

Fate of Vimary

Tribe 8 in Fate Core



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Special Thanks

This may be a fan project, but a lot of advice and input has gone into it. First, thanks go out to both Dream Pod 9 and Evil Hat for putting out great games. Next, the members of the Google+ Fate Core community for their advice and awesome ideas. I also greatly appreciate everyone who has given me feedback or simply shown interest in this document. I see your little animal icons pop up whenever I make changes. Finally, thanks to Jude Godin for his gracious permission to use his “Bonemachine” image.

Chapter 1: Introduction

What Fate of Vimary *IS*

Fate of Vimary is the end result of about four years of trying to adapt Tribe 8 to Fate. I've compiled this into one document as much for my own benefit as a desire to put this out into the world for the two other people who are likely interested. Fate of Vimary is also how *I* see Tribe 8 - it may not match canon or your view of the setting.

What Fate of Vimary *ISN'T*

This is an adaptation. It provides *my* rules and guidelines for playing a Fate Core game based in Tribe 8's setting. It is based on *my* interpretation of Tribe 8's fiction. There are a number of canon things that I've tinkered with to get it the way I want them. Most of the changes revolve around Synthesis, Technosmithing and Sundering:

- Synthesis, Sundering and Technosmithing all have an internally and mutually consistent way that they work. They can all be used to defend against one another, but do not suffer any advantages or penalties when doing so. Instead, they can be used to create passive resistance when one of the other magic types are used against them. They also all have the potential for causing stress when a roll fails (called Equilibrium loss).
- There is no "ritual Synthesis." There is Synthesis, and there is ritual magic, and never the twain shall meet.
- Characters with aspects like ***Half-Awakened*** or ***Non-Dreamer*** are *harder* to use magic against, not easier.
- Z'bri Atmospheres are intended to be personalized for each Z'bri.
- Setting-wise, I am sticking with my changes to Vimary I implemented in *Strands of Flesh and Spirit*. Namely, Hl'Kar exists only on the north shore. Abonom is likewise moved north. The area where Hl'kar resides on Vimary proper in the canon game is a "No Man's Land".

Finally, this adaptation is in no way sanctioned by Dream Pod 9. It's also not an indicator the line is being rebooted using Fate Core (and I have had that question asked of me).

Chapter 2: Character Creation

Fate of Vimary uses the same character creation as Fate Core. The default assumption is that your character is Fallen - if you wish to play a character that is still a Tribal, or a Keeper, some elements may need to be modified slightly but should work about the same.

Groups

Every character in Tribe 8 is a member of a group - one of the Tribes, a Fallen Outlook, or a Keeper or Squat. Membership in the group bestows a tribal/faction aspect and one or two additional aspects. The tribal aspect may be further qualified by additional membership - a character may not just be a *Joanite* but a *Joanite Blade* or *Joanite Templar*. A Squat may be from a specific tribe, such as a *Boarshead Squat*.

Once you decide on your character's tribe/faction, you receive one or two additional aspects. If you are a Tribal, these are your Tribe's two ***Eminence*** aspects. If you are Fallen, you can choose one Tribal ***Eminence*** and one ***Eminence*** from your Outlook. Keepers and Squats they typically only have one additional aspect. Specific factions or tribes may have more individualized aspects or even additional ones.

Tribal	<i>Eminence Aspects</i>
Agnite	<i>Capriciousness, Inspiration</i>
Dahlian	<i>Illusion, Motion</i>
Evan	<i>Empathy, Life</i>
Joanite	<i>Devotion, Fury</i>
Joshuan*	<i>Force, Magnum</i>
Magdalite	<i>Conflict, Sensuality</i>
Marian*	<i>Purity, Recognition</i>
Tera Sheban	<i>Truth, Wisdom</i>
Yagan	<i>Death, Fate</i>
Fallen (Outlook)	<i>Eminence Aspects</i>
Child of Lilith*	<i>Force, Vengeance</i>
Doomsayer	<i>Mystery, Shadow</i>

Herite	<i>Freedom, Recognition</i>
Jacker	<i>Bravery, Vengeance</i>
Lightbringer	<i>Conviction, Unity</i>
Keeper (Generic)*	<i>Scion of the World Before</i>
Olympus Keeper	
Junkyard Keeper	
Machine Monk	
Derelict	
Bunker Keeper	
Arc Priest	
Bury Keeper	
Lock Keeper	
Metal Wolves	
Niagra Keeper	
Sudbury Keeper	
Thunder Canoe Rider	
Squat (Generic)*	<i>Hardened Survivor</i>
Boarshead	
Carilon	
Chalk Face	
Eastern Hills	
Flint	
Great River Lake	
Great River	
Horse	
Leox	

Novohuron	
Nuit	
Oneida	
Onto	
Ontos	
Renton	
Riders With The Spirits	
Shore People	
Silent Ones	
Smoke People	
Tusks	

* Depending on the time frame or campaign, these options may not be available. Playing a character from one of these Tribes or Outlooks requires talking to the GM and/or the table beforehand.

Aspects

Aspect Phases

After choosing what group your character is from, a High Concept aspect and a Trouble aspect, you will still have three other aspects to choose. How this is done will depend on the game - some will use the Phase Trio, others an origin story where the remaining aspects are decided during play, and other games some other method. For example, if it was decided that you would be playing a Tribal Circle, the phases might be Tribal life prior to the Circle, the events that led to the creation of the Circle, and a situation that has occurred since the Circle's creation.

One option that can help set the mood for these aspects is to take readings from the Destiny Deck, which is essentially a Tribe 8 Tarot deck.

Eminence Aspects

Eminence aspects are possessed by Tribals, Fallen and occasionally other characters such as Guides, spirits, or others with a connection to the River of Dream. Unlike other aspects, their applicability to a particular situation can range from tenuous to perfect.

Tenuous invocations can only be used for a reroll. Relevant invocations can be used as a normal invoke, for a reroll or a bonus. Perfect invocations succeed automatically. When a perfect invocation is used for an attack, the attack is set at skill rating plus 3.

For example, a Jacker who is chasing someone who stole something from a friend could invoke Vengeance to get a bonus to catch them. That's a tenuous invocation . Invoking Vengeance to deliver to killing blow to the Tera Sheban Judge who Banished you and killed your family is perfect.

Chapter 3: Skills and Stunts

Starting Skills

Skills are allocated at character creation in a pyramid, and then move to column advancement as per *Fate Core*. However, the skill pyramid is a little squatter than the default pyramid - characters start with six Average(+1) skills, four Fair(+2) skills and two Good(+3) skills. The skill cap for the campaign increases to Great(+4) at the first major milestone as per normal.

Skill List

Skills marked with asterisks are skills with changes from Fate Core. Skills with plus signs are new.

- Fitness
- Burglary
- Contacts
- Crafts*
- Deceive
- +Dreaming
- Empathy
- Fight
- Investigate*
- Lore
- Notice
- Physique
- Provoke
- Rapport
- Resources*
- +Ride
- Shoot
- Stealth
- +Sundering
- +Survival
- +Synthesis
- +Technosmithing
- Will

Crafts

Crafts may be used to repair relic items from The World Before provided you have a permission aspect or stunt which allows this. Typically this permission is reserved for Keepers.

Dreaming

Dreaming allows you to take control of your own Dream realm, even leaving it freely to wander the River of Dream if you want. Dreaming replaces Athletics, Fighting, Crafts and other physical skills in the River of Dream. Physique is replaced by Will. All other skills are used normally (Rapport, Deception, Provoke, etc). Synthesis cannot be used in the River without a stunt.



Overcome: Dreaming can be used to leave your own Dream Realm, enter another's, travel through the River, create a new Dream Realm, trapping other Dreamers and spirits, wake yourself up, etc.



Create Advantage: The River of Dream is highly malleable and Dreaming can be used to create nearly any advantage which can be thought of including weapons and armor, changing shape, creating modes of travel such as creatures to ride or wings, etc. Scene aspects can be created by manipulating the River in your immediate area - powerful Dreamers can affect entire sections of the River. Dreamers who do not wish for others to enter their Dreams may create advantages to keep them out, which must then be overcome. You can also create advantages to keep other Dreamers *in* a Dream Realm.



Attack: Dreaming can be used to attack other Dreamers and spirits. All stress inflicted is Mental by default, although you can choose to take Physical stress instead. If you are taken out or concede in a Dream conflict you immediately awaken and may lose the ability to Dream until any conditions you suffered are cleared.



Defend: Dreaming can be used to defend against Dreaming attacks and overcomes aimed at entering or leaving a Dreamer's Realm or creating an advantage against you.

Investigation

Investigation is also used to determine how relics work.

Lore

Lore covers the knowledge of and proper performance of rituals.

Resources

Each successful use of Resources (aside from bartering, see below) reduces your Resources rating by 1 for the remainder of the session.

Resources and Survival

You must make regular Resources rolls when you do not have ready access to new resources. The frequency of this roll depends on your exact circumstances - while in the wilderness it can be as often as once per scene, while in areas with plenty of access to shelter, fresh water, and food it may be once per session (if not less frequently than that). Failure on this roll reduces Resources by one unless you want to accept success at a serious cost - for example, going hungry to prevent Resources from being depleted.

Once Resources have been reduced to zero, a situation aspect named ***The Struggle To Survive*** comes into play. The GM can compel this aspect to force you to make difficult choices regarding survival. When Resources go negative, the GM gains the skills Hunger, Thirst and Exposure which can be used to attack you during the session. The GM divides a number of ranks between these skills equal to the absolute value of the your Resources skill. For example, if your Resources is reduced to -2 the GM could allocate Fair(2) Hunger or Average(1) Hunger and Average(1) Thirst. You defend against attacks from these skills with Physique.

Group Resources

Typically the group will have a community pool of resources, known as the Larder. These Resources can be used in place of personally rolling against resources when the Larder can be accessed, at the expense of depleting the group's reserves. Having a Larder is slightly more bookkeeping, so it may not be desirable for all groups, but fortunately most interactions with it would be done either between sessions or during session startup, etc.

The Larder has a Resource rating equal to the median of the group's Resource rank - in other words, the middle between the minimum and maximum. If the lowest Resources within the group is 0 and the highest is 4, the Larder is Resources 2. The Larder has a stress track with two stress boxes with an additional box added at Resources Average(+1) or Fair (+2), or two more at Good (+3) or greater. In addition, the Larder has three Consequence slots. On the chance that the Larder has Resources of Superb (+5) or higher, it gains an additional mild Consequence slot. The Larder's Resources do not fluctuate when the individual group member's Resources fluctuate, although it might increase if members of the group permanently increase their own.

The stress and Consequences for the Larder work slightly differently than a character's stress and Consequences. Whenever a character needs something that would call for a Resources roll, and they have access to the Larder, they can use the Larder's Resources instead. This can be used to directly take a specific needed item from the Larder, as well as to create advantages prior to an expedition or journey. The roll is made using the standard difficulty for obtaining the item or creating the advantage. *If the roll succeeds*, then an amount of stress equal to the value of the item is marked off the Larder's stress track. Once the stress track is filled, the Larder's Resource rank drops by 1 and all stress is cleared. If in a single "transaction" the stress would overflow the track, the Larder takes a Consequence equal to or greater than the overflow. Once Resources reaches zero, the Larder is depleted and has to be restocked. Stress can be "soaked" by instead taking a Consequence of equal or greater value than the stress. Consequences represent a specific shortage within the Larder, based on what the characters were trying to do. For example, preparing for a Joante attack might result in the mild Consequence ***Running Low on Ammunition***.

Restocking the Larder must be done from the Resources of the individuals contributing to it. Typically this is done using teamwork, with the character with the highest Resources rolling and every other character with Resources of Average(+1) or higher contributing +1 to the result. The difficulty of the roll is Fair(+2), and each success restores one rank of Resources. All Larder

Consequences must be cleared before the restock attempt can take place. If the roll is successful, each character reduces their Resources by 1 for the remainder of the session.

Ride

Ride replaces Drive and is used when riding horses or driving animal-drawn vehicles. Drive is now a skill which requires permission in the form of an aspect, stunt or other narrative reason, and is almost exclusively known by Keepers.



Overcome: Ride is used you need to have your mount jump, perform difficult maneuvers, cross terrain or obstacles, etc.



Create Advantage: Ride can be used to create advantages to increase speed, try to get away from a pursuer, take advantage of the terrain, etc.



Attack: Ride is not used to attack without use of a Stunt. Joanite cavalry and some Squats train with their horses to act as one in combat, and often have a stunt to allow Ride attacks.



Defend: Ride is used to defend from attacks when you are mounted or driving an animal-drawn vehicle.

Survival

Survival actually encompasses a number of skills commonly known as “bushcraft”. This is the character’s skill at long-term existence without the trappings of civilization and includes tool production and use, finding or creating shelter, foraging, weaving, rope-making, fire starting, hunting, tracking, skinning, fishing and carving - using only materials found in nature.



Overcome: Use Survival when you need to track something or someone, forage for food or water, find or build a shelter, or navigate through the wilderness, or deal with an animal without violence. You may also make a Survival roll against Average(1) difficulty (obviously, this can be modified based on the circumstances) to regain 1 point of lost Resources.



Create Advantage: Survival can be used to prepare for situations, such as *Stockpiling for Winter* or *Setting a Snare*. It can also be used to describe your knowledge of the environment; for example, *Ford Crossing* or *Wolve’s Den*.



Attack: Survival is not used to attack.



Defend: Survival can be used to defend against the Exposure, Hunger and Thirst attacks that result from negative Resources.

Stunts

You have three free Stunts and three Refresh. Below is a non-comprehensive list of example stunts:

Lore Stunts

Tech Lore: You get a +2 on overcome rolls to determine how a relic from the World Before works or is used.

Perfect Memory: When creating an advantage using Lore that is based on something you have seen or heard, you receive a free invocation.

Ritual: You may use Lore in place of Synthesis. You must choose one, and only Eminence, which defines the nature of the ritual. This stunt may be taken multiple times to obtain more Eminences for ritual use. Rituals follow all of the same rules as Synthesis with the exception there can be no fast trancing - rituals always take an entire scene to complete. Depending on the precise ritual, some may be challenges.

Rapport Stunts

Perfect Pitch: You get a +2 bonus to any overcome action where singing or music would positively influence another character (such as when calling spirits).

Survival Stunts

Maker: You are able to make tools from natural materials, substituting Survival for Crafts.

Healer: You are skilled with treating injuries using natural methods and can use Survival for recovering conditions.

Chapter 4: Conflicts

Conditions

Conditions are an alternate way of handling stress, introduced in the Fate System Toolkit.

Each condition can be thought of as a pre-defined consequence. Players can choose to soak stress by taking a condition, and the GM can impose a condition if it would make sense from a narrative standpoint. The GM may call for a roll to resist the condition when appropriate. Conditions are treated like aspects and can be invoked and compelled normally.

Conditions are either fleeting, sticky or lasting. Fleeting conditions last until you get a spare chance to recover from them - typically not longer than a scene. Sticky conditions require that an action or event take place to clear them. For example, if your character is dehydrated they need water, or if they are exhausted they need sleep. Lasting conditions require an overcome roll of Great(+4) passive opposition to *begin* to recover from them. Unless a stunt is used that allows for it, conditions must be cleared one at a time.

When you take a condition, you check off the box next to it. Once the box is checked, you can no longer take that condition. For lasting conditions, there are two check marks next to it. When you take a lasting condition as a result of the GM saying you have that condition, you check off both boxes. When someone makes the recovery roll for the lasting condition, you erase the first check box. At the end of the next full session or *longer if appropriate*, you can erase the second check box. Characters may have stunts that add additional boxes or even new conditions. High skill levels, such as Physique, do not add more boxes for conditions - instead, they simply mean the character has a better chance of actively resisting a condition if the GM calls for it.

You can take conditions in order to “soak” stress. Fleeting conditions are worth 1 stress and sticky conditions or each box of a lasting condition are worth 2. Note that if you check off one box of a lasting condition to soak stress, that box still will not clear until the end of the next session. Conditions are applicable regardless of the source of the attack or stress. It is just as easy to be “bruised” socially or mentally as physically, just as one can be “exhausted” spiritually. Even so, there may be times that it does not make sense logically for a particular condition to result from a specific type of attack.

There is one last level of condition: permanent. Permanent conditions are like extreme consequences in Fate Core. You can soak up to 6 stress when you choose to take a permanent condition. When you check off the box, you must replace one aspect (with the exception of your High Concept) with an aspect that represents the permanent condition. There is no recovery roll for a permanent condition, although at your next major milestone you can rename the aspect to represent some recovery from the condition. At that point you can erase the check box next to the permanent condition.

Following are the conditions for *Fate of Vimary*:

Winded [fleeting] ☐

Bruised [fleeting] ☐

Disoriented [fleeting] ☐

Frightened [fleeting] ☐

Bloodied [sticky] ☐

Exhausted [sticky] ☐

Panicked [sticky] ☐

Broken [lasting] ☐ ☐

Crippled [Permanent] ☐

Chapter 5: Extras

Cells

The Cell is the basic social unit of the Fallen on Hom, and you are assumed to be a part of the same cell. Cells afford mutual safety and protection, shared goals and resources, and typically a surrogate family. Members of the cell may not always get along, they may not even like each other, but for good or ill they need one another. Not all games will have the PCs be part of the same (or any) Cells, but it is assumed to be the default for most games.

Cell Name

The Cell should have a name, even if it's just "Us" (so they can refer to everyone else as "Them"). This can always be decided upon later.

Aspects

Cells are defined by two or more aspects. These two aspects are available to all of the members of the Cell, or for the GM to compel them. There's no requirement that you take an aspect to represent Cell membership - instead, all of the Cell members share access to the Cell's aspects. If a character leaves the Cell, they lose access to the aspects. Cell aspects can change during milestones as the shared goal and current issue change.

Shared Goal

Every cell has a central goal, or set of related goals, that each of the members are working toward. You and the other players need to agree on this goal. This could be simple survival, uncovering some mystery, defeat another group or faction (politically or physically) or some even higher cause. This goal is expressed as an aspect.

Current Issue

The Cell also has an aspect representing some kind of conflict - internal strife, struggles with other groups, or even environmental concerns like securing food or shelter. The current issue and the shared goal can be related - for example, a cell with a shared goal of ***Making It Through the Winter*** might have the current issue of ***Adequate Shelter and Food***.

Additional Aspects

The Cell will have an additional aspect for each character within it. You should contribute an aspect that relates to another character for discussion by the group. These aspects are usually describe some way the character has contributed to the Cell or how they came to join it. Again, these aspects can be filled in later during play.

Conditions

Like characters, the cell has a list of conditions. These conditions reflect the cohesiveness of the cell.

Various social and physical factors - both internal and external - can affect the cell's conditions. One of these factors is going to be competition and tension from other groups, but by far the biggest source will be the cell's own members. In game terms, this means that when narratively appropriate a cell member can choose to soak stress using one of the group's conditions instead of their own. Unlike characters, groups have no permanent conditions - once things progress to that point, the group is nonfunctional and essentially disbanded.

Cohesiveness

Tattered [fleeting]

Weakened [fleeting]

Shaken [sticky]

Stressed [sticky]

Dissension [lasting]

Broken [lasting]

Barter

Bartering and haggling is a part of day-to-day life in Vimary and doesn't need to be rolled for. Detailed barter scenes, however, can occur when there is something important at stake or some amount of tension to justify it. Convincing an Agnite to give up a key that is needed to open a tunnel grate in Sub Terra can just as easily be resolve with bartering or Rapport. The same applies to arranging for a Dahlian caravan to provide secret passage to bypass a Joanite checkpoint. Each situation is different and should be handled as appropriate, but most of the time barter scenes can be handled using the method outlined below.

First, if you don't already know who has the goods you want to barter for, you need to find them. This is done with a Contacts overcome roll, with a base difficulty depending on numerous factors, including seasonality (bartering for a month's worth of supplies during harvest season is easier than in the middle of winter), the rarity of the goods sought (Joshuan artifacts and Fatimal medallions are pretty rare, while getting 20 pairs of boots is costly but doable), ease of access (even though you know a Yagan family doesn't necessarily make it easy for them to steal a skin from the Fleshers), or your own aspects. Barter is always entered into mutually by both parties so no other roll is needed besides Contacts. The other party already has the required goods and is willing to trade.

Next you enter into a Resources contest with the other party. Resources is used instead of Rapport because the other party is already willing to barter. Characters with higher Resources have more to trade but less need, so if you have lower Resources it may be helpful to create advantages during the contest to give you an edge.

At the end of the contest both sides will always have what they were bartering for. There is no way

to get *more* unless you have stunts or have created advantages to that effect, such as the other party not realizing the value of what they have given you or the value of what you have being overstated. If either side loses without achieving any victories they incur a debt (see below). Any other loss means you reduce your Resources by 1 for the remainder of the session. Being the winner means you get what you want without any additional strings attached.

Debt

Debt in the context of a barter economy can be the promise of delivering more goods, a favor that the other party can call in, or something else you must do for them. Debt is an additional lasting condition that is incurred strictly as the result from bartering. Debt is cleared like any lasting condition, by first making a recovery roll (usually using Resources, but this can vary depending on the nature of the debt) to erase the second check mark and then waiting until the end of the next session to erase the first one. If you lose a barter contest while you have a debt, the GM may allow you to take on the new debt but also can decide that the barter results in no goods exchanging hands - often because the other party is aware of the existing debt, and has doubts about your ability to take on more.

Gear

Gear in *Fate of Vimary* is something that is absolutely essential for survival. You won't find a Squat that doesn't have a knife and furs, a Joanite without a weapon and armor, or a hunter without traps and a spear or bow. Those without basic necessities die quickly. This means you have the basic gear required to use your skills. If you have Fight you have a weapon and armor; Riding, a mount; Survival flint and steel, a knife, a bedroll, etc.; Lore, access to scrolls or books. This basic gear is utilitarian, does not confer any kind of bonus, and is relatively easy to replace.

There are better pieces of gear out there. Better made or larger weapons. Armor that gives more protection. Relic firearms. Pieces of equipment that have survived from the World Before. Fatimal artifacts or talismans imbued with Synthesis. Possessing this gear may cost a stunt slot (and thus refresh), an aspect slot, or both.

Upgraded Weapons

Weapons are rated according to the minimum amount of stress you do when you attack. Basic weapons are rated at 1. You can buy 2 rating levels per stunt. They do not have to be spent on the same weapon.

The weapons are rated according to the following guidelines. These aren't hard and fast. A light pistol may be WR 2, while a high quality short blade might be WR 3.

Description	Weapon
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	Rating
Fists or lightweight improvised weapons	1
Short blades, light one handed weapons or thrown weapons	2
Long blades, spears, pistols, bows, heavy one handed or thrown weapons	3
Heavy two handed weapons, rifles, shotguns, grenades	4
Explosives, machineguns, light siege weapons such as scorpions	5
Vehicle mounted weapons, cannons, catapults	6

Upgraded Armor

Armor is rated as Light, Medium, Heavy or Superheavy and represents the maximum stress that you can take from a hit. If the attacker succeeds with style, they ignore the armor rating - otherwise, someone attacking a character wearing heavy armor will only ever inflict 2 stress, even if their weapon is rated at 5.

Armor costs 1 level per stunt because it offers a more persistent advantage than a weapon.

Armor Type	Description	Armor Rating
Light	Leather, partial mail, or improvised/partial relic armor (hockey gear, partial riot gear, etc)	4
Medium	Heavy leather, mail, or relic armor such as riot gear	3
Heavy	Partial plate and mail, heavier scale armor, or relic body armor	2
Superheavy	Full plate and mail, advanced relic body armor (ceramic plates, etc.)	1

In addition, armor and weapons may have additional properties which are represented as stunts or aspects. You pay refresh for these properties as well.

Sample Gear

Here are some examples of gear that you might find in Vimary.

Name	Description
Binoculars	Allows you to use Notice to observe a location in another zone as if it were in the same zone.

Bolt Cutters	Gives you a +2 bonus to overcome rolls when you need to open locks, cut bars or chains, or other similar tasks
Camouflage Clothing	Gives you a +2 to Stealth rolls when you are in a natural setting
Compass	Gives you a +2 bonus to Lore rolls to navigate or maintain a course
Medical Kit	Gives you a +2 to recovery rolls
Flashlight	Gives you one free invoke of the advantage <i>Beam of Light</i> per session
Geiger Counter/Chemical Detector	Gives you a +2 to Notice rolls to avoid or find areas contaminated by radiation or chemical exposure
Hand Radio	Allows you to communicate with another character who also has a hand radio
Nightvision Goggles	Allows you to see in complete darkness
Survival Kit	Gives you a +2 on Survival rolls

Magical Items

Items with magical power are extremely rare. Depending on their power and importance, they are represented as Extras with varying levels of detail. There are several categories of artifacts:

- **Fatimal Relics**
- **Ritually blessed objects**
- **Greater Heartstones**
- **Z'bri artifacts**

Fatimal relics are granted from the Fatimas themselves, and offer an aspect or a stunt. Most require a permission aspect (owning the relic) and a refresh (if they are offer a stunt in return). Fatimal weapons often grant an extra +2 shifts on stress or a bonus when used in a specific manner, and armor will often provide bonuses against specific attacks. Most Fatimal relics also have the aspect ***Synthesis Conduit***. **Ritually blessed objects** are boons from spirits as the result of rituals. They often offer an aspect or a stunt similar to Fatimal artifacts.

Heartstones have multiple aspects and possible abilities that they can grant. First, all Heartstones have an ***Atmosphere*** aspect of their own, much like a Z'bri's. Heartstones can grant access to Sundering stunts. They can also be used by characters with skill in the Old Arts in place of the Totem in any ritual. Heartstones may also provide the means to enter the River of Dream, the Spiritual Orb or even beyond the Fold. They typically cost an access slot and at least two stunt slots.

Z'bri artifacts tend to be the most varied and the most grisly. They can range from simple items that grant aspects or stunts to extras with their own skills. However, all Z'bri artifacts have a **Taint** aspect, which is not nearly so strong as an Atmosphere but nonetheless marks the artifacts as Z'bri in origin even if their form doesn't give it away. Z'bri artifacts will typically require an aspect permission or a stunt slot, or both, depending on the artifact's capabilities.

Ritual Magic

Rituals are both more limiting and more easily accessible than Synthesis. Each ritual must be learned separately as a Stunt, and uses Lore instead of Synthesis. While rituals often mimic Synthesis (they can even act like Synthesis stunts) they are limited to one narrow effect, typically under the purview of a single Eminence.. Rituals may also emulate Sundering or Technosmithing stunts. The list of Totems, spirits and various known rituals are in the Tribe 8 core book(s).

One thing to keep in mind is that when "sacrifices" are mentioned with regard to rituals, they are not necessarily (and actually rarely) tied to any loss of animal or human life. Sacrifices range from singing, creating art, gathering specific substances, burning certain materials, pouring liquid - the list is endless and depends on the ritual and the spirit summoned.

Purchasing Rituals

Rituals occupy a stunt slot and cost 1 refresh. They have a difficulty as a Lore overcome action of at least Great (+4), or 2 ranks greater than the equivalent Synthesis effect.

Using Rituals

Using a ritual requires an Overcome action using Lore.

A failure on the roll can mean the ritual actually failed and nothing happens. **Success at a serious cost** may mean that they have called the wrong spirit, the spirit called is very angry, or both. The spirit may make excessive demands - and still may refuse to grant the boon asked. The worst case scenario is the spirit is actively malicious (Nezarks, from Vimary Sourcebook, are a great example). Even a straight failure can result in negative consequences if there are situation aspects that the GM wants to compel.

A tie typically means that even though the ritual succeeded in calling the spirit, the spirit isn't exactly cooperative. It will often demand something beyond the original confines of the ritual, such as more of a particular sacrifice, some item to be found, being allowed to possess a mortal for a short period of time, or to be let into a participant's dreams for a night.

Success with Style means the spirit is especially pleased, usually resulting in an extra boon in the form of a boost. For example, calling upon the Great Owl might grant an extra boon **Mouse Free Household Until The Next New Moon** or **A Truth Revealed**.

Casting Time

Rituals always take an entire scene, as they take a long time to work. The guideline for the actual time is 1 hour per difficulty rank, but this is purely for story purposes - taking longer to work the ritual by itself has no effect.

Participants

Rituals can have many people involved. They are divided into ritualists and participants. The difference between the two is ritualists use Lore to actually work the ritual and make the Overcome roll, while participants have the task of building emotion and energy through whatever means they have available - be it dancing, singing, chanting, playing music, making sacrifices, etc. The methods used by participants are not part of the ritual per se, but the form they take are important in insuring the spirit being called upon has been placated and feels the correct amount of reverence. This is especially true for a Totem spirit - when summoning the Great Owl, you don't want an intensely lit ritual space or dancers dressed as eagles..

NPCs that are participants create a Scene Aspect called ***Ritual Support***. PCs can be ritualists, participants or both. PCs who are participants can create advantages during the ritual using whatever skill or methods they feel will get the attention of or honor the Totem spirit or entity being called. The exact nature of the advantages created affect how the spirit manifests, and should reflect exactly what is being asked. For example, a ritual calling upon Twenty Points might involve leaping dances meant to evoke the Elk-spirit's power and speed. Praising his ability to protect his charges may bring out his stoic and wise manifestation.

Next the ritualist(s) make a Lore roll to actually perform the ritual. Multiple ritualists with at least Average (+1) Lore add +1 to the skill of the ritualist with the highest Lore, per the Teamwork rules. Any advantages created during the calling can be invoked at this time.

Setting Aspects

While the exact elements that will come into play are going to depend on the campaign, there are a number of setting-level aspects that can be considered regardless. This isn't an exhaustive list, only the most obvious ones. Some of these aspects might also be somewhat spoilery.

- Vimary tends to have ***Very Harsh Winters***, and this often comes into play to complicate travel and even survival during the winter.
- Tribal-Z'bri relations are defined by ***The Pact of the Dome***, which essentially lays out a cease in outright hostilities between the two sides in exchange for some concessions.
- The setting as a whole is affected because ***The Fold Is Closed*** and, as a result, ***The Great Architecture Is Crumbling***. These both lead to all manner of metaphysical and cosmological symptoms and problems, such as Zoms, the Sea of the Lost, etc.
- The Fallen are the heirs of ***The Prophecy of Joshua***.

Chapter 6: Synthesis

Synthesis is channeling the raw possibility of dreams into physical reality, merging the two together and giving it form. The Synthesis skill represents what is called “Conjunctional Synthesis” in *Tribe 8*.

To use Synthesis you must

1. Have at least one **Eminence** Aspect.
2. Purchase ranks in the Synthesis skill.
3. Pay 1 refresh.



Overcome: The Synthesis skill can be used to overcome any effect, obstacle, etc. that was created by spiritual means (including **Synthesis**, **Technosmithing** or **Sundering**). It cannot be used to overcome permanent effects from Synthesis, Sundering or Technosmithing **stunts**.

Additionally, Synthesis can be used on any overcome roll that would fall within one of the character’s Eminence aspects. For example, if you have Vengeance as an Eminence aspect and your sworn enemy is hiding behind a locked door you could use Synthesis on an overcome roll to break down the door. Using the same guidelines as Eminence aspects, the difficulty of the overcome roll may be adjusted depending on whether the justification for the aspect is tenuous, relevant or perfect. It is recommended that the difficulty for a perfect justification start at Fair(2) and increase one rank from there. The only restriction to these overcomes is they may not recreate any effect that a Synthesis stunt would.



You can use Synthesis to create an advantage on yourself or the scene. Examples include:

- Using Capriciousness to create the advantage **Animated Toys**.
- Using Life to make a zone **Overgrown with Vines**.
- Using Recognition to **Reveal Hiding Places**.
- Using Conflict to create an **Atmosphere of Distrust**
- Using Motion to create the advantage **As Light As A Feather**
- Using Empathy to **Know Deepest Thoughts and Feelings**
- Using Fury to **Turn Anger Into Strength**
- Using Truth to **Dispel All Deceptions**



Attack: Synthesis can be used to channel raw power from the River of Dream to directly attack another’s character. The defender rolls against a supernatural skill or Will to set the shifts needed. Otherwise, it works the same as above. The shifts on the attack roll are inflicted as Equilibrium stress, up to the number of power shifts generated.



Defend: Synthesis may be used to defend against all spiritual attacks. This is instinctive and does not require gathering power.

Using Synthesis

Using Synthesis is all about creating a conduit to the River of Dream, channelling power from it, and then controlling that power to create an effect. Creating the conduit is done by entering a lucid “daydreaming” trance state. There are multiple steps to using Synthesis:

1. Describe the effect and agree on a difficulty.
2. Use Will, Dreaming or Lore to create any advantages that will be used.
3. Make an Average(+1) or higher Will roll. The shifts represent the amount of power you have drawn from the River of Dream.
4. If you do not have shifts equal to or greater than the difficulty of the effect, choose to abort or take mental stress equal to the difference.
5. Make a Synthesis roll against the difficulty of the effect.
6. If the roll fails, choose to take Equilibrium stress to make up the difference between the roll and the difficulty. Otherwise, take stress equal to the amount of power channelled. You may split the stress between mental and Equilibrium.

The Effect

The exact Synthesis effect - whether it is an overcome, create advantage, or an attack - must be something you can state in a simple sentence, using one or both of your **Eminences**. All Synthesis effects are dreamlike, short-lived (typically no longer than a scene) and non-permanent. Thus Synthesis cannot be used to heal, create permanent objects, or cause permanent physical harm without use of a stunt. The difficulty for this effect is typically between Fair(2) and Legendary(8). Immediate effects that only affect you (such as jumping a chasm) are easier. Immediate effects that affect only one other person are harder. Longer term or area effects that affect multiple characters are the most difficult.

Preparation

Synthesis is not “fire and forget” magic. Typically, you will do some preparation beforehand, such as using mind-altering drugs, placing yourself in a trance, performing short personal rituals, or preparing focus items. This is accomplished by creating various advantages before actually making a Synthesis attempt.

Ritual Implements and Drugs

You are assumed to have various ritual implements and drugs which are used to help induce trances or altered mental states. These confer no additional bonus to your rolls. You can, however, use Resources to create advantages such as **Powerful Hallucinogens** or **Ritual Artifacts**; Lore to create advantages related to knowledge of the effect; or create any other advantage that makes sense narratively. For extra flavor, a full list of the names and types of drugs available are located in the Tribe 8 core book or other supplements.

Channeling Power

Synthesis requires you to become a conduit to the River of Dream, channelling power into the physical world. Depending on the circumstances the difficulty of this roll may be increased (it's harder to enter the trance in the middle of a Rant on Hom with hundreds of people yelling and arguing). The number of shifts generated from the roll represent the amount of power you channel. If you do not generate enough shifts, you can take mental stress equal to the difference to make it up or choose to abort the Synthesis roll. This choice is important - once the dice hit the table for the Synthesis roll, the channeled energy needs to go somewhere regardless of whether the roll succeeds or fails.

You don't have to necessarily roll for Synthesis immediately after gathering shifts of power. Holding on to the power is known in some circles as "holding your breath" and typically the GM will impose a situation aspect to represent the concentration it takes to do this. That means, of course, this aspect can be compelled to break your concentration and cause you to lose the gathered power, or otherwise invoked against you.

You can choose to take a condition to gain more power, intentionally unbalancing your own spirit. You gain a number of shifts of power equal to the stress rating of the condition.

Synthesis Roll

The actual act of Synthesis - that is, the melding of dream and reality - occurs when you make the Synthesis roll. If you succeed, you place the effect. Any excess shifts of power are lost.

If the Synthesis roll fails, you have two choices:

1. Take shifts of stress equal to the amount the roll failed by in order for the effect to succeed
or
2. Allow the effect to fail. At this point, you have channeled the power and it needs to go *somewhere*. You must take stress equal to the amount of power channeled, minus any stress already taken from not channeling enough initially.

Equilibrium

Stress taken as a result of channeling power or failing a Synthesis roll is known technically as "losing Equilibrium". Lost Equilibrium is the result of the unpredictable nature of the River of Dream, and can result in disorientation, hallucinations, physical injury and even spiritual (if not physical) death. Because of the nature of Synthesis, imbalances between flesh and spirit can also prevent you from using Synthesis - any Broken condition prevents Synthesis use until it is cleared, regardless of the condition's source. Interestingly enough, a Crippled condition can either cut you off from the River of Dream permanently or deeply change how the River interacts with you. If you are Taken Out as a result of stress incurred while using Synthesis, your spirit is ripped from your body and cast into the River.

Synthesis Examples

The Bridge: Triesh is trying to douse the lights on the Fallen Bridge so he can try to sneak past the Joanite Watch. It's decided that this is an area affect (the zone encompassing the Bridge) and uses his **Shadows** Eminence. The rank for the effect is set at 7 and he has Fair(+2) Will and Good(+3) Synthesis+3. He makes the Will roll to channel power and rolls a 0, for a final result of 2. This would generate only 1 shift of power, and he needs 7 - and he also really needs to get across the bridge. Triesh had previously used Dreaming to create the aspect **Deep Dreaming Trance** with two invocations, and Resources to create the aspect **Ritual Artifacts**, so uses one of the trance invocations and invokes the artifacts to bring the total up to 5. He decides to go for it, taking two stress. The player decides that dream-shadows Triesh is summoning fall more on the nightmarish side than Triesh was expecting, so he marks off Triesh's Frightened and Disoriented conditions to soak the stress.

He next rolls Synthesis to control the power. He rolls a +3 for a total of 6, falling one short. He can choose to take one stress to make it succeed, or let it fail and take five. However Triesh also a focus item: a brightly colored plastic puzzle cube with the aspect **Puzzle Focus**, and a second invoke from **Deep Dreaming Trance**. He decides to not take any chances, invoking both for a total of +4. He succeeds with style at placing the **Blanketed in Shadows** aspect on the bridge, garnering two invokes on the aspect.

Synthesis Attack: Cara Gray'on sees two Joanites beating a newly Fallen Tribal on the bridge. She needs to cross the zone in order to engage them, so she announces her attention to attack one of them at range with Synthesis. The Joanite has Mediocre(0) Will and no Synthesis, and rolls a 0 for his defense. Cara has Good(+3) Will and Fair(+2) Synthesis. Cara rolls a 1 to channel the power, resulting in 3 shifts - more than enough. Next she rolls Synthesis and gets a -2, for a total of 0, but she has an **Artifact Blade of Joan** that she is able to invoke for a +2. She inflicts 2 stress on the Joanite using a spear made of dream energy - the GM checks off the Joanite's bloodied condition.

Stunts

There are two different kinds of Synthesis stunts. The first are the more typical stunts that you are either born with or can discover without a great deal of effort or training.

The second kind are called "Aspects" in the *Tribe 8* rpg, and are known by advanced Synthesis users. Typically, these Aspect stunts are taught by Tribal sisterhoods or other secret societies, or discovered by rigorous trial and error and travel through the River of Dream. Because of this, Aspect stunts require a specific permission aspect of some kind, such as **Yagan Mordred** or **Taught By the Winter Wolf**. After character creation, gaining new Aspect stunts will often require specific rituals and dream quests, often venturing into the River of Dream to obtain the knowledge necessary to use

them. The stunts listed below are by far not the only ones, and it is likely that there are spirits who can bestow knowledge no one has yet seen in Vimary.

Aspect stunts do not require the character to channel power - they are always “powered up”. However, you still take stress from failing to make any required rolls.

Synthesis Stunts

Blessed of the One Goddess

You get a +2 bonus to resisting Sundering or Z'bri Atmosphere effects.

Fast Trance

You can use Synthesis without proper channeling or concentration, in one roll. You gather power equal to your Will without rolling, and cannot use any invocations or other bonuses without another stunt. To create the effect you roll Will instead of Synthesis. Otherwise, fast trancing is identical to regular Synthesis use.

Hermetic Synthesis

You get a free invoke when you create the advantage **Ritual Artifacts** prior to making a Will roll for Synthesis. On the downside, you cannot fast trance or take the Intuitive Synthesis stunt.

Intuitive Synthesis

You may invoke aspects to assist with fast trancing.

Spiritual Balance

You are able to reduce stress incurred from channeling the River of Dream or from attacks of a Synthesis, Sundering, Technosmithing, or otherwise spiritual nature by two shifts.

Synthesis Aspect Stunts

Anima

Evan Permission Aspect and 1 Refresh

You can use Synthesis to heal others. Roll against Great(+4) opposition. For every two shifts you generate you can remove one sticky condition. For every four shifts, you can remove one checkmark from a lasting condition. Lasting conditions are removed first, starting with the second checkmark and then removing the first one, and sticky conditions are removed last.

Example: Tera Pal'on is brought a severely wounded Mek the Jacker during a battle. She knows that they need him back out there, both to fight and for morale, so she uses Anima to heal him. With her Synthesis skill and some invocations she rolls +8, generating 4 shifts. She is able to remove one checkmark from his Bloodied condition immediately.

Battle

Joanite Permission Aspect and 1 Refresh

After successfully creating the advantage **Battle Kata** using Synthesis, you get an additional free invocation on the aspect.

Binding

Permission Aspect *Artisans of Spirit* and 1 Refresh

Binding allows you to use Synthesis instead of Crafts when creating an artifact.

Blessing

Marian Permission Aspect and 1 Refresh

Blessing allows you to instantly remove a sticky condition from another character that has resulted from a curse, Taint or Atmosphere. It also gives a +2 to any overcome action to remove a lasting condition resulting from a curse, Taint or Atmosphere; a situation aspect resulting from the same; or the effects of the Binding, Calling or Chaining Aspect stunts.

Celtic Cross

Yagan or Doomsayer Permission Aspect and 1 Refresh

When you use Synthesis to create an advantage on another character relating to a deep secret the character is keeping, you get a free invocation on that aspect. The resulting aspect must be worded in a symbolic or prophetic manner.

Clairvoyance

Marian Permission Aspect and 1 refresh

You can see over long distance without being physically present. To use Clairvoyance you must first use Lore to create an advantage related to the focus of the clairvoyance such as **Lock of Hair** or **Pinch of Earth**. You can use Synthesis in place of Notice to examine the zone that the target is actually located in.

Curse of Dream

Yagan Permission Aspect and 1 refresh

You can use Synthesis to place a curse on someone such as **Bad Breath**, **Butterfingers**, or something similar.

Dahlia's Doorway

Dahlian Permission Aspect and 1 refresh

You can use Synthesis to overcome obstacles to movement, even if there would normally not be a path. For example, you could create an opening in a vault door. For an additional Fate Point, the opening remains long enough for a number of others equal to your Synthesis rank to follow.

Dance of Masks

Dahlian Permission Aspect and 1 refresh

You get a +2 bonus on Synthesis rolls to disguise yourself as a person trusted by a single target. You have no control over who you will appear as.

Dream Travel

Yagan Permission Aspect and 1 refresh

Some Yagans who know how to enter and navigate The Shores, a special area within the River of Dream that lies close to the physical world. You can use Synthesis in place of Dreaming to enter The Shores. From there you can observe the physical world unseen. While on The Shores, you can attempt to possess an animal using Synthesis to make mental attacks on it (the animal defends with Will) - if the animal is Taken Out, the animal is possessed and you can control its actions in the physical world.

Euthanize

***Taught By The White Viper* Permission Aspect and 1 refresh**

You gain a +2 when making Synthesis attacks against spirits.

Habeus Corpus

Tera Sheban Permission Aspect and 1 refresh

You can use Synthesis instead of Investigation during any challenge that would lead you from clue to clue.

Hide 'N Seek

Agnite Permission Aspect and 1 refresh

Make a Synthesis roll versus Fair(+2) opposition. The number of shifts you generate moves you up the following table when determining if there is enough cover in a zone for you to make a Stealth roll:

- Half your size
- One-quarter your size
- The size of one of your limbs
- The size of one of your hands
- The size of one of your fingers

Luck

***Taught By the Hare* Permission Aspect and 1 refresh**

When you use this Aspect, place a check mark next to it and make a Synthesis roll versus Great(+4) difficulty. If you succeed, you can count blanks as + on any die roll for the next scene. If you succeed with style, the effect lasts for the remainder of the session. The aspect cannot be used again until the check mark is cleared, which happens after 28 days of game time.

Magnum

Joshuan Permission Aspect and 1 refresh

When you use Synthesis to create an advantage that would magnify some existing physical force or source of energy, you gain a free invocation. This can include making a fire burn hotter, an explosion have more force, a blow land harder, an object move faster, etc.

Manifestation

Magdalite Permission Aspect and 1 refresh

You can change your appearance to anything you desire. Make a Synthesis roll against Great(+4) opposition. The result is the difficulty of shifts required on a Notice roll to see through the disguise.

Metamorphosis

Dahlian Permission Aspect and 2 refresh

You get a +2 bonus to using Synthesis to change the appearance and form of an inanimate object.

Naivete

Agnite Permission Aspect and 1 refresh

When you use Synthesis to create the advantage *Childlike Wonder* on another character, you get a free invocation.

Nitrous

Magdalite Permission Aspect and 1 refresh

You can use Synthesis instead of Dreaming to enter another character's dreams for the purposes of gathering information. Any information gained will be symbolic and not literal. In addition, you can enter the River of Dream from the other character's dream. The only drawback is you must return to your body via the same route, so if the dreamer awakens you have to wait until they sleep again to return.

Passion

Magdalite Permission Aspect and 1 refresh

When you use Synthes to place the advantage *Throes of Ecstasy* on another character, you get a free invocation.

Piggyback

Evan Permission Aspect and 1 refresh

You can Synthesis instead of Dreaming to enter the River of Dream. When doing this you are "riding along" with a spirit, and cannot take any actions or interact with anything on your own, although you can communicate with the spirit. If you detach from the spirit while in the River of Dream, you must convince another spirit to return you to your body.

Puppetshow

Dahlian Permission Aspect and 1 refresh

When you use Synthesis instead of Provoke to create an advantage on another character representing one of their darkest fears, you get a free invocation.

Rage

Joshuan or Child of Lilith Permission Aspect and 2 refresh

When you are faced with a supernatural attack regardless of source, you get a +2 bonus to defend against it. In addition, if you use Synthesis to defend against a Sundering attack and you succeed with style, you can choose to inflict 2-shifts of physical stress on your attacker rather than take a boost.

Righteousness

Joanite, Jacker, Joshuan or Child of Lilith Permission Aspect and 1 refresh

When you use this stunt, you get a +2 bonus when defending against any Sundering, Atmosphere, Taint or opponent with the Aspect ***Touched By The Seed*** for the duration of the scene or until you use Synthesis. Any existing aspects or Synthesis effects on you are dispelled when you use Righteousness.

Sacrifice

Joanite Permission Aspect and 2 refresh

You can invoke your permission aspect when a nearby ally is attacked, redirecting it yourself. Your defense against this attack is Average(+1). In addition, you can take on another character's conditions by spending a Fate Point. They are erased from the other character's sheet and marked off on your own. If you sustain a Broken condition as the result of the attack, you create a number of boosts equal to your Synthesis rank that can be passed to your allies.

Shadowstepping

Doomsayer Permission Aspect and 1 refresh

If there is a scene aspect such as ***Shadowy*** or ***Dark***, or you use Synthesis to create a similar advantage, you may step into any shadow and emerge from another as if it were a normal movement action.

Smothering

Evan Permission Aspect and 1 refresh

You can inflict physical stress using Synthesis. You only need to touch the target, who defends using Will.

Tradition

Tera Sheban Permission Aspect and 1 refresh

You can use Synthesis in place of Investigation to determine facts about an object's or person's past.

Treason

Magdalite Permission Aspect and 1 refresh

You can use Synthesis instead of Empathy to assess or create advantages on other characters regarding mental or physical weaknesses.

Truthsaying**Tera Sheban Permission Aspect and 2 refresh**

You can force another character to tell the truth. Make a Synthesis roll versus the target's Will. For every shift you generate, you can ask one question. If the target refuses to answer or lies, they take stress equal to the number of shifts you generated.

Winter's Cloak***Guild of the Winter Wolf* Permission Aspect and 1 refresh**

You can use Synthesis instead of physique to resist the effects of severe cold. In addition, you can ignore snow and ice conditions when moving through zones.

Wonder**Agnite Permission Aspect and 1 refresh**

You gain a free invocation when you use Synthesis to place the advantage ***Animated*** on an inanimate object.

Chapter 7: Technosmithing

Technosmithing is practiced by the Keepers and any other groups who instead of embracing spirit or flesh, embrace the dream of the World Before. Technosmithing taps into the collective memories of billions of human ancestors. While Tribals and Fallen think Technosmithing is all about gadgets and technology, its core is about knowledge and remembrance.

In order to use Technosmithing, you have to:

1. Take the permission aspect ***Collective Memories of the Past***.
2. Buy the Technosmithing skill.
3. Pay 1 Refresh.



Overcome: You can use Technosmithing to figure out how relics from the World Before operate, as well as overcome obstacles that result from relics or other elements of the World Before such as operating a drawbridge, shutting down machinery, or determining what something is or how it was used.



Create Advantage: Technosmithing can be used to create advantages relating to the use of relics, discovering new abilities or uses for them, or understanding concepts from the World Before, such as ***Never Knew This Could Do [x]*** and ***This Was Once A Place of Learning***.



Attack: Like Synthesis and Sundering, Technosmithing can be used to attack the Equilibrium of others. Technosmithing attacks are not nearly as “flashy” as Synthesis or Sundering, and instead are more of the Technosmith enforcing or grounding his version of reality on the target.



Defend: Technosmithing can be used to reflexively defend against Synthesis and Sundering attacks.

Using Technosmithing

Technosmithing is about channelling the vast spiritual archive of collective human memory and channeling it into a “mechanical form”. For a Keeper, creating a motorcycle out of a bunch of old parts that would never work together, or getting a generator to run when by all rights it should be scrap, is not about actually building or repairing the device and more about *the memory* of what the those things were. In many ways, Keepers *dream* gadgets and devices into working again.

There are multiple steps to using Technosmithing:

1. Create any aspects that can provide bonuses.
2. Describe the effect and agree on a difficulty.
3. Invoke ***Collective Memories of the Past*** aspect.
4. Draw power equal to Technosmith's Lore skill. If this is not enough to meet the difficulty of the effect, the Technosmith must take mental stress to make up the difference or abort the effect.
5. Make a Technosmithing roll against the difficulty of the effect.
6. If the roll fails, choose to take Equilibrium stress to make up the difference between the roll and the difficulty. Otherwise, the stress becomes ***fallout***.

Preparation

Technosmithing has a lot in common with Synthesis, and several actions such as meditation, trances or even personal rituals can be used in preparation of Technosmithing. The one thing that most Keepers avoid are most mind altering drugs or chemicals, although it is not unheard of for mild ones to be used. Sometimes Technosmiths don't know why they do the things they do, and the memories of the past can dictate their preparations. For example, a Yagan may perform a ritual honoring the spirits of her ancestors before performing the Celtic Cross Aspect stunt. A Keeper may always don ***A Black Leather Jacket*** and bang on the device with his fist when using Jury Rig.

The Effect

The exact Technosmith effect - whether it is an overcome, create advantage, or an attack - must be something that is somehow related to ***The Collective Memories of the Past***. It's not possible to use Technosmithing to walk through a solid wall, but it certainly can be used to unlock a door with an improvised key or overload fluorescent light bulbs until they explode. The difficulty for this effect is typically between Fair(2) and Legendary(8). Dealing with small, simple devices without a lot of moving parts is the easiest to do (for example, making a flashlight work). Larger objects with more moving parts or ones that rely on moderately complex principles (such as firearms or recording devices) are harder. Very complex or large items, such as automobiles or computers, are the hardest to work with.

The Past

Technosmithing is made possible by the Keeper's connection to the past - as a result, your Lore skill dictates how much power you can draw. If you do not have enough power for the effect, you either must abort the effect or take mental stress to make up the difference.

Because drawing power and actually creating the effect are near simultaneous, it is not possible to hold on to the power like a Synthesis user.

Technosmiths can also choose to take Equilibrium condition to gain more power, intentionally unbalancing their collective memory. They gain a number of power shifts equal to the stress rating of the Consequence.

Technosmithing

When you make your Technosmithing roll, you channel the memories of how the device or process is supposed to work (or at least how you *think* it should work), tapping into the River of Dream to make it happen. If it the roll succeeds, you place your effect.

If the Technosmithing roll fails, you can make up the difference in Equilibrium stress to have the effect succeed. Otherwise, it manifests as backlash.

Backlash

When Synthesis and Sundering fail, they harm you in some way. Technosmithing affects the device or process that you are working with. This means that things explode, go haywire, or have other unwanted effects. It can cause stress to anyone nearby (within the same zone) - what kind of stress depends on the effect the Keeper was attempting. It can also place scene aspects. Good examples include ***Frozen Floor***, ***Intense Fire***, or ***Blasted A Hole in the Wall***. Basically think of the types of things that happen when a mad scientist's experiments go awry. For this reason, dedicated Keeper laboratories tend to be well constructed and set away from living areas.

Formulae Stunts

Technosmithing stunts are called Formulae. Where Synthesis stunts require venturing into the River of Dream and Sundering Stunts are learned through pain and exploration of the flesh, Technosmithing Formulae are learned from experimentation and intense examination of knowledge from the World Before. Often, Keepers don't actually comprehend what they are studying, and instead form an idea of what they *think* the text or information means. The result is often a Formula that has nothing to do with the actual principle behind the knowledge. Below are some of the most common Formula, although it is very likely that individual Keepers have discovered others.

Homeopathy

Keeper Permission Aspect and 1 Refresh

You can use Technosmithing instead of Empathy when performing recovery actions.

Ignite

Keeper Permission Aspect and 1 Refresh

When you use Technosmithing to create an advantage that will power a relic, you gain a free invocation.

Interface

Keeper Permission Aspect and 1 Refresh

You can use Technosmithing in place of Lore when obtaining information from some form of digital

storage such as flash memory, an SD card, hard drive, optical disk, etc. You do not need to have power, a proper reader (such as an optical drive) or even knowledge of the format of the data - you read the data straight off of it. If the data is in a different language, you will understand the information. Interface cannot repair corrupted or incomplete data.

Jury Rig

Keeper Permission Aspect and 1 Refresh

You can substitute Technosmithing for Crafts on overcome rolls to restore an item to working condition. You do not need the correct parts to make the repair (although they make it easier). Any item created or repaired using Jury Rig gains the aspect ***Jury Rigged*** for the remainder of the scene. Once the scene is over, the item stops working.

If it is an item or vehicle that has condition slots, one of those slots is replaced by the sticky condition ***Jury Rigged***. If a recovery roll using Technosmithing against Great(+4) passive opposition is made, the ***Jury Rigged*** condition can be changed to an aspect representing a fixable problem. Applying Technosmithing or Crafts to overcome this aspect will completely clear the condition, permanently repairing it until it breaks down on its own or is damaged.

Example: A Keeper finds the remains of a motorbike. She uses Jury Rig along with some other spare parts lying around (that don't necessarily belong to the bike) to get it working. The bike has a single condition slot, which is taken up by ***Jury Rigged***. Next she uses Technosmithing for recovery roll and succeeds, changing the condition to the aspect ***Bad Carburetor***. She can later use Technosmithing or Crafts to repair the carburetor and clear the condition completely.

Psychoanalyze

Keeper Permission Aspect and 1 Refresh

You can use Technosmithing in place of Empathy when creating advantages relating to another character's thoughts and memories.

Chapter 8: Z'bri

Z'bri are serious antagonists, and any encounter with them should have lasting repercussions. For the most part, the GM should not worry too much about having precise write-ups for any one Z'bri, and instead give them whatever seems appropriate for their role in the story. If necessary, use these guidelines for the type of NPC a particular Z'bri should be.

- **Gek'roh** and extremely minor **Iv'chet** should be at least Good Nameless NPCs. However, the majority of the time they will be Supporting NPCs.
- More powerful Iv'chet and **Z'bri Lords** will be Named NPCs.

Like human characters, Z'bri have two racial aspects and a racial skill. These are innate to the Z'bri. The first aspect is the Z'bri's **House** - Flemis, Koleris, Melanis or Sangis. The second aspect is **Touched By The Seed**. The racial skill is Atmosphere, which all Z'bri possess.

Atmosphere

The Seed taints those who are too close to it, and this is reflected by the Z'bri's **House** aspect. This aspect determines the exact nature of how the Atmosphere skills can be used, although it works the same regardless of the aspect defining it.

- **Flemis** sap individuality.
- **Koleris** create violent feelings and thoughts.
- **Melanis** cloud the mind.
- **Sangis** incite perverse or taboo thoughts.

Non-Z'bri cannot learn Atmosphere - it is elemental to Z'bri.



Overcome: Typically, Atmosphere is used to influence other's actions, within the bounds of the Z'bri's House aspect. For example, a Flemis may prevent a character from acting against them. Koleris might incite rage, while Melanis may make a character forget something. Against nameless NPCs this does not require a roll, but against PCs or other important characters the Z'bri must win a contest, opposed by the affected character's Will.



Create Advantage: Z'bri can use Atmosphere to mark objects, people and even places by placing a **Taint** aspect. This aspect is not as pervasive as an Atmosphere, and is different for every individual or object. Only a Synthesis or Sundering stunt can be used to remove Taint.



Attack: Atmosphere cannot be used to directly attack. Instead, it has a constant, passive effect that surrounds the Z'bri. Once per scene, if there is a Z'bri present it makes a

Sundering roll. If there are multiple Z'bri, each Z'bri adds +1 to this roll and the one with the highest Sundering makes the roll. The result is the difficulty that each character within the zone has to overcome with a Will roll.

- **If a character fails**, they must either take mental stress equal to the difference or the Atmosphere creates an appropriate advantage against the character.
- **If the roll is a tie**, the character takes 1 mental stress, representing the effort of resisting the Atmosphere.
- **Success** means the character is not affected by the Atmosphere for the remainder of the session.
- **Success with style** gives the character immunity to *that Z'bri's* Atmosphere.



Defend: Atmosphere is not used to defend.

Sundering

Sundering is the opposite of Synthesis. Where Synthesis seeks to merge flesh and spirit, Sundering separates flesh from spirit. This separation goes against the natural order, and the results are nightmarish and horrific.

All Z'bri have Sundering, meaning non-Z'bri must have a permission to learn the skill. Characters may not have Sundering and Synthesis at the same time without a stunt allowing it. Sundering requires:

1. Z'bri already have what they need to take Sundering. If the character is non-Z'bri, they must take ***Touched By The Seed*** aspect and an appropriate Taint aspect.
2. Buy the Sundering Skill
3. Pay 1 Refresh.



Overcome: Sundering may be used to overcome spiritual effects or obstacles created by them. This can include permanent effects such as from Synthesis or Sundering stunts. In addition, Sundering can be used on overcome rolls that can be related to the Z'bri's ***Atmosphere***, such as a Koleris using Sundering to break through barriers to get at its prey, a Melanis using Sundering to find an obscure fact, or a Flemis overcoming communication barriers through telepathy.



Create Advantage: Sundering can be used to actively create advantages relating to their Atmosphere, such as a Sangis exuding ***Irresistible Decadence*** or a Flemis creating the aspect ***You Cannot Oppose Me***.



Attack: Like Synthesis, Sundering can be used to directly attack Equilibrium.



Defend: Sundering can be used to reflexively defend against spiritual attacks, including Synthesis and Technosmithing.

Using Sundering

Unlike Synthesis, Z'bri do not need to draw on an external source of power - The Seed is part of all Z'bri and is always present. All a Z'bri needs to do is look within themselves to tap it. Following are the steps to using Sundering:

1. Create any aspects that can provide bonuses.
2. Describe the effect and agree on a difficulty.
3. Invoke ***Touched By Seed*** aspect.
4. Draw power equal to the Z'bri's Will. If this is not enough to meet the difficulty of the effect, the Z'bri must take physical stress to make up the difference or abort the effect.
5. Make a Sundering roll against the difficulty of the effect.
6. If the roll fails, choose to take Equilibrium stress to make up the difference between the roll and the difficulty. Otherwise, take stress equal to the amount of power channelled.

The Seed

Sundering requires that the Z'bri be open to and experiencing sensation. The only way a Z'bri can prepare for Sundering is to create advantages relating to inflicting intense emotion on others - fear, pain, pleasure, anger, etc.

The Effect

The exact Sundering effect - whether it is an overcome, create advantage, or an attack - must be something that is somehow related to the Sunderer's Atmosphere. The difficulty for this effect is typically between Fair(2) and Legendary(8). Immediate, physical/visceral effects that create sensation directly on the Z'bri or one other character are easier. Immediate, less physical effects (i.e., those that do not create strong sensation or emotion) or those that affect a small group of characters are harder. Longer term or area effects, or beneficial results that do not evoke strong sensations, are the most difficult.

The only way a Z'bri can draw more power than their Will for Sundering is to inflict stress on themselves or others. For each condition that the Z'bri inflicts on others they can draw an additional shift of power. For each condition they inflict on themselves, they can draw additional power equal to the stress rating of the condition.

Sundering

Sundering flesh from spirit happens when the Z'bri makes the Sundering roll. If it succeeds, they place the effect.

If the Sundering roll fails, the Z'bri can make up the difference in stress to have the effect succeed, or let it fail and take physical stress equal to the power channelled (minus what they may have already taken if they did not channel enough).

Sundering Aspect Stunts

Like Synthesis, Z'bri Sundering stunts are called Aspects. While there are a number of general Aspects that most Z'bri know, much like Atmosphere every Z'bri is subtly different. While stunts are grouped by Z'bri House, they can be learned by any Z'bri by simply having the right permission aspect. Sundering stunts are obtained by rigorous exploration of the flesh, immersing oneself in the Seed similar to how Dreamers must search the River of Dream for Synthesis stunts.

Animation

Melanis Permission Aspect and 1 refresh

When you use to Sundering to create the advantage *Animated* on organic material, you gain a free invocation. In addition, you can use Sundering instead of Craft to create items. Any items created using Animation will be obviously biological in some manner. In addition, you can control parts of living things such as limbs. This is not full control of the character. For nameless NPCs, no roll is required but for PCs or major NPCs this requires a contest opposed by Will.

Appeasement

Sangis Permission Aspect and 2 refresh

When you use Sundering to create advantages related to your physical form, you gain a free invocation. Appeasement can also be used in place of Fighting to make physical attacks.

Assimilation

Flemis Permission Aspect and 2 Refresh

You can use Sundering instead of Fighting for physical attacks. If a target concedes or is Taken Out while using Assimilation, you can opt to have them be absorbed into your mass. You can also try to absorb characters or objects without attacking them - this requires a contest opposed by Will. You can also use Sundering to create advantages granting physical abilities such as armor, extra limbs, making recovery rolls, etc.

Body Severing

Flemis Permission Aspect and 1 refresh

You can use Sundering to join the minds of at least two other characters into one mind. This is

resolved as a contest with all involved - the other characters resist with Will. All characters with the **Hive Mind** aspect share all of their thoughts and feelings and have joint control of all of their bodies.

Bottle of the Jinn

Melanis Permission Aspect and 1 refresh

You can imprison a portion of a person's soul or a spirit in a specially crafted object. In order to use Bottle of the Jinn, Craft must be used to create a special vessel, at Great(+4) difficulty. Once this is accomplished, the Z'bri must enter into a contest with the person or spirit. The person or spirit opposes with Will. If the contest is won, the Z'bri places the lasting condition **Bottled Spirit** on the character. Anyone who is in physical contact with the object can compel this aspect to have the character do their bidding. The object must be destroyed to remove the condition. The character must make a Great(+4) Willpower roll to completely remove it - otherwise, the condition instead turns into an aspect representing some sort of psychological trauma.

Burning

Koleris Permission Aspect and 1 refresh

You can set yourself on fire from the inside out. When you create the advantage **Self-Immolation** using Sundering, you get a free invocation.

Calling

Sangis Permission Aspect and 1 refresh

You can create an empathic bond with another character and call them to you when you wish. First you must create the advantage **Empathic Bond with [x]** on both yourself and another character using Sundering. Afterward, either of you may invoke this aspect to sense strong emotions the other is feeling. You can also compel the aspect to compel the other character to come to you.

Chaining

Melanis Permission Aspect and 1 refresh

You can use Synthesis to attempt to merge a character with another character or an inanimate object. This is performed as a conflict, and the character opposes with Will. All characters must be Taken Out by the Chaining - when this happens, they become a mindless, pain driven amalgamation of the characters/objects with the additional aspect **Chained**.

Curse of Freedom

Flemis Permission Aspect and 1 refresh

You can use Sundering to forcibly remove another Flemis from the collective. This is performed as a contest, opposed by Will. Curse of Freedom also allows Synthesis to be used for recovery rolls to remove mental conditions from other characters that are the result of mind control or coercion, or to create advantages allowing others to resist mind control.

Exsanguination

Koleris Permission Aspect and 1 refresh

You may use Synthesis in place of Shooting to make physical attacks.

Holding

Koleris Permission Aspect and 1 refresh

When you use Sundering to create the advantage *Paralyzed by Terror* on another character, you get a free invocation.

Inspiration

Melanis Permission Aspect and 1 refresh

You can use Sundering in place of Lore when creating advantages.

Inferno

Koleris Permission Aspect and 1 refresh

When using Sundering in place of a Fighting roll, on a success with style you can place the aspect *Spontaneously Combusted* on the target.

One Thought

Flemis Permission Aspect and 1 refresh

You can use Sundering to communicate with others telepathically. You can also make mental attacks using Sundering instead of Shooting.

Perspective

Sangis Permission Aspect and 1 refresh

You can use Sundering to reverse a character's perceptions to the complete opposite - things that are beautiful appear ugly, things that cause sadness make the character happy. This is performed as a contest, opposed by Will. If you succeed, you create the advantage *Reversed Perceptions* on the target.

Shattering

Koleris Permission Aspect and 1 refresh

You can use Sundering in place of Fighting to make physical attacks.

Soul Stealing

Sangis Permission Aspect and 1 refresh

You can gain control of another character's actions for an exchange. This requires for you to be able to make eye contact with the target, and requires a contest with the other character opposing with Will.

Transmigration

Flemis Permission Aspect and 1 refresh

You can swap the souls of two characters. This requires a Sundering contest opposed by Will. If you succeed you place the aspect *Soul Swapped with [x]* on both characters.