Where possible this Document does its best to backport CWN into WWN via the respective SRD's. This is done with the intent of making a truly classless, level-based fantasy game. While much of the work is simply cosmetic, some of it isn't. This document only did the cosmetic work instead of bridging the actual design issues present.

In places where I know or suspect there might be issues, I have opted to highlight them, so GM's will be aware before letting their players run rampant over untested design.

Sections that were taken from the Cities Without Number SRD and couldn't be easily integrated with WWN's design principles are highlighted Yellow. This includes most (but not all) mentions of Trauma dice, as well as a few specific spells, and abilities from the magical edges.

Sections from Worlds Without Number that I couldn't make classless without severely departing from design are highlighted Green. This is mostly from the magical item and spell research sections.

This Document is un-playtested and most likely won't be receiving updates loyal to Mr. Crawfords design principles. Use at your own risk. In the rare places where I have inserted my own design, it is highlighted red, and kept to what I believe Mr. Crawfords intended rules were for WWN, not CWN.

That said, here are some more detailed warnings and notifications as to what I altered:

1. Edges haven't been tuned for WWN. Specifically, Magical Edges may be more powerful than intended, as there is little in the way of Cyberware on most Fantasy worlds, and Nonmagical edges may be less powerful than intended for the same reason. The Gifted Edge especially may overpower anyone without another magical edge. Most nonmagical edges are hacked off class features from WWN. The Warrior class comes with (Almost) the equivalent of 4 edges: Hard to Kill, Killing Blow, Veteran's Luck, and On Target. That's one more edge than an operator would get, though edges tend to give a few more skill points. **Players may be a little more or less powerful than intended.**

2. The Pray and Magic skills have been replaced with the Cast and Summoning Skills from CWN. The reason for this is the WWN's classes function differently from edges. Namely, they cast spells that have a set level rather than being cast from effort. While I could turn each class or Partial class into an edge, that seems like an awful lot of work and doesn't do much to actually make WWN classless, which is kind of the goal. Also, it would only further interfere with the design principles already in place.

3. Because Magic in WWN is based around spell levels rather than player levels, some of the magical research rules will need a redesign. Most of them will work out of the box, but some of them won't. The ones that won't are highlighted green in warning.

4. There may be additional incompatibilities that are simply non-obvious and I make no guarantees that everything will work smoothly.

5. Foci, Gear, Factions, Rules of the Game, Monsters and Foes, and Major Projects have largely been taken from WWN. And none of them have been removed for the purposes of this document.
Character Creation, including Edges and backgrounds, as well as Magic have largely been taken from CWN, though cosmetic changes have been made to make them seem more plausible to a magical setting. The Wired, Hacker, and Voice of the People Edges have been removed as Fantasy doesn't have easy mechanical equivalents to those edges.

6. Where measurements are important, they have been converted to (roughly equivalent) Pounds, Feet, and Miles rather than Kilograms, Meters, and Kilometers. Similarly costs are listed in Silver and Copper pieces.

7. This is basically an SRD. It isn't pretty, and I have made no real effort to change that outside of very basic, and very inconsistent formatting. There are bound to be new typo's introduced, and old typo's that have been fixed. Your milage may vary.

8. This is basically an *un-playtested* SRD. Almost every word was taken from Kevin Crawford's CWN and WWN SRD's unchanged. As such I don't consider it my own work outside of about 12-15 hours copying everything over from the PDF's and roughly formatting it. Do as you will with it. I

know I will.

0.0.0 Cities Without Number Systems Reference Document v1.0

This document format is provided as a convenience for copying and pasting large blocks of text from the CWN SRD. A full explanation of the document's purpose is available in the Cities Without Number SRD v1.0 PDF.

As the author, I waive the copyright and related rights in this document under CC0. A summary of the waiver can be found at https://creativecommons.org/publicdomain/zero/1.0/ and the legal text itself at https://creativecommons.org/publicdomain/zero/1.0/legalcode.

- Kevin Crawford, 9/8/23

1.0.0 Character Creation

1.1.0 Attributes

A character has six attributes ranging from 3 to 18, reflecting a range from the minimum viable capacity for a playable character to the maximum normal human level. Three of these attributes are physical.

Strength, reflecting physical prowess, melee combat, carrying gear, and brute force.

Dexterity, reflecting speed, evasion, manual dexterity, reaction time, and combat initiative.

Constitution, reflecting hardiness, enduring injury, and tolerating large amounts of magical healing.

Three are mental attributes.

Intelligence, reflecting memory, reasoning, technical skills, and general education.

Wisdom, reflecting noticing things, making judgments, reading situations, and intuition.

Charisma, reflecting commanding, charming, attracting attention, and being taken seriously.

NPCs do not normally have attributes. If necessary, the GM can choose them as appropriate, but usually they are assumed to have average scores if it's ever relevant.

1.1.1 Generating Attributes

To generate their six attributes, the player rolls 3d6 in order, once for each attribute. At any point before section 1.5.0 in character creation the player may substitute a score of 14 for one rolled score.

Optionally, a player may choose to assign their stats from the following array of numbers: 14, 12, 11, 10, 9, and 7, divided up as desired among the attributes. If an array is used a score may not be substituted with a 14 later.

1.1.2 Attribute Modifiers

Each attribute has a modifier, usually ranging from -2 to +2. This modifier is added to skill checks, attack rolls, damage rolls, Shock damage, and the relevant saving throw targets.

An attribute score of 3 has a modifier of -2. A score of 4-7 has a modifier of -1. A score of 8-13 has a modifier of +0. A score of 14-17 has a modifier of +1. A score of 18 has a modifier of +2.

Some Foci and abilities may add bonuses or penalties to an attribute's base modifier. Such bonuses or penalties cannot increase the modifier above +2 or below -2 unless explicitly indicated. Some injuries or character advancements may alter an attribute score; this new score may change the attribute's modifier.

1.2.0 Skills

A character's skills are the PC's learned abilities. A newly-created character starts with a few relevant skills and may acquire more as they advance in level. NPCs do not have individual skills, instead relying on their combat stat line's skill bonus when relevant. See section 2.3.0 for the rules for making skill checks.

1.2.1 Skill Levels

Skills are rated on a scale between level-0 and level-4. A character must reach a certain minimum experience level to develop a skill to level-2 or beyond.

Skill Level	Capability	Min. Level
No skill	No training. Skill checks are made at a -1 penalty, if it's plausible to even try.	1
Level-0	Basic professional competence in a skill.	1
Level-1	Experienced professional or clearly superior practitioner.	1
Level-2	Veteran expert, one respected even by capable practitioners.	3
Level-3	Master of the skill, likely one of the best in the city.	6
Level-4	Maximum feasible human competence in the skill.	9

1.2.2 Gaining Skills in Character Creation

Characters gain skills from their Backgrounds as described below and from a single free pick as noted in section 1.7.4. Some Foci also grant particular skills. The first time a skill is picked or given, a character obtains it at level-0. The second time it is picked or given, the skill becomes level-1. The third and further times a skill is picked or given during character creation, the player instead picks any other skill that is not already level-1. No character can begin play with skills above level-1.

1.2.3 The Skill List

The following skills are standard to most fantasy campaigns. GMs may add or subtract from this list for specialized settings. Some skills may overlap at points in their application; the character may use either skill at their discretion.

Administer: Keep an organization running smoothly, scribe things well, plan out logistics, identify incompetent or treacherous workers, analyze records or archives, or otherwise do things that an executive or middle-manager would need to do.

Connect: Find or know people who are useful to your purposes, make friendships or social acquaintances, know who to talk to get favors or services, and call on the help or resources of organizations you belong to. Connect covers your PC's ability to find the people you need, though convincing them to help may require more than this.

Convince: Persuade a listener that something you are saying is true. Naturally, the more implausible the claim or more emotionally repugnant it is to them, the more difficult it is to persuade them. Furthermore, how they act on their newfound conviction is up to them and their motivations, and may not be perfectly predictable.

Craft: Craft or repair goods and technology appropriate to the PC's background and society. The Craft skill can be used for a wide range of artisan pursuits, though a GM is within their rights to keep the PC from building complex things that are too far away from their past background and experience.

Exert: Run, swim, climb, jump, labor for long periods, throw things, or otherwise exert your physical strength, stamina, and coordination. Even a PC with poor physical attributes might have a good Exert skill reflecting athletic training and expertise in making the most of their available talents.

Heal: Treat wounds, cure diseases, neutralize poisons, diagnose psychological health issues, and otherwise tend to the wounds of body and mind. The Heal skill cannot cure lost hit points directly, but it's a vital skill in stabilizing Mortally Wounded allies or ensuring clean recovery.

Know: Know matters of history, geography, natural science, zoology, and other academic fields appropriate to a sage or scholar. While some sages might specialize in particular fields, most learned men and women in this age have a broad range of understanding, and will rarely be unable to even attempt to answer a question relevant to this skill.

Lead: Inspire others to follow your lead and believe in your plans and goals. Manage subordinates and keep them focused, loyal, and motivated in the face of danger or failure. A successful leader will keep their subordinate's faith and confidence even when reason might make the leader's plan appear questionable at best.

Cast: Cast or analyze magic and know things about famous mages or notable magical events. Use of this skill for actual casting requires the Spellcaster Edge, otherwise it only grants intellectual and scholarly benefits.

Notice: Notice small details, impending ambushes, hidden features, or concealed objects. Detect subtle smells, sounds, or other sensory input. Notice cannot be used simply to detect a lie, but keen attention can often discern a subject's emotional state.

Perform: Sing, act, dance, orate, or otherwise perform impressively for an audience. Compose music, plays, writings, or other works of performance art. Most performers will have a particular field they excel at, though polymaths might exist if the PC's background is appropriate for such versatility.

Summoning: The Summon skill reflects the summoner's knowledge of spiritual entities and the rigors of their training in channeling the otherworldly energies of the spirits. Anyone can learn it as a purely intellectual study, but only those with the Summoner Edge can actually use it to beckon or banish spirits.

Punch: Fight unarmed or with natural body weaponry. Punch, kick, grapple, or otherwise brawl without the benefit of man-made tools. This mode of fighting is inefficient at best without some special Focus to improve it, but it's reliably non-lethal.

Ride: Ride an animal, drive a cart or carriage, or otherwise deal with land transportation. This skill also includes competence at mount care and tending, basic cart or carriage repair, judging good horseflesh, and other skills appropriate to a beast-rider of whatever society the PC comes from.

Sail: Sail or repair a ship, build small craft, navigate by the stars, read sea weather, manage sailors, and otherwise conduct the business of a professional mariner. This skill may apply to more esoteric means of vehicular travel in some societies.

Shoot: Fire a bow or crossbow or throw a hurled weapon. Maintain ranged weaponry and fletch arrows.
Sneak: Move silently, hide in shadows, avoid notice, pick pockets, disguise yourself, pick locks, defeat traps, or otherwise overcome security measures.

Stab: Fight with melee weapons or throw a hurled weapon. Maintain and identify weaponry.

Survive: Hunt, fish, navigate by the stars, mitigate environmental hazards, identify plants and wildlife, and craft basic survival tools and shelter. A PC's Survive skill is most pertinent to the environments in their background, but the basic principles can be applied in all

but the most alien environments.
Trade: Buy and sell at a profit, identify the worth of goods or treasures, deal with merchants and traders, find black-market goods and services, and know laws regarding smuggling and contraband.
Work: This skill is a catch-all for any profession that might not otherwise merit its own skill, such as a painter, lawyer, farmer, or herdsman. The precise skill it represents will vary with the PC's background.

d6	Growth	d8	Learning
1	+1 Any Stat	1	Any Combat
2	+2 Physical	2	Survive
3	+2 Physical	3	Connect
4	+2 Mental	4	Sneak
5	Survive	5	Notice
6	Any Skill	6	Talk
		7	Fix
		8	Trade

1.3.0 Backgrounds

Every character has a Background, a past reflecting their career before they took up adventuring. A background may be chosen from the list below or a new one made up with GM permission.

1.3.1 Background Skills

When a Background is chosen, a PC immediately gets its free skill at level-0. At that point, the player decides whether to gain further skills randomly or to pick specific choices.

If they choose randomly, they may make three rolls divided between the Growth and Learning tables of their background in any way they wish, including taking all three from just one table. If they pick specific choices they can pick any two skills from the Learning table, including picking the same one twice to raise it to level-1. They may not pick the "Any Skill" option, if it exists.

A skill pick of "Any Combat" means the player can pick Shoot, Stab, or Punch. A skill roll of "Any Skill" means they can pick any skill from the list above. Some campaigns may involve special magical or psychic skills; these cannot be chosen with the Any Skill pick.

If an attribute bonus is rolled, such as "+2 Physical", the player may apply it to any physical attribute or split the bonus between two physical attributes. The same principle applies to Mental attribute increases. "Any Stat" increases may be applied to either physical or mental attributes. No attribute can be raised above 18.

1.3.2 New Backgrounds

To create a new background, the player describes it to the GM and picks an existing background table that best fits the concept. Assuming the GM approves it, they may then roll or pick as usual. If no existing background table fits, they may make a new one with the GM's permission.

1.3.3 Background List

The following backgrounds are examples of those possible for a player. The free granted skill is listed after each background's name.

Vagabond   Survive

Scribe   Administer

d6	Growth	d8	Learning
1	+1 Any Stat	1	Administer
2	+2 Mental	2	Know
3	+2 Mental	3	Talk
4	+2 Mental	4	Connect
5	Administer	5	Lead
6	Any Skill	6	Trade
		7	Notice
		8	Any Skill

Noble   Lead

d6	Growth	d8	Learning
1	+1 Any Stat	1	Lead
2	+2 Mental	2	Talk
3	+2 Mental	3	Connect
4	+2 Mental	4	Perform
5	Connect	5	Know
6	Any Skill	6	Heal
		7	Notice
		8	Any Skill

Hunter   Shoot

d6	Growth	d8	Learning
1	+1 Any Stat	1	Shoot
2	+2 Physical	2	Administer
3	+2 Physical	3	Connect
4	+2 Physical	4	Notice
5	Shoot	5	Exert
6	Any Skill	6	Heal
		7	Sneak
		8	Lead

Apprentice   Work

d6	Growth	d8	Learning
1	+1 Any Stat	1	Work
2	+1 Any Stat	2	Talk
3	+2 Physical	3	Connect
4	+2 Mental	4	Any Combat
5	Any Skill	5	Notice
6	Any Skill	6	Sneak
		7	Fix
		8	Any Skill

Criminal   Sneak

d6	Growth	d8	Learning
1	+1 Any Stat	1	Any Combat
2	+1 Any Stat	2	Sneak
3	+2 Physical	3	Notice

4	+2 Mental	4	Connect
5	Sneak	5	Talk
6	Any Skill	6	Survive
		7	Exert
		8	Lead

Healer   Heal

d6	Growth	d8	Learning
1	+1 Any Stat	1	Heal
2	+2 Physical	2	Notice
3	+2 Mental	3	Know
4	+2 Mental	4	Talk
5	Heal	5	Administer
6	Any Skill	6	Connect
		7	Fix
		8	Any Skill

Messenger   Ride

d6	Growth	d8	Learning
1	+1 Any Stat	1	Ride
2	+2 Physical	2	Fix
3	+2 Physical	3	Shoot
4	+2 Mental	4	Notice
5	Ride	5	Sneak
6	Any Skill	6	Exert
		7	Trade
		8	Any Skill

Scout   Any Combat

d6	Growth	d8	Learning
1	+1 Any Stat	1	Any Combat
2	+2 Physical	2	Connect
3	+2 Physical	3	Survive
4	+2 Mental	4	Notice
5	Any Combat	5	Sneak
6	Any Skill	6	Talk
		7	Fix
		8	Any Skill

Laborer   Exert

d6	Growth	d8	Learning
1	+1 Any Stat	1	Exert
2	+2 Physical	2	Work
3	+2 Physical	3	Sneak
4	+2 Physical	4	Trade
5	Exert	5	Survive
6	Any Skill	6	Fix
		7	Any Combat
		8	Any Skill

Artisan   Craft

d6	Growth	d8	Learning
1	+1 Any Stat	1	Craft
2	+2 Physical	2	Any Combat
3	+2 Physical	3	Notice
4	+2 Mental	4	Sneak
5	Craft	5	Talk
6	Any Skill	6	Connect
		7	Heal
		8	Any Skill

Nomad   Survive

d6	Growth	d8	Learning
1	+1 Any Stat	1	Survive
2	+2 Mental	2	Ride

3	+2 Physical	3	Fix
4	+2 Physical	4	Trade
5	Survive	5	Sneak
6	Any Skill	6	Connect
		7	Any Combat
		8	Any Skill

Performer   Perform

d6	Growth	d8	Learning
1	+1 Any Stat	1	Perform
2	+1 Any Stat	2	Lead
3	+2 Mental	3	Connect
4	+2 Physical	4	Talk
5	Perform	5	Trade
6	Any Skill	6	Sneak
		7	Any Combat
		8	Any Skill

Soldier   Any Combat

d6	Growth	d8	Learning
1	+1 Any Stat	1	Any Combat
2	+2 Mental	2	Exert
3	+2 Physical	3	Lead
4	+2 Physical	4	Notice
5	Any Combat	5	Survive
6	Any Skill	6	Heal
		7	Ride
		8	Any Skill

Spy   Sneak

d6	Growth	d8	Learning
1	+1 Any Stat	1	Sneak
2	+1 Any Stat	2	Notice
3	+2 Mental	3	Talk
4	+2 Physical	4	Connect
5	Sneak	5	Convince
6	Any Skill	6	Exert
		7	Any Combat
		8	Any Skill

Merchant   Trade

d6	Growth	d8	Learning
1	+1 Any Stat	1	Trade
2	+2 Mental	2	Notice
3	+2 Mental	3	Connect
4	+2 Physical	4	Fix
5	Trade	5	Talk
6	Any Skill	6	Administer
		7	Any Combat
		8	Any Skill

Orator   Convince

d6	Growth	d8	Learning
1	+1 Any Stat	1	Convince
2	+1 Any Stat	2	Perform
3	+2 Physical	3	Connect
4	+2 Mental	4	Trade
5	Convince	5	Talk
6	Any Skill	6	Notice
		7	Heal
		8	Any Skill

1.5.0 Edges

Edges define the main talents that make a PC a viable adventurer. They are major capabilities, aptitudes, or professional functions. An Edge can only be selected once unless indicated otherwise. A beginning PC chooses two, and may choose a third once they reach the fifth level of experience.

1.5.1 The Underdog Rule

A PC who ends character generation with an attribute modifier total of -1 or less may pick a bonus Edge to reflect the fact that they must have some sort of special talent to have become an adventurer despite their manifest shortcomings. Their total attribute modifiers must still sum to -1 or less by the end of character creation to claim this bonus; that means that the Prodigy Edge is unlikely to be permissible, as it would probably increase their modifier total above -1.

The Underdog Rule bonus may not be used to pick Magical Edges.

Characters who take advantage of the Underdog Rule may not increase their attribute scores later by spending skill points during character advancement as indicated in section 2.7.1.5. Attribute or modifier enhancements from other sources, such as magical items or newly-picked Foci, do not disqualify a PC.

1.5.2 Common Edge List

The Edges below are normal for most Fantasy campaigns. GMs may add additional options to support certain character concepts that are unique or specific to their setting.

Educated: You may pick a bonus skill of your choice. Whenever you gain skill points from character level advancement, you get a bonus skill point.

Face: Gain Connect as a bonus skill. Once per game week, whenever it's convenient, gain one temporary Acquaintance Contact of your choice, describing them in any way the GM finds acceptable. You lose touch with this Contact after you use this Edge again, but you can use this Edge to connect with them again at a different time. You may also provide favors or payment sufficient to cement the relationship at the GM's discretion.

Focused: You begin play with an extra Focus pick. You may choose this Edge more than once.

Ghost: You are uncannily elusive. Gain Sneak as a bonus skill and the Fighting Withdrawal combat action is an On Turn action for you. Once per scene, reroll a failed Sneak check related to sneaking or going unseen. Once per game day, as a Move action, move up to 30 feet without anyone around you seeing you move. If you use this movement to get behind cover, you might seem to vanish outright to onlookers.

Hard To Kill: Instead of rolling 1d6 per level for your hit points, you roll 1d6+2. If playing with the Trauma Rules, your base Trauma Target increases by +1, turning the base 6 into 7.

Killing Blow: Gain a combat skill as a bonus skill. Whenever you inflict hit point damage on something, whether by weapon, Shock, special ability, or any other source, the damage is increased by 1 point per two character levels, rounded up. If playing with the Trauma rules, Any Trauma Die you roll gains a +1 bonus.

Masterful Expertise: Once per scene, as an Instant action, reroll a failed check for a non-combat skill.

On Target: Gain a combat skill as a bonus skill. Your basic attack bonus is equal to your character level, instead of the usual half level, rounded down.

Prodigy: Pick an attribute other than Constitution; its score becomes 18 and it grants a +3 modifier instead of +2. Characters benefiting from the Underdog Rule can't take this Edge.

Adventurer's Fortune: You may or may not be good, but you are undeniably lucky. Once per game session as an Instant action, when something bad happens to you such as an injury, a failed save, or a botched skill check, test your luck and roll 1d6. On a 1, the bad event is unaffected. On a 2-5, you somehow avert the consequences by blind chance. On a 6, it actually lands on an enemy or rival of the GM's choice, if that's possible. Only events that happened in this same round can be averted.

Veteran's Luck: Once per scene, as an Instant action, trigger this ability to gain one of two effects: an attack roll that just hit you is instead treated as a miss, or an attack roll you just made that missed is instead treated as a hit. This ability can be applied to crewed weapons used by the Adventurer, but it cannot protect against environmental damage, vehicle crashes, falls, or other harm that doesn't involve an attack roll.

1.5.3 Magical Edge List

The edges below are meant for use with the magic rules in section 4.0.0.

Characters who are taking advantage of the Underdog Rule cannot use their bonus Edge to pick one of these.

Graced: You have innate magical abilities that enhance your physical or mental prowess. You gain the Graced powers and hindrances described in section 4.3.0.

Spellcaster: You are a mage, capable of casting spells as described in section 4.1.0 and suffering a mage's limits in using armor.

Summoner: You are a summoner, capable of calling up spirit servants as described in page 4.2.0, though you also have limits in using armor.

1.6.0 Foci

Foci are special talents that a PC can possess. They aren't as powerful as Edges, but a PC will develop more of them over time. Any PC can select any Focus, barring a few with specific requirements; they do not need to fit the Edges they select. So long as the player can explain how or why they acquired the talent they can have it. Foci usually come in two levels, though some have only one. The first time a Focus is chosen, the benefits of the first level are gained. The second time it's chosen, the benefits of the second level are added to those of the first.

A new character may choose one Focus, plus one more if they have the Focused Edge.

1.6.1 Focus List

The Foci below are common to most fantasy settings. Others might be added to support particular campaigns.

Alert You are keenly aware of your surroundings and virtually impossible to take unaware.
Level 1: Gain Notice as a bonus skill. You cannot be surprised, nor can others use the Execution Attack option on you. If the GM rolls initiative by sides, you can add a +1 bonus to your side's initiative roll, though multiple Alert PCs don't stack this bonus. If you roll initiative individually, you can roll it twice and take the better result.
Level 2: You always act first in a combat round unless someone else involved is also this Alert.

All Natural(Figure out Cyberware before clearing)
Your mind and body are superbly gifted, but this very excellence leaves you profoundly incompatible with most cyber. You cannot accept implants except for minor cosmetic ones with an unmodified System Strain cost of zero. If a GM is mixing rules from multiple Without Number games, this Focus should not be allowed unless cyberware is expected equipment for all PCs. If you're using the deluxe version rules for magic, PCs with magical or psychic Edges such as Spellcaster, Summoner, or Graced cannot take this Focus.
Level 1: Gain any skill as a bonus skill. Pick an attribute; its modifier increases by +1, up to a maximum of +3. You can make another such attribute pick at levels 3, 5, 7, and 10, choosing the same attribute or a different one. While you can still suffer Traumatic Hits, you never suffer major injuries as described on page 41.

Armored Magic (Figure out Magic before Clearing)
Usable only by Mage heroes who would otherwise be prevented from casting spells or using arts while armored, this Focus reflects special training in channeling magic through the hindering materials of conventional armor.

Level 1: You can cast spells or use arts while wearing armor that has an Encumbrance value of no more than two. You can use a shield while casting, provided your other hand is empty for gesturing.
Level 2: You can cast spells while wearing armor of any Encumbrance. You've also learned to cast spells while both your hands are full, though not bound.

Armsmaster
You have an unusual competence with thrown weapons and melee attacks. This Focus' benefits do not apply to unarmed attacks or non-thrown projectile weapons. This Focus' bonuses also don't stack with Deadeye or other Foci that add a skill's level to your damage or Shock.
Level 1: Gain Stab as a bonus skill. You can Ready a Stowed melee or thrown weapon as an Instant action. You may add your Stab skill level to a melee or thrown weapon's damage roll or Shock damage, assuming it has any to begin with.
Level 2: The Shock from your melee attacks always treats the target as if they have AC 10. Gain a +1 bonus to hit with all thrown or melee attacks.

Artisan (Clear Crafting Rules)
You have remarkable gifts as a crafter and can often improvise techniques even in fields unrelated to your usual background.
Level 1: Gain Craft as a bonus skill. Your Craft skill is treated as one level higher, up to a maximum of 5, for purposes of crafting and maintaining mods. Mods you build require one fewer unit of arcane salvage, down to a minimum of one. Your Craft skill is applicable to any normal crafting profession's work, allowing you to fashion their wares without penalty.
Level 2: The first mod you add to an item requires no Maintenance and only half the silver piece cost usually required. This benefit is in addition to the benefits of installing a mod in masterwork gear you build. You automatically succeed at any attempt to build masterwork gear, and once per month you can reduce a created mod's salvage cost by one further unit, down to a minimum of zero.

Assassin
You are practiced at sudden murder, and have certain advantages in carrying out an Execution Attack.
Level 1: Gain Sneak as a bonus skill. You can conceal an object no larger than a knife from anything less invasive than a strip search. You can draw or produce this object as an On Turn action, and your point-blank thrown or melee attacks made during a surprise round with it cannot miss the target.
Level 2: You can take a Move action on the same round as you make an Execution Attack, closing rapidly with a target before you attack. You may split this Move action when making an Execution Attack, taking part of it before you murder your target and part of it afterwards. This movement happens too quickly to alert a victim or to be hindered by bodyguards.

Authority

You have an uncanny kind of charisma about you, one that makes others instinctively follow your instructions and further your causes. At level 1, this is a knack of charm and personal magnetism, while level 2 might suggest latent magical powers or an ancient bloodline of sorcerous rule. Where this Focus refers to followers, it means NPCs who have voluntarily chosen to be in your service. PCs never count as followers.

Level 1: Gain Lead as a bonus skill. Once per day, you can make a request from an NPC who is not openly hostile to you, rolling a Cha/Lead skill check at a difficulty of the NPC's Morale score. If you succeed, they will comply with the request, provided it is not significantly harmful or extremely uncharacteristic.

Level 2: Those who follow you are fired with confidence. Any NPC being directly led by you gains a Morale and hit roll bonus equal to your Lead skill and a +1 bonus on all skill checks. Your followers and henchmen will not act against your interests unless under extreme pressure.

Close Combatant

You've had all too much practice at close-in fighting and desperate struggles with drawn blades. You're extremely skilled at avoiding injury in melee combat, and at level 2 you can dodge through a melee scrum without fear of being knifed in passing. **Level 1:** Gain any combat skill as a bonus skill. You can use knife-sized thrown weapons in melee without suffering penalties for the proximity of melee attackers. You ignore Shock damage from melee assailants, even if you're unarmored at the time, but invoking this benefit disrupts any spellcasting you might do that round due to the need for violently active evasion.

Level 2: The Shock damage from your melee attacks treats all targets as if they were AC 10. The Fighting Withdrawal combat action is treated as an On Turn action for you and can be performed freely.

Connected

You're remarkably gifted at making friends and forging ties with the people around you. Wherever you go, you always seem to know somebody useful to your ends.

Level 1: Gain Connect as a bonus skill. If you've spent at least a week in a not-entirely-hostile location, you'll have built a web of contacts willing to do favors for you that are no more than mildly illegal. You can call on one favor per game day and the GM decides how far they'll go for you.

Level 2: Once per game session, if it's not entirely implausible, you meet someone you know who is willing to do modest favors for you. You can decide when and where you want to meet this person, but the GM decides who they are and what they can do for you.

Cultured

Through wide travel, careful observation, or extensive study, you've obtained a wide experience of the cultures of your region and an ability to navigate their customs, laws, and languages. You know what to do and say to impress others with the reasonableness of your wishes.

Level 1: Gain Connect as a bonus skill. You can fluently speak all the common languages of your native region and convey at least basic information in the uncommon or esoteric ones. You can learn a new language with only a week's practice with a native speaker. Once per game day, your polished ways automatically gain a minor favor from an NPC that would not put them to significant expense or risk, assuming the NPC isn't hostile to you.

Level 2: Once per game session, reroll a failed social skill check as you use your cultural knowledge to push your interlocutor toward the desired result.

Ritualist (Double Check Mod Rules)

Any skilled mage can create a magical ritual and imbue it's power in another, but you have a special aptitude for the work.

Level 1: Gain a Magic Tradition and Craft as bonus skills. You start play with a Ritualist kit, and you can perform a ritual even if your Magic skill is level-0. You gain a +2 bonus on all ritual related skill checks.

Level 2: The quality of your work improves. Now when perfoming a ritual, you never fail to perform a ritual correctly, and the permanent system strain of a ritual you cast goes down by 1. Once per patient, you can design and implament a ritual mod as described in section 2.8.2 without any cost in money or experimental components, assuming you have the requisite skill levels to build it.

Deadeye

You have a gift with ranged weapons. While this talent most commonly applies to bows, it is also applicable to thrown weapons or other ranged weapons that can be used with the Shoot skill. For thrown weapons, you can't use the benefits of the Armsmaster Focus at the same time as Deadeye.

Level 1: Gain Shoot as a bonus skill. You can Ready a Stowed ranged weapon as an Instant action. You may use a bow or two-handed ranged weapon even when an enemy is within melee range, albeit at a -4 hit penalty. You may add your Shoot skill level to a ranged weapon's damage roll.

Level 2: You can reload crossbows or other slow-loading weapons as an On Turn action, provided they don't take more than a round to reload. You can use ranged weapons of any size in melee without penalty. Once per scene, as an On Turn action when target shooting at an inanimate, non-creature target, you automatically hit unless you roll a 2 on your Shoot skill check or the shot is physically impossible.

Dealmaker

You have an uncanny ability to sniff out traders and find good deals, licit or otherwise. Even those who might not normally be disposed to bargain with you can sometimes be persuaded to pause and negotiate, if you have something they want.

Level 1: Gain Trade as a bonus skill. With a half hour of effort you can find a buyer or seller for any good or

service that can be traded in the community, legal or otherwise. Finding a marginally possible service, like an assassin willing and able to target a king, or some specific precious ancient artifact, may require an adventure if the GM allows it at all.

Level 2: Once per session, target a sentient who is not just then trying to kill you or your allies and make a request of it that it can comprehend. If it's at all plausible for it to make such terms, it will do so for a price or favor it thinks you can grant, though the price for significant favors might be dear.

Developed Attribute (May be Cut for All Natural)
Your hero has a remarkable degree of development to one or more of their attributes. This may be derived from an eldritch bloodline, native brilliance, or sheer, stubborn determination. This Focus cannot be taken by heroes with the Mage or Partial Mage classes.
Level 1: Choose an attribute; its modifier is increased by +1, up to a maximum of +3. The actual score does not change, but the modifier increases, and may increase again if later advancement improves the attribute enough. You can choose this Focus more than once to improve different attributes.

Diplomatic Grace
Your skill at personal negotiations is enormous and uncanny. Some might even think it supernatural in nature.
Level 1: Gain Convince as a bonus skill. You speak all the languages common to your region of the world and can learn new ones to a workable level in a week, becoming fluent in a month. Reroll 1s on any skill check dice related to negotiation or diplomacy.
Level 2: Once per day, silently consecrate a bargain; the target must make a Mental save to break the deal unless their life or something they love as much is imperiled by it. Most NPCs won't even try to break it. The deal must be for something specific and time-limited, and not an open-ended bargain.

Gifted Chirurgeon
You have an unusual gift for saving Mortally Wounded allies and quickening the natural recovery of the wounded in your care.
Level 1: Gain Heal as a bonus skill. You may attempt to stabilize one Mortally Wounded adjacent person per round as an On Turn action. When rolling Heal skill checks, roll 3d6 and drop the lowest die. You heal twice as many hit points as usual when applying first aid after a battle.
Level 2: Your curative gifts count as magical healing. You can heal 1d6+Heal skill in damage to an adjacent wounded ally as a Main Action, potentially reviving them without any lingering Frailty. Each such application of healing adds 1 System Strain to the target, and the gift cannot be used on targets already at their maximum System Strain.

Henchkeeper
You have a distinct knack for picking up lost souls who willingly do your bidding. You might induce them with promises of money, power, excitement, sex, or some other prize that you may or may not eventually grant. A henchman obtained with this Focus will serve in loyal fashion until clearly betrayed or placed in unacceptable danger. Henchmen are not "important" people in their society, and are usually marginal sorts, outcasts, the desperate, or other persons with few options. You can use more conventional pay or inducements to acquire additional henchmen, but these extra hirelings are no more loyal or competent than your pay and treatment can purchase.
Level 1: Gain Lead as a bonus skill. You can acquire henchmen within 24 hours of arriving in a community, assuming anyone is suitable hench material. These henchmen will not fight except to save their own lives, but will escort you on adventures and risk great danger to help you. Most henchmen will have the combat statistics of a normal adult from their culture. You can have one henchmen at a time for every three character levels you have, rounded up. You can release henchmen with no hard feelings at any plausible time and pick them back up later should you be without a current henchman.
Level 2: Your henchmen are remarkably loyal and determined, and will fight for you against anything but clearly overwhelming odds. Whether through natural competence or their devotion to you, they're treated as 2 HD combatants from their culture. You can make faithful henchmen out of skilled and highly-capable NPCs, but this requires that you actually have done them some favor or help that would reasonably earn such fierce loyalty.

Impervious Defense
Whether through uncanny reflexes, remarkable luck, supernatural heritage, or magical talent, you have natural defenses equivalent to high-quality armor. The benefits of this Focus don't stack with armor, though Dexterity or shield modifiers apply.
Level 1: You have an innate Armor Class of 15 plus half your character level, rounded up.
Level 2: Once per day, as an Instant action, you can shrug off any single weapon attack or physical trauma inflicted by a foe. Environmental damage, falling damage, or other harm that couldn't be forfended by strong armor cannot be resisted this way.

Impostor
You are exceedingly skilled at presenting yourself as something you are not, including disguises, voice mimicry, and lightning-fast wardrobe changes. Some impostors rely on the acting skills of Perform, while others lean more to the nefarious tricks of Sneak. **Level 1:** Gain Perform or Sneak as a bonus skill. Once per scene, reroll any failed skill check or saving throw related to maintaining an imposture or disguise. Create one false identity of no great social importance; you can flawlessly pretend to be that person, such that only extremely persuasive proof can connect you with it. You

can change this identity with a week's worth of effort in building a new one.

Level 2: You can alter your clothing and armor such that a single Main Action lets you swap between any of three chosen appearances. In addition to your original false identity, you can establish a new false identity in each city or significant community you spend at least a day in.

Lucky

Some fund of remarkable luck has preserved your life at least once in the past, and continues to give you an edge in otherwise hopeless situations. This luck does not favor the already-blessed; this Focus can only be taken by a PC with at least one attribute modifier of -1 or less.

Level 1: Once per week, a blow or effect that would otherwise have left you killed, mortally wounded, or rendered helpless somehow fails to connect or affect you. You make any rolls related to games of chance twice, taking the better roll.

Level 2: Once per session, in a situation of need or peril, you can trust to your luck and roll 1d6. On a 2 or more, something fortunate will happen to further your goal, provide an escape from immediate peril, or otherwise give you an advantage you need, if not immediate victory. On a 1, the situation will immediately grow much worse, as the GM sees fit.

Nullifier (Finish Magic before deciding to cut or not)

Something about your hero interferes with easy use of magic on them. It may be a strangely powerful birth blessing, a particular supernatural bloodline, or simple occult incompatibility. This Focus cannot be taken by Mages or Partial Mages.

Level 1: You and all allies within twenty feet gain a +2 bonus to all saving throws against magical effects. As an On Turn action, you can feel the presence or use of magic within twenty feet of you, though you can't discern details about it or the specific source. The first failed saving throw against a magical effect you suffer in a day is turned into a success.

Level 2: Once per day, as an Instant action, you are simply not affected by an unwanted magical effect or supernatural monstrous ability, even if it wouldn't normally allow a saving throw. Immunity to a persistent effect lasts for the rest of the scene.

Poisoner You are a skilled poisoner, capable of compounding toxins out of readily-available flora and minerals. It takes an hour to brew a poison, and you can keep as many doses fresh as you have levels. Blade venoms take a Main Action to apply and last for ten minutes or until a hit or Shock is inflicted, whichever comes first. Detecting poisoned food is a Wis/Notice skill check against 10, or 12 if the diner's not a noble or otherwise normally wary of poison. One dose can poison up to a half-dozen diners.

Level 1: Gain Heal as a bonus skill. Gain a reroll on any failed saving throw versus poison. Your toxins inflict 2d6

damage plus your level on a hit or Shock, with a Physical save for half. Your incapacitating or hallucinogenic toxins do the same, but those reduced to zero hit points are simply incapacitated for an hour.

Level 2: You are immune to poison and can apply a universal antidote to any poisoned ally as a Main Action. Any attempt to detect or save against your poisons takes a penalty equal to your Heal skill. Your ingested poisons count as an Execution Attack against unsuspecting targets, with Heal used for the Physical saving throw penalty and 1d6 damage per level done on a success. Such poisons can be non-lethal at your discretion.

Pop Idol (Possible Cut. Possible Convert)

Whether a street musician, graffiti artist, underground journalist, cam girl, folk singer, or Robin Hood-esque thief, you have a devoted following of enthusiasts who are willing to help you when you need them.

Level 1: Gain Perform as a bonus skill. Once per game week, with an hour or so of messaging, you can mobilize about a hundred of your fans to perform some act of your choice, provided it's no more than mildly criminal or slightly dangerous. Flash mobs, getaway drivers, scouting reports, tailing people, or instant parties might all qualify as services. Your fans don't have any special skills, but they'll do anything ordinary workers or civilians could do. If you mobilize them for donations or merch purchases, you get $1,000 per character level, doubled at fifth level and quadrupled at tenth. You can't mobilize them to buy your content more than once per month.

Level 2: You can mobilize up to a hundred fans per character level, though major mobs are likely to draw a law enforcement response. You've cultivated fan leaders who can pass along your wishes deniably, concealing your involvement in the crowd. Your donation and merch earning amounts double. Your Charisma modifier increases by +1, to a maximum of +2.

Rider

Anyone with any level of Ride skill can fight competently on horseback or keep their mount healthy. You have an almost supernatural bond with your steeds, however, and can push them beyond normal limits.

Level 1: Gain Ride as a bonus skill. Your steeds all count as Morale 12 in battle, use your AC if it's higher than theirs, and can travel 50% further in a day than normal for their kind. You can intuitively communicate with riding beasts, gaining as much information from it as its intellect can convey.

Level 2: Once per scene, negate a successful attack against your steed as an Instant action. Once per scene, reroll any failed Ride skill check. You can telepathically send and receive simple warnings, thoughts, and commands to and from your steed so long as it's within two hundred feet. You can so bond with one steed at a time, taking an hour to do so.

Roamer (Possible Conversion)

You might be a footloose bum with a knack for stowing aboard cargo shipments, a hard-bitten outlander

smuggler, or a restless seeker of the horizon. Either way, you've seen more of the world with your own two eyes than any common corper ever will.
Level 1: Gain Survive and Drive as bonus skills. You have conversational skill in all common languages spoken in the region or city, and you never get lost. You have "acquired" one or more vehicles worth no more than the budget given in section 1.6.2. You can replace lost or damaged vehicles at a rate of $10,000 per week.
Level 2: Once per scene, as an Instant action, you can reroll a failed skill check related to safe traveling or vehicle operation, whether to fix a blown engine or talk down a ganger who doesn't like strangers crossing his turf.

Safe Haven (Probable Cut)
You have the contacts and expertise to find safehouses and bolt holes that no one else would think to find. You know how to persuade landlords into helping you for nebulous future advantages.
Level 1: Gain Sneak as a bonus skill. If you spend a week in a particular neighborhood, you can find or arrange a secure safe house and the on-call assistance of a local cyberdoc or medic willing to perform emergency care for no more than you can afford to pay. This safe house will always go unnoticed unless you are at Heat 8+ or specifically compromise it; even in that case, it will remain undiscovered for at least 24 hours if you can get to it without being followed. If a safe house is burnt, you can find a new one with another week's work. A PC can't have more safe houses active at once than their character level.
Level 2: Your safe houses are actively protected by the local authorities, be they gang members, paid-off cops, or cooperative corp security. Provided you don't make them angry, they'll defend you from most ordinary degrees of pursuit. You can find safe havens geared with the equivalent of tech workshops or level one cyberclinics.

Shocking Assault You're extremely dangerous to enemies around you. The ferocity of your melee attacks stresses and distracts enemies even when your blows don't draw blood.
Level 1: Gain Punch or Stab as a bonus skill. The Shock damage of your weapon treats all targets as if they were AC 10, assuming your weapon is capable of harming the target in the first place and the target is not immune to Shock.
Level 2: In addition, you gain a +2 bonus to the Shock damage rating of all melee weapons and unarmed attacks that do Shock. As usual, regular hits never do less damage than this Shock would do on a miss.

Sniper's Eye You are an expert at placing a thrown knife or arrow on an unsuspecting target. These special benefits only apply when making an Execution Attack with a bow, hurlant, or thrown weapon.
Level 1: Gain Shoot as a bonus skill. When making a skill check for a ranged Execution Attack or target

shooting, roll 3d6 and drop the lowest die.
Level 2: You don't miss ranged Execution Attacks. A target hit by one takes a -4 penalty on the Physical saving throw to avoid immediate mortal injury. Even if the save is successful, the target takes double the normal damage inflicted by the attack.

Special Origin (Probable Cut)
Heroes in this game are assumed to be human, or close enough as to make no real difference. PCs who want to belong to some more exotic species or demihuman kind can pick the origin Focus appropriate to their chosen species, such as those given in the bestiary chapter for different types of creatures. The availability of these special origins will depend on the campaign and the GM's permission. Even if elves and dwarves do exist in the campaign world, the GM is not obliged to let players use them as PCs if that choice doesn't fit the tone or location being used. Note also that a PC who just wants to be different without asking for any special mechanical benefits does not need to buy any special Focus. If their particular demihuman or alien has no real advantages over a human, then they can just proclaim their nature as such, assuming the GM allows such beings in their campaign.

Specialist
You are remarkably talented at a particular skill. Whether a marvelous cat burglar, a famed athlete, a brilliant scholar, or some other savant, your expertise is extremely reliable. You may take this Focus more than once for different skills.
Level 1: Gain any skill as a bonus, except for Magic, Stab, Shoot, or Punch. Roll 3d6 and drop the lowest die for all skill checks in this skill.
Level 2: Roll 4d6 and drop the two lowest dice for all skill checks in this skill.

Spirit Familiar (Stat in Monster section cut calculation)
You have a minor spirit, devil, construct, magical beast, or other creature as a devoted companion. While its abilities are limited, it is absolutely loyal to you.
Level 1: Choose a form for your familiar no smaller than a cat nor larger than a human. It has the traits and abilities of an entity created by Calculation of the Evoked Servitor but may be summoned or dismissed as a Main Action, appearing within melee range of its owner. It cannot carry objects with it during its vanishment aside from the clothing natural to its shape. It has no need for food, water, or sleep. If killed, it vanishes and cannot be re-summoned for 24 hours. Once per day, it can refresh one point of Committed Effort for you.
Level 2: Pick two benefits from the list below for your familiar. This level may be taken more than once, adding two additional options each time.
• It has hit points equal to three times your level
• It gains the ability to attack with a hit bonus equal to half your level, rounded up, doing 1d8 damage on a hit with no Shock

• It gains a +1 skill check bonus and can apply it to a range of situations equivalent to one normal human background
• It gains another shape of your choice which it can adopt or discard as an On Turn action
• It can hover or fly at its usual movement rate
• It can communicate freely with others in any language you know

Trapmaster (Reword Extirpate Arcana)
You have uncommon expertise in handling traps and snares, both mundane ones and the magical perils sometimes found in dungeons or the lairs of sorcerers. You know how to improvise traps with materials you easily carry.
Level 1: Gain Notice as a bonus skill. Once per scene, reroll any failed saving throw or skill check related to traps or snares. Given five minutes of work you can trap a portal, container, passageway, or other relatively narrow space with foot snares, caltrops, toxic needles, or other hazards. Non-lethal traps cause the first victim to trigger it to lose a round of actions while dangerous ones inflict 1d6 damage plus twice the character's level, with an appropriate saving throw for half. Only one such improvised trap can be maintained at a time. More fearsome traps may be laid with congenial circumstances and the GM's permission.
Level 2: You know secrets for unraveling even magical traps or arcane hazards that would normally require a wizard to dispel them. Once per scene, your efforts count as an Extirpate Arcana spell against the trap or hazard, cast as if a Mage of twice your level, with any relevant skill check being Int/Notice or Dex/Notice. This ability can be used against any stationary magical effect that's susceptible to being dispelled by Extirpate Arcana.

Unregistered (Probable Cut)
Whether by unrecorded birth, database corruption, or sheer luck, you simply do not exist in any government or corporate database. If taken with the Many Faces Focus, your own identity is lost, but you can create others for your own uses. If this Focus is taken after character creation, it means your existing records have become hopelessly corrupted and lost.
Level 1: You have no government or corporate database records associated with you, and it is almost impossible to add any such records without them ending up corrupted or deleted within a week. Human beings can remember you, but they can't rely on computerized records to keep track of you or your activities. You can keep money on credit chips or in cash, but banking or formal property ownership is almost impossible for you

Unarmed Combatant Your empty hands are more dangerous than swords in the grip of the less gifted. Your unarmed attacks are counted as melee weapons when it comes to binding up opponents wielding bows and similar ranged long arms, though you need at least one hand free to do so.
Level 1: Gain Punch as a bonus skill. Your unarmed attacks become more dangerous as your Punch skill increases. At level-0, they do 1d6 damage. At level-1, they do 1d8 damage. At level-2 they do 1d10, level-3 does 1d12, and level-4 does 1d12+1. At Punch-1 or better, they have the Shock quality equal to your Punch skill against AC 15 or less.
Level 2: Even on a miss with a Punch attack, you do an unmodified 1d6 damage, plus any Shock that the blow might inflict on the target.

Unique Gift Your hero has some unusual ability or magical knack that can't be adequately described by an existing Focus. This choice is a catchall meant to represent a special power that's in some way worth a Focus pick. The exact effect of the ability should be defined by the player and the GM together, working out some result that seems fair and reasonable. This will vary from table to table and from campaign to campaign; an innate ability to breathe water is little more than a novelty in a desert setting, while a campaign based on piracy in an endless archipelago might make it far more significant. As with any power, the group should be willing to reconsider the gift if it turns out to be exceptionally weak in play or a stronger power than was anticipated.

Valiant Defender
You are a bodyguard, shieldbearer, or other gifted defender of others, accustomed to the roil of bloody battle and desperate struggle. You have an exceptional ability to shield your allies from the attacks of those who would slay them.
Level 1: Gain Stab or Punch as a bonus skill. Gain a +2 on all skill checks for the Screen Ally combat action. You can screen against one more attacker per round than your skill would normally allow. Once per round, you can Screen Ally against even intangible spells or magical attacks or bodily shield them from an area-effect explosion or magic. Such attempts require the usual successful opposing skill check, with the assailant using their Magic skill.
Level 2: The first Screen Ally skill check you make in a round is always successful. Gain +2 AC while screening someone. You can screen against foes as large as ogres or oxen.

Well Met
You have a striking ability to charm and pacify people and creatures you've just met. Once they get to know you, however, their opinions are more likely to be based on experience; this Focus works only once on a target.
Level 1: Reaction rolls made by those the party meets are given a +1 bonus so long as you are present, whether or not you do the talking. Even hostile encountered beings will usually give the party a round to parley before attacking unless they're in ambush or have a clear reason for immediate violence.
Level 2: Once per game session, when a reaction roll is made, cause the subject to be as friendly and helpful to you and your party as it's plausibly possible for them to

be. It's up to the GM to decide why the creature becomes so; it might be mistaken about your nature, or find you hilarious, or perhaps want a favor from you and your allies.

Whirlwind Assault

You are a frenzy of bloody havoc in melee combat, and can hack down numerous lesser foes in close combat… assuming you survive being surrounded.

Level 1: Gain Stab as a bonus skill. Once per scene, as an On Turn action, apply your Shock damage to all foes within melee range, assuming they're susceptible to your Shock.

Level 2: The first time you kill someone in a round with a normal attack, either with its rolled damage on a hit or with the Shock damage it inflicts, instantly gain a second attack on any target within range using any Ready weapon you have.

Xenoblooded (Rename)

You have been both blessed and cursed by some exotic supernatural or alien bloodline.

Level 1: Choose one set of benefits from the list below to reflect your alien heritage. Other gifts may exist.

• You are immune to heat damage and can breathe and see through smoke without hindrance.

• You are water-adapted and can breathe water and see through it up to 120' regardless of light. You swim at double your normal Move rate.

• You were built to heavier or lighter gravity conditions; gain a +1 to either your Strength or Dexterity modifiers, to a maximum of +3, and a -1 penalty to the modifier of the other attribute.

• You are nourished by invisible radiations and need neither eat, sleep, nor breathe. You can see clearly even in the absence of any light.

1.7.0 Final Character Creation Steps

The player now records their character's final statistics and chooses their name and current goal.

1.7.1 Record Maximum Hit Points

Your character's hit points measure their distance from defeat or death. If your character is reduced to zero hit points, they are either dying or incapacitated based on the nature of the injury.

A new character rolls 1d6 for their maximum hit points, adding their Constitution modifier to the roll. Even a penalty cannot reduce this roll below 1 point. If they have chosen the Hard to Kill Edge they may add +2 to the roll. A character gains hit points as they advance in character level, rerolling their prior levels and taking the new score if it's higher, as explained in section 2.7.1.1.

1.7.2 Record Attack Bonus

Your character has a certain degree of basic combat competence based on their character level and Edges. This bonus increases as you advance in character levels and is added to your attack roll.

A new character's attack bonus is usually +0. If they have the On Target Edge it is +1.

1.7.3 Record Saving Throws

When faced with unusual dangers such as fireball explosions, toxic darts, pit traps, or magical curses, the character may need to make a saving throw to resist or mitigate the peril. Saving throws are rolled on a d20 and are explained in the rules section.

Physical saving throws are used to resist exhaustion, disease, poison, or other biological harms. A new character's Physical save target is equal to 15 minus the better of their Strength or Constitution modifiers.

Evasion saving throws are used to avoid explosions, traps, or other dangers requiring fast reactions. A new character's Evasion save target is equal to 15 minus the better of their Intelligence or Dexterity modifiers. **Mental**

saving throws are used to resist intangible spells, mental attacks, or other tests of willpower or self-control. A new character's Mental save target is equal to 15 minus the better of their Wisdom or Charisma modifiers.

Luck saving throws are rolled when facing a danger that only blind chance can spare them from, such as landslide, bridge collapse, or a sniper's random choice of victims. A new character's Luck save target is always 15.

A character's save targets all decrease by 1 point each time they advance an experience level

1.7.4 Pick a Free Skill

Your character has developed some side interest that may be unrelated to your background or Edges. You can pick any one skill of your choice, excepting magical or supernatural skills. This skill pick is gained at level-0, or level-1 if it's already level-0. You cannot pick a skill that is already at level-1.

1.7.5 Choose Starting Languages

Your PC begins play speaking the lingua franca of the campaign's current city along with their native tongue if it happens to be different. They also have fluency in additional languages based on their Know or Connect skills. Either skill at level-0 grants one extra language, or two extra if it's at level-1. Thus, a PC with both Know-1 and Connect-1 skills could pick four additional languages.

PCs can learn additional languages to a conversational level by spending a few months immersed in it or studying it diligently during downtime. Obtaining native fluency is at the GM's discretion.

1.7.6 Choose Starting Gear

You can either pick a starting equipment package provided by your GM, or roll 3d6 x 10 to find out your starting silver pieces to spend on gear or keep in your pocket. The starting packages will generally give you more equipment than the random roll would, but items can be swapped at the GM's discretion.

1.7.7 Choose a Name and Goal

As final step, the player should pick a name and initial goal for the PC. This goal can be anything so long as it gives a compelling reason for the PC to be doing dangerous missions and associating with suspicious fellows. The player must make up a good reason for the PC to be associating with the other players; it is not the GM's job to justify the party's existence, and if the player decides that their PC can't reasonably run with the other party members it's up to them to create a new character who can.

2.0.0 The Rules of the Game

This section summarizes the rules of the game. They are intended to be functional for the average play group with typical needs; individual GMs may find it useful to alter them based on the specific interests or makeup of their own player group.

2.1.0 Scenes, Rounds, and Mission Time

During play, three special measures of time are used: scenes, rounds, and mission time.

2.1.1 Scenes

A scene is a time measurement used to determine how often certain abilities or actions can be taken. Some powers can be triggered only so many times per scene, while some special abilities only work once per scene. A scene is one particular fight, event, activity, or effort that usually doesn't take more than ten or fifteen minutes. A fight is a scene. A chase is a scene. A tense backroom negotiation is a scene. So long as the PCs are doing the same general activity in the same general location, it's probably one scene. Most scenes don't last more than fifteen minutes, though a GM can stretch this if it seems logical.

2.1.2 Rounds

Combat is made up of rounds, each one lasting approximately six seconds. A single combat may involve multiple rounds of action. A round begins with the actions of the side that wins initiative and ends after the actions of the side that lost initiative.

2.1.3 Turns

Sometimes it's important to track the time of a more complex operation, like exploring a dungeon or navigating the trackless depths of some ancient ruin. In such cases, the turn is a common measure of time. Each turn lasts ten minutes and is equivalent to one scene for those situations when it matters.

2.2.0 Saving Throws

Saving throws are rolled to resist some unusual danger or chance hazard. To make a saving throw, a person rolls 1d20 and tries to get equal or higher than their saving throw target. Sometimes a save might have bonuses or penalties applied to the roll, but a natural roll of 1 on the die always fails the save, and a natural roll of 20 is always a success. There are four types of saving throws. Usually it will be obvious which type is most appropriate for a threat, but the GM can decide in marginal situations.

Physical saves resist exhaustion, poisons, diseases, or other bodily afflictions. A PC's Physical saving throw target is equal to 16 minus their character level and the highest of their Strength or Constitution modifiers.

Evasion saves apply when dodging explosions, avoiding traps, reacting to sudden peril, or other occasions where speed is of the essence. A PC's Evasion saving throw target is equal to 16 minus their character level and the highest of their Dexterity or Intelligence modifiers.

Mental saves apply when resisting mental attacks, insubstantial magic spells, psychological trauma, and other mental hazards. A PC's mental saving throw target is equal to 16 minus their character level and the highest of their Wisdom or Charisma modifiers.

Luck saves are used when only blind chance can save a PC, regardless of their native abilities. A PC's Luck saving throw target is equal to 16 minus their character level, unmodified by their attributes

2.2.1 NPC Saving Throws

NPCs have a single saving throw target equal to 15 minus half their rounded-down hit dice. Thus, an NPC with 3 HD would have a saving throw target of 14+ for any particular hazard. The GM may modify this in special circumstances, but it's usually not worth tracking more closely.

2.3.0 Skill Checks

Most characters are skilled, competent men and women who are perfectly capable of carrying out the ordinary duties of their role. Sometimes, however, they are faced with a situation or challenge beyond the usual scope of their role and the GM calls for a skill check.

To make a skill check, roll 2d6 and add the most relevant skill level and attribute modifier. If the total is equal or higher than the check's difficulty, the check is a success. On a failure, the PC either can't accomplish the feat at

all, bad luck cheats them, or they achieve it at the cost of some further complication. The GM determines the specific consequence of a failure.

If the character doesn't even have level-0 in the pertinent skill, they suffer a -1 penalty to the roll. In the case of particularly technical or esoteric skills they might not even be able to attempt the skill check at all.

The GM is always the one who calls for a skill check, and they do so at their discretion. The player simply describes what their PC is attempting to do, and the GM will tell them what skill and attribute combination to roll. If multiple skills or attributes might plausibly fit the action, the player can pick the one most favorable to them. If the combination is only marginally relevant, but still reasonably plausible, it might suffer a -1 or -2 penalty at the GM's discretion.

2.3.1 Skill Check Difficulties

The following difficulties ratings reflect common challenges.

N/A   The task is one the PC would normally perform as part of their background.

6   A simple challenge that's still enough to challenge a competent practitioner.

8   A significant challenge to a competent professional.

10   A challenge even a skilled expert might not manage to overcome.

12   Only a true master could expect to overcome this challenge.

14+   Only a true master has any chance of doing this at all.

Helpful or hostile circumstances can modify a skill check by -2 to +2. Usually, no combination of situational modifiers should alter the roll by more than this, or else it becomes a near-foregone conclusion. This does not include modifiers applied by gear mods, magic items, or PC aid.

2.3.2 NPC Skill Checks

When an NPC needs to make a skill check, they roll 2d6 and add their listed skill modifier if their action is something they ought reasonably to be good at. If it isn't, they roll at +0, or even at -1 if it seems like something they'd be particularly bad at doing. If the NPC is special enough to have actual attribute scores and skill levels, they use those instead.

2.3.3 Aiding a Skill Check

To aid a comrade's skill check, a player explains what their PC is doing to help. If the GM agrees that it's plausible, they may roll a relevant skill and attribute

modifier against the same difficulty as the check they are aiding. If they succeed, their ally gains a +1 on their skill check. If they fail, no harm is done. Multiple PCs can try to aid if their actions are plausible, but the total bonus can't exceed +1.

Aiding a comrade is usually done in ways that let the aiding PC leverage their own special talents or skills. A PC may not have the skills to attempt to Sneak past a vigilant guard, for example, but they might have a good Perform skill they can use to create a distraction that helps their comrade skulk past.

2.3.4 Opposed Skill Checks

When skills oppose each other, each participant makes a skill check and the winner is the one who rolls higher. In cases of ties, the PC wins. Thus, a PC trying to sneak past a guard might roll 2d6 plus their Dex/Sneak against the guard's 2d6 plus their skill modifier. If the guard was significant enough to actually have attributes and skill levels, it might be a Dex/Sneak challenge versus their Wis/Notice.

2.4.0 Combat

Violence is inevitable in most fantasy campaigns. The rules below handle its most common manifestations.

2.4.1 The Combat Sequence

When combat begins, the fight progresses in the following sequence. The sections below explain each step in the process.

First, each participating side rolls for initiative. The side that rolled highest acts first.

Second, each member of a side gets to take their actions. Members of a side act in whatever order they wish. NPC sides act in whatever order the GM wishes.

Third, once every member of a side has acted, the side that rolled next-highest gets to act. If NPCs have taken losses or are facing defeat, they may need to roll a Morale check as explained in section 5.2.0. PCs never check Morale.

Fourth, once every side has acted the process repeats from the top in the same order. Initiative is not re-rolled.

2.4.2 Combat Initiative

When combat begins, each side involved in it rolls initiative, rolling 1d8 and adding their group's best Dexterity modifier. NPCs usually add nothing. The groups then act in order from highest to lowest rolls, with PC sides winning ties. When the slowest group has acted, the round ends and a new round starts in the same initiative order. Members of a side can act in any order the group agrees upon when it is that side's turn to act, performing their allowed actions as explained in the section below.

2.4.2.1 Individual Initiative

As an optional rule, the GM may use individual initiative. In this case, each combatant rolls 1d8 individually, adding their Dexterity modifier, and acting in order from highest to lowest with PCs winning ties. This leaves a group less likely to be caught flat-footed by enemies, but makes it harder for a group to coordinate actions.

2.4.2.2 Surprise

If a group is caught entirely unawares they may suffer surprise, automatically granting their enemies a full free round of action before initiative can be rolled. The GM decides when surprise applies, possibly calling for an opposed Dex/Sneak skill check versus the target's Wis/Notice. Groups cannot be surprised if they are actively anticipating the possibility of combat; at most, they might suffer an initiative penalty at the GM's discretion.

2.4.2.3 Automatic Initiative Powers

A PC with certain Foci or abilities may be immune to surprise or gain automatic initiative. In such cases they automatically act first during a combat round, even if the rest of their side is slower. If multiple combatants have these powers, they roll initiative normally amongst themselves to see which of them acts first.

2.4.3 Combat Action Types

Attacks, movement, spellcasting, and other combat activities all require one of the following four types of actions.

Main actions are a character's primary action during a combat round, such as attacking an enemy, applying first aid to a downed ally, casting a spell, frantically evading incoming spears, or something else that takes less than six seconds to do. A combatant gets one Main action per round.

Move actions involve moving the character's normal movement rate of 30 feet or performing some other relatively brief bodily action, such as getting up from prone. A combatant gets one Move action per round, but can spend their main action to get a second.

On Turn actions are brief, simple acts that require only a moment's concentration. Activating certain abilities or speaking a few words might constitute an On Turn action. A character can take as many On Turn actions on their round as the GM finds plausible.

Instant actions are special, most being provided only by certain powers or certain special actions. Instant actions can be performed even when it's not your turn in the round, even after the dice have already been rolled. The Veteran's Luck class ability provides one such Instant

action, allowing the PC to treat a missed attack roll as an automatic hit. A PC can use as many Instant actions in a round as the GM finds plausible. Instant actions performed at the same time are resolved simultaneously, with the GM adjudicating any ambiguities.

2.4.4 Common Combat Actions

The actions listed below are merely some of the most common taken in combat.

Make a Melee Attack (Main Action): Attack a target in melee range with an unarmed attack or melee weapon. Such weapons use either the Punch or the Stab skill, depending on the type of attack.

Make a Ranged Attack (Main Action): Attack a target with a gun, bow, or thrown weapon. The Shoot skill is used for these attacks, though Stab or Exert can optionally be used for thrown weapons. If there is an enemy attacker in melee range, one-handed guns and thrown weapons suffer a -4 penalty to hit, while bows and two-handed ranged weapons cannot be fired at all.

Make a Snap Attack (Instant Action): As an Instant action, give up your Main Action and either Make a Melee Attack or Make a Ranged Attack at a -4 penalty to hit. As an Instant action, you can Make a Snap Attack even when it's not your turn, but you must not have taken your Main Action this round yet. Only well-trained and disciplined NPCs have enough focus to Make a Snap Attack.

Make a Swarm Attack (Main Action): Target an enemy within range of your weapon and take this action until up to four allies have Made a Swarm Attack on that target this round. At that point or any point beforehand, one of these assailants can Make a Melee Attack or Make a Ranged Attack on the target with a +2 bonus to hit and +1 bonus to damage for every other assailant, up to a maximum bonus of +6 to hit and +3 damage. This bonus damage does not add to the attack's Shock and cannot make it do more than its usual maximum damage. Any Shock inflicted by this attack is always applicable, however, even if the target's AC is too high, they're using a shield, or have some power that makes them immune to Shock; the damage a Swarm Attack does isn't really Shock, but a reflection of the inevitable hazards of being swarmed by numerous armed foes.

Charge (Special Action): Spend both your Main Action and your Move action to move up to twice your normal movement rate in a straight line, making a melee or thrown ranged attack at the end of it with a +2 bonus to hit. You must be able to charge at least 10 feet to build up sufficient momentum and you suffer a -2 penalty to your Armor Classes until the end of the round.

Screen an Ally (Move Action): Move up to your normal movement rate to get adjacent to an ally. You then physically block attacks against them until the start of your next turn, provided they remain within 10 feet of you. Enemies who attack your ward must make a successful opposed combat skill check against you using either Str or Dex and the most applicable combat skill. If the enemy succeeds, their attack targets your

ward normally. If you succeed, their attack instead targets you. You can screen against a number of attackers each round equal to your highest combat skill; thus, you need at least level-1 in a combat skill to successfully screen. Multiple defenders can screen the same target, in which case the opposed skill check is compared to all defenders and targets the worst-rolling successful defender. You can only screen against attacks you could feasibly physically parry or body-block.

Total Defense (Instant Action): Give up your Main Action to focus entirely on dodging and evading incoming perils. Your Melee and Ranged Armor Classes increase by +2 and you become immune to Shock until the start of your next turn, including the otherwise-unavoidable damage from a Swarm Attack. You cannot take this action if you have already spent your Main Action for the round.

Run (Move Action): Move your normal movement rate in combat, which is 30 ft for an ordinary human. If you start your movement adjacent to an armed melee combatant, they get a free melee attack against you as you flee. To avoid this, you must make a Fighting Withdrawal first.

Make a Fighting Withdrawal (Main Action): Disengage from an adjacent melee attacker, allowing you to move away from them without incurring a free attack as you retreat. You do not actually leave melee range with this action alone, and your enemy can simply re-engage you next round if you don't actually take a move action to retreat.

Use a Skill (Main Action): Perform first aid on a downed comrade, cry out an appeal for parley, or otherwise use a skill that wouldn't normally take more than six seconds.

Ready or Stow an Item (Main Action): A character can Ready an item for use from their pack or stowage or Stow it, as per the encumbrance rules in section 2.9.0. Sheathing or holstering a Readied weapon without actually Stowing it does not require this action, though the GM may disallow rapid weapon swaps if they start to become implausible.

Reload a Weapon (Main Action): Reload a firearm with a Readied magazine. Modern bows and crossbows may be reloaded as an On Turn action if the shooter has at least Shoot-1 skill; otherwise it's a Move action to nock a new arrow.

Drop an Item (Instant Action): Drop an item you are holding. This may be done at any time to free up a hand.

Pick up an Item (Move Action): Scoop up a dropped item within melee range, leaving it Readied in your hand.

Stand Up (Move Action): Rise from a prone position, picking up any dropped items as you do so.

Go Prone (On Turn Action): Fall prone, applying a -2 penalty to ranged attacks against you and a +2 bonus to melee-range attacks against you. Your normal movement rate is halved while you remain prone.

Hold an Action (Move Action): Spend your Move action to delay acting on your side's turn. You may trigger the rest of your turn's actions as an Instant action at any point until the end of the round, after which they

are lost. If your held action is taken in response to someone else's action, yours resolves first.

2.4.5 Combat Attack Rolls

When an assailant makes an attack, they roll 1d20 and add their base attack bonus, the weapon's relevant attribute modifier, and their relevant combat skill level. If they lack even level-0 in the appropriate combat skill, they apply a -2 penalty to the roll. If the total is equal or greater than the target's relevant Melee or Ranged Armor Class, they hit. If less, they miss.

Every weapon listed in section 3.4.0 is listed as using one or more attributes, such as either Str or Dex for a knife. The attacker may choose either attribute for modifying the weapon's attack and damage rolls.

2.4.5.1 NPC Attack Rolls

NPCs usually do not have attribute modifiers or skill levels. Instead, the attack bonus of a trained NPC combatant is usually equal to their hit dice, often with an additional bonus to reflect particularly good training or talent.

2.4.5.2 Attack Roll Modifiers

Some common situations can modify an attack roll, granting a bonus or penalty. GMs may add others depending on the situation.
Shooting at a distant prone foe -2
Attacking an adjacent prone foe +2
Melee attacking while prone -4
Your target is past your bow or thrown weapon's normal range, up to its maximum long range. -2
The target is at least half behind cover -2
The target is almost completely in cover -4
Making a thrown attack while in melee -4
Throwing a weapon while in melee -4
Shooting a bow or crossbow while in melee N/A
You are shooting at a target you can't see but you know where they are. -4
You are shooting at a target you can't see and don't know their exact position. N/A

2.4.6 Damage, Trauma, and Shock

If an attack hits, it inflicts hit point damage equal to the weapon's damage die plus the weapon's relevant attribute modifier. Special weapon mods may increase this damage.

2.4.6.1 Non-Lethal Damage

You may attack non-lethally with an appropriate weapon or unarmed attack. Your attacks will only incapacitate the target if you reduce them to zero hit points.

2.4.6.2 Punch Weapon Damage

If you are making a purely unarmed attack you may add your Punch skill to the damage. You may not add the skill to the damage done by artificial weaponry that uses the Punch skill.

2.4.6.3 Trauma

Trauma Dice are optional in the typical fantasy setting of this game, though GMs may choose to use them if they wish to further increase the peril of combat. Statistics for weapon Trauma Dice and armor Trauma Target improvements are given in the Cities Without Number SRD. If you use this rule, then when you hit with a weapon or lethally-intended unarmed attack, roll the weapon's associated Trauma Die. If it equals or exceeds the victim's Trauma Target, which is usually 6 for a normal unarmored human, you have inflicted a Traumatic Hit. Traumatic Hits multiply the total damage of the hit by the weapon's listed Trauma Rating. Thus, if a shotgun with a x3 Trauma Rating would normally have done 9 damage in total, it instead does 27. If this damage or any later damage in the same fight reduces the victim to zero hit points, they risk a Major Injury. Some abilities or heavy armor may increase a subject's Trauma Target. Some other abilities might grant a bonus to the Trauma Die roll. To speed the process, it's generally best to roll the Trauma Die at the same time as the attack or damage roll. Vehicles and other inanimate objects are immune to Traumatic Hits from weapons that could not reasonably inflict catastrophic structural damage on them

2.4.6.4 Shock

Some melee weapons inflict Shock on a missed attack roll. This damage reflects the inevitable harm a poorly-armored combatant suffers when engaging in armed combat. Shock for a weapon is recorded as a point value and target Armor Class, such as "Shock 2/15". If the wielder misses a target with this weapon that has a Melee Armor Class equal or less than the weapon's Shock rating, they suffer the listed amount of damage anyway. Thus, if that weapon were to miss a victim with Melee AC 13, it would still do 2 points of damage.

Some attacks apply Shock on a miss regardless of the target's Armor Class. This benefit may be granted by certain abilities, or it may be part of a dangerous NPC's talents. Such Shock ratings are recorded with "-" as the affected AC, such as "Shock 5/-". This automatic Shock is still negated by abilities that grant a subject immunity to Shock.

The only modifiers that add to Shock damage are the wielder's relevant attribute modifier for the weapon and any damage bonuses that explicitly add to Shock. Thus, the Killing Blow Edge adds to Shock because it specifically says so, while a weapon mod that merely says it adds +2 damage would not.

A person using a shield can ignore the first source of Shock they would normally suffer in a round. Some other Foci or special actions such as Total Defense can also render a subject immune to Shock.

An attack that hits can never do less damage than the Shock that would have been inflicted on a miss. If using the Trauma rules, damage inflicted by Shock cannot cause a Traumatic Hit

2.4.7 Special Combat Maneuvers
There are certain special maneuvers or activities that commonly arise in combat.

2.4.7.1 Shoving and Grappling

To shove a target the attacker must make a successful melee attack. This attack does no damage, but forces an opposed Str/Exert or Str/Punch skill check. If the attacker wins, the target is shoved back up to 10 ft or knocked prone at the attacker's discretion.

To grapple, the attacker must make a successful unarmed melee attack while having both hands free. This attack does no damage but forces an opposed Str/Punch skill check. If the attacker wins, the victim is grappled. A grappled victim remains so until they take a Main Action to perform a successful opposed Str/Punch skill check against their assailant.

While grappled, neither the assailant or the target can move from their location, nor can they fight with anything but unarmed attacks, including fangs or claws for creatures equipped with such. At the end of each round, a grappled victim automatically suffers damage as if hit by their assailant's unarmed attack.

If the attacker wishes to move the grappled target, they must spend a Main Action and make an opposed Str/Punch skill check. On a success, they move the target up to 10 ft along with them or throw them 6 ft and leave them prone. On a loss or tie, the target escapes.

An attacker can grapple only one target at a time, but a defender can be grappled by multiple assailants, within reason. Any skill checks forced on a multiply-grappled target are compared against all assailants, and win only if all assailant rolls are beaten.

These rules assume both assailant and target are relatively human-sized. Grappling or shoving humanoid but substantially larger targets is done with a -2 penalty on all skill checks, while trying to handle quadrupeds or those only barely plausible to wrestle is done at a -4 penalty.

2.4.7.2 Dual-Wielding Weapons

Some attackers prefer to use two weapons at once. PCs who wish to do so must have at least level-1 in the relevant weapon skills, such as Stab-1 and Shoot-1 for dual-wielding a knife and hand crossbow.

When making an attack while dual-wielding, the attacker chooses which weapon they wish to use, rolling the attack roll accordingly. On a hit, the weapon does +2 damage so long as the target is within range of both wielded weapons. This bonus does not add to Shock. Managing two weapons at once is difficult, and applies a -1 penalty to all hit rolls.

2.4.7.3 Execution Attacks

A target that is entirely unsuspecting of damage is subject to execution attacks. A subject that is expecting danger or alert to potential harm cannot be targeted by an execution attack.

A ranged execution attack requires one full minute of aiming, waiting, and adjusting on the part of the would-be sniper. Any disturbance during this time will spoil the shot. After spending this time, the assassin may make a Dex/Shoot skill check. The difficulty is 6 for an attack within 5 ft, 8 for an attack within the weapon's normal range, or 10 for one at the weapon's long range. On a success, the attack hits; the victim's Armor Class is ignored.

A melee execution attack requires one full minute of near proximity to the target, watching for just the right opening and getting to within melee range of the victim. If this time is granted, the assassin may make a melee attack, automatically hitting.

When a target is hit with an execution attack they must make a Physical saving throw at a penalty equal to the assailant's combat skill. On a failure, they are immediately reduced to zero hit points and Mortally Wounded, or knocked unconscious if the weapon was non-lethal. If they succeed on the save, they still take maximum damage from the hit. If using the Trauma rules, damage is rolled normally but successful execution attacks always count as Traumatic Hits, so the ensuing multiplied damage or Major Injury may be enough to kill in of itself.

2.5.0 Injury, Healing, and System Strain

Injury is almost inevitable in an adventurer's career. Some forms of it can be longer-lasting than others.

2.5.1 Mortal Injury and Stabilization

When a PC is reduced to zero hit points by a lethal attack, they are Mortally Injured. They will die at the end of the sixth round after their incapacitation unless stabilized by an ally or some special ability. A Mortally Wounded character is helpless, and can take no actions and do nothing useful.

Stabilizing an ally is usually a Main Action that requires a Dex/Heal or Int/Heal skill check. The difficulty is 8 plus the number of full rounds since the target fell. If the medic lacks a medkit or other tools, this difficulty is increased by 2. Only one ally can try to stabilize a victim

per round, though others can attempt to aid their check, but attempts may be retried each round for as long as hope lasts.

Once stabilized the victim remains incapacitated for ten minutes before recovering with 1 hit point and the Frail condition. They may act normally after they recover, but if they are reduced to zero hit points again while still Frail, they die instantly. Frailty is removed by a week of bed rest and medical care. A physician can also make one attempt to remove Frailty with a medkit and an hour of work, rolling a Dex/Heal or Int/Heal skill check against difficulty 10.

2.5.1.1 NPCs and Mortal Injury

NPCs who aren't important enough to merit a name usually die instantly when reduced to zero hit points.

2.5.1.2 Catastrophic Damage

Targets reduced to zero hit points by some injury or cause that could not be reasonably survivable are instantly killed. An arrow hole might be patched; a direct hit with a house-sized boulder or a plunge off a thousand-foot precipice is less survivable. What counts as "not reasonably survivable" may vary with inhumanly durable targets.

2.5.1.3 Non-Lethal Incapacitation

If a target is brought to zero hit points by a non-lethal attack, they are incapacitated for ten minutes before regaining 1 hit point. They do not become Frail.

2.5.2 System Strain

Magical forms of healing or use of powerful augmenting magic can take a toll on a user's physiology. Their System Strain total reflects the total amount of stress their body has undergone. A healthy character normally starts at zero System Strain and has their Constitution score as their allowed maximum. A character cannot accumulate more than this maximum in System Strain. Magical healing and certain spells and abilities will add to a subject's System Strain. If this addition would put them over their maximum they cannot activate the spell, benefit from healing, or otherwise gain any use from the ability. If they are forced over the maximum by some unavoidable effect, they are instead knocked unconscious for at least an hour. Characters lose one point of accumulated System Strain after each night's rest, assuming they are warm, fed, and comfortable and can get at least eight uninterrupted hours of sleep. Cold camps, stony bedding, and other sources of privation prevent this recuperation.

2.5.3 Natural Healing

A wounded creature can recover hit points by getting a good night's rest and adequate food. Provided they are warm, fed, and comfortable, they regain hit points each morning equal to their experience level, or equal to their hit dice if they are NPCs.

Frail creatures do not recover hit points through natural healing. They must cure their Frail condition first or rely on medical pharmaceuticals. Removing the Frail condition requires a full week of bed rest and the medical attention of someone with at least Heal-0 skill and a medkit. Frail victims without this level of medical care must make a Physical save after a week; on a failure they die sometime in the next week, while success means they lose their Frailty after another month of rest.

2.5.4 First Aid

Healers can patch up victims in a hurry, albeit at a cost to their physical resilience. By spending one minute patching up an ally with a healer's kit, a healer can heal 1d6 points of damage plus their Heal skill. If they lack any Heal skill at all, they restore 1d6-1 points. Each such application of first aid adds one System Strain to the target. First aid can restore hit points to a Frail target, but it cannot remove their Frailty.

One ten-minute turn is enough time for a healer to apply as much first aid as is wanted to the rest of their party.

2.5.5 Poisons and Diseases

Most toxins force a victim to make a Physical saving throw to resist their effects or mitigate their harm. Weak perils might grant as much as a +4 to the saving throw, while dire threats might apply a -4 penalty.

If the save is failed, the poison or disease takes hold. Most poisons act quickly, inflicting hit point damage, adding System Strain to the target, or applying long-lasting penalties. Diseases can have a slower onset but often apply the same sort of harms.

A medic who gets to a poisoned person within a minute of the poisoning can use a healer's kit to give them a better chance to resist. They may add twice their Heal skill level to the victim's saving throw roll, or +1 if they have only Heal-0 skill. Specialized antitoxins may be able to neutralize such poisons entirely.

2.6.0 Chases and Pursuit

Adventurers have a habit of chasing after others and being chased in turn. The specific rules used vary depending on whether it's a foot chase or vehicle pursuit.

2.6.1 Foot Chases

The group member in the fleeing party with the best Dex/Exert or Con/Exert total rolls a skill check. Their

result is the fleeing group's pace, as they help and encourage the slower members.

Other fleeing group members then hinder pursuit in whatever ways they think are helpful. Sometimes a skill check is needed, while other times a GM will simply decide it works. Each successful effort adds a +1 bonus to the pace, up to +3 maximum. Botched efforts are either unhelpful or apply a -1 penalty if they're actively harmful. If the fleeing group is made up of NPCs, it's the GM's judgment as to whether any of them try to do something clever to stall the PCs.

The pursuing group then makes a single Dex/Exert or Con/Exert skill check, modified by the table below. If they beat the fleeing group's total they catch up to them, and if they tie or roll less the fleeing party has escaped immediate pursuit.

Situation	Mod
There are more pursuers than pursued	-1
The pursued have no head start at all	+2
" have one round's head start	+1
" have less than a minute's head start	+0
" have more than a minute's head start	-2
Who knows the local terrain better?	-2 to +2
The pursuit is half-hearted or obligatory	-1
The pursuers are enraged or vengeful	+1

2.6.2 Mounted Chases

For mounted or vehicular chases, the fleeing rider makes a Ride skill check, usually modified by Dexterity. This is the fleeing mount's pace. Each pursuer then makes its own Dex/Ride skill check to catch up with the quarry, modified by the table below. Any of them who don't equal or exceed the fleeing mount's pace fall behind and are lost from the pursuit. Any of them who do make the roll catch up to the mount, and it usually becomes a matter of combat until the quarry can make another escape attempt or win the ensuing battle. Unmounted pursuers cannot generally hope to catch up with mounted evaders over a short-term chase.

Situation	Modifier
The pursuer can't directly see the pursued	-2
The pursuer is flying but the pursued isn't	+3
The pursued is flying but the pursuer isn't	-3
A spotter is relaying the target's position	+1
Who knows the local terrain better?	-2 to +2
The pursuit is half-hearted or obligatory	-1
The pursuers are enraged or vengeful	+1

2.7.0 Character Advancement

Characters accumulate experience points through successful mission completion or other activities appropriate to the campaign's focus. By default, PCs gain three experience points for an average successful mission. When enough experience points have been accumulated, they advance an experience level. New

characters begin at first level and can rise to a maximum of tenth under the default rules.

The requirements listed below are for "fast" campaigns, where PCs advance in level relatively rapidly, and "slow" campaigns, where the advancement is more measured. Individual GMs may alter these rates to suit their table's needs. Experience points do not reset on leveling up; the totals listed are total points accumulated.

Experience Point Requirements

Level	Fast	Slow
1	0	0
2	3	6
3	6	15
4	12	24
5	18	36
6	27	51
7	39	69
8	54	87
9	72	105
10	93	139

2.7.1 Advancement Benefits

Whenever a character advances a level, they obtain certain benefits.

2.7.1.1 Additional Hit Points

To determine their new maximum hit points, they roll 1d6 for each character level they possess. If they have the Hard to Kill Edge, they roll 1d6+2 for each. To each of these dice, they add their Constitution modifier, whether a bonus or a penalty. No individual die can be reduced below 1 point, even with a Constitution penalty. If the total roll is greater than their current maximum hit points, they take the roll. If less or equal, their maximum hit points increase by one.

2.7.1.2 Improved Saving Throw

Their saving throw scores decrease by one, making it easier to succeed on saving throws by rolling equal or over it. As a first level character has saving throw scores of 15, reaching second level would lower them to 14, modified by their appropriate attributes.

2.7.1.3 Improved Attack Bonus

A PC's base attack bonus improves according to their level. Most characters have a basic attack bonus equal to half their character level, rounded down. If they have the On Target Edge, their bonus is equal to their full character level.

2.7.1.4 Gaining and Spending Skill Points

A PC who advances a level gains three skill points they can spend on improving their skills or save to spend later. Adventurers with the Educated Edge gain an extra bonus skill point to spend, giving them four points each time they advance.

Skills that are gained or improved immediately on gaining a level are assumed to have been perfected over the past level and require no training time or teaching. If they save their skill points to spend them later then they'll need to find some teacher or other explanation for developing them in the meanwhile.

The cost for improving a skill is listed below. Every skill level must be purchased in order; to gain level-1 in a skill you need to pay one point for level-0 and then two points for level-1. A PC must be the requisite minimum level to increase a skill to certain levels. Less hardened Adventurers simply don't have the focus and real-life experience to attain such a pitch of mastery.

A PC cannot "partially buy" a skill level. If they don't have enough skill points to buy a new level, they need to save them up until they can. A PC cannot develop skills beyond level-4.

Skill Level	Point Cost	Min. Character Level
0	1	1
1	2	1
2	3	3
3	4	6
4	5	9

2.7.1.5 Improving Attributes

A PC may optionally choose to use their new skill points to improve their attribute scores, assuming they haven't taken the Underdog Rule option in character creation. The first time a PC improves an attribute, it costs 1 skill point and adds +1 to an attribute of their choice. The second improvement to their attributes costs 2 skill points, the third 3, and so forth. Each improvement adds +1 to the attribute, potentially improving its modifier. A PC can only ever make five such improvements total; not five per attribute.

PCs must be third level before buying their third boost, sixth level before buying their fourth boost, and ninth level before buying their fifth boost. No more than five attribute boosts can ever be purchased by a PC.

2.7.1.6 Choosing a new Focus or Edge

Finally, the PC might be eligible to pick an additional level in a Focus. At levels 2, 5, 7, and 10 a PC can add a level to an existing Focus or pick up the first level in a new Focus.

If this is the first level they've taken in the Focus, they might be granted a skill as a free bonus pick, depending on the Focus' benefits. During character creation, this bonus skill pick is treated like any other skill pick. If the Focus is taken as part of advancement, however, it instead counts as three skill points spent toward

increasing the skill. This is enough to raise a nonexistent skill to level-1, or boost a level-1 skill to level-2. They may do this even if they aren't high-enough level to normally qualify for a skill level that high.

If the skill points aren't quite enough to raise the skill to a new level, they remain as credit toward future advances. If applied to a skill that is already at level-4, the PC can spend the three skill points on any other skill of their choice.

In addition, upon reaching fifth level, an Adventurer can pick a third Edge to add to their existing two. Any benefits this Edge grants are retroactive to first level, such as the bonus skill points from Educated or the hit point bonus of Hard to Kill. Magical Edges may not be allowed for purchase after first level. Spellcaster, Summoner, and Graced can only be taken by new characters.

2.8.0 Crafting and Modifying Gear

PCs with the right skills can build or modify their own gear or that of their teammates. Their crafting background does not need to precisely match the gear they're modifying; the basic principles of using ancient salvage are the same among all disciplines

2.8.1 Crafting Gear

An artisan requires a workshop that could plausibly build the gear in question. This may be nothing more than a sharp knife for a simple device, or a full-fledged alchemy lab for others. They also require a plausible source of parts for the device. This is usually a given if in a city or other salvage-rich area, but it may not be practical in a wilderness.

Building gear takes a month for a wagon-sized vehicle or a week for a weapon, suit of armor, or other portable complex device. Very simple devices may be built faster at the GM's discretion. Crafted gear is made at three levels of quality.

Jury-rigged gear takes one-half the time to build and costs one-quarter the market cost in parts. If scrap salvage is available it can be built at no cost but normal build times. As an improvised device, it counts as a mod requiring Craft-0 to keep functional, as explained below in the mod maintenance rules. If it goes 24 hours without maintenance, it stops functioning. Jury-rigged devices cannot be further modded.

Normal devices cost the same amount in parts as the market cost and take the normal amount of time to build. They cannot be built with salvaged parts unless the GM decides the salvage is perfectly suited for it.

Consumable devices such as torches must be crafted as normal devices rather than jury-rigged or mastercrafted ones.

Mastercrafted devices cost ten times as much in parts as the usual market cost and take twice as long to build. They are ideal platforms for an artisan's mods, however, and the first mod their creator installs in them requires no maintenance.

Mastercrafted weapons grant a +1 to hit. Mastercrafted armor counts as 1 fewer point of encumbrance, down to a minimum of 1 point. This lightening does not affect the armor's suitability for a user of the Armored Magic Focus.

2.8.2 Modifying Gear

Crafted or purchased gear can be modified by a skilled artisan. Crafting mods also requires a minimum Fix skill. Without this skill level the crafter cannot install the mod or maintain it afterwards. Crafting and installing mods has a cost in silver and sometimes in arcane salvage. The latter consists of rare monster parts, esoteric materials, and exotic components that cannot normally be bought on the open market, but must be acquired by adventuring or in payment from patrons. Arcane salvage is generic in nature; a given piece can be used in any mod that requires salvage. It takes one week per minimum skill level of the mod to build and install it. Thus, if the mod requires Craft-1 skill, it takes one week. If the artisan has an assistant with at least Craft-0 skill, this time is halved. If they do nothing but eat, sleep, and work, this time is further halved.

2.8.3 Maintaining Mods

Mods normally require maintenance to keep functioning correctly, and a given artisan can maintain only so many mods at once. An artisan can only maintain mods they have the requisite skill levels to build. An artisan's maximum maintenance score is equal to the total of their Intelligence and Constitution modifiers plus three times their Craft skill level. Thus, an artisan with a +1 Intelligence mod, a -1 Constitution mod and Craft-1 could maintain up to three mods at any one time. Maintenance is assumed to take place during downtime and does not require any significantly expensive components. If an artisan does nothing but maintain mods, they can double their allowed number. Such work assumes sixteen-hour workdays. If a mod goes without maintenance for 24 hours, it stops working. If it goes without maintenance for a week, the item it's attached to stops working, becoming dangerous or ineffective to use. A maintenance backlog on an item can be cleared by an hour's work by an artisan capable of maintaining it.

2.8.4 Factory Mods

The mods listed here are merely some of the possibilities for using ancient salvage or large amounts of costly mundane materials. These mods are almost never available on the open market due to the rarity of usable salvage and the difficulty of maintaining the gear. Acquiring the salvage needed to make them usually means finding it as part of an adventure, receiving it in

payment from a patron, or setting out on specific expeditions to find it. Multiple modifications can stack, but cannot increase a hit, AC, or damage bonus above +3, or a skill check bonus above +1. Magical and masterwork weapons and armor can be modified, but mods can't improve them above this cap.

Arrow Storm (Craft-2): A bow or other projectile weapon automatically generates its own ammunition, albeit the conjured projectiles vanish a round after firing. This mod does not increase reload speed. Cost: One unit of salvage and 5,000 silver pieces.

Assassin's Trinket (Craft-2): A one-handed weapon is modified to adopt the shape of some item of jewelry or adornment. It can be shifted to or from this shape by the owner as an On Turn action. Cost: One unit of salvage and 1,000 silver pieces.

Augmented Gear (Craft-1): A tool, medical kit, or other item of equipment is improved for a specific purpose chosen at the time of augmentation. Skill checks made for that purpose gain a +1 skill bonus with the item. Cost: One unit of salvage and 5,000 silver pieces.

Automatic Reload (Craft-2): A hurlant can be modified to reload itself, if ammunition is available. Once per scene, a man-portable hurlant can be reloaded as an On Turn action. Cost: Two units of salvage and 10,000 silver pieces.

Customized (Craft-1): The weapon or suit of armor has been carefully tailored for a specific user. When used by them, they gain a +1 to hit with the weapon or +1 Armor Class with the armor. This mod doesn't work with shields. Cost: 1,000 silver pieces.

Flying Razor (Craft-1): A throwing weapon is imbued with various esoteric materials, allowing it to return to the hand of its thrower after each attack. Cost: One unit of salvage and 5,000 silver pieces.

Harmonized Aegis (Craft-3): A suit of armor is altered to harmonize with the dangerous sorceries of allied casters. Provided the wearer and the caster have had ten minutes to coordinate the protection, the wearer is unharmed by the caster's harmful spells for the rest of the day, even if caught in their area of effect. Cost: One unit of salvage and 10,000 silver pieces.

Long Arm (Craft-2): A ranged or thrown weapon is modified to double its normal and maximum ranges. Cost: One unit of salvage and 5,000 silver pieces.

Manifold Mail (Craft-2): A suit of armor is augmented to allow it to shift its appearance to any of five or six pre-set choices, mimicking normal clothing or other armor types as an On Turn action. The armor's Encumbrance or other statistics are not altered. Cost: One unit of salvage, 5,000 silver pieces.

Omened Aim (Craft-2): Occult components improve a ranged or thrown weapon's targeting, adding +1 to hit rolls. Cost: 4,000 silver pieces.

Preserving Grace (Craft-1): A suit of clothing or armor is specially altered to preserve the wearer. Once per week, when the wearer is Mortally Wounded, they will automatically stabilize. Cost: One unit of salvage and 5,000 silver pieces.

Razor Edge (Craft-2): A weapon has been given an improved edge or shifting weight system, adding +2 to the damage and Shock it does, albeit requiring far more care. Cost: One unit of salvage and 5,000 silver pieces.

Tailored Harness (Craft-2): A suit of armor is altered to perfectly fit a single wearer, decreasing its effective Encumbrance by 1 for them only. This does not affect skill check penalties or the Armored Magic Focus. Cost: 5,000 silver pieces.

Thirsting Blade (Craft-3): A weapon is imbued with a fated inclination to harm, adding +1 to hit rolls. Cost: Two units of salvage and 10,000 silver pieces

2.9.0 Encumbrance

Gear has encumbrance, measured in points, as exampled in the table below. The more awkward or bulky the object, the greater the encumbrance. The GM adjudicates ambiguous objects.

Gear	Encumbrance
Portable in a small pocket	0 (Any reasonable number can be carried)
Portable in one hand	1
Requires two hands to carry or use it	2
Requires a whole-body effort to haul it	5+
Dragging an unconscious teammate	12

Gear is either Stowed or Readied. Stowed gear is packed away carefully in pockets, packs, and harnesses. It's easier to carry but harder to quickly access. Using Stowed gear requires that the bearer take a Main Action to pull it out before using it. Readied gear is carried in hands, holsters, quick-access pockets, or other easily-accessible places. It can be used as part of an action without any further preparation.

A character can carry a total number of Stowed encumbrance points equal to their Strength score. They can carry a number of Readied points equal to half their Strength, rounded down. Thus, a PC with a Strength score of 11 could carry 11 points of Stowed gear and 5 points of Readied.

PCs can haul much heavier objects if necessary. If they push their limits for longer terms, they can carry an additional two Ready and four Stowed items. The first time they do this, their Move speed is cut by 30%, from 30 feet to 20 feet. The second time, it's cut by 50%, from 20 feet to 10 feet. More weight than this can't be practically hauled over significant distances.

2.9.1 Bundled Gear

Small, regularly-shaped objects such as oil flasks, potion bottles, rations, and torches can be wrapped into bundles for easier portability. Three such items can be tied into a bundle that only counts as one item of encumbrance. Breaking into this bundle takes an extra Main Action, however.

2.9.2 Bulk Weights

Sometimes the PCs need to transport bulk amounts of goods that are measured in pounds. When it's necessary to convert these weights into encumbrance points, a GM can just assume that fifty pounds is worth about ten points of encumbrance to a PC hauling a pack out on their back. When judging the ability of a vehicle to carry encumbrance points of cargo, it can be assumed that a wagon can carry as much as the PCs need it to carry, within reason.

2.9.3 Games Without Encumbrance

Not all groups like to track encumbrance or deal with the logistics of an adventuring expedition. If the GM so elects, then PCs can carry and Ready whatever amount of gear the GM thinks is reasonable. In such cases the GM should check over character sheets before each adventure to make sure reason is not outraged.

2.10.0 Falling and Other Hazards
Some perils occur with some regularity for adventurers. A few of the most common are detailed here.

Falling: Most creatures will take 1d6 damage per 10 full feet they fall, up to 20d6 maximum. Spikes or other hazardous terrain at the bottom will add at least 1d6 to the total. A creature that intentionally leaps or skids down in a controlled way may make a Dex or Str/Exert skill check at a difficulty of 7 + 1 for every 10 full feet; on a success, the effective distance fallen is halved.

Suffocation: Creatures can fight or act normally without air for one round per point of Constitution, or 10 rounds for most NPCs. If they don't move, they can quadruple this time. Once they run out of air, they must make a Physical save each round or take 1 hit point of damage per HD or level they have.

Poisons: Typical dungeon poisons found crusted on needle traps force a Physical save or a loss of half the victim's maximum hit points. Very potent ones might kill a victim outright. Those who die due to poison damage usually take at least 1d6 minutes to actually expire, but are helpless in the meanwhile. An antidote applied during this time can revive them with 1 hit point. A skilled healer can try to counteract the toxin with an Int/Heal skill check at a difficult of at least 10 for most poisons, or 12 or more for truly fearsome ones.

Aside from any hit point damage a poison does, many also have lingering side effects, such as penalties to hit rolls or skill checks, or the loss of Move actions for a certain period of time. Some also add System Strain to the victim due to the stress they put on their bodies. A victim forced above their maximum System Strain will collapse and die in minutes if the poison is not neutralized.

2.11.0 Overland Travel
PCs can generally travel for ten hours a day in most seasons, the rest being absorbed in rest, camp construction, and incidental activities. For each hour of travel they can cross as many miles of a given terrain as listed in the table. This travel presumes that the PCs are moving directly toward their destination and not taking any particular time to scout the area for points of interest or investigate their surroundings. This rate of travel also assumes average walking or wagon speeds; horses can be used by their riders for quick bursts of speed to chase or avoid others, but don't increase the average travel rate much.

For every day of travel and every night of camping outdoors, the GM rolls one die for a wandering encounter check. The die used will depend on the terrain, with safer or more peaceful lands using a larger die size. On a 1, the PCs come upon creatures or a situation that requires their attention.

Assuming it's not an ambush or a sudden encounter in an obscured area, the groups usually encounter each other at maximum sight range. An opposed Wis/Notice check can be used to determine who spots who first; PCs who get the edge can usually avoid the other group automatically if they have sufficient cover.

PCs traveling with a caravan or riding a well-stocked travel wagon need not concern themselves with details of food, drink, and shelter, but PCs who plan on making an overland expedition without these ready comforts should consult the rules for overland exploration for details on the supplies and difficulties involved.

2.11.1 Sea Travel
A ship can usually manage about six miles an hour of travel when under sail, and can sail around the clock if far from coasts and other perils. Oar-powered galleys average the same speed, but are heedless of the winds. An ordinary crew can only row for eight hours a day, however. Encounters at sea are rarer but potentially more hazardous; the GM should roll daily and nightly checks on 1d10 or 1d12. On a 1, some creature has come across the ship, a troublesome wind or storm has sprung up, something has been damaged on the ship or gone awry with the crew, or otherwise complicated the vessel's journey. Some such encounters can be overcome with a good plan and a decent Sail skill check, while others may require bloodier answers.

Terrain Type	Miles per Hour
Plains or savannas	3
Light forest or desert	2
Dense forest or rugged hills	1.5

Swamp or marsh	1
Mountains or dire wastelands	0.5
There is a road through the terrain	x2*
Foul weather, mud, or heavy rain	x0.5
Deep snow on the ground	x0.1

* Good roads cannot increase the party's marching speed above three miles per hour

2.12.0 Wilderness Exploration and Expeditions
These rules assume the PCs are exploring or venturing through a hex-mapped wilderness area, one without safe waystations or reliable maps.

2.12.1 Exploring a Hex
To lightly explore a standard six-mile hex for points of interest takes a full day of scouting. If the terrain is especially rugged or concealing, such as a range of mountains or trackless swamp, this time is doubled or tripled. This much time is sufficient to find most major points of interest that the GM may have placed in the hex. It won't necessarily catch small features or provide a detailed survey of the terrain.

2.12.2 Supplies for an Expedition
When venturing into the untamed wilderness, a group is going to need certain supplies. Fire, water, shelter, and food are the four most critical. In some places, some of these supplies may be easily acquired along the way, such as fresh water from a river the PCs are following, or shelter when the climate is warm and pleasant around the clock, but usually some kind of provision will need to be made for getting them. Food is measured in days of food per person. Each day's needed food counts as one item of encumbrance, though they can be packed snugly together as weekly rations that count as four items instead. Some magical items or Mages might be able to create food; a party who relies entirely on such things had best hope nothing happens to their literal meal ticket. Water is also measured in days of water per person, each unit counting as one item of encumbrance. Exceptionally hot or dry climates may require multiples of this to avoid dehydration or overheating. Shelter

means adequate clothing for the climate and some kind of tent or lean-to to protect from the elements while resting. Characters with Survival-0 can put together a minimal lean-to of boughs and branches in wooded areas, but in places of torrential rain, fierce snows, or other extreme conditions it may prove more difficult. Lack of shelter can make it impossible to rest comfortably and regain Effort, HP, or spells. Severe privation can even threaten a PC's life. Fire means fuel sufficient to cook food, dry wet clothes, and warm PCs after they've stopped moving for the day. In most places it's easy enough for even the least wood-wise PC to scavenge enough dry wood or twigs to get a minimally sufficient fire going, but voyages into a land devoid of woody vegetation can mean trouble. A load of dung cakes, charcoal, or other fuel sufficient to keep a group warm for an ordinary night counts as four items of encumbrance.

Supply Encumbrances
Type	Enc
One day of food or water	1
One week of carefully-packed food	4
One night's load of fire fuel	4
One day's fodder for a horse or large beast	4
One day's fodder for a mule or small beast	2
Daily water for a large beast	8
Daily water for a small beast	4

2.12.3 Pack Animals and Porters
Pack beasts can carry a certain amount of items of encumbrance, assuming they're packed carefully. Professional porters are also common hires for adventurers, though they generally refuse to enter dangerous ruins. Most beasts can survive on nightly browse and brief water stops for the duration of an expedition. In barren lands, food and water must be packed in for the beasts as well as the humans. During combat, porters will hide or fight as normal humans to defend their lives. Pack beasts might panic if not calmed by a handler's successful Cha/Ride skill check made as a Move action, usually against a difficulty of 8 or more. Carters, nomad riders, and other professional stock handlers always succeed at these calming checks barring the most unusual circumstances. At need, a healthy horse can be butchered into 30 days of rations, and a mule or similar-sized beast into 15 days. Preserving this meat takes time and fire, as explained in the Foraging section.

Pack Animal and Porter Loads
Type	Enc
Riding horse or warhorse, with laden rider	5
Riding horse or warhorse, pack only	20
Heavy pack horse	30
Mule or donkey	15
Professional porter	12
Two porters carrying a shared litter	30

2.12.4 Starving, Thirsting, and Freezing

If the PCs don't have enough food, water, warmth, or shelter, bad things will start to happen. Each day without these necessities will apply the following penalties. System Strain is gained. If this would put the PC over their maximum, they must make a Physical save or die by dawn if not aided. On a success, they're helpless until death or rescue. They can't recover System Strain, gain nightly hit point healing, refresh daily Committed Effort, or restore expended spells until they've had a day of proper food, water, and warm sleep.

Situations That Cause Privation

Circumstance	Sys. Str.
First day without enough food*	+0
Consecutive day without food	+1
First day without enough water	+2
Consecutive day without water	+3
Night without adequate shelter or fire*	+0
Harsh night without shelter or fire	+1

* No System Strain is yet gained, but the PC still suffers privation and cannot recover lost resources.

2.12.5 Foraging

PCs who find themselves low on supplies or lacking a particular resource can take time to forage the surrounding terrain. It's assumed the group sticks together during this process, sacrificing efficiency for security. They can split up if desired, but each group then risks encounters. Some supplies can be gathered as normal parts of travel. If passing through ordinary, non-arid, non-barren terrain it's assumed the PCs can refill their waterskins and scrounge firewood whenever they wish. Foraging requires either a half-day or a full day of effort. The group's most apt member makes a Wis/Survive check against the difficulty listed on the table, and on a success earns 1d6 units of forage plus the sum of the group's Survive skill levels, to a maximum of 10. Those without the skill at all subtract 1 from the total, to a minimum of one unit found by the group. Each forage unit is worth either a day of food for a person, a day of water for a person, or a night's firewood for the party, and the group can decide how much of each was found after the roll is made. PCs who are barbarians or other natives of the wilds normally never find less than two units of forage barring extreme circumstances. Foraged food is unpreserved and will spoil in three days. Smoking or drying it requires use of a day's worth of firewood and a halfday's labor. Any reasonable amount of forage can be preserved with a single half-day's work.

Foraging

Type of Foraged Terrain	Diff
Woodlands or areas of heavy vegetation	8
Mountains, scrublands, savannas	9
Deserts, badlands, or normal barrens	12
Grim wastes or barely human-survivable lands	14

A full day foraging rather than a half-day -2
Each successive day foraging the same hex +1
On success, 1d6 units of forage are found, plus the total Survive skills of the foragers. Those without even level-0 skill in it subtract 1 from the total found.

2.12.6 Wandering Encounters

PCs risk encountering trouble in their expeditions. Every so often, a Wandering Encounter check die should be rolled by the GM, with example probabilities on the table below. If the GM rolls a 1, something comes up. A GM should roll an encounter check…
• Once per day of travel and once per night of camping outdoors. Such encounters will commence at the terrain's usual maximum sight range, with a Wis/Notice opposed check to see who first spotted who.
• Once per foraging attempt. Whether a half-day or a full day, one check is made per attempt, per foraging group. If the group forages all day instead of traveling, the daily travel check above is omitted.

The precise nature of a Wandering Encounter will depend on the terrain and the GM's preparations. These encounters fit the logic of the situation, not the levels of the PCs, so a swift retreat may be in order.

Not all Wandering Encounters are hostile or involve combat, however. A pompous noble might be clearing rabble off the road in front of him, or a woodsman might be found with a broken leg, or the bandit crew might be carousing and willing to have visitors join in. In general, they're simply situations, creatures, or events that the PCs will need to react to.

Wandering Encounter Checks

Type of Terrain	Chance
Dangerous wilderness area	1 in 6
Area of civil unrest or heavy banditry	1 in 6

Ordinary trade road	1 in 8
Well-policed trade road	1 in 10
Borderlands or rural back country	1 in 8
Ordinary wilderness	1 in 8

2.13.0 Dungeon Exploration

These rules are meant for tracking adventures in a dangerous site where perils could spring up at any moment. They're not meant for casual exploration of some bosky glade or city street, and in such cases the PC actions can just be followed scene-by-scene as usual. It's important that GMs understand the purpose of the Wandering Encounter checks in a site. They're intended to put constant pressure on the party to get in, accomplish their purpose, and get out before they're worn down by encounters. Not all Wandering Encounters are hostile, but each is a risk of pointless fighting or sudden alarm.

2.13.1 The Order of Play
At the start of each turn after the party enters the site:
• Roll a secret Wandering Encounter check if necessary. On a 1, the encounter will happen at some appropriate moment this turn.
• The PCs decide what they want to do this turn, be it move into a new room, carefully search their current location, fiddle with some object they've found, or something else that takes ten minutes.
• Tell them the result of their actions, whether that's a first-glance description of a new room, notice of the hideous abomination that's rearing up before them, or the explosive detonation of the crystal they just experimentally rapped.
• Start over from the top, assuming their actions have consumed a full turn, until they withdraw from the site or it becomes safe enough to stop counting turns.

2.13.2 Timekeeping in the Dungeon
Once the heroes intrude on a ruin, dungeon, corrupt noble's mansion, or other dangerous site the GM starts tracking time in turns. Each turn counts as about ten minutes or one scene. Members of the party can generally do one significant thing per turn. Different party members can be doing different things in the same turn. The point of tracking turns isn't to have a minute-by-minute tally of PC activities, but to have a rough measure of how much activity they're engaging in within the ruin. The more they do and the longer they stay, the more likely that they'll run into Wandering Encounters or the natives will have time to realize that intruders are present. Eventually, the PCs need to either pull back or clear the site entirely of its dangerous inhabitants.

Example Time Costs in Turns

Activity	Turns
Move from one room of interest to another	1
Pick a lock or disarm a trap	1
Get in a fight with something	1
Perform first aid and looting after a fight	1
Search a room carefully	1
Jury-rig something or work a device	1
Time a torch lasts until burning out	6
Time a filled lantern lasts before burning out	24

2.13.3 Movement and Fleeing
In simple diagrammatic ruins consisting of points of interest, movement from one point to another takes one turn. Otherwise, travel is at the rate of 120' per turn, reflecting the party sneaking, listening, mapping, and carefully examining their surroundings as they go. If forced to flee, the party needs to decide how exactly they're retreating and what measures they're using to slow or dissuade pursuers. Some discouragements may be enough to work without a roll. If their foes are determined, the party uses the chase rules given in the rules section of this document. When fleeing madly, the party should not be allowed to reference their maps; the GM just calls out intersections and doors until the party escapes, the foes give up, or the enemies catch them. On a successful evasion, the PCs eventually outpace or lose their pursuers. On a failure, they're caught somewhere along their escape route. A successful escape usually takes up one turn worth of time and leaves the PCs in whatever location they're in when the pursuit stops.

2.13.4 Encounters and Surprise
Usually, PCs are sufficiently alert when exploring a site to avoid any chance of surprise, barring a set ambush. If they burst in on the natives suddenly, however, the locals might be too stunned to act for a round. If the GM thinks this is possible, give it X-out-of-6 odds. If the PCs run into a Wandering Encounter in a room, the creatures will enter through one of the available entrances. In the corridors outside, they're usually 1d8 x 10 feet away

when first spotted or heard, assuming there's enough space for such a distance. Remember to make a reaction roll when PCs encounter creatures. Not every group of dungeon denizens will immediately lunge for their weapons. Usually, there's a brief, tense moment of recognition when the PCs encounter creatures, just enough time for a reaction roll and a chance to size up the odds of diplomacy. The GM should always give the PCs a chance to parley or run when encountering creatures unless the situation makes that completely impractical.

2.13.5 Wandering Encounter Checks in the Dungeon

Every so many turns, a GM should roll 1d6 to check for a Wandering Encounter. On a 1, the PCs will run into one at some point during the turn. The frequency of the check will depend on how vigorously alert and organized the site's inhabitants are. The actual contents of the encounter are decided when the GM puts together the site. Not all encounters involve running into creatures. Some are mere events or situations that fit the site. In the same vein, not all encounters are necessarily hostile, either. Reaction rolls should be made for all groups of creatures.

When to Roll an Encounter Check

Type of Location	Turns
Alerted site with organized defenders	Every 1
Unalert site with organized defenders	Every 2
Site with no organized or active defense	Every 3
Site with very few mobile inhabitants	Every 4
Abandoned or disused nook in a site	Every 6
Hidden area or concealed chamber unknown to the natives of the site	No check

Healers Pouch	5 sp	1
Hurlant Bolts, 20	20 sp	1
Iron spikes	1 sp	1
Lantern	10 sp	1
Mirror, hand	10 sp	*
Oil, one pint	1 sp	1#
Paper, 10 sheets	1 sp	*
Rations, 1 week	5 sp	4
Rope 50'	2 sp	2
Sack	1 sp	1
Shovel, pick, or similar tool	4 sp	2
Tinder box	1 sp	*
Torch	2 cp	1#
Waterskin, one gallon	1 sp	1
Writing kit	3 sp	1
* the item is effectively weightless in modest numbers § the item doesn't count for encumbrance purposes while being worn # can be bundled in units of three for the same encumbrance, with a Main Action to break open a bundle to get at the contents		

3.0.0 Equipment, Armor, and Weapons

This section provides a selection of example gear appropriate to most fantasy campaigns. The GM is naturally expected to add other items that might suit their particular world.

3.1.0 Money and Currency

The game assumes copper, silver, and gold coins in general circulation, with ten coppers to a silver and ten silvers to a gold piece. Silver is the base currency; one silver piece is a typical laborer's daily wage.

3.2.0 Adventuring Gear

Adventuring Gear	Item Cost	Enc
Arrows, 20	2sp	1
Backpack	2sp	1§
Boots	2sp	1§
Candle	1 cp	*
Car, One horse	50 sp	N/A
Clothes, common	25 sp	1§
Clothes, fine	100 sp	1§
Clothes, noble	500 sp	2§
Cooking utensils	4 sp	1
Crowbar	4 sp	1
Firewood, one nights fire	2 cp	4
Flask, metal, one pint	3 sp	1
Grappling hook	5 sp	1
Hammer or Small tool	2 sp	1

Beasts and Transport	
Item	Cost
Horse, Riding	200 sp
Horse, Draft	150 sp
Horse, battle-trained	2000 sp
Mule	30 sp
Cow	10 sp
Ox, Plow Trained	15 sp
Chicken	5 cp
Pig	3 sp
Dog, Working	20 sp
Sheep or goat	5 sp
River ferry, per passenger	5 cp
Ship passage, per expected day	2 sp
Carriage travel, per mile	2 cp
Rowboat	30 sp
Small fishing boat	200 sp
Merchant ship	5,000 sp
War galleon	50,000 sp

3.2.1 Gear Bundles

Depending on the tastes of the group, some parties might enjoy tracking every torch and carefully weighing

their resource expenditures on perilous expeditions. Others prefer to gloss over the details.

The "gear bundle" options below cover all the non-weapon, non-armor gear expected of a particular role and the usual encumbrance weight of it all. The specific contents of each bundle are as broad as the GM finds reasonable for the role. A GM who prefers exact accounting can disallow bundles.

Gear Bundles		
Item	Cost	Enc.
Artisan's equipment	50 sp	5
Criminal Tools	100 sp	3
Dungeoneering Kit	200 sp	6
Noble Courtier Outfit	1000 sp	2
Performers Implements	100 sp	3
Wilderness Travel Gear	100 sp	5

Item	Cost/Day
Bard of Small Repute	2 sp
Common Prostitute	2 sp
Dragoman or skilled interpreter	10 sp
Elite Couresan	100 sp
Farmer	1 sp
Guard, ordinary	2 sp
Guard, sergeant for every 10 guards	10 sp
Lawyer or pleader	10 sp
Mage of Minor Abilities	200 sp
Mundane Physician	10 sp
Porterr willing to go into the wilds	5 sp
Porter only for relatively safe roads	1 sp
Navigator	5 sp
Sage, per question answered	200 sp
Sailor	1 sp
Scribe or clerk	3 sp
Skilled Artisan	5 sp
Unskilled laborer	1 sp
Veteran sellsword	10 sp
Wilderness guide	10 sp

3.3.0 Hirelings and Services

The party may find it useful to employ temporary labor in their adventures, either for extra warm bodies in combat or for the special talents they possess.

Adventuring hirelings will demand at least a half-share of treasure in addition to their daily pay and will undertake no risks that their employers don't share. Their combat statistics will be as normal for their type, usually equal to a common human soldier for most. After a particularly dangerous adventure, the hireling must make a Morale check; on a failure, they decide the adventuring life is too risky and leave the group.

On the rare occasions that a mage can be found willing to hire out their services, their skills almost never exceed those of a first or second level Mage.

Most communities have a limited number of men and women willing to risk an awful doom while adventuring. If the party makes a habit of returning without their employees, others may refuse to join.

Non-adventuring hirelings who are employed to guard the party's residence, haul their equipment on expeditions, work on their behalf, and otherwise conduct normal business will require no more than their daily wage. If they can't go home at the end of the day, food and fit lodgings must be provided as well.

Where it matters, common hirelings can be assumed to have a total +1 bonus on relevant skill checks.

Hirelings and Day Labor

3.3.1 Services and Living Expenses

Heroes who are sufficiently established as to have their own homes or businesses can live comfortably on their own resources. Other PCs, however, must pay for their keep when not out adventuring.

Impoverished lifestyle costs cover only the bare minimum of food and a mostly-dry squat to sleep in. Heroes who can afford nothing better suffer a -1 penalty to all social skill checks due to their unkempt state and must make a Physical saving throw each night to benefit from the usual decrease in System Strain.

Common lifestyle fees for an adventurer usually cover adequate food and a shabby private inn room. No penalties or benefits are granted by living this way.

Rich lifestyle costs generally include a rented townhouse, a small staff of servants, and social entree into high society circles that are forgiving of the nouveau riche… at least, as long as their coin remains good.

Noble lifestyles provide the very best the community can offer in fine lodging, luxuriant food, sycophantic servants, and the provisional friendship of useful parasites. Once per game session, the PC can ask a favor of a hanger-on in their retinue, who will perform it if it is not more than mildly humiliating, dangerous or illegal.

Aside from these weekly lifestyle costs, some other services often required by adventurers are listed.

Services and Living Expenses	
Item	Cost
Impoverished Lifestyle,per week	5 sp
Common Lifestyle, per week	20 sp
Rich Lifestyle, per week	200 sp
Noble Lifestyle, per week	1000 sp
Magical healing of wounds	10sp/hp*
Magical curing of a disease	500 sp
Lifting a curse or undoing magic	1000 sp
Casting a minor spell	250 sp
Bribe to overlook a minor crime	10 sp
Bribe to overlook a major crime	500 sp
Bribe to overlook a capitol crime	10,000 sp
Hire someone for a minor crime	50 sp
Hire someone for a major crime	1,000 sp
Hire someone for an infamous crime	25,000
* These services are rarely available without personal connections or doing special favors, and many communities may lack them entirely	

3.4.0 Armor

While some martial adepts or tradition-bound sorcerers shun armor, most adventurers find it necessary to put something solid between them and their enemies. Armor must be worn as a Readied item, counting against the hero's encumbrance limit. Each type of armor grants a different base Armor Class to the wearer, making it more difficult for enemies to land a telling blow. This Armor Class is modified by the wearer's Dexterity modifier and by any shield they might carry, as described below. Multiple suits of armor do not stack; only one can usefully benefit a wearer.

A hero wearing no armor at all has a base Armor Class of 10, modified by their Dexterity modifier.

If they pick up a shield they can improve this to either AC 13 or AC 14, depending on the size of the shield.

3.4.1 Light, Medium, and Heavy Armor

Light armor may be decidedly heavy, but it is loose and flexible enough to offer minimal hindrance to the wearer's actions. Some varieties are also discreet enough to be worn politely in common society.

Medium armor is significantly noisier and more overt; it cannot be worn discreetly and applies its encumbrance as a penalty to any physical Sneak rolls made by the wearer.

Heavy armor is the thickest, toughest panoply available on the market, and its bulk and noise make its encumbrance apply as a penalty to Sneak or Exert checks made by the wearer.

3.4.2 Shields

Shields come in two general varieties.

Small ones, often made of costlier metal, can be strapped to the wearer's arm and allow them to hold and manipulate objects with that hand, albeit not wield a weapon with it.

Larger shields are of cheaper wood and require a good grip.

A small shield user has a base AC of 13, while a large shield user has a base AC of 14. Unlike other armor, however, if the user is already wearing equal or better armor the shield grants a +1 bonus to their AC. Shields allow the bearer to ignore the first instance of Shock they might otherwise suffer in a round.

3.4.3 Types of Armor

War shirts are nothing more than blessed shirts, lucky cloaks, auspicious warpaint, or whatever tokens of martial victory are favored by the poor and humble of a given culture. While they may look like nothing but normal clothing, their war-luck is still sufficient to interfere with a spellcaster's abilities.

Buff coats are long coats of thick, supple hide, sometimes worn to cushion the bite of heavier armor and sometimes sported as ornamented street clothing for the gentry who can afford such luxuries.

Linothorax armor is a stiffer armor of glued, layered cloth. A war robe is a catchall term for various outfits involving layers of reinforced cloth or leather. Bits of metal, layers of thick hide, or weaves of tough cordage might all go into the various layers of the suit, making it a very heavy, if effective, piece of equipment.

Pieced armor is assembled of a thicker or more durable chest piece and piecework limb armor. While less effective than a proper cuirass and greaves, it's often the best that poor adventurers can get.

Mail shirts are usually of iron or steel wire, though bronze and other more exotic materials are not unknown. Such shirts cover only the vitals of the wearer, but are less burdensome than a full hauberk.

Cuirass and greave armor reflects those different designs that rely on solid metal plating over the wearer's vitals along with lighter limb armor.

Scaled armor includes both armor of metal scales on a flexible backing, brigandine, jacks of plate, and other armor made up of small, connected plates that cover most of the wearer's body. Most are noisy, heavy suits.

A mail hauberk in the listed style covers not only the wearer's chest, but also their arms, with a long skirt extended to the knee.

Plate armor is an extremely expensive suit of tailored metal pieces that cover both the vitals and the limbs of the wearer.

Great armor is less finely tailored, relying instead on stacking layer upon layer of mail, plates, hide, cloth, and other protective materials.

Grand plate is so finely-jointed that a weapon must

either be very large or very armor-piercing to harm the wearer; they're immune to non-magical melee or thrown weapons unless the weapon is two-handed, has a Shock rating of AC 16 or more, or the wearer is currently grappled by someone. This tight protection comes at the cost of the thick plating found in great armor or conventional plate.

Armor			
Light armor	AC	Cost	Enc.
No Armor	10	None	N/A
War Shirt	11	5 sp	0`
Buff Coat	12	50 sp	0
Linothorax	13	20 sp	1
War Robe	14	50 sp	3
Pieced Armor	14	100 sp	2
Medium Armor			
Mail Shirt	14	250 sp	1
Currais and greaves	15	250 sp	2
Scaled Armor	16	500 sp	3
Heavy Armors			
Mail Hauberk	16	750 sp	2
Plate Armor	17	1,000 sp	2
Great Armor	19	2,000 sp	3
Grand Plate	16	2,000 sp	3
Shields			
Small Shield	13	20 sp	1
Large Shield	14	10 sp	1

3.5.0 Weapons

The tools of a bloody trade are familiar to most adventurers. While some Vowed or trained pugilists might scorn the use of material weapons, most sentient combatants must rely on something better than their natural gifts.

3.5.1 Weapon Statistics

Each of the weapons on the following page has a listed damage it inflicts on a successful hit, an amount of Shock inflicted on a miss to targets with an AC equal or less than that given, and a particular attribute relevant to the weapon's use. That attribute's modifier is applied to all hit rolls, damage rolls, and Shock inflicted by the weapon. If more than one attribute is listed, the wielder can use whichever one is better. Using a melee weapon without at least Stab-0 skill inflicts a -2 penalty on hit rolls, as does using ranged weapons without at least Shoot-0 skill. Thrown weapons can be used with either. Ranged weapons have both short and long ranges listed in feet. Attacking a target within short range may be done at no penalty, while hitting a target at long range is done with a -2 penalty to the hit roll. Two-handed ranged weapons cannot be used while an enemy is locked in melee with the wielder, and even one-handed or thrown weapons suffer a -4 penalty to hit in such circumstances.

Some weapons have additional unique traits, perhaps being particularly slow to reload, or requiring two hands to wield correctly, or being easily hidden in common clothing.
The GM might choose to apply these traits to improvised weapons snatched up by the PCs if any of them seem appropriate.

3.5.2 Types of Weapons

Axes given here are those fashioned for war; lighter and more agile than their working cousins, though still capable of hacking through a door or hewing a cable if needed. **War axes** are big enough to demand two hands for their use.

Blackjacks include not only obvious weapons loaded with sand or iron shot, but any small, stunning fist load. A blackjack or other small fist load is easily concealed as some ornamental component of ordinary clothing.

Bows cover everything from the small self-bows of horse archers to the man-tall longbows wielded by foot archers. Larger bows are more cumbersome and impossible to shoot from horseback, but usually have superior strength. An archer with a Readied quiver can load a fresh arrow as a Move action each turn, or as an On Turn action if they have at least Shoot-1 skill.

Claw blades are the sharper kin of fist loads, being small blades or finger talons that are easily concealed or disguised as metal ornaments. While they are vicious weapons, they can't be usefully thrown.

Clubs, staves, and **maces** are of much the same genus, though the latter is usually made of metal. While fully capable of killing a man, a careful user can usually avoid inflicting lethal injury.

Crossbows come in heavier varieties than the one listed, but such slow, bulky arbalests are rarely in the hands of adventurers. Reloading a crossbow of this size takes a full Main Action, but due to the simplicity of their operation, someone without Shoot-0 can still use them at no unskilled hit penalty.

Daggers come in ten thousand varieties, but the listed kind is a common fighting dirk, big enough to push through light armor while remaining small enough to be discreetly hidden. **Stilettos** and similar armor-piercing daggers aren't usually effective as thrown weapons.

Halberds and other polearms can be somewhat awkward in narrow spaces, but remain popular military weapons in some armies. The statistics given here can also be used for fauchards, bills, voulges, spetums, bardiches, glaives, guisarmes, guisarme-glaives, glaive-guisarme-glaives, and similar weapons.

Hammers listed here are the fighting variety, narrow-headed and made for penetrating or shocking heavy plates of armor.

Hurlants statistics are provided as analogs to magically-powered firearms, if the GM's campaign includes such things.

Hand hurlants are usually pistol-sized, most often carried by the wealthy as a single-shot opener at the start of hostilities. **Long hurlants** are rifle-sized weapons favored by elite snipers and assassins who

don't expect a need for a second shot. **Great hurlants** are usually eight feet long and hundreds of pounds in weight, and launch tremendous bolts that can transfix even monstrous targets. Those able to afford their use generally mount them on ships, gun carriages, or on important fortifications.

Spears, and their longer cousin the **pike**, are common military weapons. Lighter spears are effective thrown weapons, while heavier two-handed versions penetrate armor well.

Shields can be an effective weapon when used to bash or pummel an enemy. If used as a weapon or as part of a dual-wielding attack, a shield grants no AC or Shock protection benefits until the wielder's next turn.

Swords are common sidearms for the gentry. The expense of forging a large blade makes it a symbol of wealth and status in many cultures, and its convenience makes it a favored arm for street wear.

Throwing blades are small leaves or spikes of steel that are not terribly useful as melee weapons but are easy to carry discreetly in considerable numbers.

The **unarmed attack** given here is a common punch or kick, unimproved by a Vowed's arts or a Focus. Unarmed attacks add the assailant's Punch skill to the damage roll as well as the attack roll.

Weapon	DMG	Shock	Attribute	Range/Feet	Traits	Cost	Enc.
Axe, Hand	1d6	1/AC 15	Str/Dex	10/30	T	10 sp	1
Axe, War	1d10	3/AC 15	Str	-	2h	50 sp	2
Blackjack	1d4	None	Str/Dex	-	S, LL	1 sp	1
Bow, Large	1d8	None	Dex	100/600	2H, R, PM	20 sp	2
Bow, Small	1d6	None	Dex	50/300	2H, R, PM	20 sp	1
Claw Blades	1d6	2/AC 13	Str/Dex	-	S	10 sp	1
Club	1d4	None	Str/Dex	10/30	T, LL	-	1
Club, Great	1d10	2/AC 15	Str	-	2H	1 sp	2
Crossbow	1d10	None	Dex	100/300	2H, SR, PM	10 sp	1
Dagger	1d4	1/AC 15	Str/Dex	30/60	S, T, PM	3 sp	1
Halberd	1d10	2/AC 15	Str	-	2H, L	50 sp	2
Hammer, Great	1d10	2/AC 18	Str	-	2H	50 sp	2
Hammer, War	1d8	1/AC 18	Str	-	-	30 sp	1
Hurlant, Great	3d10	None	Dex	600/2400	FX, SS, AP	10,000 sp	15
Hurlant, Hand	1d12	None	Dex	30/60	SS, AP	1,000 sp	1
Hurlant, Long	2d8	None	Dex	200/600	2H, SS, AP, PM	4,000 sp	2
Mace	1d6	1/AC 18	Str	-	LL	15 sp	1
Pike	1d8	1/AC 18	Str	-	2H, L	10 sp	2
Shield Bash, Large	1d6	1/AC 13	Str	-	LL	-	-
Shield Bash, Small	1d4	None	Str/Dex	-	LL	-	-
Spear, Heavy	1d10	2/AC 15	Str	-	2H	10 sp	2
Spear, Light	1d6	2/AC 13	Str/Dex	30/60	T	5 sp	1
Throwing Blade	1d4	None	Dex	30/60	S, T, N	3 sp	1
Staff	1d6	1/AC 13	Str/Dex	-	2H, LL	1 sp	1
Stiletto	1d4	1/AC 18	Dex	-	S, PM	10 sp	1
Sword, Great	1d12	2/AC 15	Str	-	2H	250 sp	2
Sword, Long	1d8	2/AC 13	Str/Dex	-	-	100 sp	1
Sword, Short	1d6	2/AC 15	Str/Dex	-	-	10 sp	1
Unarmed Attack	1d2 + Skill	None	Str/Dex	-	LL	-	-

3.5.3 Weapon Traits

2H: Two Handed. The weapon requires two hands to use in combat. Ranged two-handed weapons cannot be fired effectively while an enemy is within melee range.

AP: Armor Piercing. This weapon ignores non-magical hides, armor and shields for purposes of its hit rolls.

FX: Fixed. The weapon is too heavy and clumsy to use

without a fixed position and at least five minutes to entrench it.

L: Long. The weapon is unusually long, allowing melee attacks to be made at targets up to 10 feet distant, even if an ally is in the way. Even so, the wielder still needs to be within five feet of a foe to count as being in melee with them for purposes of forcing Fighting Withdrawals,

disrupting large ranged weapons, or similar maneuvers.

LL: Less Lethal. Foes brought to zero hit points by this weapon can always be left alive at the wielder's discretion.

N: Numerous. Five of these count as only one Readied item.

PM: Precisely Murderous. When used for an Execution Attack, the weapon applies an additional -1 penalty to the Physical save and does double damage even if it succeeds.

R: Reload. The weapon takes a Move action to reload. If the user has at least Shoot-1 skill, they can reload as an On Turn action instead.

S: Subtle. Can be easily hidden in clothing or jewelry.

SR: Slow Reload. It takes a Main Action to reload this weapon.

SS: Single Shot. This weapon takes ten rounds to reload, and the reloading effort is spoiled if an enemy melees the wielder.

T: Throwable. While the weapon can be used in melee, it may be thrown out to the listed range as well, albeit it does no Shock in that case. Throwing a weapon while in melee applies a -4 penalty to the hit roll.

3.6.0 Ritual Tattoos

This section discusses the rules for creating and utilizing ritual tattoos into your game.

3.6.1 Biological integration

Ritual Tattoos must be implanted by a mage with at least a +1 magic skill. An artisan with the relevant background may be able to assist as per the rules on page XX. The average ritualist will have a +2 total, with the better have +3 the elite having +4 or even +5. Access to such high-grade medical care often requires a faction contact, or a quest.

Rituals that affect paired organs, such as eyes and ears are inked together as a single operation. Further refinement requires a separate operation.

The inking itself takes no more than a few hours but comes at a cost and skill check difficulty as given in the table below. If the mage or artist donates their skill, the cost is halved.

Mutations		Recovery	
System Strain	Cost	Time	Difficulty

0	100sp	1 hour	7
0.1-0.5	500 sp	1 Day	8
0.6-1	2500 sp	4 Days	10
1.1-3	12,500 sp	2 Weeks	11
3.1 or more	50,000 sp	1 Month	12

Once the inking is complete, the mage makes an Int/Magic or Int/Craft skill check against the installation difficulty, modified by the table below.

Mod	Circumstance
-2	Ritual must be applied quickly.
-2	Tattoo must resist magical detection
-1	Only has a ritualist's kit
-1	Lacks a Ritual Room
+0	Has a level 1 Ritual Room
+0	Only has mediocre ink available
+1	Has a level 2 Ritual Room
+1	Has decent quality Ink
+2	Has a level 3 Ritual Room
+2	Has Excellent quality Ink

If they fail by more than two points, the ritual process is unsuccessful, the target's System Strain is maximized, the target is reduced to 1 hit point, and the ink ~~survives but the effect is reduced~~ doesn't take.

If they fail by one or two points, the ritual is successful, but the user's inking suffers a random complication from the table in section 3.6.1.1. This deviation from the norm isn't obvious until after the ritual is complete. A user who wants a second try at completing a particular ritual will need to remove the original ink, spend a month recovering from the surgery at a cost equal to the ritual's original price, and then try again. Such additional attempts have a cumulative -1 penalty on all attempts after the original.

If it succeeds, the ritual is performed successfully. The system immediately adds its System Strain value as permanent System Strain to the user. A subject cannot participate in a ritual if it would put their System Strain above their maximum score.

Whether successful or not, the subject needs a certain amount of time for recovery before they can return to action, whether an hour for the most superficial tattoos or a full month for full-body art work. During this time they must rest and follow the appropriate recovery regime. Failure to do so risks complications at best and late ritual failure at the worst.

3.6.1.1 Ritual Complications

If a ritual or recovery results in a complication the following table is used. If the resulting complication somehow does not apply, it counts as a result of 12.

D12	
1	Bleeding Ink: The ritual was a failure, and the tattoo is merely mundane. The resources used in the ritual are permanently lost, though you do not need more than 1 hour to recover and you suffer no increased system strain.
2	Inconsistent: On every attempt to use the ability granted by the ritual ink, roll 1d6. On a 3 or lower, the attempt fails for the scene.
3	Debilitating: Pick an attribute in some way relevant to the tattoo. The attribute suffers a 1d2 point penalty to its base score that persists as long as the art remains inked.
4	Major incompatability: The ritual took, but required more from the subject than expected. Increase the system strain cost by 2.
5	Hard Rejection: Add 2 System Strain if the subject has more than one ritual tattoo in the same area.
6	Leech: Lowers max HP by 1 per point of permanent system strain caused by the ritual.
7	Not intended: The ritual doesn't work the way it was supposed to. Choose another ability of roughly equal cost in resources. Your tattoo does that instead.
8	Exhausting: Use of the ritual tattoo raises system strain by +2 until the character rests.
9	Minor Incompatability: The ritual took, but required more from the subject than expected. Increase the system strain cost by 1.
10	Soft rejection: Add 1 System Strain if the subject has more than one ritual tattoo in the same area.
11	Long Recovery: The ritual was more intensive than expected. Double the time and costs needed to recover from surgery.
12	Petty Annoyance: The ritual ink transferred some small quirk that causes no real problem in it's functionality.

3.6.1.2 Ritualist's Tools

The following gear is often useful in implanting mutagens.

Tool	Enc.	Cost
Ritualist's Kit	2	500 sp
Ink (Low Quality)	1	500 sp
Ink (High Quality)	1	5,000 sp
Ink (Excellent Quality)	1	10,000 sp
Wash	1	5000
Ritual Room/ Level 1	10	10,000 sp
Ritual Room/Level 2	N/A	500Ksp
Ritual Room/Level 3	N/A	5M sp

Ritualist's Kit: A portable kit with all the tools needed for inking tattoos, albeit the inks cost extra. In a pinch, this kit can be used to ink a tattoo, though few would want to risk using such rudimentary tools without a corresponding ritual room. The kit can serve as a medkit at need.

Inks (Variable Quality): A collection of inks, organs and dies, that can be used in magical rituals. Any reasonable amounts can be carries as 1 point of encumberance, and the inks grant +0/+1/+2 to the respective skill checks.

Wash: Used to remove ritual tattoos. Comes in a variety of forms, but genereally requires scrubbing down the subject for an hour to fully remove any trace of the original artwork.

Ritual Room/Level 1: A basic collection of medical tools, herbal remedies, tattooing equipment, and basic ritual circles. Most ordinary ritualists command this level of hardware. Laying it out for use requires at least a semi-clean room's worth of working space.

Ritual Room/Level 2: A more sophisticated, extensive, and advanced Ritual Room than the level 1 version. Well placed mages and tattooists usually have this level of room available to them, which requires the same amount of space as the level 1 array.

Ritual Room/Level 3: An incredibly elaborate ritual rooms, carefully calibrated to prevent interference. This level of ritual room is usually only available to state sponsored magicians, or the incredibly connected. It requires a half-dozen rooms to support all its functionality.

3.6.2 Removing Tattoos

Any mage with the correct reagents (Wash) can remove a tattoo with no skill check, simply an hour soaking and scrubbing.Upon the removal, the Wash is rendered useless and must be replaced.

3.6.3 Concealing and Detecting Tattoos

If not concealed, Ordinary adventurers may not recognize the specific ritual tattoo, but experienced mages and ritualists can usually get good idea of what it can do with a moments study.
Tattoos that produce obvious bodily changes are likewise obvious when being used.

3.6.4 Tattoo Maintenance

Ritual Tattoos don't need maintenance.

This section isn't highlighted as it is within Mr. Crawford's design as per CWN page 218.

3.6.6 Ritual Modifications

As with weapons, armor, vehicles, and many other varieties of gear, rituals can also be modified by a sufficiently talented ritualist. Creating and inking these mods usually requires skill in multiple disciplines, Magic and Heal being the most common.
Creating a mod requires a skill check. Installing a created mod simply requires time to ink.
Unless specified otherwise, a given ritual mod can only be inked once on any given subject. Ritual mod costs are expressed as a percentage cost of the ritual they're integrated into.

Modification	Craft/Heal	Cost	Special
Biocapacitors	2/1	30%	1
Durable System	1/1	20	0
Firewalled	1/1	20	0
Hardened Weave	2/1	30	0
Low Maintenance	2/2	10	1
Monoblade	2/1	20	0
Profile Adjustment	½	20	0
Quick Detach	2/2	30	0
Tailored Interface	1/3	30	1
Targeting Processor	2/1	30	0

Biocapacitors: The first System Strain cost that the cyber would normally exact in a day is ignored. Thus, the first time an Enhanced Reflexes system is triggered, it would not add System Strain to the modded user.

Durable System: A limb or eye system is up-armored to resist injury. The next Major Injury directed at the modded limb is treated as if it were just a flesh wound roll of 12. It destroys this mod instead.

Firewalled: The modded system is much harder to hack, inflicting a -2 penalty on any related skill checks.

Hardened Weave: Skin cyber that grants an improved base armor class such as Dermal Armor has any AC it grants improved by +2. The additional armor makes the system Obvious, regardless of its original subtlety, and counts as one item of Readied encumbrance that cannot be dropped.

Low Maintenance: The modded system no longer requires any significant maintenance. This mod does not work on systems with special maintenance costs or consequences, such as a Full Body Conversion or a Regulated Anagathic Substrate.

Monoblade: A bladed cyber system has advanced monomolecular cutting elements installed. The edge is difficult to maintain but inflicts horrific injuries when it strikes cleanly. The weapon's Trauma Die gets a +1 bonus, but its base damage die and Shock is decreased by -2.

Profile Adjustment: The system's obviousness is lowered by one step, from Sight to Touch, or Touch to Medical. It has no benefit for a system that is already at a Medical grade of concealment.

Quick Detach: Usable only on limb cyber, eyes, or other parts that could conceivably be removed, this mod allows the user to attach or detach the system with five minutes of work, and replace it with any other Quick Detach-modded system that would fit in the same place.

Tailored Interface: A demanding cyber system is adjusted to specifically match the biochemistry of the user rather than using a factory-set best approximation. This mod only functions on cyber that inflicts 2+ points of permanent System Strain, but lowers the strain cost by 1 point.

Targeting Processor: This mod must be installed in Gunlink, or in a weapon system such as Body Blades or Eye Mod/Flechette. Improved targeting calculations grant a +1 bonus to hit with the cyber-weapon or with

3.6.7 Rituals

Note: In an effort to stay as close as possible to Mr. Crawfords intent, I have elected to convert cyberware these rituals essentially whole cloth, with only the smallest changes to transfer them to a fantasy setting. This means that not all of them will make sense, and most will need further adjustment before being used. Anything highlighted Yellow is unadjusted from the CWN SRD.

The rituals below are some of the more common ones available. Each one is listed with their price, type, concealment level, and the permanent System Strain they add.
Rituals are divided by type, indicating what general part of the body they affect. This may be relevant if a Major Injury destroys all rituals of a particular type in a limb or torso

3.6.7.1 Body Rituals

Ritual	Cost	Type	SysStr.	Effect.
Ritual of Aesthetic Augmentation	50,000sp	Body	2	Body sculpt and Cha bonus
Ritual of Aerofloat	50,000sp	Body	2	Glide from high launch points
Ritual of Banshee Vocalization	30,000sp	Body	1	Mimic voices and stun enemies
Ritual of Constitution	20,000sp	Body	0	Gain Con 12 for ritual purposes
Deadman Circuit	10,000sp	Body	.25	Fry cyber without access codes
Dermal Armor/Trauma Shielding	100,000sp	Body	1	Add +1 to user's Trauma Target
Ritual of Emergency Stabilization	30,000sp	Body	1	Automatically stabilize
Ritual of Skinshift	20,000 sp	Body	1	Completely rework your body
Full Body Conversion	6,000,000 sp	Body	0	Become a full body cyborg
Ritual of Disease Resistance	25,000 sp	Body	1	Immune to normal disease/toxin

Ritual of Dimensional Pocket	10,000 sp	Body	1	2 Enc. of hidden body space
Ritual of Pliable Flesh	10,000 sp	Body	.25	Gain +2 to Heal checks on you
Ritual of Recovery	30,000 sp	Body	1	Gain 4 System Strain for heals
Ritual of Injury Prevention	15,000 sp	Body	1	Sacrifice to avoid Major Injury
Ritual of Retribution	50,000 sp	Body	1	Burst to harm melee targets
Ritual of Control	25,000 sp	Body	1	Suppress an ritual side-effect
Titan Gun System	100,000 sp	Body	1	Mount a Heavy weapon
Ritual of Viper Sting	25,000 sp	Body	.5	Hidden drug injection system

Ritual of Aesthetic Augmentation: Any beauty ritual can supply beauty, but the ritual of aesthetic augmentation provides not only a beauty ritual versatility, but tailored pheromones, vocal harmonizers, social cue triggers, and an absolutely inhuman visual perfection. Subjects gain a Charisma score of 14, or a +2 score bonus if already 14 or greater, up to a maximum of 18.

Ritual of Aerofloat: When leaping from a high place, gain a flight Move speed of 30m for up to two kilometers before being forced to land. Gaining altitude requires a Dex/Exert skill check against difficulty 10, however, with failure forcing a landing, and they can't go more than twice as high as the height they jumped from. By this as an instant action the user can ignore up to a three hundred feet of falling damage.

Ritual of Banshee Vocalization: These tattoos allow an adventurer to reproduce any sound or voice they have heard before, and at maximum volume can be heard clearly up to five hundred meters away. Once per day, as a Main Action, this sound can be used to shatter normal glass in a ten-meter line in front of the user; creatures without ear protection in this area must make a Physical save or take 2d6 non-lethal damage.

Ritual of Constitution: A set of tattoos that provide a baseline degree of ritual compatibility. A subject with this ritual set can ignore system strain from rituals equal to 12 minus their constitution score - so a PC with a Constitution of 9 could ignore three points worth of System Strain from rituals. PCs with a Con of 12 or more have no use for this ritual set.

Deadman Circuit: A common corporate implant to discourage kidnapping and warelegging. Any attempt to remove any of the user's cyber without the right access codes will fry that hardware unless a difficulty 13 Int/Heal skill check is made.

Dermal Armor/Trauma Shielding: A system that can only be installed on a user with at least one level of Dermal Armor, the trauma shielding addition adds +1 to the user's Trauma Target. This benefit stacks with any existing Dermal Armor bonus to the roll.

Ritual of Emergency Stabilization: When brought to zero hit points by an injury that does not instantly kill them, the user automatically stabilizes, gaining one System Strain, and will regain consciousness at the end of the scene with 1 hit point. If they are already at maximum strain, this ritual ink does not function.

Ritual of Skinshift: This ritual allows one to completely change their appearance, allow for a complete physical remolding within generally humanoid lines, including alterations of sex, height, cosmetic limbs such as tails or decorative ears, and overall weight. Reproductive ability is not conferred, but rumors persist of experimental rituals that can grant even that.

Full Body Conversion: The user's brain and central nervous system are transplanted into a cutting-edge synthetic shell at a cost and difficulty as if this cyber took 4 System Strain. Once converted, the subject has an effective Constitution of 20 for System Strain purpose, but cannot be healed by conventional first aid or medical drugs, requiring ten minutes of repair work with a toolkit to repair any amount of damage, and $250 worth of parts for each hit point to be restored. A full conversion borg no longer requires food, water, air, or sleep, but each day without the latter adds one System Strain due to the mental stress. The conversion requires twelve hours of maintenance every two weeks, and missing it will result in the user's death in 2d6 days unless the omitted maintenance is performed. Current full-body conversion tech is unstable; after 1d4 years, the subject has a cumulative 5% death chance each year. Borgs do not take Major Injuries and gain a +6 bonus to their Trauma Target that stacks with existing bonuses.

Ritual of Disease Resistance: A ritual set that cleans the blood and flesh of intoxicants, toxins, and disease, redering those with this set, effectively immune to most natural diseases, and resistant to most poisons and toxins. Weaponized toxins and certain exotic natural afflictions can still affect the user, but they get a +2 bonus on all saving throws against them. In addition, the affected individual is aware of the fact they have been exposed to disease or poison, as well as if it has affected them.

Ritual of Dimensional Pocket: This ritual grants the subject a dimension storage area capable of holding 2 encumberance worth of items inside a user's body within easy access of a Main Action. Any given object stored can't be larger than a knife or a tightly-folded suit of clothing, and the pocket's contents don't count against the user's Encumbrance limit. The pocket's signature is disguised against most magical detection, and it cannot be detected unless exposed by a trained examiner.

Ritual of Pliable Flesh: A ritual that encourages the flesh to react when given first aid. Those with the heal skill can easily assess the subjects current health and significan injuries. The subject is also aware of when they have been poisoned, diseased or injured. It grants any healing or medical support skill check a +2 bonus thanks to the diagnostic information and increases first aid or herbal healing by +2 HP per application.

Ritual of Recovery: This ritual set allows the user to absorb up to four points of System Strain incurred from healing or wound stabilization effects; this is a separate pool that recovers one point every night at the same time as the user's natural System Strain recovers.

Ritual of Injury Prevention: This ritual prevents a user from taking a major injury when downed. Instead thay may choose to have the ritual fade, avoiding having to make a roll. The ritual of Injury prevention can be inked more than once, but the System Strain inflicted increases by one point each time.

Ritual of Retribution: When triggered as an On Turn action, the user gains one System Strain to launches a wall of explosive force around them doing 2d6 damage to all enemies in melee range. The user has enough control to avoid hitting allies. If grappling or grappled at the time, their opponent automatically takes maximum damage. The shield cannon be reused until the next scene, and the ritual will not function if the user is wearing heavy armor.

Ritual of Control: This ritual allows a user to reduce the side effect of a partially successful ritual. For each use of this ritual, the user can ignore one side effect. The skill check to ink this ritual can fail, but it never induces any side effects on its own.

Titan Gun System: Usable only by full body conversion cyborgs or subjects with a Strength score of 18, this mount allows the installation of any man-portable Heavy weapon such as those given in the Weapons section. The user counts as a stable firing rest, and the weapon has two integral magazines of ammo, though it can be loaded by hand as well. The specific weapon mounted can be swapped during maintenance.

Ritual of Viper Sting: A ritual originally designed for assassins, this allows an adventurer to store up to 4 doses of toxin beneath their fingernails, to be dispensed as the user wishes. If loaded with a toxin, it does 1d12 damage. If a tranquilizer is used, the damage is the same, but unconsciousness will result instead of death. The Viper Sting Ritual can only be effectively used as part of an Execution Attack, as an alert opponent can avoid it easily. This ritual inflicts a -2 penalty on any check to detect its presence.

3.6.7.2 Head Rituals

Ritual	Cost	Type	System strain	Effect
Ritual of the Discrete Courier	10,000 sp	Head	0.25	Carry locked Memory data
Cranial Jack	1,000 sp	Head	0.25	Link to jack-equipped gear
Ritual of the Volitile Mind	10,000 sp	Head	0.5	Cranial bomb with remote key
Eye Mod/Dazzler	15,000 sp	Head	0.5	Dazzle enemies within 5m
Eyemod/ Flechette Launcher	20,000 sp	Head	0.5	Surprise light pistol attack
Ritual of Unerring Memory	40,000 sp	Head	1	Gain eidetic memory
Ritual of Steel Strands	20,000 sp	Head	0.5	Prehensile hair implants
Neural Buffer	40,000 sp	Head	1	Gain 3 HP/level vs hacker dmg.
Ritual of Cranial Protection	100,000 sp	Head	2	Armor the brain against harm

Ritual of the Discrete Courier: Allows a message to be passed from one leader to another. One message is hidden in the Couriers memories, and blocked off so they can't access it. When given the passcode by the recipient, they repeat the message with no memory of what it. Attempts to extract the memory with magic have a -2 modifier. Similarly Necromancy doesn't allow for the knowledge to be recovered.

Cranial Jack: A discreetly-placed plug socket in the user's head or neck allows interfacing with cyberdecks and gear equipped with a jack line. Cranial jacks can be modded with cyberdeck mods.

Ritual of the Volatile Mind: This ritual ensures a subjects brain will violently eject should it hear the right password, or try to speak about something it shouldn't. To remove the tattoo, roll 1d6. On a 1, the subjects head explodes outwards, causing the death of the subject, and resulting in 5d6 damage to any within melee range that fail a physical save. Attempting to read the mind of the subject will result in the same outcome. Necromancy against the subject is done at a -4 penalty.

Eye Mod/Dazzler: This mod can emit a dazzling strobe of intense light, dazing and disorienting those standing up to five meters in front of the user. The strobe is triggered up to once per round as an On Turn action and adds one System Strain. Victims without eye protection must make a Physical saving throw or take a -4 penalty to their AC and hit rolls for the next 1d6 rounds. A victim can be targeted by this dazzling only once per scene.

Eye Mod/Flechette Launcher: A holdout weapon designed for surprise short-ranged attacks, this eye has been loaded with a small explosive flechette. It has the statistics of a light pistol, has a range of 10 meters, and requires a Main Action to reload its single-round magazine. If used against a target in melee range who does not suspect its existence, a normal hit roll is made; on a miss, it does full normal damage anyway, and on a hit, the damage is doubled. It can be used for Execution Attacks.

Ritual of Unerring memory: This ritual grants a subject a perfect, unerring memory, with formalized bodies of knowledge easily cross-referenced and recollected. Once per day, as an Instant action, reroll any failed Int-based skill check. This memory can be difficult to control, however, and unwanted allusions can overwhelm the desired datum. If the user rolls a natural 2 on any Int skill check, it automatically fails and cannot be recovered by any rerolling ability.

Ritual of Steel Strands: These prehensile cranial tendrils take multiple forms, from thick armored cables to bundles of brightly-colored articulated polymer fibers not unlike normal hair. The tendrils are shoulder-length under most circumstances, but can extend to manipulate objects up to three meters distant with the agility of a human hand. The bundles are not very strong, however, and cannot lift more than ten kilograms. Like other extra limbs, they do not grant extra actions, but can hold and use items as any other limb could.

Neural Buffer: A system favored by hackers, a Neural Buffer rearranges the user's brain topography, making it more difficult to harm the user with neural feedback. The user gains an additional 3 hit points per level that can only absorb cyberspace damage from Stun or Kill Verbs. These phantom hit points refresh completely each hour.

Ritual of Cranial Protection: This ritual augments a user's head with magic, protecting it from all but the most violent blows. Barring decapitation, combat magic directly to the head, or hurlant shot from close range, the subject ignores head-affecting Major Injuries and can be stabilized even as long as ten minutes after their technical "death". Each such delayed revivification

permanently reduces a randomly-chosen attribute by 2
points, however. This ability damage cannot be undone.

3.6.7.3 Skin Cyberware

Rituals	Cost	Type	System Strain	Effect
Ritual of Oaken Flesh	40,000sp	Skin	1	AC 16
Ritual of Stone Flesh	80,000sp	Skin	2	AC 18 and Shock resistant
Ritual of Iron Flesh	200,000sp	Skin	3	As with Ritual of Iron Flesh, AC20
Ritual of Oceanic Adaptation	30,000sp	Skin	1	Aquatic adaptation mods
Sealed Systems Implants	15,000sp	Skin	1	Trigger a temp space suit
Sharkskin Electrodes	20,000sp	Skin	1	Shock grapplers
A regular Tattoo	250sp	Skin	0	It's a normal tattoo. I don't know what you were expecting.
Skyborn Shielding	40,000sp	Skin	2	Orbital hab lifestyle mods

Ritual of Oaken Flesh: This ritual provides the subject with a protective fiberous "skin" layer, increasing their armor class to 16.

Ritual of Stone Flesh: This ritual acts in a similar manner to the Ritual of Oaken Flesh, providing the subject with a layer of stone "skin." The Subject's AC becomes 18. In addition, the user can ignore the first instance of Shock in a round.

Ritual of Iron Flesh: This ritual acts in a similar manner to the Ritual of Stone Flesh, providing the subject with a layer of iron "skin." The subject gains an AC of 20, and they may ignore the first instance of Shock in a round.

Ritual of Oceanic Adaptation: This ritual allows the user to function normally while submerged for an indefinite period, drawing any necessary oxygen or drinking water from the surrounding salt or freshwater. Normal temperature extremes are managed without difficulty, and pressure can be handled down to depths of a half mile. Those adjusted in such a manner can see normally up to 90 ft. even in lightless water, and can move twice their normal movement speed under water.

Sealed Systems Implant: When triggered as an Instant action, implanted shields deploy and skinweaves energize to seal the user off from hostile external environments. For the next six hours, the user can operate as if wearing a vacuum suit, ignoring vacuum, contact poisons, non-immediately-lethal levels of radiation, toxic gases, low or high-pressure atmospheres, and environmental temperature hazards short of open flame. After deployment, the implant needs an equal time of recovery before it can be deployed again.

Ritual of the Lightning Eel: This ritual allows a subject to shock a target they are grappling, even if both are armored and heavily clothed. At the end of each round of grappling, the user inflicts 2d6 non-lethal electrical damage on anyone they grapple or who is grappling them. The user is immune to non-lethal electrical damgage, and lethal shocks only deal half damage.

A regular tattoo: It is as it says. It's a basic tattoo. Nothing unique about it, apart from the art at least. I hope it's sick.

Skyborn Shielding: A set of implants and skin treatments meant for those who spend extended periods in hard vacuum, this implant can be triggered as an Instant action. When deployed, the user gains the benefits of a Sealed Systems Implant and low-G microjets that allow 30m/round flight in microgravity conditions. Skyborn Shielding can operate for up to 72 hours before needing an hour of downtime to regenerate.

3.6.7.4 Limb Cyberware

Rituals	Cost	Type	System Strain	Effect
Body Blades I	10,000sp	Limb	1	
Body Blades II	25,000sp	Limb	2	
Cyberlimb	10,000sp	Limb	0.5	
Iron Hand Aegis	40,000sp	Limb	1	
Limbgun	30,000sp	Limb	1	
Muscle Fiber Replacement I	50,000sp	Limb	1	
Muscle Fiber Replacement II	200,000sp	Limb	2	
Neolimb	25,000Sp	Limb	1	
Omnihand	10,000sp	Limb	0.25	
Shock Fists	10,000sp	Limb	1	
Stick Pads	15,000sp	Limb	0.5	
Synthlimb	25,000sp	Limb	0.5	

Body Blades I: Assorted retractable blades and spikes are implanted in the user's limbs. Their unarmed attacks do 1d8 damage, Shock of 2/15, Trauma Die 1d8/x3 and can be rolled with either Stab or Punch as the relevant combat skill. The Punch skill does not add damage to Body Blades attacks. When not in use, the blades are perceptible only to a medical scan.

Body Blades II: As level one, but the user's body armament includes not only conventional blades, but assorted improvements such as monomolecular edges, cutting vibrations, or thermal augmentation. Their unarmed attacks do 2d6 damage with a Shock of 4/15, and a Trauma Die 1d10/x3. Anyone who sees or touches their arms can detect signs of the cyber, however.

Cyberlimb: A standard medical-grade cyberlimb, albeit one Encumbrance worth of non-weapon equipment or storage can be implanted in each limb and remain Readied without counting against the character's Encumbrance. Add the equipment cost to the limb. The limb provides power to any electronic equipment implanted.

Iron Hand Aegis: Absorption plates and kinetic ablation units are implanted in the user's arms and linked with a reactive ballistic calculator. Once per scene, as an Instant action, the user can deflect a successful ranged bullet, arrow, or thrown weapon attack, including burst or suppressive fire. Surprise attacks cannot be deflected this way, nor can melee attacks or explosives.

Limbgun: A ranged weapon is implanted into an arm, tail, or other significant limb, along with space for two magazines worth of ammunition. A full reload of this space can be accomplished as a Main Action. Limbguns can be used with Gunlink cyber, count as Readied at all times, and can be used even while both hands are occupied, but can be bound up in melee as normal guns can. Limbguns have an intrinsic +1 hit bonus, in addition to whatever bonus the implanted weapon may have. The maximum size of the gun is Encumbrance 1 for legs or neolimb tails, or Encumbrance 2 for arms. The buyer must supply the gun. Different guns can be swapped in as desired during the system's monthly maintenance, but once implanted, a gun is useless for later conventional use.

Muscle Fiber Replacement I: Artificial muscle fibers are implanted as replacements for the user's own flesh. The subject gains a Strength score of 14, or +2 if already 14 or higher.

Muscle Fiber Replacement II: The subject gains a Strength score of 18, and can smash through standard interior doors or equivalent barriers as a Move action.

Neolimb: The user gains an additional limb that normal humans lack. Usual choices involve an additional pair of arms or manipulatory mechano-tentacles, though functional prehensile tails are popular too. One installation of the cyber covers paired limbs or a single tail or body-mounted tendril up to 3 meters long. Neolimbs can support up to one Encumbrance point of

non-weaponry built-in tech and add two items to the user's Readied encumbrance allowance. Neolimbs can hold or grip objects, but cannot employ additional shields or grant extra actions.

Omnihand: A full array of small mechanical and electronic tools are folded into this cybernetic hand. The user is never without the tools for relevant skill checks, and once per day as an Instant action can gain +1 on any skill check involving the omnihand's tool use. As an improvised weapon, the tools do damage as a knife.

Shock Fists: The user's hands are implanted with subdermal electrical webbing. As an Instant action, accept one System Strain; for the rest of the scene, the user's unarmed attacks do an additional 1d8 electrical damage on a successful hit. Unarmed attacks augmented with this mod are non-lethal if desired. This system does not stack with Body Blades.

Stick Pads: Macroscale van der Waals generators allow the user's hands and feet to stick to vertical or overhanging surfaces, their full weight supported by one arm. They can climb such surfaces at their full movement rate with one free hand.

Synthlimb: A high-grade cyberlimb that's indistinguishable from an organic body part by anything short of a medical examination. It functions as a Cyberlimb for purposes of implanted equipment.

3.6.7.5 Sensory Cyberware

Ritual	Cost	Type	System Strain	Effect
Active Sense Processor	50,000sp	Sensory	1	
Cyber Ears	10,000sp	Sensory	0.25	
Cyber Eyes	10,000sp	Sensory	0.25	
Ear Mod/Filter	10,000sp	Sensory	0.5	
Ear Mod/ Positional Detection	15,000sp	Sensory	0.5	
Ear Mod/Sonar	20,000sp	Sensory	0.5	
Ear Mod/ Tracer	10,000sp	Sensory	0.5	
Ear Mod/Impostor	10,000sp	Sensory	1	
Ear Mod/Infared Vision	5,000sp	Sensory	0.5	
Eye Mod/Low Light Vision	5,000sp	Sensory	0.5	
Eye Mod/Tactical Veiw	10,000sp	Sensory	0.5	
Eye Mod/Zoom	10,000sp	Sensory	0.5	
Gunlink	25,000sp	Sensory	1	
Headcomm	1,000sp	Sensory	0.25	
Sensory Recorder	10,000sp	Sensory	0.5	
Synthears (Pair)	25,000sp	Sensory	0.25	
Syntheyes (Pair)	25,000sp	Sensory	0.25	

Active Sense Processor: Augmented sensory processing grants a +1 Wisdom modifier for all skill checks involving sensing or noticing things, up to a +2 modifier maximum.

Cyberears: While normal in appearance, touch reveals the synthetic nature of these ears. Some owners prefer to style them in fanciful or unnatural ways. While the base model provides only normal human hearing, all are equipped with ear protection against loud noises. A pair of cyberears or synthears halves the System Strain cost of ear implants.

Cybereyes: While a single cybernetic eye can be implanted, it is recommended that both be replaced at the same time to improve neural adaptation. These cybereyes are clearly artificial, though most are styled in attractive or striking fashions. They all have perfect 20/20 vision and integral flash protectors, but additional functionality must be implanted separately. A user with a pair of cybereyes or syntheyes halves the System Strain cost of cybernetic eye implants.

Ear Mod/Filter: The user's sense of hearing is sharpened remarkably, allowing them to follow individual conversations in a noisy crowd, eavesdrop on whispers up to twenty meters distant, and gain a +2 bonus on all hearing-related Notice checks.

Ear Mod/Positional Detection: This ear mod constructs a spatial map of significant surrounding sounds, allowing the user to know the exact location of anything making audible noise. The precise location of distant shooters, the location of targets in visual concealment, and the positions of moving creatures in darkness are all clear.

Ear Mod/Sonar: The user can navigate even in darkness or while blinded by means of ultrasonic sensors, being able to construct a crude map of people and obstacles in front of them out to 20 meters. This sense is the equivalent of vision, though it can't discern details more subtle than faces.

Ear Mod/Tracer: As an On Turn action, the user can nominate a target within 20 meters. Until they get more

than 100 meters away from the user or pass behind a solid barrier, the implant's hyper-specific hearing can track their motions perfectly and overhear anything they say or that is said to them. The user can listen to one such target at a time.

Eye Mod/Impostor: Aside from allowing free alteration of eye color, this mod allows the user to copy another person's retinal patterns. Provided they are within two meters, they need only meet the user's gaze for a few moments to get a good imprint. The eye can store up to a dozen imprints, but it takes a Main Action to shift from one to another. Note that it is a relatively simple procedure to alter a person's retinal pattern, so an important target alerted to the imposture may end up changing their imprint.

Eye Mod/Infrared Vision: The infrared vision this mod allows permits basic navigation in dark areas and makes the presence of heat sources such as humans, engines, and infrared tripwires very obvious. The user gains a +1 bonus on any Notice checks to detect the presence of thermally-unshielded living creatures.

Eye Mod/Low Light Vision: This mod grants low-light vision, allowing clear sight to normal distances in any light condition better than pitch blackness.

Eye Mod/Tactical View: These eyes can receive text or video transmissions and play them on an inset in the user's normal vision. Outline and pattern discrimination is enhanced; when specifically looking for things or keeping watch, gain a +1 bonus to any relevant Notice check.

Eye Mod/Zoom: The user's vision can zoom in on distant targets. The user can see objects within 500 meters as if they were standing next to them. The hit penalty for a ranged weapon's long range is eliminated.

Gunlink: Hardwired control points interface with the onboard targeting systems of most modern firearms. When using a modern firearm, the PC ignores range penalties and negates up to 2 points of hit penalties for cover, concealment, or prone targets. Once per scene, as an Instant action, they can reroll a missed attack roll with a gun.

Headcomm: An implanted phone/short-range radio that can directly communicate within 100 meters or use the phone grid, if it's available. For cranial security reasons, only text and voice can be transmitted, but conversations can be held without audible vocalization.

Sensory Recorder: The user can record up to 180 minutes of sensory input. If they have a jack line into a transmitter or cyberware capable of transmitting data, they can share these recordings in real time or afterwards.

Synthears: This model of artificial ear is designed to be indistinguishable from normal ears, though they have all the properties of a normal pair of cyberears.

Syntheyes: These high-end cybereyes are designed to be indistinguishable from normal eyes under anything short of a medical examination. Any additional mods made to the eyes share this subtlet.

3.6.7.6 Medical Cyberware

Note: This section of the CWN book remains unedited, as it's pretty easy to port these over as Magical Items, and prosthetics, rather than tattoos. Many of the concepts just don't fit the idea of a ritual or tattoo, at least in my book.

Ritual	Cost	Type	SysStr	Effect
Prosthetic Cyber I	5,000sp	None	1	
Prosthetic Cyber II	15,000sp	None	0.25	
Regulated Analgathic Substrate	200,000sp	none	1	

Prosthetic Cyber I: One of an array of minimally-adequate and very obvious organ replacements, eye prosthetics, neural patches, and other medical cyber. Prosthetic cyber grants no benefits over ordinary flesh, but can mitigate a Major Injury as explained on page 41. Patients who've lost an arm or leg don't need this cyber; they need a serviceable new limb system such as a Cyberlimb or Synthlimb.

Prosthetic Cyber II: A more sophisticated and expensive version of basic prosthetic cyber, inobvious to anything but a medical scan and far less burdensome on the user's system.

Regulated Anagathic Substrate: This whole-body network of chem regulators can prolong human lifespans by up to 1d4+2 decades. Maintenance on this cyber costs $50,000 a month, however, and interruptions have catastrophic consequences. Rumors persist of even more effective models existing among the megacorp ultra-elite.

3.6.7.7 Nerve Cyberware

Ritual	Cost	Type	SysStr	Effect
Coordination Augment I	50,000sp	Nerve	2	
Coordination Augment II	200,000sp	Nerve	3	
Enhanced Reflexes I	100,000sp	Nerve	2	
Enhanced Reflexes II	250,000sp	Nerve	3	
Enhanced Reflexes III	750,000sp	Nerve	4	
Reaction Booster I	50,000sp	Nerve	1	
Reaction Booster II	100,000sp	Nerve	2	
Remote Control Unit	10,000sp	Nerve	2	
Skillplug Jack I	10,000sp	Nerve	0.25	
Skillplug Jack II	25,000sp	Nerve	0.5	
Skillplug Wiring	50,000sp	Nerve	1	
Trajectory Optimization Node	50,000sp	Nerve	1	
Zombie Wires	60,000sp	Nerve	2	

Coordination Augment I: The user's natural mind-body interface is tightened. The subject gains a Dexterity score of 14, or +2 if already 14 or higher.

Coordination Augment II: As Coordination Augment I, but the subject gains a Dexterity score of 18, and their base Move rate is increased by 10 meters.

Enhanced Reflexes I: Neural acceleration matrices can be deployed to briefly boost the user's reaction speed. Once per scene, as an On Turn action, the user gets a bonus Main Action.

Enhanced Reflexes II: Once per scene, as an On Turn action, the user gains a bonus Main Action and Move action. By accepting one System Strain, this ability can be used as an Instant action, potentially interrupting incoming attacks if the user moves out of reach.

Enhanced Reflexes III: Twice per scene, as an On Turn action up to once per round, the user gains a bonus Main Action and bonus Move Action. By accepting one System Strain, this ability can be used as an Instant action.

Reaction Booster I: This ritual grants a +2 bonus to your Initiative, perhaps making you act before the rest of your team. Once per scene, as an Instant action, ignore Snap Attack hit penalties.

Reaction Booster II: As level one, but the user automatically wins initiative against targets that don't also automatically win initiative; if both have this ability, initiative is rolled without modifications. The user can act normally during surprise rounds.

Remote Control Unit: A neurally-integrated control link allows for near-range control of drones or remote-rigged vehicles, as per the drone control rules.

Skillplug Jack I: A discreet head-mounted plug port allows use of an intellectual skillplug for a skill requiring minimal physical ability, up to level-1. Once slotted, a skillplug takes fifteen minutes to boot up and integrate properly.

Skillplug Jack II: This improved plug jack allows use of either an intellectual skillplug or one requiring physical expertise, up to level-1.

Skillplug Wiring: A neural wiring connection improves a skillplug jack's limits to allow up to level-3 skill usage. One set of wires can support any number of jacks, but at least one is needed.

Trajectory Optimization Node: This cyber can calculate the optimal path for bypassing defenses and striking a target. Once per scene, as an Instant action, turn a missed hit roll into a success. Melee and unarmed attacks can be used as-is, but using this unit with a ranged attack requires an active Gunlink with the weapon.

Zombie Wires: Functioning only for a user with at least one Body cybersystem to serve as a motor substrate, "zombie wires" allow a user to keep functioning even at zero hit points. As an Instant action at zero hit points, the user can give their body a one-sentence command involving physical action. Their insensate flesh will blindly carry out that action for up to six rounds until it is complete or they take up to one quarter of their maximum hit points in further damage, which will kill them instantly. Time spent under Zombie Wires counts against a user's stabilization time limit. Triggering this cyber adds 2 System Strain.

3.6.8 Ritual Alienation

In the default ritual rules, rituals do not cause dramatic psychological changes in of themselves. The new senses, capabilities, and needs of the rituals may have consequences on a user's thinking, but these changes aren't reified in game mechanics. This works for many fantasy settings, but some GMs prefer to use worlds where replacing half your brain with magical runes makes you considerably less human in your thinking.

In these settings, ritual use causes a progressive distancing of the user from the normal human condition. The constant barrage of synthetic nerve impulses, hormonal modifications, and neural compromises necessary to integrate magic with living flesh forces an adaptation process not unlike the creation of psychological scar tissue. The user must adapt to these alterations in ways that are not always rational, productive, or non-homicidal.

This adaptation is called Alienation, and it's counted in points much like System Strain. A user's total begins at zero and they gain points as they add rituals. If these points ever exceed the user's Wisdom score, they break down entirely and become an NPC, incapable of functioning in a human society.

3.6.8.1 Gaining and Losing Alienation

Campaigns that involve ritual alienation do so under three particular rules.

When a user takes on a ritual, they gain permanent Alienation equal to its System Strain cost, rounded up to the nearest whole number. If it's Nerve cyberware, this total is increased by +2 per system. Mods or Focus abilities that lower the System Strain cost of a mod can also lower its Alienation cost, as the system is made less intrusive or more finely-tuned to the user. Eye or ear cyber discounted by cybereyes or cyberears still round up to 1 Alienation each, however.

Users can also gain Alienation if they fail an Alienation check as described below. Their failure has aggravated their psychological condition, and they're forced to deal with the fallout and contain the influence of magic on their thinking. This added Alienation might push the total above their maximum, causing an incapacitating magic-induced psychosis.

When a user fights their ritual derived syndromes and tries to behave in ways contrary to them, they may be forced to check for Alienation. To do so, the user rolls 1d20; if the result is equal or less than their current Alienation, they gain one point. If this pushes them over their maximum allowed Alienation, they make a Mental save; on success, they pick a new syndrome, and on a failure they immediately suffer RIP.

To lose Alienation, the user must spend a week in therapy with a skilled Physician or another PC with Talk-1 and Heal-1 skills. NPCs usually charge about

200sp a week for this service. At the end, the user's Alienation score drops by one point. It cannot drop below the permanent Alienation induced by their Rituals. Removing Rituals will lower this minimum.

3.6.8.2 Ritual-Induced Psychosis

A subject whose Alienation score rises above their Wisdom attribute score breaks down entirely, becoming enslaved to their existing adaptations. They become a GM-controlled NPC who acts solely to fulfill the impulses of any ritual syndromes they may have with no regard for law, morality, or long-term prudence.

The only way to rescue a RIP victim is to subdue them and bring them in for therapy as described above. All Ink must be removed save for medically-necessary prostheses and the therapist must get their Alienation below their Wisdom attribute. If they can do so, the victim makes a Mental saving throw with a bonus equal to the therapist's best Heal or Talk skill level. On a success, they regain their reason. On a failure, they are hopelessly and permanently compromised.

3.6.8.3 Ritual Syndromes

Very few Ritual addicts leap directly to RIP. Most make progressively-larger accommodation to the demands of the ink on their bodies, dealing with its quirks or demands in various maladaptive ways. These adaptations are referred to as "Ritual syndromes", and have some common typologies.

A PC can pick one or more ritual syndromes to accept any time they add new ink. The various syndromes are described in their most common forms, but the GM can allow a PC to pick any syndrome they can reasonably explain as being related to their new ritual; it may be that someone's new reflex aug feels so good to use that they become Ravenous for street racing, or their dermal armor leaves them feeling half-monstrous and Distant from normal humans.

Each Ritual syndrome increases the user's effective Alienation maximum by a certain number of points. Thus, a PC who becomes Distant can add 3 points to their allowed maximum Alienation. The same syndrome cannot be picked twice.

The only way to get rid of a ritual syndrome is to erase the ink that induced it and get therapy to eliminate any Alienation its installation caused. The user can never re-ink that ritual.

Several example Ritual syndromes are described below.

Ritual Syndrome	+Max Alienation
Brutal, unable to hold back	+4
Candid, unable to keep silent	+3

Cold, Unable to feel love	+4
Distant, unable to tolerate people	+3
Exultant, unable to imagine failure.	+3
Fearless, unable to feel dread	+4
Hyper-vigilant, unable to rest	+3
Murderous, unable to stop killing	+6
Ravenous, unable to stop feeling	+4
Savage, unable to retreat	+5
Secretive, unable to admit	+3
Stressed, unable to endure.	+5

Brutal: Your hardware isn't meant to be restrained. It hurts to leave the limiters on; the confirmation prompts keep blaring in your brain and it feels like you're suffocating when you don't let them work according to spec. Sub-optimal performance feels like something sharp digging in your head. Effect: You cannot engage in non-lethal combat, though you don't necessarily need to coup de grace downed foes. Check for Alienation each round you attack someone with non-lethal intent.

Candid: The processors feed you information so quickly and so smoothly that your meat brain barely has time to process it. If you try to slow it down, it hurts, so it's easier to just let it run. Effect: You instinctively answer any question with at least one sentence of truthful reply. Check for Alienation if you try to remain silent or avert this instinct for a scene.

Cold: The hormonal adjustments are fraying your ability to form emotional bonds with others. You intellectually may know they love you and you may have every reason to love them, but it's a distant abstraction to you. It's not a real feeling, like the hate, or lust, or longing that still sometimes sparks in you. You stick with your friends out of habit or rational calculation. Effect: You are unable to feel love or affection for others. Lose your closest Contact.

Distant: Everything's so much clearer with the augs. You can see what you need to do, to say, to be, while those around you wallow in weak, fleshly delusion. Dealing with them is so very tiresome. Effect: Take a -1 penalty to all social skill checks.

Exultant: The chrome is perfect. If it breaks, you can just fix it. If you break, you can just get more chrome. You can't be beaten, not for long, because the metal can do anything. Effect: Your overconfidence causes an automatic, unavoidable skill failure on a natural skill roll of 12.

Fearless: The combat augs are great for suppressing fear. Honestly, it feels so good that you just leave them on all the time. Being able to live your life without worry or anxiety is such a tremendous relief, even if it sometimes makes you overlook some things. Effect: Your maximum HP is decreased by 20%, rounded down, because your survival instincts are dulled. If an NPC, your Morale is 12.

Hypervigilant: Can't sleep. Wireless push updates will eat me. Effect: Gain one permanent System Strain point due to persistent insomnia.

Murderous: You were wired to kill, and you can't turn it off. The longer between kills, the more everything starts looking like a weapon, and everyone starts looking like a throat to cut. When it gets really bad, the wires won't let you think of anything but your real purpose, what you made yourself to be. Effect: Must personally kill at least one person a week, or check for Alienation for each day beyond without a murder.

Ravenous: These senses are incredible; you're seeing, or hearing, or feeling things human meat was never meant to experience. You want more, you need more, and you'll do anything to get it. Effect: Pick a sensory vice. Check for Alienation each time you resist an easy opportunity to indulge it. Pay 10sp per total permanent Alienation point per week in feeding it or check for Alienation.

Savage: Your cyber is telling you to kill. It's constantly reminding you of active enemies or weak points on targets, and you have to keep rejecting confirmation prompts for killing blows. It's only letting you think about trajectories and kill counts, about threats and unfinished terminations. You can't think with a live enemy around. Effect: You can't run from combat after you've suffered hit point damage in it. If you choose to flee, check for Alienation.

Secretive: Your social protocols know best. They're telling you not to say that, warning you that you'll ruin everything if you admit it. You're supposed to say something better, something more appropriate, and the prompts keep screaming at you if you try to defy them. Effect: You cannot entirely truthfully answer any question that doesn't relate to common knowledge or your wishes in a business transaction. If you do so, check for Alienation for each topic that's truthfully discussed in a scene.

Stressed: The hardware is getting in the way of the wetware. The demands are aggravating an already weakened system, and it can't take the strain. Effect: Your lowest attribute suffers a -1 modifier penalty, to a minimum of -3. If multiple attributes tie, pick one.

4.0.0 Magic (CWN)

While the content below is included in the for-pay version of Cities Without Number, it is included in this document because it is largely mechanical in nature.

4.1.0 Mages and Spellcasting

All would-be Mages must take the Spellcaster Edge at first level. The education needed to become a mage is usually too intense to pick up later in an Adventurer's career, and in many settings a certain natural talent is also required to become a sorcerer.

Taking the Spellcaster Edge grants Cast as a bonus skill and allows the PC to pick four spells from the following list as starting incantations.

The Cast skill reflects a caster's talent at spellcasting and their intellectual mastery of the complex formulas, rituals, and incantations necessary to use their spells. Anyone can learn it as a strictly intellectual exercise, but only those with the Spellcaster Edge can actually use it to cast spells.

4.1.1 Mage Effort

Spellcasting is powered by a limited resource called Mage Effort. A caster's maximum Mage Effort is equal to the higher of their Intelligence or Wisdom modifiers plus their Cast skill level, to a minimum of 1 point.

Mage Effort refreshes completely each morning, assuming the caster has gotten eight uninterrupted hours of reasonably comfortable sleep. Casters who are starved, freezing, thirsting, sick, or otherwise physically distracted cannot refresh Mage Effort.

Mage Effort is "Committed" when used to cast spells. There are three different kinds of Commitment for Effort. Commitment for the day means the Effort returns only the next morning. These spells are powerful, and make persistent demands on the caster's energy.

Commitment for the scene means the Effort returns at the end of the scene. This may be in fifteen minutes under ordinary circumstances, or at the end of each fight or specific activity when operating under mission time.

Commitment for the duration means that the Effort can be reclaimed whenever the caster wishes as an Instant action, but whatever power it fueled ends as soon as the Effort is returned.

Each spell indicates how long Effort must be Committed for when the mage casts it.

4.1.2 Mages and Cyberware

For each cybernetic system implanted in a mage, their Mage Effort maximum decreases by the System Strain of the implant, to a minimum of one point even for trivial cosmetic mods. Thus, a mage who implanted hardware that had System Strain costs of 2, 0, and 0.5 would lose four points of maximum Mage Effort. This Effort can be restored by removing the cyberware.

4.1.3 Spells

A character with the Spellcaster Edge can cast spells. The ones listed below are common to many campaign settings, but others may exist in the hands of private researchers.

4.1.3.1 Learning and Preparing Spells

A character with the Spellcaster Edge starts play knowing four spells from the list below. Mages must otherwise learn their spells from a cooperative tutor or a very expensive enchanted grimoire capable of imparting the multidimensional arcane construct of the spell. Learning a spell requires one week of practice with a grimoire or tutor.

Tutors generally charge 500sp to teach a spell, though special favors can cut that price substantially. Grimoires can only be obtained through Contacts, and start at 1,000sp for the most common spells.

Once a spell is learned, it must be prepared for casting. A mage can prepare a number of spells equal to half their level, rounded up, plus their Cast skill. Thus, a first level PC with Cast-1 skill could prepare two different spells. A tenth level master with Cast-4 could have nine on hand at any one time. Prepared spells can be changed when Effort is refreshed in the morning. No special grimoires or spellbooks are required to change prepared spells; just having learned the spell is sufficient.

4.1.3.2 Casting Spells

To cast a spell, a Mage must have at least one hand free and the ability to speak. Spells can be cast even while wearing heavy armor or being partially restrained so long as one arm is free and the caster is not being severely jostled or disturbed.

Mages who have suffered hit point damage, grappling, or other severe distractions in a round cannot cast spells that round. If the mage is struck mid-casting by someone who held their action to do so, the spell is lost and the Effort required is wasted.

Mages can cast only the spells they have prepared, but may do so as often as the spell or their Effort allows them to.

The actual spellcasting is a Main Action. The caster must speak at a conversational volume and gesture plainly with one hand. Spells that have a physical effect on the world project beams, glows, or other signs that clearly indicate the mage who cast the spell. Spells that have only mental effects, such as Stun or Stunwave, have no such obvious tracers. Most professionals in a fantasy world will know enough about spellcasting to recognize it if the caster is being observed.

Unless specified otherwise, spells only require one point of Effort to be Committed in order to trigger them.

4.1.3.3 Overcasting

If forced to cast beyond their Effort capacities, a mage can perform overcasting. A mage declares overcasting as an On Turn action. The next spell they cast that same round has no Effort cost, but after the spell is cast the mage then rolls on the overcasting table below, adding their Cast skill and Constitution modifier to the die, and subtracting 2 if the spell requires Committing Effort for the day. Spells with a Commit-for-duration Effort cost last for one scene when overcast.

If the System Strain inflicted by overcasting would put the mage above their maximum, they fall unconscious for an hour before waking up with 1 hit point.

D20	Overcasting Consequence
1-	Instant and unavoidable death
2-4	Mortally wounded and at zero HP
5-8	Gain 4 System Strain, fall unconscious for one minute
9-15	Gain 2 System Strain, stunned and unable to act for the next round
16-19	Gain 1 System Strain, lose your next round's Main Action
20+	Gain 1 System Strain

4.1.3.4 Spell Targets and Per Level Effects

Some spells specify a "visible target". Unless noted otherwise, this constitutes a point or creature within 800 feet that the caster can clearly identify. A target hiding behind a door would not be a suitable target, but one ducked behind a drape or other light concealment could be targeted if their location was known.

Gear-augmented and otherwise magical sight does not help when determining visibility; only natural, normal human senses can channel arcane energies.

Where effects are "per level", they always refer to the caster's character level or hit dice, with a maximum of 10 levels or hit dice of effect.

Unless specified otherwise, spells do not roll a Trauma Die and cannot inflict Traumatic Hits, even if they do lethal damage.

4.1.3.5 Spell List

Spell	Effort	Duration
Arson	Day	Instant
Blast	Day	Instant
Blastwave	Day	Instant
Bless	Scene	Scene
Cleanse Toxin	Day	Instant
Cloak	Day	Scene
Combat Precognition	Day	Scene
Compulsion	Scene	Scene
Curse	Scene	1 round/level
Detect Target	Scene	Scene
Dispel	Day	Instant
Disrupt	Day	Instant
Emotion	Scene/Day	Scene
Far Senses	Day	Concentration
Glide	Scene	Instant
Haste	Day	Scene
Heal Injury	Day	Instant
Illumination	None	Scene
Mirage	Scene	Scene
Muffle	Scene	Scene
Paralysis	Day	Scene
Psychic Interrogation	Day	Instant
Slow	Day	1 round/level
Soul Link	Scene	Scene
Stun	Scene/Day	Instant
Stunwave	Day	Instant
Triage	Scene/Day	Instant

Arson: Target a visible creature or flammable object. If a creature, roll a Shoot attack to hit it, adding your Cast skill as a bonus to the hit roll. If the spell hits, the target is wreathed in flames, suffering 1d8 fire damage per level. Flammable objects continue to burn normally. A target can be hit by Arson only once per scene.

Blast: A single visible target, whether a creature or object, takes 1d6 damage per level in concussive impact. Creatures can make a Physical save for half damage. Each use of this spell after the first in a scene adds one System Strain to the caster.

Blastwave: Select a visible target, whether creature or object; it and everything within 20 ft of it takes 1d6 damage per level in concussive impact. Creatures can make a Physical save to halve the damage. Each time you cast this spell, gain one System Strain, and it cannot be used more than once per scene unless you overcast it.

Bless: Target a visible creature. They gain a +1 bonus to all hit rolls and damage, including Shock, for one round per caster level. Only one Bless effect can be on a target at once.

Cleanse Toxin: You touch an ally who has been poisoned; the effects of the poison immediately end, though the damage it's already done is not cured.

Cloak: Target up to one visible creature per two caster levels, rounded up. The creature becomes nearly transparent for the rest of the scene, gaining a +2 bonus on all Sneak checks and giving most creatures no chance to spot them at all unless they are specifically vigilant for intruders or the cloaked target gets within 20 feet of them. The effect ends instantly if the cloaked creature moves quickly, such as by running, fighting, or casting.

Combat Precognition: A single visible target is given a

brief glimpse of the future while in combat, the effect lasting the rest of the scene. This precognition is enough to allow them to reroll a missed hit roll or low damage roll as an Instant action, taking the better of the two rolls. A roll may be rerolled only once, and after each use of the power the target gains System Strain equal to the number of times they've used it that same day.

Compulsion: Target a visible intelligent creature and give them a one-sentence telepathic command that isn't extremely contrary to their wishes. They must make a Mental save or spend their next round's actions performing your command to the best of their ability, unaware of your mental influence. If used against a target that is not in combat or feeling threatened, they might continue to obey for up to a scene if not alarmed. Victims will not realize they have been mentally attacked unless they make their saving throw. Once a save is made, a creature is immune to Compulsion for the rest of the scene.

Curse: Target a visible creature. They suffer a -1 penalty to all hit rolls and damage, including Shock, for one round per caster level. They can make a Mental save at the end of each round to throw off the effect. This penalty increases to -2 at level 5, and -3 at level 9. Only one Curse can be active on a creature at once.

Detect Target: When preparing this spell, choose a type of target from this list: a species of living creature, a specific person you've met, a general class of object, intelligent creatures that currently mean to physically harm you, or enchanted objects. When cast, for the rest of the scene you can take a Move action to sense the selected target within 20 feet per level, gaining a basic sense of their presence and location. You may prepare this spell more than once for different targets.

Dispel: Target a visible spell effect or creature. Any spell effects on the creature or targeted area are immediately ended. If the original caster had an equal or higher Cast skill, the dispeller must succeed in an opposed Int/Cast spell check against them to dispel their magic. This spell only functions against spell effects, and not standing magical effects created by items or other methods.

Disrupt: The next time you touch a creature or object, inflict normal unarmed damage plus 1d8 per level. Creatures can make a Physical save to negate this bonus damage. A Punch attack is necessary to touch a target in combat, but the mage may add their Cast skill to the hit roll. Only one charge of this spell may be active at once, and it dissipates if not used by the end of the scene.

Emotion: Target a visible creature, choose an emotion, and optionally pick a target or subject for that emotion. The victim must make a Mental save or immediately feel that emotion for the rest of the scene, optionally directed toward that target. This emotion is strong enough to get

them to act to the limit of their normal character and rationality. In combat, a powerful fear may be enough to force a Morale check. If this spell is cast with Effort for the day instead of the scene, the target and all creatures within 20 feet must save or be affected, all sharing an emotion and target.

Far Senses: Pick a location within 40 feet per character level. Unless the area is shielded against magical intrusion, your unaided human senses focus on the location as if you were standing there. You maintain this clairvoyance as long as you do nothing but concentrate, up to a scene in duration.

Glide: Target a number of visible creatures equal to your character level plus three. For the rest of the scene, these creatures are immune to falling damage. When leaping from a height, they can land at any point within 20 feet for every 5 feet of height they have, gliding at a rate of 160 feet per round.

Haste: Target a visible ally. For the next 1d4+1 rounds, once per round, as an On Turn action, they can perform an extra Main Action. This bonus action cannot involve spellcasting, summoning, or activating magical items. Using this bonus action adds 0 System Strain to the user for the first use per day, 1 for the second that same day, 2 for the third, and so forth.

Heal Injury: You touch an ally, curing 1d6 damage per three caster levels, rounded up, plus your Heal skill. This healing adds one System Strain to the target but removes any Frailty they may be suffering. It cannot repair Major Injuries, but can stabilize those downed by them.

Illumination: Such a minor spell that it doesn't even require Effort, this incantation causes a touched object to glow as you wish, illuminating up to 40 feet around it for up to an hour. Only one Illumination can be active at a time.

Mirage: Pick a visible target location. You can create a visual and audible illusion within 40 feet of that location. This illusion cannot turn objects invisible, but can conceal them behind opaque phantasms. The illusion can involve motion and activity, but once programmed, it cannot be changed, nor can it move out of the target radius. The illusion is intangible and cannot inflict damage, and those aware of its falsity can see through it with a successful Mental save taken as a Main Action. Only one Mirage can be summoned at a time.

Muffle: Pick a visible target location and a radius of up to 40 feet. For the rest of the scene, no sound made within this zone will be audible outside the zone.

Paralysis: Target a visible creature and roll 1d8 per level. If the total is greater than the target's current hit points, they must make a Mental save or become paralyzed and helpless for the rest of the scene. On a

successful save, they still lose their next Main Action. The spell can target a given creature only once per scene.

Psychic Interrogation: Target a visible intelligent creature that is cooperative or restrained. Ask them one question of no more than two sentences. They may make a Mental save; on a success, they give you three telepathic sentences of their choice. On a failure, those three sentences are a truthful and candid answer to your question. The target is then immune to this spell for a week. A target's saving throw result is not obvious to you.

Slow: Target a visible creature. For one round per level thereafter, each round they must either lose their Main Action or take 1d6 psychic damage per two caster levels, rounded up, with a Mental save for half damage. This damage can leave them unconscious, but not kill them. At the end of each of their rounds, they can make a Mental save to end the spell early. A creature can be affected by Slow only once per scene.

Soul Link: You connect your mind to that of a willing visible intelligent target. For the rest of the scene, you can communicate telepathically no matter the distance between you, and each know each other's location and physical status at all times. Once during the spell, the two of you may agree to share a skill, both using it at the same level for one round per caster level. Only one Soul Link can be active at a time.

Stun: A single visible creature takes 1d6 damage per level in psychic shock, with a Mental save to take only one point of damage per level instead. This damage can strike a creature unconscious, but it awakens ten minutes later with one hit point. A creature targeted by this spell is thereafter immune to it and Stunwave for the rest of the scene. Using this spell more than once a scene requires committing Effort for the day instead of the scene.

Stunwave: Target a visible point; every living target within 20 ft takes 1d6 damage per level in psychic shock, with a Mental save to take only one point of damage per level instead. This damage can strike a creature unconscious, but it awakes ten minutes later with one hit point. A creature targeted by this spell is thereafter immune to it and Stun for the rest of the scene. This spell cannot be used more than once per scene unless you overcast it.

Triage: You touch an adjacent living creature that is Mortally Wounded, stabilizing them immediately. This process adds one System Strain to the target, though you can avoid this by Committing Effort for the day when casting it instead of for the scene.

4.2.0 Summoners and Summoning

Those who would beckon the spirits must take the Summoner Edge at first level, as the Edge is too demanding to be taken later on in a PC's career. Taking the Summoner Edge grants Summon as a bonus skill. The Summon skill reflects the summoner's knowledge of spiritual entities and the rigors of their training in channeling the otherworldly energies of the spirits. Anyone can learn it as a purely intellectual study, but only those with the Summoner Edge can actually use it to beckon or banish spirits.

4.2.1 Summoner Effort

Much as mages have Mage Effort, summoners have Summoner Effort, and someone who has both the Spellcaster Edge and the Summoner Edge has both pools. Summoner Effort is equal to the higher of their Constitution or Charisma modifiers plus their Summon skill level, to a minimum of 1 point.

Summoner Effort refreshes completely each morning in the same way as Mage Effort, but Effort bound up in summoned spirits cannot be reclaimed until the morning after the spirits are dispelled. Those that are merely dismissed still act as a drain on the summoner's energies. In all other regards, Summoner Effort works the same way as Mage Effort. As usual, the pools cannot be mixed; a spellcaster who has exhausted their Mage Effort can't borrow from their Summoner Effort to hurl one more spell.

4.2.2 Summoners and Cyberware

For each cybernetic system implanted in a summoner, their Summoner Effort maximum decreases by the System Strain of the implant, to a minimum of one point even for trivial cosmetic mods. Thus, a summoner who implanted hardware that had System Strain costs of 2, 0, and 0.5 would lose four points of maximum Summoner Effort. This Effort can be restored by removing the cyberware.

4.2.3 Calling and Dismissing Spirits

A ritually summoned spirit is in attendance on its summoner, but it does not always have to be immediately present. As a Main Action, the summoner can dismiss a spirit they command within 100 feet, causing it to vanish. As another Main Action, the summoner can call it, causing the vanished spirit to reappear within 20 feet, provided there is no obstacle between them and the summoner too big for the spirit to fit through. Dismissed spirits leave behind any objects they were carrying or wearing. Time passes normally for dismissed spirits, so persistent effects on them continue to tick over. Spirits beckoned with immediate summoning cannot be called or dismissed, and remain present until they are destroyed or dispelled.

4.2.3.1 Ritual Spirit Summoning

Ritually-summoned spirits require less Effort and can be called and dismissed, but take more time to summon. To ritually summon a spirit, follow the steps below.

1. Spend two hours in a complex ritual. No special magical components or facilities are required for this rite, but you cannot be disturbed during it or it will fail.
2. Choose a nature for your summons. Pick a single noun describing the basic type of spirit you're calling: Fire, Water, Streets, Trees, Night, or some other term. All the powers you choose for the spirit must be somehow related to its nature. The spirit's skill bonus applies to all skill checks pertinent to its nature, which may be very few of them for the more esoteric concepts.
3. Choose a physical or spirit form for your summons. Pick either a Physical Form or Spirit Form to manifest your spirit. At first level, you can only pick Physical Form I or Spirit Form I. At 5th level you can pick the second level of those forms, and at 9th, you can choose the third level. You can't have more total hit dice of spirits summoned at once than your character level.
4. Choose an appearance for your summons. Spirits can appear in any shape no larger than a rabbit and no smaller than a draft horse, but they appear unnatural without a Mortal Disguise.
5. Choose powers for your summons. You can freely pick as many powers as you wish, each one adding one point of cost to the spirit. Some powers require a minimum character level to add them.
6. Commit Effort to summon the spirit. You must Commit Summoner Effort for the day equal to the spirit's cost minus one. This cost is also decreased by your Summon skill. No spirit can cost less than one point of Effort to summon. You cannot recover this Effort until the morning after the spirit is dispelled or destroyed.

7. The spirit will manifest at the end of the ritual and will obediently serve you until it is destroyed or dispelled. It may be dismissed or called freely while it remains summoned. Spirits are dispelled instantly if the summoner dies.

4.2.3.2 Immediate Spirit Summonings

Immediate summonings can be made with no more than a Main Action, but they cannot be called and dismissed and they require slightly more Effort to raise.

1. Spend a Main Action to quickly call a spirit. This calling cannot be disrupted by physical harm the way spellcasting can be disrupted.
2. Choose a nature for your summons. Pick a single noun describing the basic type of spirit you're calling: Fire, Water, Streets, Trees, Night, or some other term. All the powers you choose for the spirit must be somehow related to its nature. The spirit's skill bonus applies to all skill checks pertinent to its nature, which may be very few of them for the more esoteric concepts.
3. Choose a physical or spirit form for your summons. Pick either a Physical Form or Spirit Form to manifest your spirit. At first level, you can only pick Physical Form I or Spirit Form I. At 5th level you can pick the second level of those forms, and at 9th, you can choose the third level. You can't have more total hit dice of spirits summoned at once than your character level.
4. Choose an appearance for your summons. Spirits can appear in any shape no larger than a rabbit and no smaller than a draft horse, but unless the Mortal Disguise power is taken they will always look uncanny and unnatural.
5. Choose powers for your summons. You can freely pick as many powers as you wish, each one adding one point of cost to the spirit. Some powers require that you have a minimum character level to select them.
6. Commit Effort to summon the spirit. You must Commit Summoner Effort for the day equal to the spirit's cost. This cost is also decreased by your Summon skill. No spirit can cost less than one point of Effort to summon, and the total summoning cost increases by 1 Effort point for each successive immediate summons within the same scene.
7. The spirit instantly appears within 20 feet of the summoner, and will serve them for up to an hour before vanishing. The spirit begins taking actions on the next round after being summoned, acting on its summoner's initiative. Spirits summoned this way cannot be called or dismissed; they always remain present in this world until they are destroyed or dispelled. Spirits are dispelled instantly if the summoner dies.

4.2.4 Destroying and Banishing Spirits

Spirits are destroyed by reducing their hit points to zero, whereupon they immediately vanish. A specific destroyed spirit with the Namebearer power can be summoned again by the summoner, but nameless spirits cannot be specifically beckoned back once destroyed. A visible spirit within 100 ft may also be dispelled by their summoner as a Main Action, sending them back from whence they came and allowing any Effort invested in their summoning to be restored the following morning. A summoner may also banish spirits offensively, even those they did not summon. Each banishment attempt requires a Main Action and that they Commit Summoner Effort for the day and target a visible spirit within 100 ft. They then make an opposed Cha/Summon skill check against the spirit's summoner, or against the spirit's skill bonus +2 if the spirit is uncontrolled. On a success, they inflict 1d8 damage per Summon skill level to the spirit.

4.2.5 Spirit Abilities and Limits

Every summoned spirit shares a few basic qualities. Spirits can:

- Think with human intelligence and carry out verbal orders reasonably and intelligently.
- Exist without food, water, or air, and resist all mundane toxins, diseases, and radiation.
- Speak, read, and write any languages known to their summoner.
- Gain their skill bonus when performing skill checks related to their nature.
- Ignore Morale checks, being solely subject to their summoner's commands within the limits of their nature.

Along with these abilities, there are some things that spirits simply can't do.

- Use weapons or armor, as spirits can use only such things as are part of their own being.
- Operate human technology beyond pushing a single button. They understand the uses of such devices, but simply cannot conceive of using them personally.
- Attack or directly harm humans, creatures, or other spirits without the Violent Will power. Only spirits in physical form can take this power.
- Act directly contrary to their nature or accept a suicidal order without attempting to resist it.

Some of these limits can be at least partially circumvented with the right spirit powers.

4.2.5.1 Physical and Spirit Forms

Every spirit must be summoned with a manifestation, either a physical or spiritual one. These manifestations do not count as a power when it comes to calculating a spirit's cost.

Physical forms must be no smaller than a rabbit but not larger than a draft horse. They can be humanoid, but invariably appear uncanny and unnatural. They have ordinary human degrees of strength, speed, and other physical qualities when those are relevant.

Spirit forms must be of the same size, but are visible, intangible and unable to directly affect the mundane world except through their powers. They cannot pass through living creatures large enough to see, as their spiritual energies are impermeable. They also cannot pass through walls, closed doors, barriers, or the earth, as all these things have a psychic significance of obstruction that ordinary inanimate matter does not. They can pass through liquids. They can be harmed by spells, magic weapons, fire, other immaterial energies, and the psychic force of unarmed attacks.

4.2.6 Commanding Spirits

Spirits will intelligently obey their summoner's verbal commands to the limit of their abilities under most cases. In combat or other time-sensitive situations, spirits act independently on the same initiative as their summoner. They'll carry out orders intelligently, albeit their actions are usually colored by the spirit's own nature. Provided their master does not demand anything too contrary to

their nature or their interests, a spirit can be relied upon to be an incorruptible servant.

If a spirit is ordered to do something opposed or repugnant to its nature or is commanded to do something that it thinks certain to end in its destruction, it will resist the order. The summoner can either accept its refusal or try to force it into obedience.

Compelling a spirit requires that the summoner Commit Effort for the scene and make a successful Cha/Summon skill check at a difficulty ranging from 8, for a deeply distasteful command, to 11, for a suicidal order, to 13, for an act that is directly contrary to the spirit's basic nature. On a success, the spirit grudgingly obeys.

On a failure, the spirit breaks free from the summoner's control. The good news is that the Effort required to summon it can now be recovered the following morning. The bad news is that the spirit now is entirely outside the command of the summoner, and is likely very angry with them. Some spirits will flee, while others may attack or bedevil the summoner. These uncontrolled spirits can persist for as long as they can continue to find some source of sympathetic energy to fuel them, and over time they can grow to be quite dangerously powerful. Most uncontrolled spirits fail to find such a source and fade away in a few days, but "most" is small comfort when that renegade fire spirit gets into the aluminum foundry or the spirit of battle finds a gang war to join.

Intentionally freeing a spirit is theoretically possible, but such forced rejection tends to cause unpredictable negative consequences to the summoner's abilities.

4.2.7 Spirit Manifestations

The statistics below are provided for the various manifestation powers used to embody a spirit.

Manifestation	HD	HP	AC	TT	AtK	DMG	Shock	Move	Skill	Save	Level
Spiritual Form I	1	5	10*	6	None	None	None	30'	+1	15+	1
Spiritual Form II	3	15	13*	6	None	None	None	45'	+1	14+	5
Spiritual Form III	5	25	15*	6	None	None	None	60'	+2	13+	9
Physical Form I	1	5	12	6	+2@	1d10	None	30'	+0	15+	1
Physical Form II	4	20	15	6	+5@	1d10+2	2/AC15	30'	+1	13+	5
Physical Form III	8	40	18	6	+8@	1d10+4	4/AC15	30'	+2	11+	9
*: Spirit Forms can only be harmed by unarmed attacks, spells, magical weapons, fire, or other energies											
@: Only Physical Forms with Violent Will can fight. Spirit Forms cannot directly harm creatures.											

4.2.8 Spirit Powers
The powers listed here are simply the most common among summoned spirits. A given power can only be taken once by any given spirit. Rarer abilities are said to be possessed by some entities, and some magical traditions are thought to teach the knowledge of special arts to their initiates.

Airy Steps: The spirit can fly at its usual movement rate, though it cannot attack while flying. Physical spirits can

carry up to 12.5 pounds, or up to 250 if they have a Mighty Form.

Artifice-Wise: A spirit is capable of using daily human technology such quills, brooms, and other common devices at an ordinary human level of skill. They are still unable to use human weapons or armor, however, including grenades, and they cannot function as crafters, healers, or other craft-skilled professions regardless of their other powers.

Aura of Destruction: The spirit is mantled in toxic

gases, bitter cold, leaping flames, crushing depression, or some other aura that causes harm to those who get too close. If the spirit can make melee attacks, it gains a damage bonus equal to half its hit dice, rounded up. If someone makes a melee attack against it, they must make an appropriate save or suffer the spirit's hit dice+2 in damage before the attack can be made. The save type will depend on the nature of the aura. Non-lethal auras can strike a victim unconscious but will not kill them. The spirit cannot "turn off" this aura.

Curse: As a Main Action, the spirit can blight a visible creature's luck, forcing a -1 to all skill checks and a -2 to all hit and damage rolls for the scene. At 7th level these penalties double. A creature can bear only one curse at a time, and the spirit can't curse more people in a single day than its hit dice.

Ensnare: The spirit can trap human-sized targets as a Main Action, provided they're within 100 feet and fail an Evasion save. If snared, it's two Main Actions for an ally to cut them free, or one successful Str/Exert check against difficulty 10. Ensnared enemies can still act, but cannot move from their location until the snare fades in five minutes. The spirit can't have more targets snared at once than its hit dice. Only spirits in physical form can take this power.

Favor: As a Main Action, the spirit graces a target's luck in a particular activity related to its nature, giving them a +1 to all related skill checks for a scene. If a combat blessing is given, the subject gets a +2 to hit and damage rolls. At 7th level, these benefits double. It's up to the GM to decide whether or not a particular activity is related to the spirit. A creature can bear only one favor at a time and a spirit cannot favor more people in a day than its hit dice.

Feral Pact: Animals of the same general type as the spirit obey its commands, provided its commands are not contrary to their nature. This power is useless to spirits without an animal nature.

Finned Swiftness: The spirit gains a swimming movement rate equal to twice its normal Move.

Flesh of Clay: The spirit is not subject to Traumatic Hits, rather than having the usual Trauma Target of 6.

Ghostly Presence: The spirit is invisible to sight, including darkvision and similar exotic senses, until it takes a violent action, makes a disturbance, or uses a power on a target that allows a saving throw. Once this invisibility is lost, it cannot be regained for ten minutes.

Hideous Talons: The melee attack of Violent Will is improved. Its Shock now affects any AC and both damage and Shock are increased by +2. These benefits do not apply to any ranged attacks the spirit may make. Spirits summoned with this power always look

dangerous or vicious, and cannot be disguised as something harmless.

Iron Eidolon: A Physical Form spirit is now immune to non-magical weapons that aren't Heavy. The psychic force inherent in unarmed attacks can still harm it, however, even if the assailant isn't magically-gifted.

Merciful Hands: The spirit can expend its power to heal an injured victim. As a Main Action, it can heal 1d8 HP to an adjacent ally. Each use of this power inflicts 1d8 damage to the spirit and adds one System Strain to the target. A spirit with this power will willingly use it even if it faces destruction by doing so.

Mighty Form: Requiring a physical form, this power enhances the spirit's strength. While this strength is too slowly-deployed to be useful in combat, with a Main Action the spirit can smash down an interior wall or standard exterior door, lift and carry up to 250 pounds, or otherwise perform similar feats of raw strength. If used against a helpless or immobile target, the spirit must have the Violent Will power. If so, the spirit's melee attacks against the helpless are an automatic Traumatic Hit and can cause harm even to vehicles.

Mislead: Once per round, as an Instant action, the spirit can target a moving person. If the target fails a Mental save, the spirit controls their intended movement, directing it in any direction that is not obviously dangerous out to the maximum of their normal Move action. If the victim is not aware of the spirit's interference, they will think their course was somehow their own idea and try to rationalize why they did it.

Misty Form: The spirit can flow through any barrier that isn't watertight without impeding its movement. Even entities in Spirit Form can use this to seep through holes in barriers their manifested shape would otherwise be unable to pass.

Mortal Disguise: The spirit appears to be a normal human being on casual inspection, with the appearance and clothing the summoner wishes. Specific humans cannot be duplicated by this power, and close, careful inspection of the spirit will reveal its uncanny nature.

Myrmidon's Shield: As an Instant action, when the spirit's summoner takes a Traumatic Hit while the spirit is within 30 feet, the spirit can change the hit to a regular one. The spirit, however, then takes the Traumatic Hit. This damage affects the spirit even if it is otherwise immune to the weapon or to Traumatic Hits. A spirit with this power will willingly use it even if it faces destruction by doing so.

Namebearer: The spirit is named by the summoner. Even if destroyed, this specific spirit can be summoned again with all the knowledge and experiences it had before its destruction. While this preserves its

personality and experiences, this also means that you must summon it with the same physical or spiritual manifestation and can only ever add powers to it; once you imbue it with Hideous Talons, for example, every future summoning of it must also have that power. Namebearers are slightly more durable, gaining +2 hit points per hit die. They're also more willful, adding +2 to the difficulty of imposing an unnatural command on them.

Natural Immunity: The spirit is impervious to some substance appropriate to its nature: a fire spirit could be immune to fire, a storm spirit to electricity, or so forth. This imperviousness cannot render it immune to normal weapons or attacks, and the GM rules on edge cases.

Poltergeist: As a Main Action, the spirit can telekinetically manipulate unattended objects within 60 feet as if with two unseen hands. This manipulation can lift no more than 10 pounds and is too imprecise to deliver effective attacks or impede a resisting subject. Actions taken with this power do not disrupt Ghostly Presence, even if they cause a disturbance.

Skilled: The spirit is talented at a particular non-combat skill, gaining an additional +2 bonus to all rolls related to its use.

Spiderlegs: The spirit can stand or walk on sheer or overhanging surfaces as if they were flat ground.

Spirit of War: A spirit with a Violent Will has the power enhanced, granting it a tremendous zeal for bloodshed. It gains a bonus to its hit roll equal to your Summon skill and no longer resists commands to engage in suicidal battles. It is incapable of inflicting non-lethal damage with its attacks, however, and will resist commands to spare downed opponents.

Spirit Whispers: As a Main Action, the spirit can make a suggestion to a listener that isn't longer than one sentence. If the suggestion is not deeply contrary to the target's nature or interests, they must make a Mental save or else carry it out for at least one round. If not given a reason to desist, the target may carry out the suggestion until it is complete or an hour has passed. A target can be subject to Spirit Whispers only once per scene.

Spirit's Eye: The spirit is capable of seeing clearly in the dark, hearing whispers at 80 feet, and identifying people by the scent they leave on objects they have recently touched. All Notice skill checks are made at +2.

Swift Pursuit: The spirit's Move rating is increased by 10m. It gains a +2 bonus on all skill checks related to chasing down a target.

Violent Will: A Physical Form spirit gains a base attack bonus equal to its hit dice +1 and does 1d10 damage on a melee hit plus one-half its hit dice, rounded down, with a melee Shock rating equal to half its hit dice, rounded down, against AC 15. At 5th level this attack can be used at range, up to 100 yards distant. If used lethally, the attack has a Trauma Rating of 1d8/x3. The spirit acts independently on its summoner's initiative in combat. Spirit Forms cannot take this power, and cannot directly harm creatures.

Once an art is purchased, it's permanent, and cannot be traded in for another. The exception is the Alacrity series of arts; lower-level versions of those can be upgraded later.

Level	Art Points Gained
1	2
2	1
3	1
4	2
5	0
6	1
7	0
8	2
9	1
10	1

4.3.1.1 Graced Art List

Graced arts are listed with their art point cost in parentheses. Once an art is selected, it cannot be changed. Some arts improve the modifiers for physical statistics; such bonuses can't increase the total above +3.

Graced arts can be used at will, and are not hindered by injury, jostling, heavy armor, or other obstacles to spellcasting.

Alacrity, Basic (2): Your supernatural reflexes grant you an additional main action once per scene. You may later upgrade any level of Alacrity to its higher levels by paying the difference in point cost.

Alacrity, Improved (3): Once per scene, as an On Turn action, the user gains a bonus Main Action and Move action. By accepting one System Strain, this ability can be used as an Instant action, potentially interrupting incoming attacks if the user moves out of reach.

Alacrity, Sublime (4): Twice per scene, as an On Turn action up to once per round, the user gains a Main Action and bonus Move Action. By accepting one System Strain, this ability can be used as an Instant action.

Arcane Senses (1): You can see clearly in complete darkness, hear whispered conversations at 60 feet, and identify people and their belongings by scent. For any skill checks involving the acuity of your senses, you get a +1 bonus.

Arcane Skill (1): Pick a skill you have at level-0 or better that isn't a combat skill, Cast, or Summon. Gain a +1 bonus to the skill's checks. If it requires human-portable tools or implements to function, such as a medkit or a toolbox, your art magically substitutes for the need.

Blades of Will (1): You can manifest arcane melee weapons of your choice as an On Turn action, using the

4.3.0 The Graced

The Graced are those whose innate magical powers manifest in the form of enhanced physical, mental, or supernatural abilities. In order to gain these magical abilities, a PC must pick the Graced Edge during character creation. Like other magical Edges, PCs cannot become Graced later in their career.

Graced characters cannot take the Spellcaster or Summoner Edges; their magical abilities are manifesting through their physical prowess already.

4.3.1 Graced and Arts

A Graced gets a certain number of art points with which to buy their special abilities. At first level, they get 2 points, which they can use to buy a single two-point art such as Basic Alacrity, or two one-point arts. As they increase in level, they get additional points. They can save these points for later purchases if they wish, but it takes a week or so to master an art once the PC decides to buy it.

statistics of any normally-available melee weapon. You can throw these weapons to attack, but they vanish if you merely drop them or fall unconscious. The weapons gain a bonus to hit, damage, and Shock equal to your character level divided by three, rounded down.

Brazen Thews (1): Your muscles are supernaturally reinforced, granting a +1 bonus to your Strength modifier, up to a maximum of +3.

Faultless Grace (1): Supernatural grace infuses your motions, and you gain a +1 bonus to your Dexterity modifier, up to a maximum of +3.

Flying Steps (1): When you move, you can leap horizontal or vertical distances up to your normal Move rating. You subtract your Move rating from any falling damage distance.

Hand of Doom (1): Your hands and feet have the hardness and durability of steel, and are impervious to most forms of damage. Your unarmed attacks now do 1d10 damage and Shock 2/15. They get a hit, damage, and Shock bonus equal to your level divided by three, rounded down. You may use unarmed attacks to inflict lethal damage with a 1d8 Trauma Die and a x3 Trauma Rating. The Unarmed Combatant Focus doesn't stack with this.

Hundred Faces (2): As a Main Action, shift your physical appearance to be that of any other humanoid between 4 and 7 feet in height. You can perfectly mimic people you've met personally. Your clothing alters its appearance as well, but armor subtlety can't be changed. Changes revert when you die or change back as an Instant action.

Inexhaustible Vigor (1): Your physical stamina and hardiness is enhanced, granting a +1 bonus to your Constitution modifier, up to +3.

Martial Instinct (1): You have a number of bonus combat rolls equal to your highest combat skill, to a minimum of one. As an On Turn action, you may choose to use one of these rolls to make an additional hit roll or damage roll, rolling multiple dice for the same attack. Only the best die is used, however, so if you spend a bonus roll to make a d20 hit roll twice or a 2d8 weapon damage twice, you use only the better of your results. As this is an On Turn action, you must choose to use this bonus before you make the roll. Your rolls refresh after a night's good sleep.

Occult Pavis (2): You are unusually resistant to hostile magic. You may roll all saves versus spells or magical effects twice, and take the better result. This cannot help against effects without a save.

Personal Void (1): You are linked with a personal extradimensional space that can contain up to 20 items

of encumbrance or 50 kilos of bulk matter. Storing or retrieving one or more items takes a Main Action, and you must be holding an unattached, uncontested item to store it. Retrieved items such as weapons or armor can be Readied as part of the action if you have the strength for it. Living creatures can't be stored, and time passes normally within the space. If you die, your stored items spill out around you.

Refulgent Vitality (1): You automatically stabilize when brought to zero hit points, unless instantly killed by the damage, and you can regenerate Major Injuries with a week's rest. You heal twice your level in hit points with each night's rest, instead of your level alone.

Skin of Steel (2): Your flesh is highly resilient against harm. You gain a base armor class equal to fifteen plus half your level, rounded up, and a +1 bonus to your Trauma Target that increases to +2 at 5th level. This art does not stack with armor.

Sorcerous Sight (1): By examining an object, area, or person as a Main Action, you can see any active magic or enchantments and gain a one-sentence description of their effect.

Spiritbane (1): You add your level to all damage inflicted on spirits or magical constructs, including Shock. Once per round, as an Instant action, gain one System Strain to reroll a missed attack against such creatures.

4.3.2 Graced and Cyberware

Graced arts rely on a finely-balanced flow of magical energy within the user, a flow that cyberware badly disrupts. Each cyber system implanted in a Graced lowers their available art points by the cyber's System Strain cost, to a minimum of a one point penalty even for minor or cosmetic cyber. This may cost the Graced the use of one or more arts until the cyber is removed. If necessary, Graced can use magical prosthetics to overcome Major Injuries much as mages and summoners can.

4.4.0 Magical Items

At the GM's discretion, a campaign involving magic may also involve magical items. The specifics of such items are left for the GM's devising, but a few basic mechanics can be helpful in managing them.

4.4.1 Magic Item Identification

Magic items do not necessarily appear wondrous at first glance. While all of them are exquisitely crafted, some appear to be no more than a well-forged knife or slender wand of carved wood to a mundane eye.
Magically-active observers, whether Graced, mage, or

summoner, can identify the presence of magic in an object by touch alone, though not its exact effects. Discerning the nature of the magical effect within an object requires time and expertise. If the item has a minimum magic skill level required for its use, that level of skill is necessary to identify its abilities. If not, anyone with Cast-0 or Summon-0 skill can identify the object's powers with a day's study.

4.4.2 Linking with Magic Items

Most magic items require that a user mystically link with them before they will function.

Linkage requires a Main Action and inflicts one permanent point of System Strain on the wielder that cannot be lost so long as the item remains linked to them. This effect is particularly pronounced for mages and summoners, as the foreign magical currents disrupt their own carefully-controlled energies; such arcanists must also permanently Commit one point of Mage Effort or Summoner Effort while the item is linked, recovering the point the morning after the linkage is ended.

Linking or unlinking from an item requires a certain minimal amount of magical expertise. Anyone with a magical Edge knows enough to do it or guide a teammate through the process, but those without such a helper who do not have Cast or Summon skills of their own cannot perform the process unaided. A purely intellectual knowledge of the process is sufficient; it is not necessary to actually be a spellcaster or summoner.

An item can be linked to only one user at a time. Linkages end when a new user imprints on the object or the existing owner spends an hour in careful meditation, unraveling their spiritual energies from the item. They need not have the item present to unlink from it.

4.4.3 Using Magic Items

Employment, such as magic weapons which are used as part of an attack. No special action is required to trigger their benefits. The same applies to certain arcane devices that are designed to protect the wearer or grant an automatic special benefit.

Other items, such as magic wands, require a Main Action to trigger their effects. This action is not disrupted by damage or physical jostling and can be performed by any user who is holding the object.

The effects of a magic item are generally obvious and connected with the item. Onlookers will be able to tell that something supernatural has happened, and will be able to connect it to the wand or device that launched the effect. Many such devices make loud noises, display brilliant lights, or otherwise make their use extremely obvious.

4.5.1 Preparing To Develop a Spell

The laboratory must be established in a secure, serviceable room or building. A lab sufficient for researching a level 1 or 2 spell can fit into a room, one for a 3rd level spell can fit into a house, one for a 4th level spell can fit into a wizard's tower, and a lab suitable for devising a new 5th level spell needs its own subterranean research complex or similar edifice. The cost for the lab is given on the adjacent table; this does not include the price for the building itself. The necessary materials for a lab can generally be acquired in any major city, provided it's not hostile to sorcerers. The raw materials must also be purchased in a city or gathered from ransacked lairs by adventurers. They include occult materials, esoteric creature body parts, specialized lab equipment, and obscure monographs and grimoires. These materials are used up in the process of research. The time required for researching a spell varies with its complexity, as given on the table. A wizard can halve this time by spending twice as much on raw materials, and adventuring for certain lost grimoires or special ingredients might further decrease the time required. A wizard can adventure and perform other tasks during their research time, including the development of Workings or the construction of magical items, but they can't simultaneously research two spells at once. Wizards kept entirely away from their labs for weeks or months at a time might suffer a halt to the work until they can get back to it.

Spell Research			
Spell Level	Lab Cost	Materials Cost	Time Needed
1	50,000	25,000	1 Months
2	125,000	50,000	2 Months
3	250,000	100,000	4 Months
4	500,000	200,000	8 Months
5	1,000,000	400,000	2 Years

4.5.2 The Development Skill Check

Once the lab is established, the raw materials gathered, and the necessary time taken, the mage makes an Int/Magic skill check against a difficulty equal to 10 plus the spell level. If they have apprentices to assist them, they can add +1 to their skill check. Specialist mages researching spells in their own field add an additional +1 to the skill check, so a summoner researching a summoning spell would get the bonus.

Special resources or uniquely apposite grimoires gathered on an adventure might add an additional bonus to the roll. If the roll is successful, the spell is perfected and added to the caster's grimoire. They can teach it to other wizards if they wish, or keep it to themselves. Specialist magic can only be learned by wizards of the same tradition; if they took the spell research skill check

4.5.0 Developing New Spells

To research a new spell, the magic user's player first writes up the spell they want to develop. The GM then judges its appropriateness for the campaign. If it passes, an appropriate level is assigned to the spell and the PC can begin the research process. Researching a spell requires a properly-equipped laboratory, raw materials, and time.

bonus, it's a specialist spell.

If the roll is a failure, the wizard has a choice. They can abandon their research and start over from scratch, expending new resources and time, or they can roll on the formula flaw table. This flaw becomes part of their spell, as adjusted by the GM. Some flaws might not be problematic at all; a spell only ever designed to affect the caster isn't much hindered by only being usable on willing targets. Other flaws might make the spell worthless or force the PC to start over. If the caster decides to live with the flaw and continue research, they can spend half the required research time and make a new skill check at a cumulative +1 bonus, with no need to spend additional resources. A determined and unlucky mage may repeat this process several times, accruing new flaws each time and increasing their bonus until they eventually come up with a functioning spell. It may be so gnarled by flaws as to be scarcely recognizable as their original intent, but they can add it to their grimoire all the same.

Spell Formula Flaws	
1	The spell can only target the caster.
2	The spell only works on willing targets.
3	Your prior work is mistaken; the formula is not changed, but you don't get the cumulative +1 bonus on the research roll for this or prior research continuations.
4	The spell can only target people other than the caster.
5	The spell is unusually slow, taking at least a Main Action to cast, or two Main Actions over the course of two consecutive rounds if it already takes a Main Action to cast.
6	The spell is very draining, exhausting two spells worth of energy for the day instead of one.
7	The spell inflicts a severe backlash on the caster, adding 1d4 System Strain to them. If this maximizes their System Strain, they fall unconscious for ten minutes and can't cast this spell again until some System Strain is lost.
8	The spell is more difficult than it seems, being one level higher than expected. This doesn't increase the research costs or time, but if you can't cast a spell of that level, the entire project fails.
9	The spell is simply unreliable in its effects; whenever it's cast, roll 1d6. On a 1, the spell fizzles uselessly and the casting slot is wasted.
10	The whole effort was a tragic mistake. All progress and research materials are lost and everything must be done over from the start.

4.6.0 Building Magical Workings

In the jargon of wizards, a Working is any stationary, persistent magical effect or structure, such a magical ever-flowering spring, an array of heatless eternal lamps, or a persistent curse that blights all within its reach. Unlike a conventional magical item, a Working cannot be moved from its set location, and unlike a spell it will normally persist until damage or thaumic decay finally disperses it.

Workings come in five commonly-recognized tiers: trivial, minor, major, great, and supreme. Trivial Workings might be some minor magic like an enchanted light source, while a supreme effort might transform a whole city into a flying metropolis. While lesser Workings are still possible for skilled and erudite mages, supreme Workings are too mighty to be accomplished by anyone short of a legendary archmage.

A Working requires a skilled mage, a great deal of resources, and a considerable amount of time. Details can vary based on the arcane suitability of the landscape or especially powerful, useful components, but even a trivial Working is no minor labor.

4.6.1 Designing the Working

To create the Working, the architect must first be a spellcaster of at least 6th level. Less-accomplished spellcasters lack the practical experience necessary to mold the powers. The architect then decides what exactly the Working should do. The player involved discusses any custom ideas with the GM, judging the magnitude of each effect desired for the Working.

A single Working may involve multiple effects, but they should be closely aligned; enchantments that provide a magical spring, hot water, enchanted lamps, and a pleasant climate might all be established as part of the same housekeeping Working, but placing a ward against devils and a magical garden at the same time might not be so plausible.

The GM then decides the total difficulty of the Working by adding up the difficulty point cost of each element of it. The adjacent table gives common ranges for each degree of difficulty, and the GM should pick a number that sounds right; the pettiest of petty Trivial magics might be 1 point, while something that could maybe even be Minor in strength would be 4 points. The total cost of the Working is whatever element costs most plus half the rest, rounded up.

Thus, if some 10-point major effect also had a 3-point trivial effect and 8-point minor effect bundled with it, the whole would have a difficulty of 16 points. This difficulty is then multiplied by the area the Working will affect. If the magic spring merely pours a small stream of water into the kitchen cellar, the area might only be that of a Room; if the stream was meant to provide a moat around a wizard's keep, it would affect a Building, or perhaps even a Village-sized area. If the spring was to irrigate miles of surrounding countryside, it would affect a whole Region, and would probably be a great Working to boot, if not supreme.

The difficulty total is multiplied by the given multiplier of

the biggest area affected, so if the 16-point example above affected the whole wizard's tower, its final difficulty would be 64 points. The architect must then demonstrate that they can actually design such a Working. A given designer multiplies their character level by their Cast or Summons (Whichever is higher) skill level times two. Thus, a level 6 mage with the Cast skill of 3, would have a result of 36. If this total is equal or greater than the Working's difficulty, they can establish it alone. If it's at least half the difficulty, they can build it if they can find other mages to help them and make up the missing points. If it's less than half the difficulty, the whole enterprise is too difficult for them to envision.

4.6.2 Building the Working
If the Working is designed properly, and enough help is had, it can be constructed at a cost of 1,000 silver pieces per point of difficulty and a time cost of one month, plus one week per five points of difficulty or fraction thereof. If the cost is doubled, the work can be done in half this time. Note that this construction only applies to the magical components of the Working; if the mage means to enchant a wall, the wall must already be built. A mage can generally adventure and do other things while completing a Working, but if they are taken away from the site for too long, the work may halt in their absence. While Workings are generally very durable, intentional sabotage of critical points or the slow decay of ages can end up corrupting or destroying them, sometimes with catastrophic results. It is for this reason that many of the Workings found in ancient dungeons or forgotten ruins are dangerous or perverse, and many nations that could at least theoretically afford the construction of Workings avoid making use of them.

Magical Working Costs			
Degree	Difficulty Points	Area Affected	Difficulty Modifier
Trivial	1-4	Room	1x
Minor	4-8	Building	4x
Major	8-16	Village	16x
Great	16-32	City	64x
Supreme	33-64	Region	256x*
* Only demi-divine wizards can make these.			

4.7.0 Magic Items and Enchanted Treasures
Statting out specific magic items is left as an exercise for the reader. Certain particular types of items do exist, however.

4.7.1 Scrolls
Some scrolls, tablets, or other objects can be imbued with one or more spells by wizards who craft them. Each spell in a scroll can be used only once. A user must grasp the item firmly and spend a Main Action, wasting the spell if they are struck or otherwise disturbed during the action. The spell is then cast, with details of targeting and focus determined by the user. Releasing a scroll safely requires a clear understanding of its magic. A user must have a Magic skill no more than one less than the suspended spell's level in order to safely trigger it. If a wielder doesn't have a high enough Magic skill, they can attempt to use the item anyway, albeit at considerable risk. An Int/Magic or Cha/Magic skill check is needed against a difficulty of 8 plus the spell level. If it fails by one or two points, the spell fizzles and is wasted. If it fails by more than two points, it goes off, but at the wrong target or with the wrong effect at the GM's discretion. If the check succeeds, the spell goes off as intended. Spellcasters can create their own scrolls for later use, creating them as single-use items. The expense is 1,000 silver per spell level, and the difficulty is 7 plus half the spell level, rounded up. While a scroll takes only a week to inscribe, the process is exhausting, and a wizard can do it no more than once a week per spell level inscribed.

4.7.2 Potions
Some magical effects can be contained in an ounce or two of liquid, oil, incense, or other consumable substance. Using a potion requires that it be Readied and a Main Action be used to consume it. Touching a single drop of the fluid against a user's tongue can sometimes give a hint, with a tiny flicker of its effect impressed on the user. Aside from these, someone with the Cast skill can spend a full day in careful analysis of the potion, rolling Wis/Magic or Int/Magic against the potion's creation difficulty to identify its purpose. A given investigator can make only one attempt to identify it. Wizards can create potions as single-use magic items, with the base cost and difficulty varying depending on the nature of the potion's effect.

4.7.3 Magic Weapons and Armor
Magical weapons and armor have a bonus, usually +1, but sometimes as great as +3. This bonus adds directly to the hit roll, damage roll, and Shock of weapons, while it adds to the base Armor Class of armor. Some weapons and armor have additional special abilities.

Magical shields with special powers do exist, but shields do not get numeric bonuses as armor does.

4.7.4 Magical Devices

Enchanted wands, magic boots, ensorcelled cloaks, and other devices of magic are rare, but do exist. These items usually require a Main Action to trigger any active abilities they grant, while passive benefits are automatically granted to the wielder. Most magical devices are permanent, but wands, rods, and staves often have a limited number of charges. It is usually prohibitively difficult to recharge such devices.

4.8.0 Creating Magic Items

All permanent magical items are difficult to make. Even if the item is nothing more than a tankard that keeps its contents perpetually chilled, making that tankard is every bit as difficult as forging an enchanted sword. As a consequence, very few sorcerers bother to make petty items; if it's going to be as hard to make a trifling token as a significant one, why make trifles? Magical items are exceedingly expensive to build. The rare components, expensive rituals, and costly processes involved eat up vast amounts of silver and great labor on the part of the mage. These components must be bought at some major city or salvaged from the dungeons or ruins that the PCs are exploring. They form many of the same components that are used in building Workings or researching new spells, so the same general pool of magical components can be used for any of those purposes. Magical items are also complex and difficult to create. A novice mage cannot fashion them and even an expert might find it difficult to get an item to come out just right. Flaws can creep into the construction process, forcing the PC to either start over or cope with an item that isn't exactly what was intended.

4.8.1 Designing the Item

To build a magic item, the player first describes what it is that the item is supposed to do. It's up to the GM to decide whether or not the item fits with their campaign and is an acceptable introduction. For item designs, it's recommended that the GM be careful not to allow magic items that simply solve whole categories of problems. A set of magic earplugs that make it impossible to hear lies may seem clever, but it also immediately solves any challenge revolving around detecting deceit. Boots that grant perpetual flight, apotropaic wands that banish specific types of creatures, and other items that simply remove certain problems from the party's concerns should probably be denied. Even if they're charged or limit-use items, they'll probably be available whenever the party really needs them, which means those challenges that would otherwise be the most critical become the ones they most easily bypass. A GM should also be careful about items that simply add bonuses to the PC's rolls, whether skill checks or combat rolls. Magical weapons and armor do exist, and there are some items that do simply add numbers to the PC, but these should be avoided in other cases. There's a reason that most veteran Warriors are eager to find a magical weapon; such a weapon simply makes them better at their most important function. If other items exist that simply increase critical numbers, then the other players will feel obligated to hunt them down. If the item's concept passes muster, the GM should compare it to the adjacent table to see what kind of price and minimum difficulty level should be required to make it. Spellcasting wizards can generally make any kind of magic item, while non-casters such as Gifted are usually restricted to making items appropriate to their particular concepts, whether those are magical scriptures or healing elixirs. A GM should always feel free to adjust prices and difficulties to reflect their own sense of what's appropriate for their campaign. In addition to the minimum level and money involved, permanent magic items always require at least one adventure to acquire the necessary components. The wizard will have researched the item sufficiently to know where they need to go and what they need to fetch, but it will always be dangerous and difficult to do so. Very capable underlings or hired adventurers might be able to fetch the required component, but it's up to the GM whether such efforts are successful. From a GM's perspective, this required adventure is to ensure that a wizard who makes a permanent magic item provides at least one session worth of adventure grist in exchange for the new gear,

and it also ensures that not too many permanent magic items will be made unless the party agrees to constantly be out adventuring for parts.

4.9.2 Creating the Item

If the creator is capable, the coin is at hand, and any adventuring components have been fetched, the mage can attempt to make the item. They spend the time given on the adjacent table and then make an Int/Magic skill check against the appropriate difficulty. If they're making a batch of limited-use items, such as a batch of magic potions, they can make two doses for a +1 difficulty or four doses for a +2 difficulty. If they have an apprentice to aid them, they can add +1 to their skill check. If the check is a success, the item is made. If it's a failure, they have a choice; they can start over from the beginning, spending the money and time anew, though not needing to repeat any adventure the item might have required. They can then make a second attempt at creating the

item. If they are reluctant to do this, the item incurs some kind of flaw or unfortunate side effect to its power, suffering that hindrance to the item's eventual effect as adjusted by the GM. If that flaw isn't intolerable, they may spend half the time they originally took to make another skill check to make the item at a cumulative +1 bonus. No additional coin need be paid. They can repeat this process, adding a new flaw each time and paying half the original time, until they either succeed or the flaws become intolerable. A mage can generally keep adventuring while crafting a magic item, as the work doesn't eat up all their spare time. Particularly massive or powerful magic items might require the use of a dedicated laboratory, forcing the wizard to remain there while the work is underway lest the process be spoiled. Any special tools or resources such a laboratory requires are assumed to be part of the item's creation cost.

Magic Item Creation Cost			
Type of Item	Creation Difficulty	Creation Cost in SP	Creation Time
A single use Item such as a potion or scroll	8-10	250-2,500	1 Week
A multi-use item that still contains limited charges, such as a wand	9-11	5,000-25,000	1 Month
A low-powered but permanent magic item, such as a *Sword+1*	10	12,500	1 Month
A significant item that creates a situation changing effect	12	50,000	3 months
A powerful item or one with multiple significant abilities	14	250,000	6 months

5.0.0 Monsters and Foes

The following page includes a list of example stat lines for various kinds of people and creatures. These are not universal truths for every being in the campaign setting, but they're good baselines for what to expect from a given creature. As a first step in building a creature a GM should pick the stat line that fits best the type of foe they need, and then modify it to suit their own purposes. Note that there's nothing stopping you from putting a guaranteed party-slaughterer in your campaign. If the situation logically requires that such a creature be present, then it ought to be there. If logic requires its existence, however, you should take pains to ensure that the PCs are not forced to actually fight the thing. They need to be able to get forewarnings of its presence, or opportunities to flee it, or some means to negotiate with it or hide from it. It's not unfair to populate your world with the creatures that ought to live in it, but it's decidedly unfun to shove hapless PCs face-first into

certain death.

5.1.0 Monster and NPC Statistics

The table of example stat lines has several columns, each one listing a particular statistic for the creature. **Hit dice** are a measure of the creature's general power, not unlike a level rating for PCs. For each hit die a creature has, it rolls 1d8 for its hit points. Most ordinary humans have only one hit die, while veterans of bloody struggle or ruthless court intrigue might have two, or three, or even more for the most heroic among them. **AC** is for the creature's Armor Class. The higher this number, the harder it is to meaningfully hurt the thing. Monsters and wild beasts have an Armor Class appropriate to their agility and the toughness of their hide; 12 or 13 for quick things with leathery skins, up to 15 for very well-armored beasts, or even up to 20 for things with supernatural hardihood. Humans and other sentients usually have whatever Armor Class is granted by the armor they wear. Some creatures have an "a" annotation with their AC; this just means that the creature wears armor and the AC given is what their usual armor is worth.
Atk. is the creature's usual total attack bonus for its hit rolls in combat. For most creatures, this is equal to its hit dice, possibly with a bonus if it's well-trained,

exceptionally vicious, or supernaturally powerful. Some creatures have more than one attack, indicated by an "x2" or "x3" notation. This means the creature can attack two or three times with a single Main Action, directing them all at a single creature or splitting them up among nearby foes within reach.

Dmg. is the damage done by a successful hit by the creature. If the listing says "Wpn", then it does whatever damage is usual for the weapon that it's wielding. A creature will never do less damage on a hit than it would do with its Shock score, if Shock would apply to the target.

Shock is the Shock damage inflicted by the creature and the maximum AC it affects. Thus, "3/13" means that the creature inflicts a minimum of 3 points of Shock damage on a miss to any foe with an AC of 13 or less. "Wpn." means the usual Shock damage of the weapon being used is applied. Exceptionally powerful or savage creatures might automatically apply Shock regardless of the AC of the foe; such creatures have a dash listed for the maximum AC, such as "3/-". Such damage is always applied unless the foe is immune to Shock.

Move is the distance the creature can move with a single Move action. Some creatures may fly, others swim, or still stranger means of locomotion may apply depending on the beast's nature.

ML is the creature's Morale score. Whenever a Morale check is forced by a situation, the creature must roll 2d6. If the total is greater than its Morale score, it loses its taste for the fight and will retreat, surrender, or otherwise take whatever actions seem best to get it safely away.

Inst is the creature's Instinct score. When confused, infuriated, or goaded in combat, it runs the risk of behaving according to its instincts rather than martial prudence.

Skill is the creature's total Skill bonus for any skill checks it makes that are in line with its talents and abilities. If the creature ought to be good at something, it can add its Skill bonus to the base 2d6 skill check. If not, it adds +0, or might even take a penalty if it seems like something it would be exceptionally bad at doing.

Save is the saving throw target used by the creature whenever it's called upon to make a Physical, Mental, Evasion, or Luck saving throw. Unlike PCs, creatures only have a single save target, usually equal to 15 minus half its hit dice, rounded down. Thus, a foe with 3 hit dice usually rolls 14+ to succeed at any saving throw. This score can't be less than 2+, as a 1 on a saving throw always fails.

5.1.1 Powerful Foes

These statistics are only a bare framework for most ordinary creatures. An entity of special power, such as a heroic knight or monstrous beast, should likely have at least one special ability related to their skills or nature. Potent enemies without a significant number of special defenses and powerful attack modes can often be chewed down rapidly by a PC party. Granting major enemies multiple actions per round and a good selection of special powers is generally necessary to make them a worthy opponent for a veteran party.

5.2.0 Monster and NPC Statistics

Normal Humans	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst.	Skill	Save
Peaceful Human	1	10	+0	Wpn.	Wpn.	30'	7	5	+1	15+
Thug or Militia	1	13a	+1	Wpn.	Wpn.	30'	8	4	+1	15+
Barbarian Fighter	1	13a	+2	Wpn.+1	Wpn.+1	30'	8	5	+1	15+
Veteran Soldier	1	13a	+2	Wpn.+1	Wpn.+1	30'	8	3	+1	15+
Skilled Veteran	2	15a	+3	Wpn.+1	Wpn.+1	30'	9	2	+1	14+
Elites or Special Guards	3	18a	+4	Wpn.+2	Wpn.+2	30'	10	2	+2	14+
Knight or Minor Hero	4	18a	+6	Wpn.+2	Wpn.+2	30'	10	1	+2	13+
Warrior Baron	6	18a	+8	Wpn.+3	Wpn.+3	30'	9	1	+2	12+
Barbarian Warlord	8	16a	+10x2	Wpn.+4/-	Wpn.+4/-	30'	10	3	+2	11+
Mighty General	8	18a	+10	Wpn.+4/-	Wpn.+4/-	30'	10	1	+3	11+
Major Hero	10	18a	+12x2	Wpn.+5/-	Wpn.+5/-	30'	10	2	+3	10+
Great Warrior King	12	18a	+14x2	Wpn.+5/-	Wpn.+5/-	30'	10	1	+3	9+
Mages generally have the spellcasting and Arts of an appropriate mage tradition at a level equal to their hit dice and Effort equal to their skill bonus plus two.										

Spellcasters	HD	AC	Atk.	Dmg	Shock	Move	ML	Inst.	Skill	Save
Petty Mage	2	10	+1	Wpn.	Wpn.	30'	8	4	+1	14+
Tribal Shaman	4	10	+3	Wpn.+1	Wpn.+1	30'	9	4	+1	13+
Skilled Sorcerer	5	10	+1	Wpn.	Wpn.	30'	9	4	+2	13+
Master Wizard	8	13	+1	Wpn.	Wpn.	30'	9	3	+2	11+
Famous Arch-mage	10	13	+2	Wpn.	Wpn.	30'	9	2	+3	10+
Normal Animals	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst.	Skill	Save
Small Pack Predator	1	12	+2	1d4	1/13	40'	7	6	+1	15+
Large Solitary Predator	5	13	+6	1d8	2/13	30'	8	6	+1	13+
Apex Predator	6	13	+6x2	1d8	2/13	40'	8	6	+2	12+
Herd Beast	2	11	+2	1d4	None	40'	7	6	+1	14+
Vicious Large Herbivore	4	13	+5	1d10	1/13	40'	9	6	+1	13+
Elephantine Grazer	6	13	+5	2d8	None	40'	7	6	+1	12+
Unnatural Entities	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst.	Skill	Save
Automaton, humanlike	2	13	+2	Wpn.	Wpn.	30'	12	3	+1	14+
Automaton, Laborer	2	15	+2	1d6	1/13	30'	12	3	+1	14+
Automaton, Military	4	18	+5	1d10+2	4/15	30'	12	3	+1	13+
Automaton, Warbot	10	20	+12 x3	1d12+5	7/-	40'	12	2	+2	10+
Slime or Ooze	6	10	+6 x2	1d8	1/-	20'	12	5	+1	12+
Predator, Small Vicious	1	14	+1	1d4	1/13	30'	7	5	+1	15+
Predator Large Vicious	6	13	+7 x2	2d6	2/15	40'	9	5	+2	13+
Predator, Hulking	10	15	+12 x2	1d6+3	6/15	30'	10	4	+1	10+
Predator, Hellbeast	10	18	+12 x 4	1d10+5	6/-	60'	11	4	+3	10+
Unnatural Swarm	4	10	+6 x3	1d6	1/-	30'	10	5	+1	13+
Terrible Warbeast	8	15	+10 x2	2d6+4	7/15	40'	9	4	+2	11+
Legendary God-Titan	20	22	+20 x3	2d10+5	10/-	40'	10	3	+3	2+

5.2.0 Reaction Rolls and Parleying

These rules do not encourage constant combat encounters. Heroes are fragile, foes are dangerous, and almost every fight runs some risk of downing at least one PC. GMs or players who arrange their games as a curated sequence of battles are going to rapidly run out of luck. GMs need to constantly recall the fact that not every hostile encounter needs to end in a massacre. The denizens of this world are just as aware of their own mortality as the PCs are, and they will not pick chance fights that they do not expect to win decisively. Even intrinsically hostile creatures will take a moment to size up a situation. Unless the situation is so patently destined for bloodshed that all negotiation is futile, a GM should always make a reaction roll whenever the PCs encounter another creature or group, whether friendly or hostile. This roll will indicate the general mood of the encounter, and whether the subjects are likely to be amenable to negotiations.

5.2.1 Making a Reaction Roll

To make a reaction roll, roll 2d6 and compare it to the adjacent table. If a PC is in a position to greet the targets, add their Charisma modifier to the roll. The higher the reaction roll, the friendlier and more helpful the NPCs will be. This doesn't mean that goblin raiders will invite the PCs to drink with them, but it does mean that otherwise violent groups might decide to demand a bribe instead, or back off rather than risk losing lives to the heroes. Conversely, a low roll means that the group is more hostile and unhelpful than they might be expected to be. Once a roll is made, the GM should clearly clue the PCs into its general results. If the bandits are feeling sociable, the GM needs to let the players know that they're looking relaxed and leaning on their spears. If the wild beast is getting ready to attack, it

should be described as crouching and snarling as it begins to creep forward. This information needs to be given before the PCs choose their initial actions, or else a lot of potential parleys are going to be erased by the immediate and judicious drawing of swords. A reaction roll applies to non-martial encounters as well. Determining the initial mood of a government clerk, the temper of a merchant, or the attitude of a noble patron can all be done by a reaction roll. This attitude will likely color the difficulty and nature of any negotiations or social skill checks the PCs might try to conduct with the target. Reaction rolls are only the start of an encounter, not the end. Clever words, persuasive arguments, or prudent gifts can all shift the attitude of an NPC, as can insults, threats, and looking excessively tender and delicious. Provided the NPCs aren't the sort to simply attack, the PCs always have a chance to salvage a meeting.

5.2.2 Peaceful Encounter Reactions

Suppose a GM's just rolled a 12 for the PCs' roadside encounter with a band of zealous blood cultists. The GM knows that the cultists are vicious but have no pressing reason to immediately attack the PCs, so what does "friendly" mean in such a situation? If you find yourself having to figure out plausible reactions for otherwise-hostile groups, here are some suggestions.

They demand a bribe. They'll take money, gear, food, booze, praise to their dark god, or some other currency for peace. **They back off.** If they aren't defending their lair or carrying out some critical task, they may just decide to back away and keep their distance as the groups pass by. They may bring word of the adventurers to their comrades, but a fight under the present terms might look like a bad deal to them.

They ask for favors. Maybe they have an enemy they want killed, or a task they need done. They may trade offers of ignoring the PCs while they remain in the area in exchange for the help, or offer an outright bribe to the PCs to get them to cooperate. Even the most hostile raider group might be willing to let a few targets go in exchange for some profitable work being done.

They offer tribute. They've looked at the PCs and decided that their own lives are in danger. They'll offer wealth, information, services, or other inducements to get the PCs to leave them alone. This reaction grows more possible if the PCs have been carving a bloody swath through their surroundings.

They willingly socialize. Maybe the bandits have been out here so long that they're lonely for civilized conversation, and the PCs look too dangerous to engage. The goblin raiders might've mistaken them for allied marauders and invite them to share their camp. The vile necromancer might consider herself a perfectly respectable person who loves good dinner conversation. However it's sliced, the NPC could be willing just to have a nice chat.

2d6 NPC reaction	
1	As aggressively hostile as the situation allows
3-5	More unfriendly and hostile than they'd be expected to be in the given situation
6-8	As predictably hostile or friendly as they'd usually be in this situation
9-11	More friendly and benign than you'd expect them to be, given the circumstances
12+	As friendly and helpful as their nature and the situation permits them to be

5.3.0 Morale Checks and Fleeing

Sometimes, however, combat is inevitable. The raiders swoop down on the heroes, the savage beast pounces, or the vile necromancer runs out of small talk. Even after blades are drawn, however, the hostile NPCs might come to think better of their choices when they fail a Morale check.

5.3.1 Making a Morale Check

A Morale check is made by rolling 2d6 and comparing it to the creature's Morale score. If the roll is greater than the score, the creature loses heart and will seek to flee or stop the battle. PCs never make Morale checks and will fight on until they decide to flee. A Morale check is usually made under certain circumstances, though the GM can add to these whenever they think the situation calls for one. More than one Morale check may be needed in a fight if more than one condition occurs.
• When a non-combatant civilian is first faced with the prospect of serious physical harm.
• When the first member of a group is killed or rendered incapacitated.
• When the group starts to visibly lose the fight or see their odds of victory considerably shrink.
• When the group faces some terrifying work of magic, a horrendous slaughter, or a vastly superior foe.

The consequences of a failed Morale check will vary based on the situation and the creatures being tested. Non-combatants and undisciplined fighters will generally flee madly, dropping shields and abandoning burdens as they try to escape their doom. Trained and experienced warriors will usually make a fighting withdrawal, trying to pull away from their enemies and escape back to safety with as many of their comrades as they can. Of course, in the face of truly devastating situations they may flee just as readily as their green compatriots. If flight seems impossible or prohibitively dangerous, they might throw down their weapons and beg for mercy, if they think they have any chance of receiving it from their assailants. If that seems hopeless, they might just collapse in terrified despair as they pray to their gods, or fight with a renewed frenzy in a desperate attempt to cut their way out of the trap. Some may offer bribes or favors to win their lives. In all cases, once a side has failed its Morale check, it's not going to be in a condition to fight those

foes until it's had some time to recover its courage. The Importance of Morale It's very important that GMs keep Morale checks in mind and use them regularly during combat. Only truly abnormal creatures such as mindless undead, unthinking vermin, or command-bound automatons will fight relentlessly onward regardless of the situation. If every goblin warrior is a Spartan at Thermopylae, the PCs are going to lose a lot of comrades cleaning up fights that were clearly won five rounds ago. Aside from that, warriors are not fools, and they will not linger to fight battles that cannot be won and are not worth their lives. Even if they never fail a Morale check, they will not stay to die to the last man if there's no pressing reason for them to do so. Once they see that victory is a vain hope, they'll try to withdraw or to cut some kind of deal with their enemies. Of course, not all beaten sides respond rationally. The terror of battle, the confusion of melee, and a misunderstanding of the situation might leave some few warriors battling on even when all is lost, simply because they haven't realized that all their friends are dead yet. Green troops are notorious for sometimes achieving military goals that veterans never could, because veterans would recognize certain failure much earlier. The same can sometimes apply to frenetic barbarians, savage mobs, or single-minded marauders.

5.3.2 Fleeing and Escape

Whether from a failed Morale check or the PCs deciding on a prudent retreat, sometimes a side decamps the field. If pursued, the rules for chases and pursuit given in the rules section of this document can be used to judge the likelihood of success. GMs should be charitable about allowing PCs to run away. Most pursuers have little reason to be particularly relentless, and a party should be taught that running away is a viable option and not an excuse to die tired.

5.4.0 Instinct Checks

Very few creatures are capable of engaging in desperate, life-ordeath struggles without losing some amount of their rationality. Terror, fury, excruciating pain, and situational blindness can sometimes make a combatant do something genuinely stupid, even if they would never have made such a mistake in calmer circumstances The Instinct check is the game's way of helping a GM take this situational chaos into account.

5.4.1 Making an Instinct

Check Whenever an Instinct check is triggered, the GM rolls a 1d10. If the number rolled is equal or less than a combatant's Instinct score, measured from 1 to 10, they do something impulsive, short-sighted, instinctual, or otherwise less-than-tactically-sound.

Instinct checks are rolled separately for individual combatants, though the GM can simply decide that an appropriate percentage of large groups automatically fail the check. If the creatures have an Instinct of 3, for example, the GM might just decide that 30% of them fail the check rather than dicing for everyone. PCs never make Instinct checks. Even in the grip of terror or traumatic injury they remain in control of their own choices. Heroically well-trained or tactically-expert enemies with an Instinct score of zero might likewise be immune to Instinct checks. Even martial paragons might be susceptible to Instinct, however, if they're so proud, blase, or contemptuous of their foes that they fail to fight them with their utmost cunning. When an Instinct check is failed, a creature will do something thoughtless or sub-optimal that is in line with their natural instincts. The adjacent tables offer example suggestions for various types of creatures, but a GM can simply decide the most reasonable reaction based on the situation and the combatants. A GM should use these instances as opportunities to show off the nature of an enemy or the instincts of a bestial foe, or to set up some battlefield situation that isn't necessarily tactically-optimal for the enemy but is still troublesome for the heroes.

Actions taken as a result of a failed Instinct check will usually only occupy one round worth of the creature's efforts. Actions forced by an Instinct check failure won't necessarily be entirely useless, but they won't be the wisest or most effective use of the creature's abilities. Blindly attacking sub-optimal targets, recklessly using unarmed attacks rather than the weapon in hand, or aiming spells or shots at targets of lesser importance might all be actions taken as a result of a failed Instinct check.

Instinct checks are always optional and at the discretion of the GM. Some GMs might choose not to use them at all, judging actions strictly on what seems reasonable to them. In all cases it's the GM's final call as to whether or not to roll one.

5.4.2 When to Make an Instinct Check

As a general guide, a GM might make an Instinct check for a creature whenever any of the situations below are applicable, or any time the GM thinks the creature might be confused or indecisive.

• The second round of combat for mobs and undisciplined fighters. The creature could think clearly before starting the fray, but the fear and exhilaration of mortal combat might confuse it.

• The creature has just had to make a Morale check for any reason. Terror might cloud its thoughts.

• The enemy just did something confusing or disorienting. When the situation is strange, the creature might fall back on instinct.

• The enemy did something to enrage or directly intimidate it. Fury or terror might force bad decisions.

• The creature is presented with something it desires, such as dropped food, hurled money, or other inducements. It might go after the bait instead of the battle if it seems safe to do so.

Other situations might force Instinct checks as well at the GM's discretion. Indeed, some situations might be so compelling as to cause automatic check failure. Depending on the situation, the GM might decide a particular response is the only reasonable one, and not bother to randomly pick it from a table.

5.4.3 Assigning Instinct Scores

For non-sentient beasts, a creature's Instinct score should usually be about 5. Such beasts act largely by instinct, in a fight- often very violent instincts.

For non-combatant sentients and those unfamiliar with battle, Instinct should be 5 to 7. They are extremely likely to become confused or useless.

Ordinary intelligent veterans should have an Instinct of 3 or 4. They might get caught up in the confusion of battle and make some poor calls, but they're unlikely to lose their head entirely.

Hardened, battle-tested fighters might have an Instinct of only 1 or 2, being very unlikely to forget themselves in the chaos of battle.

The coldest, calmest killers would have an Instinct of 1, and may not have to make Instinct checks at all outside of the most disorienting situations. They'll fight according to the plan and won't lose track of the battle.

6.0.0 Factions

Factions have several statistics to define their overall qualities. Weak or small factions tend to have low ratings even in their main focus, while kingdoms and major institutions may have a good rating even in their less important traits, simply because they have so many resources available to them.

6.1.0 Faction Statistics

Cunning is measured from 1 to 8 and indicates the faction's general guile, skill at subterfuge, and subtlety. Low Cunning means the faction is straightforward or unaccustomed to dealing with trickery, while high Cunning is for Machiavellian schemers and secretive organizations.

Force is measured from 1 to 8 and reflects the overall military prowess and martial competence of the faction. A faction with low Force isn't used to using violence to get its way, or is particularly inept at it, while a high Force reflects a culture of military expertise.

Wealth is measured from 1 to 8 and shows the faction's general prosperity, material resources, and facility with money. Low Wealth means the faction is poor, disinterested in material goods, or spendthrift with what they have, while high Wealth factions are rich and familiar with using money and goods as tools for success.

Magic measures the amount of magical resources

available to the faction.

"None" is for factions that have no meaningful access to magic.

"Low" is for those factions that have at best a few trained mages or small stores of magical goods.

"Medium" is for a faction where there is an established source of magical power for the faction, either as a sub-group of cooperative mages, a magical academy, a tradition of sorcery in the faction, or some other institutionalized aid.

"High" magic is reserved for those factions that have a strong focus on wielding magical power, most fitting for a faction that represents a magical order.

Treasure is counted in points, and the total reflects how much the faction owns in cash and valuable goods. A single point of Treasure doesn't have an established cash value; a sack of gold is worthless in itself to a faction that needs a dozen oxcarts, and a herd of cattle owned by a faction can't necessarily be turned into a fixed sum of coin.

Hit points work for factions much as they do for characters; when a faction is reduced to zero hit points, it collapses. Its individual members and sub-groups might not all be dead, but they're so hopelessly disorganized, dispirited, or conflict-bound that the faction ceases to exist as a coherent whole.

Assets are important resources possessed by a faction, such as controlling a ring of Smugglers, or having a unit of Infantry. Assets all have their own statistics and hit points, and all of them require certain scores in Force, Wealth, Cunning, and Magic to purchase. Assets don't cover all the resources and institutions the faction may control, but they reflect the ones that are most relevant to the faction at that moment. A kingdom may have more military than the Infantry unit they have, but that Infantry unit is the one that's doing something important.

6.2.0 The Faction Turn

Every month or so, the GM should run a faction turn. This turn may take place more often during times of intense activity, or less often if the campaign world is quiet. In general, a faction turn after every adventure is a good average, assuming the PCs don't have backto-back adventures. At the start of every faction turn, each faction rolls 1d8 for initiative, the highest rolls going first. Ties are resolved as the GM wishes, and then each faction takes the following steps in order.

• The faction earns Treasure equal to half their Wealth plus a quarter of their combined Force and Cunning, the total being rounded up.

• The faction must pay any upkeep required by their individual Asset costs, or by the cost of having too many Assets for their attributes. If they can't afford this upkeep, individual Assets may have their own bad consequences, while not being able to afford excess

Assets means that the excess are lost.

• The faction triggers any special abilities individual Assets may have, such as abilities that allow an Asset to move or perform some other special benefit.

• The faction takes one Faction Action as listed in the following section, resolving any Attacks or other consequences from their choice. When an action is taken, every Asset owned by the faction may take it; thus, if Attack is chosen, then every valid Asset owned by the faction can Attack. If Repair Asset is chosen, every Asset can be repaired if enough Treasure is spent.

• The faction checks to see if it's accomplished its most recent goal. If so, it collects the experience points for doing so and picks a new goal. If not, it can abandon the old goal and pick a new one, but it will sacrifice its next turn's Faction Action to do so and may not trigger any Asset special abilities that round, either.

The next faction in order then acts until all factions have acted for the turn.

6.3.0 Asset Locations and Movement

Every Asset has a location on the campaign map. This location may not be where all the elements of the Asset are located. It might simply be the headquarters of an organization, or the spot where the most active and important members of it are currently working. However it's described, it's the center of gravity for the Asset. This location is usually in a town or other settlement, but it could be anything that makes sense. A reclusive Prophet might dwell deep within the wilderness, and a ring of Smugglers might currently be based out of a hidden sea cave. A location is simply wherever the GM thinks it should be. Assets can move locations, either with the Move Asset faction action or with a special ability possessed by the Asset itself or an allied unit. Generally, whenever an Asset moves, it can move one turn's worth of distance.

As a rule of thumb, for a one-month turn, this is about one hundred miles. This is as far as an organization can shift itself in thirty days while still maintaining some degree of control and cohesion. The GM may adjust this distance based on the situation; if the campaign is taking place in an island archipelago with fast sea travel it's going to be easier to move long distances than if the Asset has to march through mountains to get there. Some Assets also have special abilities that work on targets within one move of the Asset. Again, the GM decides what this means, but generally it means that the Asset can affect targets within a hundred miles of its location.

Sometimes it doesn't make logical sense for an Asset to be able to move to a particular location. A unit of Infantry, for example, could hardly walk into an enemy nation's capital so as to later Attack the Court Patronage

Asset there. In this case, the best the Infantry could do would be to move to a location near the capital, assuming the GM decides that's plausible. The Infantry couldn't actually Attack the enemy faction's Assets until they got into the city itself where those Assets were located.

Assets with the Subtle quality are not limited this way. Subtle Assets can move to locations even where they would normally be prohibited by the ruling powers. Dislodging them requires that they be Attacked until destroyed or moved out by their owner. Assets with the Stealth quality are also not limited by this, and can move freely to any location within reach.

Stealthed Assets cannot be Attacked by other Assets until they lose the Stealth quality. This happens when they are discovered by certain special Assets or when the Stealthed Asset Attacks something.

6.4.0 Attribute Checks

Some actions, such as Attack, require an attribute check between factions, such as Force versus Cunning, or Wealth versus Force. Other special Asset abilities sometimes call for attribute checks as well. To make this check, the attacker and defender both roll 1d10 and add their relevant attribute. Thus, for a Force versus Cunning check, the attacker would roll 1d10+Force against the defender's 1d10+- Cunning. The attacker wins if their total is higher, and the defender wins if it's a tie or their roll is higher. Some special abilities or tags allow the attacker or defender to roll more than one die for a check. In this case, the dice are rolled and the highest of them are used.

6.5.0 Faction Tags

These are merely some possibilities. The GM may devise others to suit their needs.

Antimagical: Assets that require Medium or higher Magic to purchase roll all attribute checks twice against this faction during an Attack and take the worst roll.

Concealed: All Assets the faction purchases enter play with the Stealth quality.

Imperialist: The faction quickly expands its Bases of Influence. Once per turn, it can use the Expand Influence action as a special ability instead of it taking a full action.

Innovative: The faction can purchase Assets as if their attribute ratings were two points higher than they are. Only two such over-complex Assets may be owned at any one time.

Machiavellian: The faction is diabolically cunning. It rolls an extra die for all Cunning attribute checks. Its Cunning must always be its highest attribute.

Martial: The faction is profoundly devoted to war. It rolls an extra die for all Force attribute checks. Force must always be its highest attribute.

Massive: The faction is an empire, major kingdom, or other huge organizational edifice. It automatically wins attribute checks if its attribute is more than twice as big as the opposing side's attribute, unless the other side is also Massive.

Mobile: The faction is exceptionally fast or mobile. Its faction turn movement range is twice what another faction would have in the same situation.

Populist: The faction has widespread popular support. Assets that cost 5 Treasure or less to buy cost one point less, to a minimum of 1.

Rich: The faction is rich or possessed of mercantile skill. It rolls an extra die for all Wealth attribute checks. Wealth must always be its highest attribute.

6.6.0 Faction Turn Actions

Attack: The faction nominates one or more Assets to attack the enemy in their locations. In each location, the defender chooses which of the Assets present will meet the Attack; thus, if a unit of Infantry attacks in a location where there is an enemy Base of Influence, Informers, and Idealistic Thugs, the defender could decide to use Idealistic Thugs to defend against the attack. The attacker makes an attribute check based on the attack of the acting Asset; thus, the Infantry would roll Force versus Force. On a success, the defending Asset takes damage equal to the attacking Asset's attack score, or 1d8 in the case of Infantry. On a failure, the attacking Asset takes damage equal to the defending Asset's counterattack score, or 1d6 in the case of Idealistic Thugs. If the damage done to an Asset reduces it to zero hit points, it is destroyed. The same Asset may be used to defend against multiple attacking Assets, provided it can survive the onslaught. Damage done to a Base of Influence is also done directly to the faction's hit points. Overflow damage is not transmitted, however.

Move Asset: One or more Assets are moved up to one turn's worth of movement each. The receiving location must not have the ability and inclination to forbid the Asset from operating there. Subtle and Stealthed Assets ignore this limit. If an asset loses the Subtle or Stealth qualities while in a hostile location, they must use this action to retreat to safety within one turn or they will take half their maximum hit points in damage at the start of the next turn, rounded up.

Repair Asset: The faction spends 1 Treasure on each Asset they wish to repair, fixing half their relevant attribute value in lost hit points, rounded up. Thus, fixing a Force Asset would heal half the faction's Force attribute, rounded up. Additional healing can be applied to an Asset in this same turn, but the cost increases by 1 Treasure for each subsequent fix; thus, the second costs 2 Treasure, the third costs 3 Treasure, and so forth. This ability can at the same time also be used to repair

damage done to the faction, spending 1 Treasure to heal a total equal to the faction's highest and lowest Force, Wealth, or Cunning attribute divided by two, rounded up. Thus, a faction with a Force of 5, Wealth of 2, and Cunning of 4 would heal 4 points of damage. Only one such application of healing is possible for a faction each turn.

Expand Influence: The faction seeks to establish a new base of operations in a location. The faction must have at least one Asset there already to make this attempt, and must spend 1 Treasure for each hit point the new Base of Influence is to have. Thus, to create a new Base of Influence with a maximum hit point total of 10, 10 Treasure must be spent. Bases with high maximum hit point totals are harder to dislodge, but losing them also inflicts much more damage on the faction's own hit points. Once the Base of Influence is created, the owner makes a Cunning versus Cunning attribute check against every other faction that has at least one Asset in the same location. If the other faction wins the check, they are allowed to make an immediate Attack against the new Base of Influence with whatever Assets they have present in the location. The creating faction may attempt to block this action by defending with other Assets present. If the Base of Influence survives this onslaught, it operates as normal and allows the faction to purchase new Assets there with the Create Asset action.

Create Asset: The faction buys one Asset at a location where they have a Base of Influence. They must have the minimum attribute and Magic ratings necessary to buy the Asset and must pay the listed cost in Treasure to build it. A faction can create only one Asset per turn. A faction can have no more Assets of a particular attribute than their attribute score. Thus, a faction with a Force of 3 can have only 3 Force Assets. If this number is exceeded, the faction must pay 1 Treasure per excess Asset at the start of each turn, or else they will lose the excess.

Hide Asset: An action available only to factions with a Cunning score of 3 or better, this action allows the faction to give one owned Asset the Stealth quality for every 2 Treasure they spend. Assets currently in a location with another faction's Base of Influence can't be hidden. If the Asset later loses the Stealth, no refund is given.

Sell Asset: The faction voluntarily decommissions an Asset, salvaging it for what it's worth. The Asset is lost and the faction gains half its purchase cost in Treasure, rounded down. If the Asset is damaged when it is sold, however, no Treasure is gained.

6.7.0 Creating Factions

A given campaign should generally not have more than six active factions at any one time, and three or four are generally more manageable. If there are more extant factions than this, then simply run turns for the three or four most active or relevant ones.

To create a faction, first decide whether it is a small, medium, or large faction.

A small one might be a petty cult or small free city or minor magical academy.

A medium one might be a local baron's government or province-wide faith.

A large one would be an entire kingdom or a major province of a vast empire.

It's perfectly acceptable to break a large institution down into a smaller faction, modeling only the branch of government or part of the organization that's actually relevant to the campaign.

All factions have a Base of Influence at their primary headquarters with a hit point total equal to the faction's maximum.

The faction's Magic rating is whatever the GM thinks suitable.

For a small faction, give them a 3 or 4 in their best attribute, a 2 or 3 in their second-best, and a 1 or 2 in their worst quality.

Medium factions should assign 5 or 6 to their best attribute, 4 or 5 to their second-best, and 2 or 3 to their worst. They should have two Assets in their primary attribute and two others among the other two.

Large factions should assign 7 or 8 to their strongest attribute, 6 or 7 to their second-best attribute, and 3 or 4 to their worst quality. They should have four Assets in their primary attribute, and four others spread among the other two.

Their Magic rating will depend on whatever you think is appropriate for their scale, but remember that it's harder to concentrate effective magical resources when dealing with a whole province or nation than it is to enchant a single city-state or magical institution. To determine a faction's maximum hit points, use the adjacent table.

Thus, one with a Force of 3, a Wealth of 5, and a Cunning of 2 would have hit points equal to 4 plus 9 plus 2, or 15 total.

The Base of Influence at their primary headquarters will always have a maximum hit points equal to the faction's maximum hit points, even if it later rises or falls due to attribute score changes.

Lastly, give a faction a goal, either one from the foregoing list or one chosen by the GM. When this goal is achieved, the faction earns experience points which it can later spend to increase its attributes. The cost for such increases is given on the table adjacent. Earlier levels must be purchased before later, so to raise Force from 5 to 7 will cost 9 XP to raise it to 6, then 12 more to raise it to 7.

Attribute Rating	Faction XP Cost to Purchase	Hit Point Value
1	-	1
2	2	2
3	4	4
4	6	6
5	9	9
6	12	12
7	16	16
8	20	20

Example Faction Goals:
The difficulty of a faction goal is the number of experience points earned on a successful completion of it.

Blood the Enemy: Inflict a number of hit points of damage on enemy faction assets or bases equal to your faction's total Force, Cunning, and Wealth ratings. Difficulty 2.

Destroy the Foe: Destroy a rival faction. Difficulty equal to 2 plus the average of the faction's Force, Cunning, and Wealth ratings.

Eliminate Target: Choose an undamaged rival Asset. If you destroy it within three turns, succeed at a Difficulty 1 goal. If you fail, pick a new goal without suffering the usual turn of paralysis.

Expand Influence: Plant a Base of Influence at a new location. Difficulty 1, +1 if a rival contests it.

Inside Enemy Territory: Have a number of Stealthed assets in locations where there is a rival Base of Influence equal to your Cunning score. Units that are already Stealthed in locations when this goal is adopted don't count. Difficulty 2.

Invincible Valor: Destroy a Force asset with a minimum purchase rating higher than your faction's Force rating. Difficulty 2.

Peaceable Kingdom: Don't take an Attack action for four turns. Difficulty 1.

Root Out the Enemy: Destroy a Base of Influence of a rival faction in a specific location. Difficulty equal to half the average of the current ruling faction's Force, Cunning, and Wealth ratings, rounded up.

Sphere Dominance: Choose Wealth, Force, or Cunning. Destroy a number of rival assets of that kind equal to your score in that attribute. Difficulty of 1 per 2 destroyed, rounded up.

Wealth of Kingdoms: Spend Treasure equal to four times your faction's Wealth rating on bribes and influence. This money is effectively lost, but the goal is then considered accomplished. The faction's Wealth rating must increase before this goal can be selected again. Difficulty 2.

6.8.0 Cunning Assets

Bewitching Charmer: When the Bewitching Charmer succeeds in an Attack, the targeted Asset is unable to leave the same location as the Bewitching Charmer until the latter Asset moves or is destroyed. Bewitching Charmers are immune to Counterattack.

Blackmail: When a Blackmail asset is in a location, hostile factions can't roll more than one die during Attacks made by or against them there, even if they have tags or Assets that usually grant bonus dice.

Court Patronage: Powerful nobles or officials are appointing their agents to useful posts of profit. A Court

Patronage Asset automatically grants 1 Treasure to its owning faction each turn.

Covert Transport: As a free action once per turn, the faction can pay 1 Treasure and move any Cunning or Wealth Asset at the same location as the Covert Transport. The transported Asset gains the Stealth quality until it performs some action or is otherwise utilized by the faction.

Cryptomancers: In place of an Attack action, they can make a Cunning vs. Cunning attack on a specific hostile Asset within one move. On a success, the targeted Asset is unable to do anything or be used for anything on its owner's next faction turn. On a failure, no Counterattack damage is taken.

Dancing Girls: Dancing Girls or other charming distractions are immune to Attack or Counterattack damage from Force Assets, but they cannot be used to defend against Attacks from Force Assets.

Expert Treachery: On a successful Attack by Expert Treachery, this Asset is lost, 5 Treasure is gained by its owning faction, and the Asset that Expert Treachery targeted switches sides. This conversion happens even if their new owners lack the attributes usually necessary to maintain their new Asset.

Hired Friends: As a free action, once per turn, the faction may spend 1 Treasure and grant a Wealth Asset within one turn's movement range the Subtle quality. This quality will remain until the Hired Friends are destroyed or they use this ability again.

Idealistic Thugs: Easily-manipulated hotheads are enlisted under whatever ideological or religious principle best enthuses them for violence.

Informers: As a free action, once per turn, the faction can spend 1 Treasure and have the Informers look for Stealthed Assets. To do so, the Informers pick a faction and make a Cunning vs. Cunning Attack on them. No counterattack damage is taken if they fail, but if they succeed, all Stealthed Assets of that faction within one move of the Informers are revealed.

Interrupted Logistics: Non-Stealthed hostile units cannot enter the same location as the Interrupted Logistics Asset without paying 1d4 Treasure and waiting one turn to arrive there.

Just As Planned: Some sublimely cunning mastermind works for the faction. Whenever the faction's Assets make a roll involving Cunning, they may reroll a failed check at the cost of inflicting 1d6 damage on Just As Planned. This may be done repeatedly, though it may destroy the Asset. There is no range limit on this benefit.

Mindbenders: Once per turn as a free action, the Mindbenders can force a rival faction to reroll a check, Attack, or other die roll they just made and take whichever result the Mindbenders prefer. A faction can only be affected this way once until the start of the Mindbender's faction's next turn.

Occult Infiltrators: Magically-gifted spies and assassins are enlisted to serve the faction. Occult Infiltrator Assets always begin play with the Stealth quality.

Omniscient Seers: At the start of their turn, each hostile Stealthed asset within one turn's movement of the Omniscient Seers must succeed in a Cunning vs. Cunning check against the owning faction or lose their Stealth. In addition, all Cunning rolls made by the faction for units or events within one turn's movement of the seers gain an extra die.

Organization Moles: Sleeper agents and deep-cover spies burrow into hostile organizations, waiting to disrupt them from within when ordered.

Petty Seers: A cadre of skilled fortune-tellers and minor oracles have been enlisted by the faction to foresee perils and allow swift counterattacks.

Popular Movement: Any friendly Asset is allowed movement into the same location as the Popular Movement, even if it would normally be forbidden by its owners and lacks the Subtle quality. If the Popular Movement later moves or is destroyed, such Assets must also leave or suffer the usual consequences for a non-Subtle Asset.

Prophet: Whether a religious prophet, charismatic philosopher, rebel leader, or other figure of popular appeal, the Asset is firmly under the faction's control.

Saboteurs: An Asset that is Attacked by the Saboteurs can't use any free action abilities it may have during the next turn, whether or not the Attack was successful.

Seditionists: In place of an Attack action, the Seditionists' owners may spend 1d4 Treasure and attach the Asset to a hostile Asset in the same location. Until the Seditionists are destroyed, infest another Asset, or leave the same location, the rebelling Asset cannot be used for anything and grants no benefits.

Shapeshifters: As a free action once per turn, the faction can spend 1 Treasure and grant the Shapeshifters the Stealth quality.

Smugglers: As a free action, once per faction turn, the Smugglers can move any allied Wealth or Cunning Asset in their same location to a destination within movement range, even if the destination wouldn't normally allow an un-Subtle Asset.

Spymaster: A veteran operative runs a counterintelligence bureau in the area.

Underground Roads: A well-established network of secret transit extends far around this Asset. As a free action, the faction may pay 1 Treasure and move any friendly Asset from a location within one round's move of the Underground Roads to a destination within one round of the Roads.

Useful Idiots: Hirelings, catspaws, foolish idealists, and other disposable minions are gathered together in this Asset. If another Asset within one turn's move of the Useful Idiots is struck by an Attack, the faction can instead sacrifice the Useful Idiots to negate the attack. Only one band of Useful Idiots can be sacrificed on any

one turn.

Vigilant Agents: A constant flow of observations runs back to the faction from these watchful counterintelligence agents. Whenever another faction moves a Stealthed asset into a location within one move's distance from the Vigilant Agents, they may make a Cunning vs. Cunning attack against the owning faction. On a success, the intruding Asset loses its Stealth after it completes the move.

Cunning Asset	Cost	HP	Magic	Attack	Counter	Qualities
Cunning 1						
Informers	2	3	None	C. v. C/Special	None	Subtle, Special
Petty Seers	2	2	Medium	None	1d6 damage	Subtle, Action
Smugglers	2	4	None	C. v. C/1d4 damage	None	Subtle
Useful Idiots	1	2	None	None	None	Subtle, Special
Cunning 2						
Blackmail	4	4	None	C. v. C/1d4 damage	None	Subtle, Special
Dancing Girls	4	3	None	C. v. C/2d4 damage	None	Subtle, Special
Hired Friends	4	4	None	C. v. C/1d6 damage	None	Subtle, Special
Saboteurs	5	6	None	C. v. C/2d4 damage	None	Subtle, Special
Cunning 3						
Bewitching Charmer	6	4	Low	C. v. C/Special	None	Subtle, Special
Covert Transport	8	4	None	None	None	Subtle, Special
Occult Infiltrators	6	4	Medium	C. v. C/2d6 damage	None	Subtle, Special
Spymaster	8	4	None	C. v. C/1d6 damage	2d6 damage	Subtle
Cunning 4						
Court Patronage	8	8	None	C. v. C/1d6 damage	1d6 damage	Subtle, Special
Idealistic Thugs	8	12	None	C. v. F/1d6 damage	1d6 damage	Subtle
Seditionists	12	8	None	Special	None	Subtle
Vigilant Agents	12	8	None	None	1d4 damage	Subtle, Special
Cunning 5						
Cryptomancers	14	6	Low	C. v. C/Special	None	Subtle
Organizational Moles	8	10	None	C. v. C/2d6 damage	None	Subtle
Shapeshifters	14	8	Medium	C. v. C/2d6 damage	None	Subtle, Special
Cunning 6						
Interrupted Logistics	20	10	None	None	None	Subtle
Prophet	20	10	None	C. v. C/2d8 damage	1d8 damage	Subtle
Underground Roads	18	15	None	None	None	Subtle, Special
Cunning 7						
Expert Treachery	10	5	None	C. v. C/Special	None	Subtle
Mindbenders	20	10	Medium	None	2d8 damage	Subtle
Popular Movement	25	16	None	C. v. C/2d6 damage	1d6 damage	Subtle, Special
Cunning 8						
Just as Planned	40	15	None	None	1d10 damage	Subtle, Special
Omniscient Seers	30	10	High	None	1d8 damage	Subtle, Special

6.9.0 Force Assets

Apocalypse Engine: One of a number of hideously

powerful ancient super-weapons unearthed from some lost armory, an Apocalypse Engine rains some eldritch horror down on a targeted enemy Asset.

Brilliant General: A leader for the ages is in service with the faction. Whenever the Brilliant General or any allied Force Asset in the same location Attacks or is made to defend, it can roll an extra die to do so.

Cavalry: Mounted troops, chariots, or other mobile soldiers are in service to the faction. While weak on defense, they can harry logistics and mount powerful charges.

Demonic Slayer: Powerful sorcerers have summoned or constructed an inhuman assassin-beast to hunt down and slaughter the faction's enemies. A Demonic Slayer enters play Stealthed.

Enchanted Elites: A carefully-selected group of skilled warriors are given magical armaments and arcane blessings to boost their effectiveness.

Fearful Intimidation: Judicious exercises of force have intimidated the locals, making them reluctant to cooperate with any group that stands opposed to the faction.

Fortification Program: A program of organized fortification and supply caching has been undertaken around the Asset's location, hardening allied communities and friendly Assets. Once per turn, when an enemy makes an Attack that targets the faction's Force rating, the faction can use the Fortification Program to defend if the Asset is within a turn's move from the attack.

Guerrilla Populace: The locals have the assistance of trained guerrilla warfare leaders who can aid them in sabotaging and attacking unwary hostiles.

Infantry: Common foot soldiers have been organized and armed by the faction. While rarely particularly heroic in their capabilities, they have the advantage of numbers.

Invincible Legion: The faction has developed a truly irresistible military organization that can smash its way through opposition without the aid of any support units. During a Relocate Asset action, the Invincible Legion can relocate to locations that would otherwise not permit a formal military force to relocate there, as if it had the Subtle quality. It is not, however, in any way subtle.

Knights: Elite warriors of considerable personal prowess have been trained or enlisted by the faction, either from noble sympathizers, veteran members, or amenable mercenaries.

Local Guard: Ordinary citizens are enlisted into night watch patrols and local guard units. They're most effective when defending from behind a fortified position, but they have some idea of how to use their weapons.

Magical Logistics: An advanced web of magical Workings, skilled sorcerers, and trained logistical experts are enlisted to streamline the faction's maintenance and sustain damaged units. Once per faction turn, as a free

action, the Asset can repair 2 hit points of damage to an allied Force Asset.

Military Roads: The faction has established a network of roads with a logistical stockpile at this Asset's location. As a consequence, once per faction turn, the faction can move any one Asset from any location within its reach to any other location within its reach at a cost of 1 Treasure.

Military Transport: A branch of skilled teamsters, transport ships, road-building crews, or other logistical facilitators is in service to the faction. As a free action once per faction turn, it can bring an allied Asset to its location, provided they're within one turn's movement range, or move an allied Asset from its own location to a target also within a turn's move. Multiple Military Transport assets can chain this movement over long distances.

Purity Rites: A rigorous program of regular mental inspection and counterintelligence measures has been undertaken by the faction. This Asset can only defend against attacks that target the faction's Cunning, but it allows the faction to roll an extra die to defend.

Reserve Corps: Retired military personnel and rear-line troops are spread through the area as workers or colonists, available to resist hostilities as needed.

Scouts: Long-range scouts and reconnaissance experts work for the faction, able to venture deep into hostile territory.

Siege Experts: These soldiers are trained in trenching, sapping, and razing targeted structures. When they successfully Attack an enemy Asset, the owner loses 1d4 points of Treasure from their reserves and this faction gains it.

Summoned Hunter: A skilled sorcerer has summoned a magical beast or mentally bound a usefully disposable assassin into the faction's service.

Temple Fanatics: Fanatical servants of a cult, ideology, or larger religion, these enthusiasts wreak havoc on enemies without a thought for their own lives. After every time the Temple Fanatics defend or successfully attack, they take 1d4 damage.

Thugs: These gutter ruffians and common kneebreakers have been organized in service to the faction's causes.

Vanguard Unit: This unit is specially trained to build bridges, reduce fortifications, and facilitate a lightning strike into enemy territory. When its faction takes a Relocate Asset turn, it can move the Vanguard Unit and any allied units at the same location to any other location within range, even if the unit type would normally be prohibitive from moving there. Thus, a Force asset could be moved into a foreign nation's territory even against their wishes. The unit may remain at that location afterwards even if the Vanguard Unit leaves.

War Fleet: While a war fleet can only Attack assets and locations within reach of the waterways, once per turn it can freely relocate itself to any coastal area within

movement range. The Asset itself must be based out of some landward location to provide for supply and refitting.

War Machines: Mobile war machines driven by trained beasts or magical motive power are under the faction's control.

Warshaped: The faction has the use of magical creatures designed specifically for warfare, or ordinary humans that have been greatly altered to serve the faction's needs. Such forces are few and elusive enough to evade easy detection.

Witch Hunters: Certain personnel are trained in sniffing out traitors and spies in the organization, along with the presence of hostile magic or hidden spellcraft.

Force Asset	Cost	HP	Magic	Attack	Counter	Qualities
Force 1						
Fearful Intimidation	2	4	None	None	1d4 damage	-
Local Guard	3	4	None	F. v. F./1d3+1 damage	1d4+1 damage	-
Summoned Hunter	4	4	Medium	C. v. F./1d6 damage	None	Subtle
Thugs	2	1	None	F. v. C./1d6 damage	None	Subtle
Force 2						
Guerrilla Populace	6	4	None	F. v. F./1d4+1 damage	None	-
Military Transport	4	6	None	None	None	Action
Reserve Corp	4	4	None	F. v. F./1d6 damage	1d6 damage	-
Scouts	5	5	None	F. v. F./2d4 damage	1d4+1 damage	Subtle
Force 3						
Enchanted Elites	8	6	Medium	F. v. F./1d10 damage	1d6 damage	Subtle
Infantry	6	6	None	F. v. F./1d8 damage	1d6 damage	-
Temple Fantatics	4	6	None	F. v. F./2d6 damage	2d6 damage	Special
Witch Hunters	6	4	Low	C. v. C./1d4+1 damage	1d6 damage	-
Force 4						
Cavalry	8	12	None	F. v. F./2d6 damage	1d4 damage	-
Military Roads	10	10	None	None	None	Action
Vanguard Unit	10	10	None	None	1d6 damage	Action
War Fleet	12	8	None	F. v. F./2d6 damage	1d8 damage	Action
Force 5						
Demonic Slayer	12	4	High	C. v. C./2d6+2 damage	None	Subtle, Special
Magical Logistics	14	6	Medium	None	None	Special
Siege Experts	10	8	None	F. v W./1d6 damage	1d6 damage	-
Force 6						
Fortification Program	20	18	None	None	2d6 damage	Action
Knights	18	16	None	F. v. F./2d8 damage	2d6 damage	-
War Machines	25	14	Medium	F. v. F./2d10+4 damage	1d10 damage	-
Force 7						
Brilliant General	25	8	None	C. v. F./1d8 damage	None	Subtle, Special
Purity Rites	20	10	Low	None	2d8+2 damage	Special
Warshaped	30	16	High	F. v. F./ 2d8+2 damage	2d8 damage	Subtle
Force 8						
Apocalypse Engine	35	20	Medium	F. v. F./ 3d10+4 damage	None	-
Invincible Legion	40	30	None	F. v. F./2d10+4 damage	1d10+4 damage	Special

6.10.0 Wealth Assets

Ancient Mechanisms: Some useful magical mechanism from ages past has been refitted to be useful in local industry. Whenever an Asset in the same location must roll to make a profit, such as Farmers or Manufactory, the faction may roll the die twice and take the better result.

Ancient Workshop: A workshop has been refitted with ancient magical tools, allowing prodigies of production, albeit not always safely. As a free action, once per turn, the Ancient Workshop takes 1d6 damage and the owning faction gains 1d6 Treasure.

Arcane Laboratory: The faction's overall Magic is counted as one step higher for the purposes of creating Assets in the same location as the laboratory. Multiple Arcane Laboratories in the same location can increase the Magic boost by multiple steps.

Armed Guards: Hired caravan guards, bodyguards, or other armed minions serve the faction.

Caravan: As a free action, once per turn, the Caravan can spend 1 Treasure and move itself and one other Asset in the same place to a new location within one move.

Cooperative Businesses: If any other faction attempts to create an Asset in the same location as a Cooperative Business, the cost of doing so increases by 1 Treasure. This penalty stacks.

Dragomans: Interpreters, cultural specialists, and go-betweens simplify the expansion of a faction's influence in an area. A faction that takes an Expand Influence action in the same location as this Asset can roll an extra die on all checks there that turn. As a free action once per turn, this Asset can move.

Economic Disruption: As a free action once per turn, this Asset can move itself without cost.

Farmers: Farmers, hunters, and simple rural artisans are in service to the faction here. Once per turn, as a free action, the Asset's owner can roll 1d6; on a 5+, they gain 1 Treasure from the Farmers.

Free Company: Hired mercenaries and professional soldiers, this Asset can, as a free action once per turn, move itself. At the start of each of its owner's turn, it takes 1 Treasure in upkeep costs; if this is not paid, roll 1d6. On a 1-3 the Asset is lost, on a 4-6 it goes rogue and will move to Attack the most profitable-looking target. This roll is repeated each turn until back pay is paid or the Asset is lost.

Front Merchant: Whenever the Front Merchant successfully Attacks an enemy Asset, the target faction loses 1 Treasure, if they have any, and the Front Merchant's owner gains it. Such a loss can occur only once per turn.

Golden Prosperity: Each turn, as a free action, the faction gains 1d6 Treasure that can be used to fix damaged Assets as if by the Repair Assets action. Any of this Treasure not spent on such purposes is lost.

Healers: Whenever an Asset within one move of the Healers is destroyed by an Attack that used Force against the target, the owner of the Healers may pay half its purchase price in Treasure, rounded up, to instantly restore it with 1 hit point. This cannot be used to repair Bases of Influence.

Hired Legion: As a free action once per turn, the Hired Legion can move. This faction must be paid 2 Treasure at the start of each turn as upkeep, or else they go rogue as the Free Company Asset does. This Asset cannot be voluntarily sold or disbanded.

Lead or Silver: If Lead or Silver's Attack reduces an enemy Asset to zero hit points, this Asset's owner may immediately pay half the target's purchase cost to claim it as their own, reviving it with 1 hit point.

Mad Genius: As a free action, once per turn, the Mad Genius may move. As a free action, once per turn, the Mad Genius may be sacrificed to treat the Magic rating in their location as High for the purpose of buying Assets that require such resources. This boost lasts only until the next Asset is purchased in that location.

Manufactory: Once per turn, as a free action, the Asset's owner may roll 1d6; on a 1, one point of Treasure is lost, on a 2-5, one point is gained, and on a 6, two points are gained. If Treasure is lost and none is available to pay it by the end of the turn, this Asset is lost.

Merchant Prince: A canny master of trade, the Merchant Prince may be triggered as a free action once per turn before buying a new Asset in the same location; the Merchant Prince takes 1d4 damage and the purchased Asset costs 1d8 Treasure less, down to a minimum of half its normal price.

Monopoly: Once per turn, as a free action, the Monopoly Asset can target an Asset in the same location; that Asset's owning faction must either pay the Monopoly's owner 1 Treasure or lose the targeted Asset.

Occult Countermeasures: This asset can only Attack or inflict Counterattack damage on Assets that require at least a Low Magic rating to purchase.

Pleaders: Whether lawyers, skalds, lawspeakers, sage elders, or other legal specialists, Pleaders can turn the local society's laws against the enemies of the faction. However, Pleaders can neither Attack nor inflict Counterattack damage on Force Assets. **Smuggling Fleet:** Once per turn, as a free action, they may move themselves and any one Asset at their current location to any other water-accessible location within one move. Any Asset they move with them gains the Subtle quality until they take some action at the destination.

Supply Interruption: As a free action, once per turn, the Asset can make a Cunning vs. Wealth check against an Asset in the same location. On a success, the owning faction must sacrifice Treasure equal to half the target Asset's purchase cost, or else it is disabled and useless until this price is paid.

Trade Company: Bold traders undertake potentially lucrative- or catastrophic- new business opportunities. As a free action, once per turn, the owner of the Asset may roll accept 1d4 damage done to the Asset in exchange for earning 1d6-1 Treasure points.

Transport Network: A vast array of carters, ships, smugglers, and official caravans are under the faction's control. As a free action the Transport Network can spend 1 Treasure to move any friendly Asset within two moves to any location within one move of either the target or the Transport Network.

Usurers: Moneylenders and other proto-bankers ply their trade for the faction. For each unit of Usurers owned by a faction, the Treasure cost of buying Assets may be decreased by 2 Treasure, to a minimum of half its cost. Each time the Usurers are used for this benefit, they suffer 1d4 damage from popular displeasure.

Worker Mob: The roughest, most brutal laborers in service with the faction have been quietly organized to sternly discipline the enemies of the group.

Wealth Asset	Cost	HP	Magic	Attack	Counter	Qualities
Wealth 1						
Armed Guards	1	3	None	W. v. F/1d3 damage	1d4 damage	-
Cooperative Businesses	1	2	None	W. v. W./1d4-1 damage	None	Subtle, Special
Farmers	2	4	None	None	1d4 damage	Action
Front Merchant	2	3	None	W. v. W./1d4 damage	1d4-1 damage	Subtle
Wealth 2						
Caravan	5	4	None	W. v. W./1d4 damage	None	Action
Dragomans	4	4	None	None	1d4 damage	Subtle, Special
Pleaders	6	4	None	C. v W./2d4 damage	1d6 damage	Special
Worker Mob	4	6	None	W. v. F/1d4+1 damage	1d4 damage	-
Wealth 3						
Ancient Mechanisms	8	4	Medium	None	None	Special
Arcane Laboratory	6	4	None	None	None	Special
Free Company	8	6	None	W. v. F/2d4+2 damage	1d6 damage	Action, Special
Manufactory	8	4	None	None	1d4 damage	Action
Wealth 4						
Healers	12	8	None	None	None	Action
Monopoly	8	12	None	W. v. W./1d6 damage	1d6 damage	Action
Occult Countermeasures	10	8	Low	W. v C./ 2d10 damage	1d10 damage	Special
Usurers	12	8	None	W. v. W./1d10 damage	None	Action
Wealth 5						
Mad Genius	6	2	None	W. v. C./1d6 damage	None	Action
Smuggling Fleet	12	6	None	W. v. F/2d6 damage	None	Subtle, Action
Supply Interruption	10	8	None	C. v W./1d6 damage	None	Subtle, Action
Wealth 6						
Economic Disruption	25	10	None	W. v. W./2d6 damage	None	Subtle, Action
Merchant Prince	20	10	None	W. v. W./ 2d8 damage	1d8 damage	Action
Trade Company	15	10	None	W. v. W./ 2d6 damage	1d6 damage	Action
Wealth 7						
Ancient Workshop	25	16	Medium	None	None	-
Lead or Silver	20	10	None	W. v. W./ 2d10 damage	2d8 damage	-
Transport Network	15	5	None	W. v. W./1d12 damage	None	Action
Wealth 8						
Golden Prosperity	40	30	Medium	None	2d10 damage	-
Hired Legion	30	20	None	W. v. F/ 2d10+4 damage	2d10 damage	Action

7.0.0 Major Projects

In any campaign, there will likely arise some occasion when the PCs take it into their heads to accomplish some great change in the world. Perhaps they want to abolish slavery in a country, or institute a new government in a howling wilderness, or crush the economic power of a hateful merchant cartel. The party wants to accomplish something grand or large-scale where there is no obvious direct path to success. No single killing or specific act of heroism will get them their aim, though the goal itself isn't so wild as to be obviously futile. Such ambitions are major projects, and this section will cover a simple system to help the GM adjudicate their progress and success. This system is meant to handle sprawling, ambiguous ambitions that aren't clearly susceptible to a simple solution. If the party wants a dead town burgomaster, then they can simply kill him. If they want to turn his town into a major new trading nexus, something more complicated may be required.

7.1.0 Renown

The basic currency of major projects is called Renown, and it's measured in points much like experience points. PCs gain Renown for succeeding at adventures, building ties with the world, and generally behaving in a way to attract interest and respect from those around them. PCs then spend Renown to accomplish the changes they want to make in the world, reflecting their own background activities and the work of cooperative allies and associates. Each individual PC has their own Renown score. They can spend it together with the rest of the party if they agree on the mutual focus of their interests, but a PC might also spend it on other ambitions or intermediate goals that come to mind. It's ultimately up to the player as to what they want to put their effort into; spending Renown reflects the kind of background work and off-screen support that the hero can bring to bear. A GM doesn't have to track Renown unless they intend to use the this system. If the GM prefers to do things their own way, they can completely ignore Renown awards. If the GM changes their mind later and wants to introduce the system, they can simply give each PC a Renown score equal to their current accumulated experience points and then track things accordingly from there. Generally, a PC will receive one

point of Renown after each adventure. Some other activities or undertakings might win them additional bonus Renown, usually those works that increase the PC's influence and involvement with the campaign world, and some adventures might not give them much Renown at all if they left no impression on the people around the party.

7.2.0 Determining the Project Difficulty

To find out how much Renown is needed to achieve a project, the GM must determine its difficulty. This total difficulty is a product of the intensity of the change, the scope it affects, and the powers that are opposed to it. First, decide whether the change is plausible, improbable, or impossible. If the change is something that is predictable or unsurprising, it's a plausible change. A town with good transport links and a couple of wealthy neighbors might quite plausibly become a trade hub. A duke with an abandoned frontier keep and a raider problem might plausibly decide to give it to a famed warrior PC with the agreement that the PC would pledge fealty to him. A plausible change in the campaign is simply one that no one would find particularly surprising or unlikely. An improbable change is one that's not physically or socially impossible, but is highly unlikely. Transforming a random patch of steppe grasslands into a trading hub might be an improbable change, as would convincing a duke to simply hand over the frontier fort with no particular claim of allegiance. Some things that are not particularly physically difficult might be improbable due to the social or emotional implications; a society with a relative handful of trophy slaves might find it improbable to give them up even if they serve only as status symbols for their owners. An impossible change is just that; something that is physically or socially impossible to contemplate. Turning a desolate glacier on the edge of the world into a trading hub might be such, or convincing the duke to simply give the PCs his duchy. Accomplishing a feat like this might require substantial magical Workings, the involvement of ancient artifacts, or a degree of social upheaval on par with a war of conquest. Some changes might be so drastic that they require their own heroic labors simply to prepare the groundwork for the real effort, and entire separate projects must be undertaken before the real goal even becomes possible.

7.3.0 Determining the Project Scope

Once the change's probability is decided, the GM must identify how wide the scope of the change may be. The more land and the more people the change affects, the harder it will be to bring it about. A village-sized change is the smallest scale, affecting only a single hamlet or a village's worth of people. A city-sized change affects the population of a single city or several villages, while a regional one might affect a single barony or small province. A kingdom-sized one affects a whole kingdom or a collection of feudal lordships, and a global change affects the entire world, or at least those parts known to the PCs. When deciding the scope of the change, focus on how many people are going to be immediately affected by the project. Turning a town into a trading hub might incidentally affect a significant part of a kingdom, but the immediate consequences are felt only by the residents of that town, and perhaps their closest trading partners. The scope in that case would be simply that of a city, rather than a region. Banishing slavery throughout a kingdom would require a kingdom-sized change, while getting it banned within some smaller feudal region would require a proportionately lesser scope. If the PCs are trying to establish an educational institution, or a religious order, or some other sub-group meant to serve a chosen cause, the scope should be the largest general area the order can have influence in at any one time. A very small order of warrior-monks might only have enough devotees to affect a village-sized community or problem. An order with multiple monasteries and bases of operations throughout a kingdom might have enough muscle to affect events on a nation-wide scale. In the same vein, a small academy might be enough to bring enlightened learning to a city, improving the lives of men and women there, but not have the reach to influence the greater region around it. Individual warrior-monks or specific scholars might play major roles elsewhere in the setting, but the institution itself can't rely on the certainty of being able to step into such roles. In some cases, a PC might attempt to forge a Working or develop a specific bloodline of magical or cursed beings. Assuming that they have the necessary tools and opportunities to achieve such a great feat, the scope should apply to the total number of people affected by the magic over its entire course of existence. Thus, a village-sized change like this might apply to ten generations of a very small bloodline, the enchantment lasting for a very long time but applying only to a few people at any one time. It might be reproduced by special training, magical consecration, or a natural inherited bloodline. Once the scope limit is reached, the magic can no longer be transmitted, as it has either been exhausted or the subtle shiftings of the magic have damaged it beyond repair. Conversely, a very large scope for such a work might mean that many people are so affected, though a very large change like that would only last for a few

generations before reaching the maximum affected population. Because of such limits, many such empowered bloodlines or augmented magical traditions are very selective about adding new members. Optionally, PCs who want to create such a magical working can fix it indefinitely, causing it to be heritable or transmissible for the indefinite future. Such laborious workings are much more difficult than simply tying the effect to the natural flow of the magic, however, and so it costs four times more than it would otherwise. Thus, imbuing a village of people with some magical quality that they will forever after transmit down to a similar number of heirs would count as a x8 multiplier instead of a x2 multiplier.

7.4.0 Determining the Opposition

Once you have decided on the difficulty and the scope, you now need to identify the most significant people or power bases that would be opposed to this change. In some cases, there may be no one opposed to the alteration; turning a steppe oasis into a trading post might not have anyone to object if there are no nomads who control the land, nor terrible beasts to threaten settlers. In most cases, however, there's going to be at least one person, creature, or other power in the area who would prefer things not change. If the opposition comes in the form of ordinary peasants or citizens, minor bandit rabble, normal dangerous animals, or other disorganized and low-level threats, then the difficulty is multiplied by x2. If the opposition is organized under competent leadership, such as a local baron, rich merchant, or persuasive priest, or if the opposition is some dangerous but not especially remarkable monster, then the difficulty is multiplied by x4. If the opposition is entrenched and powerful, such as a group of nobles, an influential bandit king, a crime boss, a major city's mayor, or a monster impressive enough to have developed its own legendry, then the difficulty is multiplied by x8. If the opposition involves facing down a king, a legendary monster, the primate of a major religion, or some similar monarchic power, then the difficulty is multiplied by x16. When measuring opposition, only the greatest opponent counts. Thus, if the king, the nobility, and the local village chief all hate an idea, the difficulty modifier is x16. If the king is then persuaded to relent, the difficulty modifier becomes x8, until the barons are pacified, after which the village chieftain is the only opposition left, for a x2 modifier. On top of this, if the change inspires widespread popular disapproval or unease among the populace affected by the change, multiply the modifier by an additional x2. Such changes usually touch on delicate questions of group identity, cultural traditions, or basic values, and the people in the change's scope are likely to resist such measures on multiple levels. As an example, assume an idealistic band of adventurers dreamed of extirpating

slavery from an entire kingdom. The natives use slaves for work and status, but their labor isn't crucial to the economy's survival, so the GM decides it is merely improbable to give up slavery, for a base difficulty of 2. The scope is kingdom-wide, so 2 is multiplied by 16, for a difficulty of 32. As the situation stands now, the king has no desire to infuriate the wealthy magnates of his kingdom by taking away their free labor, so he would oppose it for an additional x16 multiplier, for a total difficulty of 512. Oh, and the natives find the idea of accepting slaves as equals to be emotionally abhorrent, so that's an additional x2 multiplier, for a final difficulty of 1,024. It is very unlikely for the heroes to manage to scrape up the 1,024 points of Renown needed to make this change out of hand. They're going to have to alter the situation to quell the opposition and make specific strides toward making the ideal more plausible before they can finally bring about their dream.

7.5.0 Decreasing Difficulty

Adventurers who have a dream bigger than their available Renown have several options for bringing it about more rapidly. The party can use some or all of these techniques for making their ambition more feasible, and the GM might well insist on at least some of them before the PCs can succeed. They can spend money. Sometimes a problem can be solved by throwing enough money at it, either by paying off troublesome opponents, constructing useful facilities or installations, or hiring enough help to push the cause through. Money is often useful, but it eventually begets diminishing returns; once everything useful has been bought, additional coinage brings little result. The adjacent table shows how much a point of Renown dedicated to the project costs. The first few points come relatively cheaply, but after that the price increases rapidly. Eventually, there comes a point where only the wealth of empires can shove a massive project through with sheer monetary force. Small projects and modest ambitions are generally easy to accomplish with cash, but society-wide alterations and massive undertakings can defeat the richest vault. They can build institutions. If the PCs want a fortified monastery loyal to them, they can either throw enough Renown at their goal until

Probability of the Goal	Base Difficulty	Scope	Affected Difficulty Multiplier	Greatest Active Opposition	Difficulty Multiplier
Plausible	1	Village	x2	Minor figures	x2
Improbable	2	City	x4	Local leaders	x4
Impossible	4	Region	x8	Major noble or beast	x8
		Kingdom	x16	King or famed monster	x16
		Known World	x32		

Multiply opposition by x2 if the local population is emotionally or socially against it. 7.6.0 Achieving the Goal 93 allied NPCs and

local potentates think it's a good idea to buy them off by building it for them, or they can actually go out and purchase it with their own money. They can hire the masons, recruit the monks, and find a trustworthy abbot to act as regent for the heroes. Such steps may not be enough to completely attain the purpose, as they'll still have to deal with quelling any local opposition to the new monastery and any innate implausibility of establishing a monastery wherever they want to put it, but it'll get them a long way toward success. The GM decides a reasonable cost for the institution they want to build and the assorted recruits they'll need to operate it, using the guidelines in this section. Prices will vary drastically based on the situation; building a splendid stone castle in a desert with no good source of stone will cost far more than listed, while hiring skilled artisans in a major metropolis won't be nearly as difficult as finding them in an empty tundra. Once the cost is paid, the GM assigns a suitable amount of Renown toward attaining the goal. For example, if the overall goal is securing the trade route between two distant cities, building a fortified caravansary with patrolling road guards might give enough Renown to solve half the problem. The rest of it might require dealing with the opposition that's making the hazard in the first place, such as the depredations of a bandit chief or the perils of the savage monsters that haunt the road. They can nullify opposition. Either through gold, persuasion, or sharp steel, the PCs can end the opposition of those powers who stand against their ambition. Opponents who can be bought off might be managed with nothing more than a lengthy discussion and an exchange of valuables, but other opponents might need full-fledged adventures to deal with. Some might demand favors in exchange for withdrawing their opposition, or quests accomplished on their behalf, or enemies snuffed out by the swords of the heroes. Others could be so unalterably opposed to the idea that they must either be killed or endured. They can adventure in pursuit of their goal. This adventure might be something as simple as finding the den of a troublesome pack of monsters, or it could be something as involved as delving into an ancient dungeon to recover the lost regalia that will give them the moral authority to make demands of a troublesome prelate. Such adventures will give the PCs their usual award of Renown, but they can also give a bonus award toward their specific goal if their efforts are particularly relevant. This bonus is determined by the GM. The easiest way for the GM to pick the proper amount for the award is to privately estimate how many such adventures their goal is worth and then award Renown accordingly. Thus, if the GM thinks that three adventures like this one is as much focus and effort as the group should have to spend toward accomplishing their aim, then each adventure will decrease the goal's difficulty by one-third. Adventuring is by far the most efficient way to

accomplish a group's goals, assuming they can come up with adventures that are relevant. This is intentional; a goal that gives the GM an easy supply of adventuring grist is a genuine contribution to the game. The more adventures that a GM gets out of PC ambitions, the easier it will be to prepare for the game and ensure the players are involved in the campaign.

7.6.0 Achieving the Goal

Once the PCs have piled up enough Renown and lowered the difficulty enough to actually make it feasible to achieve the goal, they need to take the final steps necessary to complete the work. For a minor goal, this might be a simple matter of describing how they take care of the details, while a vast campaign of effort might culminate in several brutal, perilous adventures. The time this change takes will rest with the GM's judgment. If the PCs have been working on the project for some time already this effort should be taken into account and lessen the time required. For mundane changes or changes the GM doesn't really want to focus on, the PCs simply declare that they're spending their Renown and using their own good name, personal prowess, and accumulated friendships and contacts to pull off their ambition. They might give examples of some of the ways they're working to achieve the goal and specify what allies or resources they're deploying. The GM then describes the outcome of their efforts. They may not be completely successful and events may not work out exactly as they planned, but they'll get the substance of what they wanted. For changes that push through opposition instead of subverting it, those that just pay the price for the opposition multiplier, the GM might make the PCs deal with consequences of that unquelled opposition. The kingdom might outlaw slavery, but if not all the opposition was defeated there may remain small pockets where the law doesn't reach or the populace refuses to accept the freed slaves as fellow citizens. Solving these remnant problems might require their own projects or adventures. For magical, impossible, or truly epic changes, the GM might oblige the PCs to face some culminating adventure or challenge before their ambition becomes real. They might've marshaled enough force and enough allies to depose the wicked king, but now the day of reckoning has come and they must face the tyrant and his elite guard in a pitched battle within the capital city. Some heroic changes might require several such adventures, with failure meaning that their efforts somehow fall short of complete success. If the tyrant is not slain, he might escape into exile to foment further trouble, or he might flee to a province he still can control. Once the change is successfully achieved, the GM should take a little while to consider the larger ramifications of the event. Who in the surrounding area is going to take notice of the events, and what are they likely to do about it? What allies of the PCs might be strengthened by the change and able to push their own agendas further? What are the longer-term consequences of their actions, and how might

Renown Bought	Cost in Silver Pieces per Point
First 1-4 points	500 per point
Next 4 points	2,000 per point
Next 8 points	4,000 per point
Next 16 points	8,000 per point
Next 32 points	16,000 per point
Next 64 points	32,000 per point
Further points	Prohibitively expensive

For example, purchasing 14 points of Renown would cost 2,000 for the first four, 8,000 for the next four, and 24,000 for the next six, for 34,000 sp total. 7.7.0 Magical Projects 94 these show up during future adventures? The ultimate point of changes like these is not simply to make marks on the campaign map, but to create the seeds of future adventures and future events. The actions of the characters create reactions, and the deeper they involve themselves in the campaign setting, the more that setting is going to involve itself with them. This is ultimately a virtuous circle for the GM and the group, as it helps to generate adventures and events that matter to the players and spares the GM from confusion or uncertainty over what kind of adventuring grist to generate.

7.7.0 Magical Projects

Some projects are flatly impossible in nature, such as changing humans into some new humanoid species or creating a magical effect that covers an entire region. These efforts are a step beyond ordinary impossibility, as they often require measures entirely beyond the physical capabilities of normal civilizations. While exceedingly difficult, such projects are not out of the question for powerful mages who have the help of skilled adventurers. They do require a few more steps than an ordinary project would require, however. The heroes must create one or more Workings dedicated to enabling the change, using the guidelines given in the Magic chapter. The scope of these Workings must be large enough to affect the scope of the change itself; if the alteration is to be done to an entire region, then a region-sized Working must be built. Workings so large as to affect an entire kingdom are beyond the scope of modern magic, and only some special quest into the fathomless past could discover the keys to grand, world-spanning alterations. The degree of the Working will depend on the degree of the change. The devising of a race of humanoid creatures similar to humans but cosmetically different might be a Minor Working, while more substantial alterations will require great degrees of power. The summoning of a river from the depths of the earth might be a Major change for a small stream, while something the size of the Amazon might be of Supreme difficulty.

7.8.0 Major Projects and Existing Factions

Players are likely to end up with goals or ambitions that directly involve them with local factions or potentially touch on Assets or other resources significant to faction powers. This is normal, and it's not difficult to integrate the two systems when they happen to touch. As a general rule, major projects should be treated just as adventures would be. When a project would plausibly damage a faction's Assets, then the Assets will be damaged or destroyed. When they would create an Asset useful for a faction, whether one belonging to the players or to another group, then the Asset is created. If a faction doesn't care for a project, it might turn into a source of opposition that must be quelled or overcome, while an allied faction might supply some portion of the Renown itself by taking an action to aid the PCs. The help of a faction should be scaled by the GM; if an empire decides to give the PCs a castle, then it might be such a minor part of the faction's holding that no Treasure expense or other effort is required to do so. A small religious cult that wants to help build a monastery for the PCs might not be able to give nearly as much help, and might simply be good for a quarter of the Renown needed if they spend an action assisting the PCs. Conversely, when a faction is opposed to some measure, the PCs will probably have to undertake an adventure to change its mind or pull the fangs that it's using to interfere with their efforts. If the magical change is impossible but relatively modest in scope, then one great Working will be necessary to empower it. If the change is significant and will have major repercussions on the future area, it will take two, while a change that seems barely within the limits of possibility will need three Workings to support it, all of the appropriate degree and scope. The construction of these Workings often require adventures in their own right to find the critical components or esoteric substances needed to erect them, to say nothing of the material cost of the work. If these Workings are later destroyed or corrupted the change itself may be damaged as well. Sometimes the effect is so graven on the world that it continues unsupported, but other times the change fades away into something more mundane. In the worst cases, the magic goes rampant and terrible consequences are born from its uncontrolled fury. As a consequence, most nations are highly averse to the construction of large-scale magical infrastructure, even when they can afford to do so.

7.9.0 Player-Run Factions and Major Projects

PCs who have the friendship or control of factions can leverage them to assist in their grand plans. A faction can assist on a project only once per faction turn, and this help counts as its action for the turn. When a faction helps, it spends one point of Treasure and decreases the difficulty of the project by the sum total of its Wealth, Force, and Cunning attributes, down to a minimum difficulty of 1 point. The faction can't usually complete a major project on its own; it needs the PC or some driving personality to envision and implement the plan. A faction needs to spend Treasure and help only once on a project to decrease the difficulty. The difficulty reduction remains until the project is complete or the faction chooses to withdraw its support for some reason. More than one faction can contribute its help, if they can be persuaded. If the faction is ideally suited to the project, such as a government establishing a new political order, or a religion instituting a new cultural norm, or a thieves' guild forming a cabal of assassins, then their attribute total is doubled for purposes of calculating the new difficulty. If the faction is willing or forced to go to extremes in helping a project, either out of desperation or the ruthless demands of its leadership, it can commit its Assets and own institutional health to the project. Any Asset or Base of Influence in the same location as the project can accept hit point damage to lower the difficulty; each hit point they spend lowers it by one point. This kind of commitment is difficult to calibrate safely; at the end of the spend, each Asset or Base of Influence that contributed suffers an additional 1d4 damage. This may be enough to destroy an Asset, or even destroy the faction itself if enough damage is done to a Base of Influence. If the Asset is destroyed in the process of helping the project, the fallout of its collapse or exhaustion may have local consequences of its own. If the faction is of a vastly larger scale than the project, such as a prosperous kingdom helping to construct a new border village, the entire project can be resolved in a single action. In some cases, the GM may not even require the faction to spend any Treasure, as the expense is so small relative to its resources that it's not worth tracking.