereafter, this healing increases by +1d6.

Alternatively, you can use a Minor Action and expend 1 Faith to touch and heal another creature by an amount equal to your Prayer skill Ranks.

R4 - Repelling the Unholy

At Rank 4, you learn to channel your faith to repel unholy creatures.

[Major Action] Repel the Unholy. You can use a Major Action spending 1 Faith to repel unholy creatures within 10m of you for 1 minute. Every unholy creature in the area when you use this feature, or when they first enter the area or start their turn in it must make a Willpower test against 10 + your Prayer skill ranks. If they fail, they become frightened by you until the end of the duration. The effect ends prematurely if you become incapacitated or if you end it at any moment, no action required.

R5 - Cleansing

At Rank 5, you gain the ability to identify and lift curses.

[Major Action] Identify Curse. You can use a Major Action to make a Prayer [WIL] test to identify any curses that afflict a creature or object. Any curse with a power equal to or lower than your result is revealed to you and you learn what it does.

[Major Action] Lift Curse. You can use a Major Action to make a Prayer [WIL] test to attempt to lift a curse that's afflicting a creature or object that you have identified first. The Difficulty for this test is equal to 10 + the curse's power. You can expend an amount of Faith up to your Prayer skill Ranks to gain a +1 bonus on that test for each Faith point expended. You can do that after rolling your test but before knowing whether it is successful or not.

R6 - Prayer of Healing

Beginning at Rank 6, you don't have to touch a creature when you use your healing feature. The target can now be up to 20m away from you.

R7 - Divine Presence

Beginning at Rank 7, while you are within 10m of a Holy creature, you have advantage on all Willpower tests.

R8 - Ward off the Unholy

At Rank 8, when you repel the unholy, you can spend additional Faith to increase the area by 10m for every additional Faith spent. In addition, the effect now lasts up to a number of minutes equal to your Prayer skill ranks.

R9 - Inspiring Presence

At Rank 9, your presence inspires greatness in your allies. Creatures of your choice within 10m of you gain a bonus to Willpower and Evasion tests equal to your [WIL] (minimum of +1).

R10 - Saint

At Rank 10, you gain immunity against all curses. Any curse that is attempted to be put on you, automatically fails and you can use a Minor Reaction afterwards to identify the curse it would have been.

Spellwork [WIL]

You use this skill to cast spells and inflict curses.

R1 - Spellcasting

At Rank 1, you gain the ability to memorise and cast spells. See **Spells** in the **Witchcraft** chapter.

R2 - Careful Casting

Beginning at Rank 2, whenever you cast a spell that has an area of effect, you can exclude up to a number of creatures in the area of effect of your choice from the spell's effect up to your [WIL] (minimum of 1 creature).

R3 - Experimental Spellwork

At Rank 3, you learn to experiment to discover formulae of Spells. See **Experimenting** in the **Witchcraft** chapter.

R4 - 6th Sense

Beginning at Rank 4, you can use a Major Action to sense magic around you. When you do, you sense ongoing spells, blessings, curses, runes, infusions and other magical effects within 10m of you. You can tell how many different magical effects you sense and even where you sense them, but not what they are or do.

R5 - Counterspelling

At Rank 5, you gain the ability to interrupt another creature's spellcasting or invoking.

[Minor Reaction] Counterspell. You can use a Minor Reaction to attempt to interrupt a spell or blessing that another creature is casting or bestowing. Make a Spellwork [WIL] contest against the target's Prayer [WIL] or Spellwork [WIL]. If you succeed, the creature's casting or bestowing is interrupted, and their spell or blessing fails.

R6 - Cursing

At Rank 6, you gain the ability to inflict curses on creatures and objects. See **Curses** in the **Witchcraft** chapter. You can also experiment to discover formulae for new curses. See **Experimenting** in the **Witchcraft** chapter.

R7 - Joint Casting

Beginning at Rank 7, when a creature you can see casts a spell that you have memorised at a target you can see within range, you can use a Major Reaction and expend enough Essence to cast the spell yourself. When you do so, simply add your Spellwork skill Ranks to the triggering spell's power.

R8 - 7th Sense

Beginning at Rank 8, when you use your 6th Sense feature, the area is doubled and you can now tell whether the magical effect is a rune or spell effect, a blessing, a curse, an infusion, or something else. You also learn the power or potency of it.

As a Minor Action, you can make a Spellwork [LOG] test to identify specific spells or curses. The difficulty for this test equals 10 + the spell or curse's power. You can also do this as a Minor Reaction when a creature you can see or hear casts a spell or inflicts a curse to identify what spell or curse it is. If you succeed, you have advantage on all tests made to resist the spell or curse's effect.

R9 - Spell Enhancements

At Rank 9, when you cast a spell, you can expend additional Essence to enhance the spell in different ways. See **Spell Enhancements** in the **Witchcraft** chapter. You can not enhance spells that you're only empowering through Joint Casting, however others can still use Joint Casting to increase the power of spells you're enhancing.

R10 (10) - Elemental Mastery

At Rank 10, choose one of the 4 elements: **Fire**, **Water**, **Earth**, or **Air**. Whenever you expend Essence of that element, its cost is halved for you (rounded down). Every 10th rank thereafter, you can choose another element, but none that you have already chosen for Elemental Mastery.

This feature doesn't just affect Spellwork, but all features and abilities that require you to expend essence.

Runecraft [LOG]

You use this skill to carve runes and perform rituals to create long lasting effects.

R1 - Runecarving

At Rank 1, you learn to apply runes to objects or creatures to imbue them with minor magical effects. See **Runes** in the **Witchcraft** chapter. You always know what a rune does when you see it. You also learn to break runes. See **Breaking Runes** in the **Witchcraft** chapter.

R2 - Rituals

At Rank 2, you can perform rituals. See **Rituals** in the **Witchcraft** chapter.

R3 - Experimental Runecraft

At Rank 3, you learn to experiment to discover formulae of Runes and Rituals. See **Experimenting** in the **Witchcraft** chapter.

R4 - Veiled Runes

Beginning at Rank 4, you can choose to create a magical veil that turns a rune invisible when you carve it. The rune can still be revealed by touching it, upon which the magical veil is lifted for the creature that touched the rune, permanently revealing the rune to it.

R5 - Rune Reading

Beginning at Rank 5, you can attribute a rune's handwriting to a creature whose handwriting you have seen before by inspecting it for 10 minutes.

R6 - Collaborative Rituals

At Rank 6, you learn to coordinate your rituals with others to increase their power. When you perform a ritual, you can now be joined in the preparation and performing by a number of creatures up to your Runecraft ranks. Each of them has to have at least 2 ranks in the Runecraft skill. When you do so, simply add the Runecraft skill ranks of all participants to yours to determine the time it takes to prepare the ritual and the power of the ritual's effect. If the ritual affects the person who performed it,

that person will be only you unless the ritual specifies otherwise.

R7 - Veiled Writing

At Rank 7, you can choose to veil any text you write, as if it was a rune affected by your Veiled Runes feature. Such a veil can not be lifted by anyone with fewer ranks in Runecraft than your own Runecraft skill ranks. You can specify any number of creatures to be able to see through this veil when you create it.

R8 - Proxy Runes

Beginning at Rank 8, you can carve runes that target creatures onto wearable objects, like clothes, armor, or accessories. When you do so, the rune doesn't affect the object itself, but any creature that is wearing the object while it is wearing the object.

R9 - Rune Casting

Beginning at Rank 9, you can draw runes in the air to create instantaneous effects. By doing so, you can cast spells just like through Spellwork. Simply add your Runecraft skill ranks to any rolls you make to cast spells or as part of the effect of your spells. You can also memorise spells now if you couldn't already. When determining the maximum number of spells you can memorise, you can use your Runecraft skill ranks instead of your Spellwork skill ranks.

All spells you cast using Rune Casting have a Motus component. You have to draw a rune into the air before you and direct it towards your target.

R10 - It takes one to break one

Beginning at Rank 10, runes you carve can no longer be broken or unveiled by creatures with fewer ranks in Runecraft than the power of the rune.

Summoning [WIL]

You use this skill to summon, control and banish spirits, demons, and angels.

R1 - Familiar

At Rank 1, you learn to bind a creature to you, turning it into your familiar. You can spend 1 hour with a tiny animal or monster that isn't hostile toward you, establishing a bond with it. During this period, you have to concentrate, can't talk or move, and the creature has to remain within 2m of you. If your concentration is broken, or you move, or are moved before the hour passes, you have to start over. If you manage to spend the full hour establishing the bond, the creature turns into your familiar and gains the following features:

- It always magically senses in what direction you are relative to it, but not how far away. It can also instinctively navigate the quickest route to you, not necessarily the safest.
- It can understand anything you're saying, but doesn't gain the ability to speak or understand a language.
- It follows your commands, unless they would result in the familiar's certain death.

R2 - Spirit Subjugation

At Rank 2, you learn to impose your will on spirits. As a Major Action, you can attempt to subdue a spirit within 10m of you. Make a Summoning [WIL] test contested by the spirit's Willpower test. On a success, the spirit is subdued and must now follow your commands until a number of minutes equal to your Summoning skill ranks has passed. You can only subdue a number of spirits equal to or less than your Summoning skill ranks at once. You can end your subjugation on a spirit at any point, requiring no action.

R3 - Telepathic Link

At Rank 3, you establish a telepathic connection with your familiar. While within 100m of your familiar, you can issue your commands to it telepathically. You also now always magically know in what direction the familiar is relative to you, but not how far away.

In addition, you can use a Major Action to tap into your familiar's senses while it is within 100m of you. When you do so, you become blind and deaf to your own surroundings and see and hear through the familiar's eyes and ears, gaining any benefits to tests made related to those senses that the familiar has. You can end this state at any point, requiring no action. This state also ends if the familiar ends up somewhere further than 100m away from you.

R4 - Spirit Summoning

At Rank 4, you gain the ability to summon spirits. You can spend 1 hour performing a summoning ritual to summon a spirit with a Power Level up to your Summoning skill rank + your [WIL]. You have to expend essence of each element equal to the Power Level of the spirit (minimum of 1 each). If your ritual is interrupted, you don't lose the essence, but you have to start over. At the end of the ritual, the essence is consumed and the spirit appears in an unoccupied space within 10m of you. A summoned spirit is not automatically compelled to follow your commands and returns to where it came from instantly after a number of hours equal to the spirit's power level (minimum of 1 hour) has passed.

R5 - Smart Familiar

At Rank 5, your familiar draws on your magical bond to increase its intelligence. Its Logic score is now equal to your Summoning skill ranks and it gains the ability to magically understand and speak all languages you understand and speak yourself (even if it would lack the physical capability to do so), but this doesn't extend to any languages gained through magical effects. The familiar will also be unable to read or write any of these languages.

R6 - Spirit Dominance

Beginning at Rank 6, you can use your Spirit Subjugation feature as a Minor Action. In addition, you can now use Spirit Subjugation on up to [WIL] spirits at once (minimum of 1) and it now lasts up to 10 minutes per Summoning Skill rank.

R7 - Banishing

At Rank 7, you gain the ability to send spirits, demons, and angels back to their home plane. You can use a Major Action to make a Summoning [WIL] contest against the target's Willpower test. The target must be within 20m of you and you must be able to speak clearly. If you succeed, the target disappears and is sent back to its native plane. You can also use this feature on such a creature that is possessing another creature. If you do so and you're successful, the target creature is not banished, but instead forced to leave the host and appear in the nearest unoccupied space next to the host.

R8 - Breaching the Veil

At Rank 8, your ability to summon spirits from beyond becomes powerful enough to reach the realms above and below. You can now summon Demons and Angels just like you would summon Spirits using the Spirit Summoning feature.

In addition, your spirit subjugation now lasts for up to a number of hours equal to your Summoning Skill Ranks.

R9 - Warded Self

Beginning at Rank 9, you can no longer be possessed against your will.

R10 - True Name

At Rank 10, you learn to use the true names of angels and demons to subjugate them and make them do your bidding. If you precede a command with the angel's or demon's true name, it has to follow that command to the best of its ability.

This feature only works on angels and demons with a Power Level less than or equal to your Summoning skill ranks. If their Power Level is higher than that, you have to succeed on a Summoning [WIL] test against 15 + the target's Power Level, otherwise the attempt fails and you become unable to utter the target's true name in any form for a number of hours equal to the target's Power Level.

Combat Skills

Combat skills are used to attack and defend in combat.

Artillery [AGI]

You use this skill to fire siege weapons, large weapons mounted on vehicles and other heavy weaponry that doesn't fall under any of the other combat skills.

R1 - Artillery Maintenance

Beginning at Rank 1, you can use the Artillery skill instead of any other skill when you take a Repair action to repair Artillery weapons.

R2 - Minor Action Reload

Beginning at Rank 2, you can reload artillery weapons as a Minor Action.

R3 - Heavy Ordnance

Beginning at Rank 3, once per turn when you attack with an Artillery weapon, you can choose to use two portions of ammunition instead of one. If you hit with that attack, you deal double the damage.

R4 - What Armor?

Beginning at Rank 4, when you deal damage to an object with an Artillery weapon, you ignore armor up to your Artillery skill rank.

R5 (5) - Extra Attack

Beginning at Rank 5, when you use the Attack Major Action to attack with Artillery, you can attack an additional time. At every 5th Rank thereafter, you can make one more attack in this way.

R6 - Precision Strike

Beginning at Rank 6, once per turn when you attack with this skill using the Attack Major Action, you can forgo all Extra Attacks and gain advantage on your attack roll.

R7 - Siege Weapons

Beginning at Rank 7, when you deal damage to an object with an artillery weapon, you can deal an extra number of d6 equal to your artillery skill ranks of piercing damage.

R8 - Making Due

Beginning at Rank 8, you ignore the damaged penalty of any vehicle gun section you mount.

R9 - Target Weak Point

Beginning at Rank 9, you can use a Minor Action on your turn to aim for a vehicle section's weak point. Until the start of your next turn, your first attack made with an artillery weapon that hits the target section immediately disables that section, even if no damage was done to the vehicle's health points or the section wasn't damaged already.

Brawling [AGI]

Brawling includes all forms of unarmed combat. You use it to attack with any part of your body.

Attacks made using this skill add your [BOD] to the damage.

R1 (3) - Martial Arts

Beginning at Rank 1, you deal an extra +1d4 blunt damage with Unarmed Strikes and Brawling weapons. Every 3rd rank after the 1st, this increases by another +1d4 blunt damage.

R2 - Trip Attack

Beginning at Rank 2, when you make an unarmed attack or attack with a brawling weapon, you can choose to trip the target, knocking it prone, but halving the damage (rounded down). You have to declare this before your attack roll.

R3 (3) - Extra Attack

At Rank 3, when you use the Attack Major Action to make an unarmed attack or attack with a brawling weapon, you can attack an additional time. At every 3rd Rank thereafter, you can make one more attack in this way.

R5 - Lethal Disarming

Beginning at Rank 5, when you disarm a creature with an unarmed attack or an attack with a brawling weapon, you can deal half damage instead of no damage.

R8 - Stunning Strike

Beginning at Rank 8, once per turn when you hit an enemy with an unarmed strike or with an attack with a Brawling weapon, you can stun them until the end of your next turn.

Bow [AGI]

Attacks made using this skill add your [BOD] to the damage.

R1 - Recovering Arrows

Beginning at Rank 1, you can use a Minor Action on your turn to recover arrows that previously hit a creature or object within 2m of you. When you do, you recover up to a number of arrows equal to your Bow skill ranks.

In addition, you can spend 10 minutes directly after combat ends recovering arrows that you shot and missed your target with up to a maximum number of arrows equal to your Bow skill rank.

R2 - Veiled Hunter

Beginning at Rank 2, when you hit a creature with a ranged attack made with a bow at long range while hidden from the target, you remain hidden.

R3 - Precise Shot

Beginning at Rank 3, when you use the Attack Major Action to attack with a bow, you can forgo all Extra Attacks to make a precise shot. When you do so, you gain a +5 bonus to the attack roll and double the dice on your damage roll.

R4 (4) - Extra Attack

At Rank 4, when you use the Attack Major Action to attack with a bow, you can attack an additional time. At every 4th Rank thereafter, you can make one more attack in this way.

R5 (5) - Multishot

Beginning at Rank 5, when you take the attack action to attack with a bow, for each attack, you can designate one more target. Roll attack rolls for both targets. If you do so and hit, the damage to each target is halved. Every 5th rank thereafter, you can designate one more target. The damage for each additional target is still half of the original damage.

R6 - Perfect Aim

Beginning at Rank 6, aimed ranged attacks you make with a bow no longer suffer disadvantage at long range.

R7 - Crippling

Beginning at Rank 7, when you hit with an aimed ranged attack using a bow, the target takes additional damage of the primary weapon damage type equal to your bow skill ranks and suffers an additional effect based on the type of additional damage.

Blunt - The target becomes nauseous until the end of its next turn.

Piercing - The damage of the attack ignores an amount of Armor Value equal to your bow skill Ranks.

Slashing - The target gains 1 stack of bleeding.

R9 - Deadshot

Beginning at Rank 9, you can turn a hit with a ranged attack with a bow you make at long range into a critical hit.

Pistol [AGI]

Pistols are one-handed guns.

Attacks made using this skill add your [AGI] to the damage.

R1 - Quickdraw

Beginning at Rank 1, you can draw or stow 2 pistols instead of just 1 weapon. Instead when you use the attack action to attack with a pistol that you currently don't have equipped yet, you can draw it, make your attacks and then stow it as part of the same action. In order to do this, at least one of the attacks of the attack action must be made with that pistol.

R2 - Minor Action Reload

Beginning at Rank 2, you can reload a pistol you're holding as a Minor Action.

R3 (3) - Extra Attack

Beginning at Rank 3, when you use the Attack Major Action to attack with a Pistol, you can attack an additional time. At every 3rd Rank thereafter, you can make one more attack in this way.

R4 - Dual Wielding

Beginning at Rank 4, you can wield Pistols in your off hand. See the section **Dual-Wielding** in the chapter **Combat** for more info on how to use off-hand weapons.

R5 - Quickshot

Beginning at Rank 5, when you roll initiative, right after turn order has been decided, you can make one attack with a pistol against any object or creature that takes its turn after you that you can see with advantage. On a hit, you deal additional damage equal to your initiative score in the combat plus your Pistol Skill ranks. If you don't have a pistol equipped, you can draw one before making this attack.

R7 - Hip Fire

Beginning at Rank 7, you no longer have disadvantage on ranged attacks using Pistols while engaged with another creature.

R8 - Double Down

Beginning at Rank 8, whenever you score a critical or deadly hit with a ranged attack using a Pistol, you can immediately make another ranged attack with that Pistol for free.

R10 - Bullet Hell

Beginning at Rank 10, while you're dual-wielding 2 pistols, you can use a major action on your turn to unload a spray of bullets on a number of creatures of your choice you can see within range up to your Pistol Skill rank. Make a single attack roll with advantage. If the pistols add different modifiers to attack rolls, choose one. Each target makes an Evasion roll against that attack roll. On a failure, a target takes the combined damage of both pistols, applying critical damage on a natural 20 as normal. On a success, it takes only half of the damage, ignoring natural 1s for the purpose of deadly hits. Every pistol used in this action uses all of its loaded ammunition. Both pistols used for this action must have at least half of their ammunition capacity loaded.

Rifle [AGI]

Rifles are two-handed guns.

Attacks made using this skill add your [AGI] to the damage.

R1 - Target Marking

Beginning at Rank 1, you can use a Minor Action on your turn to mark a target. That target can be a creature, object, or point on a surface, as long as you can see it when you mark it. You can only have one marked target at any time and marking a new target removes the mark from your previous marked target.

You gain advantage on attack tests with rifles against your marked target while it is within your long range but not within your short range. In addition, you have advantage on Intuition tests made against your marked target.

Your marked target stops being your marked target when it drops to 0 health points, successfully hides from you, breaks line of sight with you for 1 minute, or when you stop marking it (no action required).

R2 - Take Aim

Beginning at Rank 2, you can use a Minor Action on your turn to take aim. The first ranged attack you make with a rifle until the start of your next turn has advantage.

R3 - Precise Shot

Beginning at Rank 3, when you use the Attack Major Action to attack with a rifle, you can forgo all Extra Attacks to make a precise shot. When you do so, you gain a +5 bonus to the attack roll and double the dice on your damage roll.

R4 - Minor Action Reload

Beginning at Rank 4, you can reload a rifle you're holding as a Minor Action.

R5 (5) - Extra Attack

Beginning at Rank 5, when you use the Attack Major Action to attack with a Rifle, you can attack an additional time. At every 5th Rank thereafter, you can make one more attack in this way.

R6 - Piercing Shot

Beginning at Rank 6, when you hit a creature that is behind total cover, the cover's bonus to the target's armor value is reduced by an amount equal to your Rifle skill ranks (to a minimum of 0).

R7 - Lined up Shot

Beginning at Rank 7, when you hit a creature with a ranged attack using a rifle, creatures in a straight line from you behind the target that are also within range are hit as well, taking half the damage that your original target took. You can choose to exclude any creatures you can see of your choice from this effect.

R8 - Improved Target Marking

Beginning at Rank 8, when you hit your marked target with a ranged attack using a rifle, you deal extra damage of the rifle's primary damage type equal to your Rifle skill ranks. This extra damage is doubled for critical hits and tripled for deadly hits.

R9 - Sniper

Beginning at Rank 9, once per turn you can turn a hit with a ranged attack with a rifle you make into a critical hit, or a critical hit into a deadly hit.

Shield [BOD]

Attacks made using this skill add your [BOD] to the damage.

R1 - Protect Ally

Beginning at Rank 1, when a creature within 2m of you is hit by an attack while you're wearing a shield, you can use a Minor Action to add your shield's effective armor bonus to that creature's AV.

R2 - Shield Shove

Beginning at Rank 2, when you shove a creature while wielding a shield, you can add your shield's effective armor bonus to your roll.

R3 - Deflect

Beginning at Rank 3, you can use a Minor Reaction when you are missed by a ranged attack while wielding a shield to deflect the attack to a different target of your choice that you can see within 2m of you. The new target must make an Evasion roll against the original attack test of the attack and otherwise deals with the attack as if it was the original target of the attack, only with you as the attacker.

R4 - Shredding Resistance

Beginning at Rank 4, attacks made against you have their Armor Shredding reduced by an amount equal to your Shield Skill ranks (to a minimum of 0) while you're wielding a shield.

R5 - Heavy Shields

At Rank 5, you can effectively use heavy shields, gaining the increased armor bonus they provide.

R6 - Throw Shield

At Rank 6, you can throw your shield at enemies.

[Major Action] Throw Shield. You throw your shield to make a ranged attack against 1 target. Use the Shield skill for the attack roll. On a hit, the Shield deals 1d6 + BOD damage if it is a normal shield, or 1d8 + BOD if it is a heavy shield.

R7 - Shield Combat

Beginning at Rank 7, you can use your Shield as a melee weapon and dual-wield it. A normal shield deals 1d6 + BOD damage and a heavy Shield deals 1d8 + BOD damage. Also, you can add the Shield's effective Armor bonus to the damage rolls for any melee or ranged weapon attacks you make with it.

R8 - Redirect Aimed Attacks

Beginning at Rank 8, when you're hit with an aimed attack, you can redirect the attack to any other body part of your choice.

R9 - Effective Improvised Shields

Beginning at Rank 9, when you use improvised shields, they no longer have a reduced armor bonus for you.

R10 (10) - Extra Attack

At Rank 10, when you use the Attack Major Action to attack with a Shield, you can attack an additional time. At every 10th Rank thereafter, you can make one more attack in this way.

One-Handed Melee [AGI]

This skill is used for all kinds of melee weapons that are used with only one hand, like Knives, Clubs, Swords, Rapiers and the like.

Attacks made using this skill add your [BOD] to the damage.

R1 - Intercept

Beginning at Rank 1, while wielding at least one one-handed melee weapon, you can use a Minor Reaction when a creature within your melee range is attacking a creature other than you to intercept the attack and reduce the attacker's attack roll by your One-Handed Melee Skill ranks.

R2 - Parry

Beginning at Rank 2, you can add your One-Handed Melee Ranks to the Evasion test against incoming attacks while wielding a one-handed melee weapon.

R3 (3) - Extra Attack

At Rank 3, when you use the Attack Major Action to attack with a one-handed melee weapon, you can attack an additional time. At every 3rd Rank thereafter, you can make one more attack in this way.

R4 - Everything is a Weapon

At Rank 4, you can use the One-Handed Melee skill to make melee attacks with ranged weapons and improvised weapons as long as they don't require both hands to wield them.

R5 - Precision Strike

At Rank 5, the first time on your turn you make an aimed attack with a one-handed melee weapon, you reduce the penalty to the attack roll by an amount equal to your One-Handed Melee skill Ranks.

R7 - Disarming Strike

At Rank 7, when you disarm a target with an attack made with a one-handed melee weapon, instead of no damage, you can choose to deal half the damage of your attack.

R8 - Crippling

Beginning at Rank 8, when you hit with an aimed attack using a one-handed melee weapon, the target takes additional damage of the primary weapon damage type equal to your one-handed melee skill ranks and suffers an additional effect based on the type of additional damage.

Blunt - The target becomes nauseous until the end of its next turn.

Piercing - The damage of the attack ignores an amount of Armor Value equal to your One-Handed Melee skill Ranks.

Slashing - The target gains 1 stack of bleeding.

R10 - Lingering Blows

Beginning at Rank 10, when you hit with an attack with a one-handed melee weapon, you can inflict one of the following conditions of your choice to the target. Either 1 stack of bleeding, prone, or nauseous. When you land a critical hit, you can inflict 2 of them instead. When you land a deadly hit, you can inflict 3 of them instead. In those cases, inflicting multiple stacks of bleeding is a valid use of the additional number of conditions.

Two-Handed Melee [BOD]

This skill is used for all kinds of melee weapons that are used with both hands, like Polearms, Large Blades, Heavy Axes and the like.

Attacks made using this skill add your [BOD] to the damage.

R1 - Armor Shredding

Beginning at Rank 1, your hits with two-handed weapons shred armor. When you hit with a two-handed weapon, the target's armor is reduced by an amount equal to your Two-Handed Melee Skill ranks to a minimum of 0. On a critical or deadly hit, the amount of shredded armor is doubled. This only affects the armor on the body part or section you hit and affects shields first. A shredded piece of armor can be repaired with an hour of work using appropriate tools.

R2 - Reach

Beginning at Rank 2, your melee range for two-handed melee weapons is 4m.

R3 - Sweeping Strike

Beginning at Rank 3, you can use a Major Action while wielding a two-handed melee weapon to make a sweeping attack at multiple creatures within melee range. Choose up to a number of creatures equal to your Two-Handed Melee skill Ranks within melee range. Make an Attack test. Every target makes an Evasion test against that single attack test of yours as if you had attacked it directly. Roll damage for every target you hit, treating them as separate attacks.

R4 (4) - Extra Attack

At Rank 4, when you use the Attack Major Action to attack with a two-handed melee weapon, you can attack an additional time. At every 4th Rank thereafter, you can make one more attack in this way.

R5 - Block

Beginning at Rank 5, you can use a Minor Reaction when you're hit with an attack to add your Two-Handed Melee Ranks to your Armor Value for that attack.

R6 - Extended Reach

At Rank 6, your melee range for two-handed melee weapons increases to 6m. In addition, while wielding a two-handed melee weapon, you can now use a Minor Reaction when a creature enters your melee range to make an attack of opportunity against it.

R7 - Crippling

Beginning at Rank 7, when you hit with an aimed attack using a two-handed melee weapon, the target takes additional damage of the primary weapon damage type equal to your two-handed melee skill ranks and suffers an additional effect based on the type of additional damage.

Blunt - The target becomes nauseous until the end of its next turn.

Piercing - The damage of the attack ignores an amount of Armor Value equal to your Two-Handed Melee skill Ranks.

Slashing - The target gains 1 stack of bleeding.

R9 - Target rich environment

At Rank 9, other creatures no longer gain advantage or boni to attack tests against you from **Flanking** or features that grant advantage or boni to attack tests based on the number of creatures you're engaged with like Pack Tactics or the **Crowding** variant rule.

R10 - Dismember

At Rank 10, when you land a critical or deadly hit against a creature, you can remove one of its body parts. If the attack was an aimed attack, you remove the body part you aimed at. Otherwise, roll a d100 and refer to the Body Part table below to determine which body part gets dismembered.

Body Part	Dismember [d100]
Head	91-100
Arm	71-90
Leg	51-70
Hand	26-50
Foot	1-25

Combat

Initiative

During Combat everyone takes turns. As combat starts, the first thing to determine is the order in which everyone takes their turns. To do this, every combatant makes an Initiative test. Your initiative modifier is equal to INT + AGI. Once everyone has rolled their initiative tests, combat starts. The combatant with the highest initiative test result takes their turn first, followed by the next highest and so on until everyone has taken a turn. Once everyone has taken their turn, it starts back from the top until Combat ends.

Surprise

Sometimes when combat starts, one or more combatants are **unaware** of the threat. In such situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Stealth tests of anyone hiding with the passive Perception score of each creature on the opposing side. Any creature that doesn't notice a threat is surprised at the start of the encounter.

Refer to the **surprised** condition for details. A surprised creature stops being surprised at the end of their first turn. A member of a group can be surprised even if the other members aren't.

Actions

During your turn, you can take actions and move. There are 2 kinds of Actions: **Minor Actions** and **Major Actions**. Minor Actions are things you can do quickly without much effort, while Major Actions tend to involve more complex tasks. Examples of Major and Minor Actions follow.

During their turn, every creature generally gets 1 Major Action and 1 Minor Action. Some features and skills increase the amount of available Actions and some effects reduce them.

At the start of your turn, you lose all unspent Actions of your previous turn.

Exchanging Actions

You can always exchange one Major Action for two Minor Actions and vice versa.

Reactions

Any Actions you don't spend during your turn remain in the form of Reactions. Reactions are Actions that can be used when certain trigger conditions apply during any combatants' turn (including your own).

[Major Action] Attack. You attack a target creature within range using a weapon or by performing an unarmed strike. You can draw one weapon as part of your attack action before making an attack. This only applies once per Attack Action, even if you can attack multiple times as part of the same Attack Action, like with the Extra Attack feature.

[Major Action] Dash. You can move an additional distance equal to your movement speed this turn.

[Major Action] Dodge. You focus on evading attacks and other forms of damage. Until the start of your next turn, you gain advantage on Evasion tests.

[Major Action] Hide. You attempt to hide behind an obstacle. Roll a Stealth [AGI] test. You are hidden from all creatures who don't have line of sight on you and who have a Passive Perception [INT] lower than your Stealth test result.

[Major Action] Disengage. Until the end of your turn, you don't provoke opportunity attacks.

[Major Action] Reload. You reload a weapon you're holding.

[Major Action] Help. You lend your aid to another creature in the completion of a task. The creature you aid gains advantage on the next test other than an attack or Evasion test it makes to perform the task you are helping with, provided that it makes the test before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 2m of you. You faint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack test is made with advantage.

[Major Action] Ready Major Action. You can ready a Major Action, effectively delaying it until a certain trigger condition is met. You define the trigger condition when you take this action and when it is met before the start of your next turn, the action takes effect as if it was a Major Reaction.

[Minor Action] Ready Minor Action. You can ready a Minor Action, effectively delaying it until a certain trigger condition is met. You define the trigger condition when you take this action and when it is met before the start of your next turn, the action takes effect as if it was a Minor Reaction.

[Minor Action] Draw/Stow Weapon. You draw or stow one weapon.

[Minor Action] Interact. You interact with an Object you're holding or with an Object within 2m that's not being carried or worn by a creature.

[Minor Action] Pack/Unpack Object. You retrieve one object from or place one object into a backpack, pocket or other container you're wearing or from a container within 2m.

[Minor Action] Hand Over. You hand one object you're holding to another creature that has enough hands free to hold it within 2m of you. The other creature doesn't have to use any Actions to receive the object.

[Minor Action] Take. You take one object you have enough hands free to hold from another willing creature that is holding it within 2m of you.

[Minor Action] Toss Object. You toss one object you're holding to a creature within Agility × 2m. That creature must use the Catch reaction to catch the object, otherwise it drops to the ground underneath it.

[Minor Action] Shove. You attempt to shove a creature within 2m of you either prone or 2m directly away from you. Make an Athletics [BOD] test contested by the target's Evasion or Athletics [BOD] test (target's choice). If you win, the target either falls prone or is moved 2m directly away from you.

[Minor Action] Grapple. You attempt to grapple a creature within 2m of you. Make an Athletics [BOD] test contested by the target's Evasion or Athletics [BOD] test (target's choice). If you win, the target becomes grappled by you.

[Minor Action] Break free. You attempt to break free from a creature that is grappling you. Make an Athletics [BOD] or Evasion test (your choice) contested by the target's Athletics [BOD] test. If you win, you are no longer grappled by the target.

[Major Reaction] Joint Casting. (Requires Spellwork Rank 3) When a creature you can see casts a spell that you have memorised at a target you can see within range, you can use a Major Reaction and expend enough Essence to cast the spell yourself. When you do so, simply add your Spellwork skill Ranks to the triggering spell's power.

[Minor Reaction] Opportunity Attack. When a creature leaves your melee range, you can attack it once.

[Minor Reaction] Catch. When an object is tossed to you (using the Toss Object Action) or dropped within 2m of you, you can catch it, provided you have enough hands free to hold it.

Movement

Most creatures have at least one type of movement speed. During your turn, you can move up to a number of meters equal to your movement speed. You can break up your movement between Actions as you please. So for example, with a walking speed of 10m you could first move 2m, then attack, then move another 4m, then reload and then move another 4m.

Movement Types

There are a few different types of movement that allow you to move in different dimensions, as well as different environments. Generally, most creatures have a Walking speed, while some have a flying speed in addition to that and others have a climbing speed. Following are all types of movement including some explanation.

- **Walking** - The most common type of movement speed. It allows you to move along horizontal surfaces.
- **Climbing** - If you have a climbing speed, that means you can climb that far without expending extra movement. You can still climb without a climbing speed, but if you do, you have to expend double the walking speed.
- **Flying** - A flying speed allows you to move through the air in all directions. If your flying speed is reduced to 0 or you are knocked prone, you fall to the ground, unless you have the **hover** property attached to your flying speed.
- **Swimming** - Swimming speed allows you to move through water and similar liquids by swimming or diving without expending extra movement. You can still swim or dive without a swimming speed, but if you do, you have to expend double the walking speed.
- **Burrowing** - A burrowing speed allows you to move through solid material like sand, soil, or rock in any dimension without expending extra movement. Solid metals usually can't be burrowed through however. Creatures burrowing through solid materials generally leave behind tunnels big enough for another creature of their size to pass through. This of course doesn't apply when burrowing through sand for example.

Combining Movement Types

If you have several movement speeds at your disposal, you might want to combine them during your turn. The way to do this is rather simple. Every time you move, you deduct the distance you moved from all of your movement speeds. After that you can move with any movement speed that you have more than 0m left of. At the start of your turn, you simply reset all your movement speeds back to their maximum.

For example, let's say you have a walking speed of 10m and a flying speed of 20m. You could begin by walking 10m. After that, you are left with no more walking speed and 10m flying speed. You can still move, but you have to use your flying speed now, since there's no walking speed left. That would bring you another 10m further.

Difficult Terrain

Sometimes spaces are full of obstacles that make movement across them difficult. These spaces are referred to as difficult terrain. When moving through difficult terrain, for every meter you move, you have to expend an additional meter of movement speed.

Examples of difficult terrain include surfaces covered in slippery ice or water, rubble, or other obstacles.

Making an Attack

When you attack a creature, you first make an Attack test contested by the creature's Evasion test. If you succeed, you hit and deal damage according to the weapon or magic used.

Your attack test is a Skill test based on the weapon or spell you're using. For example, if you attack with a revolver, you make a Pistol [AGI] test. Simply roll a d20 and add your [AGI] and your Pistol skill Ranks to the roll.

An Evasion test is a special test where you add your [AGI] + [INT] to the d20 roll.

Critical Rolls

When you roll a 20 on your d20 roll of your Attack test, you score a **critical hit**. When that happens, simply roll double the amount of dice for damage.

If the target creature rolls a 1 on their Evasion test and you roll a 20, you score a **deadly hit**! When that happens, treat your damage rolls as if you had rolled the highest number on every die after doubling the amount of dice.

If the target rolls a 20 on their Evasion test and you roll a 20 on your Attack test, your critical hit is turned into a normal hit.

If the target rolls a 20 on their Evasion test and you rolled anything but a 20 on your Attack test, you miss automatically, even if your total is equal to or higher than the target's total Evasion roll.

If the target rolls a 20 on their Evasion test and you roll a 1 on your Attack roll, you **fumble** your attack, and your turn ends. You retain your remaining Actions and can use them to react as normal.

If you roll a 1 on your attack test, you miss automatically, no matter the target's total on their Evasion test.

Aiming for Body Parts

When you attack an enemy, you can aim for a specific body part. At the expense of a more difficult to hit target, you can in this way aim for a less protected part of your enemy, attempt to disarm them, or even wound or sever a specific body part.

Whenever you make an attack against another creature, before you make your attack test, you can declare you're aiming for a specific part of the target. When you do so, you apply a penalty to your attack test depending on what you're aiming for. Refer to the **Body Parts** table for the parts you can aim for and the attack penalty that applies for each of them.

If you hit a specific body part with a melee attack and deal a total amount of damage equal to or higher than half of the target's hit point maximum, the target must make a Body test against 15. If they fail, they gain a number of stacks of the bleeding condition according to the **Bleeding** column in the Body Parts table and if the target wasn't the creature's torso, they lose that body part.

If you hit either the head or the eye of your target, instead of rolling damage, treat your damage as if you had rolled the maximum number on all damage dice. If you score a deadly hit against a target's head or eye, you kill them instantly.

Disarming

If you hit a target's hand after aiming for it, you can choose to force the target to drop anything they're holding in that hand instead of dealing damage. You can declare this after you hit, but before rolling damage.

Losing a Body Part

When you lose a body part, you gain a number of stacks of the bleeding condition according to the **Bleeding** column in the Body Parts table. This bleeding can be healed without having to restore the body part just like bleeding from any other source. While the body part is missing, you also gain a detrimental effect as described in the **Missing Effect** column of the Body Parts table.

Lost body parts can be reattached using powerful magic which is hard to come by, but more commonly they can be replaced by Prosthetics or even Autolimbs. Either way, once a missing body part is replaced or reattached, you no longer suffer from the Missing Effect.

Body Part	Attack Penalty	Bleeding	Missing Effect
Head	-8	–	You die instantly and cannot be revived until the Head is restored. Generally, the head can't be replaced by prosthetics or autolimbs.
Arm	-6	3	You can no longer use Two-Handed weapons or dual-wield and you have disadvantage on all Body or Agility tests that involve your arms.
Leg	-5	5	Your movement speed is halved and you have disadvantage on all Body or Agility tests that involve your legs.
Hand	-8	2	You can no longer use Two-Handed weapons or dual-wield and you have disadvantage on all Body or Agility tests that involve your hands.
Foot	-7	2	Your movement speed is halved and you have disadvantage on all Body or Agility tests that involve your feet.
Torso	-2	5	–
Eye	-10	3	You have disadvantage on all Intuition tests that rely on sight and you have disadvantage on ranged attack rolls.

Improvised Attacks

Attacking someone with an object that is not a weapon is called making an improvised attack or an attack with an improvised weapon. If you make a melee attack with a ranged weapon or throw a melee weapon, you're also making an improvised attack.

When you make an improvised attack, treat it as a normal attack. What skill you use for the attack roll depends on the object you use and in what way you use it to make the attack.

If you make an improvised attack with an object that is a weapon, for example hitting someone with the butt of a pistol or throwing a sword at somebody, you make the attack using the skill that matches the weapon.

Otherwise, you don't use a skill. You simply make an Agility test for your attack test.

Damage

An improvised attack always deals $1d4 + \text{BOD}$ damage. Even if the object used for the attack is a weapon, in which case that damage replaces the weapon's damage.

However, all magical effects or other features affecting the object that trigger on an attack, hit, or when it deals damage, also trigger with an improvised attack.

Range

When you make a ranged improvised attack to throw an object, you can do so at a range of 6m / 20m.

off-hand is free. For example, you can wield a knife in your main-hand and a pistol in your off-hand if you have at least 4 Ranks in the Pistol skill.

When you have a weapon in your main-hand and another weapon in your off-hand, you are dual-wielding. While dual-wielding, you gain the following benefits:

- When you use the Attack Major Action, for each attack you can choose whether to make it with your main weapon, or with your off-hand weapon.
- The number of attacks you can make with your Attack Major Action is defined by the appropriate skill for your main-hand weapon.
For example, if you have 1 Rank in Knife and 3 Ranks in Pistol and you're wielding a knife in the main hand and a pistol in your off-hand, you don't benefit from the pistol skill's Extra Attack.
- When you are wielding a main-hand weapon that you could wield in your off-hand, you can make an extra attack with your off-hand weapon as part of your Attack Major Action.

Dual-Wielding

You can wield light weapons (except Pistols if you have less than 4 ranks in the Pistol skill) in your off-hand. You can only do so when your

Damage

When you are hit by an attack, you take damage. How much damage you take is determined by the weapon, spell or other feature used to attack you, as well as the skill used to make the attack roll. Simply add the damage stated by the weapon, spell, or other feature to the attribute modifier stated in the skill's description (if any).

Once that damage is determined, you first deduct your Armor Value from it and then apply any resistances or immunities, followed by any vulnerabilities.

Armor

When you're hit by an attack that wasn't aimed at a specific body part, you apply your **Default Armor Value (DAV)**. For humans and most humanoids, the DAV is equal to the **Armor Value (AV)** of its Torso. If it is different for a creature, it will say so in its stat sheet.

If you're hit on a specific body part, only the armor value of any armor covering that body part is applied.

If you're wielding a Shield, you can apply its armor value no matter where you're hit.

Resistance, Immunity and Vulnerability

Some magical effects, armour or other conditions may cause one of your body parts or your entire body to be resistant, immune or vulnerable to one or more damage types.

When you're resistant to a damage type, any damage of that type you take is halved (rounded down).

When you're immune to a damage type, you don't take any damage of that type.

When you're vulnerable to a damage type, any damage of that type you take is doubled.

Vulnerability and Resistance cancel each other out just like Advantage and Disadvantage. That means, when multiple sources give you multiple instances of Resistance and Vulnerability to the same damage type, add together all instances of Resistance and all instances of Vulnerability. Whatever you have more of, applies as if you had only one instance of it. If you have equal amounts of instances of Vulnerability and Resistance to

the same damage type, you take damage as if you had neither.

If you are immune to a damage type, you ignore any sources of vulnerability to that damage type.

Damage Types

There are different types of damage you can inflict or take. Some objects and creatures are more susceptible to different damage types and some are completely unfazed by them. Following is a list of all damage types including examples of where you might encounter them.

- **Blunt** - unarmed strikes, club weapons, getting hit by falling rocks, etc.
- **Slashing** - blades, shards, etc.
- **Piercing** - needles, small blades, bullets, etc.
- **Fire** - flames, explosions, etc.
- **Electrical** - lightning strikes, electrical arcs, etc.
- **Acid** - acidic substances
- **Poison** - poisonous or venomous creatures or plants, poisoned food, ResistanceList of poison-coated weapons, etc.
- **Cold** - being out in the cold, ice magic, etc.

Dropping to 0 Hit Points

When you drop to 0 hit points, you fall **unconscious**.

While unconscious in this way, at the start of each of your turns, you make a Death test. You roll a d20 and if it is 10 or higher, you succeed. If it is 9 or lower, you fail. Track your successes and failures. If you have 3 successes, you regain 1 hit point, and become conscious and able to take your turn as normal. If you have 3 failures, you die. You stop rolling if you regain any hit points and your number of successes and failures resets to 0 if you fall to 0 hit points again.

If you roll a 20 on any of your Death tests, you immediately regain [BOD] (minimum of 1) hit points. If you roll a 1, it counts as two failures.

Conditions

Creatures sometimes suffer from afflictions that affect them negatively. These are reflected by conditions. There are different types of conditions, some of which can stack to increase the effect it has on the creature.

The different conditions are listed below along with their effects. Stackable conditions are marked with the **[Stackable]** keyword.

Damage dealt by conditions ignores armor.

Bleeding [Stackable]

At the start of each of its turns, a bleeding creature takes slashing damage equal to the stacks of the bleeding condition it has.

If a creature has 5 or more stacks of the bleeding condition, it is nauseous (see the condition).

Blinded

A blinded creature can't see and automatically fails any test that requires sight.

Attacks made against the creature have advantage, and the creature's attacks have disadvantage.

Burning [Stackable]

At the start of each of its turns, a burning creature takes fire damage equal to the stacks of the burning condition it has.

Any creature within 2m of the burning creature can use a Minor Action to remove 1 stack of burning.

If a burning creature becomes wet, it loses 1 stack of burning and doesn't become wet.

If a burning creature is fully submerged in water, it loses all stacks of burning.

Charmed

A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.

The charmer has advantage on any test to interact socially with the creature.

Deafened

A deafened creature can't hear and automatically fails any test that requires hearing.

Engaged

If you are within 2m of an enemy that is not Incapacitated, you are engaged.

An engaged creature makes ranged attacks with disadvantage.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	Disadvantage on tests other than attacks or evasion tests
2	Speed halved
3	Disadvantage on attacks and Evasion tests
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on tests other than attacks or evasion tests.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink. Also, being raised from the dead reduces a creature's exhaustion level by 1.

Frightened

A frightened creature has disadvantage on tests while the source of its fear is within line of sight.

The creature can't willingly move closer to the source of its fear.

Frozen

A frozen creature is encased, along with any nonmagical object it is wearing or carrying, in solid ice. Its weight increases by a factor of ten.

The creature is incapacitated (see the condition), can't move or speak, and can only hear muffled sounds.

Attacks made against the creature have advantage.

The creature automatically fails Evasion tests critically.

The creature has resistance fire damage.

The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralised.

The creature loses all stacks of burning.

The creature is immune to bleeding, although bleeding already affecting the creature is suspended, not removed.

If the creature gains the burning condition, it thaws (stops being frozen), becomes wet and does not get the burning condition.

Grappled

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.

The condition ends if the grappler is incapacitated (see the condition).

The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is shoved away.

Incapacitated

An incapacitated creature can't take Actions.

Invisible

An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

Attacks made against the creature have disadvantage, and the creature's attacks are made with advantage.

Nauseous

A nauseous creature has disadvantage on all tests.

Paralyzed

A paralyzed creature is incapacitated (see the condition) and can't move or speak.

The creature automatically fails Evasion tests (but not critically).

Attacks made against the creature have advantage.

Any attack that hits the creature is a critical hit if the attacker is within 2m of the creature.

Petrified

A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases ageing.

The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.

Attacks made against the creature have advantage.

The creature automatically fails Evasion tests critically.

The creature has resistance to all damage.

The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralised.

The creature loses all stacks of burning and is immune to the burning condition.

The creature is immune to bleeding, although bleeding already affecting the creature is suspended, not removed.

Poisoned [Stackable]

At the start of each of its turns, a poisoned creature takes poison damage equal to the stacks of the poisoned condition it has.

If a creature has 5 or more stacks of the poisoned condition, it is nauseous (see the condition).

Prone

A prone creature can spend half of its movement to stand up and stop being prone.

While prone, a creature can only move by crawling, which is walking but for every meter of movement, it has to expend one extra meter of movement speed.

A prone creature has disadvantage on Evasion tests.

Ranged attacks against a prone creature have disadvantage.

Restrained

A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.

Attacks made by a restrained creature are made with disadvantage and attacks made against a restrained creature are made with advantage.

A restrained creature has disadvantage on Evasion tests.

Stunned

A stunned creature is incapacitated, can't move and can't speak.

A stunned creature automatically fails Evasion tests (but not critically) and attacks against a Stunned creature always hit unless they're critical misses.

Attacks against a stunned creature are made with advantage.

Suffocating

A suffocating creature can't speak or breathe.

At the start of each of its turns, a suffocating creature takes 1d6 Blunt damage ignoring damage resistances and invulnerabilities.

Surprised

A surprised creature is Incapacitated and can't move.

The creature has disadvantage on Evasion tests.

Unconscious

An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings

The creature drops whatever it's holding and falls prone.

The creature automatically fails Evasion tests critically.

Attacks made against the creature have advantage.

Any attack that hits the creature is a critical hit if the attacker is within 2m of the creature.

Wet

A wet creature is vulnerable to Electrical damage.

If a wet creature gets the burning condition, it stops being wet and gets one stack of burning less.

Cover

Being behind solid objects or creatures can help decrease the chance of being hit. When there's something between you and an attacker or an area of effect's point of origin (such as a grenade for example) that is large enough to cover at least half of you, you are behind **half cover**. If it is large enough to cover at least three-quarters of you, you are behind **three-quarters cover**. And lastly, if it is large enough to cover you entirely, you are behind **total cover**.

Half Cover

If you are behind half cover, you gain a +2 bonus to your Evasion test.

Three-Quarters Cover

If you are behind three-quarters cover, you gain a +5 bonus to your Evasion test.

Total Cover

If you are behind total cover, you can't be targeted by attackers unless they can see through the cover and if so, you get a bonus to all your Armor Values depending on the cover. Refer to the Total Cover table. If the cover is strong enough, the GM can rule that the attack doesn't penetrate it at all.

Areas of Effect have no effect on you if you are behind total cover, unless they specify otherwise.

Total Cover	AV Bonus
Glass Window	+1
Thin Sheet of Metal or solid Rock (less than 1 cm thick) or Wooden Planks	+2
Thick Sheet of Metal or solid Rock or Brick (less than 5 cm thick)	+3
Solid Rock or Brick Wall or a Tree Log	+5

Shooting behind Total Cover

If you suspect a creature to be behind total cover, even if you don't see it, you can make an attack with disadvantage, targeting a space behind cover. If you do so, you can't aim at specific body parts. If you hit and there was indeed a target there, the increased armor provided by the cover applies.

Flanking

When you're melee attacking a creature that is also engaged with another enemy of that creature opposite of you, you gain advantage on that attack.

In order to flank a creature in this way, you need to stand on the opposite side of that creature. When using a grid of squares or hexagons to determine positions in combat, simply draw a line from the centre point of your space to the centre point of the other potentially flanking creature's space. If the line passes through the target creature's space, you are flanking it.

Variant Rule: Crowding

As a variant rule to Flanking (or in addition to Flanking if you're feeling extra spicy) you can grant a bonus to melee attacks against creatures that are engaged with more than one enemy creature equal to the number of additional engaged enemies beyond the first.

For example, when you make a melee attack against a creature that is surrounded by 2 more enemies of it in addition to yourself, you gain a +2 bonus to your attack roll.

This variant rule adds an extra element of danger to fighting crowds of enemies and adds an additional way for your group to help each other out in melee by engaging the same targets.

Holding your breath

A creature can hold its breath up to a number of minutes equal to its Body score. After that, it is **suffocating** (see the condition).

Alchemy

Alchemy is used to create elixirs and potions, extract essence, and enchant objects.

Essence Extraction

According to alchemy, everything is made up of the four elements Water, Earth, Fire and Air. The first thing that alchemists learn is breaking down raw natural things into these elements. This process is called **Extraction**, and it yields **Essence**, which is the rawest form of the elements that can be bottled and used for all kinds of alchemical procedures, as well as witchcraft!

Every object has an Essence value, which describes the amount of Essence that can be extracted from it. If the object has the **processed** keyword, it is significantly harder to extract any Essence from it, as its composition deviates from the natural form of its materials.

Beginning at Rank 1 in the alchemy skill, you can spend 1 hour to perform Extraction on up to a number of objects equal to your Alchemy skill Ranks. Make an Alchemy [LOG] test. The Difficulty for this test is 15 for unprocessed objects and 20 for processed objects. On a success, you manage to extract the Essence from the object. Whether you succeed or not, the object is destroyed. Make sure you have enough containers to store the Essence in before beginning the Extraction process, otherwise any Essence you can't put into an appropriate container is lost.

To extract from processed objects, you need at least 5 Ranks in the Alchemy skill.

Elixirs

Elixirs are consumable mixtures that have instantaneous effects when used.

Because of their simple nature, Elixirs can be mixed quite quickly and without a recipe.

Beginning at Rank 2 in the alchemy skill, to create an Elixir, you can spend 10 minutes to mix the required Essence into an Elixir, no test required.

Potency

The **potency** of an Elixir is equal to your ranks in Alchemy at the time of mixing. It basically translates to how effective an Elixir is at what it does as described in the Elixir's description.

You can also add more Essence during mixing to further increase the potency, but doing so is risky. When you mix an Elixir, you can expend an amount of additional Essence up to your Alchemy skill Ranks to potentially increase its potency. The added Essence must be of an element used in the Elixir's mixing and is consumed. Make an Alchemy test against 10 + the amount of added Essence. On a failure, the entire mixing fails, and all Essence used is destroyed without producing an Elixir. On a success, the resulting Elixir's potency increases by +1 for each Essence added.

Potions

Potions are rather complex concoctions that have a wide variety of effects. Most alchemists make their living selling potions and for a good reason. Making potions requires expertise, a recipe, the proper tools and ingredients, and time.

Consuming a potion is a Minor Action.

Alternatively, a potion can be administered to an Incapacitated or willing creature that is not dead within 2m using a Minor Action.

Potion Recipes

To brew a potion, you first need its recipe. You can buy them, find them, or even discover them on your own through experimentation.

Experimentation

If you have at least 1 Rank in the Literature skill and 3 Ranks in the Alchemy skill, you can spend at least 1 hour **experimenting** to find a potion's recipe. To do so, first select a Potion you don't already have the recipe of, which will be the potion you're attempting to recreate. At the end of every hour spent experimenting, make an Alchemy [LOG] test against 10 + the potion's complexity. If you succeed, you discover a part of the recipe, which you track. Once your discovered parts of the recipe reach the potion's complexity, you discover the entire recipe and gain one potion of the type with a potency equal to its complexity. Every hour of experimentation uses an amount of Essence (any combination of Elements of your choice) equal to the potion's complexity, whether you succeed on the test or not. If you don't have enough Essence available, you can't experiment.

Potion Brewing

Crafting potions is referred to as **Brewing**. It's a long process that requires proper tools and patience. To brew a potion, you need its recipe and at least 3 Ranks in the Alchemy skill. Then, you need to spend a number of hours equal to the potion's complexity reduced by 1 hour per Alchemy skill Rank (to a minimum of 1 hour). The Essence needed to brew the potion is expended and at the end of the process, you gain the potion you wanted to brew with a **potency** equal to its complexity.

Unlike Elixirs, you can brew potions in **batches** by expending more Essence without added brewing time. When you brew a potion, you can expend a respective amount of Essence for up to a number of potions equal to your Alchemy skill Ranks. The potions you craft in this way are all of the same type and potency.

As with Elixirs, you can increase a potion's potency by adding extra Essence. When you brew a potion, you can expend an amount of additional Essence of an Element used by the potion recipe up to your Alchemy skill Ranks to increase the resulting potency by +1 for each added Essence. At the end of the brewing process, make an Alchemy [LOG] test against 10 + the amount of added Essence. On a success, the resulting potion's potency increases by +1 for every Essence added. On failure, the brewing process yields a faulty potion, which means that its potency is reduced by -1 for each added Essence. If the potion's potency reaches 0 because of that, the brewing fails and yields no potion.

If you add Essence for increased potency when brewing a batch of several potions, you need to add enough extra Essence for all potions of the batch. The test remains the same as if you would only make one enhanced potion and the outcome affects all potions of the batch equally.

Infusion

Particularly skilled Alchemists can not only mix Essence into Elixirs or brew it into potions, but they can also infuse mundane objects with Essence to enchant them with magical properties. This process is risky and extremely difficult, but when successful it can yield powerful results.

To infuse an object, you need at least 7 Ranks in the Alchemy skill, the object to infuse, and enough Essence for the desired infusion. You can spend a number of hours equal to the Infusion's complexity to try to infuse the object. The entire Infusion process needs to be done in one go and cannot be interrupted. If it is interrupted, the process fails and needs to be started over. At the end of the process, make an Alchemy test against 20. If you succeed, the object is successfully infused and gains the infusion's bonuses. If you fail, you can expend an amount of Essence (of any combination of Elements you choose) equal to the infusion's complexity to salvage the original object. If the object was already infused, add the complexity of all infusions on the object to that salvage cost. Otherwise, the original object is destroyed. Either way, any Essence used for the infusion is expended.

Normally, each object can only be infused once. However, for every 3rd rank in Alchemy after the 7th rank (ranks 10, 13, and so on), you can infuse the same object with additional infusions.

Infusions do stack and multiple different infusions on one object are possible, without any need for additional resources or tests. There is always the risk of destroying an already infused object when trying to infuse it again, so be careful. The only limit is your skill.

Infusing Creatures

Some infusions target creatures. This works just like with objects, except the penalty for failing is different. If you fail to infuse the creature, it doesn't get harmed in any physical way, but it must succeed on a DT 20 Body or Willpower test or gain a level of the **Essence Burn** quality. If it already has 3 levels of that quality, it dies instead.

Focus Crafting

A focus is a powerful tool used by witches to enhance their magic. It is an object infused with a great amount of Essence of a single Element that witches can draw on as a source of power.

To craft a focus, you need at least 9 Ranks in the Alchemy skill and a rare gemstone that has been infused with the appropriate Para infusion for the element and no other infusion. For example, if you want to create a Fire Focus, you have to first infuse a suitable gemstone with the Ignis Para infusion. You can then spend 1 hour preparing a special time-consuming infusion, expending at least 10 Essence of the matching Element. For every Essence you use, the infusion then takes 1 day to complete, during which the object must soak in the Essence and cannot be moved. If it is moved, the process fails, and the Essence is lost. At the end of the process, the gemstone is turned into a Focus with a value equal to +1 for every 10 Essence used (up to half of your Alchemy skill Rank).

You can use a Focus of matching element instead of an infused gemstone and if you do so, at the end, the focus' value increases by +1 for every 10 Essence used (but not beyond half of your Alchemy skill Rank).

List of Elixirs

[P] ... Potency

W, F, E, A ... Water, Fire, Earth, Air

Vita

Essence: 1A, 1E, 1F, 1W

Restores **[P]** health points to a creature with 0 health points that isn't dead.

Cura

Essence: 2E, 2W

Cures **[P]** stacks of poison.

Velocitas

Essence: 3A, 2F

Grants +1 Minor Action until the end of your next turn.

Arma

Essence: 5E

Adds +**[P]** to your Default Armor Value until the start of your next turn.

Lumos

Essence: 3F

When activated, it shines brightly in a 10m radius and dimly 10m beyond that for **[P]** hours and is consumed at the end of that duration.

Acidum

Essence: 2A, 3F, 1W

When applied to an object or creature, it takes **[P]** acid damage, shredding the same amount of armor.

Baculum

Essence: 2E, 2W

Can be used as a powerful glue that requires a successful Body test against 15 + **[P]** or 10 + **[P]** acid damage to break it.

List of Potions

[P] ... Potency

W, F, E, A ... Water, Fire, Earth, Air

Healing

Essence: 2A, 2E, 2F, 2W

Restores **[P]**d4 hit points.

Cleansing

Essence: 3E, 3W

Cures all stacks of poison.

Haste

Essence: 3A, 2F

Grants +1 Minor Action each round for **[P]** rounds (including your current turn).

Restoration

Essence: 5E

At the start of your turn, you regain 1d4 health points for the next **[P]** rounds.

Water Breathing

Essence: 2A, 3W

For the next **[P]** hours, you can breathe underwater.

Flight

Essence: 6A

For the next **[P]** minutes, you can fly with a speed equal to your walking speed.

Charm

Essence: 2F, 3W

For the next **[P]** hours, you have advantage on Persuasion tests.

Muscle

Essence: 4E, 1F

For the next **[P]** hours, you have advantage on Athletics tests.

Fire Immunity

Essence: 6W

For the next **[P]** minutes, you are immune to Fire damage.

Electrical Immunity

Essence: 6E

For the next **[P]** minutes, you are immune to Electrical damage.

Acid Immunity

Essence: 3E, 3W

For the next **[P]** minutes, you are immune to Acid damage.

Poison Immunity

Essence: 3E, 3W

For the next **[P]** minutes, you are immune to Poison damage. You can still gain additional poison stacks.

Hardening

Essence: 6E

For the next minute, you gain a +**[P]** bonus to all of your Armor Values.

Night Vision

Essence: 1A, 3F, 1W

For the next **[P]** hours, you have **Nightvision**.

Explosion

Essence: 6F

When this potion is thrown or smashed, it explodes in a 10m radius sphere, dealing **[P]**d6 Fire damage to creatures and objects in the area.

Last Stand

Essence: 2A, 2E, 4F, 2W

For the next minute, if damage from any source other than a critical or deadly hit would reduce you to 0 health points, you keep 1 health point. At the end of that duration, if you're at 1 health point still, you immediately drop to 0 health points.

Wound Closure

Essence: 1E, 1F, 4W

Cures all stacks of bleeding.

List of Infusions

[P] ... Potency

W, F, E, A ... Water, Fire, Earth, Air

Praevalere

Essence: 10A, 10E, 10F, 10W
Target: Weapon

This infusion can be applied more than once, but each time with a different associated damage type.

Choose a damage type when applying this infusion. That damage type becomes the associated damage type of the infusion. The infused weapon ignores all instances of resistance to the associated damage type when it deals damage.

Diminuens

Essence: 10A, 10E, 10F, 10W
Target: Object

This infusion can be applied more than once, but each time with a different associated damage type.

Choose a damage type when applying this infusion. That damage type becomes the associated damage type of the infusion. The infused target becomes resistant to the associated damage type.

Ignis

Essence: 20F
Target: Weapon

This infusion adds +[P]d4 + [P] Fire damage.

Fulgur

Essence: 20A
Target: Weapon

This infusion adds +[P]d4 + [P] Electrical damage.

Toxicum

Essence: 10E, 10F
Target: Weapon

This infusion adds +[P]d4 + [P] Poison damage to the target weapon's damage.

Acidum

Essence: 10F, 10W
Target: Weapon

This infusion adds +[P]d4 + [P] Acid damage to the target weapon's damage.

Frigus

Essence: 10A, 10W
Target: Weapon

This infusion adds +[P]d4 + [P] Cold damage to the target weapon's damage.

Vinculum

Essence: 12A, 12E, 12F, 12W
Target: Object

This infusion binds a target object no larger than [P] Slots to a target creature of your choice. Choose the target creature when you start the infusion process. The target creature must be close to the target object during the entire infusion process.

The infused object can not be interacted with by a creature other than the bound target creature and attempting to pick it up, or otherwise interact with it simply fails for anyone else.

Vocare

Essence: 12A, 12E, 12F, 12W
Target: Object

This infusion can only be applied to a target object no larger than [P] Slots, linking it to up to [P] creatures of your choice (choose when starting the infusion process), all of which must be close to the target object for the entire infusion process.

As a Minor Action, any creature linked to the infused object can summon it into its hand, onto its body (if it's a piece of clothing or armor) or simply into an empty space in front of it.

Permuto

Essence: 20E, 20W
Target: 2 Objects

This infusion can only be applied to two target objects that must roughly be the same size in Slots (Within **[P]**/2 Slots of each other) and each of them must be **[P]** Slots or smaller. The infusion process melds one of the objects into the other (Your choice which one when applying the infusion), making it disappear.

After that, anyone touching the object can speak a command word (defined by you when infusing the objects) as a Minor Action to make the object change shape into the other object or vice versa.

When this infusion is applied to a prosthetic, it stays attached to the wearer when the command word is spoken and the prosthetic takes on the properties of the other infused object. Also, in case of a prosthetic, it doesn't require a command word but instead the wearer can simply choose to make it change shape as a Minor Action.

Inflammare

Essence: 10F
Target: Weapon

When the target weapon hits, up to **[P]** stacks of burning are applied to the attack's target.

Rigare

Essence: 10W
Target: Weapon

When the target weapon hits, up to **[P]** stacks of burning are removed from the attack's target and it becomes wet.

Glaciare

Essence: 10A, 10W
Target: Weapon

When the target weapon hits, the attack's target becomes frozen for up to **[P]** turns. If the attack's target is burning, it is not frozen, but instead up to **[P]** stacks of burning are removed instead.

Magia Tutela

Essence: 10E
Target: Armor (Individual Piece) or Shield

Can only be applied once. The target gains a +**[P]** bonus to its AV.

Ignis Para

Essence: 15A, 15E, 15W
Target: Gemstone at least 1 Slot big

The gemstone must have been gathered from a strong natural source of Fire Essence (for example an active volcano). The infusion process prepares the gemstone for the creation of a Fire focus by balancing the elements within the gem.

Aqua Para

Essence: 15A, 15E, 15F
Target: Gemstone at least 1 Slot big

The gemstone must have been gathered from a strong natural source of Water Essence (for example the bottom of the deep sea). The infusion process prepares the gemstone for the creation of a Water focus by balancing the elements within the gem.

Terra Para

Essence: 15A, 15F, 15W
Target: Gemstone at least 1 Slot big

The gemstone must have been gathered from a strong natural source of Earth Essence (for example a cave deep underground). The infusion process prepares the gemstone for the creation of an Earth focus by balancing the elements within the gem.

Aëris Para

Essence: 15E, 15F, 15W
Target: Gemstone at least 1 Slot big

The gemstone must have been gathered from a strong natural source of Air Essence (for example the tip of a high mountain). The infusion process prepares the gemstone for the creation of an Air focus by balancing the elements within the gem.

Engineering

Engineering Skills include Clockwork Mechanics, Tinkering, Gunsmithing and Vehicle Mechanics.

With **Clockwork Mechanics** you can design, assemble and maintain **clockworks** of all kinds. It is an art form as much as it is a science.

With **Gunsmithing** you can design, assemble and maintain guns of all kinds.

With **Vehicle Mechanics** you can design, assemble and maintain vehicles of all kinds.

And finally, with **Tinkering** you can assemble grenades, scrap all kinds of objects for parts and even make parts yourself.

Throughout this chapter, there will be references to an **Engineering skill**. Simply substitute it for the Clockwork Mechanics, Tinkering, Gunsmithing or Vehicle Mechanics skill based on what you're doing. For example, when you're assembling a pistol, you use the Gunsmithing skill for any tests and calculations. Or if you're improving the quality of a clockwork, you use the Clockwork Mechanics skill wherever the Engineering skill is mentioned.

Parts and Blueprints

Everything crafted through engineering skills is made of parts. The total number of all parts such an object requires is referred to as its **Complexity**. In order to assemble anything, however, you first need a **Blueprint** of the object you want to create. You can get that by buying it, finding it somewhere, or even designing it yourself.

Power Sources

Generally, there are 2 types of power sources used to power many devices: **Power Cores** and **Engines**.

Power Rating

Each power source has a **Power Rating (PR)**, often just referred to as Rating. This refers to the amount of power the source outputs and generally an increase of 1 PR is equal to doubling the generated power, making a PR 4 engine twice as powerful as a PR 3 engine for example.

Power Cores

Power Cores bring clockworks and other devices to life. They don't require fuel, but can only be sourced from Ancient ruins, as the secrets of their designs are lost to time and impossible to reverse engineer.

Engines

Engines turn fuel into power and can be used as stand-ins for Power Cores. It's important to note that engines start at power rating 2 and there are no power rating 1 engines. You can assemble engines if you have at least 2 ranks in the Vehicle Mechanics skill.

Fuel is measured in **Fuel Units [FU]**.

Generally, 1 FU lasts a Rating 2 Engine for 1 hour.

Refer to the Engines table for the fuel consumption each hour and the parts cost for assembling the engine for each rank.

Power Rating	Fuel / h [FU]	Parts
2	1	4B, 4C, 2R, 2P, 2W
3	2	10B, 10C, 5R, 5P, 5W
4	5	20B, 20C, 10R, 10P, 10W
5	10	50B, 50C, 20R, 20P, 20W
6	20	100B, 100C, 50R, 50P, 50W
7	50	200B, 200C, 100R, 100P, 100W
8	100	500B, 500C, 200R, 200P, 200W
9	200	1.000B, 1.000C, 500R, 500P, 500W
10	500	2.000B, 2.000C, 1.000R, 1.000P, 1.000W

Quality

When you assemble something, it starts with a Quality equal to your Engineering skill Rank. An object's quality represents how durable and precise it is and in many cases directly influences how well it performs.

Improving Quality

If your Engineering skill Ranks are higher than an object's quality, you can spend 1 hour and at least 1 part that is required in the object's blueprint to improve it. You need tools matching the Engineering skill to do this. Make an Engineering test against $10 + \text{the object's complexity} + \text{the object's quality}$. You can spend up to a number of additional parts (of matching types) equal to your Engineering skill Ranks to gain a +1 bonus to your test for each additional part spent. If you succeed, the object's quality improves by 1 up to a maximum equal to your Engineering skill Rank.

All parts spent to improve an object's quality are consumed and none of the object's original parts are gained from this process.

Disassembling

Beginning at Rank 1 in any Engineering skill, you can attempt to disassemble respective objects into their parts. You can spend an hour disassembling such an object using matching tools. Make an Engineering [LOG] test against 20. On a success, you gain a number of parts from the object's blueprint up to your Engineering skill Rank. If your Engineering skill Rank is equal to or higher than the object's complexity, you gain all of its parts and you can not gain more parts of any type than were used to assemble it. If you fail, you don't gain any parts and destroy the object. Regardless of whether you succeed or not, you gain the object's power core if it had one installed.

Assembling

Crafting objects through any of the Engineering skills is referred to as Assembling. To do so, you need a set of tools matching the respective skill, a blueprint and the required parts.

You can then spend a number of hours equal to the blueprint's complexity to assemble it. Make an Engineering skill test against 20. If you succeed, you assemble the object. If you fail, you lose all parts except for a number of parts of your choice equal to your Engineering skill Ranks.

Don't forget that a clockwork needs a Power Core to function, so you still need to install one.

Designing Blueprints

Also beginning at Rank 2 in any Engineering skill, you can experiment with parts to discover a blueprint. This process is referred to as **designing**. Keep in mind that designing **Automatons** is slightly different from other devices. Refer to the **Designing Automatons** section later in this chapter after reading this section.

First, select a blueprint that you don't already have. You can then spend 1 hour and 1 part of any type of your choice designing. Make an Engineering [LOG] test against 20. On a success, you design a piece of the blueprint. Once you gain a number of pieces of that blueprint equal to its complexity, you gain the blueprint. Any parts used during the design process are consumed and you don't get the finished object as a result of just the design process.

Energizing

Turning fuel- or ammunition-powered objects into power core-powered objects is called Energizing. Starting at **Clockwork Mechanics** Rank 4, you can use Clockwork Mechanics Tools to energize all sorts of things, from lamps to vehicles and even weapons. Generally, anything that is fueled by any form of fuel or ammunition can be energized. An energized weapon requires no ammunition and consequently doesn't need to be reloaded.

An energized device or vehicle section no longer requires fuel and consequently doesn't need to be refuelled. However, an energized object requires a power core installed to function. And the minimum Power Rating required for an object depends on its size and the kind of object it is. Refer to the Energized Objects table below.

Energized Objects	hours	PR
Pistol	[Q]	1
Rifle	[Q]	3
Bow	[Q]	2
Crossbow	[Q]	2
Small Engine Section	4	3
Medium Engine Section	8	5
Large Engine Section	24	7
Lamp	1	1

Energized weapons also get their damage type changed to electrical.

To energize an object, you can spend a number of hours according to the Energized Objects table and expend an equal amount of Cogs and Wires working on the object with Clockwork Mechanic Tools. You can choose how many cogs or wires you want to expend, but at least one cog must be expended. You don't have to work all hours at once and can take breaks in between but once you start, the object can't be used until you're finished.

Automatons

Automatons are mechanical creatures with limited sentience. They are also devices and as such can be designed and assembled like any other device starting at Rank 5 Automachinery. Higher Ranks in the Automachinery skill are required for larger Automatons.

Each Automaton is generally made up of a **Chassis**, one or more **Movement Parts**, and **Modules**.

Chassis

An Automaton's Chassis determines its size, health points, the required Power Rating, the maximum number of Movement Parts, and the maximum number of Modules.

Automaton chassis can take all kinds of forms, but they generally come in 3 different sizes: Small, Medium, and Large. These sizes correlate with the size of the resulting Automaton.

Tiny Chassis

[Q] ... Quality of the Automaton

HP:	5+[Q]
Req. Power Rating:	1
Max. Movement Parts:	1
Max. Modules:	[Q] / 2
Carry Capacity:	[Q]
Part Cost:	1B, 1P

Small Chassis

[Q] ... Quality of the Automaton

HP:	20+[Q]
Req. Power Rating:	2
Max. Movement Parts:	1
Max. Modules:	[Q]
Carry Capacity:	25+[Q]
Part Cost:	2B, 1P, 1R

Medium Chassis

HP:	50+([Q]×2)
Req. Power Rating:	4
Max. Movement Parts:	2
Max. Modules:	5 + [Q]
Carry Capacity:	50+([Q]×2)
Part Cost:	4B, 3P, 2R

Large Chassis

HP:	100+([Q]×5)
Req. Power Rating:	6
Max. Movement Parts:	3
Max. Modules:	10 + [Q]
Capacity:	100+([Q]×5)
Part Cost:	10B, 5P, 3R

Movement Parts

Movement Parts give Automatons the ability to move in different ways. Without any movement part, an Automaton can't move on its own or benefit from bonuses to its movement speed, and automatically fails Evasion tests.

Every Movement Part provides a different movement type and base movement speed for that type. Some parts also grant the Automaton a Bonus on Evasion tests. Following are all Movement Parts and the statistics they provide, as well as what parts are required to assemble and design them.

An automaton can only benefit from the Evasion bonus of one of its Movement Parts at the same time. However, if several of an Automaton's movement parts provide the same type of movement, the resulting movement speed of that type is added together.

The part cost of each movement part is doubled for Medium Automatons and tripled for Large Automatons.

Legs

[Q] ... Quality of the Automaton

Movement Speed:	10m Walking
Evasion Bonus:	+ [Q]
Part Cost:	2C, 2R, 2W

Wheels

Movement Speed:	(10 + [Q])m Walking
Evasion Bonus:	-
Part Cost:	4C, 2W

Wings

Movement Speed:	10m Flying
Evasion Bonus:	+ [Q]
Part Cost:	2P, 2C, 2W

Propellers

[Q] ... Quality of the Automaton

Movement Speed:	(10 + [Q])m Flying or Swimming
Evasion Bonus:	-
Part Cost:	2C, 1R, 1P, 2W

You choose Flying or Swimming for the movement type that propellers provide when designing the blueprint. The blueprint determines what movement type the propellers provide when assembling the automaton.

Fins

Movement Speed:	10m Swimming
Evasion Bonus:	+ [Q]
Part Cost:	2P, 2C, 2W

Plating

Automatons can be encased in specially fit armor, commonly referred to as Plating. Plating enhances the Automaton's Armor Values while reducing its maneuverability. Refer to the Automaton Plating table below for the statistics each type of Plating provides.

An Automaton's Plating can be changed with 1 hour of work using Clockwork Mechanics tools and raw materials worth at least the Material Value mentioned in the Automaton Plating table. These materials can not be substituted with Engineering Parts. Material Value is doubled for Medium Chassis and tripled for Large Chassis.

Automaton Plating	DAV	Evasion Mod	Speed Mod	Material Value
None	0	+ 2	+ 4m	-
Aluminium	1	+ 1	+ 2m	20 £
Copper	2	-	-	50 £
Steel	4	- 2	- 2m	100 £
Ceramic	6	- 4	- 4m	200 £
Titanium	8	- 6	- 6m	500 £

Designing and assembling Automatons

When designing an Automaton, you create a blueprint for the combination of Chassis and Movement Parts. Everything else (plating and modules) is designed and assembled separately. The complexity of an Automaton is equal to the combined complexity of its Chassis and Movement Parts. When you start the designing process for an Automaton, you select the Chassis and Movement Parts. At the end of the process, you gain a blueprint for that specific combination of Chassis and Movement Parts. In order to change the movement parts or Chassis size, you have to design or otherwise procure a new blueprint.

Likewise, assembling Automatons works like the assembly of any other device, only that you assemble the combination of Chassis and Movement Parts as one device. Modules are assembled individually and separately from the Automaton. They can be installed as part of the Automaton assembly however, as explained below.

Automaton Modules

Modules grant Automatons abilities beyond moving and evading attacks. How many modules an automaton can have installed at once is determined by its Chassis and Quality. Modules include Arms, Weapons, Perception Modules, and all other kinds of things.

Installing and Uninstalling Modules

Modules that are already assembled and not currently installed in another Device can be installed into an Automaton during its assembly, requiring no extra time or effort. Otherwise, installing a module into an assembled Automaton takes 10 minutes of work using Clockwork Mechanics tools. Uninstalling a module from an Automaton also takes 10 minutes of work using Clockwork Mechanics tools.

Perception Modules [1 CC each]

Perception Modules grant an automaton different ways to perceive its surroundings. The absence of some of them will render an automaton severely disadvantaged, so make sure to at least install eyes and ears. Refer to the List of Modules for the parts each module costs to assemble.

Eyes grant an automaton the ability to see. An automaton without eyes is blinded. In addition, each Eye grants the automaton a bonus to Perception tests based on sight equal to the eye's quality.

Ears grant an automaton the ability to hear. An automaton without ears is deafened. In addition, each Ear grants the automaton a bonus to Perception tests based on hearing equal to the ear's quality. Automatons with at least one ear will follow verbal commands of their creator. Each ear grants the automaton the ability to understand one language that is determined when installing the module. Changing that language requires the ear to be uninstalled and installed again.

Noses grant an automaton the ability to smell. In addition, each Nose grants the automaton a bonus to Perception tests based on smelling equal to the nose's quality.

Mouths grant an automaton the ability to taste and also speak one language per mouth that is determined when installing the module. Changing that language requires the mouth to be uninstalled and installed again. In addition, each Mouth grants the automaton a bonus to Perception tests based on tasting equal to the mouth's quality.

Perception Module	Parts
Eye	1L, 1C, 1W
Ear	1B, 1C, 1W
Nose	2B, 1W
Mouth	1B, 1C, 1W

Arm Modules

Arms grant an automaton the ability to hold and interact with things. That includes wielding weapons like any other creature with arms.

Weapons can also be directly installed on arms. Doing so requires no extra module slot and makes it impossible to disarm that weapon from the automaton without uninstalling it or somehow dismembering or destroying the arm. An arm that has a weapon installed loses the ability to hold or interact with objects other than the installed weapon.

Also, different weapons can only be installed on certain arms due to their weight and size, as determined by the "Light" and "Heavy" properties and whether the weapon is an artillery weapon or not. Refer to the **Allowed Weapons** column of the Arms table for a list of weapon properties that each arm allows to be installed on it. "Light only" means that only weapons with the Light property can be installed on it. "Light" on the other hand means that weapons with or without the Light property can be installed.

Bulkier arms will count as multiple modules, as determined by the **Module Size** column in the Arms table. They will also be able to deal more damage with wielded and installed weapons, as determined by the **Dmg Mod** column of the Arms table. As with creatures, each arm can be individually targeted by aimed attacks and therefore has its own **Armor Value**.

Automatons can also attack using their arms. Per default, they deal 1d4 damage and have a +0 modifier on attacks they make with their arms. The damage modifier of the arm applies.

[Q] ... Quality of the Arm

Arms	AV	CC	Allowed Weapons	Dmg Mod
Flimsy	0	1	Light only	-
Normal	1	2	Light	-
Strong	2	3	Light, Heavy	+ [Q]
Bulky	3	5	Light, Heavy, Artillery	+ [Q]×2

Arm	Parts
Flimsy	1B, 1C, 1R, 1W
Normal	2B, 2C, 2R, 1W
Strong	4B, 2C, 2R, 1P, 1W
Bulky	4B, 3C, 3R, 2P, 1W

Other Automaton Modules

Oil Light Module

CC: 1

Parts: 1B, 1R, 1W

A light-emitting module that the automaton can switch on and off requiring no action. It comes with a tank that can store as much oil as an oil lamp. With a full tank, it can burn up to 1h, during which it emits bright light in a 10m + ([Q]×2)m radius and dim light in another 10m + ([Q]×2)m beyond that.

Darkvision Module

CC: 1

Parts: 1L, 2W

Prerequisite: At least 1 Eye Module

This module grants the automaton Darkvision out to 10m + ([Q]×2)m. Several darkvision modules can be installed on the same automaton, in which case the darkvision distances are added together.

Storage Compartment (Small)

CC: 3

Parts: 2B, 2C, 1P

A hollow compartment that can be opened and closed. The compartment has a capacity of 10 + [Q] Slots.

Storage Compartment (Medium)

CC: 7

Parts: 4B, 4C, 2P

A hollow compartment that can be opened and closed. The compartment has a capacity of 25 + [Q] Slots.

Storage Compartment (Large)

CC: 15

Parts: 10B, 10C, 5P

A hollow compartment that can be opened and closed. The compartment has a capacity of 50 + [Q] Slots.

Shield Coil Module (Small)

CC: 3

Parts: 2B, 1R, 2W

An integrated **shield coil** that produces a shield with 10 + [Q] shield points. The automaton can activate or deactivate it as a Minor Action, it lasts for up to 10 minutes and it has to recharge for 1 hour after it has been deactivated, reduced to 0 shield points, or the 10 minutes have ended.

Shield Coil Module (Medium)

CC: 6

Parts: 5B, 2R, 5W

An integrated **shield coil** that produces a shield with 25 + [Q] shield points. The automaton can activate or deactivate it as a Minor Action, it lasts for up to 10 minutes and it has to recharge for 1 hour after it has been deactivated, or reduced to 0 shield points, or after the 10 minutes have ended.

Shield Coil Module (Large)

CC: 12

Parts: 10B, 5R, 10W

An integrated **shield coil** that produces a shield with 50 + [Q] shield points. The automaton can activate or deactivate it as a Minor Action, it lasts for up to 10 minutes and it has to recharge for 1 hour after it has been deactivated, reduced to 0 shield points, or the 10 minutes have ended.

Shield Capacitor

CC: 1

Parts: 2B, 1P, 2W

Prerequisite: Shield Coil Module

Increases the maximum shield points produced by Shield Modules installed in the automaton by +[Q].

Autodock Module

CC: 1
Parts: 2B, 4C, 1P
Prerequisite: Small Chassis

This module allows the automaton to attach to an unoccupied Autodock within 2m as a Minor Action. While docked in this way, the Automaton can source fuel for its Engine from any cargo or tanks on the device it is attached to and refill its own reserves. It can also enter a self-repair state. In this state it is incapacitated and at the start of each of its turns it can consume 1 part of any kind to regain **[Q]**d6 HP. The part can be sourced from its own inventory or from the device it is attached to.

Tracked Treads

CC: 2
Parts: 2B, 2C, 6P
Prerequisite: Wheels

This module adds tracks to the wheels of the automaton. The automaton gains a +**[Q]** bonus to the AV of its wheels and ignores difficult terrain when moving on the ground.

Injection Fang

CC: 1
Parts: 2B, 2C, 2R
Prerequisite: Mouth

This module adds a hollow fang to the mouth of the automaton. The fang can be loaded with up to 1 vial worth of any liquid by the automaton or a friendly creature with at least 1 rank in the Automachinery skill using a Minor Action. The same action can be used to swap the liquid for a different one.

An Automaton with this module deals +**[Q]** Piercing damage with Unarmed Strikes.

If the Automaton hits and overcomes a creature's armor value by at least 1 damage with an Unarmed Strike while the Injection Fang is loaded, it can choose to inject the liquid into the target.

Alternatively, it can use a Major Action to inject the liquid into a willing creature within 2m.

The Injection Fang can also be loaded with 1 use of Medical Supplies. If so, injecting it will cause the target to regenerate 1 HP if it was at 0 HP.

Automechs

Automechs are suits of power armor that can be piloted with at least 3 ranks in the **Piloting** skill.

They are humanoid in shape, with 2 arms with hands, 2 legs with feet, a head, and a torso. Unlike Automaton, they don't have any sentience themselves and therefore have to be piloted or otherwise controlled in order to use them.

Light Automech

Size:	Medium
AV:	[Q]
Req. Power Rating:	4
Movement:	10+[Q]m Walking
Max. Modules:	5 + [Q]
BOD Bonus:	+ [Q]
AGI Penalty:	-
Unarmed Damage:	1d8+BOD Blunt
Part Cost:	20B, 15C, 20P, 10R

Medium Automech

Size:	Large
AV:	5+[Q]
Req. Power Rating:	5
Movement:	10m Walking
Max. Modules:	10 + [Q]
BOD Bonus:	+5+[Q]
AGI Penalty:	-5
Unarmed Damage:	1d12+BOD Blunt
Part Cost:	30B, 30C, 40P, 20R

Heavy Automech

Size:	Large
AV:	10+([Q]×2)
Req. Power Rating:	6
Movement:	6m Walking
Max. Modules:	20 + [Q]
BOD Bonus:	+10+[Q]
AGI Penalty:	-10
Unarmed Damage:	2d8+BOD Blunt
Part Cost:	40B, 40C, 60P, 30R

Piloting Automechs

To pilot an Automech you need at least 3 Ranks in the **Piloting** skill. As a Major Action, you can enter an Automech to pilot it. Leaving it also takes a Major Action.

While piloting an Automech, the following apply:

- You can only use the Automech's movement speeds.
- You get a bonus to your BOD equal to the Automech's BOD Bonus.
- You get a penalty to your AGI equal to the Automech's AGI Penalty.
- You get a bonus to all your AVs equal to the Automech's AV.
- Your size is equal to the Automech's size.
- Your Unarmed Strikes deal damage equal to the Automech's Unarmed Damage.

Automech Modules

Automechs can fit all kinds of Automaton modules except for Perception modules and Arms.

In addition, there are specific modules just for Automechs listed below.

Integrated Weapon (Gun)

CC: 1

Parts: ?

An integrated gun that can't be disarmed without uninstalling the module. Attack rolls made with this weapon are made using the **Piloting** skill. When installing this module, the weapon must be provided. If the weapon is energized, its power core is recovered when installing it with this module and it uses the Automech's power source instead.

Integrated Weapon (Melee)

CC: 1

Parts: ?

An integrated melee weapon that can't be disarmed without uninstalling the module. Attack rolls made with this weapon are made using the **Piloting** skill. When installing this module, the weapon must be provided.

Integrated Weapon (Artillery)

CC: 1
Parts: ?

An integrated artillery weapon that can't be disarmed without uninstalling the module. Attack rolls made with this weapon are made using the **Piloting** skill. When installing this module, the weapon must be provided. If the weapon is energized, its power core is recovered when installing it with this module and it uses the Automech's power source instead.

Airtight Seal

CC: 2
Parts: ?

An airtight seal allows the pilot of the Automech to breathe in environments with no breathable air, like underwater or in a toxic cloud. The air in the Automech lasts for 10+[Q] minutes and is immediately refilled when at least one part of the Automech is in breathable air.

Rebreather

CC: 1
Parts: ?
Prerequisite: Airtight Seal

A module that filters toxic air and water to create breathable air. With it, the breathable air within the airtight seal is constantly replenished.

Rocket Boosters

CC: 5
Parts: ?

When activated, this module allows the Automech to fly with a flying speed equal to its movement speed. It lasts for 1 minute, after which it has to recharge for 1 minute before it can be used again. If the Automech is airborne when the Rocket Boosters deactivate, it drops immediately.

Rock Breaker

CC: 3
Parts: ?

A powered jackhammer intended for excavation work that can be used to break solid obstacles. Unarmed Strikes against objects deal double damage on hit.

Reinforced Joints

CC: 5
Parts: ?

Joints are reinforced to increase the stability and strength of the Automech. The Automech's BOD Bonus increases by [Q].

Lightweight Framework

CC: 3
Parts: ?

Parts of the framework are replaced with lightweight materials and thinner plating. The Automech gets the following:

- Its AV is reduced by 1.
- It gets a +1 bonus to AGI.
- It gets a +2m bonus to its movement speed.

Reinforced Plating

CC: 3
Parts: ?

Armor is reinforced and vulnerable pieces are covered. The Automech gets the following:

- Its AV is increased by +1.
- It gets a -1 penalty to AGI.
- It gets a -2m penalty to its movement speed (to a minimum of 0m).

Hydropropulsion

CC: 5
Parts: ?

The Automech gains a swimming speed equal to its movement speed.

Ascension Gear

CC: 5
Parts: ?

The Automech gains a climbing speed equal to its movement speed.

Artificing

Artificing is the art of enhancing objects other than clockworks with **clockwork modules** to give them special properties.

Each object has a **module capacity** based on its size. Refer to the table below.

Object Size	Module Capacity
≤ 1 Slot	1
2-5 Slots	2
6-10 Slots	3
11-25 Slots	4
25-50 Slots	5
51-100 Slots	6
101-200 Slots	7
201-500 Slots	8
501-1.000 Slots	9
1.001+ Slots	10

Some modules take up more module capacity than others, which is reflected in their **capacity cost**. A module with a capacity cost of 2 takes up 2 module capacity and therefore can't be installed on an object smaller than 2 Slots for example.

Assembling Clockwork Modules

Beginning at Rank 7 in the **Clockwork Mechanics** skill, you can assemble clockwork modules.

Due to their specialized and complex nature, these modules are installed on the target object right away during assembly, which means they can't be crafted first and then installed on whatever object you choose later. They can only be removed by disassembling the module.

To assemble a clockwork module, you need access to Clockwork Mechanics tools and the parts required for the module, as well as the target object that the module is to be installed on and a power core with the required rating (see **Clockwork Modules and Power Cores**). The assembly takes a number of hours equal to the module's capacity cost and the resulting module will have a **quality** equal to your Clockwork Mechanics skill ranks.

Disassembling Clockwork Modules

When disassembling a Clockwork Module, there is a risk of severely damaging the object it was installed on. If you have less than 7 ranks in the Clockwork Mechanics skill, make a Clockwork Mechanics [LOG] test against 15 + the module's capacity cost. On a success, the object remains undamaged after the disassembly. On a failure, it is destroyed, although the parts are recovered as normally. Any other clockwork modules installed on the object are destroyed with it and no parts are regained if the test fails.

Clockwork Modules and Power Cores

Clockwork Modules require power cores to function and won't work with just engines. The required Power Rating is equal to the clockwork module's capacity cost. If installed on an Energized device (a device that already uses a power core), the required Power Rating is reduced by the rating of the Power Core that object uses, to a minimum of 0.

For example, installing a clockwork module with a capacity cost of 2 on an energized object that has a Power Core with PR 1, the clockwork module itself requires a Power Core with PR 1. If the energized object had a power core with a PR of 2 or higher, no additional power core would need to be installed during the assembly of the module.

List of Clockwork Modules

[Q] ... The module's quality

CC ... The module's capacity cost

B, C, L ... Bolts, Cogs, Lenses

P, R, W ... Plates, Rods, Wires

Pyro Blade

CC: 2

Parts: 4B, 4C, 2R, 1W

Target: Melee Weapon

On a hit, the weapon deals an extra +**[Q]**d4 Fire damage.

Cryo Blade

CC: 2

Parts: 4B, 4C, 2R, 1W

Target: Melee Weapon

On a hit, the weapon deals an extra +**[Q]**d4 Cold damage.

Electro Blade

CC: 2

Parts: 4B, 4C, 2R, 1W

Target: Melee Weapon

On a hit, the weapon deals an extra +**[Q]**d4 Electrical damage.

Collapsible Object

CC: 2

Parts: 10C

Target: Any object at least 1 Slot and up to **[Q]** Slots big

The target object can be collapsed with a Minor Action. While collapsed, its size in Slots is halved, but it can't be used until it is uncollapsed with another Minor Action.

Self Deployment

CC: 2

Parts: 2B, 4C, 2W

Target: Any object that must be deployed to be used

The target object can be deployed as a Minor Action by simply pressing a button on it.

Armor Restore

CC: 2

Parts: 10C, 4P

Target: Any object with an AV

The target object regains up to **[Q]** shredded AV every round.

Health Restore

CC: 3

Parts: ?

Target: Any object with health

The target object regains up to **[Q]** HP each round.

Chameleon Mode

CC: 3

Parts: ?

Target: Any object

While not moving, the object takes on the colors of its environment, making it and anything inside the object invisible. This feature can be activated or deactivated by pressing a button as a Minor Action.

Thermostat

CC: 2

Parts: ?

Target: Any container with a capacity up to **[Q]** × 5 Slots

The temperature inside the container can be controlled using a dial on the outside with a Minor Action.

This temperature can range from freezing cold to hot like a baking oven.

Thermal Regulator

CC: 1

Parts: ?

Target: Any piece of clothing

The thermal regulator keeps the piece of clothing at just the right temperature for the wearer, making them immune to ill effects from harsh environments and granting advantage on tests made to resist the **Frozen** or **Burning** conditions.

Autolock

CC: 1
Parts: ?
Target: Any door, container, or other object that can be opened and closed

An automated lock with a **[Q]** Lock Rating that can be unlocked with a Passphrase that is set when installing the Autolock.

Alarm System

CC: 1
Parts: ?
Target: Any door, container, or other object that can be opened and closed

This module can be set to either blare loudly or notify a paired transmitter when the target object is being opened or broken open. Different sounds or signals can be defined for normal opening, normal closing, or breaking open.

Chute Control

CC: 3
Parts: ?
Target: Any parachute

The target parachute can be steered, granting any user the ability to move up to **[Q]** × 2m in any horizontal direction while the parachute is deployed. A transmitter can be paired for remote control.

List of Clockwork Gadgets

[Q] ... Quality

B, P, W ... Bolts, Plates, Wires

C, R, L ... Cogs, Rods, Lenses

Pocket Watch

Slots: 1/10
Remote Controlled: No
Part Cost: 2C
Power Rating: 1

Accurately tells the time of day.

Radio

Slots: 1/2
Remote Controlled: No
Part Cost: 1R, 2W
Power Rating: 1

Can be used to communicate verbally with other radios over a distance up to [Q] km.

Omnimeter

Slots: 1
Remote Controlled: No
Part Cost: 1B, 1C, 1R, 1W
Power Rating: 1

Can be used to accurately measure temperature, humidity, pressure, flow rate, distance and velocity of an object within [Q] meters. It can also measure all kinds of electrical values.

Whenever you make a Logic test where the omnimeter can be reasonably applied to aid the process, you gain a +[Q] bonus to the test

Health-o-meter

Slots: 1
Remote Controlled: No
Part Cost: 1B, 1C, 1R, 3W
Power Rating: 2

You can spend a Major Action using this clockwork device to examine a non-magical creature. You learn any conditions and diseases it has, and whether its current hit points are below, above, or exactly at half of its hit point maximum.

Essence Locator

Slots: 1
Remote Controlled: No
Part Cost: 1B, 2C, 1R, 2W
Power Rating: 2

The Essence locator can be used as a Major Action to locate objects within a [Q] km radius that contain Essence of an element of your choice. It will tell you the direction and distance to the closest such object.

Clockpick

Slots: 1
Remote Controlled: No
Part Cost: 4C, 1R
Power Rating: 1

This automated lockpick can be used as a Major Action to unlock or lock any lock with a Difficulty equal to or lower than [Q].

Zip Line

Slots: 1/2
Remote Controlled: Yes
Part Cost: 1B, 3C, 1P
Power Rating: 2

As a Major Action, you can attach this device to a rope or cable. Once attached, it can move up to [Q] × 20 kg along the rope or cable with a speed of 10m.

Remote

Slots: 1/10
Remote Controlled: No
Part Cost: 1R, 3W
Power Rating: 1

You can use this clockwork device to remote control any object that has the **Remote Controlled** property within [Q] meters.

Spring Boots

Slots: 6
Remote Controlled: No
Part Cost: 4C, 2P, 2R
Power Rating: 2 × 2

While wearing these boots, your maximum jumping distance increases by [Q] m.

Rocket Boots

Slots: 10
Remote Controlled: No
Part Cost: 4C, 2P, 2R, 2W
Power Rating: 2 × 3

As a Minor Action, you can activate these boots to gain a flying speed of **[Q]** × 2m. You can deactivate them again as a Minor Action.

Fargrabber

Slots: 2
Remote Controlled: No
Part Cost: 2C, 2R, 1W
Power Rating: 1

This clockwork device is essentially a collapsible arm with a claw on one end and controls on the other. You can use it to reach things up to 4m away. The Fargrabber can hold on to objects that weigh up to **[Q]** × 5 kg.

Omnitool

Slots: 1
Remote Controlled: No
Part Cost: 1B, 1C, 1L, 1P, 1R, 1W
Power Rating: 1

This handy tool fits in one hand and functions as an entire set of Clockwork Mechanics tools. While holding it, you gain a **+ [Q]** bonus to Clockwork Mechanics tests.

Precision Goggles

Slots: 1
Remote Controlled: No
Part Cost: 1C, 3L, 1P
Power Rating: 1

This set of goggles comes with a built-in telescopic lens and several adjustable tinted lenses. They are extremely useful for precise work. While wearing these goggles, you gain a **+ [Q]** bonus to Intuition tests made involving close inspection or precision work.

Night Vision Goggles

Slots: 1
Remote Controlled: No
Part Cost: 2W, 2L
Power Rating: 1

While wearing these goggles, you have **Nightvision**.

Radio Jammer

Slots: 5
Remote Controlled: No
Part Cost: 1C, 1P, 2R, 2W
Power Rating: 3

As a Major Action, you can activate or deactivate this clockwork device. While it is active, it emits a signal-scrambling radio noise in a **[Q]** × 100m radius around it. Any device in this area with a Quality equal to or lower than **[Q]** can neither send nor receive any form of radio signal.

Energy Pulse Generator

Slots: 5
Remote Controlled: No
Part Cost: 2B, 4C, 1P, 2R, 1W
Power Rating: 4

As a Major Action, you can make this device release an energy pulse that messes with power cores. All Power Cores within **[Q]** meters with a Power Rating of **[Q]** or lower become inert. Inert Power Cores can be restarted as a Major Action using Clockwork Mechanics tools and a successful Clockworks Mechanics **[AGI]** test against 10 + the Power Core's Power Rating. Devices with Inert Power Cores immediately stop working until their Power Core is restarted or swapped out for another one.

Auto-cuffs

Slots: 1
Remote Controlled: Yes
Part Cost: 1C, 1R, 1W
Power Rating: 1

These handcuffs can be opened and closed remotely using a Minor Action. They don't have a lock and therefore can't be lock-picked. They can be escaped with an Athletics **[BOD]** or Athletics **[AGI]** test against 10 + **[Q]**. Auto-cuffs have a button that can be used to close them manually, but once closed, the button does nothing until they're opened again.

Clockjack

Slots: 10
Remote Controlled: No
Part Cost: 1B, 2C, 2R
Power Rating: 2

You can use this device that looks like a clockwork car jack as a Major Action to lift heavy weights up to 1m in the air. It can lift up to **[Q]** × 100 kg.

Transmitter

Slots: 1/10
Remote Controlled: No
Part Cost: 1B, 1R, 2W
Power Rating: 1

As a Major Action, you can attach this clockwork device to another clockwork device to give it the **Remote Controlled** property. It can be detached with a Major Action.

Pulse Glove

Slots: 2
Remote Controlled: No
Part Cost: 2C, 1P, 2W
Power Rating: 2

While wearing this glove, you can use it to make a ranged weapon attack by emitting a focused energy pulse. It counts as an energized Pistol and doesn't use ammunition. On a hit, it deals **[Q]**d6 blunt damage. It's a light weapon with a 20m/60m range.

Attractor Boots

Slots: 6
Remote Controlled: No
Part Cost: 2C, 2P, 2W
Power Rating: 1

While wearing these boots, you can use a Minor Action to activate them. While they're active, you can use these boots to effortlessly walk on vertical surfaces or even ceilings as long as they're made of metal.

Astrolabe

Slots: 1/2
Remote Controlled: No
Part Cost: 1C, 1P
Power Rating: -

Used in Astronavigation.

Sextant

Slots: 1/2
Remote Controlled: No
Part Cost: 1C, 2L, 1P
Power Rating: -

Used in Astronavigation. You gain a +**[Q]** bonus to your Astronomy test when you use this sextant for Astronavigation.

Attractor Mine

Slots: 1
Remote Controlled: No
Part Cost: 2B, 2P, 2R, 4W
Power Rating: 1

Must be placed on a surface as a Minor Action before it can be activated. When activated as a Major Action, metal objects within **[Q]** × 4m get magnetically pulled towards the attractor mine at the end of each of your turns for the next **[Q]** turns and on the turn it was activated in. If the object is being carried, worn, or held by a creature, that creature must make an Athletics **[BOD]** test against 10 + **[Q]**. If multiple objects on the same creature are affected, the creature makes the test only once for all of them.

On a failed test, if the object is being held, or carried outside of a container, it gets pulled towards the mine and away from the creature.

If the object is being worn by the creature or carried inside a container and the creature fails the test, the creature gets pulled towards the mine along with the affected metal object.

On a successful test, neither the affected metal object(s) nor the creature get pulled toward the mine.

Shield Coil

Slots: 1
Remote Controlled: No
Part Cost: 4B, 2R, 4W
Power Rating: 2

Shield coils can be strapped to armor or clothing. They can be activated as a Minor Action to create a shimmering force field around the wearer. The force field has 10 + [Q] shield points. When the wearer takes damage from melee or ranged attacks, or other external sources (like a rock falling on you), the shield points are affected first and if the shield points are reduced to 0, the shield breaks and any excess damage carries over to the wearer.

A shield coil stays active until it breaks, it is deactivated by the wearer as a Minor Action, or until the duration of [Q] minutes has passed since activation. After that, the shield coil has to recharge for 1 hour before it can be used again.

If you activate a shield coil while a shield is already active for you, simply add the new shield points and duration to any remaining shield points and duration of the active shield.

Only one shield coil can be attached to each body part at once and shield coils won't work on creatures larger than Medium.

Shield Pack

Slots: 20
Remote Controlled: No
Part Cost: 4B, 2C, 2P, 4R, 10W
Power Rating: 4

A shield pack is a backpack-sized device that can be equipped like one. Beyond that, it works just like a shield coil, except its duration is [Q] hours and it generates [Q] × 10 shield points. Due to its size and weight, a shield pack can't be strapped to armor or clothing like shield coils.

Shock Gauntlet

Slots: 4
Remote Controlled: No
Part Cost: 4B, 2C, 4P, 2W
Power Rating: 3

You turn a regular metal gauntlet into a Shock Gauntlet as part of the assembly process. The gauntlet retains its original AV.

It can now be used as a Brawling weapon while it is worn and nothing is held in that hand. On hit, it deals 1d6 Blunt + [Q]d4 Electrical damage.

Autodock Pack

Slots: 20
Remote Controlled: No
Part Cost: 4B, 2C, 2P, 4R, 10W
Power Rating: 4

This device can be worn on either arm, leg, or torso instead of armor. It functions as an Autodock for small automatons and gains special functionality depending on where it is equipped:

Torso. The pack can be hooked up to any containers you're wearing as a Minor Action to allow docked automatons access to their inventories.

Arm. While an automaton is docked, you can use any one of its Major or Minor Actions as a Minor Action. Instead of using the Automaton's skills and attributes, any rolls you make as part of such an action are made with your Automachinery skill ranks and your own attributes.

Leg. While an automaton is docked, you can use any of its movement speeds instead of your own when you move.

While an automaton is docked to an autodock pack, if you're hit on that body part, the automaton takes any damage done to it first, any leftover damage carrying over to you if it drops to 0 HP. A docked automaton can't be attacked directly, but your body part that the autodock pack is attached to can be attacked to deal damage to it.

Respirator

Slots: 2
Remote Controlled: No
Part Cost: 4B, 5C, 2P, 4R, 10W
Power Rating: 1

This device resembles a metal face mask with a bulky filtering unit attached to it that is surprisingly light-weight. It covers the mouth and nose of a human, although one could be designed for different creatures. While wearing a respirator, you can breathe in any environment, whether underwater, in a vacuum, in thick smoke, or other. Even toxic gases and airborne acids are filtered out by it, although the latter can damage the respirator itself. It does not filter out airborne biological threats like diseases, bacteria.

However, the rebreather can't completely protect against magical airborne threats such as magical poison clouds created from spells, curses, poisons, or any other magical effect for example. Instead, it grants a +[Q] bonus to Body tests made to resist them.

Wing Pack

Slots: 15
Remote Controlled: No
Part Cost: 5B, 10C, 10R, 2W
Power Rating: 3

A wing pack is essentially a harness with mechanical wings that can be folded or unfolded as a Minor Action or as a Minor Reaction while falling. While unfolded, the wing pack slows the wearer's descent during free fall to 2m per turn and while falling, the wearer can move up to [Q]m in any horizontal direction. When paired with rocket boots or rocket heels, the wing pack simply adds + [Q]m to the flying speeds granted by them.

Prosthetics

Prosthetics are clockworks that replace missing body parts and restore their basic functions. Unlike **Autolimbs**, they don't add any new features or functions.

It's important to note that Arm and Leg prosthetics already come with a matching Hand or Foot included, so there's no need to purchase or assemble those extra.

Also, all prosthetics are immune to poison or disease. They have Poison damage Immunity and Vulnerability to Electrical damage.

[Q] ... Quality

B, P, W ... Bolts, Plates, Wires

C, R, L ... Cogs, Rods, Lenses

Prosthetics don't restore full range of motion. Missing Limb penalties still apply based on what limb was replaced as outlined in the Penalty column of the Prosthetic table.

Installing Prosthetics

To install a Prosthetic, you need Surgical Tools and at least 3 Ranks in **Medicine**. Make a Medicine [AGI] test against 20. You get a bonus to the test equal to the prosthetic's quality. On a success, the prosthetic is installed. On a failure, the creature you tried to install it on takes a number of d6 in slashing damage equal to the prosthetic's complexity. This procedure takes you 1 hour.

Prosthetic	Penalty	Parts	Armor Value	Cost
Arm	You can no longer use Two-Handed weapons or dual-wield and you have disadvantage on all Body or Agility tests that involve your arms.	1B, 1P, 2C, 2W	[Q] (Arm)	[Q] × 2 £
Leg	Your movement speed is halved and you have disadvantage on all Body or Agility tests that involve your legs.	1B, 1P, 2C, 2W	[Q] (Leg)	[Q] × 3 £
Hand	You can no longer use Two-Handed weapons or dual-wield and you have disadvantage on all Body or Agility tests that involve your hands.	2C, 2W	[Q] (Hand)	[Q] × 1 £
Foot	Your movement speed is halved and you have disadvantage on all Body or Agility tests that involve your feet.	2C, 2W	[Q] (Foot)	[Q] × 1 £
Ear	You have disadvantage on all Intuition tests that rely on hearing and on all Agility tests.	3C, 1W	[Q] (Ear)	[Q] × 8 s
Eye	You have disadvantage on all Intuition tests that rely on sight and you have disadvantage on ranged attack rolls.	2C, 1W, 1L	–	[Q] × 1 £

Autolimbs

Autolimbs are special **prosthetics** that are powered by power cores to increase their statistics and allow for modifications. They count as devices and can therefore be modified and otherwise interacted with like other devices.

Just like prosthetics, Arm and Leg autolimbs already come with a matching Hand or Foot included, so there's no need to purchase or assemble those extra.

Also, all prosthetics are immune to poison or disease. They have Poison damage Immunity and Vulnerability to Electrical damage.

Autolimbs require a Power Source to function. The required Power Rating is listed in the PR column in the Autolimb table below. Without a power source, the Autolimb is nonfunctional and just hangs/sits there. Missing limb penalties apply until power is restored. See **Losing a Body Part** for details.

Installing Autolimbs

To install an Autolimb, you need Surgical Tools and at least 3 Ranks in the **Medicine** skill. Make a Medicine [AGI] test against 20. You get a bonus to the test equal to the autolimb's quality. On a success, the autolimb is installed. On a failure, the creature you tried to install it on takes a number of d6 slashing damage equal to the autolimb's complexity.

[Q] ... Quality

B, P, W ... Bolts, Plates, Wires

C, R, L ... Cogs, Rods, Lenses

Autolimb	Parts	PR	Armor Value	Capacity	Cost
Torso	2B, 2P, 2C, 2R, 2W	4	[Q] (Torso)	5 + ([Q] / 2)	[Q] × 50 £
Head	2B, 1P, 2C, 1W	2	[Q] (Head)	2 + ([Q] / 2)	[Q] × 50 £
Arm	1B, 1P, 2C, 2W	3	[Q] (Arm)	3 + ([Q] / 2)	[Q] × 20 £
Leg	1B, 1P, 2C, 2W	3	[Q] (Leg)	3 + ([Q] / 2)	[Q] × 30 £
Hand	2C, 2W	2	[Q] (Hand)	2 + ([Q] / 2)	[Q] × 10 £
Foot	2C, 2W	2	[Q] (Foot)	2 + ([Q] / 2)	[Q] × 10 £
Ear	3C, 1W	1	–	1 + ([Q] / 2)	[Q] × 8 £
Eye	2C, 1W, 1L	1	–	1 + ([Q] / 2)	[Q] × 10 £
Nose	1P, 1C, 1W	1	–	1 + ([Q] / 2)	[Q] × 5 £
Jaw	1B, 1C, 2W	1	–	1 + ([Q] / 2)	[Q] × 10 £

Autolimb Modules

Just like automatons or automechs, autolimbs can be upgraded by installing modules. Autolimb modules grant the user new abilities and features and are what sets autolimbs apart from prosthetics.

Each autolimb has a **module capacity** that determines how many modules can be installed in it. That capacity depends on the autolimb, as shown in the "Capacity" column of the autolimb table. Each module has a **capacity cost** that determines how much of the autolimb's module capacity it will take up. This can be due to its size or the required energy to power it, which it sources from the autolimb's power core.

Installing a module requires a Major Action and Rank 4 in the **Automachinery** skill as well as access to Automachinery Tools.

Many modules can only be installed on certain limbs, as listed in the "Limbs" column of the Autolimb Modules table. If a module can be installed on a hand, it can also be installed on an arm and if it can be installed on a foot, it can also be installed on a leg.

List of Autolimb Modules

CC ... Capacity Cost

B, C, L ... Bolts, Cogs, Lenses

P, R, W ... Plates, Rods, Wires

Integrated Weapon

CC: 3
Limbs: Arms
Parts: 4B, 4C, 2R, 4W

An integrated one-handed, non-heavy weapon that can't be disarmed without uninstalling the module or the Autoarm. Attack rolls made with this weapon have a +[Q] bonus. When installing this module, the weapon must be provided separately. If the weapon is energized, its power core is recovered when installing it with this module and it uses the Autoarm's power core instead.

Compartment

CC: 2
Limbs: Arms, Legs
Parts: 2B, 4C, 2P, 2R

A secure hollow space is made free in the Autolimb, with up to 2 Slots of space. The compartment can be opened and closed by the creature wearing the Autolimb as a Minor Action and has a [Q] Lock Rating while closed.

Integrated Toolset

CC: 2
Limbs: Hands
Parts: 4B, 4C, 2R, 4W

An integrated set of tools. When installing this module, the set of tools must be provided. The tools can then be used by the creature wearing the autohand at any point. If the tools require refilling, those refillings still need to be provided, and the module can store up to [Q] uses worth.

Integrated Shield Coil

CC: 2
Limbs: Arms, Legs
Parts: 4B, 2C, 2R, 4W

An integrated version of a **Shield Coil**. It can be activated as a Minor Action by the creature wearing the autolimb to create a shimmering force field around the wearer. The force field has 10 + [Q] shield points. When the wearer takes damage from melee or ranged attacks, or other external sources (like a rock falling on you, or a grenade blast), the shield points are affected first and if the shield points are reduced to 0, the shield breaks and any excess damage carries over to the wearer.

A shield coil stays active until it breaks, it is deactivated by the wearer as a Minor Action, or until the duration of [Q] minutes has passed since activation. After that, the shield coil has to recharge for 1 hour before it can be used again.

If you activate a shield coil while a shield is already active for you, simply add the new shield points and duration to any remaining shield points and duration of the active shield.

Electromagnet

CC: 1
Limbs: Hands
Parts: 2B, 1R, 4W

A magnet that can be turned on or off at will and used to attract up to **[Q]** Slots of at least partially metallic objects within 2m as a Minor Action, making them fly into your hand.

Foot Springs

CC: 2
Limbs: Feet
Parts: 4B, 4R, 2W

A set of powered springs that increase your movement speed by **[Q]**m and your maximum jump height and distance by the same amount.

Detach Mount

CC: 1
Limbs: All
Parts: 4B, 6C, 2P, 1W

This module makes the autolimb detachable. It can only be installed on an autolimb already installed on a creature. Once the module is installed, the autolimb can be removed with a Minor Action by the creature wearing it. After doing so, any matching Autolimb with a detach mount module can be attached in its place.

Lamp

CC: 1
Limbs: All
Parts: 1B, 1L, 2W

This module can be turned on or off as a Minor Action by the wearer of the autolimb. While active, it shines bright light in a **[Q]** × 2m radius and dim light in a **[Q]** × 2m radius beyond that.

Rocket Heel

CC: 2
Limbs: Feet
Parts: 4B, 6C, 2P, 2R, 2W

This module has to be installed on both feet to function. It grants the wearer of the autolimb a **[Q]** × 2m flying speed.

Arm cannon

CC: 5
Limbs: Arms
Parts: 10B, 15C, 2L, 5P, 8R, 4W

This module turns an autoarm into a cannon. The Armcannon is an energized artillery weapon with a **[Q]** × 10m short range and a **[Q]** × 20m long range. It deals **[Q]**d6 damage on a hit. The type of damage is either Electrical or Fire and chosen when assembling the module. The armcannon has to be deployed using a Minor Action to be used and while the Armcannon is deployed, the hand of the Autoarm can't be used. A deployed Armcannon can be undeployed with another Minor Action.

Self-Repair

CC: 3
Limbs: All
Parts: 5B, 10C, 5W

An autolimb with this module regains up to **[Q]** of its shredded AV at the start of the wearer's turn.

Ceramic Plating

CC: 3
Limbs: All
Parts: 20B, 10P

The autolimb is no longer vulnerable to Electrical damage.

Guns & Ammunition

[Q] ... Quality

B, P, W ... Bolts, Plates, Wires

C, R, L ... Cogs, Rods, Lenses

G ... Gunpowder

(1 G = 100 grams of Gunpowder)

Gun	Type	Parts	Properties	Base Damage	Range	Ammo	Value
Derringer	Pistol	1P, 2R, 1C	Light, AP (1)	1d4 + [Q] Piercing	6m / 20m	1 Bullet	5 s + [Q] s
Flintlock Pistol	Pistol	2P, 2R, 2C	Light, AP (1)	1d6 + [Q] Piercing	8m / 30m	1 Bullet	1 £ + [Q]×2 s
Revolver	Pistol	2P, 4R, 2C	Light, AP (1)	1d6 + [Q] Piercing	8m / 30m	6 Bullets	3 £ + [Q]×5 s
Pepperbox	Pistol	3P, 4R, 2C	Light, AP (2)	1d8 + [Q] Piercing	6m / 20m	4 Bullets	5 £ + [Q] £
Blunderbuss	Rifle	2B, 4P, 4R, 2C	Two-Handed, AP (3)	2d6 + ([Q] × 2) Piercing	6m / 20m	1 Shell	10 £ + [Q]×2 £
Flintlock Rifle	Rifle	2B, 4P, 3R, 2C	Heavy, Two-Handed, AP (3)	1d10 + [Q] Piercing	12m / 40m	1 Bullet	12 £ + [Q]×2 £
Lever-Action Rifle	Rifle	2B, 4P, 3R, 4C, 1W	Two-Handed, AP (3)	1d10 + [Q] Piercing	8m / 30m	7 Rounds	15 £ + [Q]×3 £
Shotgun	Rifle	2B, 4P, 6R, 2C	Two-Handed, AP (3)	2d6 + ([Q] × 2) Piercing	8m / 30m	2 Shells	16 £ + [Q]×3 £
Bolt-Action Rifle	Rifle	3B, 4P, 4R, 4C, 1W	Two-Handed, AP (3)	1d10 + [Q] Piercing	12m / 40m	10 Rounds	20 £ + [Q]×4 £

Ammo	Parts	Add. Dmg	Effect	Value (per 20)
Bullet	1P, 1G (per 20)			1 s
AP Bullet	3P, 1G (per 20)		Ignores up to [Q] armor.	5 s + [Q] s
Explosive Bullet	1P, 3G (per 20)	1d6 Fire		8 s
Hollow Bullet	2P, 1G (per 20)		Can be filled with a liquid or powder.	3 s
Round	2P, 2G (per 20)			2 s
AP Round	6P, 2G (per 20)		Ignores up to [Q] × 3 armor.	7 s + [Q] s
Explosive Round	2P, 6G (per 20)	2d6 Fire		1 £ 5 s
Bolt-Action Magazine	1P		Holds up to 10 Rounds for a Bolt-Action Rifle.	1 £
Shot Shell	3P, 3G (per 20)		Applies 1 stack of bleeding.	2 s
Slug Shell	4P, 1R, 3G (per 20)	1d6 Piercing	Ignores up to [Q] × 2 armor.	6 s + [Q] s

Accessories	Parts	Mount	Effect	Value
Scope	2C, 1R, 2L	Top	Long Range + [Q] × 10 m	10 £ + [Q] £
Silencer	2P, 2R	Barrel	The gunfire becomes as silent as firing a crossbow.	15 £
Stabiliser	1B, 2P, 2R	Stock	+ [Q] bonus to attack tests made with the weapon.	8 £ + [Q] £
Bipod	1B, 4R, 1C	Bottom	Deploy as Major Action. While deployed, gain a + [Q] bonus to attacks.	10 £
Extended Magazine	2P, 2W	—	Holds up to 10 + [Q] rounds for a Bolt-Action Rifle.	1 £ + [Q] s
Arm Slide	2B, 2P, 2R, 1W, 2C	—	Equipping the gun doesn't require an action.	17 £
Vehicle Mount	4B, 4P, 1R, 3C	—	Used to attach guns to vehicles.	30 £
Bayonet	1 Knife, 1W, 2C	Bottom	Melee attacks with the gun deal 1d4 + [Q] slashing damage.	1 £ + [Q] s
Concealable Holster	1 Holster, 2B, 1W	—	Holster for Pistols. Holstered pistol is not obvious and requires a Perception test against 10 + [Q] to spot up close or a thorough search.	10 £ + [Q] £

Grenades

All grenade types take up 1/2 Slots of space.

Grenades	Parts	Area	Effect	Value
Shredder	2B, 1P, 1G	6 m	Deals 1d6 + [Q] piercing and 1d6 fire damage and applies [Q] bleeding stacks to the targets.	5 + [Q] £
Shockwave	2P, 2G	6 m	Deals 2d6 + [Q] blunt damage and knocks the targets [Q] × 2 m away from the centre of the explosion.	5 + [Q] £
Stun	2P, 2G	6 m	Deals 1d6 + [Q] blunt damage and stuns the targets until the end of their next turn.	5 + [Q] £
Flash	1P, 1C, 1L, 1G	10 m	Blinds the targets for [Q] turns.	5 + [Q] £
Bang	2P, 1C, 1G	10 m	Deafens the targets for [Q] turns.	2 + [Q] £
Gas *	2P, 2C, 1 £ of chemicals	6 m	Creates a poison cloud in the area that lasts 1 minute or until a strong wind disperses it. A creature that starts its turn in the area or enters it for the first time on its turn must make a Body test against 10 + [Q]. On a failed test, the target gains [Q] poison stacks.	10 + [Q] × 2 £
Smoke *	2P, 2C, 1G	[Q] × 2m	Creates a smoke cloud in the area that lasts 1 minute or until a strong wind disperses it. The smoke makes the area heavily obscured.	[Q] £
Tesla	1P, 2W, 2C, 1R	6 m	Deals 3d6 + [Q] electrical damage to targets. Targets wearing and carrying no metal objects have advantage on the Evasion test.	20 + [Q] × 2 £
Acid	2P, 2C, 1G, 1 acid vial	6 m	Deals 3d6 + [Q] acid damage to targets.	20 + [Q] × 2 £
Pyro	2P, 2C, 3G	6 m	Deals 1d6 + [Q] fire damage and applies [Q] burning stacks to the targets.	5 + [Q] £
Splash	2P, 2C, 1G, 1 liter water	6 m	Removes [Q] burning stacks from targets and makes them wet. Can be filled with water or holy water. Also extinguishes all open flames in the area.	5 + [Q] £
Grease	2P, 2C, 1G, 1 liter oil	4 m	Covers targets and the area itself in oil that explodes, dealing 1d6 + [Q] fire damage in a 2m radius sphere when ignited and is difficult terrain (slippery). Any creature can use a Major Action to remove the oil from a covered creature.	20 + [Q] × 2 £

Using Grenades

Grenades can be thrown as a Major Action to a target point within 10m or set off without throwing them at the location of the creature as a Minor Action. Either way, they explode in a sphere with the radius specified in the Area column of the Grenades table.

All target creatures in the area must make an Evasion test against $10 + [Q]$ unless the grenade has an asterisk (*) next to its name. On a failed test, targets suffer the full effects of the grenade. On a successful test, they suffer only half of any damage the grenade deals and no other effects.

Creatures benefit from any cover between them and the grenade as normal.

Prayer

Prayer is invoking the power of God through your faith. Priests can bestow powerful blessings and cure all kinds of ailments simply by relying on their faith in God's power. However, prayer is not just for priests and nuns. Everyone can develop a faith strong enough to bestow blessings. Many monster hunters tend to invoke faith to more effectively hunt down unholy targets for example.

Religion

The different nations of the world have different cultures, all with different religious beliefs. The major religions are described below. If a character is brought up as a follower of a religion, that religion becomes their religion as referenced by certain mechanics, whether they follow it or not. If a character was not brought up as a follower of a religion, they can choose a religion as their religion, usually one that is practiced anywhere they spent a significant part of their lives at. In some circumstances, a character might not have a religion. This means any features that rely on the character's religion don't work for them.

Deism

The church of the one true god. This religion is particularly popular throughout the Calvin Empire and has spread into different parts of the world through the empire's colonization and exploration efforts. Followers of deism believe in Deus, a single omnipotent god that created everything and everyone and watches over his followers. At the centre of Deism stands the Church of Deus, which holds great power and influence in the Calvin Empire. Deists believe that the Ancients angered god with their advanced technology and god brought them down to create the Calvin empire from within their remains.

Esotericism

This belief is mostly practiced by Witches and Alchemists in all parts of the world, but it is most commonly found among the witchcraft practitioners in the Calvin Empire. Esoterics believe in a higher power that does not necessarily represent itself as a god. And that this power can be harnessed by anyone who unlocks its secrets. In Esotericism, the four elements Water, Fire, Air and Earth are seen as primal forces that make up everything and everyone, and manipulating them is the key to achieving a higher form of being. Everyone defines what that means differently. Some see it as achieving immortality, others as ascending the mortal plane and breaking free from the elements to achieve some form of divine or eternal state of being. Some Esoterics believe the Ancients have - as a society - ascended and left the mortal realm behind, no longer laying any claim on their former mortal belongings because wherever they are now, they don't have any need for them.

Sharism

Sharism is mostly found in the desert kingdom Sharbik. Sharists believe in multiple gods that control the world, each god controlling a certain aspect of it. The Sharan Pantheon is vast, but there are a few gods believed to be significantly more powerful or important than the others. The pharaoh of Sharbik is also revered as a divine figure equal to a Sharan god in their power. Some of the Sharan gods are even believed to have ruled Sharbik in the distant past. The Sharists see the ruins of the Ancients as remnants of past empires that once belonged to the gods in a time where they more frequently wandered the mortal realm. Sharists believe that one day the gods will return in person to restore the empire of ancient times.

Faith

Beginning at Rank 1 in the Prayer skill, you get access to a new resource called **Faith**. Your maximum Faith is equal to your Willpower Score multiplied by your Prayer skill Ranks. You use faith mostly to bestow blessings but also for many other things you do using the Prayer skill.

You regain any spent Faith daily at sunrise. You can't spend more Faith than you have and your Faith can't fall below 0.

Prayer of Faith

You can spend 1 hour praying to restore your Faith. During that time, you need to stand, kneel or sit still and if you're interrupted, you have to start over. Once you're done, you regain a number of Faith points equal to your Prayer skill Rank.

If you're on consecrated grounds, like in a church, chapel, monastery, or similar space, you gain double the amount of Faith through this process.

Blessings

Also at Rank 1 of the Prayer skill, you gain access to **Blessings**. Blessings are wonders of various levels of power that you can bestow on creatures and objects.

It is important to note that any creature or object can only be affected by the same blessing once at the same time. If another instance of the same blessing is bestowed on a creature or object, the instance with the higher power remains in effect, while the other ends immediately. If the powers are equal, the new instance takes effect, replacing the old one.

Memorising Blessings

To bestow a Blessing, you first have to memorise it. During a Long Rest, you can memorise a number of Blessings equal to your Logic Score + your Prayer skill Ranks (minimum of 1 blessing). You can only memorise a blessing if you have its chant on you and can read it. You need at least 1 rank in the Literature skill to be able to read chants.

Blessing Components

Blessings have different **Components** to them which refers to what you need to do as you bestow them.

Vox refers to a vocal component. This can be a chant, a song, a whistle, or a command. Blessings with Vox require you to be able to speak audibly to cast them. A blessing's vox is about as audible as a normal conversation, but you don't have to shout or be especially loud (although you definitely can).

Motus refers to movement. This can be a snap, a hand gesture, or you tracing a symbol in the air with your hand. Either way, blessings with Motus require you to be able to freely move at least one of your hands. A blessing's motus is not subtle however. You can (but don't have to) use both hands or even your entire body for a blessing's Motus if you want.

And finally, **Faith** simply refers to the amount of faith that is used to bestow a blessing. All blessings require this.

Power

A blessing's **Power** is equal to your Prayer skill Ranks. You can attempt to increase the power of the blessing by spending more Faith. By spending at least 1 extra Faith up to a maximum equal to your Prayer skill Ranks, you can increase the blessing's power by +1 for each additional Faith point expended.

Joint Blessing

When a creature you can see bestows a blessing that you have memorised at a target you can see within range, you can use a Major Reaction and expend enough Faith to bestow the blessing yourself. When you do so, simply add your Prayer skill Ranks to the triggering blessing's power.

List of Blessings

[P] ... The blessing's power

Blessing of Regeneration

[Major Action]

Motus, Vox

Faith: 5
Range: 10 m
Duration: 1 minute

The target creature restores [P] hit points at the start of each of its turns for the duration.

Blessing of Protection

[Major Action]

Motus, Vox

Faith: 3
Range: 20 m
Duration: 10 minutes

The target creature or object gains a +[P] bonus to all of its Armor Values for the duration.

Blessing of Haste

[Major Action]

Motus, Vox

Faith: 10
Range: 10 m
Duration: 1 minute

The target creature's movement speed increases by +[P] × 2 m and it gains an additional Minor Action for the duration.

Blessing of Attention

[Major Action]

Vox

Faith: 3
Range: 20 m
Duration: 1 minute

The target creature gains a +[P] bonus to all Evasion tests for the duration.

Blessing of Burden

[Major Action]

Vox

Faith: 2
Range: Touch
Duration: [P] hours

The target creature's carry capacity is doubled for the duration.

Blessing of Warding off Evil

[Major Action]

Motus, Vox

Faith: 20
Range: Touch
Area: 10m Dome
Duration: [P] hours

You create a warded space around a target point on a surface you touch. For the duration, no unholy creature can enter the area or target another creature inside the area with an attack, spell, or other magical effect. Areas of Effect created from an unholy creature can not extend inside of the blessed area.

Blessing of Sanctity

[Major Action]

Motus, Vox

Faith: 15
Range: Touch
Duration: [P] minutes

For the duration, the target creature's unholy trait is suppressed.

Blessing of Purification

[Minor Action]

Motus

Faith: 4
Range: 10m

If the target is a creature, you remove [P] stacks of the poisoned condition from it.

If the target is a food or drink, you make it safe to consume, neutralising any poisons in it and removing any harmful impurities.

Blessing of Health

[Major Action]

Motus, Vox

Faith: 7
Range: Touch

You cure the target of a disease.

Blessing of Wound Closure

[Minor Action]

Vox

Faith: 5
Range: Touch

The target creature loses **[P]** stacks of bleeding.

Blessing of Guidance

[Major Action]

Motus, Vox

Faith: 10
Range: 10m
Duration: 1 minute

For the duration, the target creature gains a **+ [P]** bonus to all tests made with one attribute that you choose when bestowing this blessing.

Blessing of Smiting

[Minor Action]

Motus

Faith: 3
Range: Touch

The target of this blessing can be either a weapon, or up to 20 pieces of ammunition. The next time the target deals damage to an unholy creature, it deals an extra **+ [P]** fire damage to it that ignores resistances, vulnerabilities and armor.

Blessing of Comprehension

[Major Action]

Vox

Faith: 6
Range: 20m
Duration: 1 hour

Up to **[P]** target creatures within range understand all spoken and written languages for the duration. The blessing fails for targets that don't understand any languages before the blessing is bestowed.

Blessing of Comfort

[Major Action]

Motus, Vox

Faith: 5
Range: 10m
Duration: **[P]** hours

For the duration, the target creature is unaffected by extreme temperatures, like the heat of a desert or the cold of a glacier.

Blessing of Holy Water

[Major Action]

Vox

Faith: 1
Range: 10m

Up to **[P]** Slots worth of clear water within range are turned into holy water.

Witchcraft

Witchcraft is the art of manipulating the four elements around you to create magical effects. Witchcraft is shunned and outlawed by the church, yet the number of witches and wizards remains strong. Generally, Witchcraft encompasses the skills **Spellwork**, **Runecraft**, and **Summoning**.

Essence

Runes, Spells, Curses, and Rituals require Essence, which resides in all things. However, drawing on raw unextracted essence is impossibly difficult. Therefore, one needs extracted Essence which can be obtained through **Alchemy**. This is why most witches and wizards also dabble in Alchemy.

Runes

Runes are a simple way to use Essence to create minor magical effects. Beginning at Rank 1 in the Runecraft skill, you can apply runes to objects or creatures in a process called **Runecarving**. The rune can be painted, drawn, carved, branded, or otherwise applied to the surface of the target, as long as it remains visible unless the surface it is carved on is somehow covered or otherwise visually obscured.

You need the rune's **formula** to carve it. Carving a rune takes 10 minutes and consumes Essence according to the Rune's Essence cost. The resulting rune has a **power** equal to your Runecraft skill rank.

A rune lasts until it is broken or otherwise dispelled and identical runes do not stack. If several instances of the same rune affect the same target, only the rune with the higher power takes effect.

Runes on Creatures

A creature can only be affected by a number of runes equal to their own [WIL] + Runecraft skill ranks at the same time (minimum of 1). If a creature is affected by the maximum number of runes it can be affected by and another rune is carved on it, that rune breaks.

Runes on Objects

The maximum number of runes that can be carved into an object depend on its size. Refer to the table below. Also, per default runes can only be carved into objects that are no larger than 10 Slots.

If you want to carve a rune into an Object larger than 10 Slots, you have to expend 1 additional Essence of any element the Rune requires for every 10 Slots beyond the first 10. For example, if you want to carve a Conserve Rune into a Briefcase (15 slots), then you have to spend 1 additional Earth or Water Essence.

Breaking Runes

Also beginning at Rank 1 in the Runecraft skill, as a Major Action, you can break a rune on an object or a creature that is willing or incapacitated. A broken rune's effect ends immediately.

Object Size	Max Runes
≤ 1 Slot	1
2 - 10 Slots	2
11 - 20	3
21 - 50	4
51 - 100	5
101+	6

Formulae

Runes, rituals, and spells require formulae. A formula is like a recipe for how to manipulate the Essence required for the desired magical effect. Much like recipes for potions, you can gather formulae by buying them, finding them, or even experimenting to come up with them on your own.

Spell formulas need to be **memorised** before you can cast them, since you don't have enough time to look them up in the middle of combat. Memorising a spell formula takes a number of minutes equal to the spell's complexity. You can only have a number of spells memorised at any time equal to your [LOG] + your Spellwork skill ranks (minimum of 1) and you can always forget a memorised spell, which requires no effort or action.

Experimenting

If you have at least 1 Rank in the Literature skill and 3 Ranks in Spellwork or Runecraft, you can spend at least 1 hour **experimenting** to find a formula for a spell or curse (Spellwork), or a rune or ritual (Runecraft). To do so, first select a rune, ritual, curse, or spell you don't already have the formula of, which will be what you're attempting to recreate. At the end of every hour spent experimenting, make a Spellwork [LOG] test (for spells) or a Runecraft [LOG] test (for runes and rituals) against 10 + the rune's, ritual's, curse's, or spell's **complexity**. If you succeed, you discover a part of the formula, which you track. Once the number of your discovered parts of the formula reach the rune's, ritual's, curse's, or spell's complexity, you complete the formula. Every hour of experimentation uses an amount of Essence (any combination of Elements of your choice) equal to the rune's, ritual's, curse's, or spell's complexity, whether you succeed on the test or not. If you don't have enough Essence available, you can't experiment.

Power

When you carve a rune, perform a ritual, or cast a spell, your skill and ingredients influence how powerful it will be. This is referred to as its **Power**.

Rituals

Beginning at rank 2 in Runecraft, you can prepare and perform Rituals. Rituals take time to prepare and to perform, which makes them unfit for combat, but they usually result in effects that last longer than most spells, perfect for any kind of prep work.

To prepare a ritual, you need the Essence required for the ritual. You can then spend a number of minutes equal to the complexity of the ritual minus your Runecraft skill Ranks (minimum of 1 minute total) preparing it. Once prepared, you can perform the ritual, which takes another number of minutes equal to the ritual's complexity. While performing the ritual, you can't do anything else and if you're interrupted, you have to start over. You don't lose any preparation if you're interrupted however.

Once you're done performing the ritual, it takes effect with a **Power** equal to your Runecraft skill Ranks.

Spells

When you reach rank 1 in Spellwork, you gain the ability to cast spells, which are quick incantations that create magical effects. As with rituals or runes, you need to have enough Essence on hand to cast it. In addition, you must have the spell's formula memorised. See **Formulae** for details.

Every spell requires a different type of action to cast it. Most require a Major Action, while others require a Minor Action or even a Major or Minor Reaction, as specified with the spell.

Spells have different **Components** to them which refers to what you need to do for the incantation.

Vox refers to a vocal component. This can be a chant, a song, a whistle, or a command. Spells with Vox require you to be able to speak audibly to cast them. A spell's vox is about as audible as a normal conversation, but you don't have to shout or be especially loud (although you definitely can).

Motus refers to movement. This can be a snap, a hand gesture, or you tracing a symbol in the air with your hand. Either way, spells with Motus require you to be able to freely move at least one of your hands. A spell's motus is not subtle however. You can (but don't have to) use both hands or even your entire body for a spell's Motus if you want.

And finally, **Natura** simply refers to the Essence that is used to cast a spell. All spells require this.

A spell's **power** is equal to your Spellwork skill ranks. You can attempt to increase the power of the spell by spending more Essence. By spending at least 1 Essence of an element required by the spell up to a maximum equal to your Spellwork skill ranks, you can increase the spell's power by +1 for each additional Essence expended.

Foci

A focus is a special rare gemstone that has been infused with heaps of Essence. From the point of its creation it serves as a permanent source of Essence for spells and rituals. Foci are extremely hard to create and consequently incredibly rare.

Each focus has an element and a value associated with it. For example, a +3 Fire Focus is infused with fire essence and has a value of +3. A focus can not be infused with multiple elements at once and the infused element can also never be changed.

When you expend Essence while a focus is on your person (you need not hold it in your hand, simply carrying it is sufficient), you can draw on the focus to cover parts of the essence cost. If you do so, the focus counts as an amount of Essence equal to the focus' value of the element the focus is infused with and never more or less. For example, a +3 Fire focus counts as 3 Fire Essence when drawn on. A focus can be used an unlimited number of times in this way without affecting its value. Multiple foci can also be used at once in this way as long as you carry all of them with you during the entirety of the ritual or spell casting.

If the power of a focus exceeds the cost of that element's essence of a spell you cast, the difference counts towards extra **power** as if you had expended extra Essence.

Spell Attacks

Some spells require you to attack a target by making a spell attack. This works just like a normal attack, except you make a Spellwork [WIL] test to attack. Oftentimes the spell specifies the specific test the target gets to make against it, but if it doesn't, the target rolls an Evasion test just like with normal attacks.

Resisting Spells

Some spells call for an Evasion, Willpower or other test of the target. Unless otherwise specified, the Difficulty for them is equal to 10 + the spellcaster's [WIL] + the spellcaster's Spellwork skill ranks. This number is referred to as the caster's **Spell Resist Difficulty** (or **SRD** for short).

Concentrating on Spells

Some spells have a **(C)** next to their duration. This means that the spell requires you to concentrate on it. You can only concentrate on one spell at a time and when you cast another spell that requires concentration while already concentrating on a spell, the spell you were originally concentrating on ends.

If you are incapacitated, you lose concentration. If you take damage from any source while concentrating on a spell, you must make a Spellwork [WIL] test against 10 or half the damage you took (whichever is higher) and if you fail, you lose concentration. Otherwise, you keep concentrating on the spell.

Area of Effect

Some spells, rituals, and runes have an Area associated with them, which describes where the spell takes effect. The area is usually denoted as a distance number or two followed by a shape. The origin of the area depends on its shape and has to be within the spell's range. The area may expand beyond the spell's range. Following are the different shapes, what the distances before them refer to and where their origin is located.

- **Circle** - The distance refers to the radius of the circle and the origin is at its center.
- **Square** - The distance refers to the length of each edge of the square and the origin is at its center.
- **Sphere** - The distance refers to the radius of the sphere and the origin is at its center.
- **Dome** - The distance refers to the radius of the dome and the origin is at the center of its base.
- **Cube** - The distance refers to the length of each edge of the cube and the origin is anywhere on any one of its faces.
- **Cylinder** - The first distance refers to the radius of its base, the second distance to its height with the origin at the center of its base.
- **Cone** - The single distance refers to the height of the cone, as well as the diameter of its base and the origin is at its peak.
- **Line** - The first distance refers to the length of the line, the second distance refers to its width and the origin is in the center of one end of the line.

Spell Enhancements

Beginning at Rank 9 in the Spellwork skill, you can enhance your spells when you cast them by expending more essence to influence the nature of the spell. You can choose to add any number of these enhancements to the spell as you cast it that you like, as long as you have access to the required essence.

Increased Range

Requirement: Spell has a range that is not Touch or Self

You can expend 2 Air Essence to increase the spell's range by its base range. You can apply this enhancement up to [WIL] times to the same spell cast (minimum of once).

Increased AoE

Requirement: Spell has an Area of Effect

You can expend 2 Water Essence to increase the spell's area of effect by its base AoE size. You can apply this enhancement up to [WIL] times to the same spell cast (minimum of once).

Increased Duration

Requirement: Spell has a duration

You can expend 2 Earth Essence to increase the spell's duration by its base duration. You can apply this enhancement up to [WIL] times to the same spell cast (minimum of once).

Attack Bonus

Requirement: Spell requires an attack roll

You can expend 2 Fire Essence to gain a +1 bonus to any Spell Attack Roll you make as part of the spell. You can apply this enhancement up to [WIL] times to the same spell cast (minimum of once).

Remove Component

You can expend 2 of each element of essence to remove either the Vox, or the Motus component. You can apply this enhancement twice to remove both components.

Quick Cast

Requirement: Spell requires a Major Action or Major Reaction

You can expend 5 air essence to cast the Major Action spell as a Minor Action or the Major Reaction spell as a Minor Reaction

Twin Cast

Requirement: Spell has only 1 target and doesn't have an Area of Effect

You can increase the number of targets of the spell by +1. This enhancement costs as much as the spell costs including all other enhancements except other Twin Casts. You can apply this enhancement up to [WIL] times to the same spell cast (minimum of once).

Delayed Cast

You can expend 1 Earth essence to delay the spell by 1 minute. After casting the spell, it won't take effect until that time has passed. If the spell's target is invalid when the spell takes effect, the spell doesn't take effect and is wasted. You can apply this enhancement up to [WIL] times to the same spell cast (minimum of once) to further increase the delay.

Armor Piercing

Requirement: Spell deals damage

You can expend 3 Fire essence to have all damage rolls of the spell pierce 1 AV (As if it had the **Armor Piercing** weapon property). You can apply this enhancement up to [WIL] times to the same spell cast (minimum of once) to increase the amount of AV that is pierced.

Curses

Beginning at Rank 6 in the Spellwork skill, you can curse creatures, objects and areas.

Curses are powerful permanent afflictions that are not easy to lift.

Lifting a Curse

Once a curse has been inflicted, it can only be lifted in one of three ways.

The creature that inflicted the curse can lift it again at any point as a Major Action.

In addition, some curses can be broken by fulfilling a specific condition as specified in the curse's **breaking condition**. This breaking condition is only known to creatures that possess the formula of the curse, can read it, and have at least 6 ranks in Spellwork but can also be uncovered by succeeding on a Mythology [LOG] test against 10 + the curse's power. This test can only be attempted once and only by creatures that have successfully identified the curse (meaning they know which curse it is).

The final way to lift any curse is by successfully cleansing it using the Prayer skill.

Inflicting a Curse

To inflict a curse, you need 6 Ranks in the Spellwork skill and the Essence required by the curse as well as a **sacrifice**. The sacrifice is unique to every curse and specified in its description. As a Major Action, you can inflict a curse if you have the necessary essence and sacrifice on hand. If the target is a creature, make a Spellwork [WIL] contest against the target's Prayer [WIL] or Spellwork [WIL] test (target's choice). On a success, the target is cursed. If the target is an object or area, no roll is required. The resulting curse has a **power** equal to your Spellwork skill ranks.

List of Runes

[P] ... The rune's power

Calidum

Target: Object or Creature
Natura: 1 Fire

Target gets warmed up to nice and cozy temperatures in cold environments. A creature affected by the Calidum rune or wearing a piece of clothing with the Calidum rune suffers no ill effects from non-magical cold weather and gains a +[P] bonus on tests made to resist the **frozen** condition.

Frigus

Target: Object or Creature
Natura: 1 Water

Target gets chilled down to nice and cozy temperatures in hot environments. A creature affected by the Frigus rune or wearing a piece of clothing with the Frigus rune suffers no ill effects from non-magical hot weather and gains a +[P] bonus on tests made to resist the **burning** condition.

Reparo

Target: Object
Natura: 2 Earth

Target object regains [P] health points every hour, as any damage done to it is slowly mended. This does not restore any magical properties.

Sano

Target: Creature
Natura: 2 Earth

Target creature regains [P] health points at the end of every rest.

Conservo

Target: Object (Container)
Natura: 1 Earth, 1 Water

Perishable objects, like food for example, that are stored inside the target container stay fresh for an additional [P] days.

Respiratio

Target: Creature
Natura: 2 Air

Target creature can hold its breath for an additional [P] minutes.

Purgo

Target: Object (Container)
Natura: 1 Water, 2 Fire

Water and other drinks inside the target container are purified of all non-magical poisons and become safe to drink. Potions and Elixirs with a Potency below [P] are purified as well, turning them into water.

Levis

Target: Object or Creature
Natura: 1 Air, 1 Earth

Target object or creature has its weight reduced by [P]kg to a minimum of 1kg.

Gravis

Target: Object or Creature
Natura: 2 Earth

Target object or creature has its weight increased by [P]kg.

Sera

Target: Object (Container)
Natura: 2 Earth

Target container becomes locked magically. The lock can be unlocked temporarily using a passphrase determined when carving the rune and locked again by the same phrase or a different one also determined when carving the rune. A Sera rune can't be picked but it can be forced open with brute force as if it was a lock with rating [P].

Mundo

Target: Object
Natura: 2 Water

Target object is cleaned and can't get soiled in any non-magical way.

Protego

Target: Object
(Clothing, Armor, or Shield)
Natura: 2 Earth

Target piece of clothing or armor, or shield gets a +1 bonus to its Armor Value. This bonus can not increase the target's Armor Value above **[P]**.

Silentium

Target: Surface
(Door, Window, Wall, Floor, or Ceiling inside a closed room)
Natura: 3 Air

Target room's walls, doors, windows, floors, and ceilings become soundproof while all doors and windows are closed. Sounds that aren't particularly loud, like explosions or yelling can neither enter nor escape the room while it is closed. The rune can only affect a room that is no larger than **[P]**m in any dimension, but can be stacked with other Silentium runes to increase that limit additively.

Damnum

Target: Object
(Up to 10 pieces of Ammunition or 1 Weapon)
Natura: 1 Fire, or 1 Air, or 1 Earth, or 1 Water

Target pieces of ammunition or weapon are enchanted to inflict additional effects based on the Element of Natura used when carving the rune.

Fire: On hit, they deal **+ [P]** fire damage.

Air: On hit, the target is pushed back 2m.

Earth: On hit, the target takes **+ [P]** blunt damage.

Water: On hit, the target takes **+ [P]** cold damage.

Clypeus Cordis

Target: Object (Armor or Shield)
Natura: 2 Earth

Generates a shimmering protective barrier around the wearer of the target armor or shield. The barrier has a pool of **[P]** health points. When the target object or its wearer takes damage, the barrier takes damage first with no vulnerabilities or resistances and any leftover damage carries over. The rune disappears when the pool of health has been expended completely.

Radians

Target: Object
Natura: 1 Fire

The rune emits a warm glow, emitting dim light in a **[P]** x 2m radius.

Suprimo

Target: Object or Creature
Natura: 2 Air, 2 Earth, 2 Fire, 2 Water

Every curse with a Power of **[P]** or lower that is affecting the target is suppressed for the target as long as this rune is active. The rune fades after **[P]** hours, upon which any suppressed curses continue.

Visio Obscura

Target: Creature
Natura: 1 Air, 1 Fire

The target gains **Nightvision** out to **[P]** x 2m.

Vita Surripuit

Target: Object (Melee Weapon)
Natura: 1 Earth, 1 Fire, 3 Water

The target melee weapon is enhanced to steal health from enemies. Once per turn, when the weapon hits a creature, the wielder of the weapon heals for the damage dealt after armor, vulnerabilities and resistances (to a maximum of **[P]** hit points).

Auge Salus

Target: Creature
Natura: 2 Earth, 3 Water

Target creature's maximum hit points are increased by **+ [P]**.

Amplus

Target: Object (Container with 1 Slot capacity or more)

Natura: 1 Air, 2 Earth

The target container's capacity grows by +[P] slots without altering the container's own weight or size.

This rune has to be carved into the outside of the container and any other runes on the container can also only be carved into the outside of it. Existing runes on the inside of the container when this rune is being carved into it are magically relocated to the outside of the container upon carving this rune.

Vita Surripuit

Target: 1 Melee Weapon
Natura: 3 Water

The target melee weapon is enhanced to steal health from enemies. On a hit, the wielder of the target weapon heals for the damage dealt after armor and resistances (to a maximum of **[P]** hit points per hit).

Tranquillum

Target: 1 Creature
Natura: 2 Earth, 2 Water

The target creature gains a +**[P]** bonus on rolls to resist being frightened.

Revivesco

Target: 1 Creature
Natura: 5 Air, 5 Earth, 5 Fire, 5 Water

When the target creature falls to 0 health points, it heals for **[P]** health points and this rune breaks.

List of Spells

[P] ... The spell's power

Fire Bolt

[Major Action]

Motus, Vox

Natura: 3 Fire

Range: 20m

You hurl a flame at a target within range. Make a ranged spell attack against the target. If it hits, you deal [P]d6 fire damage to them and they gain 1 stack of burning.

Fireball

[Major Action]

Motus, Vox

Natura: 5 Fire

Range: 20m

Area: 10m Sphere

You hurl a ball of fire that explodes. All creatures and objects in the target area must make an Evasion test. A target takes [P]d6 fire damage and gains 1 stack of burning on a failed test. On a successful test it takes half damage and no stack of burning.

Water Bolt

[Major Action]

Motus, Vox

Natura: 3 Water

Range: 20m

You hurl a mote of water at a target within range. Make a ranged spell attack against the target. If it hits, you deal [P]d6 blunt damage to them and they become wet.

Waterball

[Major Action]

Motus, Vox

Natura: 5 Water

Range: 20m

Area: 10m Sphere

You hurl a ball of water that explodes. All creatures and objects in the target area must make an Evasion test. A target takes [P]d6 blunt damage and becomes wet on a failed test. On a successful test it takes half damage and doesn't become wet.

Tremor

[Major Action]

Motus, Vox

Natura: 3 Earth

Range: 20m

The ground beneath a target within range shakes. The target must make an Evasion test. It takes [P]d6 blunt damage on a fail and falls prone. On a successful test it takes half damage and doesn't fall prone.

Earthquake

[Major Action]

Motus, Vox

Natura: 5 Earth

Range: 20m

Area: 10m Circle

The ground in the target area within range shakes. All creatures must make an Evasion test. A target takes [P]d6 blunt damage on a fail and falls prone. On a successful test it takes half damage and doesn't fall prone.

Air Bolt

[Major Action]

Motus, Vox

Natura: 3 Air

Range: 20m

You send a mote of condensed air at a target within range. Make a ranged spell attack against the target. If it hits, you deal [P]d6 slashing damage to them and push them 2m away from you.

Air Bomb

[Major Action]

Motus, Vox

Natura: 5 Air

Range: 20m

Area: 10m Sphere

You hurl a mote of condensed air that explodes. All creatures and objects in the target area must make an Evasion test. A target takes [P]d6 blunt damage and is pushed 2m away from the center of the explosion. On a successful test it takes half damage and is not pushed away.

Icicle

[Major Action]

Motus, Vox

Natura: 2 Water, 2 Air

Range: 20m

You hurl a pointy icicle at a target within range. Make a ranged spell attack against the target. If it hits, you deal **[P]**d6 + **[P]** cold damage to them and they gain 1 stack of bleeding.

Lava Mote

[Major Action]

Motus, Vox

Natura: 2 Fire, 2 Earth

Range: 20m

You hurl a mote of molten rock at a target within range. Make a ranged spell attack against the target. If it hits, you deal **[P]**d6 blunt + **[P]** fire damage to them and they gain 1 stack of burning.

Spark

[Major Action]

Motus, Vox

Natura: 2 Fire, 2 Air

Range: 20m

You send an electrical spark to a target within range. Make a ranged spell attack against the target. If it hits, you deal **[P]**d6 + **[P]** electrical damage to them and they become nauseous until the end of their next turn.

Steam Cloud

[Major Action]

Motus, Vox

Natura: 3 Fire, 3 Water

Range: 20m

Area: 10m Sphere

You create a cloud of hot water vapour in the target area that disperses quickly. All creatures in the area must make a Body test. They take **[P]**d6 + **[P]** fire damage and become wet on a failed test. On a successful test, they take half damage and don't become wet.

Acid Splash

[Major Action]

Motus, Vox

Natura: 3 Water, 3 Earth

Range: 20m

Area: 10m Circle

You hurl a mote of acid at a target within range. Make a ranged spell attack against the target. If it hits, you deal **[P]**d8 + **[P]** acid damage to them.

Acid Rain

[Major Action]

Motus, Vox

Natura: 5 Water, 5 Earth

Range: 20m

Area: 10m/20m Cylinder

You make it rain acid in the target area. Make a ranged spell attack against the target. All creatures in the area must make an Evasion test. They take **[P]**d8 + **[P]** acid damage on a failed test. On a successful test, they take half damage.

Dust Cloud

[Major Action]

Motus, Vox

Natura: 2 Earth, 2 Air

Range: 20m

Area: 10m Sphere

Duration: **[P]** minutes

You create a cloud of dust in the target area that remains for the duration. The area in the cloud is heavily obscured. A strong wind can disperse the cloud, ending the spell.

Break Warding

[Major Action]

Vox

Natura: 1 Air, 5 Fire, 1 Earth

Range: Touch

You break a warding with a Power less or equal to **[P]**, ending its effect on the target creature, object or place (a vehicle, room, or building). You can use this spell to attempt to break a warding with a higher power, but you need to succeed on a Spellwork [WIL] test against 10 + the warding's power.

Levitate

[Major Action]

Motus, Vox

Natura: 4 Air
Range: 20m
Duration: [P] minutes (C)

You attempt to lift a target creature or object no heavier than [P] x 50 kg within range up to 10m up into the air for the duration. If the target is an unwilling creature, it can make a Willpower test to resist the spell on a success. While affected, the target has its speed reduced to 0 and can't benefit from effects that increase its speed. The target can use a Major Action on its turn to repeat the Willpower test, ending the spell on a success.

On each of your turns while this spell is active, you can use a Minor Action to move the target up to 10m in any direction, but not through solid objects.

Unlock

[Major Action]

Motus

Natura: 3 Air, 1 Earth
Range: 10m

You unlock a target lock within range with a lock rating of [P] or lower. If the lock rating of the target is higher, you need to succeed on a Spellwork [WIL] test against 10 + the target lock's rating, otherwise the spell fails. Alternatively, you can unlock a magical lock, in which case you apply the same rules except instead of the lock rating, you use the Power of the magic that keeps the lock locked.

Deflect

[Minor Reaction]

Motus

Natura: 1 Air, 1 Earth
Range: Self

When you're attacked by a creature you can see, you can use this spell to attempt to deflect the attack. You gain a +5 + [P] bonus to your Evasion test against the triggering attack. You can declare using this spell after rolling your Evasion test but before you know whether you would be hit or not.

Reflect

[Major Reaction]

Motus, Vox

Natura: 1 Air, 2 Earth, 1 Water
Range: Self

When you're attacked by a creature you can see, you can use this spell to attempt to deflect the attack and possibly make it reflect back to the attacker. You gain a +5 + [P] bonus to your Evasion test against the triggering attack. You can declare using this spell after rolling your Evasion test but before you know whether you would be hit or not. If the attack misses you, make a melee spell attack (if the triggering attack was a melee attack) or a ranged spell attack (if the triggering attack was a ranged attack) against the attacker. On a hit, the attacker takes the damage of his own attack.

Control Fire

[Minor Action]

Motus

Natura: 1 Fire
Range: [P] x 10m

You control the element of fire in a small manner around you. Choose one of the following effects:

- You instantly light or snuff out all flammable objects (candles, oil-lamps, braziers, bonfires, and the like) in a [P]m cube within range.
- You change the colour of all fires in a [P]m cube within range to any colour you like.
- You warm up an object that you can see that is no larger than [P]m in any dimension for up to 10 minutes, after which it may cool down again. You can't make it hot enough to hurt someone this way.
- You remove [P] stacks of burning from a creature within range that you can see.

Control Water

[Minor Action]

Motus

Natura: 1 Water
Range: [P] x 10m

You control the element of water in a small manner around you. Choose one of the following effects:

- You instantly freeze or unfreeze up to [P] liters of water within range that you can see.
- You force any droplets of rain that would fall on a target creature or object no larger than [P]m in any dimension within range that you can see to avoid the target just before they would hit it and fall to the ground next to it instead.
- You instantly dry or wet a surface, object, or creature no larger than [P]m in any dimension that you can see within range.

Blink

[Minor Action]

Motus

Natura: 3 Air
Range: [P] x 5m

You along with everything you're wearing or carrying instantly disappear and reappear in an unoccupied space within range. If you try to blink into a space that is occupied, the spell fails and the Natura is lost.

Group Blink

[Minor Action]

Motus

Natura: 5 Air
Range: [P] x 5m

You and up to [P] creatures you're touching along with everything you and them are wearing or carrying instantly disappear and reappear in an unoccupied space within range. If you try to blink into a space that is occupied, the spell fails and the Natura is lost. If there is enough space at the target location for at least yourself, the spell still takes effect but any target creature that doesn't fit the target space with you is left behind.

Teleport

[Major Action]

Motus, Vox

Natura: 6 Air
Range: [P] x 10km

Pick a target location within range that you have either been to before, can see, or that you have an associated object of. An associated object can be anything that has either spent at least a year at the target location or has been there in the last 24 hours.

You along with everything you're wearing or carrying instantly disappear and reappear in an unoccupied space close to the target. If there is no unoccupied space close to the target, the spell fails and the Natura is lost.

Group Teleport

[Major Action]

Motus, Vox

Natura: 10 Air
Range: [P] x 10km

Pick a target location within range that you have either been to before, can see, or that you have an associated object of. An associated object can be anything that has either spent at least a year at the target location or has been there in the last 24 hours.

You and up to [P] creatures you're touching along with everything you and them are wearing or carrying instantly disappear and reappear in an unoccupied space close to the target. If there is no unoccupied space close to the target, the spell fails and the Natura is lost. If there is enough space at the target location for at least yourself, the spell still takes effect but any target creature that doesn't fit the target space with you is left behind.

Glow

[Major Action]

Motus, Vox

Natura: 2 Fire

An object you touch starts glowing, giving off bright light in a 10m radius and dim light in a 10 m radius beyond that for up to **[P]** hours or until you end the spell at any point requiring no action. Casting this spell on an object that is already affected by this spell, resets the duration to the new Glow spell's duration and increases the light radius additively.

Hex

[Minor Reaction]

Vox

Natura: 1 Air, 2 Water

Range: **[P]** x 10m

When a creature you can see or hear within range makes a test that you're aware of, you can cast this spell to impose disadvantage on the creature's roll.

Stupor

[Major Action]

Motus, Vox

Natura: 3 Earth, 3 Water

Range: 10m

Duration: 1 minute (C)

You speak a powerful command at a target creature you can see within range. The target must make a Willpower test against 10 + **[P]**. On a failure, the target becomes paralyzed for the duration.

Mindlink

[Major Action]

Motus

Natura: 5 Air

Range: **[P]**km

Duration: 5 Minutes (C)

You create a temporary mental connection between yourself and a creature within range that you have met before. If the creature is willing, the connection is established, allowing you to talk to them telepathically for the duration.

Silence

[Major Action]

Vox

Natura: 5 Air

Range: 10m

Duration: **[P]** minutes (C)

A target creature within range becomes unable to speak, sing, or otherwise make sounds with their mouth.

Restrain

[Major Action]

Motus, Vox

Natura: 3 Earth

Range: 10m

Duration: 1 minute (C)

A target creature within range must succeed on a DT 10 + **[P]** Athletics [BOD] or Evasion test or become restrained by magical chains, vines, or similar, that appear and wrap around it. At the end of each of the target's turns, it can attempt a DT 10 + **[P]** Athletics [BOD] test to break free, ending the spell on a success.

Chain Pull

[Minor Action]

Motus

Natura: 1 Air, 1 Earth

Range: **[P]** x 10m

Make a ranged spell attack against a target creature within range. On a hit, the target gets pulled up to **[P]** x 4m towards you by a magical chain, vine, or similar.

Air Bubble

[Major Action]

Motus

Natura: 3 Air

Range: Touch

Duration: **[P]** hours

The target creature's head is surrounded by a bubble of breathable air for the duration. Gases, smoke, dust, and liquids are kept out of the bubble and the air inside the bubble is always fresh and breathable, no matter the surrounding environment.

Command

[Major Action]

Vox

Natura: 5 Air, 1 Fire, 1 Water

Duration: [P] minutes

You utter a simple command to a target creature that can hear and understand you. The target must succeed on a Willpower test or become charmed by you. While charmed in this way, the target must obey and fulfill the command you uttered when casting the spell to the best of its ability. If the command would result in the target getting hurt, it has advantage on the Willpower test. At the end of each of the target's turns, it can repeat the Willpower test and end the spell on a success.

Enthrall

[Major Action]

Vox

Natura: 10 Air, 3 Fire, 2 Water

Duration: [P] hours

You utter a command to a target creature that can hear and understand you. The target must succeed on a Willpower test or become charmed by you. While charmed in this way, the target must obey and fulfill the command you uttered when casting the spell to the best of its ability. If the command would result in the target getting hurt, it has advantage on the Willpower test.

Clean

[Minor Action]

Motus

Natura: 1 Air

Range: 10m

You magically clean up to [P] creatures of your choice that you can see within range. Their skin, hair, clothes, and equipment are dried and cleaned of any dirt or grime. Alternatively, you can target an area up to [P]m in any dimension and affect all surfaces and objects not worn or carried by creatures inside it in the same way.

Ignite

[Major Action]

Motus, Vox

Natura: 3 Fire

Range: 20m

The target object or creature ignites and gains [P] stacks of the burning condition.

Access Foldspace

[Major Action]

Motus

Natura: 5 Air

Range: Self

You create a 1m radius circular rift in an unoccupied space next to you that leads to your own personal Foldspace. This foldspace acts as a container with a capacity of [P] x 10 Slots. The foldspace closes when you dismiss it at any point requiring no action, or when you move more than 2m away from it.

When you cast this spell, you can choose to connect the rift to a foldspace you already created before or create a new one. When you create a new foldspace, the old foldspace is lost forever, along with anything inside of it.

List of Rituals

Scrying

Natura: 5 Air, 5 Water, 5 Earth

As part of this ritual you infuse a reflective surface like a puddle of water, a mirror, or a shiny piece of metal that must not move while the ritual is being performed.

Choose a target creature, object, or place. Make a Spellwork [WIL] test with a difficulty of 10 that is modified based on how familiar you are with the target and what sort of physical connection you have to it. If the target is a creature, the base difficulty is equal to that creature's Willpower test instead of 10. If you succeed on your test, the ritual takes effect, otherwise it fails.

Familiarity	Difficulty Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5
Connection	Difficulty Modifier
Likeness or picture	-2
Possession or garment (creature)	-4
Body part, lock of hair, bit of nail, or the like (creature)	-10
Pile of soil, a plant that grew there, a (place)	-10

For the next [P] × 10 minutes the target and its surroundings are visible and audible through the infused surface as if it was following it around. If the target is a creature, it feels observed.

Night Vision

Natura: 3 Fire, 3 Air

As part of this ritual you infuse up to [P] willing creatures that must not move while the ritual is being performed.

The target creatures gain **Nightvision** for the next 12 hours.

Water Breathing

Natura: 3 Air, 3 Water

As part of this ritual you infuse up to [P] willing creatures that must not move while the ritual is being performed.

The target creatures gain the ability to breathe underwater for the next 12 hours.

Beauty

Natura: 2 Fire, 2 Air, 2 Earth, 2 Water

As part of this ritual you infuse a willing humanoid creature that must not move while the ritual is being performed.

The target becomes a more beautiful version of itself and gains a +[P] bonus to Social tests for the next 24 hours, after which it is returned to its former appearance.

Disguise

Natura: 4 Air, 4 Earth

As part of this ritual you infuse a willing human that must not move while the ritual is being performed.

The target turns into a different person with an appearance and voice of your choice. It can be any person you have seen before or a new person with an entirely made up appearance and voice, as long as the desired outcome is no more than 50 cm taller or smaller than the target. The target remains in this form for [P] hours, after which it reverts back.

Locate

Natura: 3 Air, 3 Water, 3 Earth

As part of this ritual you infuse a map, compass, divining rod or something similar that must not move while the ritual is being performed.

Choose a target creature, object, or place. Make a Spellwork [WIL] test with a difficulty of 10 that is modified based on how familiar you are with the target and what sort of physical connection you have to it. If the target is a creature, the base difficulty is equal to that creature's Willpower test instead of 10. If you succeed on your test, the ritual takes effect, otherwise it fails.

Familiarity	Difficulty Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5
Connection	Difficulty Modifier
Likeness or picture	-2
Possession or garment (creature)	-4
Body part, lock of hair, bit of nail, or the like (creature)	-10
Pile of soil, a plant that grew there, a (place)	-10

For the next **[P]** × 10 minutes the infused object shows the location of the target. For example, a dot on an infused map, or the compass pointing towards the target instead of north.

Astral Projection

Natura: 10 Air, 5 Water

You project your consciousness to a place of your choice within **[P]** km that you can see or describe (for example 200m north, or behind the door). You appear at the target location as an incorporeal spectral ghost that looks like yourself. While in this form, you can float in all directions at a speed of 20m and can move through objects and creatures. You can not interact with the world around you in any physical way but you can talk as normal. While in this form, your physical body remains in a deep meditative unconscious state and you are unable to perceive what it perceives until you end the ritual at any point as a Minor Action. If your physical body takes any damage, the ritual ends immediately.

Dreamwalk

Natura: 8 Air, 3 Water

You project your consciousness and that of up to **[P]** other creatures into the dream of a target sleeping creature within **[P]** km. If the target creature is not unconscious, the ritual fails. You and the other dreamwalkers can choose to appear as silent, invisible observers or as participants within the dream and at any point while the ritual is ongoing, you and the other dreamwalkers can switch into different participants or back to silent observers. As participants, you can interact with the dream and the dreamer. As silent observers you can not interact with the dream or the dreamer, but observe everything.

When a dreamwalker takes the form of a participant, they make a Deception [CHA] vs Intuition contest against the dreamer. If the dreamer wins, they notice that something is off and may choose to expel that participant from their dream, ending the ritual for the affected dreamwalker.

Identify

Natura: 5 Air, 10 Water

As part of the ritual you examine an object that must not move while the ritual is being performed.

You learn what the object is called, what it is used for, who created it (if it was crafted in any way), where it is from (if it was not crafted but harvested from somewhere like a piece of rock, a plant or a part of a creature), what it is worth in its current state, how much Essence can be extracted from it, and what Infusions or Rituals (if any) are affecting it.

Divination Warding

Natura: 6 Air, 6 Water

As part of the ritual you infuse an object, creature or place (a vehicle, room, or building) no larger than **[P]**m in any direction that must not move while the ritual is being performed.

For the next **[P]** hours, the target is warded against scrying and magical location, causing any such rituals or other magical effects to fail on them.

If this ritual is successfully performed on the same object or place for 10 consecutive times without a break for 10 days in a row, the effect becomes permanent on the target.

If the target is already affected by this ritual, it keeps the higher powered version.

Spirit Warding

Natura: 4 Air, 6 Water, 2 Earth

As part of the ritual you infuse a place (a vehicle, room, or building) no larger than **[P]**m in any direction that must not move while the ritual is being performed.

For the next **[P]** hours, the target is warded against spirits and creatures without a physical form (like astral projections), making it unable for them to enter the area in any way. Any such creature already in the area is expelled to the nearest unoccupied space outside of the target area.

If this ritual is successfully performed on the same place for 10 consecutive times without a break for 10 days in a row, the effect becomes permanent.

If the target is already affected by this ritual, it keeps the higher powered version.

Monster Warding

Natura: 4 Fire, 4 Air, 4 Water, 4 Earth

As part of the ritual you infuse a creature or place (a vehicle, room, or building) no larger than **[P]**m in any direction that must not move while the ritual is being performed.

*If the target is a **place**:*

For the next **[P]** hours, the target is warded against monsters, making it unable for them to enter the area in any way. Any such creature already in the area is expelled to the nearest unoccupied space outside of the target area.

If this ritual is successfully performed on the same place for 10 consecutive times without a break for 10 days in a row, the effect becomes permanent.

*If the target is a **creature**:*

For the next **[P]** hours, the target is warded against monsters, making it unable for them to possess or charm them. Ongoing possessions or charms by monsters are suspended for the duration of the warding. Also, all monsters have disadvantage on attacks against the target.

If the target is already affected by this ritual, it keeps the higher powered version.

Death Warding

Natura: 5 Fire, 5 Air, 5 Water, 5 Earth

As part of the ritual you infuse a creature that must not move while the ritual is being performed.

For the next **[P]** hours, the target is warded against death. The next time the target creature would die within that time, they are reduced to 1 hit point instead, ending the ritual.

If the target is already affected by this ritual, it keeps the higher powered version.

[Damage Type] Warding

Natura: 3 Fire, 3 Air, 3 Water, 3 Earth

As part of the ritual you infuse a creature or object no larger than **[P]**m in any direction that must not move while the ritual is being performed.

For the next **[P]** hours, the target becomes resistant against one damage type of your choice.

If the target is already affected by this ritual with the same damage type selected, it keeps the higher powered version. If the target is affected by another version of this ritual with a different damage type selected, both versions of the ritual remain in effect.

Open Portal

Natura: 20 Air

As part of the ritual you infuse a surface.

Choose a target location within **[P]** x 10km that you have either been to before, can see, or that you have an associated object of. An associated object can be anything that has either spent at least a year at the target location or has been there in the last 24 hours.

At the end of the ritual, a portal in the shape of your choice, but no larger than **[P]**m in any dimension opens on the surface you infused. At the same time a connected portal opens in the target location aligned just like the surface you infused. Both portals can only be walked through on one side and the other side is opaque and solid.

The portals remain open until **[P]** minutes have passed, upon which they collapse instantly, cutting any objects or creatures within clean through.

Blade Bond

Natura: 10 Air, 5 Earth

Even though the name suggests otherwise, this ritual works on any target object up to **[P]** Slots in size and weight. This ritual binds the target to you magically.

As a Minor Action, you can summon an object bound to you by this ritual, making it appear in your empty hand(s), on your body (if it's a piece of clothing or armor) or in an empty space directly in front of you.

The ritual is most commonly used on daggers and swords, which is where the name comes from, but can be and is used on all kinds of objects.

An object can only be bound to one creature by this ritual. Performing this ritual again on an object already bound by it to a creature will remove the previous bond.

Bought Time

Natura: 20 Air, 20 Earth, 20 Fire, 20 Water

At the end of this ritual, make a Spellwork [WIL] or Spellwork [BOD] test against 20 + **[P]**.

On a success, the ritual succeeds and your life expectancy increases by **[P]** years. You can choose to also reduce your apparent age, meaning your physical appearance, by up to that same amount.

On a failure, the ritual's effect is reversed and you immediately grow **[P]** years older.

List of Curses

Lycanthropy

Natura: 20 Fire

Target: 1 Creature (Human)

Sacrifice: Fresh blood drawn directly from the target within the last hour that must be trifled over a silver blade.

Also known as the werewolf curse. This curse turns a human into a werewolf. Every full moon at nightfall the target turns into a humanoid wolf creature (Use the Werewolf stat sheet). While in this form, it is driven by an insatiable hunger for meat, especially that of humans. At dawn, the target turns back into its human form and loses all memories of anything that happened while turned.

Breaking Condition: The curse can be broken by trifling fresh blood of the witch that inflicted the curse drawn within the last hour onto a silver blade and stabbing the target with it.

Bad Luck

Natura: 5 Fire, 5 Air, 5 Earth, 5 Water

Target: 1 Creature

Sacrifice: A symbol of luck such as a four leaf clover that must be burnt along with a strand of hair taken off of the target within the last hour.

The target creature has disadvantage on all tests.

Breaking Condition: Once a day at the end of a Long Rest, the target can attempt to break the curse by performing a difficult task and rolling a 20 on at least one of the d20s on the associated test.

Eternal Nightmares

Natura: 10 Air, 10 Water

Target: 1 Creature

Sacrifice: A lock of the target's hair, burned with black wax and placed under their bed or pillow.

The target creature is plagued by vivid, horrifying nightmares whenever they sleep. Long Rests only recover half of their health point maximum - **[P]** health points.

Breaking Condition: The target must defeat a creature spawned from their nightmares in the dream world. In order to do that, the target must be made aware of the situation in their dream by means of a Dreamwalk ritual.

Rusting Decay

Natura: 10 Earth

Target: 1 Object (weapon, or piece of armor)

Sacrifice: A piece of metal that has naturally rusted over 50 years or more, ground into powder and sprinkled over the object.

The target object constantly corrodes.

If it is a piece of armor, its AV is cumulatively reduced by 1 every day at dawn. Once its AV hits 0, it crumbles to dust and is destroyed.

If it is a weapon, it gets a cumulative -1 penalty to all damage rolls daily at dawn. After 10 - **[P]** + **[Q]** days (where **[Q]** is the weapon's quality or 0 if it has no associated quality) the weapon crumbles to dust and is destroyed.

Breaking Condition: None.

Forked Tongue

Natura: 10 Air, 5 Water

Target: 1 Creature

Sacrifice: The burned tongue of a songbird, which must be eaten by the target.

The target creature cannot speak the truth. Every spoken statement is twisted into a lie, even if unintentional.

Breaking Condition: The target must witness the witch that inflicted the curse on it speaking 3 lies within one day.

Shattered Fate

Natura: 5 Fire, 5 Air, 5 Earth, 5 Water

Target: 1 Creature

Sacrifice: A mirror that the target has looked into within the last day, shattered and buried at a crossroads.

Whenever the target rolls a natural 20 on a test, they must reroll and use the new result.

Breaking Condition: The target must voluntarily fail a task at great personal cost.

Gluttony

Natura: 10 Earth, 5 Water

Target: 1 Creature

Sacrifice: A food item the target has taken a bite out of within the last 24 hours that must be fed to an animal with black fur or feathers at midnight.

The target can never feel full. They must consume three times as much food daily to avoid exhaustion, but no amount of food can ever truly satisfy them.

Breaking Condition: The target must fast for seven full days (no food, only water), enduring the hardship without falling unconscious or dying. At the dawn of the 8th day the curse is broken.

Silence

Natura: 20 Air

Target: 1 Creature

Sacrifice: The written notes of a melody that the target has hummed or whistled within the last hour, which you must eat.

The target is rendered mute. They cannot speak or produce vocal sounds.

Breaking Condition: The target must witness the witch that inflicted the curse humming, whistling, or singing the melody that she ate.

Grasping Roots

Natura: 17 Earth

Target: a [P] x 10m square area

Sacrifice: A branch of an ancient tree mixed with the blood of a medium or larger carnivore that must be implanted in the centre of the target area. Creatures smeared with some of the same blood when inflicting the curse can pass the area unaffected.

The target area becomes overgrown with aggressive moving roots and vines. Movement through the cursed area is halved.

At the start of each creature's turn in the area, they must succeed on an Athletics or Evasion test against 10 + [P] or be restrained until the start of their next turn.

Breaking Condition: Burn the branch of the ancient tree at the centre of the area.

Sanguine Seal

Natura: 7 Fire, 10 Earth, 3 Water

Target: a room or building up to [P] x 10m in its largest dimension

Sacrifice: Blood of the person who most recently owned or controlled the structure, which must be smeared over one of the room's or building's entrances.

All doors, windows, and other access points in the target area can only be opened by creatures marked with the blood used in the sacrifice.

All others find doors and windows impossibly sealed. They're unable to open the doors and windows by any means short of magic.

Breaking Condition: The person whose blood was used for the sacrifice must personally ask someone who isn't marked by the blood to enter the target area.

Vehicles

When on foot doesn't cut it and teleportation magic isn't available, vehicles are your go-to mode of getting from A to B. Vehicles come in all shapes and sizes and many with more uses than just transportation of a person.

Vehicle Types

Vehicles are categorized in types. These types generally group them together by where they move. Each type has a number of subtypes that further distinguish the vehicles by how they move. For example, cars are land vehicles. Land vehicle is the type and car is the subtype. Another subtype of land vehicles might be a bike.

Motorized Vehicles

In addition to its type, a vehicle might be **motorized**, which means it is powered by an **Engine**. If a vehicle is not motorized, it has to be drawn, pushed, or otherwise powered by one or more creatures (for example with pedals).

Land Vehicles

Any vehicle that moves on or through land is a land vehicle.

Bikes

Bikes are two-wheeled land vehicles with one wheel behind the other and a handlebar attached to the front wheel for steering.

Carts

A cart is a vehicle on 2 or 4 wheels. Motorized versions are simply referred to as **cars**.

Sledges

A sledge is a vehicle on runners.

Walkers

A walker is a land vehicle with two or more legs that moves by walking.

Crawlers

A crawler is a land vehicle that moves using tracked treads.

Watercraft

Any vehicle that moves on or through water is a watercraft.

Boats

Small watercraft that float on water are called boats.

Ships

Large watercraft that float on water are called ships.

Submarines

Submarines are watercraft that can dive below the water surface.

Aircraft

Any vehicle that moves through the air above ground is an aircraft.

Planes

A plane is an aircraft that generates lift via fixed wings.

Balloons

A balloon is an aircraft that generates lift via gases lighter than air trapped inside of them.

Copters

A copter is an aircraft that generates lift using propellers.

Ornithopters

An ornithopter is an aircraft that mimics a flying animal's movement to generate lift.

Airship

An airship is a large complex aircraft that uses any number of methods to generate lift, most commonly balloons.

Vehicle Sizes

Vehicles are rather big, which is why the sizes for creatures aren't enough to properly classify them by size. For this reason, vehicles have their own size categories. Refer to the vehicle sizes table below for a listing of those sizes.

Vehicle Sizes	Longest Dimension
Small	< 5m
Medium	5m - 10m
Large	10m - 100m
Huge	100m - 200m
Gigantic	> 200m

Personal Vehicles

Personal Vehicles are typically rather small and fit only one creature. That creature is always the vehicle's pilot and can not man any other sections. A creature within 2m of a personal vehicle can use the Man Section action to mount or dismount a personal vehicle.

Repairing Personal Vehicles

Any creature within 2m of a personal vehicle can use the Repair Section or Repair Vehicle action on it as long as no creature is currently piloting the vehicle.

Attacking Personal Vehicles

When you attack a personal vehicle, you can choose to attack the vehicle or the creature piloting it.

Vehicle Sections

Every vehicle consists of several sections. Think of them like a vehicle's body parts.

Manning Sections

Anyone on a vehicle can use the Man Section action to man a section. While manning a section, the creature can interact with it.

Manning a Gun Mount

In order to use a gun on a gun mount section, a creature needs to man the gun mount. The gun is an **Artillery** weapon. Unless the gun has the **Precision** attribute, you can not aim for specific body parts on a creature smaller than Huge, but you can aim for specific sections on a vehicle.

Manning a Cockpit

The first creature manning a cockpit becomes the vehicle's pilot and the others can choose to be co-pilots. At any point during a vehicle's turn, any co-pilot can take over as the pilot without requiring an action. Any ongoing effects from a maneuver end as soon as a new pilot takes over unless that new pilot uses the Take Over action.

While at least one co-pilot is manning the cockpit, the pilot gains a bonus to Piloting skill tests equal to the number of co-pilots.

Aiming for Sections

When you attack a vehicle, you can choose to aim for one of its sections (that you are aware of). Just like aiming for body parts, aiming for vehicle sections imposes a negative modifier on your attack roll equal to the section's **Attack Penalty**.

On a successful hit on a section, the vehicle takes damage to its hit points reduced by the section's armor value. If the damage dealt to the vehicle was greater than the section's armor value, the section is affected in the following ways:

- Any crew manning the section makes an Evasion test against the attack roll and takes the damage that carried over from the section's armor on a fail, or half on a success. The crew's DAV and any resistances, vulnerabilities, or invulnerabilities are applied to that damage.
- The section becomes **damaged** if it wasn't already. A damaged section suffers its **Damaged Penalty**.
- If the section was damaged, it becomes **disabled**. A disabled section suffers its **Disabled Penalty** in addition to its Damaged Penalty. If they contradict, the Disabled Penalty takes effect.

Creatures that aren't manning any sections are generally safe from attacks made against vehicles unless the vehicle's chassis, or any spare rooms containing them are damaged.

A creature can be inside a vehicle's section without manning it.

If you don't aim for a section when you attack a vehicle, you will hit its **default section**.

You can not aim directly at a creature on a vehicle other than a **personal vehicle**.

Movement Sections

These sections are responsible for the vehicle's movement. Without them, vehicles are nothing more than oversized stationary devices.

Balloon

Vehicle Types: Balloon, Airship

Attack Penalty: -2

Repair Parts: 2P

Damaged Penalty: The vehicle cannot ascend and at the start of each of the vehicle's turns, it descends 100m. If the vehicle reaches the ground as a result of this descent, it lands safely without being damaged or harming anyone on board.

Disabled Penalty: The vehicle cannot ascend and if no other balloon or wings section that isn't disabled is present on the vehicle, it begins falling out of the air.

Tuning Bonus: The vehicle doesn't descend while the section is damaged.

Propeller (Air)

Vehicle Types: Sledge, Aircraft

Attack Penalty: -4

Repair Parts: 2C, 2P, 1R

Damaged Penalty: The vehicle's flying and driving speeds are halved.

Disabled Penalty: The vehicle's flying speed becomes 0 if it has no other Propeller (Air), or sails sections that aren't disabled.

The vehicle's driving speed becomes 0 if it has no other Propeller (Air), sails, or wheels sections that aren't disabled.

Tuning Bonus: The vehicle's flying and driving speeds are increased by half its base flying and driving speed respectively.

Propeller (Water)

Vehicle Types: Watercraft

Attack Penalty: -4

Repair Parts: 2C, 2P, 1R

Damaged Penalty: The vehicle's swimming speed is halved.

Disabled Penalty: The vehicle's swimming speed becomes 0 if it has no other Propeller (Water) or Oars sections that aren't disabled.

Tuning Bonus: The vehicle's swimming speed is increased by half its base swimming speed.

Wings

Vehicle Types: Plane, Airship, Ornithopter

Attack Penalty: -3

Repair Parts: 2B, 2P

Damaged Penalty: The vehicle cannot ascend and at the start of each of the vehicle's turns, it descends 100m. If the vehicle reaches the ground as a result of this descent, it lands safely without being damaged or harming anyone on board.

Disabled Penalty: The vehicle cannot ascend and if no other wing or balloon section that isn't disabled is present on the vehicle, it begins falling out of the air.

Tuning Bonus: The vehicle doesn't descend while the section is damaged.

Wheels

Vehicle Types: Bicycle, Cart, Plane

Attack Penalty: -5

Repair Parts: 2B, 1P, 1R

Damaged Penalty: The vehicle's driving speed is halved.

Disabled Penalty: The vehicle's driving speed becomes 0 if it has no other wheels, tracked treads, sail, or Propeller (Air) sections that aren't disabled.

Tuning Bonus: The vehicle's driving speed is increased by half its base driving speed.

Tracked Treads

Vehicle Types: Crawler

Attack Penalty: -3

Repair Parts: 3P, 2C

Damaged Penalty: The vehicle's driving speed is halved.

Disabled Penalty: The vehicle's driving speed becomes 0 if it has no other tracked treads, wheels, sail, or Propeller (Air) sections that aren't disabled.

Tuning Bonus: The vehicle's driving speed is increased by half its base driving speed.

Legs

Vehicle Types: Walker, Ornithopter

Attack Penalty: -4

Repair Parts: 2C, 1P, 2R

Damaged Penalty: The vehicle's walking speed is halved.

Disabled Penalty: The vehicle's walking speed becomes 0 if it has no other legs sections that aren't disabled.

Tuning Bonus: The vehicle's walking speed is increased by half its base walking speed.

Runners

Vehicle Types: Sledge, Plane

Attack Penalty: -4

Repair Parts: 2P, 2R

Damaged Penalty: The vehicle's driving speed is halved.

Disabled Penalty: The vehicle's driving speed becomes 0.

Tuning Bonus: The vehicle's driving speed is increased by half its base driving speed.

Oars

Vehicle Types: Watercraft

Attack Penalty: -5

Repair Parts: 3P, 2R

Damaged Penalty: The vehicle's swimming speed is halved.

Disabled Penalty: The vehicle's swimming speed becomes 0 if it has no other oars or Propeller (Water) sections that aren't disabled.

Tuning Bonus: The vehicle's swimming speed is increased by half its base swimming speed.

Sail

Vehicle Types: Boats, Ships, Aircraft

Attack Penalty: -3

Repair Parts: 2P, 3R

Damaged Penalty: The vehicle's swimming and flying speeds are halved.

Disabled Penalty: The vehicle's swimming speed becomes 0 if it has no other sail, oars, or Propeller (Water) sections that aren't disabled.

The vehicle's driving speed becomes 0 if it has no other sails, Propeller (Air), tracked treads, or wheels sections that aren't disabled.

Tuning Bonus: The vehicle's swimming and flying speeds are increased by half its base swimming speed and flying speed respectively.

Engine

Attack Penalty: -8

Repair Parts: 3B, 2C, 3P, 2R

Damaged Penalty: The vehicles's combat and cruise speeds are halved and all pilot maneuvers are made with disadvantage.

Disabled Penalty: The vehicle can no longer move and attacks made against it are made with advantage. No pilot maneuvers can be made with the vehicle. All sections of the vehicle and any devices connected to it that draw on the vehicle's engine can no longer function.

Tuning Bonus: Pilot maneuvers are made with advantage and the engine's fuel consumption is halved.

Chassis

Attack Penalty: -2

Repair Parts: 2B, 1P

Damaged Penalty: All passengers and crew not manning another section and not inside a berthing room or cabin take half of any damage done to the vehicle as a result of hitting this section, after applying their personal DAV. This does not include the attack that damaged the section.

Disabled Penalty: All passengers and crew not manning another section and not inside a berthing room or cabin take the same damage the vehicle takes as a result of hitting this section, after applying their personal DAV. This does not include the attack that damaged the section.

Tuning Bonus: Passengers and crew not manning another section and not inside a berthing room or cabin can make an Evasion test against 15 to take no damage when this section is hit by an attack while it is damaged.

Gun Mount

Attack Penalty: -7

Repair Parts: 1C, 2B

Damaged Penalty: All attacks made with the mounted gun have disadvantage.

Disabled Penalty: The mounted gun is inoperable and can't be fired or reloaded.

Tuning Bonus: The mounted gun reloads automatically after each shot, sourcing ammunition from the vehicle's cargo.

Cockpit

Attack Penalty: -7

Repair Parts: 2B, 2C, 2P

Damaged Penalty: The pilot has disadvantage on Piloting skill tests.

Disabled Penalty: Manning creatures can't be pilot or co-pilot and the vehicle can't move. In addition, attacks made against the vehicle are now made against a base difficulty of 10 instead of a pilot's Piloting [INT] test. Section Attack Penalties still apply.

Tuning Bonus: The pilot gains advantage on piloting skill tests.

Cargo Hold

Attack Penalty: -5

Repair Parts: 6B, 3P

Damaged Penalty: Objects in the cargo hold take the same damage the vehicle takes as a result of the cargo hold being hit by attacks.

Disabled Penalty: Retrieving anything from the Cargo Hold now requires a Major Action. A creature can only retrieve one handful of objects they can carry at once in this way.

Tuning Bonus: The cargo hold's capacity increases by half of its original capacity.

Spare Room

This section is an empty room that can be furnished to fit any one out of a number of purposes. Small and Medium vehicles are too small to fit a spare room.

Spare Rooms come in one size only, which is 10m by 10m, although the shape and height may vary.

Spare Rooms don't gain a tuning bonus, but tuning them still increases their armor value.

The damaged and disabled penalties of a spare room depend on its function. Some functions don't come with such penalties. Damaging or disabling a spare room that has no function doesn't impose any adverse effects.

Attack Penalty: -5

Repair Parts: 6B, 3P

Following are the possible outfits for a spare room:

Storage Room

A storage room can hold up to 500 Slots of objects.

Damaged Penalty: Objects in the storage room take the same damage the vehicle takes as a result of the storage room being hit by attacks.

Disabled Penalty: Retrieving anything from the storage room now requires a Major Action. A creature can only retrieve one handful of objects they can carry at once in this way.

Berthing Room

A berthing room can sleep up to 5 people and hold up to 200 Slots of objects (usually the personal belongings of these people, so 40 Slots each). The berths inside are not especially comfortable but they're better than sleeping in the cargo hold or pilot seat.

Damaged Penalty: Creatures in the berthing room take half of the damage the vehicle takes as a result of the berthing room being hit by attacks, after applying personal DAV.

Disabled Penalty: Creatures in the berthing room take the same damage the vehicle takes as a result of the berthing room being hit by attacks, after applying personal DAV.

Cabin

A cabin can sleep up to 2 people and hold up to 100 Slots of objects (usually the personal belongings of these people, so 50 Slots each). The cabin is furnished with a comfortable bed or two, a desk and a locked chest with a lock rating of 5.

Damaged Penalty: Creatures in the cabin take half of the damage the vehicle takes as a result of the cabin being hit by attacks, after applying personal DAV.

Disabled Penalty: Creatures in the cabin take the same damage the vehicle takes as a result of the cabin being hit by attacks, after applying personal DAV.

Workshop

Price: 300£

A workshop on a vehicle is a mobile version of a workshop. It is a lot smaller and therefore people can't live in it. But otherwise it features the same equipment a workshop on ground does, including storage space of up to 100 Slots for resources, ingredients and creations.

Damaged Penalty: The workshop can't be used, but its storage capability remains unaffected.

Disabled Penalty: The workshop can't be used and objects stored in the workshop require a Major Action to be retrieved. A creature can only retrieve one handful of objects they can carry at once in this way.

Galley

A galley can be used to prepare meals for passengers and crew. Having a galley on board boosts morale of the crew and freshly prepared meals keep passengers happy.

Mess Hall

A mess hall is where off-duty crew and passengers gather to socialize and eat their meals. Having a mess hall on board boosts morale of the crew and keeps passengers happy.

Bathroom

A bathroom includes a toilet, a sink, a shower or bathtub and storage for up to 50 Slots. Having a bathroom on board boosts morale of the crew and keeps passengers happy.

Damaged Penalty: The bathroom can't be used, but its storage capability remains unaffected.

Disabled Penalty: The bathroom can't be used and objects stored in the bathroom require a Major Action to be retrieved. A creature can only retrieve one handful of objects they can carry at once in this way.

Garage

A garage can store up to 2 small vehicles. The garage includes a door to the outside, making it possible to load or unload vehicles. A vehicle containing a garage is referred to as a **carrier**.

Damaged Penalty: Vehicles contained in the garage take the same damage the carrier takes as a result of the garage being hit by attacks.

Disabled Penalty: Vehicles can no longer be loaded to or unloaded from the garage.

Brig

A brig is used to lock up things and people securely. It usually comes with up to 2 berths and fixtures for attaching chains. The lock of a brig's door has a Lock Rating of 5.

Damaged Penalty: Creatures in the brig take half of the damage the vehicle takes as a result of the brig being hit by attacks, after applying personal DAV.

Disabled Penalty: Creatures in the brig take the same damage the vehicle takes as a result of the brig being hit by attacks, after applying personal DAV.

Destroying a Vehicle

When a vehicle's HP falls to 0, it is destroyed. If the vehicle was airborne, all creatures on the vehicle begin falling along with the vehicle's debris and if it was waterborne, they start sinking. Once that vehicle hits the ground, it crashes and becomes a wreckage. If it was neither airborne, nor waterborne, it crashes immediately and becomes a wreckage. Every vehicle that is on the ground and has 0 HP is considered a **wreckage**.

A vehicle wreckage is considered irreparable. It can not have any HP restored to it and its sections can not be repaired. The vehicle and its sections can still be salvaged for parts however, but the yield is halved to a minimum of 0 parts.

If all sections of a vehicle are disabled but it has more than 0 HP left, the vehicle can be repaired even if it crashed. As long as it still has at least 1 HP left, the sections can be repaired using the Repair Section Action and HP restored to the vehicle using the Repair Vehicle Action.

Crashing a Vehicle

When a vehicle falls or sinks to the ground (usually due to hitting 0 HP or disabled engines), it crashes.

When a vehicle crashes, it and any creatures or objects on board take damage depending on the distance it fell or sank and the size of the vehicle. For every 50m (rounded down) a vehicle fell or sank before crashing, the vehicle and every creature or object on board take the damage listed next to the vehicle's size in the Crash Damage table.

Vehicle Size	Crash Damage
Small	2d6
Medium	2d8
Large	2d10
Huge	2d12
Gigantic	4d12

Vehicle Combat

Vehicle Initiative in Combat

Instead of rolling Initiative for every single crew member of every single vehicle, each vehicle gets one initiative that all of its crew members share. Each vehicle's initiative is equal to the pilot's initiative and is therefore determined by the pilot rolling initiative at the start of combat.

On a vehicle's turn, all crew members of that vehicle move and act at the same time. They can coordinate and decide the order of their actions. For example, the pilot can bring the vehicle within range before the gunner takes their shot at a target.

Vehicle Actions

These are actions anyone on a vehicle can take during vehicle combat.

[Minor Action] Man Station. You unman any section you're currently manning and if you want, you can also move to a new section of the vehicle you're currently on and man it as part of the same action.

[Major Action] Repair Section. You repair the section you're currently manning. Make a Vehicle Mechanics [BOD] test against 10 if the section is damaged, or 15 if it is disabled. On a success, the section is no longer damaged if it was damaged. If it was disabled, it is now damaged instead. Repairing a section requires parts as listed in section's **Repair Parts** and can't be performed if you're short. You can source the necessary parts from the vehicle's cargo and your own inventory.

[Major Action] Repair Vehicle. (requires *Vehicle Mechanics Rank 5*) You repair vital systems of the vehicle, restoring a number of health points equal to 10 x your Vehicle Mechanics Skill Ranks. Restoring HP to a vehicle costs 1 Plate, 1 Bolt, 1 Cog and 1 Rod for a small vehicle, 2 of each for a medium vehicle, 3 of each for a large vehicle, 4 of each for a huge vehicle, and 5 of each for a gigantic vehicle.

[Major Reaction] Brace for Impact. As a reaction when the vehicle you're on is crashing, you can brace for the impact to reduce any damage to yourself. Any damage you take as a result of your vehicle crashing is halved (rounded down).

[Minor Reaction] Duck and Cover. As a reaction when the section you're manning is hit by an attack, you can duck away to reduce any damage to yourself. Until the start of your next turn, any damage you take as a result of your section being hit by attacks is halved (rounded down).

Pilot Maneuvers

These maneuvers are special actions a pilot can take while steering a vehicle in addition to simply moving the vehicle up to its combat speed each turn. Moving the vehicle in this way requires no action. Anyone with 1 rank in the Piloting skill can pilot a vehicle but in order to use any of these maneuvers, a piloting skill rank of 5 or more is required.

[Major] Dodge. You make evasive maneuvers. Until the start of your next turn, all attacks made against the vehicle are made with disadvantage, but attacks made by anyone on the vehicle are also made with disadvantage.

[Minor] Steady. You keep the vehicle steady. Until the start of your next turn, all attacks made against the vehicle are made with advantage, but attacks made by anyone on the vehicle are also made with advantage.

[Major] Full Throttle. (Requires Engine section on the aircraft) You get the maximum out of the vehicle's engines. You can move the vehicle an additional distance up to its combat speed in addition to normal movement.

[Major] Take Over. You take over as pilot and resume any maneuvers the previous pilot was performing. These maneuvers and their effects are treated as if you had initiated them. For example, if the previous pilot had a Piloting Skill of 7 or higher, and yours is less than 7, the vehicle suffers the negative effects of any ongoing Dodge or Steady maneuvers. Similarly, if the previous pilot had a piloting skill worse than 7 and yours is 7 or higher, the vehicle no longer suffers any adverse effects from ongoing Dodge or Steady maneuvers.

List of Vehicles

PR ... Power Rating of the Engine

The section in ***bold and italic*** is the vehicle's default section.

Land Vehicles

Velocipede

Small Personal Bike

HP: 8
Speed: 14m / 10kph

Section	AV
<i>Wheels</i>	<i>0</i>
Chassis	1

Bicycle

Small Personal Bike

HP: 10
Speed: 30m / 20kph

Section	AV
Wheels	0
<i>Chassis</i>	<i>1</i>

Steam Velocipede

Small Personal motorized Bike

HP: 20
Speed: 40m / 40kph
PR: 2

Section	AV
<i>Wheels</i>	<i>2</i>
Chassis	1
Engine	2

Steam Cycle

Small Personal motorized Bike

HP: 20
Speed: 60m / 50kph
PR: 2

Section	AV
Wheels	1
<i>Chassis</i>	<i>2</i>
Engine	2

Jolting Sable

Small motorized Cart

HP: 70
Speed: 60m / 50kph
PR: 4
Passengers: 4
Cargo: 40 Slots

Section	AV
Wheels	1
<i>Chassis</i>	<i>2</i>
Engine	3
Cargo Hold	3

The Sable is the most common car on the streets of Calvia. It comes with a Steam Engine and enough space for up to 4 people. The trunk space is enough to fit some luggage and can be accessed from the back seats.

Jolting Ermine

Small motorized Cart

HP: 60

Speed: 60m / 50kph

PR: 2

Passengers: 4

Cargo: 40 Slots

Section	AV
Wheels	1
Chassis	2
Engine	3
Cargo Hold	3

The Sable is the most common car on the streets of Calvia. It comes with a Steam Engine and enough space for up to 4 people. The trunk space is enough to fit some luggage and can be accessed from the back seats.

More vehicles coming soon!

Equipment

Wealth

The currency accepted in most parts of the known world is the imperial pound. Currency comes in coins and notes, although notes are only used rarely and usually for values 10 £ and above. Following are the different coins and their value compared to the pound.

Pound [£]

Shilling [s] 10 s = 1 £

Pence [d] 10 d = 1 s

Farthing [f] 4 f = 1 d

Imperial coins are minted with the profile of the empress on one side and the value on the other. They vary in size and material based on their value.

It is worth noting that 1 £ in this system is a lot of money that can feed a grown person for a week.

Houses

Following are the prices of average houses in imperial cities and in the countryside.

Cities are usually filled with terraced houses as they are cheaper to build in masses. Rent is usually paid annually and the price column refers to what it costs (material and labour) to build the house new, which is roughly equivalent to what it costs to buy one in good condition.

Workshops

Workshops are generally also rented by the average artisan selling their handmade goods, while companies can afford to buy a building large enough to accommodate a workshop. A workshop is a house with all rooms, tools and other furniture needed to pursue a certain craft, usually a storage room, a cellar, a workshop room and a toilet. Workshops are generally available for all engineering skills, the artisanship skill, as well as the Medicine skill (a doctor's office would qualify as a Medicine Workshop).

Immediate access to a workshop grants a +10 bonus to any tests made with the matching skill. For example, a character in a smithy has a +10 on skill tests made with the artisanship skill regarding smithing.

City House	Price	Annual Rent
Aristocratic Townhouse	12,000 £	800 £
Regular Townhouse	4,000 £	270 £
Cheap Townhouse	1,000 £	70 £
Byelaw	200 £	12 £
To-up Two-down	100 £	7 £
Back-to-Back	60 £	4 £
Workshop	400 £	27 £

Country House	Price	Annual Rent
Stately Home	15,000 £	1,000 £
Country House	10,000 £	700 £
Cheap Country House	6,000 £	400 £
Large Cottage	1,000 £	70 £
Cottage	400 £	27 £
Cheap Cottage	100 £	7 £
Workshop	300 £	20 £

Weapons

Weapon Properties

Many weapons have properties that change how they work and what they do. Following is a list of all weapon properties and descriptions of what they do.

Light

A light weapon can be dual-wielded. Pistols additionally require rank 4 in the **Pistol** skill to be dual-wielded.

Armor Piercing (AP)

A weapon with this property ignores a certain amount of armor value (AV) when it deals damage with an attack. The amount of armor that is ignored is specified with a number after the property. For example, a weapon with AP 2 ignores up to 2 AV on a target it deals damage to.

Thrown

A weapon with this property does not count as an improvised weapon when it is thrown at a target to make a ranged attack. When thrown, this weapon has a short and long range as specified by the two numbers following the property. For example, a weapon with Thrown (6/18) has a short range of 6m and a long range of 18m.

Versatile

A melee weapon with this property can be wielded in one or two hands. When wielded in one hand, attacks using the weapon are made with the one-handed melee skill and deal the weapon's normal damage. When wielded in two hands, attacks using the weapon are made with the two-handed melee skill and deal the damage specified after the property. For example, when attacking using a weapon with Versatile (1d10), but the weapon usually deals 1d6 damage, you can either attack with one hand and deal 1d6 damage, or with both hands and deal 1d10 damage. You must have your off-hand free in order to attack with the weapon with both hands of course.

Two-Handed

A weapon with this property must be wielded with both hands to make an attack with it.

Silent

A weapon with this property does not alert enemies to your presence or location when you attack with it, meaning enemies that are unaware of you remain so. Unless you make a melee attack with it, in which case only the target of your attack is alerted to your presence and location and no longer unaware of you.

Powered

A weapon with this property requires a Power Core to function. The required power core rating (PR) is specified after the property. For example, a weapon with Powered (PR 3) requires a power core of rating 3 to function. You can still make improvised attacks using the weapon if the power core is missing.

Armor Shredding (AS)

A weapon with this property reduces the target's Armor Value (AV) when it hits and the target's AV is applied to the damage. The target's AV is reduced by a number specified after the property. Armor Shredding is applied before the AV reduces the damage dealt by the attack. For example, if you use a weapon with AS 3 to attack a target with an AV of 5 and deal 6 damage, the target's armor gets reduced to 2 first. Then the damage is reduced to 4 by the remaining AV and then applied to the target.

The armor reduction from Armor Shredding lasts until it is repaired. In order to repair shredded armor, you need at least 3 ranks in the appropriate Engineering skill, or have the appropriate Artisan tool Proficiency. You can then spend 1 hour using the appropriate tool to fully repair shredded armor as a light activity.

Melee Weapons

Weapon	Slots	Type	Damage	Properties	Value
Brass Knuckle	1 / 2	Brawling	1d4 Blunt	Light	3 s
Knife	1	One-Handed	1d4 Slashing	Light	2 s
Dagger	1	One-Handed	1d4 Piercing	Light	4 s
Throwing Knife	1	One-Handed	1d4 Piercing	Light, Thrown (6/18)	3 s
Broadsword	8	One-Handed	1d8 Slashing		3 £
Longsword	10	One-Handed	1d10 Slashing	Versatile (1d12)	5 £
Cutlass	5	One-Handed	1d6 Slashing	Light	2 £
Rapier	8	One-Handed	1d8 Slashing		5 £
Smallsword	5	One-Handed	1d6 Piercing	Light	3 £
Cane sword	3	One-Handed	1d6 Slashing		10 £
Hardened Cane	5	One-Handed	1d6 Blunt		4 £
Baton	5	One-Handed	1d8 Blunt	Light	1 s
Spiked Club	8	One-Handed	1d6 Blunt + 1d4 Piercing		5 s
Mace	6	One-Handed	1d8 Blunt		5 £
Warhammer	15	One-Handed	1d8 Blunt	Versatile (1d10)	15 £
War Pick	15	One-Handed	1d8 Piercing	Versatile (1d10)	12 £
Battle Axe	12	One-Handed	1d8 Slashing	Versatile (1d10)	12 £
Throwing Axe	8	One-Handed	1d6 Slashing	Thrown (6/18)	5 £
Hatchet	5	One-Handed	1d6 Slashing	Light	3 s
Staff	20	One-Handed	1d6 Blunt	Versatile (1d8)	1 £
Greatsword	15	Two-Handed	2d6 Slashing	Two-Handed	20 £
Maul	15	Two-Handed	1d12 Blunt	Two-Handed	16 £
Pike	30	Two-Handed	1d8 Piercing	Two-Handed	3 £
Halberd	15	Two-Handed	1d8 Slashing	Two-Handed	7 £
Glaive	25	Two-Handed	1d10 Slashing	Two-Handed	10 £
Whip	5	Two-Handed	1d6 Slashing	Two-Handed	1 £

Ranged Weapons

Weapon	Slots	Type	Properties	Base Dmg	Range	Ammo	Value
Derringer	1	Pistol	Light, AP (1)	1d4 Piercing	6m / 20m	1 Bullet	5 s
Flintlock Pistol	2	Pistol	Light, AP (1)	1d6 Piercing	8m / 30m	1 Bullet	1 £
Revolver	2	Pistol	Light, AP (1)	1d6 Piercing	8m / 30m	6 Bullets	3 £
Pepperbox	3	Pistol	Light, AP (2)	1d8 Piercing	6m / 20m	4 Bullets	5 £
Flintlock Rifle	8	Rifle	Two-Handed, AP (3)	1d10 Piercing	12m / 40m	1 Bullet	12 £
Blunderbuss	15	Rifle	Heavy, Two-Handed, AP (3)	2d6 Piercing	6m / 20m	1 Shell	10 £
Lever-Action Rifle	10	Rifle	Two-Handed, AP (3)	1d10 Piercing	8m / 30m	7 Rounds	15 £
Bolt-Action Rifle	10	Rifle	Two-Handed, AP (3)	1d10 Piercing	12m / 40m	10 Rounds	20 £
Shotgun	12	Rifle	Two-Handed, AP (3)	2d6 Piercing	8m / 30m	2 Shells	16 £
Hand-Crossbow	3	Pistol	Light, Silent, AP (1)	1d4 Piercing	12m / 40m	1 Bolt	3 £
Crossbow	10	Rifle	Two-Handed, Silent, AP (2)	1d8 Piercing	30m / 120m	1 Bolt	7 £
Shortbow	15	Bow	Two-Handed, Silent	1d8 Piercing	24m / 100m	1 Arrow	5 s
Longbow	20	Bow	Two-Handed, Silent	1d10 Piercing	46m / 180m	1 Arrow	1 £

Artillery Weapons

Weapon	Slots	Type	Properties	Range	Ammo	Value
Rocket Launcher	10	Artillery	Heavy, Two-Handed	8m / 30m	1 Rocket	200 £
Machine Gun	15	Artillery	Heavy, Two-Handed, AP (5)	8m / 30m	200 Rounds (10 salvos)	300 £
Flamethrower	20	Artillery	Heavy, Two-Handed	6m cone	20L Fuel	500 £
Railgun	15	Artillery	Heavy, Two-Handed, Powered (PR 4), AP (10)	100m / 500m	1 Rail Dart	5.000 £

Machine Gun

Each attack you make with a Machine Gun consumes 20 rounds, which is referred to as a **salvo**.

When you make a ranged attack with a machine gun, you can either attack a single target as normal, or you can attack everything in an 8m cone as a spray attack.

Normal Attack. If you attack a single target as normal, the target has disadvantage on its Evasion test and you deal 3d8 Piercing damage on a hit.

Spray Attack. If you make a spray attack, you make one attack roll and every creature in an 8m cone makes its Evasion test against that attack roll and takes 1d8 Piercing damage on a hit.

Rocket Launcher

When you attack a point within range with a Rocket Launcher, you make an attack roll as normal and every creature within the rocket's blast radius makes an Evasion test against that. On a hit, the creature takes the full damage of the rocket and on a miss, it takes half damage.

Flamethrower

A flamethrower consumes 2L of flamethrower fuel with each attack. It shoots from a nozzle, which requires 2 hands to use and is connected to the fuel tank which is typically worn like a backpack.

When you attack with a flamethrower, make an attack roll as normal and every creature and object in a 6m cone makes an Evasion test against it. On a hit, a target takes 4d6 fire damage and suffers 1d4 stacks of the burning condition.

Railgun

A railgun's damage depends on the ammunition used. Due to how a railgun works, it can't be turned into a fuel-powered device using **Energizing**.

Ammunition

Ammunition	Slots	(Add.) Dmg	Effect	Value
Bullet	1 / 60			1 s (per 20)
AP Bullet	–		Ignores up to [Q] AV.	5 s + [Q] s (per 20)
Explosive Bullet	–	1d6 + [Q] Fire		8 s + [Q] s (per 20)
Hollow Bullet	–		Can be filled with a liquid or powder that is activated/released upon impact.	2s (per 20)
Round	1 / 40			2 s (per 20)
AP Round	–		Ignores up to [Q] × 3 AV.	7 s + [Q] s (per 20)
Explosive Round	–	2d6 + [Q] Fire		1 £ 5 s + [Q] s (per 20)
Hollow Round	–		Can be filled with a liquid or powder that is activated/released upon impact.	4s (per 20)
Bolt-Action Magazine	1 / 4		Holds up to 10 rounds for a Bolt-Action Rifle.	1 £
Shot Shell	1 / 20		Applies 1 stack of bleeding.	2 s (per 20)
Slug Shell	1 / 20	1d6 Piercing	Ignores up to [Q] × 2 AV.	6 s + [Q] s (per 20)
Hollow Shell	–		Can be filled with a liquid or powder that is activated/released upon impact.	4s (per 20)
Bolt	2 / 20			1 d (per 20)
Fire Bolt	–	1d6 + [Q] Fire		8 d + [Q] d (per 20)
Arrow	2 / 20			1 d (per 20)
Fire Arrow	–	1d6 + [Q] Fire		8 d + [Q] d (per 20)
Rocket		2d10+ [Q] Blunt + 1d10 Fire	Explodes in a [Q] × 2m radius, ignores [Q] × 5 AV and shreds [Q] AV.	20 + [Q] £
Flamethrower Fuel	1			1 s (per L)
Rail Dart		4d12 Piercing	Ignores up to [Q] × 5 AV.	[Q] £ (per 10)

Armor

Armor Sets

Armor sets are several individual pieces of armor put together into one. They can be purchased, made, and worn either together or as individual pieces, but for the sake of simplicity they are listed as sets here. The Armor Value here applies to each individual piece of armor of the set. If you put on the entire set, that means every body part is covered by armor of this type and therefore has an Armor Value equal to this value. A set of armor covers the torso, both arms and hands, both legs and both feet. You can switch out individual armor pieces for other equipment if you wish. For example, you can wear Pulse Gloves instead of the respective armor piece, which results in your hands not being covered by the same armor value.

Armor Set	AV	Slots	Cost
Padded	1	4	10 £
Leather	2	5	25 £
Scale	3	20	70 £
Chain	4	25	100 £

Other Armor

Armor	AV	Body Part(s)	Slots	Cost
Padded Cap	2	Head	1/5	5 £
Steel Helmet	3	Head	1	10 £
Padded Coat	2	Torso	2	7 £
Light Flak Vest	4	Torso	2	20 £
Heavy Flak Vest	5	Torso	4	50 £
Ballistic Silk Vest	8	Torso	3	800 £

Shields

Shield	AV	Type	Slots	Cost
Buckler	1	Light	2	5 £
Round Shield	2	Light	5	10 £
Kite Shield	2 (3)	Heavy	18	20 £
Tower Shield	2 (4)	Heavy	20	30 £

Individual Armor Pieces

Armor	AV	Body Part	Slots	Cost
Steel Gauntlets	3	Both Hands	4	5 £
Steel Greaves	3	Both Feet	10	10 £
Leather Gloves	2	Both Hands	2	2 £
Hard Leather Boots	2	Both Feet	2	3 £

Travel Expenses

As you travel around the world, you will need to pay for food, lodging and other services. Following are a couple tables that should help determine the average cost for each expense.

Lodging	Cost / Night / Person
Bed in shared room	2 d
Bed in own room	1 s
Bed in shared room with breakfast	2 s
Bed & Breakfast	3 s
Bed & Breakfast with Dinner	5 s

Food and Drink	Slots	Cost
Beer, pint	1 / 2	2 d
Beer, half-pint	1 / 4	1 d
Tea, cup	1 / 5	1 d
Tea, pitcher	3	6 d
Bread, loaf	1	2 d
Meat, chunk	1	4 d
Warm Meal	1	2 s
Warm Meals (per day)	2	4 s
Fine Meal	2	5 s
Fine Meals (per day)	4	1 £
Cheap Wine (bottle)	1	1 s
Cheap Wine (glass)	1 / 4	2 d
Fine Wine (bottle)	1	5 £
Fine Wine (glass)	1 / 4	1 s
Ration (per day)	1	2 s
Feed, medium/large (per day)	1	2 d
Feed, tiny/small (per day)	1 / 10	1 f

Tickets	Cost
Coach (in town)	1 £ 2 s
Coach (a day)	1 £ 7 s
Horse, saddled (a day)	1 £
Train (in town)	1 £
Train (per km)	5 s
Ship (per km)	1 £
Balloon (per km)	2 £
Airship (per km)	5 £

Crafting Resources	Slots	Cost
Plate	1 / 10	1 d
Bolt	1 / 20	2 f
Wire	1 / 10	1 d
Cog	1 / 50	3 d
Rod	1 / 10	5 d
Lens	1 / 50	1 £
Wheel	5	6 d
Propeller	50	3 s
Gunpowder (100 g)	1 / 10	2 d
Essence	1 / 10	1 £

Trade Goods	Slots	Cost
Sugar (per kg)	1	5 d
Tea (per kg)	1	5 s
Coffee (per kg)	1	1 £
Cotton (per kg)	1	1 £ 5 s
Tobacco (per kg)	1	2 £
Spices (per kg)	1	3 £

Tools

Tools are used to perform tasks using skills. While even an unskilled person can attempt to use a tool, they are more effective in a person's hand that has ranks in the matching skill (what we generally refer to as "knowing what they're doing"). Every tool listed here has the associated skill(s) in brackets following its name. If more than one skill is listed, use the skill that makes most sense for the situation.

Typically, a set of tools contains tools and other objects required to perform tasks that require the associated skill.

Artisan Tools [Artisanship]

Includes tools regularly needed for the use of the matching skill.

Alchemy Supplies [Alchemy]

These are required for Alchemy when not in a laboratory. They usually contain a few vials, a beaker, a flask, a mortar and pestle, a small pot, and cutlery.

Clockwork Mechanics Tools [Clockwork Mechanics]

A typical set of clockwork mechanics tools contains a screwdriver, a wrench, pliers and precision tools. It is necessary for most activities using the Clockwork Mechanics skill.

Tinkering Tools [Tinkering]

A typical set of tinkering tools contains a hammer, a few different screwdrivers, and pliers. It is necessary for most activities using the Tinkering skill.

Vehicle Mechanics Tools [Vehicle Mechanics]

A typical set of vehicle mechanics tools contains a hammer, a screwdriver, a wrench, and pliers. It is necessary for most activities using the Vehicle Mechanics skill.

Augmentation Tools [Augmentation]

A typical set of augmentation tools contains a few different screwdrivers, a wrench, pliers, and precision tools. It is necessary for most activities using the Augmentation skill.

Automachinery Tools [Automachinery]

A typical set of automachinery tools contains a few different screwdrivers, a wrench, and

pliers. It is necessary for most activities using the Automachinery skill.

Gunsmithing Tools [Gunsmithing]

A typical set of gunsmithing tools contains a hammer and chisel, a wood plane, and a screwdriver. It is necessary for most activities using the Gunsmithing skill.

Medical Kit [Medicine]

Medical kits can be used to tend to wounds. The average kit can hold **10 uses**, which can be bought individually to refill them. A medical kit contains bandages, alcohol (for disinfecting, not for drinking but you do you), a needle, and a spool of twine. Medical kits usually come fully stocked.

You can use a Major Action and expend 1 use of this kit to tend to a wound. It can have one of the following effects of your choice:

- Remove 1 stack of bleeding.
- Heal a creature with 0 hit points for 1 hit point.

Cartography Tools [Astronomy]

A typical set of cartography tools contains an ink pen, an ink vial, dividers, a ruler, a set of stencils, a planimeter, and a compass. It is necessary for Cartography using the Astronomy skill.

Tools	Slots	Cost
Artisan Tools	20	2 £
Alchemy Supplies	20	4 £
Clockwork Mechanics Tools	20	10 £
Tinkering Tools	15	4 £
Vehicle Mechanics Tools	20	5 £
Augmentation Tools	20	8 £
Automachinery Tools	20	7 £
Gunsmithing Tools	20	3 £
Medical Kit (10 uses)	20	5 £
Medical Supplies (1 use)	2	5 s
Cartography Tools	5	7 £
Surgical Tools		

Surgical Tools [Medicine]

A typical set of surgical tools contains a scalpel, a bone saw, a few suture needles, forceps, and a trepanning brace. Surgical Tools are used for major surgeries, including among other things amputation, or installing **Prosthetics** or **Autolimbs**.

Before and after each use, it is good practice to sterilise the equipment using alcohol and/or fire. Both methods require things not contained in your average set of surgical tools.

Other Equipment

Locks	Slots	Cost
Rating 1 - 3	1	2 d
Rating 4 - 6	1	6 d
Rating 7 - 9	1	1 s
Rating 10+	1	5 s

Clothing	Slots	Cost
Simple	5	5 d
Regular	6	2 s
Fine	6	1 £
Labour	8	4 s
Hat (Simple / Regular / Fine)	3	3 d / 1 s / 6 s
Gloves (Simple / Regular / Fine)	1	2 d / 8 d / 4 s
Coat (Regular / Fine)	5	1 s / 5 s

Locks

Locks come with a matching key and can be attached to objects that can be opened and closed like doors, chests, drawers and the like. Every lock has a **lock rating (LR)** that determines how hard it is to pick or break it.

It takes an Athletics [BOD] test with a difficulty of 10 + LR to break it with brute force. To pick a lock, a lockpick can be used with a successful Agility test against 10 + LR. If you attempt to pick a lock with anything other than a lockpick (like a needle, hairpin, or similar), you have disadvantage on the test and the difficulty increases by +LR.

Clothing

Clothing comes in all kinds of quality and styles. A full set of clothing covers your torso, arms, legs and feet. Gloves and Hats need to be bought separately.

Clothing comes in all kinds of styles and qualities and always includes underwear, but it can be generally divided into different types by purpose.

Simple clothing is cheap and looks like it. It usually includes a cheap shirt, cheap pants, cheap shoes and socks.

Regular clothing is what most people wear throughout the day. It usually includes a good shirt, pants, good shoes, and a pair of socks. Most women wear a dress or a shirt with corset and skirt, a pair of heeled shoes and stockings. It can also include a simple coat to keep warm on colder days and dry in the rain.

Fine clothing is what the upper class wears regularly and the regular person can only afford to wear to special occasions. This includes a suit, or a fine dress complete with fitted shoes, socks, stockings and even a pair of gloves.

Labour clothing is what people wear to perform hard labour. It's robust and keeps the soot off your sensitive parts. It usually contains a denim overall, or a pair of jeans, a shirt, a leather apron and a pair of leather gloves, as well as robust boots. The apron, the gloves and the boots each provide 1 Armor Value (Torso and both Legs for Apron, Both Feet for boots, and both Hands for Gloves), which won't stop a bullet but it's enough to potentially avoid getting a wound that can get infected.

Hats make a person. Everyone wears some form of hat. They come in all shapes and sizes and are typically worn on the head.

Gloves come with some sets of clothing, but they are often purchased extra. They come in different materials, shapes and sizes for all kinds of purposes and are worn on the hands.

Coats can be worn over other clothes and they add another layer of protection from the elements. They're nice to have when it rains or when it's cold outside so you don't get your clothes wet or freeze.

Containers

Containers are objects that have space inside that can be filled with things, usually solid objects or liquids, but sometimes even gases and other things. Of course, containers come in all materials, shapes and sizes. Following are a few common examples, but you may adapt their sizes, materials, prices and other properties to better describe any container you encounter if none fits.

Vials can hold up to 100 mL (1/10 L) of liquids or powders.

Flasks or **Bottles** can hold up to 1 L of liquids or powders.

Jugs or **Pitchers** can hold up to 3 L of liquids or powders.

Buckets can hold up to 15 Slots.

Sacks can hold up to 30 Slots.

Briefcases can hold up to 15 Slots. They come with a locking mechanism installed that has a Lock Rating of 3. The key is provided with the briefcase on purchase.

Shoulder Bags can hold up to 10 Slots. Some objects can be fastened or pinned to the outside of it, but they also count as contents for the sake of capacity.

Backpacks can hold up to 30 Slots. Some objects can be fastened or pinned to the outside of it, but they also count as contents for the sake of capacity.

Travel Packs are special backpacks that can hold up to 50 Slots.

Trunks can hold up to 100 Slots. They come with a locking mechanism installed that has a Lock Rating of 5. The key is provided with the briefcase on purchase.

Barrels can hold up to 200 Slots.

Pouches can hold 1 Slot.

Purses can hold 1 Slot, usually coins.

Containers (Capacity)	Slots	Cost
Vial (1/10 L)	1 / 10	1 d
Flask / Bottle (1 L)	1	3 d
Jug / Pitcher (3 L)	3	5 d
Bucket (15 Slots)	10	7 d
Sack (30 Slots)	1 empty 31 full	2 d
Shoulder Bag (10 Slots)	1 empty (11 full)	1 s
Briefcase (15 Slots)	15	1 £
Backpack (30 Slots)	3 empty 33 full	2 s
Travel Pack (50 Slots)	5 empty 55 full	5 s
Trunk (100 Slots)	100	2 £
Barrel, wood (150 Slots)	150	1 £
Barrel, steel (200 Slots)	200	2 £
Pouch (1 Slot)	1	1 d
Purse (1 Slot)	1	5 d

Drugs

The most common drug is tobacco. It's cheap and accessible. After that comes alcohol, which is consumed more regularly than water in the cities. There are many other drugs though, although they are usually way more expensive and harder to come by.

If you're a smoker, you will need to smoke tobacco regularly or you will experience withdrawal symptoms. The same goes for all other addictions.

Drugs	Slots	Cost
Cigarette x10	1 / 100	1 d
Cigar	1 / 20	2 d
Pipe	1 / 5	1 s
Pipe Tobacco (per dose)	1 / 10	1 d
Cannabis Joint	1 / 10	1 d
Opium (per dose)	1 / 10	3 s
Heroin (per dose)	1 / 10	4 s
Morphine (per dose)	1 / 10	6 s

Optics	Slots	Cost
Magnifying Glass	1 / 5	10 £
Spyglass	1	20 £
Telescope	50	100 £
Monocle	1 / 10	5 £
Spectacles	1 / 5	10 £
Goggles	1 / 3	15 £
Prescription lens	–	+ 2 £ per Power

Optics

Spyglass

A spyglass is used to look into great distances. It allows you to see things as if they were right in front of you up to 20 km away. Most spyglasses are telescopic and can be adjusted for any distance within the maximum distance of 20 km.

Magnifying Glass

A magnifying glass is used to magnify close objects. It allows you to see intricate details on close objects. You can use a magnifying glass to gain advantage on Perception tests made to inspect objects up close.

Telescope

A telescope is a device that is used to look into great distances, usually to observe

astronomical objects, like stars or the moon. It has to be set up before it can be used, which takes 1 minute.

Optical Aids

Some people are far- or nearsighted on one or both eyes. Different types of optical aids can be used to deal with this issue. The listed costs are for planar lenses only (no correction). You can get prescription lenses that offset the near- or far-sighted condition for an additional cost depending on the lens' power as listed in the Prescription lens row in the optics table.

Anything with more than one lens requires several prescription lenses of the same power for it to work properly. For example, if you want to buy goggles with Power 1 prescription lenses, they cost you 19 £.

Monocles are single lenses at the end of a chain that is usually attached to one's clothing. The monocle can either be held up by pinching it between eyebrow and cheek or by simply holding it in front of the eye when it is required, usually for viewing distant or near objects.

Spectacles (or Glasses) are two lenses in a frame with a bridge and legs. They sit on your nose and ears and are therefore way more comfortable to wear than monocles. They come in different shapes, although most of them are made of metal.

Goggles are two lenses mounted in elaborate frames that wrap around one's head and cover the eyes from all directions, usually for protective purposes. They are most commonly used by pilots and factory workers. They're usually made from leather and metal. Goggles provide 2 AV to the eyes.

Lens Power

Positive lenses reduce the farsighted condition and **Negative** lenses reduce the nearsighted condition. The power of the lens is equal to the levels of condition that are offset by the lens. If a lens' power is greater than the wearer's matching quality, the power difference will turn into levels of the opposite quality.

For example, if a character has a Level 2 Nearsighted quality and wears a -3 Lens, the character now has all of their Nearsighted condition suppressed and gains a Level 1 Farsighted condition while wearing the lens.

Crafting Instructions	Slots	Cost
Blueprint	1 / 10	[C] × 5 £
Recipe, Elixir	1 / 10	[C] × 2 £
Recipe, Potion	1 / 10	[C] × 5 £
Recipe, Infusion	1 / 10	[C] × 10 £
Formula, Rune	1 / 10	[C] × 2 £
Formula, Ritual	1 / 10	[C] × 4 £
Formula, Spell	1 / 10	[C] × 5 £

Crafting Instructions

Engineering and Magic skills require recipes, formulae, chants, and blueprints and those can be bought and sold. Their value depends on their **Complexity [C]**.

Navigation Equipment

The following are used for navigation using the Survival and Astronomy skills.

Maps

Maps are large sheets of paper that show a certain part of the world with topographic information and a distance scale. Most maps are north-oriented, meaning up on the map is north. Different types of maps show differently sized parts of the world.

Town maps show settlements smaller than Cities (less than 100,000 inhabitants). They include roads, buildings and all kinds of landmarks.

City maps show cities (100,000 inhabitants or more). They include roads, buildings and all kinds of landmarks.

Area maps show smaller local regions, up to 100 km in any dimension. They include roads, locations of settlements, landmarks, and topographical information.

Region maps show entire kingdoms or significant parts of continents, like an entire desert for example. They show areas sized anywhere between 100 km and 1,000 km in any dimension. They include major roads, locations of settlements, landmarks, and topographical information.

Chart maps show an ocean and any shorelines it touches. They feature coastal settlements and other landmarks that can be used for navigation on the sea.

World maps show the entire world, although they usually lack significant parts of it. They include the locations of major settlements, like cities and capitals, significant landmarks, and nations.

Compass

This little device contains a magnetic needle and a scale of all cardinal directions in circular arrangement. Its needle always points north unless there is a magnetic field nearby, in which case it points toward the source of it.

Astrolabe, Sextant and Theodolite

Astrolabes, Sextants and Theodolites are used to measure angles between two visibly observable objects. They are used for **Astronavigation** and **Cartography** (See the **Astronomy Skill**).

A **Sextant** employs two mirrors that make it more accurate. When you use a Sextant for Astronavigation, you can add its Quality [Q] to the Astronomy test.

A **Theodolite** provides magnification and further precision. When you use a Theodolite for cartography, every day spent working on the map counts as two days towards the map's completion.

Nautical Almanac

A nautical almanac is a thick book containing vast tables with positions of various celestial objects for every hour of an entire year. During Astronavigation nautical almanacs are used to determine the actual distances and angles of celestial objects, which makes navigation way more accurate. Nautical Almanacs are published by observatories and can usually be bought in major cities and coastal towns.

Navigation Equipment	Slots	Cost
Map (Town)	1	5 £
Map (City)	1	8 £
Map (Area)	1	10 £
Map (Region)	1	15 £
Map (Continent)	1	25 £
Map (Chart)	1	40 £
Map (World)	1	100 £
Compass	1 / 4	1 £
Astrolabe	1	5 £
Sextant	1	20 £ + [Q] × 2 £
Theodolite	3	50 £
Nautical Almanac	2	20 £

Pen and Paper

Pens come in different types, from quills and ink pens to pencils and even mechanical pencils.

Paper not only comes in different materials, but also in different sizes.

Books also come in different sizes and materials, but they differ mostly in page count, which is a defining cost factor. The books in the Pen and Paper table are empty books with blank pages.

Pen and Paper	Slots	Cost
Quill	1 / 5	1 d
Ink Pen	1 / 10	2 f
Pencil	1 / 10	1 f
Mechanical Pencil	1 / 10	2 d
Ink (vial)	1 / 10	1 s
Paper, regular (10 sheets)	1 / 20	1 d
Paper, fine (10 sheets)	1 / 20	1 s
Paper, letter (10 sheets)	1 / 30	1 d
Paper, fine letter (10 sheets)	1 / 30	1 s
Paper, map (1 sheet)	1	1 s
Book (20 pages)	1	1 s
Add. Book Pages (per 10)	–	+ 1 d
Envelope (per 10)	1 / 10	2 d

Parachutes

A parachute, sometimes just referred to as a “chute” is a large sheet of fabric that can be deployed during free fall to reduce the rate of descent to a safe amount. While deployed, a parachute slows the descent of any attached payload up to the parachute’s **capacity** to a safe 20 m each round. When the payload lands while the parachute is deployed, it takes no damage from falling. If the parachute’s payload exceeds its capacity, deploying it will break the parachute and fail to slow the fall at all.

Attaching a payload to a parachute is a Major Action and so is equipping a parachute backpack. A creature with a parachute backpack equipped becomes the payload of it along with any equipment it is wearing and anything it is carrying. It can use a Minor Reaction to deploy it at any time while falling. Drop Chutes deploy automatically when the attached payload is falling.

Parachute	Capacity (in Slots)	Slots	Cost
Parachute Backpack	150	20	30 £
Small Drop Chute	100	10	20 £
Medium Drop Chute	200	20	35 £
Large Drop Chute	400	40	65 £

Survival Equipment

Following are some things you will need when exploring or travelling through woods, mountains, ruins, caves and the like. Essential equipment for setting up camp, climbing, trapping, etc.

Survival Equipment	Slots	Cost
Tent (1 person)	2	5 s
Tent (2 people)	3	8 s
Tent (4 people)	6	1 £ 5 s
Thin Natural Fibre Rope (per m)	3	5 d
Thick Natural Fibre Rope (per m)	7	1 s
Thin Nylon Rope (per m)	1	1 s
Thick Nylon Rope (per m)	3	3 s
Bedroll	3	5 s

Tents

Tents can be put up to provide cover from the elements. They come in different sizes with space for one to many people.

Rope

Rope is used to climb safely, secure cargo or vehicles, tie down objects or even creatures, and more. They come in different thicknesses and materials, making them vary in strength and weight per length. You can buy rope in any length you desire usually.

Rope tears when it takes any slashing damage and can be cut as a Major Action using any sharp object while within reach.

Thin rope can hold up to 600 kg and thick rope can hold up to 1200 kg before it breaks. The length of a rope does not affect its strength.

Natural Fibre Rope is cheap, but deteriorates over time and is generally heavier. It generally lasts up to 5 years on average before it deteriorates completely.

Nylon Rope is the more expensive, modern alternative to natural fibre, but it doesn't deteriorate over time and is generally lighter.

Bedroll

A bedroll will keep you warm when sleeping outside and is a step up from sleeping on the ground in terms of comfortability.

Light Sources

Whether you want to lighten up a room or explore a dark cave or even the depths of the ocean. Sources of light are very useful and essential for any form of activity that requires you to see in dark environments.

Matches come in boxes of 50 and each match can be ignited as a Minor Action using the strip of sandpaper that comes with the box. A single match can burn for up to 1 minute after being ignited and used as a Minor Action while lit to ignite other flammable objects. This can be the same Minor Action used to strike the match itself. A match sheds dim light in a 2m radius.

Candles are cheap and widely available. They burn for up to 1 hour and shed bright light in a 2m radius and dim light for 2m beyond that.

Lanterns are boxes made from glass and metal that can hold a candle. They can be held without the risk of burning yourself on the hot wax and even hung up on hooks using the handle on the top.

Oil lamps are lanterns that require oil as fuel. A full oil lamp will burn for up to 1 hour and while lit it sheds bright light in a 10m radius and dim light in another 10m beyond that. An oil lamp can be refilled as a Major Action and lit or snuffed as a Minor Action.

Oil comes in flasks or entire barrels. A flask of oil can refill an oil lamp up to 50 times. An oil barrel holds enough oil for 10.000 lamp refills or 200 oil flasks worth.

Electric lamps are powered using power cores. They can only fit Rating 1 Power Cores (See **Power Cores** in the **Engineering** chapter). They require a light bulb to function and can be lit or snuffed as a Minor Action.

Light bulbs are used in electric lamps and other devices to produce light. A single light bulb, when lit, sheds bright light in a 20m radius and dim light in a 20m radius beyond that. A light bulb can be lit for up to 50 days before it breaks and needs to be replaced.

Light Sources	Slots	Cost
Matches (box of 50)	1 / 10	1 s
Candle	1 / 5	1 d
Lantern	1	2 s
Oil lamp	1	5 s
Oil flask	1	5 s
Oil barrel	200	200 £
Electric lamp	1 / 2	2 £
Light bulb	1 / 5	1 £

Power Cores

Power Cores are rare artefacts obtained from ruins of the Ancients. They are mysterious objects that produce electricity which can be harnessed to power all sorts of devices. A power core's rating determines how much power it produces and they can be told apart by their size and the color of light they produce. Generally, only power cores with a rating of 1 or 2 can be purchased freely. Anything above that is highly regulated and therefore can only be purchased from official sources, if at all.

Power Cores	Slots	Cost
PR 1 (blue)	1 / 10	10 £
PR 2 (teal)	1 / 5	50 £
PR 3 (green)	1 / 2	200 £
PR 4 (yellow)	1	1.000 £
PR 5 (orange)	2	2.500 £
PR 6 (red)	5	10.000 £

Fuel

Fuel is used in Engines to create power. The slots and costs in the table below are for 1 unit of fuel, which is just enough to keep a Rating 2 engine running for 1 hour.

Fuel	Slots	Cost
Wooden Pellets	1	5 d
Coal	1 / 2	1 s
Petrol	1 / 10	5 s

Engines

Engines are used to power devices. See the **Engines** section in the **Engineering** chapter for more details.

Power Rating	Slots	Cost
2	5	5 £
3	10	15 £
4	50	50 £
5	100	150 £
6	250	500 £
7	500	1.500 £
8	1.500	5.000 £
9	4.000	20.000 £
10	10.000	100.000 £

Occult Curiosities

Things you can buy that are commonly used to deal with the supernatural. Be it to ward off monsters, deal with evil spirits, or get rid of a particularly annoying curse. Many of these things are commonly available for purchase, others might require you to contact special curiosity vendors or procure them yourself somehow.

Light Sources	Slots	Cost
Holy Water (vial)	1 / 10	5 s
Holy Water (flask)	1	5 £
Salt (pouch)	1	1 s
Salt (sack)	25	2 £ 5 s
Rosary	1 / 5	1 £
Crucifix	1 / 2	2 £
Chalk (1 stick)	1 / 20	2 s
Bone chalk (1 stick)	1 / 20	1 £

Holy Water

Water blessed by means of prayer (Using the Holy Water Blessing). Many unholy creatures are vulnerable to Holy Water, some even take damage from direct exposure. Either way, this is a powerful tool for hunting unholy foes.

Salt

Your run of the mill table salt. Can be used to ward off certain creatures. Commonly used to lay protective circles which some spirits and other unholy creatures can't pass.

Rosary

A rosary is an instrument of prayer. As such, it can be used to enhance blessings. While holding a rosary in your hand, the faith cost of blessings is reduced by 1 for you.

Crucifix

A crucifix is a powerful blessed object that holds command over unholy creatures. While holding a crucifix in your hand, you can double your WIL for all tests you make against unholy creatures.

Chalk

Chalk is used mostly in universities and some city schools. But besides that it is quite commonly used by witches to perform rituals or carve runes.

Bone chalk has human or animal bones mixed in, making it more potent for use in all kinds of witchcraft. It's not commonly available for purchase however.

Glossary

Assembling

Crafting devices through any Engineering skill is called assembling. See **Assembling**.

Autolimb

Autolimbs are special prosthetics that can be upgraded using the **Augmentation** skill. See **Autolimbs**.

Automaton

An automaton is a mechanical creature usually powered by a power core. It can be disassembled using the **Automachinery** skill. See **Automatons**.

Blueprint

A blueprint is a crafting instruction for a device.

Capacity Cost (CC)

How much of a device's module capacity is taken up by a module is referred to as its capacity cost.

Chant

A chant is a piece of paper containing a prayer and instructions necessary for a Blessing.

Clockwork

A clockwork is a device assembled using the **Clockwork Mechanics** skill, or that can be disassembled using the **Clockwork Mechanics** skill.

Complexity (C)

The total number of ingredients used to craft an object is referred to as its Complexity.

Contest

A contest is a special test, where the difficulty threshold is set by another test. The party initiating the contest is called the contestor and the other party is called the contested. The contested sets the DT for the contestor. See **Contests**.

Crafting Instruction

A crafting instruction is a piece of paper containing a list of ingredients and instructions needed for crafting a specific thing. Blueprints and Recipes are crafting instructions.

Crew

A creature that is manning a vehicle section is referred to as crew. Creatures not manning a section that are on or inside the vehicle are called **passengers**.

Default Section

A vehicle's default section is usually the biggest or easiest to target section. When attacking a vehicle without aiming for a section, the default section will be hit.

Designing

Creating blueprints of devices from scratch is called designing.

Device

Anything that was assembled using an Engineering skill, or can be disassembled using an Engineering skill is a device.

Difficulty Threshold (DT)

A difficulty threshold is a flat number that a test is made against. If the test result is equal to or higher than the DT, it succeeds.

Engine (Power Source)

A fuel-powered **Power Source** that turns solid or liquid fuel into power. They can be crafted and are generally much cheaper than power cores up-front.

Engine (Vehicle Section)

The engine is the section of a **motorized vehicle** that powers the vehicle. It contains a **Power Source** of a rating high enough to power all of the vehicle's sections and functions.

Formula

A formula (plural formulae) is a piece of paper containing Vox, Motus, and Natura for a specific spell, rune, ritual, or curse.

Gun

Pistols and Rifles are collectively referred to as guns.

Manning Sections

The act of taking control of a section of a vehicle is referred to as manning the section. A creature can be on or inside a vehicle section without manning it, but in order to use some sections' features, creatures have to man them.

Modifier

A modifier is a number added to or subtracted from a dice roll.

Motorized Vehicle

A motorized vehicle is powered by a **Power Source** that is located in its Engine section.

Motus

The somatic component of a spell, rune, ritual, or curse. Some form of grand motion that needs to be performed with at least one hand.

Natura

Natura is another way to refer to Essence, usually in the context of recipes and formulae. A recipe's or formula's Natura is the amount of all elements of Essence needed and usually expended.

Parts

Unless otherwise specified, Bolts, Cogs, Plates, Rods, and Lenses are referred to collectively as parts. They are used in designing, repairing, and assembling devices with Engineering skills.

Passenger

A passenger is a creature on or inside a vehicle that is not manning a section. Creatures manning a section are called **crew**.

Personal Vehicle

A **personal vehicle** can only fit one creature. That creature is its pilot.

Potency (P)

A potion or elixir's potency is equal to the rank that the creator had in the Alchemy skill at the moment of brewing or mixing.

Power (P)

A blessing, spell, ritual, rune, or curse's power is equal to the rank that the creator had in the respective skill at the moment of bestowing, casting, performing, carving, or inflicting it.

Power Core

An unlimited **Power Source** that doesn't require fuel to work, but can't be crafted. The only sources of more power cores are ruins of the Ancients.

Power Rating (PR)

The Power Rating of a Power Source determines how much power it outputs. An increase of +1 PR equals doubling the power output, so PR 4 is twice as powerful as PR 3.

Power Source

Engines and **Power Cores** are collectively referred to as Power Sources. They are required for many devices to function.

Prosthetic

Prosthetics are replacements for missing limbs and other body parts. They can be crafted and disassembled using the **Augmentation** skill.

Quality (Q)

A device's quality is equal to the rank that the creator had in the skill used to assemble the device at the moment of assembly.

Recipe

A recipe, unless otherwise specified, is a crafting instruction for a potion, or elixir.

Section

A **section** is a part of a vehicle. It has its own Armor Value and provides functionality to the vehicle. Sections can be manned by a vehicle's crew. They can also be individually aimed at by attackers.

Test

Any roll using a d20 is a test, regardless of the modifiers. Tests are made against difficulty thresholds (DT) or against the results of other tests (see **contest**).

Vehicle

Vehicles can be piloted using the Piloting skill.

Vox

The vocal component of a spell, rune, ritual, or curse. Some text that needs to be spoken out loud.

Witchcraft

The skills **Summoning**, **Spellwork**, and **Runecraft** are collectively referred to as

witchcraft skills and any features and practices
they cover fall under witchcraft.