



Brume

Règles

Welcome to the Brume Ruleset !

FOREWORD

WHAT IS A TTRPG?

Table Top Role-playing game (TTRPG) is a type of game based on improvisational theater. One or more players embody characters, generally adventurers or detectives, who evolve in scenarios. The scenarios involve obstacles to overcome that the players resolve using their theatrical play, their cunning or just dice rolls. TTRPG games are arbitrated by a Game Master (GM) whose role is to create a believable story in which his players will progress. He pulls all the strings of the adventure by imagining: locations, traps, fights, puzzles and any other adventure. Additionally, he embodies any ally and enemy the characters encounter.

INTERPRETATION OF CHARACTERS

This type of game requires involvement from the players, because they are the ones who move the story forward. And the better the interpretation of their character, the greater the immersion. For his part, the GM must demonstrate authority in order to maintain a good atmosphere. Obviously, these things come with experience and it is important not to expect too much from others, especially if they are beginners. That said, a minimum of attention is necessary for this type of entertainment.

ORGANIZE A SESSION

The duration of a TTRPG session varies widely depending on everyone's availability and desires. We recommend a duration of 3 hours with a 15 minute break in the middle.

To organize a Brume session, you need:

- The Ruleset of Brume,
- 1 GM and 4 players available at a common schedule,
- 1 Brume scenario prepared in advance or your improvisation bar loaded to the maximum,
- 1 Pair of character sheets as well as 1 pencil and 1 eraser for each player,
- Sheets of paper for drawing maps and taking notes,
- Food and drinks. You can organize so that everyone brings something.
- *Optionally, a speaker to play music reinforces the immersion.*

To organize a remote session, we advise you to use:

- Discord or TeamSpeak 3 for communication,
- Roll20 for cards, tokens as well as dice rolls,
- Several options are possible for music, but we only recommend you the most practical, namely the site [Watch2Gether](#). Invite your players in a room, ask them to turn down the volume, then add the songs you want via the search bar. We created a [Playlist](#) sorted by theme to help you find the ideal atmosphere.

IMPORTANT TIPS AND NOTES

- **To navigate quickly** : use the [Table of contents](#) below (by clicking on the parts), the Plan on your left, the search bar by typing CTRL+F as well as the numerous [links](#). If you do not understand a term or abbreviation, the [Glossary](#) at the end of the document may enlighten you.
- **Recommended for gamers** : read at least chapter [1 - Basic rules](#), then follow the instructions of chapter [2 - Character creation](#). *It is recommended that GMs read and assimilate all of the game documents.*
- **Rounded numbers** : absolutely all decimal digits obtained in the game are rounded up.
- **Pronunciation**: all proper and common nouns from the game are pronounced exactly as they are read without any silent letters with the exception of Utha (= uta). The digraph "th" is pronounced English-style ([Wikipedia](#)).
- **Freedom of creation** : character creation lets you have the opportunity to add your own ideas for a more unique and personal experience. However, the symbol of [Plume](#) exists to identify which content is more conducive to this creative freedom, some elements of the game being particularly difficult to balance (such as Paths). Three constraints apply:
 - 1) Any idea must remain consistent with the Brume universe as well as the concept of your character.
 - 2) It should not make it so that your character can excel in all circumstances.
 - 3) The GM always has the last word.



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1 - Basic rules

CHARACTERS AND NUMBERS

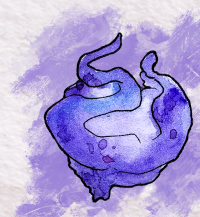
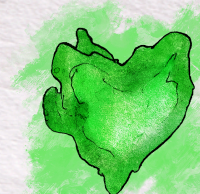
Each character has numerical characteristics representing their physical state and abilities.

HEALTH & MAGIC

Health: reserve of health points (**HP**) which represents his physical state. It allows you to absorb injuries inflicted by both the enemies and the environment. Upon creation, he always starts with a base Health of **10 HP**.

Magic: reserve of magic points (**MP**) which represents the amount of Mil energy flowing in his body. It allows the use of abilities, the **Raw Element** as well as some special items. Upon creation, he always starts with a base Magic of **6 MP**.

- **Raw Element** : free use of the Element. Especially useful outside of combat, it allows you to trigger original effects whose power depends on the amount of magic consumed. See [Raw Element](#) for more explanations with examples.



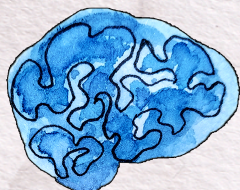
TEST CHARACTERISTICS

Test characteristics represent the general abilities of characters in Brume: **Physique**, **Mental**, **Social** and **Affinity**. They grant bonuses to success rolls, which allow them to accomplish more things in certain domains of action. As such, no character excels in all areas, and where a high score in one of these characteristics guarantees good chances of success, a low score guarantees the opposite. Note that **Affinity** is a separate characteristic that is specifically used for the [Raw Element](#).



Physique

Strength, endurance, agility, reflexes, stealth



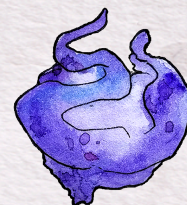
Mental

Thinking, perception, knowledge, advanced mastery of magic



Social

Eloquence, empathy, social intelligence, will



Affinity

Inner power, mastery of the Raw Element

✨ At creation: **11 pts** to be assigned among **Physique**, **Mental** and **Social**. These characteristics must reach at least **1 pt** without exceeding **7 pts** at creation. The character always starts with **4 pts** in **Affinity**.

DEFENSE

Corresponds to the character's blocking and dodging ability (see [Defense and damage](#)).

✨ At creation: base of **10 Defense**.

TALENTS

Each talent corresponds to a field of know-how and knowledge. Talents provide a **+3** bonus to successful rolls for specific actions. This bonus is added to the associated test characteristic. For example, crocheting a lock with a **Physique 7** and the **Infiltrator** Talent gives a bonus of $7+3=10$ to succeed this roll. However, a character can only benefit from 1 Talent at a time per action. Click here to see the [list of Talents](#).

✨ At creation: **3 Talents** to choose from.

MOVEMENT

Represents the character's velocity. His **Movement** indicates how many meters he can travel in one turn with a **Move** action. This value, excluding temporary bonuses, cannot exceed **9 meters**.

✨ At creation: begins with **Movement 5** (or 5 meters).

MAX. ADVANTAGES AND ADVANTAGES

Advantages are single-use bonuses to be used when failing a success roll. A player can spend as much as they want and get **+5** on the final score per **Advantage** spent. This bonus can make a difference, so the GM should always specify whether a player can achieve their action by spending an **Advantage**. These bonuses are obtained via certain items, abilities and enchantments.

Max. Advantages are a pool of **Advantages** that players' characters recover upon each level up, and from level 7 onward, every 2 sessions. Please note that a player can accumulate **Advantages** above their **max. Advantages** value, even if it is **0**. However, they cannot exceed **4/4 max. Advantages**.

✨ At creation: base of **2/2 max Advantages**.

ABILITIES

Abilities are specific magic skills and techniques that players possess. They are the heart of the game and are most often useful in combat. While their effects are clearly defined, they are free to use them as they wish during the games. Consistency with the original concept and agreement of the GM are then required. Also keep in mind that these variations should be less powerful compared to their original version. Indeed, abilities are like mastered recipes, where their variations and the **Raw Element** are more like experiments.

POTENTIAL

Represents the increasing power of a character. Very concretely, the **Potential (pot)** increases the power of abilities by adding its value to their **damage**, **healing** and **Shield**. **Potential** is added wherever **(+pot)** is written. Note that area abilities (AoE) always have a halved ratio.

✨ At creation: **0 pot**.

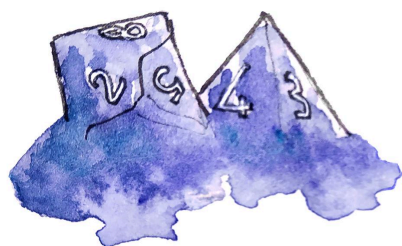
ACTION RESOLUTION

SUCCESS ROLL

When a character attacks or faces a challenge involving a certain difficulty, the player concerned must make a success roll in order to determine whether he succeeds or fails in his action. He is also asked to describe how he proceeds. If no player is affected, then it is up to you, the GM, to make the roll for the character.

Generally speaking, the GM interprets all NPCs, decides for them and carries out all their rolls. The exact result of NPC rolls in combat should be known from them alone, only revealing to the players the outcome of the

actions taken and the damage they deal. This process allows them to secretly adjust the difficulty depending on the circumstances.



A success roll is done as follows: throw a 20-sided die, add to this result the related test characteristic, a Talent that can help with the action and any other bonus and/or penalty related to the circumstances. The final score must be greater than or equal to the imposed success threshold.

- **Formula of the success roll**

Result of 1D20 + associated test characteristic + associated Talent + bonus and/or penalty $\geq$ Success threshold

SUCCESS THRESHOLD

The success threshold of an action represents its difficulty. This threshold is adjusted according to several parameters: initial difficulty, preparation as well as advantageous and disadvantageous circumstances. The table below illustrates the threshold of success for climbing an ice wall in several scenarios. For more realism, you can also take into account the preparation time (does the player take his time to do it well or not). Note that certain actions require equipment to even be attempted ([example: ice axes to climb a smooth ice wall](#)).

Note: If you play with a group of beginners, we suggest you reveal all of the success thresholds except for the Perception Rolls.

DIFFICULTY	EXAMPLES	THRESHOLD
Easy	Wall with steps	13
Intermediate	Steep wall	16
Complicated	Smooth wall	19
Heroic	Smooth and sloping wall	22
Superhuman	Smooth ceiling	25
CIRCUMSTANCES +	EXAMPLES	BONUS
Material	Mountaineering kit	+3
Aide	Partner above you	+3
Magic	8 MP spent with Air	+9
CIRCUMSTANCES -	EXAMPLE	MALUS
Material	Heavy armor	-3
Bad weather	icy wind	-3
Physical state	Close to Agony	-6

Once again busy saving the world, Ratchet explores the headquarters of an Orxon factory. Pursued by several of these golems, he encounters a heavy locked door, but fortunately he took his Trespasser! This state-of-the-art door has a 19 success threshold. He therefore performs an **Infiltrator Roll** (Physical) with his **Physique 7**, the **Infiltrator Talent +3**, the **Trespasser** which grants **+3**, and a **-3 malus** because of the pressing nature of the task. He gets **10**, which gives $10+7+3+3-3 = \underline{20} \geq 19$. The door is opened, too easy!



OPPOSITION ROLL

Faced with adversity, a player makes an opposition roll. They must simply make a success roll whose result, rather than reaching a threshold, must exceed their opponent's success roll. This applies to any opposition that is not an offensive ability, such as arm wrestling, negotiations, chases, etc.

- **Opposition roll formula**

Success roll > opponent's success roll

Ratchet wants to discuss the price of an aircraft with a Klaxxi trader, because the developers have overtuned its price, and therefore proceeds to an **opposition roll in Social**. He throws 1D20 + **Social 2** vs 1D20 + **Social 7** + **Merchant Talent +3** from the Klaxxi trader. This action may prove to be very difficult!

PERCEPTION ROLL

Each player can at any time make a **Perception Roll** in order to spot clues, secret passages, loot and hidden enemies, **once per location**. To do this, they first announce if they are looking at a specific spot or thing, and possibly if they are taking time there, then carry out a **Mental success Roll** to which the **Investigator** Talent can be added. The success threshold is adjusted to the GM's discretion. If successful, the quality of the reward obtained then depends on the level of precision that the player gave.

After entering Dr. Nepharos's office, Ratchet throws a **Perception Roll** focusing on the walls. Success! He finds a new generation thermal rifle hidden behind a rotating wall, but misses the doctor's plan hidden in the office...

CRITICAL SUCCESSES AND FAILURES

A natural result (with no bonus or penalty applied) of **20** on a success roll is interpreted as a critical success, except in the context of an opposition roll if the opponent also obtains **20**. Such a result means that the action is automatically successful and that it benefits from superior effects defined as you wish.

TYPE D'ACTION	EXAMPLES OF EFFECTS
Perception Roll	Hidden treasure, additional clue.
Climbing	+6 to the next Climbing Roll , allows an ally to climb without making a roll.
Haggling	Doubles the value of the item, unlocks an additional sale, benefit in kind
Ability	● Maximizes the effect rolls of damage, heal and Shields and increases the total by 50%. ● The rare abilities that only apply effects have their duration doubled.

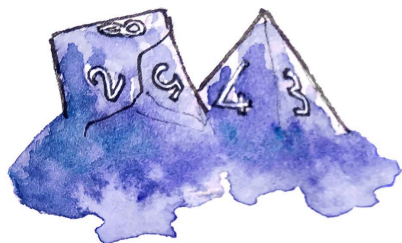
Conversely, a natural result of **1** is interpreted as a critical failure, resulting in an automatic failure of the action followed by more severe consequences defined at your discretion.

TYPE D'ACTION	EXAMPLES OF EFFECTS
Perception Roll	Is convinced that there is nothing to see here, destroys a clue, alerts a nearby enemy,
Escalade	Scratches against the wall and takes 1D4+4 damage , cuts the rope.
Haggling	The merchant cancels the sale, he calls it a scam.
Ability	Touch an ally, becomes pacified for 1 turn , breaks his weapon.

RAW ELEMENT

Like any other citizen of this world, the players' characters naturally master 1 Element of Mil out of 12. The choice of Element is both cosmetic, plays on the character's story and has an impact on abilities. However, it does not confer any particular bonus or penalty.

The character can decline his Element in a raw way to obtain various effects that are useful, especially outside of combat. Their power depends on the amount of magic consumed to trigger them (see the table below). To use their **Raw Element**, the player announces how many **MP** they plan to spend, then makes their success roll.



- **Formula of the Raw Element**

$D20 + \text{Affinity} + \text{Bonus and penalty} \geq \text{Fixed success threshold of 13}$

- **Formula of the Raw Element on enemy target**

$D20 + \text{Affinity} + \text{Bonus and penalty} > D20 + \text{Test characteristic} + \text{Talent} + \text{Bonus and penalty}$

ADDITIONAL RULES :

- **Precision** : using raw magic, as its name suggests, cannot create precise shapes or execute precise operations like fixing an eye, unless the user equips themselves with a Focalizer.
- **Ephemeral** : magic being ephemeral, a Brumien cannot create permanent matter. Magic fades after 30 minutes at most.
- **Failure** : in case of failure on the success roll, the user triggers an effect that is as effective as if they had spent **half as less MP**. If they have spent **2 MP** or less, nothing happens.
- **Target an enemy** : the target makes an opposition roll based on the type of desired effect. Example: if a player wants to push an enemy into the void with a gust, the latter performs a **Physique Roll**.
- **Effectiveness** : if the player wants to use raw magic to **directly** apply **damage**, **heal**, **Shield** or a **crowd control**, consider the **Raw Element** to be **50% less effective** than an ability that has the same cost in **MP**.



EFFECTS	CONDITION	EXEMPLES
Minor: 2 MP	Minor action	- Water: cause a drizzle - Air: lighten an object to better throw it - Time: repair a door
Moderate: 4 MP	Major action	- Water: cause rain - Air: lighten your body for the time of one action - Time: return to your previous turn position
Major: 8 MP	Major action	- Water: cause a downpour - Air: you fly about twenty meters - Time: go back up to 2 turns in time
Miraculous: 16 MP	2 entire turns	- Water: cause a flood - Air: you levitate for two hours - Time: resurrect the target

The scenarios of Brume on Roll20 include examples of power ranges for each Element.

EXAMPLES OF RAW ELEMENT EFFECTS

Life: grow a large plant, create a wooden object, purify a liquid, reinvigorate.

Mineral: raise a cloud of sand, create a stone object, cause an earthquake.

Magma: heat, illuminate, make lava flow, create an object out of obsidian.

Fire: heat, cause a fire, cauterize a wound, ignite the target's motivation.

Air: create a tailwind, generate suction, cool, dissipate toxic air, create a vacuum.

Lightning: create/calm a storm, stimulate muscles, generate heat.

Water: refresh, hydrate, deshydrate, use hydraulic force to lift a load, calm a wave of water.

Ice: cool, create an object out of ice, slow the target's mind, appease a target's anger.

Time: go back a few seconds in time, accelerate aging, restore an object to new condition.

Gravity: telekinesis, modify the weight of something, reverse gravity, give weight to one's words.

Darkness: camouflage, extinguish a light, make a target hallucinate, make your speech more dramatic.

Light: heat, burn, light, comfort the target's mind.

COMBAT

ACTIONS

In combat, the protagonists take turns and have a limited number of actions per turn. A normal turn consists of **1 Major action + 1 Move + 1 Minor action**, knowing that these actions can be performed in any order. Note that there are 4 types of action in total.

MAJOR ACTION	Once per turn, the character uses an ability or performs a long action such as pushing or lifting a heavy load, deciphering a spellbook or using their Raw element .
MOVE	Once per turn, the character moves up to their Movement value.
MINOR ACTION	Once per turn, the character performs a quick action such as drawing his weapons, using a Vial, communicating, using a special ability, etc. If they communicate with one or more other protagonists, they can respond to him immediately.
DASH	Once per turn, the character sacrifices both his Major action and Move to run over twice their Movement value. When running, they benefit from +3 Defense until the start of their next turn.

The fights are rythmed by rounds. When the first protagonist performs all his desired actions, the next one takes his turn and so on until all the characters have played. A new round can then begin.

INITIATIVE

The GM defines the initiative at the start of combat, i.e. the turn order for all the protagonists, who starts, who plays next, up to whoever finishes the round. By default, the initiative follows this order:

Player 1 -> **Enemy 1** -> **Player 2** -> **Enemy 2** -> **Player 3** -> **Enemy 3** -> **Player 4** -> **Rest of the enemies** -> **Friendly NPCs**

Players agree among themselves to decide who plays when, but it also depends on the situation (example: the group moves through a corridor and comes across a Cultist, so the player who leads the way necessarily plays first). The initiative remains the same until the end of combat.

DEFENSE AND DAMAGE

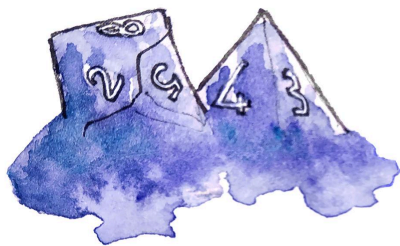
Characters of the players as well as all enemies they encounter possess a sort of armor that protects them from dangers. It can be natural like bark, scales or magical skin; but can also be made like fabric, leather, mail or even plate clothing. This armor provides a bonus in **Defense** which helps blocking attacks. In certain situations, a character will not be able to benefit from their protection, such as if they remove their armor in order to climb.

When a protagonist wants to use an **offensive ability** on a creature, they must do a success roll, the result of which must **surpass** the **Defense** of the target. If the result is lower than the **Defense**, then the ability misses its target or simply has no effect, except for [area of effect abilities](#).

- **Formula of success roll in combat**

Success Roll > 10 + armor bonus + bonus and/or penalty

Conversely, if successful, it hits its target and applies all its effects. The **HP** lost by the target are calculated as presented below.



- **Formula of damage dealt**

Shield of the target - ability's **damage** → **HP** of the target - **remaining damage**

Our favorite hero is attacked by an Orxon! The machine gets 12 on its successful Physique Roll to which we add its **Physique** 10. Its score is 22 against Ratchet's 14 in **Defense**. The GM then throws its damage throw, 1D8+4, and gets 6 for a total of 10 **damage**. Fortunately, Ratchet has 2 **Shield**, from which 10 **damage** is subtracted, and then to his 22 **HP**. In the end, he loses all his **Shield** and 8 **HP** to finish at 14 **HP**, ouch!

AREA OF EFFECT ABILITY

Special rules apply to area of effect abilities (named "AoE"). These abilities only require casting effect rolls (damage, healing or Shield) once for all affected creatures. In addition, they can also affect the caster as well as their allies hit, unless the opposite is specified. If one or more creatures affected by an offensive ability have a **Defense** higher than the success roll, the ability still applies **50% of its effects** on the latter.

- If the ability was to apply a **crowd control**, the creature simply resists it.

Ratchet launches his **Harbinger** ability on 1 Mechanic and 1 Orxon. He gets 14 on the success roll while the first one has 14 **Defense** and the second 16. His ability hit the Mechanic hard, dealing 1D4+4 **damage** and stunning him for 1 turn, but misses the Orxon. The latter still suffers half of the effects of **Harbinger** without being stunned.

CLASSIC ATTACK

The ability "Classic attack" applies the effects of the equipped weapon(s). The **Classic attack** uses the test characteristic associated with the type of weapon used, for example **Fracture** uses the **Mental** + **Mage** Talent in order to land a hit.



An ability that mentions a “**Classic attack**” deals the damage and applies the effects of the weapon in addition to its own effects.

RANGE

Each weapon has a maximum range to hit. Melee weapons and abilities hit at a maximum of 1 meter. As for ranged weapons and abilities, it is possible to extend their range using the following formula: **-3 to the success roll per 5 additional meters**.

OPPORTUNITY ATTACK

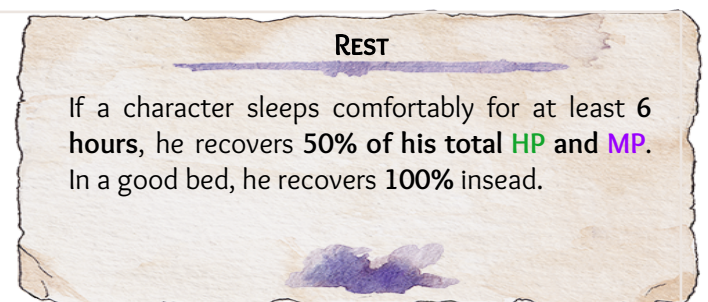
When a protagonist leaves an enemy's melee, the latter automatically strikes them with an Opportunity attack. You can see it as exploiting an opening in the enemy defense. Thus this mechanic encourages you to think about your movements. The Opportunity attack is a **Classic attack** in **Reaction** to a move and is **Unmissable**, but can only be used once per round. Abilities involving quick movement do not trigger such attacks.

RESTORATIONS

Adventure often turns out to be challenging, and injuries are to be expected. Fortunately, our heroes have several ways to restore their strength.

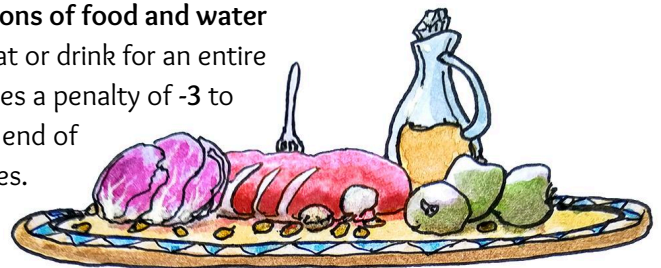
Be careful though, the medical textbooks are clear: drinking **more than 1 Vial of the same type** per day guarantees regurgitation !

Rest, Health Vials and healing abilities do not heal deep wounds. Amputated limbs, damaged organs, illnesses, poisonings and serious infections require other means such as surgery, medicines or even magical rituals.



FOOD

All characters except the Aegans need to consume **2 Rations of food and water** per day to maintain good health. If a character does not eat or drink for an entire day, the GM can, depending on their level of activity, impose a penalty of -3 to **success rolls**. This penalty is cumulative up to -12. At the end of **5th** day passed without drinking or eating, the character dies.



2 - Character creation

SUMMARY

Here is a summary of the creation of a level 1 character.

1. **Role:** Tank, Dps or Support. p. 42
2. **Class:** an existing class or a free class. p. 3
3. **Element:** 1 only among Water, Ice, Air, Lightning, Mineral, Life, Light, Time, Gravity, Fire, Magma and Darkness. P. 911
4. **Species:** 1 species among the five existing. p. 666
5. **Health and Magic:** base of 10 HP and 6 MP + 6 pts to be distributed between HP and MP. p. 00
6. **Test characteristics :** 11 pts to be distributed among Physique, Mental and Social (1 min. and 7 max.). p. 007
7. **Life experience:** base of Affinity 4, 5 Movement and 2/2 max. Advantages + 2 pts to be distributed. p. 69
8. **Talents :** 3 among Acrobat, Artisan, Athlete, Infiltrator, Mechanic, Survivor, Weapon Master, Artist, Elementalist, Investigator, Mage, Navigator, Scholar, Scientist, Leader, Merchant, Oneiromancer, Politician, Seducer, Tamer and Zealot. p. 0
9. **Equipment:** 1 weapon + 1 armor. p. 404
10. **Abilities :** Classic attack (based on the weapon) + 3 class abilities. p. -1
11. **Inventory :** 1 theme. P. 123
12. **Identify:** gender + age + name + History + Pursuit (if it's a campaign) + the Universal +1 language p. 3.14

ROLES

A simple way to start, although optional, is to choose a role for your character. Its specialization in a more or less specific role is important because a group of specialized characters will often be more effective. In most TTRPGs and RPG-type video games, in combat, each character is oriented towards one of the 3 main roles defined as follows.



Tank : character destined to take the blows instead of his allies. His heavy armor and high health allow him to endure a significant amount of damage. His abilities allow him to protect his allies, increase his own defenses and keep the [aggro](#).



Dps : character intended to inflict a significant amount of damage to the enemies. Usually very fragile, he does have however a huge attack power. His abilities are tools of destruction, but sometimes also of personal survival.



Support: character intended to help his allies. His interest lies in its ability to keep the group alive and to weaken his enemies. His abilities are oriented towards healing, beneficial effects given to allies as well as harmful effects inflicted on enemies.

In essence, an optimized group of 4 characters is composed as follows: **1 Tank, 2 Dps and 1 Support**. The choice of creating a hybrid character such as a “Dps-Tank” (= Off-tank) is entirely possible. However, it is not recommended to create an entire group of non-specialized characters. **This distinction exists to facilitate the creation of an effective group, but is in no way obligatory.**

CLASS

The class is simply the archetype of your character. It determines his occupation as well as his abilities, tools which will be useful to him especially in combat. You don't have to make this choice now, but it helps to get a coherent whole. You can :

- **Create your class** (not recommended for beginners). You can use the following concepts to inspire you: a generic class (examples: [warrior](#), [ranger](#), [duelist](#), [archer](#), [mage](#), [sorcerer](#), [healer](#), [bard](#)), an existing class (see below), a class linked to a faction of the game (the [Faculties](#), the [Legions](#), the [Watches](#), the [Heirs of Erix](#), the [gladiators](#), etc.).

Abandon decides to create a new character named Archibald, a Dps Chronomage from Nexia (Time).

- **Select an existing class** from the list below, knowing that you can personalize it as you see fit. Color circles reflect the **Difficulty level** of classes based on their complexity (● : easy ; ● : medium ; ● : difficult). We advice against classes scored with ● for beginners.

TANK		
Arbiter ● Ensure good morals by punishing troublemakers with infernal reprimands.	Chronoguard ● A classic protector capable of provoking his enemies and absorbing damage effectively.	Dislocator ● By sowing destruction, he generates a critical mass that he can use to enhance his powers.
Iron Soldier ● Equipped with an Exo-armor, he protects his group as well as he pulverizes his enemies.	Legionnaire ● Versatile in nature, the ice-wielding soldier can heal, provoke, freeze, or shatter.	Paladin ● Channels his faith into a gauntlet to create weapons and tools allowing him to overcome any situation.

DPS		
Artificer ● A classic shooter, specialist in illuminating, flammable, and above all explosive projectiles.	Battle Mage ● Uses an effective combo of pull and shockwave to control and destroy his opponents.	Chemist ● Master of Vials sometimes curative, other times corrosive, capable of triggering chain reactions.
Cryomancien ● Equipped with a powerful freezing turbine, it can turn anything into ice cubes.	Engineer ● Comes with a Drone that can lift loads, fire its cannon and create force fields.	Illusionist ● With the help of his Black Mask, no door or mind remains closed for long.



Monk ● Embody the duality of the winds: sometimes calm and meditative, sometimes violent and destructive.	Oracle ● Divine power exists, and this enlightened is capable of invoking it to predict the future, or to punish.	Pyromancer ● Master the subtle art of burning everything, dealing heavy damage, but with the risk of overheating.
Scout - ● Endowed with lightning mobility, no obstacle or enemy can stop this soldier.	Shapeshifter ● Transforms into an elemental creature that deals heavy damage at the cost of its survivability.	Water dancer ● A fencer who challenges his opponents to a duel to better defeat them, then collect their bounty.

SUPPORT		
Aeromancer ● Sows the wind as well as the storm, manipulating the weather for the good of society, in theory.	Blacksmith ● Use lava to forge powerful weapons and aegises, and obsidian to build walls.	Clockmaker ● With a delay, his powerful Chronomagic restores and speeds up his party, or stops his enemies.
Druid ● Alternates between a powerful wolf form and plant growths that protect the group.	Oneiromancer ● Doctor of the soul whose art consists of manipulating the emotions of others.	Shaman ● A classic support whose communions with the earth and rituals can heal its allies.

ELEMENT

Your character naturally masters 1 Element of Mil among the twelve listed below. If you chose an existing class as is, it imposes the Element of the character.

Life - Mineral - Magma - Fire - Air - Lightning - Water - Ice - Time - Gravity - Darkness - Light

SPECIES



It is time for you to choose the **species** of your hero. This determines his appearance, potentially also his mentality and culture. The Species Traits he inherits confer bonuses and penalties that only the reincarnation in Aegan can change. Finally, this part offers examples of first names for each species. Keep in mind that you don't have to play a stereotype, especially if your character is from a planet whose species is not native.

Note: the values displayed successively between oblique bars (example : "+3/+5/+7 total HP") represent the power of certain effects depending on the character's level, respectively at level 1, 4 and 7.

HUMANS		
- Home planet: Fone. - General mentality: curious, determined, learn and adapt easily, unpredictable. - Culture: travel, discovery, openness to others. - Look: humanoids with tanned skin, black hair and brown eyes. - Life expectancy: 60 to 70 years.		
Male Size: 1.65 to 1.90 m Weight: 60 to 100 kg Names: Bastene, Célien, Lorque, Geralt, Serne, Sorik, Terane, Velentin.		Female Size: 1.55 to 1.80 m Weight: 40 to 80 kg Names: Avene, Ephanie, Gatide, Jessia, Leulisse, Melodi, Mona, Oneli.
Species Traits		

Advantages change the natural result of rolls instead of providing a bonus, +2 to the **critical success** threshold | +2 to the **critical failure** threshold

Examples: after obtaining 13, spend 1 **Advantage** to turn it into 18 and thus obtain a critical success, or change a 1 into 6 to avoid a critical failure!

VAGRYMS

- **Home planet:** Voras.
- **General mentality:** humble, disciplined, altruistic, superstitious.
- **Culture:** cult of the Nalars (spirits of nature), shamanic traditions, communal activities.
- **Look:** humanoid panthers with green fur. They are flexible, agile, and vegetarian.
- **Life expectancy:** 50 to 60 years.

Male

Size: 1.60 to 1.85 m

Weight: 50 to 65 kg

Names: Bate, Dekhate, Goras, Leuzar, Nyelak, Sroene, Ulgrym, Vydre.

Female

Size: 1.55 to 1.80 m

Weight: 40 to 55 kg

Names: Aleth'n, Ayene, Djalys, Gulyne, Ynayde, Flor, Malyth, Nybel.

Species Traits

ability **Gift of the Nalars**, 1 **Talent** becomes **absolute**, +1 **Movement**, **Nyctalopia** | -1 **HP**, -2 pts to share among **HP** and **MP** at level 4 and 7

*To be copied in the **Abilities** section of the character sheet*

- **Gift of the Nalars** (Specie Trait)(Unmissable): a sincere prayer to the spirits of nature that makes you recover 4+(your level) **HP** and **MP**. Constraint : 1 use per day.

Note : the chosen **Talent** now grants +5 instead of +3 and prevents critical failures on the actions concerned.

ECATES

- **Home planet:** Utha.
- **General mentality:** creative, rational, gifted with magic, lazy.
- **Culture:** arts, cult of science, material comfort.
- **Look:** humanoids with pink skin, sparkling eyes and hair, and gleaming tattoos all over the body.
- **Life expectancy:** 100 to 120 years.

Male

Size: 1.75 to 1.95 m

Weight: 60 to 70 kg

Names: Chi'Jaa, Draxite, Nulis, Ozone, Rexaar, Voiz, Xenon, Zetixe.

Female

Size: 1.65 to 1.85 m

Weight: 50 to 60 kg

Names: Axis, Draaxia, Ilithiane, Naaj'Dath, Ri'Jaath, Saaït, Silaath, Valethiane.

Species Traits

+3/+5/+7 total **MP**, the **Raw Element** costs 1/3/7/14 **MP** instead | -1 pt in a **test characteristic**

MELKIORS

- **Home planet:** Nier.
- **General mentality:** hard workers, pragmatic, honorable, proud.
- **Culture:** social and economical success, accumulation of wealth, cult of surpassing.
- **Look:** humanoid lizards with brown, red or blue plates. Have a muscular, but slow body.
- **Life expectancy:** 80 to 90 years.

Male

Size: 1.80 to 2 m
Weight: 120 to 160 kg
Names: Cisiphe, Egamnon, Hector, Klepios, Natias, Partenos, Sokraton, Trone.

Female

Size: 1.75 to 1.95 m
Weight: 110 to 150 kg
Names : Aguene, Briseris, Delphe, Elena, Eliope, Kassidi, Nocebe, Phise.

Species Traits

+3/+5/+7 total HP, +2 pts in a **test characteristic** | -2 max. **Advantages** and your **Life experience** does not grant you any

Expect nothing from destiny because it does not exist, only your efforts count. - Maxim of Destiny, Chapter VII, Evalone

AEGANS

- **Origin :** reincarnated after being swept away by the explosion of a brumian motor or any similar phenomenon.
- **General mentality:** empathetic, incorruptible, playful, reckless.
- **Culture:** personal survival, quest for happiness.
- **Look:** humanoid half-elementals with stringy bodies. No longer feel physical urges.
- **Life expectancy:** theoretically infinite.

Asexual

Size: 1.60 to 1.90 m
Weight: 40 to 60 kg
Names: N/A

Species Traits

Telepathy ; +2/+3/+4 pot | Maximum health set to **10/13/16 total HP**, consumes 1 Brume Cell per day

*To be copied in the **Abilities** section of the character sheet*

- **Telepathy** (Specie Trait)(Unmissable): you transmit a thought or speak directly into the mind of a creature within 20 meters of you. **Special** : is a **free/minor/major Action** according to the situation.

*Note: the **Potential (pot)** increases the effectiveness of most abilities by adding its value to their damage, healing, etc.*

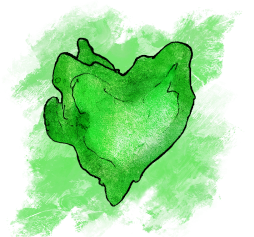
Archibald is a human native from Utha. Abandon fills his **Specie Traits** in the appropriate box.

CHARACTERISTICS

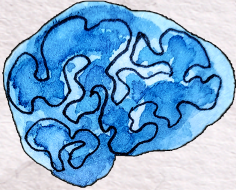
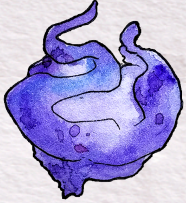
HEALTH & MAGIC

Freely distribute **6 pts** among Health and Magic which are added to a fixed base at **10 HP** and **6 MP**.

Abandon allocates these 6 pts in **Magic** in order to allow Archibald to cast lots of spells. He therefore begins with **10 HP** and **12 MP**.



TEST CHARACTERISTICS

			
Physique Strength, endurance, agility, reflexes, stealth	Mental Thinking, perception, knowledge, advanced mastery of magic	Social Eloquence, empathy, social intelligence, will	Affinity Inner power, mastery of the Raw Element

Assign **11 pts** among **Physique**, **Mental** and **Social**. These characteristics must reach at least **1 pt** without exceeding **7 pts** at creation.

The character always starts with **4 pts** in **Affinity**.

Abandon wants to create a rather charming spellcaster, so he distributes the 11 pts to Archibald as follows: **Physique 1**, **Mental 6** and **Social 4**, and starts with **Affinity 4** like any other character.

LIFE EXPERIENCE

Thanks to meaningful life experiences, you have developed extra skills. Distribute **2 pts** among **Movement**, **max. Advantage** and **Affinity**.

As a reminder, you start with:

- **5 Movement**
- **2/2 max. Advantages**. *Melkior's start with 0/0 and cannot distribute pts into it.*
- **4 in Affinity**. *You start thus with a 60% chance of success with the Raw Element.*

Feeling unlucky, Abandon chooses **+2 max. Advantages**. Archibald therefore begins with **5 Movement**, **4 max. Advantages** noted "4/4" on the character sheet and **4 in Affinity**.

TALENTS



Each Talent corresponds to an area of knowledge and expertise. Talents provide **+3 to success rolls** for specific actions. This bonus is added to the associated test characteristic. For example, picking a lock with Physique 7 and the Talent **Infiltrator** will give $7+3=10$. A character can only benefit from 1 Talent at a time per action.

Choose **3 Talents** and copy them into your sheet. We advise you to talk this through with your group so you do not end up with the same Talents as your teammates with the exception of **Weapon Master**, **Mage** and **Zealot**. These are used to increase the chance of hitting with abilities, which come handy in combat. Note however that certain classes require other Talents for their abilities. Finally, as the adventures of Brume are diverse, each scenario comes with Talent recommendations.

PHYSICAL TALENTS

- **Acrobat** (Physique) : any action of speed or dexterity excluding theft and picking.
Starting bonus: +1 Movement.
- **Artisan** (Physique) : any craft (cooking, tannery, masonry, blacksmithing, etc.).
- **Athlete** (Physique): any action of strength as well as running and jumping.



- **Infiltrator** (Physique): stealth, tailing, theft, lock-picking.
- **Mechanic** (Physique): design, handling and repair of technological devices.
- **Survivor** (Physique): climbing, swimming, orientation, survival techniques (hunting, tracking, making a fire, etc.).
- **Weapon Master** (Physique): strengthens physical abilities. Allows you to handle any kind of weapon by using your **Physique** + **Weapon Master**.

MENTAL TALENTS

- **Artist** (Mental): creation of artistic works and performances. Includes all arts.
Ability - Inspire: once per session, with an **Artist Roll 19** (Mental), you make a work of art that inspires you +1 Advantage.
- **Elementalist** (Mental): +2 **Affinity**. *This cannot become an Absolute Talent.*
- **Investigator** (Mental): reinforce **Perception Rolls**. Analyze people as well as the environment. Perceive visual, sonorous and olfactory clues. *Does not help to detect lies.*
- **Mage** (Mental): strengthens mental abilities. Allows you to detect as well as identify the power of magical objects and places.
- **Navigator** (Mental) : orientation, ability with any type of vehicle and mount, aircraft license.
Starting bonus: +500 G.
- **Scholar** (Mental): “soft” sciences (history, herbalism, politics, ancient languages, geography, philosophy, economics, etc.).
Starting bonus : +3 spoken languages.
- **Scientist** (Mental): “hard” sciences (physics, chemistry, biology, medicine, astronomy, geology, etc.).



SOCIAL TALENTS

- **Leader** (Social): intimidation, encouragement, charisma.
- **Merchant** (Social): estimate the value of goods and services, negotiate prices.
- **Oneiromancer** (Social): dream interpretation, knowledge of OwH, psychology, unlock **Psychic Gifts**.
Ability - Soul reflection: unlock or reinforce **1 Psychic Gift** of rank 1/2/3 with respectively an **Oneiromancer Roll 16** plus 1/2/3 OwH Shards.
- **Politician** (Social): politics, demagoguery, bullshit.
- **Seducer** (Social): seduction, imitation, theater.
- **Tamer** (Social): tracking, training and caring of beasts as well as elementals.
Starting bonus: +100 G.
- **Zealot** (Social): strengthens social abilities. Allows you to indoctrinate people to a religion or ideology.



Archibald chooses to be **Mage**, **Scholar** and **Seducer**.

ABILITIES



You start with:

- [Classic attack](#) based on your weapon
- 3 [Abilities from your class](#) or 3 **abilities** of your choice



If you have chosen an existing class, simply copy all the abilities it has to offer.

If you have chosen a free class, it is possible to pick some from all of the existing abilities and adapt them to your Element and/or create your own abilities by agreeing with the GM for balancing.

By agreeing with himself, Abandon gives his character the following abilities: **Aging**, **Anomalies**, **Acceleration** and **Back in time** (Level 3 ability). More details on page 16.

EQUIPMENT



You now need to choose an equipment: **1 weapon** and **1 armor**. No matter your character's class or role, they can use all weapon types and armor types. Once you have chosen the equipment, do not hesitate to give it a personalized description.

WEAPONS

In Brume, citizens have never found the point of fighting with a shield, and never use 2 different one-handed weapons. Copy the effect of the weapon in the [Abilities](#) part of your sheet.

PHYSICAL WEAPONS

- **Slicer** (Two-handed Axe)(Physique+Weapon Master): deals **1D4+2 damage(+pot)**. You can sacrifice **1 HP** to heat the blade, which gives **+3 to the success roll** and **+1 damage** to this attack. Range : Melee.
- **Duo of parade** (1-Handed Swords)(Physique+Weapon Master): deals **1D4 damage(+pot)** and gives you **2 Shield**. Range : Melee.
- **Thorn-blade** (Thorny boomerang)(Physique+Weapon Master): deals **1D4+1 damage(+pot)** and bounces onto another target within a 5 meter radius which suffers **50% of damage dealt** to the 1st one. Range : 10 meters.
- **Thermal rifle** (Physique+Weapon Master): deals **1D4 damage(+pot)**. You can sacrifice your **Move** in order to deal **+2 damage**. Range : 10 meters.

MENTAL WEAPONS

- **Fracture** (Magical Spear)(Mental+Mage): deals **1D4+1 damage(+pot)** and applies **Shock : -3 in Defense**, stackable. Range : 2 meters.
- **Evalone** (Magical Tome)(Mental+Mage): fires a bolt of magma that deals **1D4+1 damage(+pot)**. Turns the target into a pile of molten matter if they end up with **3 HP(+0.5*pot) or less**. Range : 10 meters.
- **Wind Crossbow** (Mental+Mage) : deals **1D4+1 damage(+pot)** and **knocks back the target by 3 meters**. Range : 10 meters.

SOCIAL WEAPONS

- **Morpho** (Technological shield)(Social+Zealot): once per combat or every 30 minutes outside of combat, you can transform Morpho into a similarly sized object or visible weapon. Range : that of the copied weapon.
- **Plague** (Flail)(Social+Zealot): deals **1D4+2 damage**(+pot) and provokes the target for 2 turns. Range : Melee.
- **Ankh** (Unmissable): grants **1D4 Shield**(+pot) to the target. You can spend **MP**, up to **1 x your level**, to heal as many **HP** to the target. Range : 10 meters. So at level 3, you can spend up to 3 MP to heal 3 HP.



ARMORS

Your character is destined to take hits, that is the harsh reality. Thus nothing is better than having a good armor to protect you. It grants you a bonus to the **Defense**, a characteristic that helps avoid blows (see [Defense](#)).

- **Defense Formula**
10 + armor bonus

ARMORS

- **Reinforced armor**: +5 Defense and +2 total HP, but -3 in Stealth, Acrobatics, Swimming and Climbing.
- **Balanced armor**: +4 Defense.
- **Battery armor**: +3 Defense and +1 total MP.

Archibald is equipped with the **Source of power** (equivalent to the Evalone), and **Rich enchanted clothes** (equivalent to a battery armor). It therefore begins with a **Defense of 13** (10 + 3 of his armor) and **11 total MP**.

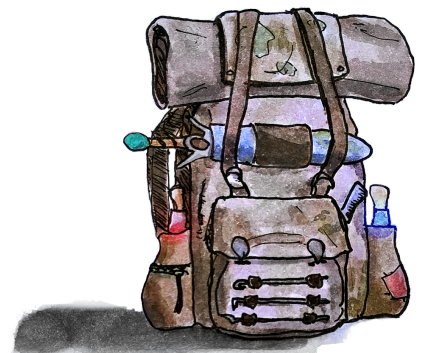
INVENTORY



In addition to your weapon and armor, you will need various materials for your saga, here called Inventory.

Choose 1 inventory among the themes below, add the bonus or malus in the appropriate box (for reminder, you cannot have more than 4/4 max. **Advantages**), and the rest in the **Inventory** box.

- If you prefer a simple choice, opt for the [Adventurer](#).
- You can add personal objects to your theme such as a family jewel, a mission order or a mysterious relic...
- If your character is an Aegan, replace the 4 Rations with 2 Brume Cells.
- Keep in mind that a bag will be less discrete than a satchel. The maximum weight carried is left to the GM's judgment.



ADVENTURER

Backpack

- Bivouac kit: saucepan, lighter, tent, sleeping bag
 - Notebook and something to write with
 - Luminaire + 1 Brume Cell (3 Charges)
 - Repair kit
 - 1x Health Vial of lvl. 1: heals **1D4+4 HP**
 - 1x Magic Vial of lvl. 1: recovers **1D4+4 MP**
 - Boar Liver Pie (2 Rations) : **+1 to all success rolls** for 1 day.
 - 4 Rations of food and water
- **Purse: 500 G**

VAGABOND

+1/1 max. Advantage

Bag in poor condition

- Poor's kit : saucepan, lighter, sleeping bag, out of tune musical instrument, goblet
 - Flask of alcohol OR tea
 - 4 Rations of food and water
- **Purse: 200 G**

BOURGEOIS

-1 Affinity

Bagstral (dimensional bag)

- Bivouac kit: saucepan, lighter, tent, sleeping bag
 - Luminescent ring: illuminates over 5 meters
 - Pocket watch
 - Focalizer (magic bracer): **+1 Affinity**
 - 2x Health Vial of lvl. 1: heals **1D4+4 HP**
 - 2x Magic Vial of lvl. 1: recovers **1D4+4 MP**
 - 4 Rations of food and water
- **Purse: 500 G**

FREE THEME

1 Container OF YOUR CHOICE (backpack, bag, etc.)

- 4 Rations of food and water
- **Purse: 1000 G**

SEARCHER

Heavy satchel

- Bivouac kit: saucepan, lighter, tent, sleeping bag
 - Chemistry kit: burner, pipette, spoon, chemistry book, 4 vials
 - Notebook and something to write with, Magnifying glass
 - Luminaire + 1 Brume Cell (3 Charges)
 - Amethyst Ring: stores **3/3 MP**
 - 2x Vial of Magic lvl. 1: recovers **1D4+4 MP**
 - 4 Rations of food and water
- **Purse: 500 G**

TINKERER

Big tool kit

- Sleeping bag
 - Mechanic kit: wrench, screwdriver, soldering iron, screw box, bottle of oil, 2 Mechanical pieces
 - Luminaire + 2x Brume Cell (3 Charges)
 - Experimental hacksaw: costs 1 Brume charge
 - Homemade injector (Minor Action) : heal **1D4+2 HP**, then throw **1D2** or a coin. On a result of 1 or on tails, the device loses **1 HP**. It breaks at **0 HP**. **Health: 3 / 3 HP**. **Cost** : 2 Brume charges.
 - 1 not very legit Capsule: grants **+1 Advantage**
 - 4 Rations of food and water
- **Purse: 500 G**

WARRIOR

Backpack

- 1 additional [Weapon](#) OF YOUR CHOICE
- Bivouac kit: saucepan, lighter, tent, sleeping bag
- Blacksmithing kit: hammer, Brume bellow, portable anvil, whetstone, 5 pieces of metal, 2 pieces of cloth
- 2x Torche
- 2x Bandage
- 2x Vial of Health lvl. 1: heals **1D4+4 HP**
- 2x Vial of Magic lvl. 1: recovers **1D4+4 HP**
- 4 Rations of food and water
- Purse: **500 G**

ROGUE

Harness and belt with pockets

- Sleeping bag
- Lockpicking kit: 8x Lockpick
- Crowbar, 10 m rope and Grapple
- Luminaire + 1 Brume Cell
- 4x Snapping Jaw: automaton that emits noise once the spring is triggered
- Repair kit
- Escape powder: 200g (enough to escape once)
- 1x Vial of Health lvl. 1: heals **1D4+4 HP**
- 3x Vial of Magic lvl. 1: recovers **1D4+4 HP**
- 4 Rations of food and water
- Purse: **500 G**

Archibald opts for the Bourgeois' inventory and completes it with personal belongings. See [page 16](#).

IDENTITY

Last step before going on your adventure, you must define the identity of your character: his **sex**, his **age** (20 years old minimum) as well as his **Story**. If you are motivated, also his **surname**, **first name prefix** if he lives in Nièr and his **Faction** (he may not have one).

STORY

Nothing better for an interesting character than a good story. This step is optional, although preferable because it gives him depth and flavor. We propose the following narrative structure:

- **Apotheosis**: you necessarily embody an Imbued character, that is to say an individual who has experienced an [Apotheosis](#). To put it simply, it is a magical phenomenon which takes place during an emotionally charged episode that has unlocked the full potential of the character.

Examples: the climax of a romance, the death of a loved one, obtaining a coveted position.

If you feel like it, we also suggest you to develop his past. Here are some avenues to explore: the [Faculties](#), the [Legions](#), the [Watches](#), the [Heirs of Erix](#), [gladiators](#), [Mil Plumes](#).

- **Thirst for adventure**: a link with the scenario and a solid reason to risk your life by going on an adventure.
Examples: a juicy contract, a debt, a quest for redemption, serving an ideal, accumulating knowledge.
- **Appearance and Personality** : skin tone, height, tattoos, scars, jewelry, etc.
To quickly obtain a nuanced character, we suggest you choose 2 Character Traits from the list below, or among others if you are inspired, and write them in the appropriate box. Each trait is both a quality and a defect.

- | | | |
|-------------------------------|-------------------------|------------------------|
| - Bold / Reckless | - Creative / Rebel | - Charitable / Naive |
| - Proud / Proud | - Thoughtful / Hesitant | - Of Integrity / Rigid |
| - Resourceful / Unpredictable | - Curious / Careless | - Free / Immoral |



LANGUAGES

Your character can speak the Universal, a language taught everywhere in the four [Planes](#), with the exception of isolated villages, which allows Brumians to all understand each other. Optionally, he speaks **1 other language** to your choice that you register at the bottom of the [Story](#) part of your sheet.

PLANE	Fone	Voras	Utha	Nier
LANGUAGE	the Fonean	the Vorasi	the Uthiane	the Nerois

PURSUIT (OPTIONAL RULE)

Only as part of a campaign, you can define your character's Pursuit: a personal objective linked to the scenario, his ideals, future or past. When your hero (or anti-hero) reaches level 6, the GM can decide at any time to implement a personal quest based on his Pursuit. Completing the latter rewards the character with the Awakening. From this moment on, his affinity with OwH will be strengthened, allowing him to increase his **Psychic Gifts** to **Rank 3**.

This completes the character creation. Find an example of a complete character below.

Name: Archibald the Timeless		Character traits: Free thinker/Nonconformist, Rational/Pessimist	
Sex: Male	Age: 47	Pursuit: find the “Frozen Time” and access immortality	
Class: Chronomage		Specie: Human	Element: Time
		Faction: N/A	

 HISTORY

- **Apotheosis:** Archibald was born in Melutha in a family of booksellers who enrolled him in the Nexia school. As an excellent student, he was passionate about the magic of Time. But it was during the same period that his fear of aging was born.

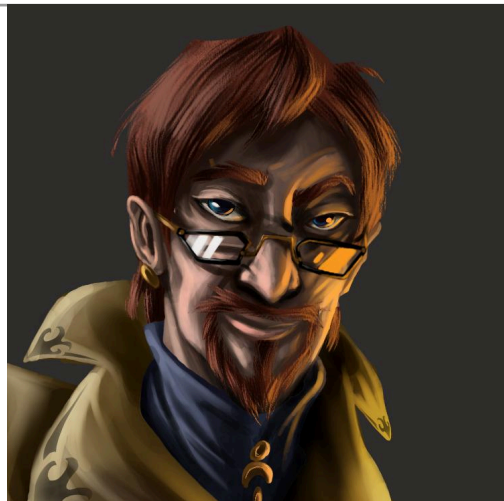
Years later, he joined the honorable Chronoguard. At first satisfied, he quickly realized the limits the order imposed on him: the retrograde old men who governed it were not willing to reveal all their knowledge to him. Despite this, his interest in immortality continued to grow, and he needed the knowledge his superiors hid from him. One evening, he committed the crime of reading a book that was forbidden to him. The Chronoguard banished Archibald for this act, but the latter carried the work away in its flight. He learned from the stolen object the existence of an artifact whose power would perhaps allow him to one day achieve immortality: the Frozen Time.

In addition to magic, he is passionate about aesthetics and beauty, whether artistic or carnal.

- **Thirst for adventure** : two weeks ago, Archibald had a prophetic vision. Full of questions, he ended up coming into contact with a curious organization called the Brotherhood. In exchange for helping them resolve the psychic situation, the Brotherhood promised him all the knowledge he could desire.

- **Appearance and Personality** : Archibald likes to take care of his appearance. He is both slim and graceful and his charming gaze is always on the lookout for a beautiful lady.

This renegade Chronomage is a vile charmer, a free and rational thinker, but somewhat fatalistic.



Spoken languages: the Universal, the Fonean, the Vorasi, the Uthiane, the Nerois

 EQUIPMENT

- **Source of power** (Magic Tome)(Mental+Mage): fires a bolt of magma that deals **1D4+1 damage(+pot)**. Turns the target into a pile of molten matter if it ends up with **3 HP(+0.5*pot) or less**. Range : 10 meters.

- **Rich enchanted clothes** : +3 Defense and +1 total MP.

 INVENTORY

Bagstral

- Bivouac kit: saucepan, lighter, tent, sleeping bag
- Luminescent ring: illuminates over 5 meters
- Pocket watch
- Focalizer (magic bracer): +1 Affinity
- 1 Health Vial of lvl. 2: heals **1D6+6 HP**
- 1 Magic Vial of lvl. 2: recovers **1D6+6 MP**
- 4 Rations of food and water

- **Purse:** **500 g**

FEATURES

Specie Traits : Advantages change the natural result of rolls instead of providing a bonus, +2 at the **critical success** threshold | +2 at the **critical failure** threshold

Health: 10 / 10	Magic: 13 / 12+1	Movement : 5 meters	Advantages (+5 to one success roll): 3/3	
Physique: 1	Mental: 6 (9)	Social: 4 (7)	Affinity: 4+1	Defense(10+armor): 13
Level: 1	Potential(pot): 0	Brumian Shards: 0		

 **TALENTS:** +3 to success rolls

 **PSYCHIC GIFTS:** Unmissable, Minor action, 1 use per day

- Scholar (Mental): “soft” sciences (history, herbalism, politics, ancient languages, geography, philosophy, economics, etc.). Speak all languages. - Mage (Mental): strengthens mental abilities. Allows you to detect as well as identify the power of magical objects and places. - Seducer(Social): seduction, imitation, theater.	Insert Psychic Gifts here (TEXT TO REPLACE)
---	---

ABILITIES & RAW ELEMENT

- **Raw Element** (Affinity): spend **1/4/8/16 MP** to obtain a minor/moderate/major/miraculous effect related to your Element. If the expense is **≥ 3 MP**, then you must perform **1D20 + Affinity ≥ 13** to succeed.

1 Path unlocked at level 2 -> copy your 2 passive abilities here (TEXT TO BE DELETED)

- **Source of power** (Magic Tome)(Mental+Mage): fires a bolt of magma that deals **1D4+1 damage(+pot)**. Turns the target into a pile of molten matter if it ends up with **3 HP(+0.5*pot) or less**. Range: 10 meters.

- **Aging** (Mental+Mage): ages the target's skeleton or structure, dealing **1D6+2 damage(+pot)**. Instantly kills the target on a critical hit, unless it is a Boss or Sub-boss. Range: 10 meters. Cost: **2 MP**.

- **Anomaly** (Mental+Mage)(AoE): triggers a 3 meter radius temporal anomaly in the targeted area. Deals **1D4 damage(+0.5*pot)** and **immobilizes for 1 turn** affected creatures. Range: 10 meters. Cost: **3 MP**.

- **Acceleration** (Unmissable): sand gradually begins to rotate faster and faster around the target. It receives **3 Shield(+pot)**. In the next round, it benefits from an **additional game turn**. Range: 10 meters. Cost: **2 MP**.

NIV. 3 **Back in time** (Mental+Mage): the target returns **1 turn** or **10 minutes** out of combat **backward**, which restores its position, **HP**, **MP**, and **beneficial and harmful effects** that it had at the start of its previous turn. Constraint: does not work on dead targets. Success threshold: 16. Cost: **5 MP**.

NIV. 5 **Frozen Time** (Transcendence)(Unmissable): **freezes in place for 1 turn** any creature within 15 meters of you. Works on Sub-bosses and Bosses. Cost: **1 Brumian Shard**.



ADDITIONAL CONTENT

This part goes into the details of all the abilities in the game.

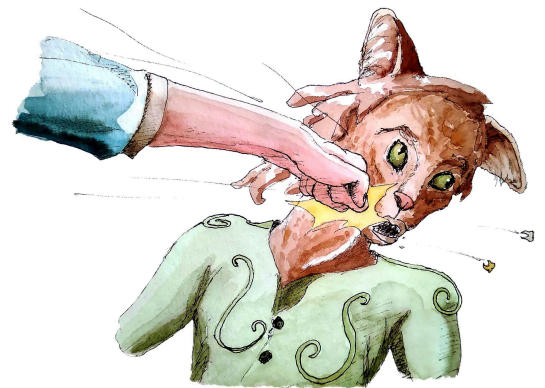
EXPLANATION OF ABILITIES

Abilities follow rules as dictated below:

Targets	Paths as well as abilities that affect a “target” can affect an ally as well as an enemy as well as the caster himself. Abilities in AoE , with exceptions, affect all creatures hit, including the caster, which can result in friendly fire.
Classic attacks	Some abilities mention “ Classic attack ”. This means that they apply all the effects of the equipped weapon in addition to their own.
Social magic	Magic can also be based on Social for an effect to be interpreted symbolically. This is the case for certain abilities such as Reprimand which uses Magma to better annoy the target. This also works with the Raw Element (examples here).
Reactions	“ Reaction ” abilities can be used during the other protagonists' turn when the condition is met.
Beneficial and harmful effects	They trigger at the start of each turn of the affected creatures. If the caster applies an effect to himself, the turn during which he cast the ability does not count towards the duration of the effect. Finally and with the exception of Shock (which also never ends), a given beneficial effect or harmful effect is never cumulative with itself. This will instead increase its duration.
Duration of effects	Beneficial and harmful effects, Shield as well as Resources dissipate after 30 minutes out of combat. Over-time effects continue to inflict and heal their amount after the end of combat.
Crowd controls	Crowd controls are considered as harmful effects . More explanations in the following table.
Resources	Available for some classes, Resources are for the most part a reserve which is spent in the same way as the MP are in order to use certain abilities or additional effects.
Costs	The costs in HP , MP and Resource are consumed even in case of failure.
Negative score	Among all the characteristics, only Potential can have a negative score . Such a score then reduces the power of the abilities.
Potential (pot)	It increases the effectiveness of most abilities by adding its value to their damage, healing, etc. Example: with 1 pot , the Slicer deals 1D4+2(+1) damage .

Crowd controls are negative effects that limit a character's control over themselves or that affect their position. The strongest enemies have immunities to such effects:

- **Boss**: immune to **crowd controls** with the exception of **Taunts**.
- **Sous-boss**: vulnerable to **1 crowd control** by combat, except **Taunt** which functions normally.



Attraction	The target is pulled right in front of the caster.
Knock back	The target is pushed in the opposite direction of the caster. It takes +3 damage if it hits a surface, and is stunned for 1 turn if it is hard (example: a wall).
Immobilization	The target can no longer move in any way and AoE are Unmissable against it.

Pacification	The target can no longer perform offensive actions.
Fear	The target flees in the opposite direction of the caster, immediately performing a Dash . She cannot act, but gets +3 Defense .
Stun	The target can no longer act, and any offensive action against it is Unmissable .
Taunt	The target is forced to attack the caster of the Taunt. If it is a Boss, he can still use his utility abilities. The target prioritizes the caster of the last Taunt .

CLASS ABILITIES

You can directly take the abilities from your class, or choose those that caught your eye from this long list by adapting their effects as well as their name to your Element, if applicable. Otherwise, most classes being very modular, you can choose one, then change the Element, the name of the abilities as well as the religion concerned, if applicable.

Example #1: an Oracle could fight for the Nalars and master the Element of Life.

Example n°2: the Artificer can fire projectiles imbued with Air, Ice, Gravity...



Note: only the class starting objects are “offered”, the rest being deducted from your choices. Thus, you do not get a 4th Talent with the Arbiter class for example.

TANK

ARBITER

Depending on his origin, the Arbiter is either responsible for enforcing the creed of the Evalone, or that of the Nalars. He must embody his ideals by being irreproachable. The lazy, unfaithful and robbers threatening the order of society must be punished.

Start with: the **Magma** Element, Talent **Leader** or **Zealot**, membership in a committee of honor, adherence to the Evalone (creed of the Melkions) or to any other creed or religion.

Difficulty: ●

- **Reprimand** (Social+Zealot): you project your rage in the form of a lava bolt. Deals **1D4+2 damage(+pot)** to the target and **taunts** it for 3 turns. Range: 10 meters. Cost: **1 MP**.

- **Ardent cloak** (Unmissable): you equip yourself with an ardent cloak, symbol of your moral superiority. You obtain **1D4+3 Shield(+pot)** as well as the effect **Charisma: +3 Social**, lasts 2 turns. Cost: **3 MP**.

- **Terrorize the beggars** (Social+Zealot)(AoE): you utter an abyssal cry which terrorizes your unbearable enemies in a 3 meters cone in front of you, dealing **1D4 damage(+0.5*pot)** as well as the effect **Weakness: -3 pot** and is immobilized, lasts 1 turn. Cost: **3 MP**.

NIV. 3 **Infernal law** (Social+Zealot): you bring down a guillotine of flame on a target with wrongdoing. Deals **1D8+3 damage(+pot)**, **+3 damage** if you have **taunted** it. Range : 5 meters. Cost: **4 MP**.

- If this attack defeats the target (by death, flight, or abandonment), you recover **2 HP** and **2 MP**.

NIV. 5 **Last judgment** (Transcendence)(Unmissable): you judge all creatures within a 5 meter radius around you. Hellfire deals **7 damage(+0.5*pot)** to enemies and **fear** them for 1 turn while they protect allies with a **Shield** equal to 50% of this amount. Cost: 1 Brumian Shard.

CHRONOGUARD

Fighting against abusive uses of the Element of Time, that is the mission of the Chronoguard. He moreover enjoys prerogatives to carry out legal proceedings. Armed wing of the Faculty of Nexia, he embodies vigilance and disinterest before violence.

Start with: the **Time** Element, origin in the Faculty de Nexia.

Difficulty: ●

- **Arrest** (Social+Zealot): you arrest the target and taunt it for 3 turns. You or 1 ally of your choice within a 10 meter radius gains the effect **Inspiration : +3 to success rolls**, lasts 3 turns. **Range:** 10 meters. **Cost:** 1 MP.

- **Intervention** (Physique+Weapon Master): You run up to 6 meters towards a target and knock it back over the remaining distance, dealing **1D6+2 damage(+pot)** by the way. **Cost:** 2 MP.

- **Chronobarrier** (Unmissable): a powerful sand barrier that rejuvenates your body. It grants **1D4+2 Shield(+pot)** and heals **HP** for 50% of this amount. **Cost:** 3 MP.

NIV. 3 **Temporal pursuit** (Physique+Weapon Master): you repair and equip one of your weapons of your choice, then deliver an overpowering **Classic attack** loaded with sand which deals **+5 damage**. **Range:** Melee. **Cost:** 3 MP.

NIV. 5 **Premonition** (Transcendence)(Unmissable): when one of your allies is under danger, a torrent of sand envelops him and you. This torrent allows you to swap places with your ally, and only you get **20 Shield(+pot)**. **Range:** 20 meters. **Special :** is a **Reaction**. **Cost:** 1 Brumian Shard.

DISLOCATOR

The Dislocator is a soldier specialized in the fight against Anomalies. He has learned to sow destruction, but only to protect civilization. When no Breach is opened, the Hunt and the combat arenas are his outlets.

Start with: the **Gravity** Element.

Difficulty: ●

Explanation: the Collision ability generates Critical mass, a resource you can spend to enhance abilities.

- **Collision** (Physique+Weapon Master): obtain 2 Critical masses, then perform a **Classic attack** which deals **+1 damage**. You can directly spend 1 Critical mass to reinforce this **Collision**. **Range:** Melee. **Cost:** 1 MP.

- **Additional effect:** applies the effect **Shock: -3 in Defense**, stackable. **Cost:** 1 Critical mass.

- **Devastation** (Physique+Weapon Master)(AoE): a powerful strike amplified by gravity that triggers an earthquake dealing **1D4+2 damage (+0.5*pot)** in a 3 meters cone. **Cost:** 3 MP.

- **Additional effect :** immobilizes hit creatures for 1 turn. **Cost :** 1 Critical mass.

- **Magnetron** (Unmissable): you attract inert matter around you, if possible, and form a shield with it. You thus obtain **1D4+2 Shield(+pot)**. **Cost:** 2 MP.

- **Additional effect:** grants **+50% Shield**. **Cost:** 1 Critical mass.

NIV. 3 **Starfall** (Physique+Weapon Master): you leap up to 4 meters high and 8 long. You can decide to smash a target or the ground upon landing, dealing **1D6+4 damage (+pot)**. **Cost:** 4 MP.

- **Additional effect :** deals 50% of the amount to other creatures within a 2 meter radius. **Cost:** 1 Critical mass.

NIV. 5 **Touch of Ahr** (Transcendence)(Unmissable): you channel the voracious magic of Ahr within you and hit the target with it. You steal **12 HP (+pot)** from it, purify all its beneficial effects and stun it for 1 round. **Range:** Melee. **Cost :** 1 Brumian Shard.

IRON SOLDIER

The Iron Soldier stands out from other legionnaires with his imposing armor. Both protector and aggressor, he knows how to make himself indispensable through his versatility. For the record, mechanics suit him much better than martial arts.

Start with: the **Mineral** Element. Exo-pack ("backpack" with a motor), 3 Brume Cells

Difficulty: ●

- **Exo-armor** (Unmissable): by injecting iron and Brume into your Exo-pack, the latter deploys a mechanical armor around you which lasts for 30 minutes. It gives **1D4+3 Shield(+pot)** as well as the effect **Strength: +3 Physique** and your abilities deal **+1 damage**. Cost: 2 MP and 1 Brume Cell.

- **Deadly Steel** (Mental+Mage): you create a large circular blade and throw it at the target, dealing **1D4+2 damage(+0.5*pot)**. It then bounces to another target within a 5 meter radius which suffers **100% of the damage dealt** to the 1st. Range: 10 meters. Cost: 2 MP.

- **Shielding** (Unmissable): you cover yourself and your allies within a 5 meter radius around you in metal. Creatures hit obtain **1D4+2 Shield(+0.5*pot)**. Cost: 4 MP.

NIV. 3 **Pulverize** (Physique+Weapon Master) : you deliver a devastating punch that deals **1D8+3 damage(+pot)** and stuns for 1 turn. Constraint : requires **Exo-armor**. Range: Melee. Cost: 4 MP.

NIV. 5 **Tough as iron** (Transcendence)(Unmissable): you strengthen the steel of your current Exo-armor. This gives you immunity to **crowd controls**, **15 Shield(+pot)** as well as the effect **Hardness: +3 Defense**. Constraint : requires **Exo-armor**. Cost : 1 Brumian Shard.

LEGIONNAIRE

Shield of civilization, such is the idealized vision of the Legionnaire. Whether true or false, this one always knows how to do at least two things: obey and fight. Within the Spellseekers, he mainly spends his time facing Sleptis.

Start with: the **Ice** Element, origin in a legion.

Difficulty: ●

- **Guttural song** (Mental+Mage): a magical guttural song given in homage to the forces of nature. You obtain **1D4+1 Shield(+0.5*pot)** and **taunt** a target for 3 turns. Range: 10 meters. Cost: 1 MP.

- **Frostspear** (Mental+Mage): projects a spear of frost that deals **1D6+2 damage (+pot)** to the target and applies a **Frost Mark**. Hitting a target already affected by a **Frost Mark** consumes the mark instead and **freezes it (Stun)** for 1 turn. Range: 10 meters. Cost: 2 MP.

- **Hyperborean medicine** (Unmissable): triggers a wave of refreshing magic with a radius of 5 meters around you. It heals you as well as your allies **1 meter around you** for **1D4+2 HP (+0.5*pot)**, and heals **50% of this amount** to allies **more than 1 meter away from you**. Cost: 4 MP.

NIV. 3 **Icebreaker** (Mental+Mage)(AoE): you project shards of ice in an arc of 3 meters in front of you. The shards deal **1D4+2 damage (+0.5*pot)** as well as the effect **Major shock: -100% Defense**. Cost: 4 MP.

NIV. 5 **Glacier** (Transcendence)(Unmissable): you project a wave of ice 3 meters wide in front of you that spreads over 10 meters, covering you in ice as well as any creature in its path. Creatures hit obtain **9 Shield(+0.5*pot)**, are purified from **Shock** and **have their armor repaired**. Cost: 1 Brumian Shard.

PALADIN

The Paladin's fervor is rewarded with frequent aid from his deity. Like an addict without his drugs, he is nothing without them. But with it, it becomes a considerable force capable of adapting to any circumstance.

Start with: the **Life** Element, a Redeemer (see explanation), faith in a divinity (Nalars, Harmony, etc..)

Difficulty: ●

Explanation: the Paladin uses the Redeemer, a technological gauntlet that channels its user's faith by drawing on their magic to create temporary weapons as well as magical items whose theme depends on the chosen Element.

- **Fervor** (Social+Zealot)(AoE): ardent defender of the greater cause, you **provoke for 1 turn** all enemies within a 10 meters radius around you and get **1D4+1 Shield(+0.5*pot)**. Cost: **1 MP**.

- **Divine chain** (Physique+Weapon Master): you channel your faith into the Redeemer to form a vegetal chain that binds around your arm for 1 action. You can project this chain towards a target, then **attract it to you**, and if he is an enemy, this deals **1D6+2 damage(+pot)** and **immobilizes it for 1 turn**. Range: 10 meters. Cost: **2 MP**.

- **Divine armor** (Unmissable): you channel your faith into the Redeemer to deploy a vegetal armor around you. This infuses your body with a mist that heals you **1D4+2 HP(+pot)** while protecting you with **Shield** equal to **50% of the heal amount**. Cost: **3 MP**.

NIV. 3 **Divine instrument** (Unmissable): you channel your faith into the Redeemer to form the tool or gadget of your choice which lasts for 1 hour. Cost: **1 to 5 MP depending on the complexity of the object** (1 MP for a shovel, 3 MP for a compass, 5 MP for a Focalizer).

NIV. 5 **Divine Scythe** (Transcendence)(Unmissable): you channel your faith into the Redeemer to form a huge noxious scythe that lasts for 1 action. If you touch a creature with its blade, it **dies** or **is neutralized**, as you see fit. If it is a Sub-boss or a Boss, it takes **24 damage(+pot)** instead. Range: Melee. Cost: **1 Brumian Shard**.

DPS

ARTIFICER

Proud representative of the Faculty of Ixion, the Artificer is above all an artisan. The success of major shows is based on his creations, as is the success of major fights. Not very versatile, he nevertheless knows how to make the most of his equipment.

Start with: the **Fire** Element, Talent **Artisan**, origin in the Faculty of Ixion.

Difficult : ●

- **Rocket** (Physique+Artisan): fires a rocket which, while emitting a shrill noise, carbonizes the target. Inflict a **Classic attack** that deals **+50% damage** if it hits the target in the back. Range: that of the weapon. Cost: **2 MP**.

- **Bertha** (Physique+Artisan)(AoE): fires a large rocket which triggers an explosion with a 2 meter radius on impact. Deals **1D4+1 damage(+0.5*pot)** to hit creatures and **knocks them back by 2 meters** in the direction opposite to the explosion. Range: 10 meters. Cost: **3 MP**.

- **Risky maneuver** (Physique+Artisan): lights a rocket that you hold on to. The latter flies away at full speed and carries you away **10 meters** in the direction of your choice, avoiding **Attacks of Opportunity**, and gives you **1D4+2 Shield(+pot)**. Success threshold: 16. Cost: **3 MP**.

NIV. 3 **Flare** (Physique+Artisan): fires a projectile that illuminates the target, dealing a **Classic attack** as well as the effect **Condemnation: the next action** against the target consumes this effect and becomes a **critical success**, lasts **3 turns**. Range: that of the weapon. Cost : **3 MP**.

NIV. 5 **Fireworks** (Transcendence)(Unmissable): you can use up to **3 different abilities** during this turn without paying their cost in **MP**. Cost : **1 Brumian Shard**.

BATTLE MAGE

While most mages prefer to stay away from combat, this is not the case for the Battle Mage who happily prefers to plunge into the fray. His powers vary with his field of research, if he has one, because most often he is a soldier.

Start with: the Element **Gravity**.

Difficulty: ●

- **Fissure** (Talent+Mage) : a tearing **Classic attack** that deals **+50% damage** if the target has a **Shield** or is a reinforced surface. Range: Melee. Cost: **2 MP**.

- **Gravity well** (Mental+Mage) : **attracts either allies or enemies** within a 6 meters radius around you. If at least 1 enemy is hit, even if it is a Boss, you obtain **1D4+1 of Shield(+pot)**. Cost: **2 MP**.

- **Shock wave** (Mental+Mage)(AoE): emits a shock wave that crushes everything in its path in a 3 meters radius around you. Deals **1D4+2 damage(+0.5*pot)** to creatures hit. Cost: **3 MP**.

NIV. 3 **Distortion** (Mental+Mage): you twist space-time to teleport over **10 meters** and get the effect **Effervescence**: your next ability that is not **Distortion** is **MP free**. Special : is a **Move** (and not a Major Action). Success threshold: 16. Cost: **5 MP**.

NIV. 5 **Entropy** (Transcendence)(Unmissable): trigger a wave of intense energy that deals **8 damage(+0.5*pot)** to enemies within a 6 meter radius around you and **knocks them back by 6 meters**. Cost: **1 Brumian Shard**.

CHEMIST

The Chemist knows the composition of all materials, creatures and plants. As an eminent researcher, he also knows how to use his knowledge in combat. Thanks to his inventions, he can control his enemies and protect his allies, but beware of accidents.

Start with: the **Water** Element, Talent **Scientist**, 6 Vials.

Difficulty: ●

- **Corrosive Vial** (Mental+Scientist)(AoE): throws a vial which, upon crashing, leaves a corrosive puddle in a 3 meters radius around the impact. The puddle remains for 3 turns and deals **1D4+1 damage(+0.5*pot)** once per round to each creature that is hit or enters it. Range: 10 meters. Cost: **3 MP** and 1 Vial.

- **Adhesive Vial** (Mental+Scientist)(AoE): throws a vial which, upon crashing, releases an adhesive solution in a 3 meters radius around the impact. Affected creatures suffer **1D4 damage(+0.5*pot)** and are **immobilized for 1 turn**. Range: 10 meters. Cost: **3 MP** and 1 Vial.

- **Regenerative Vial** (Unmissable): throws a vial which, upon crashing, releases a regenerating solution within a 3 meters radius around the impact. Heals **1D4+1 HP(+0.5*pot)** to creatures hit. Range: 10 meters. Cost: **3 MP** and 1 Vial.

NIV. 3 **Reaction** (Mental+Scientist)(AoE): launches an improved version of a Vial or of “**Vial**” ability used during your previous turn. Range: 10 meters. Cost: **3 MP** and 1 Vial.

- **Corrosive reaction** : deals **+2 damage** and lasts **+1 turn**.
- **Adhesive reaction** : also applies **Major Shock: -100% Defense**.
- **Regenerative reaction** : confers **Shield** equal to **50% of the heal amount**.
- **Reaction with Vial type objects** : copies the effect of the object. Does not work with Vials of Magic.

NIV. 5 **Ultimate solution** (Transcendence)(Unmissable): you create a solution that you or someone else can drink. The one who drinks it recovers **5 HP(+pot)** and **15 MP**, then obtains the effect **Determination**: spend this effect so that your next action becomes a **critical success**, lasts 3 turns. Cost : **1 Brumian Shard** and 1 Vial.

CRYOMANCER

Worker or legionnaire, the Cryomancer carries a small turbine that increases the potential of his Element tenfold. Able to freeze things in place with it, he can defend himself as well as attack. His preference obviously tends towards the sophisticated.

Start with: the **Ice** Element, Turbine (2-handed cold thrower).

Difficulty: ●

Explanation: you start with a special weapon called the Turbine that is required for your abilities. These generate a special resource, the **Cold**, which is necessary to the **Overclock** special ability.

- **Turbine** (Mental+Mage): you inject cold into your weapon. The turbine then projects a very cold wind dealing **1D4+3 damage(+pot)**. Grants **+1 Cold pt.** Range: 5 meters. Cost: **1 MP**.

- **Overclock** : deals **1D6+4 damage(+pot)** and freezes the target for 1 turn (Stun). Cost: **2 Cold pts.**

- **Blizzard** (Mental+Mage)(AoE): your turbine spits a blizzard in a 3 meter cone in front of you, dealing **1D4+1 damage(+pot)** and immobilizing for 1 turn creatures hit. Grants **+1 Cold pt.** Cost: **3 MP**.

- **Cryo-block** (Unmissable): you temporarily wrap yourself in a block of ice which purifies you of every beneficial effect as well as harmful effect and heals you **1D4+3 HP(+pot)**. Grants **+1 Cold pt.** Cost: **3 MP**.

NIV. 3 **Ice plate** (Unmissable): the turbine projects a globe of frost which, on impact, transforms into a 2m² ice platform. The platform lasts until the end of the fight or 10 minutes out of combat and can carry up to 200 kg. Grants **1 Cold pt.** Range: 10 meters. Cost: **3 MP**.

NIV. 4 **Absolute zero** (Transcendence)(Unmissable): the turbine generates intense frost within a 5 meter radius around you. You obtain **9 Shield** while other affected creatures take **9 damage(+0.5*pot)**. Grants **+1 Cold pt.** Cost : **1 Brumian Shard**.

ENGINEER

The Engineer's imagination knows no limitation. Thanks to it, he can solve any problem, even if sometimes the results are unpredictable. He is always at the forefront of technology, because he is the one who moves it forward anyway.

Start with: the **Lightning** Element, a Drone (see explanation).

Difficulty: ●

Explanation: the **Drone** flies and follows you naturally. It has **5 HP**, **10 Movement** and **6 of Physique**, but **0 Defense**. By default, this machine illuminates in a 3 meters radius and carries up to 25 kg with its hook. Repairing this companion requires a **Mechanic Roll 16** and 1 spare part (**30/30/45/20 G** on Fone/Voras/Utha/Nier).

It can be improved with **2 Gadgets** and **2 Reinforcements**, each requiring a **Mechanic Roll 16**:

- **Gadget**: powerful lamp, grenade launcher, blades, fogger, chest, etc. Cost : that of the gadget (**30 to 300 G** on Utha according to the gadget, **50% more expensive** on the other Planes).
- **Reinforcement**: **+4 total HP**. Cost : 1 Thermonium Plate (**300/300/400/200 G** on Fone/Voras/Utha/Nier).

- **Order = Cannon** (Mental+Mage): you infuse energy into the **Drone's** cannon that shoots a powerful bullet dealing **1D6+2 damage(+pot)** to the target, **+2 damage** if it has a **Shield**. Range: 10 meters. Cost: **2 MP**.

- **Order = Shield** (Unmissable): you infuse energy into the **Drone** that generates a force field around the target (which can be itself), giving it **1D4+2 Shield(+pot)**, **+2 Shield** if it does not have one already. Range: Melee. Cost: **3 MP**.

- **Order = Runaway** (Unmissable): you infuse energy into the **Drone's** engine, giving it the effect **Runaway: +100% load weight** (50 kg without improvement) and **Movement** (20 meters) as well as **+3 Physique**, lasts 3 turns. Cost: **3 MP**.

NIV. 3 **Order = Force field** (Mental+Mage)(AoE): you infuse energy into the **Drone's** core, immobilizing and deploying a force field of 3 meters of radius around itself for 2 turns. This field applies the effect **Slow: -3 Movement** and deals **1D4+2 damage(+0.5*pot)** per turn to each creature that is hit or that enters it. The same creature can only take damage from this ability once per turn. Issuing an order to the **Drone** ends the ability prematurely. Range: Melee. Cost: **4 MP**.

NIV. 5 **Order = Hypercharge** (Transcendence)(Unmissable): you overload the **Drone** that fires a powerful energy flow below him. Allows you to power a very large machine, or to deal **14 damage(+0.5*pot)** to creatures within a 6 meters radius. Cost: 1 **Brumian Shard**.

ILLUSIONIST

Master of disguise, the Illusionist is careful never to compromise his cover. With enough charisma and a little illicit technology, it is possible for him to achieve his ends, whatever they may be. But in fact, these still remain a mystery.

Start with: the **Darkness** Element, Talent **Seducer**, Black mask (technological mask).

Difficulty: ●

- **Black mask** (Unmissable)(Minor Action): you equip your Black Mask and imbue it with your magic. The latter takes the form of a face of your choice that you have already seen, which grants **+3 to Seducer Rolls** when imitating its owner, or a shadowy face that grants **+3 to Intimidation Rolls**. Plus, it improves your abilities. The mask stays anchored to your face until you remove it (**Free action**). Cost: **15% of your total HP** per turn.

Example: with 12 total HP, you lose 2 HP per turn (12 x 0.15 = 1.8 rounded up), and die in 6 turns.

- **Hallucination** (Social+Seducer): you sow a terrifying hallucination in the mind of your target who takes **1D6+2 damage(+pot)**. Range: 10 meters. Cost: **2 MP**.

- **Black mask** : the target takes **+1 damage** and is **feared** for 1 turn.

- **Subjugation** (Social+Seducer): charm and false promises, the target suffers from the effect **Resignation: -3 to success rolls** and no critical hit, lasts 3 turns, while you get **Inspiration : +3 to success rolls**, lasts 3 turns. Besides, you steal **1D4 HP(+0.5*pot)** from it. Range: 10 meters. Cost: **2 MP**.

- **Black mask** : you steal **+2 HP** to the target.

NIV. 3 **Unstable desire** (Social+Seducer): you create an illusion of an object that you have already seen. The illusion, which can be up to 2m² in size, is made of shadow, has **1 HP**, weighs 5g and lasts for 1 hour. In this sense, a creature that touches it realizes the deception. You can, however, choose to detonate the illusion at any time to deal **1D6+2 damage(+0.5*pot)** in a 2 meters radius. Range: 10 meters. Cost: **4 MP**.

- **Black mask** : you create an illusion from any object that can be up to 3m², and the detonation **knocks back** creatures hit by 2 meters.

NIV. 5 **Perfect illusion** (Transcendence)(Unmissable): you equip the Black Mask and take the appearance of a creature you have already seen for 1 hour. You do not lose **HP** because of the Mask as long as this ability is active. Grants **+2 Advantages**. Cost: 1 **Brumian Shard**.

MONK

Having lived the majority of his life among his reclusive community, the Monk has difficulty integrating. Civilization nevertheless needs its martial abilities. His former life of asceticism explains his calm and resilience.

Start with: the **Air** Element, origin in the **Monastery of the Deaf**, in Frosthaven or in the Faculty of Deth'n.

Difficulty: ●

- **Furwind** (Physique+Weapon Master): you strike the target with your palm wrapped in a strong wind. Deals **1D6+3 damage(+pot)**. Range: Melee. Cost: **2 MP**.

- **Sound wave** (Physique+Weapon Master)(AoE): you join your hands, emitting a violent sound wave of 3 meters radius around you. The wave deals **1D4+1 damage(+0.5*pot)** and applies the effect **Resignation: -3 to success rolls** and no critical hit, lasts 1 turn. Cost: **3 MP**.

- **Meditation** (Unmissable): meditating restores your strength. You recover **50% of your total HP** and **50% of your total MP**. Constraint : 1 use per day.

NIV. 3 **Mantra** (Unmissable)(Minor Action): choose a powerful prayer. Cost: **3 MP**.

- **Mantra of Nimbleness**: allows you to run on water and walls during this turn.

- **Mantra of Will: Furwind** knocks back by 5 meters and **Sound wave** knocks back by 3 meters during this turn.
- **Mantra of Lucidity** : your Major Action this turn benefits from +3 to its success roll or becomes **Unmissable** if it is an ability.

NIV. 5 **Song of the Conch Shells** (Transcendence)(Unmissable): you sing like the wind resonating through the Singing Conch Shells, which bewitches enemies within a 20 meters radius for 1 turn (equivalent to a Stun). Then recover 4 MP(+pot). Constraint : does not work against Bosses. Cost: 1 Brumian Shard.

ORACLE

The Oracle worships Radiance. While his determination knows no limit, he never acts for his own interest. This illuminated is in search of truth, and the truth serves the greater good. As a matter of fact, he can cure illnesses as well as punish rascals.

Start with: the **Light** Element, a Focalizer (see [here](#)), faith in Radiance, in the Nalars or in Harmony.

Difficulty: ●

Explanation: your abilities generate **Faith pts**, a resource required in order to use **Destiny**, a powerful relic.

- **Smite** (Social+Zealot): from your hand emanates an ardent ray that punishes the target. Deals **1D4+2 damage(+pot)** and applies the effect **Shock : -3 Defense, stackable**. Grant **+1 Faith pt**. Range: 10 meters. Cost: 2 MP.
- **Halo** (Social+Zealot)(AoE): deploys a sacred halo in a 3 meters radius at your feet which purifies evil. Roll **1D4+1 (+0.5*pot)**. Deals **100% of this amount in damage** to enemies and heals **50% of this amount in HP** to allies (here, "allies" includes you). Grant **+1 Faith pt**. Cost: 4 MP.
- **Destiny** (Unmissable)(Minor Action): you channel your faith to summon Destiny, the indestructible divine spear. The weapon lasts for 1 turn or 1 minute out of combat per **Faith pt spent**. Cost : x **Faith pt**.
 - **Classic attack** (Social+Zealot) : deals **1D6+3 damage(+pot)**, and **+2 damage** if the target has **Shield**. Range: 2 meters.

NIV. 3 **Prescience** (Social+Zealot): when an ally misses a **success roll**, you read into the future in order to influence his destiny. The failure then becomes a **success**. Grant **+1 Faith pt**. Special: is a **Reaction**. Range: 10 meters. Constraint: requires a Focazlier. Success threshold : 16. Cost: 3 MP, or 6 MP if it is a critical failure.

NIV. 5 **Irradiance** (Transcendence)(Unmissable): Radiance focuses their gaze on you, creating an irradiating area of 5 meters of radius around you. Their gaze heals **10 HP(+0.5*pot)** and purifies **1 harmful effect** to affected allies (here, "allies" includes you). Grant **+3 Faith pts**. Cost: 1 Brumian Shard.

PYROMANCER

Pyromancy is undoubtedly the magic with the greatest potential for destruction. For all that, the Pyromancer occupies key functions including burning the surroundings of biodomes, helping at the forges or simply defending civilization.

Start with: the **Fire** Element.

Difficulty : ●

Explanation: your abilities are powerful, but generate **Heat pts**. If you accumulate **3 pts or more** at the end of your turn, you overheat and lose **30% of your total HP**, then fall back to **0 pt**. Otherwise, it falls to **0** at the end of the fight or after 30 minutes. Abilities that miss their targets still generate **Heat**.

Example: with **12 total HP**, overheating makes you lose **4 HP** ($12 \times 0.3 = 3.6$ rounded up).

- **Blaze** (Mental+Mage) : **+1 Heat pt**. Set the target ablaze, dealing **1D4 damage(+pot)** and applying the effect **Burn** : deals **3 damage** per turn, lasts 2 turns. Range: 10 meters. Cost: 2 MP.
- **Blast** (Mental+Mage)(AoE) : **+1 Heat pt**. Releases a 5 meters wide cone-shaped blast in front of you that deals **1D4+2 damage(+0.5*pot)** to creatures hit, and knocks you backward by 5 meters. Cost: 3 MP.

- **Ventilation** (Unmissable): dissipates heat from the target and purifies it of 1 harmful effect. If you are the target, lose your Heat pts and recover 3 HP per Heat pt dissipated. Add your pot to the end result. Range: 10 meters. Cost: 3 MP.

NIV 3. **Pyrotechnics** (Mental+Mage) : +2 Heat pts. You cast a huge fireball that explodes violently, dealing damage based on your Heat pts. Range: 10 meters. Cost: 3 MP.

- 2 Heat pts: 1D4+5 damage(+pot).
- 3 Heat pts: 1D6+7 damage(+pot).
- 4 Heat pts: 1D8+8 damage(+pot).

NIV. 5 **Disintegration** (Transcendence)(Unmissable): your hands emit a powerful laser for 2 turns, which prevents you from moving during this time. Every turn, you accumulate +2 Heat pts and deal 18 damage(+0.5*pot) to the target. Range: 20 meters. Cost: 1 Brumian Shard.

Scout

Student at the Faculty of Vonan, military or even mercenary, the Scout is definitely a man at arms. Also an exceptional acrobat, he can slip between enemy ranks, or go first when exploring.

Start with: the Lightning Element, Talent Acrobat.

Difficulty: ●

- **Stimulation** (Unmissable)(Minor action): a muscular stimulation which gives you the effect Agility : +3 Physique and +3 Movement, lasts until the end of your turn. Cost: 2 HP.

- **Fulgurance** (Physique+Acrobat): you take at least 5 meters of momentum to perform a Classic attack which deals +50% damage. The target must be in the direction of your momentum. Range: range of the weapon. Cost: 2 MP.

- **Conductivity** (Physique+Acrobat)(AoE): as a lightning bolt, you perform a Move passing through enemies. Deals 1D4+2(+0.5*pot) to the creatures crossed. Special: counts as both a Major action and a Move. Cost: 3 MP.

NIV. 3 **Heart shock** (Unmissable): you send a powerful shock to your heart in order to extricate yourself from Agony. This heals you 1D6+4 HP(+pot) and gives you the effect Agility : +3 in Physique and +3 Movement, lasts 2 turns. Constraint: requires the state of Agony. Cost: 4 MP.

NIV. 5 **Flash** (Transcendence)(Unmissable)(Free action): you move at lightning speed on up to 30 meters, and obtain 30 temporary MP(+pot) which dissipate on the next rest. You can use this ability in Reaction to an enemy attack in order to dodge it completely. Cost: 1 Brumian Shard.

SHAPESHIFTER

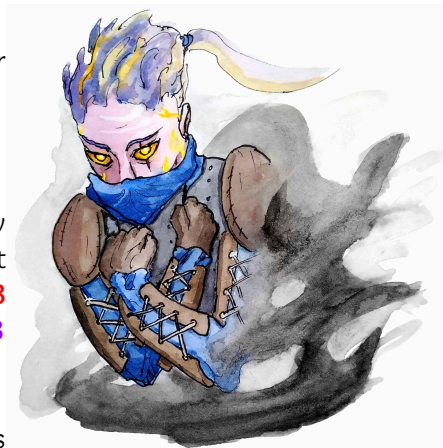
Within the Faculties, the most courageous students learn the difficult art of metamorphosis. This elementary form increases all abilities tenfold, which is useful for a whole bunch of professions, including that of legionnaire.

Start with: the Darkness Element, origin in a Faculty.

Difficulty: ●

- **Shadow Shape** (Unmissable)(Minor Action): you transform into a shadow elemental for 3 turns (including this turn). In this form, you get the effect Inspiration : +3 to success rolls. Additionally, your Classic attacks deal 1D4+3 damage(+pot) in Melee instead. You can end the form prematurely. Cost: 3 MP.

- **Sweep** (Physique+Weapon Master)(AoE): a powerful blow that deals 1D4+3(+0.5*pot) to creatures in a 180° arc in front of you. Range: Melee. Constraint: requires Shadow Shape. Cost: 3 HP.



- **Unwind** (Unmissable): ends the **Shadow Shape**. You take a magical rest that makes you recover **1D6+3 HP(+pot)** as well as your body energy. Cost: **3 MP**.

NIV. 3 **Elemental Rage** (Physique+Weapon Master): you let loose on the target by performing **2 Classic attacks**. Range: Melee. Constraint: requires **Shadow Shape**. Cost: **5 HP**.

NIV. 5 **Shadow grasp** (Transcendence)(Unmissable): shadow arms emerge from your body and grab all enemies within a 10 meter radius around you, crushing their essence, then **attract them to you**. Each enemy suffers **11 damage(+0.5*pot)**. Constraint: requires **Shadow Shape**. Cost: **1 Brumian Shard**.

WATER DANCER

The Water dancer always lives a double life. On one hand, that of the pretentious and playful gladiator. On the other hand, that of a bounty hunter. His philosophy is simple: he never gives up in the face of a martial or verbal challenge.

Start with: the **Water** Element, origin in an arena.

Difficulty: ●

- **Strike and parry** (Physique+Weapon Master): carry out a **Classic attack** who deals **+1 damage**, then get **Shield** equal to **50% of the damage dealt**. Range: Melee. Cost: **2 MP**.

- **Duel** (Social+Zealot): you **provoke the target to a duel until their defeat or yours**, and get **only against it** the effects **Inspiration : +3 to success rolls** and **Vigor : +3 Defense** as long as the Taunt continues. If an ally deals **damage** to the taunted target, the duel ends, what a dishonor. Range: 10 meters. Cost: **1 MP**.

- **Prime** (Social+Zealot): there is a price on the enemy's head. This magical fortune motivates you and grants you **2 Shield** as well as **+1 Advantage**. If you win this encounter, you obtain a valuable item (**examples: jewel worth 100 G, relevant clue for the quest, Health Vial of lvl. 2**). Constraint: does not work against creatures unworthy of your immense talent. Range: 10 meters. Cost: **3 MP**.

- **Used in social interaction** : you question the reputation of the target (beware of failures...).

NIV. 3 **Water waltz** (Physique+Weapon Master): you charge at a target located up to 5 meters away from you and strike it with a **Classic attack** that deals **+1 damage**. Repeat on a different target within range, 2 times. The 2nd and 3rd **Classic attacks** deal **50% damage** of the 1st one. Cost: **4 MP**.

NIV. 5 **Manta Strike** (Transcendence)(Unmissable): you perform a frontflip on up to **5 meters** to unleash a huge water strike blessed by OwhManta on impact. Deals a **Classic attack+6 damage** to the target, and **50% of this amount** to creatures within a 3 meter radius of the impact. Cost: **1 Brumian Shard**.

SUPPORT

AEROMANCER

Captains in a hurry often recruit an Aeromancer. Navigator, meteorologist or even druid, this class of individuals master the weather by infusing their magic into a Wind Rose. He uses it however in moderation, in theory.

Start with: the **Air** Element, Wind Rose (technological compass that allows you to tame the winds).

Difficulty: ●

*Explanation: your abilities give you **Rising wind**, a non-cumulative resource that can be used to enhance another ability later. An improved ability does not grant **Rising wind**. In this you can see them as combos. Furthermore, they require the use of a Wind Rose.*

- **Wind of change** (Social+Zealot): you call upon a wind to strike the target, dealing **1D6+1 damage(+pot)** to it. Grants **Rising wind**. Range: 10 meters. Cost: **1 MP**.

- **Enhanced**: maximizes the damage roll and **pacifies the target for 1 turn**. Cost: **Rising wind**.

- **Carrying wind** (Unmissable): you call upon a wind to heal an ally or yourself for **1D6+1 HP(+pot)**. Grants **Rising wind**. Range: 10 meters. Cost: **3 MP**.

- **Enhanced:** maximizes the healing roll and the target **flies** until the end of their next turn. Cost: **Rising wind**.

- **Favorable winds** (Unmissable): you call upon the winds to heal you and your allies within a 5 meter radius around you for **1D6 HP (+0.5*pot)**. Grants **Rising wind**. Cost: **4 MP**.

- **Enhanced:** maximizes the healing roll and grants **2 Shield** to the beneficiaries. Cost: **Rising wind**.

NIV. 3 **Tornado** (Social+Zealot)(AoE): sets off at the targeted location a tornado with a radius of 1.5 meters that lasts for 3 turns. It deals **1D6+2 damage (+0.5*pot)** and **knocks back by 3 meters** creatures and objects it encounters. At the beginning of **your next 2 turns**, the tornado **moves over 5 meters** in a direction determined by **1D4** (1: North, 2: East, 3: South, 4: West). Success threshold: 16. Range: 10 meters. Cost: **4 MP**.

- **Enhanced:** maximizes the damage throw and raises its radius to **2 meters**. Cost: **Rising wind**.

NIV. 5 **Terrestrial breath** (Transcendence)(Unmissable): you overload your Wind Rose which summons the breath of the earth spreading within a 5 meters radius around you. Allies hit by the blast and yourself recover **8 HP (+0.5*pot)** and **5 MP**. Grants **Rising wind**. Cost: **1 Brumian Shard**.

BLACKSMITH

As skilled with a forge hammer as with a war hammer, the Blacksmith manages to make himself useful in all circumstances. As an outstanding craftsman, he can make almost anything with lava, but can you afford his services?

Start with: the **Magma** Element, Talent **Artisan**, Sledgehammer, Plate gun (gun that shoots plates).

Difficulty: ●

- **Blunt Strike** (Physique+Weapon Master): a heavy **Classic attack** that deals **+1 damage** to the target and that **knocks it back by 3 meters**. Range: melee. Cost: **1 MP**.

- **Lava Aegis** (Unmissable): you forge an aegis of lava that you insert into your Plate gun, then fire it at the target. The shock deals **2 damage** to it, but the aegis confers **1D4+3 Shield (+pot)**. The ability does not deal any **damage** if the target is in Melee range. Range: 10 meters. Cost: **2 MP**.

- **Lava rush** (Physical+Artisan)(AoE): you violently strike the ground with your magic-imbued weapon, projecting lava in a line 1 meter wide by 6 long in front of you. Roll **1D4+1 (+0.5*pot)**. Enemies hit suffer **100% of this amount in damage** and the allies obtain **100% of this amount in Shield**. Special: is **Unmissable** if you are not aiming at enemies. Cost: **4 MP**.

NIV. 3 **Obsidian wall** (Unmissable): erects an obsidian wall up to **2 meters high** by **4 wide** that has **1D8+5 HP (+pot)** and lasts 1 hour. Range: Melee. Cost: **3 MP**.

NIV. 5 **Masterpiece** (Transcendence)(Unmissable): you reforge your weapon with lava, turning it into a legendary weapon until the end of the fight or for 1 hour out of combat. It gives you the effect **Power : +3 pot** and **+3 Movement**. Additionally, its attacks cause a wave of fire dealing **50% of its damage** to creatures other than the target in a 3 meters cone in front of you, or behind the target if it is a ranged weapon. Cost: **1 Brumian Shard**.

CLOCKMAKER

Mechanic by profession, we can however see the Clockmaker like a cheater, yes, because after all, he can alter time as he pleases. Far from being a felon, however, he seeks to correct mistakes rather than to make them.

Start with: the **Time** Element, Talent **Scientist** or **Mechanic**, Mechawatch.

Difficulty: ●

*Explanation: your basic abilities are very powerful, but have an activation **Delay**. First, you target a creature or an area, then do a success roll. If successful, the ability triggers at the start of your next turn. You start your adventure with a Mechawatch, a tool required to use your abilities.*

- **Stop the present** (Mental+Mage): after a **Delay**, triggers a temporal defragmentation of the target. This deals **1D4+2 damage (+pot)** and **freezes it in place (Stun)** for 1 turn. Range: 10 meters. Cost: **3 MP**.

- **Repair the past** (Unmissable): after a **Delay**, triggers a temporal restoration of the target. This purifies **1 harmful effect**, then heals him for **1D4+5 HP(+pot)**. This heal fixes any type of injury. Range: 10 meters. Cost: **3 MP**.

- **Set the future** (Mental+Mage)(AoE): after a **Delay**, you trigger a torrent of temporal sand with a radius of 3 meters at the targeted location. Enemies hit suffer **1D4+2 damage(+0.5*pot)** and now play last in each round. Cost: **3 MP**.

NIV. 3 **Advance the Clock** (Unmissable): must target a creature other than you that has suffered from a **crowd control** or missed one **success roll** in the last 10 minutes. It obtains **1D4+2 Shield(+pot)** and **plays a turn again** after yours. You obtain **+1 Advantage**. Range: 10 meters. Cost: **3 MP**.

NIV. 5 **Rewind the Clock** (Transcendence)(Unmissable): you use forbidden knowledge **to go up to 2 hours back in time**, canceling any action taken during this period, everywhere in Brume. Only you and the Faction of Nexia hold the memory of the erased time, and they will blame you for that. Cost: **1 Brumian Shard**.

DRUID

The Druid is one with nature. Generally living as a recluse, he also knows how to shine in society. Its powers, derived from both the plant and animal worlds, prove to be very useful, whether for research or combat.

Start with: the **Life Element**, Talent **Survivor**.

Difficulty: ●

- **Wolf form** (Unmissable)(Minor Action): you transform into a wolf/bulb wolf/coyote/furry wolf (depending on your home planet) for 3 turns (counting this turn). In this form you get the effect **Agility : +3 Physique** and **+3 Movement**. Additionally, your **Classic attacks** deal **1D4+3 damage(+pot)** in Melee instead. You can end the form prematurely. Cost: **3 MP**.

- **Other forms:** you can transform into any other animal, but the duration is then limited to 1 turn.

- **Bite** (Physical+Survivor): deals **1D4+3 damage(+pot)**, **+50% damage** if you are targeting a weak point (-3 to success rolls). Constraint: requires **Wolf form**. Range: Melee. Cost: **1 MP**.

- **Bark skin** (Unmissable): ends the **Wolf form**. Reinforces the target with patches of magical bark, granting **1D6+2 Shield(+pot)** and **1 MP** to it. Range: 10 meters. Cost: **3 MP**.

NIV. 3 **Sanctuary of life** (Unmissable): ends the **Wolf form**. You create at your feet a sanctuary of magical moss of 3 meters radius that lasts **2 turns**. At the end of your next 2 turns, the sanctuary heals **3 HP(+0.5*pot)** to the allies inside (here, "allies" includes you). Cost: **4 MP**.

NIV. 5 **Soul of the Forest** (Transcendence)(Unmissable): you use your **Raw Element** to trigger an effect equivalent to a **critical success** with **16 MP spent**, for free. Cost: **1 Brumian Shard**.

ONEIROMANCER

Interpreter of dreams, doctor of the soul, sometimes even guardian of society, the Oneiromancer is decidedly apart. Many mock his art despite its potential for both beneficence and ruin. However, he is careful not to use it out of selfishness...

Start with: the **Light Element**, Talent **Oneiromancer**, Oneiromancy kit (syringes, psychic tonics, sleeping pill, various drugs, dream interpretation book).

Difficulty: ●

- **Dream Catcher** (Social+Oneiromancer): you steal the target's dreams, dealing **1D4+2 damage(+pot)**, and give them to another target within 10 meters of you (that could be yourself). The beneficiary obtains **Shield** equal to **50% of the damage dealt**. Range: 10 meters. Cost: **2 MP**.

- **Light in the dark** (Unmissable): a treatment of the mind that gives hope to the target. Heals **1D4+2 HP(+pot)** and applies the effect **Inspiration : +3 to success rolls**, lasts 2 turns. Range: 10 meters. Cost: **3 MP**.

- **Intrusion** (Social+Oneiromancer)(Minor action): you penetrate the mind of the target, dealing **2 damage** if you want it to, then extracting **1 important information** from them **OR** the description of **1 of their abilities** (ask the GM

for the passive or the most powerful ability). In addition, you obtain information on **all their characteristics** except for **HP**. The target will blame you for that. Constraint: 1 use per target. Range: 10 meters. Cost: 2 MP.

NIV. 3 **Group therapy** (Unmissable): you restore the integrity of your mind as well as that of your allies within a 5 meter radius around you. Heal **1D4+2 HP(+0.5*pot)**, and gives to only you **+1 Advantage**. Range: 10 meters. Cost: 5 MP.

NIV. 5 **Touch of Ow** (Transcendence)(Unmissable): you channel the emotional magic of Ow within you and touch the target with it. They **obey you for 2 turns** or **10 minutes out of combat**. However, you cannot push the creature to harm itself. Once the effects wear off, the creature will wish you harm. Constraint: does not work against Bosses, lasts 1 turn against Sub-bosses. Range: Melee. Cost: 1 Brumian Shard.

SHAMAN

The Nalars use the Shaman as a conduit for their blessings. The spirits of nature transmit their will to him, expecting that he will propagate it to the rest of society. He keeps the cult alive and carries out the rituals himself.

Start with: the **Mineral** Element, faith in the Nalars, Magic powder x3 (20 G to buy 1).

Difficulty: ●

- **Fury of the Nalars** (Social+Zealot): you summon the fury of a nature spirit. A piece of the ceiling is torn off if possible, otherwise a rock appears in the sky and falls on the target, dealing **1D6+2 damage(+pot)**. The summoned rock lasts for 1 minute before evaporating. Range: 10 meters. Cost: 2 MP.

- **Healing** (Unmissable): you invoke natural forces that purify the target of 1 harmful effect and heal him for **1D4+2 HP(+pot)**. Range: 10 meters. Cost: 3 MP.

- **Blessing the Nalars** (Unmissable): you invoke the help of a nature spirit who heals **1D4 HP(+0.5*pot)** to the target and grants it the effect **Power : +3 pot** and **+3 Movement**, lasts 2 turns. Range: 10 meters. Cost: 1 MP.

NIV. 3 **Ritual** (Unmissable): a ritual dedicated to the spirits of nature that heals you and your allies within a 5 meter radius around you for **1D4+2 HP (+0.5*pot)**. Additionally, your allies recover 3 MP. Cost: 6 MP and 1 Magic Powder.

NIV. 5 **Call of the Spirits** (Transcendence)(Unmissable): you call the Nalars to the rescue. The target recovers **15 HP(+pot)** and **15 MP**, then obtains **+2 Advantages**. Cost: 1 Brumian Shard.

FREE ABILITIES



If you feel inspired to create your own abilities, we suggest referring to the class abilities to get a general idea of the game's balance. Keep in mind that abilities must always obey to the following rules:

- **Costs**: with the exception of **Classic attacks**, all abilities should have a cost in MP, in HP and/or in Resource.
- **Game-breaking mechanics** : we do not recommend creating dice reroll, MP regeneration, attack speed, summoning and invisibility abilities so as not to break the difficulty of the game.
- **Useful build** : we do not recommend creating skills with too similar effects, which would put them in competition and make part of your build useless.

PATHES

Each Path is a **pair of passive abilities** whose effects are triggered when the conditions are met in the same way as the **Reactions**. In this, they do not count as actions.

PATH OF THE GUARDIAN

Utility: protect others, strengthen your interactions with the group.

The Guardian is the glue of his group. Dedicated to the point of exhaustion, he is ready to endure the failures of his allies, regardless of their consequences. Even more, he never hesitates to protect them, because his altruism knows no limits.

- **Sacrifice** (Immersive): when an ally fails an action, you can suffer the consequences in their place if it is technically possible*. Every time you do so, get **+1 Advantage**.
- **Soul Resonance** : once per round, when an ally suffers **damage**, you can take up to **50% of damage suffered** in his place. However, the ally must be within 10 meters of you for this.

*Example: you can use Sacrifice on a failed Merchant Roll, claiming that you pushed him to say something stupid for you.
Counterexample: you cannot protect an ally from a failed Survivor Roll to prevent them from drowning.

PATH OF THE HEDONIST

Utility: avoid bad luck, drink better with your group.

The Hedonist never worries. He takes the time to appreciate things, and to do his job correctly. This heavy drinker loves the simple pleasures of life, in all kindness and sharing. After all, we always laugh better together.

- **Worry-free** (Immersive) : you are immune to your critical failures as well as to your opponents' critical successes. You start with 1 extra bottle of alcohol and 1 Health Vial of lvl. 1.
- **Happy hour** : **+2 to the effect roll** of Vials (HP, MP, damage, etc.). Whenever you drink a Vial, your allies within a 5 meter radius benefit from **50% of its effects**.

PATH OF THE JUGGERNAUT

Utility: resist the environment, master your opponents.

No obstacle can stop the Juggernaut. Tenacious by nature, he hardly worries about risks, preferring to rush headlong. His unwavering courage commands respect, and this is the very essence of his method: to force his way through.

- **Invulnerable** (Immersive): **+1 HP total**, **-50% damage taken** with the environment, falls and drownings (max. **5 damage reduced** in one go), and you are immune to **crowd controls**.
- **Powerful blows** : your offensive abilities (including **Classic attacks**) deal **+1 damage** and apply **Shock: -3 in Defense, stackable**, to the main target.

PATH OF THE OPPORTUNIST

Utility: become rich, intervene at fateful moments.

There are no small profits for the Opportunist. Every moment of your life is an opportunity to enrich yourself, regardless of your definition of wealth. In adversity, he generally waits for the fateful moment to act.

- **Looter** (Immersive): **+25% loot** by harvesting resources, stealing, scavenging and every time you get a reward. For gains that cannot be quantified like those of a social order, see the gain as slightly higher. Constraint: cannot provide more or better clues.
- **Easy targets**: your offensive abilities deal **+2 damage** in the back. Your beneficial abilities affecting a target in **Agony** grant **+2 Shield** to them.

PATH OF THE PERSEVERANT

Utility: be versatile, protect yourself and succeed in your actions.

The Perseverant always ends up succeeding. Patience and discipline are his major assets, two keys that open all doors. So many possibilities are available to him... Especially since his studious nature allows him to fill the gaps.

- **Studious** (Immersive): **+1 Talent**.
- **Mystical shield**: every **2 MP** that you spend, get **1 Shield**. Besides, excess healing is converted to **Shield**.

PATH OF THE SAGE

Utility: keep the advantage, save the group's strength.

The Sage always learns the best lessons from his experiences. After all, isn't wisdom the mother of all tricks? Master of the arcane, he almost sees things before they happen, and anticipates accordingly. Moderation is his credo.

- **Read between the lines** (Immersive): **+1 max. Advantage**. You can use your **Advantages** on the actions of your allies within sight.
- **Temperance**: your abilities cost **-1 MP** and **-1 HP**. Besides, you recover **2 MP** after each **Advantage** spent.

PATH OF THE UNLEASHED

Utility: exploit the Raw Element, unleash your power.

The Unleashed lives to break the rules. Spontaneous and a little rebellious, he does not reject any approach. His extraordinary affinity with magic allows him to accomplish the impossible. This magical fire burns inside him like an inexhaustible rage.

- **Mastery of Mil** (Immersive): you master the twelve Elements of Mil, allowing you to use any of them with the **Raw Element**. However, you can only use one at a time.
- **Critical mass**: at the start of the 3rd round of each fight, you obtain the effect **Determination**: spend this effect so that your **next action** becomes a **critical success**, lasts 3 turns.

PATH OF THE VIRTUOSO

Utility: excel in a field, amplify your actions.

The Virtuoso absolutely masters his art. It's his pride, his whole life. Although this art has become as simple as breathing, he cannot be satisfied with it. Thus, the master continually seeks to improve, aiming for the status of living legend.

- **Absolute Talent** (Immersive): choose **1** of your Talents that becomes an **Absolute Talent**. The **Absolute Talent** grants **+5 to success rolls** up from **+3**. In addition, you are immune to critical failures on the actions concerned.
- **Concentration** : the effect rolls (damage, healing, shielding) of your successful abilities are **maximized** as long as you have **100% of your HP**.

Upon reaching level 2, Abandon chooses the Path of the Sage and now has **4 max. Advantages**.

TRANSCENDENCE

Once you reach level 5, you unlock your ultimate ability: the Transcendence.

- **Existing class** : simply copy the Transcendence of your class.
- **Free class** : create your own by agreeing with the GM for balancing (see [Free Abilities](#)).

The Transcendence costs **1 Brumian Shard** with each use and is always **Unmissable**. This powerful source of energy is very rare; you will get **1 Brumian Shard** upon reaching level 5, and as a reward for heroic acts, or particularly non-heroic acts if you are ready to assume the consequences...

Upon reaching level 5, Archibald gets **1 Brumian Shard** and unlocks his Transcendence :

NIV. 5 Frozen Time (Transcendence)(Unmissable): freezes in place for 1 turn any creature within a 15 meter radius around you. Works on Sub-bosses and Bosses. Cost: **1 Brumian Shard**.

IMMERSIVE CHARACTER CREATION

Classic character creation largely orients characters towards epic and combat. For scenarios focusing on social interactions, we instead suggest you follow immersive character creation through these steps:

- **Characteristics**: follow this part as usual.
- **Talents**: idem.
- **Equipment**: follow this step if it fits to your character's profession (legionnaire, Watchman, etc.).
- **Abilities**: instead, choose **1 Path** from which you only have the "Immersive" passive ability, then **1 Arcane** from the list below.

- **Inventory** : choose 1 inventory theme among those below which you complete as you see fit.
- **Identify** : follow the section **Appearance and Character** of your character, but replace the **Apotheosis** as well as the **Thirst for adventure** with the **Occupation** and **Notable facts**.
- **Changed rules** : characters do not benefit from leveling up and do not regenerate their **HP** and **MP** upon resting, but can live their Pursuit from the first session, if you wish to.

As a GM, feel free to customize these steps to better suit the mood of your adventure.

IMMERSIVE INVENTORY

You have the choice between the 3 inventory themes below unless the GM imposes one of his own on you. The starting money allows you to purchase possessions related to your character's occupation.

<u>VAGABOND</u>	<u>COMMONER</u>	<u>BOURGEOIS</u>
+1/1 max. Advantage	- Purse: 800 G	-1 Affinity
- Purse: 150 G		- Purse: 3000 G

ARCANES

Choose 1 Arcane from the list below. The latter defines the Element of your character. We advise you to arrange with the group so as not to have duplicates, since it would reduce your possibilities. Note that the Arcane does not replace the **Raw Element**. In addition and by spending **additional MP**, you can increase the power of some Arcanes.

ARCANES
- Aerial grace (Air)(Affinity): you shape wings of wind on your back that you can use to propel yourself up to 10 meters in height and to hover for as many meters. Can be used instead to greatly slow down your fall over 10 meters. <u>Success threshold</u>: 13. <u>Cost</u>: 1 MP + 1 MP per additional 10 meters. - Call of the animals (Life)(Affinity): you call upon animals to your aid. The beasts follow one simple order that does not harm their interest. <u>Success threshold</u>: 13. <u>Cost</u>: X MP (examples: 1 MP for a few birds, 5 MP for a flock of birds, 8 MP for a mystical bird). - Cold blood(Ice)(Unmissable)(Minor action): your next success roll related to knowledge benefits from +5 and cannot be a critical failure. <u>Cost</u> : 2 MP. - Defragmentation (Time)(Affinity): erases up to 5 minutes of the interlocutor's memory. <u>Constraint</u>: requires an Opposition Roll +3 against the Social of the target. <u>Cost</u>: 3 MP. - Diamond Skin (Mineral): diamond scales cover your skin, making you invulnerable for 2 turns or 2 minutes out of combat. Get +1 Advantage. <u>Success threshold</u>: 13. <u>Cost</u>: 3 MP. - Gemini (Water)(Affinity): you create a harmless clone of yourself that lasts 10 minutes. This Gemini looks exactly like you, except that he is completely waterlogged. The slightest physical contact with any person betrays the illusion and it only has 1 HP. However, you see, feel, hear, and can even speak through it. <u>Constraint</u>: you must channel this ability and therefore cannot perform any other action at the same time. <u>Success threshold</u>: 13. <u>Cost</u>: 4 MP. - Mystical forge (Magma)(Affinity): improves the quality of an item so that it is more effective than before. If the object is a tool or material (a rope for example), it grants +1 to success rolls on the actions concerned. <u>Success threshold</u>: 13. <u>Cost</u>: X MP depending on the size and complexity of the object (examples: 1 MP for a rope, 5 MP for a Focalizer, 8 MP for an industrial loom).

- **Obscura (Darkness)**(Affinity): you crawl over up to **12 meters** in the form of a silent shadow. This shadow form can be spotted in bright light, but grants **+5 to the Stealth Roll**. Success threshold: 13. Cost: **2 MP**.
- **Power supply (Lightning)**(Affinity): you use lightning to operate a machine or a mechanism, regardless of its condition. Each **MP** spent equals 2 Brume Cells. Success threshold: 13. Cost: **X MP depending on the mechanism** (examples: **1 MP** for a luminaire, **5 MP** for a mechanical loom, **8 MP** for an aircraft).
- **Revelation (Light)**(Unmissable)(Minor action) : a radiant gaze that reveals every secret. Your next **Perception Roll** is a critical success. Cost : **5 MP**.
- **Telekinesis (Gravity)**(Affinity): lifts an object up to **20 kg** over up to **10 meters**. The heavier the load is, the louder and slower the ability will be. Success threshold: 13. Cost: **1 MP + 1 MP per 20 kg or 5 additional meters**.
- **Tongue of ash (Fire)**(Affinity): forces the interlocutor's tongue to state a real fact directly related to what he has just said. The sensation makes the target suspicious of you (-3 **Social** against it, stackable). Constraint: requires an **Opposition Roll +3** against the **Social** of the target. Cost: **X MP depending on the importance of the fact** (examples: **1 MP** for a minor clue, **5 MP** for an intermediate clue, **8 MP** for a major clue).

3 - Progression

WAGES

In Brume, employees are paid on a weekly basis. Any bonus impacting wage is at the discretion of the GM.

TYPE OF WAGE	WAGE	JOB EXAMPLES
Low	20 - 40 G	Janitor, waiter, apprentice, gatherer, dock worker.
Intermediate	41 - 65 G	Courier, innkeeper, craftsman, teacher, prostitute.
High	66 - 200 G	Master craftsman, tutor, high-ranking officer, banker, politician.

BUY AND SELL

The list below is not intended to be exhaustive but to give a general idea of the value of the Gold on each Plane.



ADVENTURE GEAR	FONE	VORAS	UTHA	NIER
Ration of food and water	3	3	6	4
Health Vial of lvl. 1 : heals 1D4+4 HP	40	20	30	40
Health Vial of lvl. 2 : heals 1D6+6 HP	80	40	60	80
Magic Vial of lvl. 1 : recovers 1D4+4 MP	40	20	30	40
Magic Vial of lvl. 2: recovers 1D6+6 MP	80	40	60	80
Remedy: cures 1 disease, poisoning or serious infection	50	30	45	50
Gear cat. 1 (Hook, Net, Chain, Torch)	5	5	5	5
Gear cat. 2 (Grappling hook, Flask, Fountain pen + Ink, Rope, Notebook)	15	15	15	15
Kit for chemistry, blacksmithing, bivouac, cooking, lock-picking, etc. (basic tools of the trade)	60	60	60	60
Brume Cell: 3 charges	20	20	10	20
Map of a Plane, scientific work, large blank book	30	30	30	30
Starting weapon	200	200	200	150
Folic mask (gas mask)	400	200	400	300
Camera	400	400	200	300

Focalizer (magic bracer): +1 Affinity	500	500	250	375
Bagstral (dimensional bag that can contain 50 tonnes, Major action to take an object out)	2000	2000	1500	2000

 HABITATION	FONE	VORAS	UTHA	NIER
Drink cat. 1 (Juice, Beer, Hard liquor)	3	4	5	6
Drink cat. 2 (Cocktail, Vin, Lait de Kal, Kumis)	5	6	7	8
Meal cat. 1 (Vegetables, Cereals, Fruits)	5	5	10	7
Meal cat. 2 (Meat, Fish, Pie)	8	10	16	10
Night at the inn + dinner + breakfast	20	20	20	20
Kennel and Stable (per day)	6	4	8	8

 TRANSPORT	FONE	VORAS	UTHA	NIER
Interplane travel (price doubled on the first journey to have a passport)	25	25	25	25
Horse, Ussal (see picture below) or Enote (big goat) rental (per day)	20	20	40	20
Horse, Enote	1.000	1.500	2.000	1.500
Sailboat rental (6 seats) (per day)	100	100	N/A	N/A
Runecarrier ticket	N/A	N/A	5	N/A
Shrillness Ticket	N/A	N/A	N/A	10
Aircraft travel (per person)(entire Plane)	70	70	70	70
Purchase of single-seat aircraft	10.000	10.000	5.000	7.500

 MATERIALS	FONE	VORAS	UTHA	NIER
Wood cat. 1 (Cypress, Elm, Cedar)	5	10	15	25
Wood cat. 2 (Oak, Ashwood, Pine)	10	15	20	35
Wood cat. 3 (Mahogany, Olivier, Ebony)	15	20	25	45
Fabric cat. 1 (Hemp, Cotton, Wool, Linen)	10	20	35	35
Fabric cat. 2 (Satin, Silk, Velvet)	20	30	45	45
Fabric cat. 3 (Cashmere, Lace)	45	55	70	70
Leather cat.1 (Raw leather , Light leather)	10	20	35	30
Leather cat. 2 (Thick leather, Tough leather)	20	30	45	40
Leather cat. 3 (Studded leather, Enchanted leather)	45	55	70	65
Metal cat. 1 (Copper, Tin, Zinc, Iron)	20	20	35	10

Metal cat. 2 (Steel, Bronze, Silver)	30	30	45	20
Metal cat. 3 (Gold, Platinum)	55	55	70	45
Metal cat. 4 (Dementite, Thermonium)	300	300	400	200
Gemstone cat. 1 (Aquamarine, Pearl, Citrine)	150	150	200	100
Gemstone cat. 2 (Amethyst, Jade, Onyx)	200	200	250	150
Gemstone cat. 3 (Diamond, Sapphire, Fire Crystal)	250	250	300	200



Horse: transport animal used on all Planes, but which cannot withstand extreme conditions.

- **Bonus** : melee abilities deal **+3 damage** while mounted.

Ussal : transport animal native to Voras capable of surviving toxic air. Ussals are telepathic, independent beings who cannot be truly possessed by anyone.

- **Bonus** : melee abilities deal **+3 damage** in mounted combat.

Aéronef : goes through an entire Plan in 10 to 15 hours, but consumes **1 to 3 Brume Battery** every 10 hours depending on model size. Prerequisite: **Navigator** Talent.

LEVEL UP

The characters in your group will progress throughout their adventures: they will overcome challenges, solve puzzles, discover hidden loot and surely defeat many enemies. As they gain experience in the field, they will become more powerful. This gain in power is embodied by the level up.

When a character levels up, he gains points to be distributed between **HP** and **MP** just like in character creation, recovers all of his **max. Advantages** and unlocks different gains depending on the level reached. Characters usually start at level 1 and can go up to level 7.

A level up occurs after playing a certain number of sessions, see table below, and is granted at the end of the session or following an important event (examples: **defeat a boss**, **solve a puzzle**). That being said, it is up to you to adapt this rhythm according to the progress of the group.

LEVEL	TOTAL SESSIONS	GAINS
2	2	- +3 pts between HP and MP - Unlock the Path - Access to Rank 1 enchantments
3	4	- +3 pts between HP and MP - +1 pot - Unlock the lvl. 3 ability

4	6	- +3 pts between HP and MP (1 pt for the Vagryms) - Improvement of Species Traits - +1 Talent OR 1 Talent becomes absolute* - Access to Rankt 2 enchantments
5	8	- +3 pts between HP and MP - +1 pot - Unlock the Transcendence and +1 Brumian Shard
6	10	- +3 pts between HP and MP - The Pursuit begins... - +2 Affinity
7	12	- +3 pts between HP and MP (1 pt for the Vagryms) - Improvement of Species Traits - +1 pot - +1 in a test characteristic.

**The chosen Talent now grants +5 up from +3 and prevents critical failures on the actions concerned.*

When a character reaches level 5, he unlocks his Transcendence and obtains 1 **Brumian Shard**. Brumian Shards are precious, intangible stones charged with power. Campaigns of Brume usually reward 1 extra, but you can give more or less depending on the actions of your players.

PSYCHIC GIFTS

As you level up, the character's connection to OwH strengthens. Players have the opportunity to exploit this link by going to an Oneiromancer, knowing that there is at least one in every major city. In exchange for large sums, they can unlock their **Psychic Gifts**.

Psychic Gifts work as follows: a player can unlock 2 different gifts, and each of these gifts can be upgraded 2 times, but cannot be changed once chosen.

These pseudo-abilities are **Unmissable Minor actions** limited to 1 use for each per day.

*Note: copy the description sentence as well as the Rank 1 effect in the **Psychic Gift** section of your sheet.*

*Note that Oneiromancers are happy to buy **OwH Shards** for 100 G each, but they categorically refuse to sell theirs. These orange fragments of power are used to unlock **Psychic Gifts** with the **Oneiromancer Talent**.*

RANK	GAINS	PREREQUISITES
1	Choose 1 Psychic Gift of rank 1	Level 2 + 300 G
2	Levels up 1 Psychic Gift to rank 2	Level 4 + 600 G
3	Levels up 1 Psychic Gift to rank 2	Level 6 + Awakening + 900 G

WEAPON POWERS

- **Corruption**: shoot a magic arrow that hurts a target and controls it. Range: 5 meters.

Rank 1: deals **5 damage** to a target without **Shield** and immobilizes it for 1 turn.

Rank 2: deals **6 damage** to a target without **Shield** and stuns it for 1 turn.

Rank 3: deals **8 damage** to a target without **Shield** and corrupts it for 1 turn. The corrupted creature helps your allies and attacks its own. Considered as a **Stun**.

- **Fulmination**: triggers an explosion of magical fire with a radius of 3 meters. Range: 5 meters.

Rank 1: deals **3 damage** to creatures hit.

Rank 2: deals **4 damage** to creatures hit or **6 damage** against those affected by a crowd control.

Rank 3: deals **5 damage** to creatures hit or **8 damage** against those affected by a crowd control. They suffer the effect **Shock** : -3 Defense, stackable.

- **Siphon**: deploy a magical arm that grabs the target and drains its vital energy. Range: 10 meters.

Rank 1: you steal **3 HP** to the target.

Rank 2: you steal **4 HP** to the target, then attract it to you if you wish so.

Rank 3: you steal **6 HP** to the target, then attract it to you if you wish so. From now on, the target will always play last, unless it is a Boss.

- **Barrier**: an energizing magical barrier that protects you from all dangers.

Rank 1: get **5 Shield**.

Rank 2: get **6 Shield** and recover **3 MP**.

Rank 3: get **7 Shield** and recover **4 MP**. as well as **+1 Advantage**.

- **Purity**: a magical flower blooms under the target and purifies it. Range: 5 meters.

Rank 1: the target recovers **5 HP**.

Rank 2: the target recovers **6 HP** and gets **3 Shield**.

Rank 3: the target recovers **7 HP** and gets **4 Shield**, then is purified of **1 harmful effect**.

- **Despair**: get a short but powerful bonus in the form of intense, desperate energy.

Rank 1: *Despair* : **+9 to the next success roll**, lasts until the end of the turn.

Rank 2: *Despair* : **+12 to the next success roll** and **+6 Movement**, lasts until the end of the turn.

Rank 3: obtain the effect *Despair* : the next success roll is an **automatic success** and **+6 Movement**, lasts until the end of the turn. Get **+1 Advantage**.

- **Effervescence**: unleash a magical tornado of a 2 meters radius around you.

Rank 1: the tornado makes you recover **5 MP**.

Rank 2: the tornado makes you recover **7 MP**, then **knocks back** enemies hit by 2 meters.

Rank 3: the tornado makes you recover **10 MP**, then **knocks back** enemies hit by 2 meters and deal **3 damage** to them.

- **Resonance**: fire a magic ray 10 meters long and 0.5 wide which passes through the allies encountered and heals them.

Rank 1: heals **3 HP** to allies hit.

Rank 2: heals **4 HP** to allies hit, then makes you recover **1 MP** per ally hit.

Rank 3: heals **5 HP** to allies hit, then makes you recover **2 MP** per ally hit. Each of them recovers **2 MP**.



LOOT

The scenarios of Brume are full of loot of all kinds, but do not hesitate to add or remove some as a reward for daring or as a consequence of mediocrity.

Examples of reward types: weapons, armor, gadgets, Artifacts, learned Talents, absolute Talents, vehicles, property deeds, passes, badges (of the Hunt, of an arena, of a Faculty).

Note: as a general rule, NPCs purchase items that players have found or stolen for 50% of their value on the Plane where they purchase them. They can obviously try to negotiate prices.





4 - Advanced rules

ACTION RESOLUTION

MARGIN OF SUCCESS (OPTIONAL RULE)

Additionally, as GM, you can take into account the margin of success. This rule allows you to better interpret the course of the action. A margin less than or equal to 3 means that the action is narrowly successful, while a margin greater than or equal to 12 is a large success. The rule can be used in reverse to represent the intensity of a failure. This rule is strictly optional and must be applied on a case-by-case basis.

- **Formula of the margin of success**

Result of 1D20 - Success threshold

Abandon rolls 16 on the D20, giving him a margin of success of 9 (16 + Mental 6 + 3 from the Scholar Talent - success threshold of 13 - 3) : Archibald succeeds in deciphering all the most important pages of the grimoire.

STEALTH ROLL

In order to carry out a tailing, an ambush or any other stealthy movement, the character(s) involved must each make a successful **Stealth Roll** (Physical). The threshold for success of this type of roll is equal to the best **Mental** of the protagonists from which they seek to escape attention to which you add +10. A character can have a bonus and/or a penalty on his roll if he is wearing noisy equipment, if he is far from his target, etc.

- **Formula of the Stealth Roll**

Physique + **Infiltrator** Talent + other bonuses and penalties > best **Mental** + 10 + **Investigator** Talent

A failure means that the character(s), depending on their positions, are instantly spotted. In the case of an ambush, a success means that the players benefiting from the surprise effect play an extra turn before all enemies during the first round. If the players are the ones being ambushed, then the enemies must each achieve a **Stealth Roll** facing the highest **Mental** + 10.

In the library, a cultist attempts to stab Archibald while the mage is far from his allies. To do this, he must perform a **Stealth Roll** based on his **Physique** 7 + 3 (from his **Infiltrator** Talent) whose result must be greater than **Mental** 7 + 10 (17) by Archibald's passive perception. The latter, however, being busy deciphering a grimoire, the GM decides to apply -3 to his perception.

SOCIAL ENCOUNTERS

CONFRONTATIONS

When a player attempts to change someone else's opinion or emotional state, we consider them to be in a "social encounter". To succeed in such an encounter, he must succeed in an opposition roll based on the **Social**

characteristic plus any Talent related to the situation. A failure can, depending on the situation, have consequences for the relationship between the characters confronted.

Before doing his roll though, the player can use eloquence and argue his case. At this point, depending on how convincing he was, on his Talents and the context, you may grant him an automatic success, or an automatic failure.

However, this type of action is more commonly resolved with a roll. The arguments given by the player then guarantee him bonuses or penalties for his success roll.

Archibald tries to negotiate the purchase price of a very expensive experimental balm supposed to remove wrinkles. To do this, he starts by telling the seller that his product has not yet been tested and that he therefore runs a risk by using it. This argument, considered convincing by the GM, gives him +3 to the opposition roll. Archibald and the seller roll a dice ; Archibald gets 12 and the seller 11. Archibald has 4 in Social to which we add +3 for a total of 19 while the seller has 5 in Social for a total of 16. The mage therefore succeeds in this social confrontation with a margin of 3 and gets a 20% discount on the anti-wrinkle balm.

RELATIONS

Recurring NPCs can bring benefits to players if the latter build a strong relationship with them, and vice versa if they alienate them. In the scenarios of Brume, these recurring NPCs are supported by a specific system. The aforementioned benefits or consequences generally happen after 3 **successes** or 2 **failures**. Keep the count of social results to better use this system. Do not forget however that it is a TTRPG, which means that players can thus override the count by redeeming themselves with NPCs, or shocking them to the point of directly alienating them.

PRESENTATION OF AN NPC

In the scenarios of Brume, important NPCs are presented in the following form:

RIGLOK	Commander of the Banners of Fire, 51 Melkior male.
<i>Riglok is the stereotypical Melkior: powerful, relentless, and confident in his abilities. Probably to impress his subordinates, he never takes off his impressive gloomy armor. He hates negotiating, but even more so losing. In this, he prefers to sacrifice his values rather than sacrifice his people.</i> Character traits: Fair, Protective Implacable, Invasive Test Charac.: Physique 4 (7) Mental 2 Social 6 (9) Talents: Weapon Master (Physical), Leader (Social), Mentalist (Social). Interests: military strategy, fencing, small talk. Goal: protect the people of Nier.	
POINT OF VIEW AND BELIEFS Believes that there is an order of things that can only be broken in cases of extreme necessity. Each thing and each person has a function that it must follow. - Hates separatists and thinks that the Senators are wrong to let these traitors expand their influence. - Believes that martial law should be applied because of the Sleptis and that the war budget should be increased. - Highly appreciates the Vagryms points of view.	SOCIAL CONFRONTATION - Conditions: 3 successes before 2 failures. - Sensitive subject (1 automatic success): show the mission letter of a mercenary officer paid by the separatists. - Success: grants the players' request by breaking the law and marching with his troops to the Senate in order to stop the separatists. - Failure: put the players in irons for tempting him to break the law and betray the state.

- **Point of view and beliefs:** elements that give depth to the NPC's responses.
- **Social confrontation:** displays the conditions for successful confrontation with the NPC, possible sensitive subjects which, if discussed with him, instantly result in automatic successes or failures, and finally the consequences of a success or failure of the confrontation with the NPC.

The information present in the mainframe may vary depending on the scenario.

COMBAT

ELEMENTAL RESISTANCES

Certain creatures, machines or objects have a particular sensitivity to one or more Elements, which increases or reduces their effects (including any damage, healing, bonuses and Shield inflicted or received). The use of these interactions between Elements is however optional.

ELEMENT	+50% AGAINST	- 50% AGAINST
Darkness	Light	Darkness
Gravity	Ice, Magma, Mineral	Gravity, Lightning, Air, Fire
Time	Fire, Mineral, Life	Time, Air, Ice, Water
Ice	Time, Water, Lightning	Ice, Gravity, Fire, Magma
Water	Time, Fire, Magma	Water, Ice, Life, Lightning
Lightning	Gravity, Water, Air	Lightning, Ice, Magma, Mineral
Air	Gravity, Time, Fire	Air, Lightning, Mineral, Life
Fire	Gravity, Ice, Life	Fire, Time, Water, Air
Magma	Ice, Lightning, Life	Magma, Gravity, Water, Mineral
Mineral	Lightning, Air, Magma	Mineral, Gravity, Time, Life
Life	Water, Air, Mineral	Life, Time, Fire, Magma
Light	Darkness	Light

AGGRO

You define the aggro of the NPCs as you wish, that is to say their target, knowing that an NPC attacks first:

1. **The taunt** : the enemy who used a [Taunt](#) ability or whose head has a price on.
2. **The priority**: the enemy who inflicts the most damage or effectively heals his own allies.
3. **Proximity**: the closest enemy. If no enemy is within range even while moving, he can attempt a long shot ([Range](#)). As a last resort, he runs towards the nearest enemy.

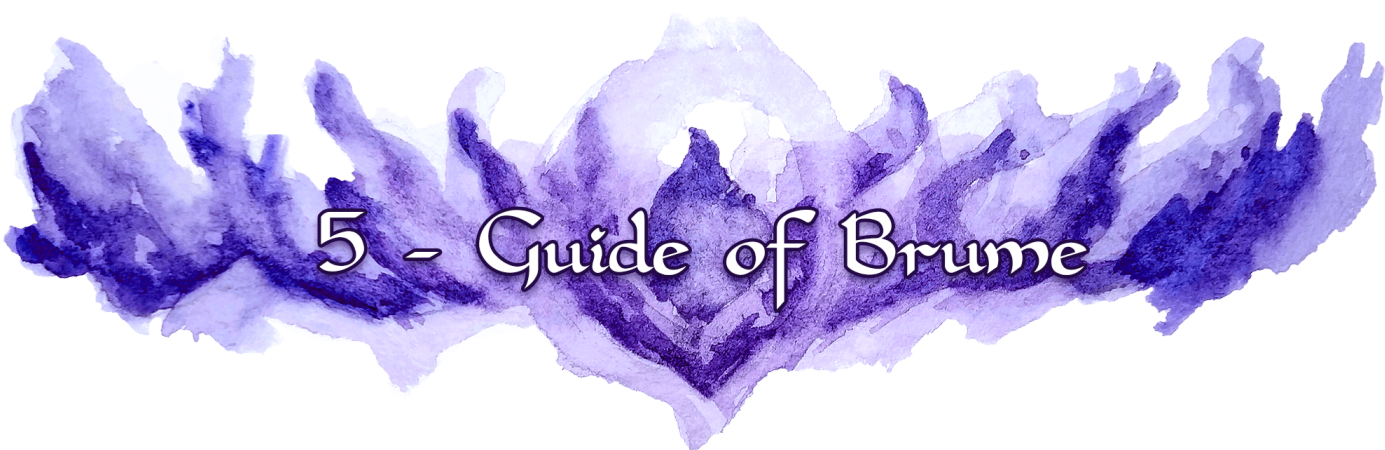
The creatures encountered in the Brume universe behave differently depending on their intelligence. For more tactical and therefore difficult combat, you can extend the behavior of humanoids to other types of creatures. However, be careful of inconsistencies! Note that Sub-bosses and Bosses are usually more intelligent creatures than the average.

Creature type	Humanoids	Beasts	Machines	Elementals
Sense of priorities	✓	✓	✓	✗
Run away if defeated	✓	✓	✗	✗

Exploit the environment	✓	✗	✗	✗
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AGONY

When the Health of a player's character drops to **0 HP**, the latter collapses and can no longer act. They end up dying after 5 turns or 5 minutes out of combat, a time limit that depends on the situation, unless an ally provides them care or an enemy deals the finishing blow. If your adventurer recovers from Agony several times in a short period of time, you can decide to inflict to them a **permanent loss of total HP** or a **Stun**.



5 - Guide of Brume

This part includes tips from our long experience in TTRPGs that we hope will make your games even more interesting! Although primarily aimed at GMs, these tips also apply to players, especially beginners.

RULES

Brume's rules form a meticulously thought-out system to be as fair and balanced as possible. However, some may go against your taste or that of your players. For example, some people want fewer dice rolls. With this in mind, never lose sight of the goal of any game.

The Fun

You don't have to let certain rules frustrate your players. They exist to provide the framework, but are not set in stone. Adapt them as you see fit and always prioritize fun over anything else.

Brume's rules are also designed to be simple and approachable. In this sense, certain cases such as fall damage or apnea are not treated. As a GM, you have to be creative. Don't hesitate to ask for the opinion of your group!

For example, you can replace meters for Movement and ability ranges with squares, which can be more practical in real life sessions.

COMMUNICATION

Managing communication, especially out of combat, is not easy. It is also very likely that during your games, as a GM as well as a player, you met communication problems among those mentioned below. We offer you a context as well as a solution for each one.

- **Interrupting or monopolizing speech** : it happens that certain players speak more often than others. This has the effect of isolating shy players and depriving the group of important details when you are cut off during your descriptions.
→ You can establish speaking rounds. Each player can then only express themselves during their turn. Don't hesitate to end a player's turn if he launches into a monologue that his teammates would do without.
- **Pervasive humor** : TTRPG sessions are always accompanied by good laughs. However, if you let humor interrupt the action or story too often, the adventure risks dragging on, which can reduce your enjoyment of the game. There is no obvious balance between laughs and story progression, it is up to you to find yours.
→ Moderate players, and moderate yourself! Additionally, do not hesitate to punish players who say too many anachronisms to NPCs, unless of course it suits your mood.
- **Unrealistic Communication #1**: certain situations do not physically allow any communication, such as when the players' characters are separated. In these cases, communicating is simply cheating.
→ Specify it when players cannot communicate. If someone speaks, interrupt them immediately.

- **Unrealistic Communication #2:** certain situations due to their brevity do not allow long talks, for example when a machine is about to explode.
→ To use the example, ask a player affected by the situation to announce what he intends to do, and count 10 seconds in your head. If he does not come up with something before his time is up, move on to the next player, and so on until the last one.

SEPARATIONS

It is also likely that your players will have to split up. This could be to complete a personal quest, an infiltration or any other very specific task. This type of situation is difficult to manage and poses problems. Indeed, boredom can quickly set in when you are playing with one part of the group and the rest are waiting on the sidelines. We therefore advise you:

- To avoid dividing the group, for example by involving all players in the quest concerned.
- To shorten separations as possible.
- To establish rounds, and to do one big action per player per round.
- To play an isolated player's quest outside of sessions.

DIFFICULTY

During an adventure, managing the difficulty of encounters is not an easy task either. Your role as GM is to provide your players with challenges that make them feel like they are accomplishing something, something surmountable, certainly, but not too easy either. In this, be careful not to lead your group to an easy victory or to a mass grave. Otherwise, the boredom of a harmless quest or the frustration of an impossible one may replace the pleasure of playing. Free deaths are obviously to be avoided.

THE GM IS CHEATING!

Do not hesitate during the game to adjust the difficulty of your scenario. There are many ways to do this, here are some of them:

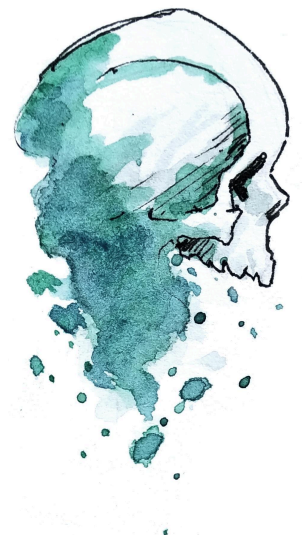
- Adjust the penalty for the success thresholds.
- Cheating on NPC rolls (mostly to shorten the fights).
- Adjust their HP or damage, or both.
- Add or remove loot.

Be careful not to get caught! Players like to believe they are in control of the situation...

DEATH

That being said, the risk of a character dying is not zero and constantly making bad decisions cannot be left unpunished, especially if your group includes RPG regulars. The death of a character can be an inconvenience for the player concerned, but there are several solutions:

- Offer the group the means to resurrect at least 1 character. This solution is particularly relevant in the context of long adventures during which the players will have had time to become attached to their character. You can grant such a privilege as a reward for a difficult quest or encounter. The mean could be a scroll of resurrection, an amulet, an NPC with the ability to resurrect, etc. A character coming back to life becomes an Aegan, which has the effect of changing his Species Traits as well as its appearance.



- Give the possibility of playing a new character created from scratch who will replace the dead character. Make sure he has a good reason to join the existing group.

PROPOSED SCENARIOS

The scenarios offered with this game are all calibrated to be played with 4 players, based on the principle that the characters form a roughly balanced team. It is nevertheless possible to play with fewer or more than 4 players, although this will require you to adjust the combat, loot and certain puzzles yourself.

The editorial line of Brume's scenarios is very "dirigistic" and scripted. However, you are completely free to deviate from the planned events and dialogues in order to have a more spontaneous experience. Anything you find in these scenarios can serve as a basis or inspiration.

Finally, it is suggested to adapt the scenarios to the story of the characters as well as their actions, something difficult but which can make the experience more authentic and personal.

6 - Glossary and credits

GLOSSARY (in order of appearance)

Essentialism(Universe): psychological process by which we automatically identify things based on one or more criteria that correspond to its essence. For example, we can recognize a face just by seeing two eyes and a mouth, while the essence of a face also contains a nose. Taken to the extreme, essentialism becomes a philosophical vision which implies that everything should correspond to an essence, and therefore exactly to all its criteria. We suggest this video to go further: <https://www.youtube.com/watch?v=31qBTKGf2Gk> (couldn't find a good video in english, sorry)

TTRPG: short for "Table Top Role Playing Game".

RPG: abbreviation of "Role Playing Game".

Dps: short for "damage per second". The meaning of this term would be "Damage Dealer".

pts: abbreviation of "Points".

GM: abbreviation of "Game Master", designates the player who masters the adventure.

NPC: abbreviation for "Non-Player Character"; all the characters played by the GM and who are not a priori enemies.

Success Roll: dice roll which allows you to resolve a test, hit with an ability, prowl discreetly, etc.

Offensive : said of an ability that inflicts damage.

G: short for "Gold Coin", the currency used in the game.

Free: a free ability costs neither MP nor Major Action.

OS: abbreviation of "One-Shot". Refers to a scenario that ends in one or two game sessions.

Campaign: adventure which involves several scenarios and which generally extends over several months.

1D20 : a 20-sided dice roll.

≤ : mathematical symbol meaning "less than or equal to".

Crowd control : state which reduces a character's capacity for action.

AoE : abbreviation of the English "Area of effect". We use it in these rules as an abbreviation for "area ability".

Aggro : attention of an NPC towards one of his enemies. This attention defines which target he attacks.

Roleplay : immersive interpretation of a character, adapted to the universe and to his personal story.

We hope that you have enjoyed reading Brume. If you have any comments to make or mistakes to report to us, you can send a message to _Abandon on Discord. Brume is an independent project inspired by the video game world. We plan on a digital release soon. Here is our small team:

- **ClementDelamarre** : writing and watercolor illustrations.
 - > [Facebook](#)
 - > [Portfolio](#)
- **Victor Galopin** : writing and proofreading.
 - > [Twitch channel](#)
- **Yann Lieby**: illustrations for the pre-generated characters.
 - > [Portfolio](#)

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