Riposte

Core Rulebook

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Introduction

Welcome to the system of Riposte. The aim of this game system, put simply, is to provide a rich set of mechanics for both moments of action and downtime. Specific aspects include tactical combat, a unique magic system, extensive options for character creation not bound by classes, consequential rules for injury, and many systems to provide mechanical options for moments of downtime. In each case, this system seeks to attempt to both provide depth and opportunities for decision making within its facets, as well as unify each under an overarching framework. An RPG exists at the intersection between social imagination and mechanics, and it should be noted that while the Riposte system seeks to provide a robust set of mechanics for many aspects of the world, many forms of social interaction are not included. The philosophy behind this is that the human interactions between those playing the game are already rich and complicated, and therefore statistical variance and hard rules may remain in the domains where they are more engaging and may simulate more impossible activities.

While designed to be as clear and consistent as possible, Riposte is generally not intended for newer TTRPG players, and as such will make no attempt to explain what an RPG is. Likewise, it is expected the GM and players may determine what experience they desire from the system, and curate the rule set and content of this document to do so. Ultimately, Riposte has succeeded if it provides an interesting experience and present meaningful decisions during gameplay to complement those made during roleplay. I hope you enjoy experiencing it as much as I did making it, thank you.

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The Dice & Materials:

Riposte requires only a single d100 to be played. Some rules may only consider the 10 or 1's place of the result; if using standard percentile dice, a d10 may be used directly, with GM permission. Beyond dice for rolling, one may consider bringing extra dice and tokens, each of which may serve as useful aids for tracking values. Pen and paper or some other means of recording information is likewise recommended, as this system does present a number of possible statistics, statuses, and other features which may frequently change during the course of action or otherwise last persistently. Character Sheets and Datasheets are intended to help address this (for the players and GM, respectively).

The Player vs. Character:

This document will almost exclusively use the term "one", as with this statement, rather than "you", "player" or "character", unless referring to very specific aspects of the rules. This is intentional, as in most circumstances beyond their initial creation, both a character and their player are effectively the same entity in respect to how one would interact with the world of the game, and beyond non-diegetic knowledge are considered as such when referenced.

The Game Master:

Riposte assumes one participant will arbitrate and manage any games played using this system. As with most RPGs, this is done by the Game Master, or GM for short. As with any other such system, the GM has full power to execute the rules of the game as they see fit. This rulebook will generally assume that either a player or GM may be reading an individual passage, and will not delineate between either unless relevant. Likewise, some rules will cede to the discretion of the GM. While a GM may alter any rule, such highlighted cases are meant to show instances where interpretation may be necessary.

Content & Entries:

While this document is intended to present a playable version of the game, including all the content pertaining to this system would make this document far exceed this intended scope. Content such as spells, weapons, items, and foes should not be taken to be comprehensive. Refer to its supplementary documents for a more thorough presentation of options.

The Setting:

The last note is that it is assumed games using the Riposte system are will be run within its companion setting (The World of Ventrulas). Many elements of the system may be used agnostic to the setting, however its contents won't compromise where distinct, such as with the magic system, species (playable or otherwise), or currencies. Regardless, this rulebook will generally be presented as plainly as possible both to accommodate those not familiar with the setting and as it is broadly intended to present the mechanics of the system, not lore. For information on the world itself, see the Setting Companion document.

Section Contents:

Character

The Character:

Creating a character requires determining a range of mechanical features and values. Beyond the context of the rules, one may choose any elements one desires for their character, though it is recommended that player and GM work together to ensure the vision for a game remains cohesive within both setting and between characters.

Aspects of one's character are determined by spending creation points to "purchase" features and assign values to various statistics. These aspects are listed and briefly described below, and during creation one should select these features in the order of their listing for greatest ease.

Ancestry:

Within the context of this book, Ancestry is generally referring to which sentient species one is descended from. In related books, it may additionally consider skills and influences from one's broader culture, though this is not included here. One's lineage determines a number of unique abilities and basic features and serves as a foundation for later decisions during character creation.

Attributes & Traits:

There are five Attributes, which broadly represent one's physical/mental capabilities and affinities. These are Strength, Agility, Vigor, Intellect, and Acuity. Each governs three Traits, which serve as more focused aspects of their greater Attribute and are generally what are referenced by various actions and rules.

Qualities:

Certain individual physical and mental quirks, as well as backgrounds, are reflected in Qualities. Certain features of Qualities may resemble Skills, though they represent more inalienable, ingrained features not trained or taught.

Skills:

One gains an amount of experience (xp for short) during the process of creating a character. This xp may be allotted to a variety of Skills to reflect one's capability in combat, the arcane, survival, stealth, scholarship, etc. Any unspent xp from character creation is retained, and one will have more opportunities to gain/spend xp later on.

Starting Equipment:

It is assumed one has some possessions prior to an adventure. The GM should determine a starting fund for each player to use, from which one may outfit themselves, retaining the rest as liquid funds. This fund should generally reflect personal effects and equipment; it may be reasonably inferred one has some possessions, such as a home, beyond one's immediate person.

Creation:

Character Sheets:

Each of the following aspects, and those from this broader section may be recorded and reflected in a Character Sheet. The end of this document lists four sheets. The first is a basic sheet to record features pertaining to the creation of the character. The second is to record ongoing Afflictions experienced by the character. The last two are to record specific aspects pertaining to the martial and arcane ability of the character, respectively, including means of actively tracking relevant components of corresponding action.

Points:

One begins character creation with 100 Points, which may be spent during creation to increase one's Attributes (and correspondingly Traits), as well as select Qualities and Skills. Unspent points are converted to experience. Some negative Qualities grant additional Points to compensate for their drawback, see Qualities section.

Age:

While it is assumed one is creating a character within their prime, adult life, other ranges are included below should one wish to explore an abnormally young or old character. Each Ancestry will list an appropriate range in years for each stage of life, as their physiology generally develop at slightly different rates, and may halt before more aged stages.

Infant:
The stage prior to Juvenile, included as reference. One has no Points to spend during character creation, and may not utilize any Attribute or Trait.

Juvenile:
Reduce each starting Attribute by 2 (following assignments), and may only allot a value up to 6 maximum per Trait. Reduce starting experience to 0.5x.

Adult:
This age represents one's prime. One suffers no penalties, but receives no particular benefits.

Aged:
Reduce three Attributes by 1 (following assignments), and 10 Traits by 3. One begins with 1.25x experience during character creation from their additional years.

Elderly:
One receives the same bonus to experience as an Aged individual, but must reduce each Attribute by 1, and a further three by an additional 1 (following assignments). Likewise, reduce 10 Traits by 3, and then halve each of one's Traits. Generally not recommended.

Select Ancestry:

Included within this rulebook are six playable Ancestries for one to select, though more options may exist elsewhere.

Most species have a particular affinity for one Attribute through some feature of their being, such as an enlarged frame granting increased strength or latent psionic network a shared supplemental intelligence. This is reflected as a bonus that Attribute, and generally a requirement for its associated Traits to have a minimum assignment if possible.

The default Height and Weight of one's character is determined by Ancestry. These values do not reflect an actual unit of measurement, but rather an average relative value used to mechanically determine the outcome of some actions, such as with Grappling. Likewise, one's base Avoidance is included alongside these values.

One's ability to see, hear, and smell are influenced by their Ancestry, as some feature additional or enhanced versions compared to an average human.

Beyond this, each Ancestry has four unique abilities. These are active or passive, and typically reflect physiological quirks. Humans, despite serving as a standard, include such features for mechanical parity, though if they are the only Ancestry being used these features may be safely ignored.

The specific details of each lineage and their general lore may be found within the Ancestry section.

Assign Attributes:

Each Attribute begins with a value of 0 by default. Following any assignments, apply the bonus from one's Ancestry to determine final values (to a maximum of 5).

For the cost of 5 Points, raise the assigned value of an Attribute by 1, to a maximum assignment of 3. One Attribute may be assigned to 4 or 5, for a cost of 7 and 8 Points respectively. One may assign an Attribute with a value of 0 to be negative (up to -3), gaining 3 Points per negative value assigned (up to 10 Points gained maximum).

Once Attributes are assigned, assign Trait values. Assign a total value between all Traits equal to the number of Points spent on Attributes (no additional cost). This is to a maximum of 5 in any Trait, or within one's highest Attribute (one's choice if tied) two of its governed Traits may be assigned a value of 7, and one a value of 10. When used as a modifier, traits inherit a bonus equal to the value of their governing Attribute.

Once Traits are assigned, choose one Major Attribute. For any Roll one makes which uses a modifier derived of this Attribute, treat that bonus as 10 higher.

Choose Qualities:

When selecting a Quality listed as Positive, one must spend a number of Points equal to its listed value. When selecting a negative Quality, one gains a number of points equal to its listed value. Such gains are to a maximum of 10 Points (regardless if spent on other features), though one may select more negative Qualities if one chooses.

During this step, select one's native language, and one lingua franca. Languages in the setting of Ventrulas are determined by culture, not strictly Ancestry. One has a standard tier of competency in their native language (one may also choose a regional dialect). A lingua franca may be any widely disbursed language, in which one may have a low tier of competency. For the specifics of language competencies, see the Qualities section. In either case this applies to both spoken and literary forms of the language.

Select Skills:

Any remaining Points following the previous steps are converted into 10x their value in experience (xp), then modified by any other features such as age. This may be then spent to acquire Skills, per its section, with any unspent xp being kept for later training and study.

Starting Equipment:

Per the GM's discretion, each character should determine their starting equipment based on a selected budget. The "Standard" currency of Riposte's setting is the "Flame", which items values are listed with. It is recommended to begin with 100 Flames, though this may vary.

Characters should not be assumed to begin with any items, including clothing or trinkets, instead subtracting their value from their given budget. Once all starting items are determined, the remaining budget is kept as liquid currency, either in Flames or a local currency.

Characters may also be granted items, services, or assets beyond this initial budget per the GM's discretion, as this budget is not meant to reflect the actual "Net Worth" of a character, but rather an initial means outfit themselves.

While Flames serve as a common standard between traders, an individual may have currency minted by their homeland, or simply in metal bullion. Conversion rates are not included within this Rulebook however. Flames are a decimal currency with no official named derivatives. A single Flame is a silver coin, though higher/lower denomination Flames (such as 0.1 and 100 Flame coins) may be minted in other metals. To avoid specifically dating this book, a single Flame is, abstractly, approximately equivalent to a plain meal; a value not distressing to lose but pleasing to find by chance.

Attributes:

While primarily meant to be used during calculations, the value of an Attribute may be thought as representing a certain basic proficiency. Differences in values are not necessarily linear, for example a value of 0 represents a strict average, 1 a slight affinity, 2 a notable difference from others, 3 a good but untrained talent, and higher values as the product of directed training. Likewise, negative values do not imply one is crippled or deficient, for example a negative Intellect may represent an incurious individual who would rather not consider matters attentively. Every character is distinct, and as such any Attribute/Trait values may likewise be interpreted on an individual basis.

Strength:

The measure of one's physical potency and how effectively one may exert the power of their body.

Athletics:
The level of strength that one can exert to move themselves. This trait determines how high and far one can jump, how fast one can run and climb and swim, carry a load, and is used in Rolls made to determine sheer physical mobility.

Might:
The level of strength one can exert to remain in place or force something else to remain still. This trait determines how effectively one can grapple, hold an object still/closed, to withstand blows that would topple oneself, and Rolls made to remain utterly unchanged by outside forces.

Power:
The level of strength one can exert to move or change something else. This trait determines how strongly one can force another person to move, break open a door or container, throw an object, and Rolls made to generally break things.

Agility:

The measure of one's ability to control their body and movements on a small or large scale, and reaction time.

Grace:
How much control one can exert over their entire body. This trait determines how well one can perform acrobatic maneuvers, retain footing while moving through obstacles, and Rolls made to generally measure one's coordination.

Dexterity:
How much fine control one can exert over their fingers/hands. This trait determines how effectively one can pick a lock or pocket, manipulate tools, catch an object, and Rolls made to quickly do something with one's hands.

Reflex:
How quickly one can react to their surroundings. This trait determines how quickly one can react to a sudden threat, parry a blade, dodge an arrow, and one's reaction time.

Vigor:

The measure of one's bodily constitution, resilience, health, and general mental fortitude.

Fortitude:
How much punishment one's body can take before giving out. This trait determines resistance effects that would immediately debilitate, withstand pain, and Rolls made to ignore damage.

Endurance:
How long one can act without giving in to fatigue. This trait determines how long one can run, fight, or move a load.

Vitality:
How resistant to illness one is. This trait determines how easily one can resist a poison, recover from disease, prevent their form being altered, and avoid negative physical statuses.

Intellect:

The measure of one's ability to retain, process, and give attention to disparate information.

Acumen:
How effectively one can notice a pattern and aggregate data. This trait determines how well one can study the details of a scene, solve a puzzle, and piece together information quickly.

Focus:
How effectively one can keep their attention on a task. This trait determines how well one can concentrate on spells, resist effects that would bewilder or distract, and ignore illusions.

Memory:
How quickly one can recall information. This trait determines how quickly one can remember details from the past, recall information on a subject, and to recollect themselves.

Acuity:

The measure of the sensitivity of one's senses and innate understanding of their surroundings and others.

Awareness:
How effectively one can perceive their environment. This trait is used to see subtle details in the environment, sense hidden enemies, and Rolls made to locate information.

Intuition:
How effectively one can determine intention. This trait is used to parse truth from lies, discern the purpose of an object, read a person's intents, and sense how things should be.

Instinct:
How effectively one can sense something amiss. This trait is used to sense if something is wrong, if an area is suspicious, and foresee danger.

Ancestral Features:

Attribute Modifiers:

Each species generally exemplifies one of the Attributes more potently than the average human, receiving a +2 bonus to that Attribute following initial assignments.

In such an instance, one is required to assign Trait values to those governed by the bonus Attribute before any others, until a value of at least 3 is assigned to each relevant Trait.

Humans are unique in that they only receive a +1 bonus, though they may assign this bonus as they please, and are not forced to assign Trait values in any particular way.

Size:

This is a collection of metrics split between Height, Weight, Avoidance, and Base Reach used to determine particular interactions between oneself and their environment (generally most relevant during combat). These values are meant to represent relative values between an average human and the other species, and aside from Base Reach do not use actual units as they instead are simply used in calculations for a variety of actions or circumstances (though average statistics are presented).

Height reflects how tall one is, and is used to determine fitting within a space and the difficulty to land a ranged attack. This value assumes one is standing completely upright, be crouched or prone will modify this value.

Weight reflects how heavy one is, and is used to determine interactions during a grapple and the environment. This value assumes one is lightly clothed, encumbrance and other equipment may increase this value.

Base Avoidance reflects how difficult one is to strike while standing "still". This value is the effective "minimum" of one's Avoidance, and applies even while one is fully immobile, unconscious, or paralyzed during combat.

Base Reach reflects the distance one can comfortably reach without moving position, in feet/inches. If an action references one's "Reach", this allows for equipment if relevant, such as during attacks. Otherwise use of one's hands is limited to one's Base Reach.

Senses:

Every Ancestry has three defined senses; Sight, Hearing, and Smell. One is assumed to have all the standard senses of a human (including taste and touch), though beyond the three listed none are mechanically defined.

Each sense has three levels of sensitivity; Poor, Standard, and Keen, relative to a standard human.

Poor implies a lessened or dulled version compared to the average human's senses.

Standard, as the name implies, is comparable to an average, adult human in their prime. This does not describe one's vigilance or attentiveness, merely their fundamental ability to perceive their environment.

Keen reflects a heightened sense compared to a human, able to discern details beyond a human's notice.

Some additional sensory abilities include Low-Light vision, Horizon-Sighted vision, and Infrasound hearing, each of which provide unique avenues of sensory detail.

The mechanical rules of one's senses and their effect on one's ability to perceive are outlined in the Senses section.

Abilities:

Each Ancestry has four abilities, two active, two passive.

Passive abilities provide either constant effects or apply during creation. These abilities are not volitional unless stated otherwise; that is one cannot choose to "turn them off". Likewise, unless specified, these abilities are assumed to apply even while unconscious or immobile.

Active abilities provide effects which one may volitionally utilize, generally for a cost of Skill Points. While these abilities require Skill Points, they are not considered Skills, simply sharing this resource for simplicity. Likewise, many are not distinct action in and of themselves, instead being used to modifier another action if relevant, similarly to a tertiary action. This does not require declaration until resolution of the action, nor require any additional costs.

Human:

Attribute Bonuses: *+1 to Any (No Trait Proficiency Requirements)*

Physical

Height:	*10 (5' 8" Average)*	*Weight:*	*10 (160lbs Average)*
Avoidance:	*10*	*Base Reach:*	*2ft*

Senses

Vision:	*Standard*
Hearing:	*Standard*
Smell:	*Standard*

Age Ranges

Juvenile:	*5-17*	*Aged:*	*41-60*
Adult:	*18-40*	*Elderly:*	*61-80*

(No Common Qualities)

Abilities:

Swift Recovery
Whenever one would recover one or more Skill Points as a result of Resting, recover an additional Skill Point.

Jack of All Trades
Increase one's xp during character creation by 1.2x.

Quick Learner
One may Train/Study or Practice/Reflect during any period of Rest, not just Downtime, spending one Skill Point per hour to undergo this activity. One may not recover any Skill Points while doing so.

Tenacity
One may pay 5 Skill Points before a Roll to roll two sets of dice, and choose an outcome to use for the final result.

Lore:

The most common sapient species across the world by both population and distribution. Due to their ubiquity, humans often serve as a standard of comparison for the other ancestries, being often regarded as something of a neutral, indistinct, or uninteresting baseline.

However, humans do excel in some categories, lending to their prominence within the world. While not empirically understood to the inhabitants of the world, human neurology is among the most plastic of the sapient ancestries. They acquire language extremely early compared to their peers, and integrate it much more thoroughly with their inner worlds, seemingly granting a higher capacity incorporate abstract notions. Their psyches seem to quickly mold to their context, able adapt quickly to even utterly bizarre circumstances, within the scale of the moment, their lifetimes, and more broadly across generations. Members of other ancestries are often alarmed when first exposed to humans, with how voraciously and rapidly they seem to assume new skills, identities, worldviews, before quickly discarding and forgetting these gains to start the cycle anew. Those humans who their kin may view as stuck in their ways are more alike to other sapients than their own kind in many ways.

Humans inhabit every region within the setting of Riposte, and within each such population are many more cultures and appearances. These features are in a constant flux across history as these populations spread, split, evolve, assimilate, and adopt. While most humans of Ventrulas would appear familiar to us, almost all would have notably altered aspects, ranging from unusual combinations of features and complexions, the appearance of certain exotic colors in their complexion, odd voices, patterns of motion, and a reversal of features that are uncommonly accentuated. Perhaps most strange of all to us would be manner in which they inherit these traits. Distinctive features would pass generations strikingly unchanged, outside phenotypes appear fully formed within single generations, and perhaps most surprising the occasional sudden shift of these features within even mature adults. The manner in which Ventrulans inherit, propagate, and utilize their genes may follow similar trends, but its deeper mechanisms appear distinct from our own.

Although the setting of Riposte features many defined cultures which have established a high degree of prominence within their respective regions, it is not unreasonable to assume one may play an uncommonly encountered or otherwise exceptional individual who would break the mold. Almost any individual one could imagine exists somewhere in Ventrulas, and fate often seems to tug them across the world strangely.

Elf:

Attribute Bonuses: *+2 Acuity*

Physical			
Height:	10 (6' Average)	*Weight:*	8 (140lbs Average)
Avoidance:	10	*Base Reach:*	2ft

Senses	
Vision:	Low-Light, Keen, Horizon-Sighted
Hearing:	Keen
Smell:	Keen

Age Ranges			
Juvenile:	5-19	*Aged:*	51-90
Adult:	20-50	*Elderly:*	91-100

Common Qualities	
Occupational:	Woodsman, Acolyte, Traveler
Positive:	Vigilant, Canny, Tall
Negative:	Paranoid, Illiterate, Anemic

Abilities:

Sleepless
One does not require conventional sleep, though they do still require Rest. If one would be rendered unconscious by means other than asphyxiation, or whenever one chooses, they may enter a semiconscious state. While semiconscious, one gains the benefits of sleep, however one is still aware of their surroundings. During this time, retain 25 AP to use each Round, one may not speak or modify their Base Movement Limit, and treat one's senses as being Dull.

Mimicry
One may produce any noise which an animal could. When attempting to mimic the voice of another individual or a noise produced by an inanimate object, one must make a successful Intuition Roll against a PV20, perfectly doing so upon a success, otherwise sounding noticeably off.

Hyper-Aware
When declaring any of the Scan, Search, or Discern actions, one may spend 2 Skill Points to reduce the AP cost of that action to 0. If one does so, the action does not require an Exhaustion Roll to succeed, and is treated as having a minimum result of 80 regardless of its Roll.

Precognate
Prior to declaring an action, for the cost of 3 Skill Points one may make its Roll in advance. If one chooses to declare this action, they must use this Roll, otherwise one may choose to declare a different action.

Lore:

The most astute ancestry within the setting, it is difficult to hide any aspect of the world from an elf, be it the subtlest detail, faint emotions, or the deeper mysteries of life. They live in the great wilds of the world, sustaining their bodies by remote, untapped resources and their spirit with untouched sublime vistas.

The acuity of elves is infamous. It is said they have inherited the various senses of the wild beasts they share their home with, able to see clearly across miles, pick out individual leaves as they rustle in the wind, and smell the shape of their domains by its sweat, spores and soil. Where they enter the civilizations of outside cultures they are valued as sentries, archers, and fine craftsmen. This integration is uncommon, however, with most elves finding urban lives overly stressful, preferring nature.

A prevalent religious notion within elven culture is the existence of an overarching, all-knowing force that directs destiny, which appointed at the beginning of time the role of every living species within the world. Within this system elves believe they have been appointed as "The Witnesses", those who are meant to watch and remember all the world no matter how small or remote. Likewise, they believe humans, and to various degrees the other ancestries, to be "The Builders", or those destined to fashion the constructed world and advance innovation. It is this distinction that drives elves to remote locations, with various degrees of willingness to interact with humans. Curiously, this belief is well conserved across the world no matter the distance between elven populations, leading some to speculate that perhaps within their half-sleep dreams their intuition allows them to glimpse a common feature of their subconscious hidden to all. To elves, it is simply proof of a larger truth.

Elves take on an appearance similar to humans in many ways, though even from a distance or under heavy clothing one could likely distinguish the two. They are on average taller than humans, by about a head or half, though with slightly less weight, giving them a very lean physique. Their ears are a characteristic feature, typically even in length from their wrist to fingertip, fully posable like that of a cat, and are one of the more sensitive areas of their body, to a degree where by feeling alone they can accurately determine exact temperature, wind speed/direction, and even the precise relative position of the sun on a clear day. Elven eyes generally range from blue to green or yellow, and possess slitted pupils, which they may dilate and rotate at will. Elven features are generally elongated and "swept" compared to humans, with features such as the resting angle of the ear, eye, brows, and cheekbones running parallel. Elven voices are generally high and sonorant, well suited to the language of bird calls they often employ.

Dwarf:

Attribute Bonuses: *+2 Vigor*

Physical			
Height:	*9 (5' 2" Average)*	*Weight:*	*11 (175lbs Average)*
Avoidance:	*10*	*Base Reach:*	*1ft 9in*

Senses	
Vision:	*Standard, Low-Light*
Hearing:	*Standard, Infrasonic*
Smell:	*Standard*

Age Ranges			
Juvenile:	*7-30*	*Aged:*	*91+*
Adult:	*31-90*	*Elderly:*	*-/-*

Common Qualities	
Occupational:	*Craftsman, Soldier, Artist*
Positive:	*Tough, Heavy Frame, Cat-Eared*
Negative:	*High-Appetite, Near-Sighted, Irritable*

Abilities:

Hardy Anatomy
One has an additional copy of every major organ within their torso, meaning one must suffer organ damage 2x for Minor, or 4x for Major damage. One may ignore Critical damage if the result of the Roll is odd.

Pantophagous
One may safely consume any substance that isn't so hot, caustic, or sharp that it would otherwise damage one's skin. This includes ingested poisons, raw or contaminated food, and toxic chemicals not otherwise caustic. Additionally, one may ingest any organic substance for sustenance. Filling one's stomachs provides 3 Rations, taking half a day to digest to allow for eating additional food.

Rumbledeem
One may produce infrasonic noises through their speech. For the cost of 1 Skill Point, when using the Discern (infrasonic hearing) action against an object of at least 50lbs, within 30ft moving across a surface one is touching, one may exactly determine its size, distance, and direction of travel, or spend 5 Skill Points to produce infrasonic sound and determine the detail of a visually obstructed object within 30ft as clearly as if one could see it.

Bilespit
One may control into which of their stomachs a swallowed object settles. When performing the Speech action, for the cost of 3 Skill points, one may spit concentrated bile. Treat this as a thrown weapon with a close/maximum range of 5/10ft, and a Dispersion/Handling of 5. Upon a hit, this inflicts a Burn (Caustic) with a damage tier of 5 + Vitality.

Lore:

The most resilient ancestry of the setting, both physically and mentally, dwarves are unflagging, able to withstand injuries which would kill a human and discomfort that would drive them insane. Many of their adaptations suit the subterranean lifestyle most dwarves lead.

Dwarven skin is very thick, comparable to boiled leather, additionally accreting minerals within their diet, giving it a stony texture and hue. Their teeth regrow with time (some few years), which suits them well, as stone and grit are necessary components of their diet, both for minerals and digestion. Dwarves often remove damaged teeth when they become too inconvenient, knowing they regrow. Within the subject of the dwarven diet, they are renown for an ability to ingest anything. Dwarves possess duplicates of many vital organs, and their stomachs are no exception. Even material which does not provide much nutrition, such as bone, wood, or soil, pass without issue. Their twin livers/kidneys also help render them immune to many forms of toxin and spoilage. Stone is stored within their second stomach, which is composed of a highly acidic bile that they may spit on demand. The mineral diet of dwarves becomes reflected in their skin, reflecting a general hue and texture as it concentrates in structures similar to scales or cracked leather, while metals often deposit within their hair to a similar effect, making dwarves often gleam under light.

Dwarven culture often seems strange and contradictory to outsiders. No dwarf has been observed to have died of natural causes, compared to the other sapient species of the world which have roughly human lifespans, give or take some few decades. They seem to appreciate this very little however, engaging in more conflict and hazardous acts than most. This lifespan is reflected in two places; the lengths of their beards and craftsmanship. A dwarf's beard symbolizes how long they have been dedicated to their life's pursuit, with significant failure or alterations leading to its shearing. Dwarven women who don't grow beards have long sideburns instead. Different professions wear their hair in unique patterns, with different clans or families adorning them with heirloom accessories. While such items are often inherited, not all dwarven creations meet such a fate. Their longevity allows many dwarves to truly master their craft, and what other may consider to be masterworks are often abused, recycled, and neglected, as each dwarf dedicates themselves to a singular, true magnum opus to mark their legacy and bolster their clan.

Dwarven clans often appear more pronounced to outsiders than they are in reality. While significant, dwarves are so long lived clans often act more as guilds and an extended community, with individuals deciding on new relations throughout their lifetimes. Regardless, should a human offer a slight to their clan violence is a likely outcome.

Bratama:

Attribute Bonuses: *+2 Agility*

Physical

Height:	7 (4' Average)	*Weight:*	5 (75lbs Average)
Avoidance:	20	*Base Reach:*	1ft 6in

Senses

Vision:	Standard
Hearing:	Standard
Smell:	Keen

Age Ranges

Juvenile:	5-15	*Aged:*	36-60
Adult:	16-35	*Elderly:*	60-75

Common Qualities

Occupational:	Traveler, Craftsman, Healer
Positive:	Light-Footed, Flexible, Brave
Negative:	Asthmatic, Left-Handed, Addiction

Abilities:

Fleet of Foot

One has a Base Movement Limit of 12ft. When using the Run or Sprint actions, one may round their Movement Limit to the nearest multiple of 5, regardless of any movement penalties. While Sprinting, one may turn an additional 90 degrees before losing Balance.

Attune Metabolism

Whenever one sleeps for a full period, they may alter their metabolism to be increasingly rapid or torpid. In doing so, increase or decrease (respectively) one's required Food/Water Rations by a value up to 5 different than standard, along with one's Agility modifier. One recovers from Illness, Injuries, and Wounds 1.5x faster with a fully torpid metabolism. If one has altered their metabolism, one must wait until an Extended Rest before doing so again.

Blur of Motion

For the cost of 2 Skill Points, one may reduce the AP cost of an action they are declaring by one's Dexterity if it would require the use of one's arms, one's Grace if requiring one's legs, or otherwise one's Reflex.

Adrenal Surge

At the beginning of the Round, for the cost of 4 Skill Points, one may undergo an adrenal surge. This raises one's AP limit by 20, one may ignore up 20 Pain, Fatigue, and Exhaustion, and one's Base Movement Limit is raised to 15 (this is not a modifier, and supersedes similar effects). This effect lasts until the end of the Round.

Lore:

The most agile ancestry of the setting, bratama are a very slight humanoids who grow to be roughly the size of a human child. While they share many features with humans, bratama do take on distinct proportions and features that hint towards a mix of the feline and simian. Between this altered anatomy and certain physiological elements they are very nimble, both on foot and with their hands, and are capable of reaching startling speeds in moments.

Bratama society is often nomadic and set apart from humans, even when they integrate into other societies they usually do so as enclaves. There are many reasons for this, but most significant is their unique cultural outlooks. Bratama are notoriously cynical, with a religious outlook which practically deifies entropy. Within their conception of magic and metaphysics is the Rule of Threes, that for every deed, good or evil, it will be revisited threefold in reverse later. Such it will be that someday, all the essence of the world will be awash, grey, and indistinct, with every possible act having since nullified all others. Such views color many aspects of how bratama engage with the world. They are prone consult first their emotions, take risks, and question conventions of morality and ethics. This is not to say they are inherently immoral, as each individual forges their own ideals by their own experience and in a constant dialogue with their community, but they are often regarded as inclined towards criminality by distrustful outsiders.

Bratama are very resilient and self-sufficient, in their nomadic bands they maintain and construct heirloom wagons, which to their scale serve as small, functional abodes. Likewise their craftsmanship is rivaled only by dwarves, though rather than one's own tenacity they wield ancient techniques and secret knowledge to their end. For all their reverence of finality, bratama are known to jealously guard and maintain the wisdom and possessions within their direct grasp, prizing it above all else.

Bratama anatomy exhibits a number of curious features. One may first notice their voices, very deep for their size, often more so than a grown human. This is a product of their airways, evolved to move great volumes of air quickly. Combined with their enlarged hearts, this allows for a high output of energy. Bratama are unique in being capable of consciously influencing their endocrine system to either accelerate their metabolism or arrest it, allowing them to attune their biology to a task at a whim. When stilled they may further steady their dexterity for tasks requiring precision. When accelerated, they may leverage their hunched, thickened legs for sprints, or their elongated arms to drive a weapon quicker than human reflexes. Despite their size, bratama are capable fighters, noted for their skill with spears and longblades. Bratama faces feature large eyes and small mouths/noses, giving them a feline look.

Behemoth:

Attribute Bonuses: *+2 Strength*

Physical

Height:	15 (8' Average)	*Weight:*	25 (440lbs Average)
Avoidance:	5	*Base Reach:*	3ft

Senses

Vision:	Keen
Hearing:	Standard
Smell:	Standard

Age Ranges

Juvenile:	10-20	*Aged:*	36-55
Adult:	21-35	*Elderly:*	56-70

Common Qualities

Occupational:	Woodsman, Soldier, Sage
Positive:	Acclimatized, Long-Grasp, Iron-Willed
Negative:	Brittle-Boned, Far-Sighted, Sleepy

Abilities:

Massive Frame
One may treat their Encumbrance as being 3x higher. One may ignore the Water, Mud, and Snow terrain types. One must consume 1.5x more Rations than standard. Reduce any Piercing damage one would receive by 5 (after armor).

Breathless
One ignores the effects of mountain sickness, and may comfortably hold their breath for 3x longer. Treat Stamina costs as 5 lower when determining additional gains to one's Stamina Combo while performing physical actions.

Goatstep
When one would use the Climb action, for the cost of 3 Skill Points, one may treat any surface which is not completely smooth as Precarious, allowing one to climb, and otherwise treat any other climbable surface as being one level more secure.

Unbound Strength
After one sees the result a Roll which is governed by one's Strength, for the cost of 2 Skill Points, one may treat the result of that Roll to be 99. For the cost of 3 Skill Points, one may treat the result of that Roll to be 100 plus the combined value of their Strength Traits, suffering a Strain to the limb used for that action with a severity equal to that combined value.

Lore:

The most physically powerful of the ancestries, behemoths were so named by outsiders for their gigantic proportions. An 8ft behemoth is short among their kin, who are capable of reaching 10ft of height in extreme circumstances. Matching this height is the sheer density of muscle upon their frame. Behemoths are a vaguely caprine people, believed to be distant cousins to the mountain goats who they share their peak-top territory with.

Behemoths are exceptionally capable warriors, their immense strength allowing them to wield unparalleled arms and armor, and their blood, acclimated to their peaks, an unmatched stamina in lower elevations. Despite this capability, however, most behemoths are a peaceful folk, content with their mountain homes, though still ready to rain fury upon those who would encroach upon it. Behemoths generally get along well with adjacent human society, freely trading ideas and resources.

As a culture, behemoths are a very spiritual people. They believe in a divine persistence of the soul, though not via an afterlife, but a memory, glory, the greatest deed one has committed writ upon the world. Such a glory can be inherited, perhaps by blood, but most often it must be claimed by an individual of its spiritual equal. They believe this allows a piece of the eternal soul of the deed-maker to live on and forever bask in the pride of their descendants, and so it is that one should commit themselves to legacy, that it may one day be shared. This notion holds legitimate metaphysical power with behemoths, their magic being highly influenced by this practice, individual users often claiming the power of patron ancestors for their use.

Behemoth physiology is unique among the ancestries of Ventrulas. Notable is their sheer size, 8-10ft, and generally over 600lbs. They are incredibly muscular, with a unique musculature that often appears deeply cleft, leaving recesses and seams along their limbs that exaggerates it in ways strange to humanoids. Their skin is rough, and takes on a medium-grey color. They are generally hairier than humans, which is concentrated upon their head, upper torso, and legs, growing short but fluffy except for upon the scalp, and ranging from any color a human may possess. Their digits reflect the cloven feet of their ancient kin, with a notable gap between between their paired twin digits, which are four in total with no thumb, though each pair is individually dexterous enough to overcome this "missing" digit. The tops of their digits are also ridged with a horn like material, with some individuals (usually male) exhibiting this along their brow or across their scalp, not protruding far. Their faces feature yellow eyes set with horizontal pupils, very thin lips, and large jaws. They often struggle to pronounce plosives (P & B), making for often distinct accents when speaking the language of others.

Stellari:

Attribute Bonuses: *+2 Intellect*

Physical			
Height:	10 (5' 6" Average)	*Weight:*	9 (150lbs Average)
Avoidance:	10	*Base Reach:*	2ft

Senses	
Vision:	Standard
Hearing:	Standard, Infrasonic
Smell:	Poor (Outside of Water)

Age Ranges			
Juvenile:	3-10	*Aged:*	31-50
Adult:	11-30	*Elderly:*	51-70

Common Qualities	
Occupational:	Sage, Healer, Artist
Positive:	Optimistic, Eidetic Memory, Flexible
Negative:	Autophobia, Anxious, Migraines

Abilities:

Psionosocial
One cannot produce typical speech, and communicates telepathically. One may communicate with any individuals within a range of 10x one's Focus (in feet), requiring no declaration to occur. This may be any sensation one can imagine (including speech), and transcends language, and is indiscernible to anyone besides other Stellari or the targets.

Amphibious
One's body is adapted for water, and is supported by cartilage, rendering one immune from Bone Wounds. While in water, one is always benefiting from the Swim action, halve any movement penalties, raise one's Base Movement Limit by 5, and one may hold their breath for a number of hours equal to 10 plus one's Vitality.

Compulsive Focus
Whenever one would make an Intellect or Acuity governed Roll, for the cost of 2 Skill Points, one may gain the Obsession Status, with the fixation pertaining the objective of that Roll. Choose what level of this Status to gain, it lasts a number of hours equal to that level, squared.

Telekinetic
One is capable of exerting their will physically. One is Familiar with the Force Ideal. As part of the Manipulate Item action, for the cost of 1 Skill Point, the target may be an object within a number of feet equal to one's Focus, using one's Acumen in place of any Strength/Dexterity modifiers. This ability may be used to apply one's Acumen to any Power/Might modifiers and Focus to Athletics modifiers one would apply to a Roll or attack.

Lore:

The most intellectually inclined of the ancestries of Ventrulas, stellari exist mentally as a pseudo-collective, with psionic linkages allowing them to access a deeper shared conscious of all their kin. Originally aquatic, they evolved socially from their earliest moments, and with it a capacity for intellect. Their marine habitat honed their latent capacity for magic and psionic disposition. They have since left their ancestral oceans, semi-amphibious and building cities atop the coastal regions of the continent.

Stellari may perhaps be best described as octopus-like in appearance, though this description is imperfect. They possess the elongated cranium of a cephalopod, with large eyes lacking any sclera. Their mouths are broken into multiple mandibles, hidden by a trio of short tentacle-like appendages to aid in eating. It is considered rude in stellari culture to expose one's mouth or produce sound from it. Their bodies are a fusion of humanoid form and aquatic adaptation, much flatter than a human's, with limbs appearing more as outgrown fins than arms and legs. These appendages are long, flat, and unjointed, a cross between a flipper and a tentacle. They are supported by cartilage and dense muscle, and stellari can drastically wrinkle the ends of these limbs to produce a similar arrangement as fingers impressed through cloth to grant them finer dexterity. Stellari do not possess any orifice save for their mouth, instead using their skin as a membrane to exchange oxygen and waste, as such outsiders often have trouble distinguishing between their sexes. Stellari skin is very soft and smooth, often a pale color, the base hue ranging from pink, red, blue, purple, or yellow-tan.

The psionic nature of stellari has given rise to a number of curious effects. They are considered by most the kindest of the ancestries, being highly empathetic, able to acutely feel the emotions of others to a degree where nearby negative sensations causes discomfort to themselves. Their telepathy allows them to communicate complex ideas very rapidly and without the ambiguity of speech; this and their inability to speak means language and deception does not come readily to them. When gathered, their powers amplify, allowing them to access much of their collective knowledge, and strong willed individuals may act as loci to direct their powers to great telekinetic effect.

Culturally, stellari are often insular from outside populations, while their cities and settlements are not strictly closed, in lacking psionics outsiders are unaware of their myriad, strict, unconscious laws, and as such are regarded as troublesome. All stellari however, find an individual obsession in life which they pursue to the exclusion of all else, and this may often take them beyond their homes, so while uncommon, stellari are encountered in the wider world, particularly in larger cities.

Qualities:

Each Quality describes some number of points and if it is positive or negative. When selecting a positive Quality, one must pay the corresponding number of Points to gain that Quality. When selecting a negative Quality, one gains the corresponding number of Points along with the Quality.

One may only gain a maximum of 10 Points when selecting negative Qualities, regardless if they are balanced against positive Qualities. One may select more negative Qualities than one may gain Points from if one wishes, however this has no benefit.

Some Qualities are contrary with each other, and therefore may not both be selected simultaneously. Such Qualities will state "Excludes _" after their Points cost, naming any conflicting Qualities.

Some Ancestries will describe Common Qualities, reflecting widespread cultural practices, physiological features, or outlooks. Selecting occupational or positive Qualities from this list are each one Point cheaper, and selecting negative Qualities grant an extra Point.

Qualities are organized into the following categories, with any associated rules for their type described therein.

Occupational:

These Qualities reflect previous professions and backgrounds one has experienced prior to their adventure. These differ from Skills in that they reflect how such a background would have effected one's disposition or familiarity with certain tasks, less conventional wisdom, or physical/mental conditioning gained, rather than one's direct proficiency in tasks related to that career.

The Qualities have two levels, Novice and Veteran, which reflect how long one spent in such a career. There is no fixed period of time to satisfy either level, simply use one's best judgment when determining a backstory.

Each level has its own associated benefits. If the benefit of a Veteran level describes the same effect, but at a higher magnitude, as the Novice level, use this value instead. Otherwise, the benefits are cumulative with level.

The Point value described by each level is to obtain that level directly, not a cumulative cost (as with Attributes).

One may have up to two Occupational Qualities, and only one may exceed the level of Novice. While one may claim more than two past professions in one's backstory, some number or level of veterancy in any of these past jobs must be ignored mechanically.

Physical:

These Qualities reflect unique features of one's stature, metabolism, or body. Being Qualities, their features are broadly inalienable features which cannot be altered.

Mental:

These Qualities reflect features of one's disposition, faculties, or certain psychological conditions, describing the mechanical aspects of these features (though not necessarily strict aspects of roleplay).

Fears:

These Qualities reflect specific, irrational fears and the circumstances which trigger them. If triggered, the corresponding Status is not volitional, though one's behavior through roleplay is still open to interpretation.

Negative Traits:

These Qualities lower its corresponding Trait by 5, to no minimum value (e.g. this may give a Trait a negative value). Likewise, each grants 3 Points.

Language:

One may speak, at minimum, their native language. Languages are split between spoken and/or literary forms. Unless noted, learning a language includes each type. By default one is literate. Likewise, they are split into three tiers of competency. Language may be acquired by Qualities, or the corresponding Skill, either for a new Language or to improve one's competency.

Low competency reflects an ability to understand basic or conversational instances of the language, but with occasional difficulty producing the language themselves. Outside simple instances, one must perform a PV30 Acumen Roll to produce legible speech/writing.

Standard competency reflects the abilities of an average native speaker, though if acquired one may still possess a slight accent. However, with highly technical, obscure, or abstract examples of the language, one may be required to perform the Discern action to interpret it. One likewise may struggle to adopt an erudite affectation, even should they try. To do so, one must make a Contested Instinct Roll against their audience to maintain appearances.

High competency generally reflects mastery over a language, reflecting a focused study of the language. One is never required to interpret the syntax, grammar, or vocabulary of the language (though it content may still be confounding). Outside of mimicking particular accents or slang, one may adopt any learned mannerisms and affectation, such as that of a scholar, noble, orator, etc.

Negative Traits:

Puny:
Corresponds to the Athletics Trait.

Weak:
Corresponds to the Power Trait.

Frail:
Corresponds to the Might Trait.

Clumsy:
Corresponds to the Grace Trait.

Slow:
Corresponds to the Dexterity Trait.

Inert:
Corresponds to the Reflex Trait.

Faint:
Corresponds to the Fortitude Trait.

Sickly:
Corresponds to the Vitality Trait.

Torpid:
Corresponds to the Endurance Trait.

Inept:
Corresponds to the Acumen Trait.

Forgetful:
Corresponds to the Memory Trait.

Inattentive:
Corresponds to the Focus Trait.

Oblivious:
Corresponds to the Awareness Trait.

Apathetic:
Corresponds to the Intuition Trait.

Witless:
Corresponds to the Instinct Trait.

Fears:

Zoophobia: *Negative, 1 Point*
Choose one of the following animal types; arachnids, snakes, flying insects, rodents, canines, or felines. Whenever one can see the chosen type of animal, one suffers the Fear Status. Whenever one is within Reach of the chosen type of animal, one suffers the Terror Status.

Claustrophobia: *Negative, 2 Points*
Whenever one is in a space where at least four sides of one's Facings (including above and below) are within Reach, one suffers the Fear Status. If one is physically constricted (e.g. cannot move beyond a slight shifting, not including bindings) along four or more Facings, one suffers the Terror Status.

Autophobia: *Negative, 3 Points*
Whenever one finds themselves in a situation where no other familiar individuals are within sight, though one otherwise is aware of their location and could use a Round of movement actions to reach them, one suffers the Fear Status. If one is strictly alone, they suffer the Terror Status.

Nyctophobia: *Negative, 4 Points*
Whenever one is outdoors during the evening, or in an unlit indoor space during this time, one suffers the Fear Status. If one finds themselves in a pitch-black or lightless space, one suffers the Terror Status.

Hemophobia: *Negative 5 Points*
Whenever one is visually exposed to blood, one suffers the Fear Status. Whenever one is within Reach of blood, one suffers the Terror Status. Lastly, whenever one is in physical contact with blood on their skin, one falls unconscious for d100 seconds. When awakened, one is immune to such fainting until next they sleep.

Occupational:

Traveler:
This occupation includes those who travel frequently and distantly as part of their trade, especially when such travel involves camping or isolated evenings. This includes missionaries, couriers, and merchants.
Novice: 2 Points
One may travel 1.2x faster, by foot, mount, or vehicle.
Veteran: 5 Points
One may treat the quality of their bedding as one level higher (to a maximum of Good). One suffers the penalties of extended travel at half the rate.

Acolyte:
This occupation includes those who not only have a greater than average faith or affinity to religion, but have served in some corresponding official capacity. This includes priests, monks, dedicated cultists, and novitiates.
Novice: 2 Points
Assuming no prior conflict, one may find sanctuary among any groups of individuals or places of worship of their shared faith, to the best of their hosts' ability.
Veteran: 5 Points
One gains an intimate familiarity with the precepts, texts, and/or mythos of their faith, being able to accurately recount any such information. One may pray, meditate, or worship in a manner consistent with their faith during a Brief Rest. When doing so, decrease one's Stress by 3 per hour spent this way.

Criminal:
This occupation includes those who make their primary living through illicit means. This may include any crime, violent or otherwise, best performed under the dark of night. This includes smugglers, bruisers, hitmen, cutpurses, and burglars.
Novice: 3 Points
One is attuned to when law enforcement is present, treating one's Passive Sight against such individuals as having a base value of 80. One begins character creation with 50 additional XP, which may only be used to purchase Roguery Skills.
Veteran: 6 Points
One remains cool-headed under pressure, treating one's Stress as 10 lower during a Call to Action. During Downtime, one may pursue crime as part of Moneymaking, replacing food and lodgings with an available fence instead.

Woodsman:
This occupation includes those who spend most of their laboring days in the outdoors. This occupation concerns the natural environment in which one works, be it literal forests, or some other distinct biome, which should be determined when selecting this occupation. This includes hunters, fishermen, rangers, and lumberjacks.
Novice: 3 Points
One possesses knowledge of the plants, animals, and terrain of the natural environment local to one's career, needing no Roll to identify them. One may ignore any effects of "discomfort" in regards to travel, camping, and work outdoors one would suffer as a consequence of weather (not including the physical consequences of terrain, temperature, or weather).
Veteran: 6 Points
Assuming access to sufficient resources, one can produce fire and shelter without needing to make a Roll to determine success. One's Instinct Trait is increased by 3 (to a maximum of 10). One begins character creation with 50 additional Experience, which may only be used to purchase Marksmanship or Brushcraft Skills.

Artist:
This occupation includes those who could sell their creativity, if so inclined. Related pursuits include creating visual works, performance, or playing an instrument, though any medium may be included. This includes painters, sculptors, poets, bards, musicians, and actors.
Novice: 3 Points
Choose from among music, illustration, sculpture, literature, and performance. One begins character creation with an Expertise in this creative form of tier 2. Whenever one endeavors for at least three days to produce a piece of art, if the resulting Roll to determine the result is Critical and a Success, one receives 1 level of the Inspired Status until one next produces art.
Veteran: 6 Points
During Downtime, if one seeks an income using one's art, one may make a Roll. One earns an additional percentage of pay equal to the result. Whenever one would receive the Inspired Status, the level is increased by 1. If one is experiencing a level of the Inspired Status greater than 1, one may grant one level of this Status to a willing individual, through use of their art.

Soldier:

This occupation extends to those whose main profession is combat and killing. As the name of this profession suggests, this can be in an organized or official capacity, but also extends to more individual warriors. This includes men-at-arms, mercenaries, warriors, gladiators, and brigands.

Novice: 3 Points

One does not suffer the Fear Status when a Call to Combat occurs. One begins character creation with 50 additional XP, which may only be used to purchase Weapon Proficiency Skills, and the corresponding weapon at no cost.

Veteran: 6 Points

One may sleep whenever they choose, no matter how wakeful. One's Athletics Trait is increased by 3 (to a maximum of 10). One begins character creation with 25 additional Experience, which may only be used to purchase Combat Skills.

Craftsman:

This occupation includes any whose "craft" is literal. This includes the skillful creation of any number of possible goods, though is distinguished by such trades requiring some more advanced training, such that one may belong to an organized guild. This includes various varieties of smith, carpenters, leather workers, tinkerers, and masons.

Novice: 4 Points

Choose from among woodcraft, textiles, smithing, stonework, or husbandry. One begins character creation with an Expertise within this trade of tier 2. One may contribute to the maintenance up to three individuals worth of equipment, so long as the material/nature of this equipment falls under one's trade. This occurs automatically during downtime and rest without a need for declaration, unless one elects not to do so.

Veteran: 10 Points

One begins character creation with an Expertise of tier 3 in the chosen trade. One's Dexterity Trait is increased by 3 (to a maximum of 10). When performing work with one's chosen tool set, one does not need to choose between "Expedience" or "Quality", and may use the time of the former and outcome of the latter.

Healer:

This occupation includes those who provide medical aid as their main profession. This includes herbalists, doctors, surgeons, nurses, and spiritual assistants.

Novice: 4 Points

One can tell how long a wounded individual has until they expire, in hours or minutes as applicable. One begins character creation with 50 additional XP, which may only be spent on Medicine or Herbalism Skills.

Veteran: 10 Points

One is aware of the medicinal properties of any herbs or substances in the region of one's career. One's Vitality Trait is increased by 3 (to a maximum of 10). One may ignore the effects of Stress when making Rolls to aid others.

Sage:

This occupation includes those whose primary labor is study. This includes the mages, scholars of the past, professional thinkers, men of the sciences, or any occupied erudite. Specific examples include mages, scientists, scholars, historians, scribes, librarians, and astronomers.

Novice: 4 Points

Chooses from among the Humanities, Arcana, or the Formal, Natural, or Social Sciences. One begins character creation with an Expertise within this study of tier 2. One can read, write, and study 1.5x faster than standard, and gains a High degree of competency in the <u>written</u> form of their native and two additional languages.

Veteran: 10 Points

One begins character creation with an Expertise of tier 3 within their chosen study. One's Acumen Trait is increased by 3 (to a maximum of 10). Whenever one studies, one may gain 1.5x more Experience for their time spent.

Noble:

This occupation reflects those who lead a life of wealth and rare labor. This includes actual landed/titled members of a house, as well as those with significant finances. Examples include lords, knights, tycoons, celebrities, and kings.

Novice: 7 Points

One begins character creation with 3x the standard starting funds. One is unlikely to be tried for minor crimes committed local to one's holdings (though one may still be apprehended). One has a High degree of competency in their native language, and gains Standard competency in another tongue.

Veteran: 15 Points

One begins character creation with 5x the standard starting funds. Local to one's holdings, one is not tried for minor crimes, and is unlikely to be tried except for major crimes. One owns a parcel of land near one's birthplace, use 100 acres as a reference. One may claim an income from this land.

Physical:

Mmm... Beer: *Positive, 1 Point*
Whenever one would gain a level of the Intoxicated Status by consuming beer, ale, or mead, treat it as granting 2 Rations of nourishment. One recovers from the Intoxicated Status once every 15 minutes rather than per hour, if inflicted by alcohol.

Ambidextrous: *Positive, 2 Points (Excludes Left-Handed)*
One may use either hand with equal proficiency, excluding the penalties of ill-fitted equipment.

Acclimatized: *Positive, 2 Points*
One may ignore any discomfort from temperature or weather, until the point of more severe negative penalties.

Hyper-Immune: *Positive, 3 Points*
One recovers from Illness Statuses 2x faster, where time is a factor. If one is exposed to a vector for such a Status which allows for a Roll to determine infection, one may apply their Vitality to any positive modifiers to resist infection (this is additive with any previously listed Vitality bonuses).

Heavy Frame: *Positive, 3 Points*
Increase one's Weight value by 1.2x (rounding up). One receives a +5 bonus to the Brace action.

Flexible: *Positive, 4 Points*
When targeted by an attack while one is considered Pinned, if the result is odd, one is instead considered not Pinned. One may squeeze though spaces exactly one's dimensions, not requiring free room or assistance.

Unnaturally Sharp: *Positive, 4 Points*
Either one's Sense of hearing or smell becomes Keen. If already Keen, treat its Perception as 10 higher.

Lightfooted: *Positive, 5 Points*
Decrease one's Weight value to 0.8x (rounding down). Increase one's Avoidance by 3. Halve the audible volume of one's footsteps.

Tall: *Positive, 5 Points (Excludes Short)*
Increase one's Height value by 1.1x (rounding up) and one's Base Reach by one 1.2x (again, rounding up).

Long-Grasp: *Positive, 5 Points*
Increase one's Base Reach by one 1.2x (rounding up, multiplicative with Tall).

Lung-Capacity: *Positive, 7 Points (Excludes Asthmatic)*
Treat one's Stamina Combo as 1 lower when gaining Fatigue.

Tough: *Positive, 10 Points (Excludes Hemophilia)*
One recovers from Injury and Wound Statuses 2x faster, where time is a factor. Unless caused by Arterial or Internal source, one cannot die of blood loss.

Left-Handed: *Negative, 1 Point (Excludes Ambidextrous)*
With equipment which is not ambidextrous in design, one must seek out left handed designs or one may not apply their Proficiency. For half of the original cost, one may acquire Proficiency in a Skill with one's right hand, up to the Proficiency of one's left hand.

Sore-Feet: *Negative, 2 Points*
Double any Fatigue one gains traveling by foot.

High-Appetite: *Negative, 2 Points*
One must consume 1.5x more Rations than normal.

Short: *Negative, 3 Points (Excludes Tall)*
Decrease one's Height value to 0.9x (rounding up) and one's base Reach to 0.9x (again, rounding up).

Near-Sighted: *Negative, 3 Points (Excludes Far-Sighted)*
Outside a range, in feet, equal to 5 plus one's Awareness, everything one could see is considered Lightly Obstructed. Outside 5x this range, everything is considered Heavily Obstructed. Mutually exclusive with Far-Sighted.

Far-Sighted: *Negative, 4 Points (Excludes Near-Sighted)*
Inside a range, in feet, equal to 5 plus one's Awareness, everything one can see is considered Lightly Obstructed. Within one's Reach, everything is considered Heavily Obstructed. Mutually exclusive with Near-Sighted.

Clumsy: *Negative, 4 Points*
One must make a Balance Roll whenever one would have less than 100 Balance.

Brittle-Boned: *Negative, 5 Points*
If one suffers a Contusion, one additionally suffers the Fractured Bone Wound. Otherwise, if one would suffer the Fractured Bone Wound, instead one suffers a Broken Bone.

Anemic: *Negative, 5 Points*
One may only suffer 0.8x the usual value of Bloodloss.

Hemophilia: *Negative, 5 Points (Excludes Tough)*
One cannot naturally recover from Bleed effects.

Asthmatic: *Negative, 5 Points (Excludes Lung-Capacity)*
One cannot reset their Stamina Combo if suffering any Fatigue.

Amputee: *Negative, 7 Points*
One is missing some component of a limb, to a minimum of at least 3 digits, any corresponding complications are within the discretion of the GM.

Mental:

Light Sleeper: *Positive, 1 Point*
One may register sounds which are not Quiet while sleeping (potentially waking if within one's Perception).

Almanac: *Positive, 2 Points*
One always knows the time of day, to the minute, as well as the four cardinal directions. If outdoors, one can tell what the weather will be to exactly within the corresponding time of the following day.

Eidetic Memory: *Positive, 2 Points*
One can perfectly recall any visual information one has experienced within a number of minutes equal to 15 plus one's Memory.

Optimistic: *Positive, 3 Points (Excludes Irritable)*
One's Stress may not exceed 30. Furthermore, one may recover Stress at all times, beyond just one's sleep.

Cat-Eared: *Positive, 3 Points*
One may hear sounds of a higher range than standard for one's senses, up to frequencies 1.5x greater than standard Additionally, one has perfect pitch.

Multilingual: *Positive, 4 Points*
One gains Standard competency in a language, and Standard competency in speaking another language. This may be either a new language, or increasing an existing competency.

Sagacious: *Positive, 4 Points*
Whenever one or an ally would need to Roll against a PV, one (and one alone) may know the required PV prior to the Roll, even if it would otherwise be secret.

Wakeful: *Positive, 5 Points (Excludes Sleepy)*
One requires a 0.75x less sleep than usual to prevent the Tired/Sleep Deprived Statuses.

Vigilant: *Positive, 5 Points*
One cannot suffer the Surprised Status, and is able to apply their Passive sense of hearing and smell even while asleep.

Canny: *Positive, 5 Points*
Whenever one succeeds at an action governed by one's Acuity, one may become aware if they are being watched.

Brave: *Positive, 7 Points (Excludes Craven)*
When one would become inflicted with the Terror Status, treat it instead as the Fear Status. Otherwise, one is immune to the Fear Status.

Iron-Willed: *Positive, 10 Points*
One may ignore the effects of up to one Psychological Status at any given time.

Gullible: *Negative, 1 Point*
One cannot make a Roll to determine if another individual is being dishonest.

Anxious: *Negative, 2 Points*
Whenever there is a Call to Action, no matter the context, one suffers the Fear Status.

Slow-Learner: *Negative, 2 Points*
Reduce any xp gains one receives to 0.75x.

Illiterate: *Negative, 3 Points*
One cannot read or write. May be selected alongside Multilingual; ignore any benefit to writing.

Sleepy: *Negative, 3 Points (Excludes Wakeful)*
One requires a 1.25x more sleep than usual to prevent the Tired/Sleep Deprived Statuses.

Nightmares: *Negative, 4 Points*
Whenever one sleeps, if they currently have any Stress, make a Roll. On an odd result, one suffers a nightmare, which interrupts their sleep. When this occurs, one gains no benefits of sleep beyond reducing Stress and those of a Brief Rest.

Craven: *Negative, 4 Points (Excludes Brave)*
Whenever one suffers the Fear Status, one additionally suffers the Terror Status for the same duration.

Disorganized: *Negative, 5 Points*
One may only fit half the usual quantity of items into containers. When attempting to retrieve an item from one's inventory, it costs 3x the AP or time to retrieve.

Irritable: *Negative, 5 Points (Excludes Optimistic)*
Whenever one fails a Roll, one gains 2 Stress. When the amount of Stress gained this way reaches 10, one loses this Stress, and gains the Rage Status for one minute.

Paranoid: *Negative, 5 Points*
Whenever one fails a Roll which would be governed by one's Acuity, one suffers 3 Stress. Furthermore, when searching for something, one always detects a stimulus on a Critical result of any involved Roll.

Migraines: *Negative, 5 Points*
Make a Roll every time one awakens. On a result of 1-5, one suffers a migraine that day a number of hours after they awaken equal to the result, which lasts until one sleeps a corresponding number of hours. One suffers one level of the Blind Status during the preceding hour, which becomes 20 Pain, 10 Stress, and 2 levels of the Nausea Status during the period of the migraine.

Addiction: *Negative, 7 Points*
Choose a vice from tobacco, alcohol, or gambling. One must engage with that vice every hour, day, or week, respectively, or correspondingly gain 1, 3, or 5 Stress, to a maximum of 50. This Stress cannot be lost during sleep or any other activity, only by engaging with this vice.

Skills:

Experience:

Experience (or xp) is used to acquire Skills, with the exact amount corresponding to the complexity of the Skill. One gains xp as a part of character creation, to be used during that time. Following this, Training and Study (see Downtime) may be used to gain xp during calmer periods. Additionally, a GM may award xp whenever they wish, generally as a reward from adventure. It is recommended that the amount of Experience awarded does not exceed 3x the amount one could Train/Study for in the same duration as that period of the adventure as a baseline value, though remarkable events may merit additional reward.

Skills are obtained with xp as a product of internalizing it, as one does not simply spontaneously develop new talents. Rendering unspent xp into Skills is referred to as "applying" the experience. This is automatically done during the creation process, as it is assumed such xp was applied during one's past. Otherwise, Practice and Reflection are used for this purpose, each corresponding to Training/Study respectively.

While one Trains or Studies, earned xp is automatically applied. Otherwise, Practice applies xp as if one is Training, and Reflection as if one is Studying. These processes are faster than their counterparts, as they do not generate xp.

When applying xp, the amount of applied xp must equal the cost of whichever Skill one wishes to obtain, and is not considered to remain applied between attempts at obtaining a Skill, though it is not otherwise lost.

Levels & Tiers:

Skill costs may be listed as leveled or tiered. Each presents a progression of the Skill, with each step independent of the prior, requiring the previous level as a prerequisite. Otherwise, a single xp cost will be listed for the entire Skill.

Leveled Skills will define a fixed cost for the first half of their range, and a value defined per level for the latter half. Unless maximizing a leveled Skill (using the "_xp Total" value), one should pay each cost individually to avoid confusion. Such Skills generally have 10 levels, though some may exceed this value.

Tiered Skills will list a series of costs, each separated by a slash, with the order of tiers proceeding from left to right. Each cost is independent and in sequence. Such Skills generally have 3 tiers, though some have only 2.

Proficiency & Expertise:

Proficiency and Expertise each represent a degree of one's familiarity or talent for a given class of Skill or action. Each is raised via a corresponding Skill, with Proficiency this is generally a leveled Skill, and for Expertise a tiered Skill.

Proficiency (Prof. for short) is determined on an individual basis (e.g. different talents require their own), and ranges from 1-10, or simply 0 if unproficient. Proficiency is used as a modifier for Rolls related to its talent, and will be explicitly referenced where applicable. Likewise, many Skills also use Proficiency as a prerequisite, so consider this when obtaining Skills.

Expertise generally represents less strictly defined knowledge, though still within a singular field. Expertise ranges from Novice, Expert, or Master, or simply Inexpert with no Expertise. The relative tier of Expertise may be used in a calculation, though generally one's Expertise is compared against a necessary Expertise for a task.

Active Skills:

Some Skills are actively considered and used. In such cases the Skill will require a cost in Skill Points (see Faculties) to be paid for its use. This generally is done as part of performing an action; see Skills individually to determine if this is required and if any restrictions apply. Otherwise, one may be considered as always benefiting from a Skill (or a component of it) if it does not list a cost.

As Skills reflect talents which one must leverage to their advantage (active or not), one may elect to not benefit from a Skill for any reason, instead acting in the capacity of a novice. Likewise, should one forget to apply the benefit of a Skill, it is per the discretion of the GM to determine if this should necessitate altering the events of a narrative to retroactively allow it; such benefits are implicitly considered as saying "may", not "must".

General Skills:

Miscellaneous:

Wildcard Proficiency:
Cost: *3 for Levels 1-5, 4 + Level for Levels 6-10 (75xp Total)*
Choose a talent not otherwise defined by another Proficiency or Expertise Skill. This talent must otherwise generally require a Roll to successfully engage in and be governable by a Trait (rather than Rolls simply made for variance). Increase one's Proficiency in the chosen talent by the level of this Skill. Record this Skill as being of the chosen talent (as opposed to "Wildcard Proficiency").
Prerequisites: *GM approval. Maximum of 3 Wildcard Profs.*

Specialization:
Cost: *20/30/50 (100xp Total)*
Tier 1:
Chose a Proficiency one has mastered. Treat any modifier afforded by this Proficiency as 11. This Skill may only be selected to enhance <u>one</u> Proficiency Skill.
Tier 2:
Treat any modifier afforded by the Proficiency as 13.
Tier 3:
Treat any modifier afforded by the Proficiency as 15.
Prerequisites: *Prof. 10 (in chosen Proficiency).*

Conditioning:
Cost: *60xp*
Choose an Attribute with an assignment of less than 3. Raise that assignment by 1, and one may increase the assignments of any of its governed Traits by 5 total. Follow the same rules for assigning each as during creation. One may obtain this Skill any number of times, though losing the benefits of the fourth latest instance upon obtaining (e.g. benefit 3x).
Prerequisites: *May not be selected during character creation.*

Minor Fate:
Cost: *25xp*
This Skill is <u>Temporary</u>. After performing any Roll, upon seeing the result, one may choose to Reroll, keeping whichever result they prefer and ignoring the other. Once this Skill has been used, it is lost unless relearned.

Attribute-Based:

Strong Back:
Cost: *15xp*
Increase one's effective Weight by one's Strength for the calculations involving moving/holding weights.

Might Makes Right:
Cost: *25xp*
When performing an action, for the cost of 2 Skill Points, one may apply their Strength as an additional bonus to any Dexterity or Vigor governed bonuses for that action.

Fleet of Foot:
Cost: *15xp*
Increase one's Base Movement Limit by one's Agility.

Quick to Act:
Cost: *25xp*
Decrease the Initiative of all actions one declares by one's Agility, to a minimum of halve the usual value.

Miserable Motivation:
Cost: *15xp*
For every 5 Pain one is suffering, one may ignore an amount of Fatigue and Exhaustion equal to one's Vigor.

Adrenaline:
Cost: *25xp*
Whenever one would receive a Wound/Injury Status or Stress, one may ignore an amount of Pain equal to 3x one's Vigor for one minute, as well as ignore up to an additional 10 Stamina when determining gains to one's Stamina Combo. One must Rest before regaining use of this ability.

Passive Learner:
Cost: *15xp*
Whenever one would gain xp as a product of adventure or Study, one gains an additional amount equal to their Intellect. One must fully engage in an Extended Rest to benefit from this Skill again once receiving its bonus.

Insatiable Curiosity:
Cost: *25xp*
During Downtime, one may gain an amount of xp each week equal to one's Intellect unless specifically Studying/Reflecting.

Gut Feeling:
Cost: *15xp*
Whenever one would make a Roll, for the cost of 3 Skill Points, one may raise or lower the result by up to one's Acuity.

Force of Personality:
Cost: *25xp*
When performing the Speak action, for the cost of 4 Skill Points, select a number of individuals, up to one's Acuity, whom one is visible to (one may select themselves). All those selected may end one Mental Status they are inflicted with, or otherwise gain one level of the Inspired Status.

Combat Skills:

Skill of Arms:

Melee Weapon Proficiency:
Cost: 15 for Levels 1-5, 5x Level for Levels 6-10 (275xp Total)
When selecting the first level of the Skill, choose a weapon. Increase one's Melee Proficiency with the chosen weapon by the level of this Skill. May be obtained for each weapon.

Precise Strikes:
Cost: 35/20/15 (70xp Total)
Tier 1:
One may use the Aim attack tertiary.
Tier 2:
One may use the Strike attack tertiary.
Tier 3:
One may use the Caution attack tertiary.
Prerequisites: Melee Weapon Prof. of (3/5/7) per tier.

Empowered Blows:
Cost: 20/15/10 (45xp Total)
Tier 1:
One may use the Power Attack attack tertiary.
Tier 2:
One may use the Reach attack tertiary.
Tier 3:
If using a Two-Handed grip, apply the 10's of an attack's result to the damage tier inflicted.
Prerequisites: Melee Weapon Prof. of (3/5/7) per tier.

Speed of Attack:
Cost: 25/25/40 (90xp Total)
Tier 1:
When performing the Rush action, for the cost of 2 Skill Points, it costs no AP, and instead reduces the AP cost of the attack by one's Proficiency with that weapon.
Tier 2:
Whenever one would miss an attack, one may regain up to 5 AP (this AP is added to one's "unspent" reserves).
Tier 3:
When performing consecutive attacks with a weapon with a Heft less than one's Dexterity, reduce the AP cost of each subsequent attack by the difference. If one redeclares any of these attacks, the rest must be undeclared as well.

Opportunism:
Cost: 20/30/30 (80xp Total)
Tier 1:
When declaring actions during an Opening, one may use the base cost rather than treating them as novel actions.
Tier 2:
When Hidden, treat the Avoidance of one's target as 0. If performing a Hit Roll (melee or ranged) against an individual not Facing oneself, use only their Base Avoidance.
Tier 3:
When performing an attack against the back of an opponent who is Off-Balance or Prone, for the cost of 3 Skill Points, treat the result as Critical.

Marksmanship:

Ranged Weapon Proficiency:
Cost: 15 for Levels 1-5, 5x Level for Levels 6-10 (275xp Total)
When selecting the first level of the Skill, choose a weapon. Increase one's Ranged Proficiency with the chosen weapon by the level of this Skill. May be obtained for each weapon.

Keen Aim:
Cost: 35/20/15 (70xp Total)
Tier 1:
When Rolling to randomly determine where a target is struck, one may add or subtract up to one's Proficiency plus one's Dexterity for the cost of 1 Skill Point.
Tier 2:
When performing the Aim action, for the cost of 1 Skill Point, one may ignore that their target is moving.
Tier 3:
For the cost of 2 Skill Points, when firing a shot, one may land the shot against a specific area of a target on any type of Hit.
Prerequisites: Ranged Weapon Prof. of (3/5/7) per tier.

Fire Control:
Cost: 20/15/10 (55xp Total)
Tier 1:
Halve the AP cost of the Fire, Loose, or Throw actions (rounded up) if performed with no addended actions.
Tier 2:
Reduce any penalty to the Dispersion of one's shots inflicted by one's position by 2.
Tier 3:
When determining where a shot would scatter, one may add or subtract 1 from both the value of the 10's and 1's places.
Prerequisites: Ranged Weapon Prof. of (3/5/7) per tier.

Deft Handling:
Cost: 30/15/15 (60xp Total)
Tier 1:
When declaring the Aim action, for the cost of 3 Skill Points, one may automatically apply the benefit of the Steady action to one's next shot, as well as declare another Ranged Action as if it were a tertiary action (such as Draw, Throw, or Fire).
Tier 2:
For the cost of 1 Skill Point, one may addend the Reload action to the Run or Sprint actions at no additional AP cost.
Tier 3:
When firing a shot, for the cost of 3 Skill Points, the projectile ricochets, retaining its original Momentum, and one decides an angle within 90 degrees for its new trajectory.

Ammo Usage:
Cost: 15/15 (30xp Total)
Tier 1:
One may carry a weight in ammo up to their Ranged Weapon Proficiency without penalty against their Encumbrance.
Tier 2:
Given time, one may always recover any ammo they fire.

Brawling:

Unarmed Proficiency:
Cost: 10 for Levels 1-5, 3x Level for Levels 6-10 (170xp Total)
Increase one's Unarmed Proficiency by the level of this Skill.

Grapple Proficiency:
Cost: 4 for Levels 1-5, 2x Level for Levels 6-10 (100xp Total)
Increase one's Grappling Proficiency by the level of this Skill.

Unarmed Attack:
Cost: 20xp
One gains Proficiency in an advanced (e.g. not known to all individuals) unarmed attack of one's choosing.

Offense:
Cost: 15/15 (30xp Total)
Tier 1:
Add one's Unarmed Prof. to the Hit Roll of any unarmed attack performed against an Off-Balance target.
Tier 2:
For the cost of 1 Skill Point, one may ignore the Power limitations of a one-handed (or footed) attack.

Defense:
Cost: 15/15 (30xp Total)
Tier 1:
One may use the Block and Parry actions against other unarmed attacks. Treat the Block/Heft values as equal to one's Weight.
Tier 2:
Whenever successfully performing an Intercept Roll as above, one may initiate the Grab hold against the opponent's Limb as part of that action (this costs no extra AP).

Wrestling:
Cost: 10/15/25 (50xp Total)
Tier 1:
One may both change hold and increase tightness by a single use of the Grasp action.
Tier 2:
One may use the Flip and Wrench actions.
Tier 3:
For the cost of 2 Skill Points, one may ignore the Stamina cost of the Struggle or Escape actions.
Prerequisites: Grapple Prof. of (3/5/7) per tier.

Restraining:
Cost: 10/15/25 (50xp Total)
Tier 1:
One may use the Choke and Nelson Holds.
Tier 2:
One may use the Armlock, Armbar, and Keylock Holds.
Tier 3:
One may perform the Grasp action at no Stamina cost.
Prerequisites: Grapple Prof. of (3/5/7) per tier.

Guard:

Intercept Proficiency:
Cost: 2 for Levels 1-5, 2 + Level for Levels 6-10 (60xp Total)
Increase one's Intercept Proficiency by the level of this Skill.

Block Proficiency:
Cost: 3 for Levels 1-5, 5 + Level for Levels 6-10 (80xp Total)
Increase one's Block Proficiency by the level of this Skill.

Parry Proficiency:
Cost: 5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)
Increase one's Parry Proficiency by the level of this Skill.

Blocking:
Cost: 20/30/40 (90xp Total)
Tier 1:
One may ignore the Stamina cost of the Block action if the Heft of one's weapon equals or exceeds that of the weapon performing the attack.
Tier 2:
When performing the Block action one may treat a successfully Intercepted attack as not being Critical.
Tier 3:
For the cost of 1 Skill Points, one may reduce the effect of a Major Failure to simply a Failure when using the Block action.
Prerequisites: Block Prof. of (3/5/7) per tier.

Parrying:
Cost: 20/30/40 (90xp Total)
Tier 1:
One may use the Parry action if Off-Balance.
Tier 2:
For the cost of 1 Skill Point, one may add their Dexterity to their modifier for Intercept checks made to Parry.
Tier 3:
For the cost of 2 Skill Points, one's Guard may occupy any position relative to an attack while parrying.
Prerequisites: Parry Prof. of (3/5/7) per tier.

To Arms:
Cost: 10/20/20 (50xp Total)
Tier 1:
One may perform the Change Guard or Change Grip actions for free once per Round.
Tier 2:
When one performs the Draw Weapon action, one may reduce its Initiative that Step by one's Weapon Proficiency.
Tier 3:
While declaring actions, for the cost of 1 Skill Point, one may reduce the total AP cost of the Change Guard or Restore Guard actions by one's Weapon Proficiency plus Dexterity for this Round, to a minimum of 3.

Battlesense:

Gauge Swings:
Cost: 35/40/45 (120xp Total)
Tier 1:
One may determine if an attack originating from an Engaged enemy will Hit or Miss oneself prior to any redeclarations.
Tier 2:
One may additionally determine the exact result of an attack Roll originating from an Engaged enemy.
Tier 3:
At the beginning of each Step, one may know if the declared action of an Engaged enemy is an attack the following Step.

Combat Awareness:
Cost: 15/25/35 (75xp Total)
Tier 1:
Beginning each Step, one may know the Initiative of any Engaged enemies.
Tier 2:
Beginning each Round, one may know how many actions any Engaged enemies have declared.
Tier 3:
Beginning each Round, one may know how much unspent AP any Engaged enemy has retained.

Rangefinding:
Cost: 15/25/40 (80xp Total)
Tier 1:
For the cost of 1 Skill Point, one may freely determine their exact distance from an Engaged enemy prior to declaring any action.
Tier 2:
For the cost of 1 Skill Point, one may determine their distance from a target which they can clearly see, to the nearest foot, prior to declaring an action.
Tier 3:
One may freely know either of the prior distances at any time.

Probing:
Cost: 15/25 (40xp Total)
Tier 1:
One may addend the Discern action to a melee attack at no additional AP cost. Upon a success, one learns a detail such as the Combat Skills or Proficiencies of one's opponent.
Tier 2:
If one would successfully perform the Discern action against an opponent three or more times, for the remainder of that call to Call to Action one may double the Proficiency bonus they apply Hit & Intercept Rolls against that enemy.

Poise & Stance:

Balance:
Cost: 15/15/15 (45xp Total)
Tier 1:
Whenever one would perform a Balance Roll, upon a success, one regains an amount of Balance equal to their Grace.
Tier 2:
One may perform either the Brace or Repose action for free once per Round.
Tier 3:
At the start of a Round, for the cost of 3 Skill Points, ignore the effects of being Off-Balance until the end of the Round.

Nimble Stance:
Cost: 15/20/25 (60xp Total)
Tier 1:
For the cost of 2 Skill Points, one may treat the Repose action as a secondary action and as repeatable.
Tier 2:
At the beginning of each Round, if one used the Repose action the previous Round, one regains Balance equal to their Grace.
Tier 3:
If one has performed the Repose action this Round, if an individual with whom one is Engaged would create an Opening, one may declare the Move action for no AP cost in addition to any other actions.

Steady Stance:
Cost: 15/20/25 (60xp Total)
Tier 1:
When one performs the Brace action, for the cost of 2 Skill Points, that action costs no Stamina, and one may add their Weight to the bonus it provides.
Tier 2:
Ending each Round, if one has performed the Brace action, reduce one's Stamina Combo by 1.
Tier 3:
Whenever one performs the Brace action, one may choose to adopt its Bonus as one's Passive Guard.

Armor:

Armor Proficiency:
Cost: 10 for Levels 1-5, 3x Level for Levels 6-10 (170xp Total)
Increase one's Proficiency with a chosen type of armor by the level of this Skill. May be taken independently for each type.

Mobility:
Cost: 15/20/25 (60xp Total)
Tier 1:
Reduce the total apparent Hindrance to one's Movement Limit from all worn armor by 1.
Tier 2:
One may ignore any weight penalty from worn armor.
Tier 3:
Halve the total apparent Restriction one feels from all their worn armor during a Call to Action.
Prerequisites: Armor Prof. of level (3/5/10) per tier.

Resistance:
Cost: 15/20/25 (60xp Total)
Tier 1:
While benefiting from the Dodge action, if one is struck by a melee attack, if the armor not at 0 Integrity treat it as being fully uncompromised.
Tier 2:
If one is struck by a Critical melee attack, and is not Pinned/immobilized and is wearing armor, then for the cost of 1 Skill Point one may negate that Critical result.
Tier 3:
For the cost of 2 Skill Points, while benefiting from the Brace action and wearing armor, whenever one would next be struck this Round, reduce the Wound tier of the attack by 1 (cumulative with armor resistance, may negate a Wound).
Prerequisites: Armor Prof. of (3/5/10) per tier.

Shields:

Shield Proficiency:
Cost: 2 for Levels 1-5, 5 + Level for Levels 6-10 (75xp Total)
Increase one's Proficiency with a chosen shield by the level of this Skill. May be taken independently for each shield.

Shield-Bearing:
Cost: 35/20/15 (70xp Total)
Tier 1:
One may use a shield with which they are proficient to perform the Block action.
Tier 2:
Ignore any penalty to attacks one performs that would be obstructed by their shield.
Tier 3:
One may perform the Push, Shove, and Bash attacks with their shield, using its Proficiency.
Prerequisites: Shield Prof. of (3/5/7) per tier.

Dodging:

Dodge Proficiency:
Cost: 5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)
Increase one's Dodge Proficiency by the level of this Skill.

Dash:
Cost: 20/25/30 (75xp Total)
Tier 1:
One may gain both a movement bonus and Avoidance bonus from the Dodge action if it was repeated 3 or more times.
Tier 2:
For the cost of 2 Skill Points, one may increase the bonus movement gained from Dodging by 1.5x.
Tier 3:
For the cost of 3 Skill Points, one may choose to not count movement from Dodging against one's Move Limit.
Prerequisites: Dodge Prof. of (3/5/7) per tier.

Acrobatics:
Cost: 20/25/30 (75xp Total)
Tier 1:
Reduce the Initiative of any Dodge actions one takes by a value equal to one's Reflex.
Tier 2:
For the cost of 2 Skill Points, one may ignore any penalty to Balance inflicted by Dodging.
Tier 3:
For the cost of 3 Skill Points, one may apply their Base Avoidance when applying bonuses from Dodging.
Prerequisites: Dodge Prof. of (3/5/7) per tier.

Advanced Techniques:

Kip-Up:
Cost: 10xp
When declaring the Rise action, for the cost of 1 Skill Point, one may reduce the AP cost of that action by one's Reflex, and declare the action as if it were a Tertiary action.

Rank and File:
Cost: 15xp
When one would use the Move action, up to 2 allied individuals within one's Reach may move in unison during that action at no AP cost to themselves.

Skullfort:
Cost: 20xp
One may not suffer the Concussion or Knock-Out Vital Wounds if wearing a secured helmet.

Drunken Master
Cost: 20xp
One gains 5 base Avoidance per level of the Intoxicated Status one is currently experiencing. At a level of 3, once per Round, one may perform the Dodge action for the cost of 2 Skill Points rather than its AP cost.

Ambush:
Cost: 25xp
When catching another individual by Surprise, one may use spend a full 100 AP during the Surprise Round.

Tactical Roll:
Cost: 25xp
When one performs the Dodge action, for the cost of 2 Skill Points, one may change their Facing, and immediately addend the Move action (at no additional cost), rolling away. In such a case, one does not provoke an Opening.

Shield Formation:
Cost: 30xp
One and one's allies may benefit from the passive coverage of each other's shields if every individual is within mutual Reach.

With the Wind:
Cost: 35xp
Whenever one is benefiting from the Dodge action and would be struck by an attack, for the cost of 2 Skill Points, one may increase their effective damage Resistance against that attack by one's Grace.

Fancy Footwork:
Cost: 40xp
Whenever a Call to Action occurs, for the cost of 3 Skill Points, one may increase their Avoidance by 1.5x for the duration of that Call to Action. This is applied to one's base Avoidance plus Grace, prior to any other modifiers.

Rending Strike:
Cost: 15xp
Melee attacks one lands against armor always reduce its Integrity by 1 greater (cumulative with other effects).

Brandish:
Cost: 20xp
When one first draws their weapon during a Call to Combat, one may force an enemy with mutual line of sight to make a Contested Instinct Roll. If one is the victor, their opponent suffers the Fear Status, or if already so afflicted, instead suffers the Terror Status.

Bully:
Cost: 25xp
During a Call to Action, any melee attack one makes which targets an individual Engaged with oneself and at least one other allied individual may be treated as benefiting from the Aim tertiary (at no additional cost/Initiative).

Vendetta:
Cost: 25xp
During a Call to Action, any melee attack one makes may be considered as benefiting from the Power Attack tertiary so long as it targets the last individual who inflicted damage to oneself (at no additional cost/Initiative).

Underhanded:
Cost: 25xp
Whenever one declares an attack with a melee weapon, for the cost of 1 Skill Point, one may declare an unarmed melee attack as a Secondary action addended to that attack. Treat the Initiative of this new attack as the same as the original attack.

Brutalize:
Cost: 25xp
When one would hit an enemy with a strike benefiting from the Power Attack action, for the cost of 1 Skill Point, worsen another Wound that area is afflicted with by 1 tier.

Vicious Criticals:
Cost: 30xp
For the cost of 2 Skill Points, one may treat the damage tier of a Critical attack as 1.5x greater.

Hack and Slash:
Cost: 30xp
Whenever one would inflict a Cleaving Wound or a Critical Laceration, for the cost of 3 Skill Points one may inflict the Dismemberment Vital Wound.

Make it Whistle:
Cost: 40xp
While declaring attacks, for the cost of 2 Skill Points, reduce the AP cost of a declared attack by one's Power.

Quick Draw:
Cost: 15xp
When one addends the Manipulate Item action to the attack action, one may ignore its AP cost.

Sharpshoot:
Cost: 30xp
When performing the Aim action against a target within Close Range, for the cost of 2 Skill Points, one may select a target as small as the width of the ammunition one is to fire, treating it as the size of limb for the purposes of hitting it.

Volley Fire:
Cost: 30xp
If firing a triggered weapon with an ammo capacity over 1, one may perform addend the Fire action as many times as one wishes to the Steady action at no AP cost, for the cost of 1 Skill Point per instance. If firing a drawn weapon, one may perform the Reload action as described above.

10ft Pole:
Cost: 30xp
When wielding a polearm against an Engaged opponent with a shorter Reach, if one successfully strikes the opponent they are prevented from using a movement action to advance any closer to oneself for the remainder of the Round.

Arcing Blow:
Cost: 35xp
Whenever one would miss a Slashing attack, one may select a new valid target which requires no alteration to one's position or initial Guard position save for pivoting. Perform a Hit Roll against that target as a part of the original action, changing one's Facing as necessary.

Impale:
Cost: 35xp
Whenever one performs a Piercing melee attack against a Pinned target, one may treat the attack as having being <u>Penetrating</u>.

Fling:
Cost: 35xp
Whenever one would deal Concussive damage to a target with which they are Engaged, reduce the Balance of the target by the damage tier, forcing them to make a Balance Check if the attack is Critical.

Deflection:
Cost: 35xp
When performing the Parry action, for the cost of 1 Skill Point, one may attempt to deflect an incoming projectile, doing so upon a Major success. For the cost of 2 Skill Points, one may force a parried melee attacker's Guard to become Open on any success.

Bodyguard:
Cost: 25xp
If an attack is performed against another individual within one's Reach, one may use a shield or weapon to perform the Block action on behalf of the target. For the cost of 1 Skill Point, one may Block from any angled Guard position.

Covered Blow:
Cost: 40xp
When making an attack, for the cost of 2 Skill Points, one may additionally treat the weapon as Blocking for the duration of that Set.

Feint:
Cost: 40xp
Just prior to when one makes a Hit Roll, for the cost of 3 Skill Points, one may change the attack they are to perform. One may perform any actions necessary to change one's Guard for no AP, up to the total cost of one's Reflex plus Weapon Prof. (no other actions may be performed). The new attack must be valid based on one's new Guard, with one paying any additional difference in costs. Upon doing so, the new attack is performed as if it were the original declaration. This provokes no opportunity to redeclare actions.

Offhand Weapon:
Cost: 45xp
One may attempt to use a weapon in one's offhand if of a lesser Heft than one's main weapon. One must be proficient in use of that weapon, and either Ambidextrous or otherwise trained for use in one's offhand (see Left-Handed). For the cost of 1 Skill Point, when Blocking/Parrying with one weapon, reduce the AP cost of the next attack one performs with the other by one's Dexterity, or vice versa.

No Quarter, Against All Odds:
Cost: 45xp
If Engaged with more than one target, one gains a bonus to their Avoidance and Melee Hit Rolls of 10 for each individual beyond the first (to a maximum of 30).

Redirect:
Cost: 45xp
Whenever one performs the Parry action, if it is a Major success, then for the cost of 3 Skill Points, one may attempt to redirect the attack, causing it to instead target a third individual, using its original result. If the result of one's Intercept Roll was Critical, one may redirect the attack to strike the individual performing it.

Riposte:
Cost: 45xp
Whenever another individual with which one is Engaged creates an Opening, for the cost of 3 Skill Points, one may declare any actions they wish as normal, and the Open individual may not declare any actions during that Opening.

Magic Skills:

General:

Archetype Expertise:
Cost: 75/100/125 (300xp Total)
Tier 1:
One gains a Novice Tier of Expertise in a spellcasting archetype of one's choice. Select one instance of the Simple Spell and Ideal (Tier 2) Skills at no additional cost. This Skill may be obtained for each individual spellcasting archetype.
Tier 2:
One gains an Expert Tier of Expertise in the chosen archetype. Select an additional instance of the Simple Spell and Ideal (Tier 2) Skills at no additional cost. This Tier may <u>not</u> be taken for more than one spellcasting archetype.
Tier 3:
One gains a Master Tier of Expertise in the chosen archetype. Select one instance of the Moderate Spell Skill at no cost.
Prerequisites: One must learn one <u>underlined</u> Novice Skill of one's archetype before advancing to the 2nd Tier of this Skill.

Potency:
Cost: 3 for Levels 1-25, 7 for Levels 26-50 (250xp Total)
Increase one's Spell Potency by the level of this Skill.

Ideals:
Cost: 1xp per Mana Value (5 Minimum)
One gains Familiarity with one Ideal. One must have at least a Novice, Expert, or Master Expertise with a spellcasting archetype to select a Tier 2, 3, or 4 Ideal respectively. May be obtained independently for each Ideal.

Component Swap:
Cost: Half Corresponding Spell Skill
Choose a new component requirement for any spell one knows. This skill may be obtained any number of times per spell, and for any number of spells.

Spells:

Simple:
Cost: 15xp
One gains the ability to cast a Simple spell of one's choice. May be obtained independently for each Simple spell. One may not select more than <u>3</u> instances of this Skill unless possessing a tier of Archetype Expertise Skill.

Moderate:
Cost: 30xp
One gains the ability to cast a Moderate spell of one's choice. May be obtained independently for each Moderate spell. One must have at least a Novice Expertise in spellcasting.

Advanced:
Cost: 60xp
One gains the ability to cast an Advanced spell of one's choice. May be obtained independently for each Advanced spell. One must have at least an Expert Expertise in spellcasting.

Complex:
Cost: 120xp
One gains the ability to cast a Complex spell of one's choice. May be obtained independently for each Complex spell. One must have a Master Expertise in spellcasting.

Supraspells:

Actualizer:
Cost: 20xp
Choose a Supraspell of the Actualizer type. One may use that Supraspell per its description. May be obtained independently for each Supraspell.

Enhancer:
Cost: 25xp
Choose a Supraspell of the Enhancer type which is linked to a spellcasting archetype in which one has at least a Novice Expertise. One may use that Supraspell per its description. May be obtained independently for each Supraspell.

Esoterica:

Focus Pocus:
Cost: 10xp
For the cost of 2 Skill Points, one may substitute any component of a spell with a tier 3 Focus instead.

Physiologically Inured:
Cost: 15xp
One may Reroll the result for Potion Miscibility once per instance of drinking a potion.

Combat Caster:
Cost: 15xp
One may additionally ignore an amount of Pain equal to one's Focus for the purposes of spell casting. For the cost of a Skill Point, one may ignore any Stress they are experiencing for the purposes of spell casting.

Caster's Consideration:
Cost: 15xp
While casting a spell, one may choose a number of individuals (including oneself) or objects (of one's size or less) equal to one's Acuity. The selected targets receive no damage from the spell, and may double their results for any Roll made to resist the effects of the spell.

Elemental Inclination:
Cost: 25xp
Chose from the Cold, Caustic, Electric, or Hot Burning damage types. Increase the damage tier of any corresponding spells by either one's Intellect or Acuity. For the cost of 2 Skill Points, one may ignore the base Mana cost of a spell which deals the corresponding damage when casting the spell.

Persistent Denial:
Cost: 30xp
One may spend up to twice one's AP limit in a Round, so long as any excess is spent to perform counter-magic. Reduce one's AP limit by the excess amount spent the following Round.

Coven:
Cost: 30xp
If another individual is casting a spell within one's own Casting Range, one may perform the Cast action using the same component(s) to contribute an Ideal to their casting process should they elect to receive it. One must recognize the spell. The casting of the spell then relies on all casters.

Hexcrafter:
Cost: 30xp
When casting a spell with a duration which would effect an unwilling individual, one may render it semi-permanent. If the target has failed any Rolls to resist the spell, one may use the Anchor Supraspell so long as one either the target or Mana source is available to oneself, as well as upon spells which would require Concentration.

Mana-Masquerade:
Cost: 30xp
Double the result of any Roll one makes to remain obscured from the effects of divination, and likewise half the result of any divination-related Roll made against oneself.

Mana-Sensitive:
Cost: 35xp
One may utilize an additional sense to detect the presence of intangible magic, such as divination applied against oneself or invisible spell effects or targets. This makes one aware of its presence, though does not reveal its specifics. Treat this sense as Poor, and use one's Instinct as a bonus and no other values.

Enhanced Meditation:
Cost: 40xp
When engaged with any ongoing process which would manipulate Ideals (reconsidering, Supraspells, archetype skills, etc.), one may reduce the required duration (in minutes) by the sum of one's Focus and Instinct.

Aura-Attuned:
Cost: 40xp
If one is aware of an individual and they are within one's Casting Range, for the cost of 1 Skill Point one may make an Insight Roll against a PV70 (if in physical contact, this requires no Skill Point cost). Upon a success, one is told an Ideal which best represents either the target as a whole, or their current mental state (one is aware of either distinction).

Fraternize Familiar:
Cost: 40xp
When obtaining a familiar, one may permanently anchor it to oneself. When doing so, one may use the Anchor Supraspell with oneself as the "source", counting the Mana value of the familiar's Ideal against one's Subsumption limit. This allows a familiar/bond to persist without any necessary upkeep.

Potion Brewing:
Cost: 40xp
One is granted the knowledge such that they may prepare potions via the Infuse Supraspell that are not counted against one's Subsumption limit. See the corresponding Potion Brewing section for the rules regarding this process.

Philtre Preparation:
Cost: 40xp
One is granted the knowledge such that they may prepare philtres via the Infuse Supraspell that are not counted against one's Subsumption limit. See the corresponding Philtre Preparation section for the rules regarding this process.

Arcanoprogramming
Cost: 40xp
One is capable of generating a spell program during the process of Considering Ideals.

Visager:

Focus Familiarity:
Cost: 10xp
Treat the Focus Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: At least Novice Visager Expertise.

The Fundamentals:
Cost: 20xp
When one would contribute an Ideal to a spell, if one is Familiar with at least one constituent of the contributed Ideal, one may apply the benefits of that Familiarity in addition to any Familiarity one has with the contributed Ideal. This may potentially reduce the cost of that Ideal to 0.
Prerequisites: At least Novice Visager Expertise.

Breadth of Knowledge:
Cost: 20xp
When casting a spell, prior to contributing any Ideals, for the cost of one Skill Point one may change one Considered Ideal to a different valid Ideal which one is Familiar with.
Prerequisites: At least Novice Visager Expertise.

Refocus:
Cost: 25xp
When casting a spell, for the cost of 2 Skill Points, one may ignore any Mana costs paid the previous Round.
Prerequisites: At least Novice Visager Expertise.

Mutually Legible:
Cost: 25xp
When Reconsidering Ideals, one may change the Component requirements of any spell one knows after contemplating it for a number of minutes equal to its Base Mana cost.
Prerequisites: At least Novice Visager Expertise.

Spellbook:
Cost: 30xp
When Reconsidering Ideals, one may Consider a single non-Complex spell one knows and has recorded material describing, using its Base Mana cost. Upon doing so, one may ignore its Base Mana cost during casting, along with the cost of any optional/variable Ideals with which one is Familiar.
Prerequisites: At least Novice Visager Expertise.

Rapid Research:
Cost: 30xp
While Studying/Reflecting on matters related to magic and the arcane, one may increase the rate at which one gains xp by a value equal to one tenth one's Memory (from 1x base).
Prerequisites: At least Novice Visager Expertise.

Iteration:
Cost: 50xp
One may treat any Ideal as being Considered if they are actively Considering each of its constituents and are Familiar with these Ideals.
Prerequisites: At least Expert Visager Expertise.

Deliberate Delivery:
Cost: 50xp
When casting a spell, for the cost of 1 Skill Point, one may increase the AP cost of the spell by the mana value of any required Ideals rather than pay their cost in Mana.
Prerequisites: At least Expert Visager Expertise.

Hypothesis:
Cost: 50xp
For the cost of 1 Skill Point, if one is Familiar with every Ideal necessary to the casting of a spell, one may substitute one required Ideal for a different Ideal one is Familiar with.
Prerequisites: At least Expert Visager Expertise.

Annotate:
Cost: 60xp
Whenever one would learn a spell, one may learn an additional spell of lower Tier of complexity, as long each spell shares a required Ideal.
Prerequisites: At least Expert Visager Expertise.

Reliable Methodology:
Cost: 60xp
One may attempt to cast a spell which they do not know. To do so, one must spend 2 Skill Points during the casting of the spell, have access to literature describing how the spell may be cast, and one must make a Miscast Roll against the Base Mana of that spell (applying any other relevant penalties).
Prerequisites: At least Expert Visager Expertise.

Complete Catalog:
Cost: 100xp
One is treated as Considering every Tier 1 Ideal at all times.
Prerequisites: At least Master Visager Expertise

Dissertation:
Cost: 100xp
Working with the GM, one may invent a new spell. In addition to the primary effect, this includes Ideals, casting parameters, Augmenting, Miscasts, etc., with an appropriate tier of complexity. This spell is added to one's repertoire, and includes sufficient knowledge to produce documentation and materials describing the spell, to a sufficient degree that it may be taught to others and distributed (should one wish).
Prerequisites: At least Master Visager Expertise

Shaper:

Material Mastery:
Cost: 10xp
Treat the Material Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: At least Novice Shaper Expertise.

Siphon Power:
Cost: 20xp
One may forcibly destroy the effect of an Infusion to add one of its constituent Ideals to one's Subsumption limit. For the cost of 2 Skill Points, this may instead be an Imbuement with at least half charge, draining all charges (not destroying it).
Prerequisites: At least Novice Shaper Expertise.

Metaphysical Transmutation:
Cost: 20xp
One may use the Subsume Supraspell on a Tier 1 Ideal which one has already Subsumed. Upon doing so, one may convert it to any other Tier 1 Ideal, so long as it would not exceed one's Subsumption Limit.
Prerequisites: At least Novice Shaper Expertise.

Elemental Realization:
Cost: 25xp
When one would spend Skill Points as a part of an Actualizer Supraspell, one may instead gain 5 Exhaustion per Skill Point.
Prerequisites: At least Novice Shaper Expertise.

Decompose:
Cost: 25xp
When contributing an Ideal to a spell, one may sacrifice additional material components to forgo the Mana Cost of that Ideal. The component must be of an equivalent or higher tier than the Ideal and be related to the Ideal conceptually. This may only be done for one Ideal per spell.
Prerequisites: At least Novice Shaper Expertise.

Mana Manifest:
Cost: 30xp
When Subsuming an Ideal, one my treat it as being one Tier lower when counting it against one's Subsumption Limit.
Prerequisites: At least Novice Shaper Expertise.

Skillful Subsumption:
Cost: 30xp
One learns the Subsume Supraspell and when used, may mitigate a cumulative cost in Skill Points up to one's Acumen. Once this value is met, one must recover to 0 Exhaustion before benefiting from this Skill again.
Prerequisites: At least Novice Shaper Expertise.

Disintegrate:
Cost: 50xp
When contributing Ideals to a spell, one may contribute a constituent Ideal of a currently Subsumed Ideal. Upon doing so, the original Ideal is no longer Subsumed, and instead its constituent Ideals (besides the contributed Ideal) become actively Subsumed.
Prerequisites: At least Expert Shaper Expertise.

Spell Stowage:
Cost: 50xp
One may Subsume spells as if they were an Ideal. Use the Mana value of the spell, otherwise treating the spell as a Tier 1 Ideal. When later casting that spell, one may contribute a Subsumed instance of it to omit its Base Mana Cost.
Prerequisites: At least Expert Shaper Expertise.

Recycle:
Cost: 50xp
When casting a spell, one may contribute an instance of any Subsumed Ideal to gain a number of Skill Points equal to its Tier (this is not related to Augmenting the spell).
Prerequisites: At least Expert Shaper Expertise.

Impowered Infusion:
Cost: 60xp
One may count a spell Infusion against one's Subsumption limit 3 additional times to render it an Imbuement with a number of charges equal to one's Acumen. One use costs 3 charges, which are replenished via the highest Mana Ideal. One may only have one such effect at any given time.
Prerequisites: At least Expert Shaper Expertise.

Reanchor:
Cost: 60xp
When Infusing an item with a spell, one may perform each step two additional times. The Infusion becomes anchored to the item, no longer counting against one's Subsumption limit.
Prerequisites: At least Expert Shaper Expertise.

Supersubsume:
Cost: 100xp
One may Subsume an existing Imbuement or Enchantment from an existing item (use a Mana value of 10 if undefined), using oneself as the anchor. One may use the effect via one's own body if applicable, otherwise it may be temporarily reinvested into another item of similar quality/value. In such a case it is still Subsumed, unless returned to the original item.
Prerequisites: At least Master Shaper Expertise

Organized Efficiency:
Cost: 100xp
One may keep a separate Subsumption Limit of equal to half the value of the standard limit. This alternate limit may not be used to track Subsumed Ideals.
Prerequisites: At least Master Shaper Expertise.

Evoker:

Guttural Gesture:
Cost: 10xp
Treat the Motive Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: At least Novice Evoker Expertise.

Spellsling:
Cost: 20xp
When performing the Cast action, reduce its final Initiative value by one's Instinct (to a minimum of 10).
Prerequisites: At least Novice Evoker Expertise.

Inscrutable Inspiration:
Cost: 20xp
Whenever Reconsidering Ideals, for the cost of 3 Skill Points one may <u>randomly</u> determine up to three Ideals of any level prior to finalizing any choices. Treat these Ideals (though no constituent Ideals) as both Considered and Familiar for a number of hours equal to one's Instinct, increasing the bonus by 3 for those already Familiar.
Prerequisites: At least Novice Evoker Expertise.

Reverse Fate:
Cost: 25xp
Whenever one Rolls a result that would cause a Mishap, for the cost of 2 Skill Points, one may inflict it upon another individual within one's Casting Range. This may apply to any result shown as a product of the Force of Will Skill.
Prerequisites: At least Novice Evoker Expertise.

Confidently Corporeal:
Cost: 25xp
Apply a positive modifier of half one's Spell Potency to any Roll made to resist the effects of a spell or magic.
Prerequisites: At least Novice Evoker Expertise.

Force of Will:
Cost: 30xp
One may reroll the first failed Roll to determine a Miscast. If one chooses not to do so, then for the cost of 1 Skill Point one may instead treat a Mishap as simply a Miscast.
Prerequisites: At least Novice Evoker Expertise.

Heightened Emotions:
Cost: 30xp
While suffering Stress, apply this value (up to one's Instinct) to one's Spell Potency. While suffering Pain, apply this value (up to one's Instinct) to one's Casting Range.
Prerequisites: At least Novice Evoker Expertise.

Second Nature:
Cost: 50xp
Whenever one successfully casts a spell, one may Roll a d100. On a Critical result, one may ignore the Mana cost of one contributed Ideal with which one is Familiar.
Prerequisites: At least Expert Evoker Expertise.

Overcharge:
Cost: 50xp
One may apply up to two Enhancers per casting of a spell.
Prerequisites: At least Expert Evoker Expertise.

Bone-Deep Familiarity:
Cost: 50xp
Choose an Ideal of Tier 3 or less with which one is Familiar. One is always Considering this Ideal at no penalty, and it costs no Mana to contribute one copy to the casting of a spell.
Prerequisites: At least Expert Evoker Expertise.

Visceral Contribution:
Cost: 60xp
One may elect to suffer Fatigue rather Exhaustion as the cost of paying Mana for a spell.
Prerequisites: At least Expert Evoker Expertise.

Primal Precision:
Cost: 60xp
When selecting the target of a spell, one does not need to be aware of its exact position or see it, selecting the target as if one otherwise could. This does not otherwise alter the behavior of the spell or effect its ability to penetrate cover.
Prerequisites: At least Expert Evoker Expertise.

Signature Spell:
Cost: 100xp
Choose a spell other than a Complex spell. One may cast that spell using Skill Points rather than Mana, for the cost of 2x its tier. One may relearn this Skill to change the selected spell.
Prerequisites: At least Master Evoker Expertise.

Hysteria:
Cost: 100xp
One may reduce the AP cost of any casting process one performs by <u>half</u> their total Stress and Pain.
Prerequisites: At least Master Evoker Expertise

Channeler:

Innate Invocation:
Cost: 10xp
Treat the Verbal Component requirement of any spell one knows as one tier lower, omitting any requirement in the case of a Simple spell for the cost of 1 Skill Point.
Prerequisites: At least Novice Channeler Expertise.

Succor:
Cost: 20xp
While within Hallowed Ground, halve one's Ration and water requirements. If otherwise met sufficiently, one receives the Satiated Status regardless of quality. Likewise, and sleep one experiences grants the Well Rested Status.
Prerequisites: At least Novice Channeler Expertise.

Guidance:
Cost: 20xp
One may un-Subsume an Ideal corresponding to their Domain to receive guidance. This describes if a immediate course of action, location, person, or item aligns with one's Domain, and comes in the form of a sign one may interpret.
Prerequisites: At least Novice Channeler Expertise.

Metaphysical Remuneration:
Cost: 25xp
Whenever one Miscasts a spell without a Mishap, one may ignore any Mana paid for Ideals in the casting of that spell.
Prerequisites: At least Novice Channeler Expertise.

Serendipity:
Cost: 25xp
Whenever one would fail (non-Major) a Roll pertaining to the execution of one's own magic (e.g. as part of a spell effect, not Miscasts, arcana, etc.), one may instead succeed if the margin of failure is less than or equal to one's Insight.
Prerequisites: At least Novice Channeler Expertise.

Hallowed Ground:
Cost: 30xp
Whenever one Rests within Hallowed Ground, for the cost of 4 Skill Points one may become empowered until next they sleep. When empowered, one may apply the benefits of Domain twice. Hallowed Ground is any Place of Power with a metaphysical tie to one's Domain Ideal or chosen affinity.
Prerequisites: At least Novice Channeler Expertise.

Domain:
Cost: 30xp
Choose a Tier 3 Ideal. Whenever one contributes it or its constituent to a spell, Augment the spell at no additional cost with one such Ideal. Select a metaphysical affinity to be associated with this Ideal (such as a deity or force of nature).
Prerequisites: At least Novice Channeler Expertise.

Beseech:
Cost: 50xp
Whenever one benefits from Hallowed Ground, for the cost of 2 Skill Points Subsume a copy of one's Domain Ideal or a constituent at no cost.
Prerequisites: At least Expert Channeler Expertise.

Mend:
Cost: 50xp
While within and empowered by Hallowed Ground, one may reduce an Injury Status by any overall level for a cost in Skill Points of twice the level of reduction.
Prerequisites: At least Expert Channeler Expertise.

Guardian Aide:
Cost: 50xp
When gaining the service of a familiar, one may choose any which share an affinity with one's Domain without need of additional knowledge, and it may be restored via the effect of Hallowed Ground, in place of becoming empowered.
Prerequisites: At least Expert Channeler Expertise.

Providence:
Cost: 60xp
If an individual one can see would succumb to a lethal Injury, one may prevent its application or halt its ongoing effect. If one does so, one may not use this Skill or any magic until one completes an Extended Rest within Hallowed Ground.
Prerequisites: At least Expert Channeler Expertise.

Amplified Augments:
Cost: 60xp
If Augmenting a spell, one may use up to 4 copies of an Ideal.
Prerequisites: At least Expert Channeler Expertise.

Dues ex Machina:
Cost: 100xp
For the cost of one's remaining Skill Points, one may cast any Advanced or lower level spell at no cost or Exhaustion Roll by use of one Cast action. One may not use this Skill again until completing an Extended Rest.
Prerequisites: At least Master Channeler Expertise.

Consecrate:
Cost: 100xp
During the period of a Rest, one may attempt to consecrate a site, requiring 3 cumulative successes. One may make an attempt each hour, paying a cost of 2 Skill Points, via an Insight Roll against a PV inverse of one's Spell Potency. When complete, treat the location as Hallowed Ground, investing into it a limited supply of one's Domain Ideal equal to one's Insight. One may only consecrate one site at any time, and when all such Ideals are used the location loses this property.
Prerequisites: At least Master Channeler Expertise

Practical Skills:

Athletics:

Swimming (Base):
Cost: *10/10/10 (30xp Total)*
Tier 1:
Reduce the AP cost of the Swim action by 5.
Tier 2:
Reduce the AP cost of the Swim action by 10 (total).
Tier 3:
If one would begin Floundering, for the cost of 1 Skill Point one may prevent this from occurring this Round.

Swimming Speed:
Cost: *10/10/10 (30xp Total)*
Tier 1:
One may benefit from the Run action while swimming.
Tier 2:
Reduce the movement penalty of Disturbed waters by 1x.
Tier 3:
One suffers no penalty to movement while in Calm waters.

Swimming Stamina:
Cost: *10/10 (20xp Total)*
Tier 1:
One expends no Stamina to Move through Calm waters.
Tier 2:
Halve any Stamina costs to Move through Disturbed waters.

Climbing (Base):
Cost: *10/10/10 (30xp Total)*
Tier 1:
Reduce the AP cost of the Climb action by 15.
Tier 2:
Treat one's Purchase as one level better when determining Balance loss (ignoring such a loss with Steady Purchase).
Tier 3:
One may climb with one hand otherwise occupied.

Climbing Speed:
Cost: *10/10/10 (30xp Total)*
Tier 1:
Reduce the movement penalty of one's Purchase by 1x.
Tier 2:
One may treat the Climb action as a tertiary action.
Tier 3:
One may double their Movement Limit while climbing if one has a running start as they begin to climb that Round.

Climbing Stamina:
Cost: *10/10 (20xp Total)*
Tier 1:
Halve the Stamina costs for movement while climbing.
Tier 2:
Ignore Purchase modifiers when calculating the distance one has moved for the purpose of Stamina costs.

Running (Base):
Cost: *10/10/10 (30xp Total)*
Tier 1:
No Balance Check is needed for the Run action. Reduce any Balance changes while Sprinting by one's Grace.
Tier 2:
Ignore any unused distance when ending a Sprint.
Tier 3:
For the cost of 1 Skill Point, reduce the AP cost of the Run action by one's Grace.

Running Speed:
Cost: *10/10/10 (30xp Total)*
Tier 1:
One may use the Run action as a Tertiary action.
Tier 2:
Reduce the AP cost of the Sprint action to 30.
Tier 3:
Increase the benefit of the Run/Sprint actions to 4x and 8x.

Running Stamina:
Cost: *10/10 (20xp Total)*
Tier 1:
Reduce the increased Stamina cost for consecutive instances of the Run and Sprint actions to 2 per repetition.
Tier 2:
Increase one's Stamina Combo for only every other instance of the Run action one performs.

Horsemanship:

Handling:
Cost: *20/15/15 (50xp Total)*
Tier 1:
One gains Novice expertise in mount handling.
Tier 2:
One gains Experienced expertise in mount handling.
Tier 3:
One gains Expert expertise in mount handling.

Riding:
Cost: *15/15/10 (40xp Total)*
Tier 1:
Ignore Fatigue imposed by mounted travel, up to a number of hours per day equal to the Tier of one's Handling Skill.
Tier 2:
Increase one's Balance while riding a mount by a value equal to the Tier of one's Handling Skill multiplied by 5. Apply any difference over 100 against negative modifiers.
Tier 3:
For the cost of 3 Skill Points, one may ignore an instance where one would be bucked or dismounted.

Brushcraft:

Camouflage:
Cost: 15/20/15 (50xp Total)
Tier 1:
During the period of a Rest, with suitable materials one may raise their level of camouflage from None by one level per hour spent applying the materials to oneself.
Tier 2:
While awake, one may consciously increase their visual Subtlety by a value equal to one's Instinct.
Tier 3:
Beginning each hour of travel, for the cost of 1 Skill Point, one may make a Grace Roll against a PV equal to 80 minus 3x one's Instinct. Upon a success, one leaves no traceable signs of their passage, otherwise increasing any PV to perceive it by 1.5x if the result is not a Major failure.

Tracking:
Cost: 15/20/20 (55xp Total)
Tier 1:
For the cost of 1 Skill Point, one may re-perform the Scan action against a stimulus even if its Subtlety has not changed.
Tier 2:
Suffer only 1 Exhaustion per minute spent performing the Search action beyond one's Focus limit, rather than 3.
Tier 3:
When performing the Discern action, one is considered as applying one's Instinct in addition to a separate Trait.

Foraging:
Cost: 10/15/15 (40xp Total)
Tier 1:
Any time one performs the Search action to Forage for common resources, Roll twice for resulting loot.
Tier 2:
One may Forage for uncommon resources. For the cost of 1 Skill Point, one may use the Scan action to identify common resources nearby as if making a standard Foraging attempt.
Tier 3:
One may Forage for rare resources. For the cost of 1 Skill Point, one may receive double the yield of uncommon resources or triple of common resources after Foraging.

Camping:
Cost: 5/10/15 (30xp Total)
Tier 1:
One may light a fire with a flint & steel without a Roll, and with improvised tools as if it were a flint & steel.
Tier 2:
For the cost of 3 Skill Points upon waking, one may force themselves to sleep in otherwise compromising conditions.
Tier 3:
One may attempt to improvise a shelter from natural debris, requiring a number of hours equal to half the 10's of a Roll, rounded up.

Hiking:
Cost: 10/10/15 (35xp Total)
Tier 1:
Treat one's Encumbrance as being 1.5x higher so long as one is not directly carrying any load by hand.
Tier 2:
One may ignore the additional Fatigue penalty from rough or sloped terrain for the cost of 1 Skill Point per hour of travel.
Tier 3:
For the cost of 2 Skill Points, one may ignore any movement penalties of Difficult terrain during a Call to Action for one Round, or halve the penalty for one hour Out of Action.

Navigation:
Cost: 10/10 (20xp Total)
Tier 1:
If a map would require a PV of 30 or less to interpret, one instead requires no Roll, raising this value to 50 if equipped with additional navigation tools.
Tier 2:
One may produce maps via a Memory Roll. The PV required to interpret such a map equals the difference between the outcome and 100, or half as much for a Critical result.

Beast-Handling:
Cost: 10/15/20 (40xp Total)
Tier 1:
One may form a bond with a domestic animal over the course of an Extended Rest. In doing so, one may issue commands to the creature. First is Bark (or whatever noise the animal makes), where it will produce a Loud sound of varied Subtlety. One play with a bonded animal during the course of a Rest to relieve 5 Stress, and treat their bedding as one level higher if sleeping alongside one's bonded animal.
Tier 2:
One may issue simple commands to a bonded animal. First is is Fetch, where the animal will retrieve a nearby item which it familiar with. Second is Grab, where the animal will initiate a Hold with a Tightness of 100 against an indicated target.
Tier 3:
One may issue complex commands to a bonded animal. First is Hunt, where during the course of a Rest the animal (if a predator) will return one small game on a Critical result of a Roll. Second is Attack, where the animal will perform an available attack against an indicated target. Animals generally are more passive towards oneself unless agitated.

Primitive Crafting:
Cost: 20xp
During the period of a Rest, for the cost of 2 Skill Points, one may braid fiber line (0.2x cotton durability), knap simple stone items such as knives/arrowheads, and weave simple reed containers/mats. Requires access to the described materials.

Trades:

Tool Expertise:
Cost: 15/25/30 (70xp Total)
Tier 1:
Choose a trade from among any listed in this section. Increase the tier of one's Expertise in this trade by one. This Skill may be selected for each individual trade.
Tier 2:
Increase one's Expertise in the chosen trade to tier 2. One may visually appraise the value of any goods produced by that trade. Selecting this Skill for the related trade governed by the same toolset costs 5 less XP per tier of this Skill.
Tier 3:
Increase one's Expertise in the chosen trade to tier 3. One may visually appraise the current and maximum Integrity of any goods produced by the trade.

Woodcraft:
Tools: Claw Hammer, Saw, Plane, Drill, Chisel, Sandpaper

Carpentry:
Cost: 15xp
Increase the Integrity of any wooden structures one constructs by 1.5x.

Woodworking:
Cost: 10xp
Within the period of a Rest, one may produce a small wooden item, or set of simple items with no Roll. This may include pegs, a small figure, wedges, etc.

Smithing:
Tools: Anvil, Vise, Tongs, Hammers, Files/Punches

Blacksmithing:
Cost: 25xp
Within the period of a Rest, one may repair up to half the missing Integrity of a piece of metal equipment such as weapons or armor with no Roll. Such equipment must be maintained properly for further repair.

Whitesmithing:
Cost: 15xp
Within the period of a Rest, one may modify objects made from soft metals (tin, copper, silver, gold, etc.) with no Roll. This may include adding or removing marks, adding a hole or additional material, and repairing superficial damage such as dents or bends.

Stonework:
Tools: Sledgehammer, Trowel, Chisel, Pickaxe, Sieve Pan

Masonry:
Cost: 15xp
Increase the damage tier of one's blows against stone objects/structures by 1.5x.

Prospecting:
Cost: 10xp
When Foraging, on a result of 100, one additionally finds a mineral worth 1 Flame. While scavenging for scattered loot of some homogeneous composition (such as loose coins or semiprecious stones) one may find 1.1x more loot.

Textiles:
Tools: Needle, Shears, Measuring Tapes, Pins, Loom

Tailoring:
Cost: 10xp
Within the period of a Rest, one may modify or repair to an article of clothing without a Roll. With sufficient material, one may upgrade the item to have 5 more Integrity, alter the Insulation by up to 5, add 1 Resistance of a given type, or restore 5 Integrity. The article may not be modified again in this way without standard work.

Leatherworking:
Cost: 10xp
Within the period of a Rest, one may skin any dead creature without a Roll. When doing so, the hide is undamaged and in the best condition possible.

Husbandry:
Tools: Hoe, Shears, Shovel, Scythe, Rake

Gardening:
Cost: 10xp
One may treat even results of any Roll to determine if one would be injured or receive negative Statuses from a plant as being a success.

Pastoralism:
Cost: 10xp
One may attempt to calm animals (aside from one's mount) via an Instinct Roll against a PV equal to twice the animal's Stress, Pain, or a value of 30, whichever highest. Upon a success, the temperament of the animal softens unless agitated again within any period where it may remember the attempt.

Roguery:

Stealth Proficiency:
Cost: 5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)
Increase one's Stealth Proficiency by 1 per level.

Pickpocketing Proficiency:
Cost: 2 for Levels 1-5, 2 + Level for Levels 6-10 (60xp Total)
Increase one's Pickpocketing Proficiency by 1 per level.

Lockpicking Expertise:
Cost: 10/20/30 (60xp Total)
Raise one's Lockpicking Expertise by one per tier.

Footpad:
Cost: 20xp
One may match the movement of another individual to render one's auditory Subtlety as Quiet from the perspective of their target.

Stalker:
Cost: 20xp
Treat one's camouflage as one level higher while receiving visual Obscuration from shade or weather. While performing the Hide action, for the cost of 1 Skill Point, treat one's visual Obscuration as being one level higher, if at least Light.

Inconspicuous:
Cost: 15xp
Treat crowds which afford a visual Obscuration of Light or Heavy as granting 1 or 2 levels of camouflage, respectively.

Clandestine Creeping:
Cost: 25xp
At the beginning of a Round, for the cost of 1 Skill Point, one may declare the Hide and Skulk actions as tertiary actions.

Cat's Grace:
Cost: 15xp
Reduce the Roll to determine a Falling Injury by one's Grace prior to any separate calculations.

Crawlspace:
Cost: 15xp
One may perform the Crawl action as a tertiary action. When performing the Drawl action, for the cost of 1 Skill Point, one may move up to their base Movement Limit.

Burglar:
Cost: 20xp
When performing the Shimmy action, one may instead perform a Power Roll against half the standard PV if using a crowbar or lever. When performing the Shimmy action, for the cost of 2 Skill points, treat the result as a minimum of 50.

Bushwhack:
Cost: 20xp
Treat any noise one produces moving through leaves or bushes as Quiet (they are still otherwise Reactive Surfaces).

Silent Ingress:
Cost: 15xp
One may pick locks silently. When attempting to pick a Simple lock, for the cost of 1 Skill Point, prevent the sound produced by a Major failure.

Patient Process:
Cost: 15xp
When attempting to pick a Simple lock, for the cost of 1 Skill Point, one may ignore the time penalty for a failed attempt.

My Bad:
Cost: 15xp
When performing the Move action, for the cost of 2 Skill Points, one may additionally make a Pickpocketing attempt. If part of a crowd, the target must succeed an Intuition Roll against the Subtlety of the attempt to realize it was made.

Cutpurse:
Cost: 10xp
When making a risky Pickpocketing attempt, for the cost of 2 Skill Points, one may automatically free the target item by cutting a strap, string, or buckle with a bladed implement.

Larceny:
Cost: 20xp
One may attempt to steal objects within one's Reach as if making a Pickpocketing attempt, against the Vision and/or Hearing of nearby individuals, as appropriate.

Boot-Knife:
Cost: 15xp
One may hide one object weighing 1lb or less on their person such that it cannot be found unless one is stripped naked.

Sleight of Hand:
Cost: 15xp
One may use the Manipulate Item action to palm, hide, or manipulate small items (e.g. can fit within one's fist) without a Roll. When performing the Manipulate Item action, for the cost of 1 Skill Point, reduce the AP cost by one's Dexterity.

Watch Your Step:
Cost: 15xp
While performing the Skulk action, for the cost of 1 Skill Point, treat Reactive surfaces instead as Soft surfaces and automatically succeed any Rolls to avoid triggering a trap.

Breaking & Entering:
Cost: 20xp
Treat any sound one produces using doors, windows, or walking on stairs as Quiet, and any sound walking over carpet as silent.

Surprise!:
Cost: 20xp
One may conceal any improvised traps they make as part of the creation process, rather than doing so separately. Add one's Stealth Proficiency to the Subtlety of any such traps.

Erudite Skills:

Scholarship:

Humanities:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of the Humanities includes subjects relating to people (not necessarily just humans), their cultures, history, languages, and broader "abstract" features such as philosophy and divinity.
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. philosophy, religion, history, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Formal Sciences:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of Formal Sciences includes abstract, empirical sciences such as mathematics, statistics, and logic. Such studies may often overlap with others, and intend to categorize, characterize, and define them (though sometimes arbitrarily).
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. mathematics, semiotics, statistics, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Natural Sciences:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of Natural Sciences includes defining and discovering physical phenomena and their interactions, including subjects such as biology, physics, and astronomy. This study generally encompasses the classical notion of science as a study.
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. physics, biology, chemistry, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Social Sciences:
Cost: *20/30/40 (90xp Total)*
Tier 1:
One gains a Novice tier of Expertise in this study. The study of Social Sciences overlaps with the Humanities, though generally in such a way as to make "objective" observations of these subjects, with a focus on linguistics, geography/politics, history, law, and other quantifiable fields.
Tier 2:
One gains an Expert tier of Expertise within their field of study. Choose a specialization within this field of study (e.x. geography, politics, law, etc.). Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise, as well as a sub-specialization within their previous specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

Informal Studies:
Cost: *25/35/50 (110xp Total)*
Tier 1:
Choose an intellectual subject beyond the scope of what is described by the other Skills in this section. One gains a Novice tier of Expertise in the study of that subject. This is regarding information pertaining to it, not practical skill.
Tier 2:
One gains an Expert tier of Expertise in the chosen subject, as well as an additional specialization as described within the other Skills of the section.
Tier 3:
One gains an Master tier of Expertise, as well as an additional sub-specialization as described within the other Skills of the section.

Arcana:

Fields of Magic:
Cost: 25/25/40 (90 Total)
Tier 1:
One gains a Novice tier of Expertise in the study of magic. This includes general information such as common components, the limits of magic, and how to read arcane symbols/writing, but does not confer an ability to directly produce magic (see Magic Skills).
Tier 2:
One gains an Expert tier of Expertise in the study of magic. This includes rare/uncommon spells, creating arcane symbols/writing, and arcane practices in other cultures. Choose a field of magic to specialize in, such as divination, illusions, alchemy, or elementals. Treat any result of the Recall action made for this specialization as being 2x higher.
Tier 3:
One gains an Master tier of Expertise in the study of magic. This includes the metaphysical domains of the universe, esoteric imagery, and the linkage between magic, mana, and the mind. Choose a directed sub-specialization within one's specialization. Treat one's Expertise within this sub-specialization as 1 tier Higher.

History of the Arcane:
Cost: 15xp
Expand one's knowledge within their study of the humanities or social sciences (see above) to include a complete knowledge of any relevant magical information.

Monster Expert:
Cost: 20xp
Expand one's knowledge regarding any aspect of animals, beasts, monsters, or similar entities to include any arcane elements of that entity, or vice versa. This may include the magical capabilities of such an entity, possible arcane origins, and the magical weakness.

Extraphysical Encyclopedia:
Cost: 25xp
Augment one's field of arcane study with the specific identities and information regarding individual extraplanar entities. This extends beyond a casual knowledge, to a degree to reliably allow for the contact or summoning of such an entity. The number, nature, and power of any such entities one may know of is per the GM's discretion.

Component Crafting:
Cost: 25xp
One may produce magically potent components using any Tool Prof. during Downtime. For foci this is done using whatever toolset one wishes to use, with the quality of one's result in Flame value determining usage. For materials, one may identify suitable materials with one's magical knowledge and use any relevant Tool Prof. to refine the material (to increase value for usage) if needed/desired.

Magic Forensics:
Cost: 15/10/10 (45xp Total)
Tier 1:
One may attempt to identify unfamiliar magics currently ongoing or the remnants thereof by use of the Discern action. If not ongoing, the effect must have concluded within a number of hours equal to it's base Mana value. The PV of such a Roll begins at 100, and is decreased by 10 per every piece of evidence one may collect and can recognize, such as remnant components, sigils, traces of revealed mana, etc.
Tier 2:
When one Identifies an unfamiliar spell, one may additional conclude certain information such as an approximation of when it was cast, any augments, unique identifiers for the casting style of the spell (such as caster archetype, regional variations, and skill level), and may accurately record any information regarding the remains for later use with no Roll.
Tier 3:
When attempting to perform an action to locate a spell, one may increase any modifiers one applies by one's Acumen.

Spell Recognition:
Cost: 10/10/15 (45xp Total)
Tier 1:
One may use the Discern action to attempt to identify a spell being actively cast. For spells one may cast themselves, one may be aware which Attribute is correct to Roll. One must have encountered or studied the spell to obtain a result.
Tier 2:
One may infer the function of unfamiliar spells via a Discern Roll made to identify the spell, as well as one constituent Ideal. One may identify ongoing magical effects without needing to Roll if it is the product of a spell one could cast themselves.
Tier 3:
When performing the Discern action in order to attempt to identify a spell, for the cost of 1 Skill Point, one may do so as a secondary action and without expending any AP.

Medicine:

Medical Proficiency:
Cost: 5 for Levels 1-5, 5 + Level for Levels 6-10 (90xp Total)
Increase one's Medical Proficiency by 1 per level.

First Aid:
Cost: 10/15 (25xp Total)
Tier 1:
One may use first aid to treat Injuries (beyond just Wounds).
Tier 2:
One may ignore the first failure they make during first aid for the purposes of determining the usage of supplies.

Trauma Medic:
Cost: 20/15/15 (50xp Total)
Tier 1:
One may treat Afflictions which require Advanced First Aid, and improvise the corresponding necessary tools.
Tier 2:
Reduce the duration of any attempt to treat an Affliction by a number of minutes equal to the 10's of the Roll of the attempt, to a minimum of half the usual time.
Tier 3:
Any Afflictions one treats with recover twice as quickly.

Surgery:
Cost: 50/30/30 (110xp Total)
Tier 1:
One may provide surgery for any Affliction one would be capable of treating via first aid.
Tier 2:
One may perform surgery for any Affliction one has previously encountered, and steps take half as long to perform.
Tier 3:
During an operation, for the cost of 3 Skill Points, one may address both Bleeding and Pain with the current step.
Prerequisites: Medical Prof. of (5/6/7) per tier.

Diagnosis:
Cost: 10/10/10 (30xp Total)
Tier 1:
One is capable of immediately appraising the causative damage of any Affliction one encounters with no Roll, so long as one is aware of what type it is.
Tier 2:
One may diagnose any Affliction one can treat without a Roll, as well as any contextual information (such as its cause).
Tier 3:
If one would know the type of an Affliction without prior to diagnosis, one may attempt a diagnosis Roll for additional benefit, adding the 10's of the outcome to any subsequent Rolls made to treat the affliction upon a success.

Triage:
Cost: 25xp
One may visually appraise any Wounds, Injuries, or Physiological Statuses another individual is suffering via the Discern action, at half the usual AP cost, applying one's Medical Prof. as a bonus.

Herbalism:

Cures:
Cost: 15/20/20 (55xp Total)
Tier 1:
One may prepare remedies for general negative Statuses (except for Blinded and Deafened).
Tier 2:
One may prepare remedies to treat common Illnesses, Injuries (non-temperature related or Heart Attack), and aid in the healing of non-Vital Wounds.
Tier 3:
One may prepare antivenoms, treatments for negative psychological Statuses, and rare Illnesses.

Poisons:
Cost: 15/20/20 (55xp Total)
Tier 1:
One may create ingestible and intravenous poisons.
Tier 2:
One may create inhalable and contact poisons.
Tier 3:
One may handle poisons without need for a Dexterity Roll.

Utilities:
Cost: 10/10 (20xp Total)
Tier 1:
One may render herbs into oils, spices, or basic chemicals (such as sugar/starch), as well as produce adhesives.
Tier 2:
One may extract and concentrate pigments, fragrances, resins, and psychoactive substances from herbs.

Cultivation:
Cost: 15xp
One may apply any skill one has with the Botany trade to cultivate common herbs without need for a Roll, and one may additionally cultivate otherwise wild herbs which are not rare.

Preparation:
Cost: 15xp
Double the yield of any materials one would receive from rendering herbs usable for concoctions. One may treat the first Major failure to prepare a material as simply a failure instead.

Herblore:
Cost: 5xp
One becomes familiar with the effect of one uncommon or rare herb, and may use, identify, and prepare it as such. May be taken for each individual herb.

Art:

Creative Expertise:
Cost: 15/25/50 (90xp Total)
Tier 1:
Choose from among music, illustration, sculpture, literature, or performance. One gains a Novice level of Expertise in the creation of such art and any required implements.
Tier 2:
One gains an Expert level of Expertise in the chosen artform.
Tier 3:
One gains a Master level of Expertise in the chosen artform.

Musician:
Cost: 20/30 (50xp Total)
Tier 1:
Choose an instrument. One may play the chosen instrument with a level of Expertise corresponding to one's musical Expertise. May be taken separately for any instrument.
Tier 2:
One's performance is of an exceptional quality. During the period of a Rest, for the cost of 1 Skill Point per hour, allied individuals within hearing of the music recover 3 Stress per hour, and may make an Instinct Roll against a PV60, divided by one's musical Expertise, ending one negative psychological Status upon a success.

Actor:
Cost: 15/20 (35xp Total)
Tier 1:
One may produce a range of distinct, compelling voices, even mimicking Ancestries of a similar physiology, with no Roll.
Tier 2:
Any Insight Roll made to determine one's intent or the veracity automatically fails unless the result is Critical.

Highly Literate:
Cost: 20/15 (35xp Total)
Tier 1:
One may memorize and quote on demand any text one reads without need for a Memory Roll.
Tier 2:
If one spends the period of a Rest continuously reading novel written material, one may recover 1 Skill Point per hour.

Culinary:
Cost: 25/15 (40xp Total)
Tier 1:
With access to fresh ingredients, one may prepare meals of standard quality during the period of a Rest with no Roll. One may instead create meals of excellent quality for the cost of 3 Skill Points, feeding one individual, with an extra individual costing an additional Skill Point.
Tier 2:
When creating a meal of excellent quality, one may make an Instinct Roll against a PV50. Upon a success, the meal confers 1 level of the Inspired Status when eaten.

Socialite:

Acquired Language:
Cost: 30/25/15 (70xp Total)
Tier 1:
One gains a Low competency in the spoken or literary aspect of an unknown language. This Skill may be taken for any number of languages, or for known languages.
Tier 2:
One gains competency in the previously unselected aspect.
Tier 3:
One gains a Standard tier of competency in each aspect. If this Skill is taken for a language in which one already has Standard competency, instead one gains High competency.
Prerequisites: The sum of one's tier of competency across all their known languages (using the higher value from its spoken or literary aspect) may not exceed one's Acumen. This applies only to additional language acquisition via this Skill.

Disguises:
Cost: 15/20/25 (60xp)
Tier 1:
One may apply makeup/cosmetics and alter one's clothing with enough proficiency to attempt to obscure one's identity. This may be done over the period of a Rest by making a Roll and adding one's Intuition, creating a disguise of the corresponding Subtlety. One may repeat this process to apply an additional instance of one's Intuition to the final value. Another individual aware of one's original appearance must overcome this Subtlety to recognize oneself.
Tier 2:
One may attempt to appear as a belonging to a certain faction, profession, or Ancestry (of a similar build) as per the above process. Individuals of the mimicked group treat the Subtlety of such a disguise as being half its value.
Tier 3:
One may attempt to appear as a specific individual, as per the above process. The maximum Subtlety of any such disguise is 50, and any individual who personally knows the individual one is mimicking gains the same benefits as the previous Tier.

Espionage:
Cost: 10/15 (25xp Total)
Tier 1:
One may create, produce, and decipher simple codes and ciphers with a corresponding key.
Tier 2:
If one has an unobstructed view of another individual's lips, one may infer what sounds they are producing.

Imposing:
Cost: 20xp
When performing the Speak action, for the cost of 2 Skill Points, one may attempt to intimidate another individual or animal. Make a contested Instinct Roll against the target. If victorious, the target suffers the Fear Status for a number of seconds equal to the difference (1 Round minimum).

The Body:

Areas:

One's body is split over multiple areas for the purpose of tracking damage, categorized into three general types. First are limbs, the second are joints, and last are vital areas.

Limbs include one's torso, arms, legs, and head. By default, if one is struck, it is in their torso. Otherwise a specific limb gains a 3x increase to its Base Avoidance (or 4x for the head), plus any Grace and Dodge bonuses. Each limb is involved in some range of actions. Legs are involved in performing all movement actions, and the head is involved in most informational actions. Otherwise it may be assumed other actions are performed by one's arms.

Joints include one's neck, shoulders/armpits, elbows, wrists, knees, ankles, and waist. If a limb is struck, none of its joints are struck unless specified. Joints are treated as having 6x one's Base Avoidance, plus any Grace and Dodge bonuses. Joints can receive wounds as any other limb, may uniquely be sprained, and define areas of potential dismemberment.

Vital points include the head, neck, waist, arteries, organs, hands, feet, and eyes. Vital points are treated as having 6x one's Base Avoidance, plus any Grace and Dodge bonuses. The neck and waist are likewise still treated as joints. The head, while a vital point, still receives its own bonus, as described in the limbs section.

Organs are within one's torso (except for the eyes/brain), and must be targeted by attacks which are deep enough to penetrate to them. Each type of organ has a Minor or Major level of damage. If an effected organ is random, make a Roll. A result of 1-50 corresponds to a General Organ (e.g. Kidney, Liver, Pancreas, etc.), 51-65 the Stomach, 66-90 the Lungs, and 91-100 the Heart. Otherwise, in the case of one's head, the effected organ is always one's brain by default, or one's eyes if targeted. If a specific organ is targeted, ignore any Critical requirements to inflict a Vital Wound.

The heart may be damaged via the left armpit is exposed, and likewise the lungs from the right side. Arteries are present upon either side of the neck, wrists, armpit, and inner thigh. If any of these areas are exposed, they may be targeted by attacks as if Vital Points, causing the Arterial Bleeding Vital Wound.

If one's hand has suffered a Wound of tier 2 or 3 it cannot hold over 1lb. If one's foot has suffered a similar Wound, halve one's Balance and Base Movement limit, or reduce each to 0 if both are damaged. If one's waist receives a Wound of the tier 3, it cannot support one's weight and one is rendered prone.

Encumbrance:

Encumbrance describes the weight limit one may comfortably carry over an extended period. This generally only requires consideration during periods of extended travel. This limit, in pounds, is equal to twice one's combined base Weight plus Endurance. One is "Over-Encumbered" when in excess of this limit. This may carry a level, starting at 1, increased by 1 for every additional weight in pounds equal to one's base Weight carried over this limit. Until a total level of 5 (see below), being Over-Encumbered is not a consequential penalty during normal action, simply representing a degree of discomfort.

Any worn or carried items, transported either by hand or within a container, count against this limit (also referred to as a "penalty"). Standard clothing does not contribute to this value, however armor does. If an item description lists "No Encumbrance", this simply means it does not impose a penalty against one's limit.

If traveling while Over-Encumbered, one gains additional Fatigue every hour of travel equal to the level of one's Over-Encumbrance. If one has an Over-Encumbered level of 5 or higher, halve one's Movement limit and travel pace, and one may not use the Run action. Over this value, consider using the rules for moving loads over short distances. Add a value to one's effective Weight equal to one's current Over-Encumbered multiplier for the purposes of other effects (such as thresholds to trigger a trap).

One should likewise keep track of where the items on their person are stored. Within reason, it may be assumed that many of one's most used items, up to one's Encumbrance may be worn (as armor or on a belt) or stored within pockets. Over this value, it may be assumed that any excess is stored within a bag or other auxiliary container. This may be relevant to the Stow/Retrieve actions during moments of high pressure; consider keeping such "inventory" on a separate record from one's main Character Sheet, such as an index card.

Over a short distance, one may move a weight which would impose an Over-Encumbrance level up to 5 plus one's Power. If pulling/pushing the object along the ground without lifting it, double this value. One may move this load in steps, each equaling a distance in feet of up to 5 plus one's Athletics, then suffering 1 Fatigue. If one is suffering 50 or more Fatigue, one cannot move a load unless it would not Over-Encumber oneself.

If two or more individuals are contributing to an effort to move an object, combine their Weight values, and use the highest Power from among all individuals. Each gains the same amount of Fatigue, and follows the same restrictions, using the highest Athletics from among all individuals.

Blood:

Most living creatures possess and require blood to survive. One is no different, and many Wounds (see Damage) are capable of causing threatening levels of Bloodloss, generally via the Bleeding Status. While abbreviated within the Status section, Bleeding and Bloodloss are a complicated rules which are described in more detail within this section.

Many Wounds list a "Bleed" value. This is the same as the Bleeding Status, and causing the corresponding Bloodloss Status to accumulate over time. Unlike other Statuses, Bleeding and Bloodloss do not have a maximum level. The rate at which Bleeding causes Bloodloss varies over time and the current level of one's Bloodloss itself.

Bleeding is generally not immediately lethal during a Call to Action, with its main hazard being the Shock Status. At the Beginning of each Round, make a Fortitude Roll against one's current level of the Bleeding Status. Upon a failure, one suffers 1 level of the Shock Status.

Out of Action, every 10min, make a Fortitude Roll against one's current level of the Bleeding Status. Upon a failure, one suffers 1 level of the Bloodloss Status. Upon a Major Failure, one additional suffers one level of the Shock Status. One does not otherwise need to determine Shock every Round. If already suffering Bloodloss, add the level of that Status to the interval at which Bleeding triggers.

One may only suffer a total level of the Bloodloss Status to a value equal to one's Weight plus one's Vitality. When the level of this Status exceeds this value, one dies.

Out of Action, every hour following receiving the Bleeding Status, make a Vitality Roll against the current level of one's Bleeding Status. Upon a success, halve the level of the Status, or quarter it upon a Major success, rounding down. Upon any outcome, reduce the level of the Status by one's Vitality. This recovery occurs independently of any Affliction which caused the Bleeding.

Two notable Vital Wounds are the Arterial Bleeding and Internal Bleeding Wounds. Arterial Bleeding causes Bloodloss during a Call to Action. Internal Bleeding causes a maximum Bloodloss of 2 if affecting a limb, 3 if affecting the head, or 5 if affecting the torso. Neither Injury recovers as described above, and requires surgery or similar intervention to be treated.

Breath:

One may comfortably hold their breath for 30 seconds plus an additional value equal to 6x one's Endurance. Any Stamina one spends during this time reduces the seconds of one's remaining breath by a corresponding amount, and one cannot reset their Stamina Combo.

Once this duration expires, one gains 1 Fatigue per second spent holding one's breath. Once this reaches 100, one falls unconscious until one may breathe again.

If underwater and buoyant when falling unconscious (in calm waters and not Over-Encumbered), one floats upwards, continuing to gain Fatigue while underwater, and may breathe once more if this carries them to above the surface of the liquid. If outside a liquid, one is forced to breathe.

If one suffers 150 Fatigue from a lack of breathing, one suffers the Brain Damage Wound (minor). If one suffers 200 Fatigue this way, one dies.

Unconsciousness:

One may be rendered unconscious by sleep, oxygen deprivation, head trauma, or blood loss. Besides sleep, such effects should provide a duration, otherwise assume 1 hour.

While unconscious, one may not perform any actions, loses all Balance, and is forced to become prone by falling. Likewise, one may not apply any of their senses actively, and only their Hearing passively if sleeping (as well as touch, though this has no mechanical basis). Only Loud sounds may register to one's hearing during this time.

When attempting to strike an unconscious target from a distance (such as while one is standing), use only the base Avoidance of the target, applying no Grace bonus. Otherwise, if on an equal level, one may spend double the AP for an attack to guarantee a hit.

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Faculties:

Action Points:

Ranges from 0-100, 100 by default.

Action Points, or AP for short, represent one's capacity to perform actions as an abstraction of time. Every action has a cost in AP when it is to be performed during the sequence of a Call to Action. This is to a minimum value of 10 after all other modifications, unless otherwise noted.

During a Call to Action, AP is recovered to one's limit at the Beginning of each Round. Out of Action, most actions/endeavors do not require AP to be performed.

One's AP Limit may be reduced or raised by certain effects. Pain (see right) is the most common modifier, reducing this limit by a corresponding amount. Effects which raise one's AP limit are generally rare and magical in nature.

Skill Points:

Ranges from 0-10, 10 by default.

Skill Points represent one's current capacity to utilize more advanced/difficult Skills. Active Skills have an associated Skill Point cost. When using such an ability, one's reserve of Skill Points decrease by a corresponding amount.

As outlined in the Rest section, one recovers 1 Skill Point for every hour of sleep (rounded up), or through every 3 hours of a Brief Rest.

This rate can be increased 1 per hour of Brief Rest, though one gains 10 Exhaustion per hour as an additional cost, Fatigue recovery is otherwise unaffected.

Pain:

Ranges from 0-100, 0 by default.

Pain represents the total amount physical discomfort one is experiencing which could pose as a detriment to one's focus. This is mostly commonly gained through wounds and injuries, though other effects may also inflict it.

One's AP Limit is reduced by one's current Pain, if reaching 100, one is unable to perform any actions. During a Long Round, actions cost an additional duration in seconds equal to one's Pain. One may ignore an amount of Pain equal to their Fortitude.

An effect (generally a Wound) may describe "Active" Pain. Such Pain is only felt upon use of an effected limb, and reduces one's unspent AP by this value (any Stamina use counts against one's Torso). If this would exceed one's remaining AP at any point during the Round, all one's declared actions in later Sets are undeclared.

Pain is lost through recovering from the Status inflicting it.

Stress:

Ranges from 0-100, 0 by default.

Stress represents the overall irritation, distraction, or anxiety one is experiencing, be it physical or mental. This is most commonly gained through agitating Statuses, discomfort, Exhaustion, or exposure to a phobia.

One suffers a negative modifier to any Rolls one makes equal to the value of one's Stress. During a Long Round, any change in action is delayed by 1 second per 10 Stress.

One may begin to recover Stress when the causative effect ends. One loses 2 for every hour spent sleeping.

Balance:

Ranges from 0-100, 100 by default.

Balance represents how even one's footing is. This is most commonly reduced by difficult terrain, being shoved, or moving erratically.

When one has 50 or less Balance, one is "Off-Balance".

When one would move while Off-Balance, distance traveled counts as doubled against one's Movement Limit. Whenever a one starts a Round Off-Balance, or becomes Off-Balance Out of Action, they must make a Balance Roll. A Balance Roll is done by making a Grace Roll against one's current Balance. No effect occurs upon a success. otherwise one falls prone.

One recovers Balance via the Repose action.

Fatigue:

Ranges from 0-100, 0 by default.

Fatigue represents the physical tiredness which one accumulates after exerting oneself too heavily.

Certain physically intensive actions require "Stamina" as part of their cost, with a corresponding component of this Faculty being one's "Stamina Combo".

Whenever one would perform an action which requires Stamina, increase one's Stamina Combo by 1. At the end of a Round, one gains an amount of Fatigue equal to the sum of each distinct value of Combo one attained that Round (e.x. if one reaches 3 Combo, this is 3, plus 2, plus 1 Fatigue for a total of 6).

If one would be required to spend Stamina in excess of a value of 10 plus one's Athletics, increase one's Stamina Combo by 2. If in excess of twice this value, increase one's Stamina Combo by 3.

At the end of each Round, mitigate the Fatigue one suffers by the value of one's Endurance.

One's Combo resets to 0 at the End of a Round during which one spends no Stamina.

When one accumulates 10 or more Fatigue, difficulties are imposed on physical actions. Physical actions includes those requiring a Stamina cost, which directly impose Fatigue, or would instruct one to perform a Roll which uses a Strength or Dexterity governed Trait as a modifier.

Any Roll made against a PV as part of such an action must equal or exceed one's Fatigue, or else be considered a failure (e.g. treat one's Fatigue as the "minimum" PV).

When one reaches 100 Fatigue, one is unable to perform actions requiring Stamina (regardless of if they would otherwise require a Roll as per above).

For every 50 Fatigue one suffers beyond 100, one additionally suffers 1 level of the Heart Attack Status (see Afflictions).

One's Fatigue is decreased by Resting (see Rest section).

Exhaustion:

Ranges from 0-100, 0 by default.

Exhaustion represents the mental tiredness which stems from prolonged wakefulness and conscious effort.

Certain mentally intensive actions require "Will" as part of their cost. Whenever one would perform an action which requires Will, take the total sum of all Will costs one has paid during both this and the previous Round. If costs have only been paid during the current Round, and they exceed a value of 10, one gains the difference as Exhaustion. If costs have been also paid in the previous Round, compare this against a value of 10 plus one's Focus.

When one accumulates 10 or more Exhaustion, difficulties are imposed on mental actions. Mental actions include those requiring a Will cost, which directly impose Exhaustion, or would instruct one to perform a Roll which uses an Intellect or Acuity governed Trait as a modifier.

Prior to one performing any such action one must make an Exhaustion Roll. This is a Focus Roll against one's current Exhaustion. Upon a success, the action is performed as normal. Otherwise it is wasted, along with any other costs.

When exceeding 100 Exhaustion, one suffers an amount of Stress equal to half the excess. This Stress is automatically lost as Exhaustion is recovered (e.g. it is not required to be considered separately while sleeping). Likewise, this Stress does not otherwise impede one's ability to fall asleep.

When one reaches 200 Exhaustion, one falls unconscious for one hour.

One's Exhaustion is decreased by Resting at minimal levels (15 or less), otherwise one must sleep to recover.

Statuses:

Statuses describe certain conditions of mind or body which one may be experiencing at a given time. Generally, most Statuses are negative in effect, as a significant deviation from one's usual state of being would reflect something having gone awry, though some provide benefit.

Some Statuses or Afflictions may refer to other Statuses, most often "General Statuses", which describe more symptomatic conditions. While they may be inflicted together, consider such Statuses independently.

When a Status has a possible magnitude, it is expressed as via a "Level", which will list valid range of values.

If not caused by an Affliction (Wound, Injury, or Illness) or other active effect, an orphaned Status generally recovers on its own. Recover 1 level of a general, physiological, or psychological Status whenever one Rests for an hour. Lose 1 level of a circumstantial Status at the end of the Round where the circumstance has concluded or is not applied. Metabolic Statuses (see Rest & Sustenance) recover via their requisite needs. To reiterate, such a recovery only occurs if a Status is not otherwise a component of an effect which describes its own duration or recovery.

General Statuses:

Dizzy: *Level of 1-10*
Lower one's maximum Balance by 10 per level.

Sore: *Level of 1-10*
Imposes a base level of 10 Fatigue per level, which cannot be recovered through Rest.

Tired: *Level of 1-10*
Imposes a base level of 10 Exhaustion per level, which cannot be recovered through Rest.

Weak: *Level of 1-10*
Reduce one's Strength governed Traits by the level of this Status.

Tremors: *Level of 1-10*
Reduce one's Agility governed Traits by the level of this Status.

Fever: *Level of 1-10*
Reduce one's Vigor governed Traits by the level of this Status.

Delirious: *Level of 1-10*
Reduce one's Intellect governed Traits by the level of this Status.

Dazed: *Level of 1-10*
Reduce one's Acuity governed Traits by the level of this Status.

Physiological:

Blinded: *Level of 1-3*
At level 1, treat everything one sees as Lightly Obscured. At level 2, treat everything one sees as Heavily Obscured. At level 3, one cannot see.

Deafened: *Level of 1-3*
At a level of 1, treat one's hearing as being one tier worse, and ignore any special hearing traits. At level 2, do not apply any Acuity derived modifiers to Rolls or Perception involving one's hearing. At level 3, one is completely deaf.

Congested: *Level of 1-3*
At a level of 1, treat ones sense of smell as being one tier worse. At a level of 2, one cannot smell. At a level of 3, treat one's Stamina Combo as a base value of 1.

Nauseous: *Level of 1-3*
One actively suffers 10 Stress per level. At a level of 2 or 3, whenever one would spend Stamina, make a Vitality Roll against one's Fatigue. Upon a Failure (or non-Major success at level 3), one gags, losing 25 AP that Round. Upon a Major Failure (or Failure at level 3), one vomits, losing any available AP for the Round. Whenever one vomits, lower the level of this Status by 1.

Intoxication: *Level of 1-5*
Inflicted by alcohol and other intoxicants (substance and Vitality dependent), which may include other effects beyond those listed here. One suffers one level of Dizzy and Dazed per level, and one level of Nauseous for each level past 3. One falls unconscious at a value of 5 until one recovers to 3 levels or less. Decrease by one level every hour.

Bleeding: *No Maximum Level*
During a Call to Action, make a Fortitude Roll against the level of this Status, being forced to perform a Balance Roll on a failure, and suffering 1 level of the Shock Status upon a Major failure. Out of Action, make a Fortitude Roll against one's current level of the Bleeding Status every 10mins, suffering 1 level of the Bloodloss Status upon a failure, and additionally 1 level of the Shock Status upon a Major failure.

Bloodloss: *No Maximum Level*
When the level of this Status exceeds one's Weight plus Vitality, one dies.

Shock: *Level of 1-3*
If inflicted by Bleeding, one suffers a penalty to their maximum Balance equal to their current Bleeding, or otherwise 1 Dizzy per level. One additionally suffers 1 Tired and 2 Weak per level. At a level of 3, whenever applying Bleeding, one must make a Fortitude Roll against a PV50 or one's current Bleeding, whichever higher. Upon a failure, one falls unconscious for a number of minutes equal to the difference of the result and required PV.

Psychological:

Inspired: *Level of 1-3*
Whenever one would perform a Roll, one may instead Roll twice, choosing the result they wish to keep, ignoring the other. Whenever one does so, and whenever one sleeps, lower the level of this Status by 1.

Obsession: *Level of 1-3*
One becomes fixed on a particular topic, idea, or activity. One gains a bonus to any Intellect or Acuity based Rolls pertaining to this fixation equal to 5x the level of this Status, and a penalty to any unrelated Rolls equal to 10x the level of this Status.

Sleep Deprived: *Level of 1-3*
One suffers 5 Delerious and Dazed per level. At a level of 2 or 3, one gains no benefit from Rest where one is not asleep. At a level of 3, one must make an Exhaustion Roll each hour. Upon a failure, one falls asleep until one recovers at least one level of this Status (via a full duration of sleep) or is otherwise reawakened.

Rage:
One may treat their Strength and Vigor as being 5 higher, and one's Agility and Acuity as 5 lower. One fails any Intellect based Rolls, treating the result as 1 if a value is necessary.

Confused:
One automatically fails any Intellect or Acuity based Rolls, treating the result as a 1 if a value is necessary. One cannot understand speech or speak coherently. Whenever one moves, roll a d100. On a Critical result, one moves in the intended direction, otherwise one moves an equivalent number of degrees to the left if even, right if odd. Likewise, one may only recognize another individual on an even result of a d100 Roll.

Despair:
One must Rest for twice as long while waking to receive its normal benefits, or 1.5x longer if sleeping. One's AP limit is reduced by 20, and one suffers 3 Weak and Tremors.

Surprise:
One is unable to act during a Quick Round immediately after gaining this Status, or for 10 seconds in a Long Round. Outside of Action, one suffers 5 Stress, which is lost over the course of minutes (rather than the typical means of reduction). This Status is lost when this Stress reaches 0 or following the Round when one is unable to act.

Fear:
One actively suffers 15 Stress.

Terror:
One suffers 10 Stress, and actively suffers an additional 15 Stress, and must attempt to use any available movement to flee from a physical source of this Status (if visible).

Circumstantial:

On Fire!: *Level of 1-3*
At the start of each Round, an effected area suffers a Singe/Burn/Scorch, per respective level, with a damage tier of 5. Such damage is cumulative with any previous instance, causing a new instance when reaching a damage tier of 20.

Shocked: *Level of 1-3*
Caused by sudden shocks of electricity or thunder. At a level of 1, any unspent AP cannot be retained. At a level of 2, one cannot redeclare actions. At a level of 3, one is unable to act for 1 Round. One additionally suffers 3 Tremors per level.

Frozen: *Level of 1-3*
Caused by freezing and petrifying magics. At a level of 1, halve one's Movement Limit. At a level of 2, one cannot use Movement actions. At a level of 3, whenever performing an action which costs Stamina, one must make a Power Roll against a PV50, or else it fails. One additionally suffers 3 Weak per level.

Pinned:
Causes:
When one is prone or otherwise unable to move a lateral distance greater than one's Reach.
Effect:
One may not apply their Grace or any other positive modifier to their Avoidance. Increase the damage tier of any attack made against oneself by the Heft of the performing weapon.

High-Ground:
Causes:
When one is at least 10ft higher than the head of an opponent.
Effect:
Halve the apparent Avoidance of such an opponent when performing Close Ranged shots. Treat one's Visual Subtlety as 10 higher against such an opponent.

Hidden:
Causes:
Caused when an individual is unaware of one's presence.
Effect:
Consider only the Base Avoidance of the target while performing a melee attack or Close Range shot. Treat any modifier to hit limbs/joints as one third its usual value.

Charging:
Causes:
When one has spent the entirety of Movement afforded by the Sprint action this Round, or has fallen a distance of at least 15ft. Ended upon cessation of motion or use of effect.
Effect:
Treat the Stamina cost of the next melee attack one performs as being only 1x the weapon Heft. Increase the damage tier of this attack by a value equal to one's Weight.

Afflictions:

Wounds are Statuses inflicted directly by attacks, projectiles, or traps. Injuries are sustained from environmental hazards and accidents. Illnesses are otherwise contracted from either the environment or other afflicted individuals. Spells may cause any type.

Damage:

Damage describes any harm inflicted upon an individual. There are four types of damage, these being Slashing, Piercing, Concussive, and Burning. Burning damage may likewise be distinguished as Hot, Cold, Caustic, or Electric as necessary for specific resistances.

"Taking damage" broadly describes receiving any Affliction (particularly Wounds). Damage is usually described in terms of its "damage tier". Such a damage tier may be listed explicitly, or simply as a value within parenthesis following an Affliction. If this is listed as an asterisk, the value of the damage tier is defined elsewhere per some rule. If no damage tier is described by an Affliction, treat the value as 0. Reducing the damage tier of an Affliction to 0 does not otherwise prevent it, unless an effect would describe otherwise. If an effect would refer to the "causative damage" of an Affliction, it is referring to the original damage tier or similar value. Damage cannot be dealt to a living creature in absence of an Affliction (for inanimate objects see the Integrity section).

Damage is considered to be "Critical" if inflicted as the result of a Roll which is itself Critical or should an effect otherwise state as such. Each damage type has a corresponding "Severe" type. These are Slashing/Cleaving, Piercing/ Penetrating, Concussive/Bludgeoning, and Burning/Blazing. Severe damage is always treated as a Critical instance of its basic type, and itself may be Critical (generally for determining Vital Wounds). In effect descriptions Wounds which consist of severe damage will be underlined (e.x. Rent (10)).

Wounds:

Wounds may be one of three tiers. A damage source will describe what type of Wound(s) it inflicts and the damage tier of any such Wound. The tier of Wound is independent of its damage tier, with the latter only contributing to the severity of any penalty governed by a modifier (e.g. a penalty following "_x").

Vital Wounds are more serious wounds inflicted by either Critical/Severe damage or a Wound against a specific limb/vital point. Such Wounds are applied alongside the Wound which would cause it. One may only suffer one instance of any given Vital Wound per Limb. Blazing has no associated Vital Wounds, instead double the effects of any Burn Wound which it would inflict.

There is no limit on how many instances of a Wound one may be afflicted with. Wounds are persistent and require recovery (see the Medicine section).

Slashing:	Piercing:	Concussive:	Burning:
Scratch	Prick	Bump	Singe
5 Pain	*3 Pain*	*5 Fatigue*	*1x Pain*
	5 Active Pain		
Cut	Puncture	Bruise	Scald
10 Pain	*10 Pain*	*1x Fatigue*	*1x Pain*
1x Bleed	*1x Active Pain*	*10 Pain*	*1x Stress*
Laceration	Rent	Contusion	Scorch
20 Pain	*10 Pain*	*1x Fatigue*	*1x Pain*
2x Bleed	*1x Active Pain*	*15 Pain*	*1x Stress*
	1x Bleed	*1 Bloodloss*	*2 Bloodloss*

Vital Wounds:

Cut Ligament:
Causes: Critical Slashing, Rents (to Arms)
Effect: Affected limb suffers a negative modifier to the Roll of any performed action equal to the causative damage.

Dislocated Leg:
Causes: Critical Concussive, Rents (to Knees/Pelvis)
Effect: Reduce maximum Balance by 2x causative damage.

Arterial Bleeding:
Causes: Slashing, Critical Punctures/Rents (to Artery)
Effect: Apply Bleed equal to half the causative damage.

Internal Bleeding:
Causes: Critical Piercing/Bludgeoning
Effect: Apply Bleed equal to half the causative damage, to a maximum Bloodloss of 2 per limb, 3 for head, or 5 for torso.

Fractured Bone:
Causes: Critical Concussive
Effect: Active Pain equal to causative damage.

Broken Bone:
Causes: Critical Bludgeoning, Repeated Fracture
Effect: Broken limb is unusable, cumulative with Fracture.

Concussion:
Causes: Critical Concussive (to Head)
Effect: Inflict 4 levels of Dizzy and 2 of Nauseous, neither may be reduced for the duration of this Wound.

Knock-Out:
Causes: Contusion (to Jaw), Critical Contusion (to Head)
Effect: One falls unconscious for a number of seconds equal to the causative damage.

Winded:
Causes: Critical Concussive, Contusions (to Torso/Neck)
Effect: Treat one's Fatigue as 90 for 3 Rounds.

Disemboweled:
Causes: Critical Cuts/Lacerations (to Lower Torso)
Effect: 40 Active Pain.

Paralysis:
Causes: Cleaving/Contusion (to Spine or Neck)
Effect: Legs unusable if spine is affected, body (excluding head) unusable if neck is affected.

Slit Throat:
Causes: Laceration, Critical Piercing/Concussive (to Throat)
Effect: 50 Fatigue, Arterial Bleeding. One suffers breathlessness as if drowning while Bleeding persists.

Dismemberment:
Causes: Critical Cleaving (to Joint)
Effect: Affected limb is removed from one's body.

Organ Damage:

Minor Organ Damage:
Causes: Critical Cleaving/Bludgeoning/Piercing

Major Organ Damage:
Causes: Critical Penetrating, Repeated Minor Organ Damage

General Organ Damage:
Minor:
One suffers a level of Bloodloss equal to 0.4x what one can tolerate at a maximum, rounded down.
Major:
The maximum level of Bloodloss one may suffer is reduced to 0.8x, rounded down.

Stomach Damage:
Minor:
One suffers 1 Nauseous and 5 Fever.
Major:
One suffers 3 Nauseous and cannot eat or drink.

Lung Damage:
Minor:
Double any Fatigue gains one suffers.
Major:
Treat one's Stamina Combo as no less than 10 at all times, increasing from this value when performing physical actions.

Heart Damage:
Minor:
Halve one's AP Limit (Pain is otherwise unaffected).
Major:
One dies.

Eye Damage:
Minor:
One suffers 1 level of the Blind Status.
Major:
One suffers 3 levels of the Blind Status.

Brain Damage:
Minor:
One suffers Confusion, 3 levels of Dizzy, 5 levels of Tremors, and 5 levels of Tired.
Major:
One dies.

Random Organ Table *(for Torso, see Body)*:

1-50:	General Organ Damage
51-65:	Stomach Damage
66-90:	Lung Damage
91-100:	Heart Damage

Injuries:

Falling:

Cause:
Whenever one falls from a height over 10ft while landing on one's feet, or any height without, one suffers a range of possible effects, described below.

Effect:
Roll a d100, halving the result, adding 1 for every additional foot fallen beyond 10ft. Effects are cumulative.

1-25:	No effect.
26-75:	One suffers the Winded Status
76-90:	Sprain a random joint one landed upon (assume ankle if otherwise ambiguous).
91-110:	One suffers a Contusion of a damage tier equal to the distance fallen.
111-130:	Treat the damage as Bludgeoning.
131-150:	Treat the damage as additionally Critical.
151+:	One dies.

Recovery:
See the recovery of any applied Injuries.

Sprain:

Cause:
If one trips on uneven terrain as a result of a Critical Failed Balance Check, one suffers this Status against an ankle (right if odd, left if even).

Effect:
The effected joint suffers 15 Active Pain if bearing weight or holding an object over 1lb. Out of a Call to Action, one's Movement Limit is reduced 0.75x (to nearest integer) if the joint is within one's leg.

Recovery:
For every 3 hours not spent bearing/holding weight, the Pain of this Status is reduced by 1, and the Status ends when reaching 0. This reduction is increased by 1 if the joint is immobilized/compressed, and by 1 again if iced.

Strain:

Cause:
If one fails a Roll due to Fatigue, one random limb used to perform that action suffers this Status. Repeated instances are cumulative with existing Strains.

Effect:
The effected limb suffers a negative modifier to any Stamina-costing actions it performs equal to the difference between the result of the Roll and one's Fatigue. Apply half this value as Active Pain if the result is Critical.

Recovery:
For every hour spent not using the effected limb to perform actions which cost Stamina, the effects of this Status are reduced by 3 each, and Status ends when these values are 0. This reduction is doubled if the limb is iced.

Frostbite: *Level of 1-3*

Cause:
Continued exposure of a limb to freezing conditions, particularly while wet, see Weather section.

Effect:
One suffers 1 Sore per level, and the skin blackens. At a level of 1, the effected limb suffers 20 Active Pain. At level 2, the limb is completely numb, and is unusable, permanent scarring occurs. At level 3, the limb is permanently damaged, and will autoamputate after 1 week.

Recovery:
For levels 1 and 2, 1 level of this Status may be recovered by spending 1 hour rewarming the limb per its current level.

Hypothermia: *Level of 1-5*

Cause:
Continued exposure to freezing conditions, particularly while wet, see Weather section.

Effect:
One suffers 1 Dazed, Tremors, and Tired per level. One suffers 2 Delirious per level above 3. At level 3 or more, one suffers the Confused Status. One gains an amount of Exhaustion every quarter hour equal to the level of this Status, dying if this value reaches 200.

Recovery:
One may recover 1 level of this Status by spending 1 hour rewarming oneself per current level. Such warming must be warmer than one's average body temperature.

Heatstroke: *Level of 1-5*

Cause:
Excessive insulation, thirst, or exercise in high heat, or overly extreme temperatures, see Weather section.

Effect:
One suffers 1 Dizzy, Weak, and Delirious per level. One suffers 1 Nausea per level above 3. At level 3 or more, one suffers the Confused Status. One gains an amount of Fatigue every quarter hour equal to the level of this Status, dying if this value reaches 200.

Recovery:
One may recover 1 level of this Status by spending half an hour per their current level in cooling conditions, doubling this rate if mostly undressed and doubling it once more if ice is applied to oneself.

Rotfoot: *Level of 1-5*

Cause:
One's feet are continuously exposed to damp conditions without cleaning for a period of over one day.

Effect:
One suffers a penalty to one's Movement Limit equal to 1 per level, 1 Sore per level above 2, and 2 Fever per level beyond 3.

Recovery:
Levels of 3 or less may be recovered by keeping the effected limb clean and dry, recovering 1 level per day. Otherwise, the movement penalty may not recover past a level of 3.

Bugbites: *Level of 1-3*
Cause:
Exposed skin with biting insects nearby (particularly Humid Climates), gaining one level per hour of exposure beyond the first in such an area.
Effect:
One suffers 5, 7, or 10 Active Stress respectively per level. At level 2 or 3, one suffers 1 Sore. At level 3, one suffers 1 Fever. One may catch the Fly-Fever Status under similar conditions, but this is determined separately.
Recovery:
One recovers 1 level every 3 days. One may ignore the effects of the Stress gained for one minute by itching themselves.

Sunburn: *Level of 1-5*
Cause:
One suffers this Status every 3 hours spent in Hot weather, or every 1 hour in Inclement Hot weather.
Effect:
The exposed skin suffers a Singe, with a cumulative damage tier of 2 per level.
Recovery:
One recovers from this Injury per the Burning Wounds.

Heart Attack: *Level of 1-5*
Cause:
Certain poisons, 100 cumulative Stress.
Effect:
At level 1, one suffers 2 Nausea, 3 Dizzy, and 3 Weak. At level 2, double the previous effects. At level 3, one additionally suffers the effects of the Heart Damage Wound, at a minor level. At level 4, one falls unconscious for one hour. At level 5, one suffers the major effects of the Heart Damage Wound.
Recovery:
One can potentially lose levels of this Status if another character performs cardiopulmonary resuscitation (CPR) on oneself, should they have a skill within Advanced First Aid, to a minimum of level 2. This aid must be administered within 15mins to treat a level 5. One recovers from level 2 to 1 in one day, and from level 1 in one week.

Illnesses:

General Infection:
Cause:
At the end of each day while suffering an unsterilized slashing, piercing, or burning related Wound, make a Vitality Roll against the total causative damage of any such Wounds, counting burns twice. Upon a failure, one random such Wound becomes infected; upon a success, one becomes immune. In either instance that Wound no longer counts for future checks.
Effect:
One suffers 1 Fever for every 10 causative damage (rounded up) of their infected Wounds, with a level of Sore, Tired, and Delirious of half this value. If one's Fever reaches a total level of 10, one dies. Every day, make a Vitality Roll against 10x the level of one's Fever Status, losing one level upon a success or gaining one level upon a failure. One recovers once reaching a total Fever of 0.

Food Poisoning:
Cause:
Ingesting contaminated, rotten, or unpalatable food/drink.
Effect:
One suffers 3 levels of the Nausea, Sore, and Fever Statuses. Whenever one Moves, if one Moved the previous Round, make a Nausea Roll regardless of any Stamina spent. Every day, make a Vitality Roll against 10x the level of one's Fever Status, reducing it by 1 upon a success. Once reduced to a level of 0, one recovers from the illness.

Bloody Flux (Dysentery):
Cause:
Contracted via ingestion of untreated water or contaminated food. Upon consumption, one makes a Vitality Roll against a PV50. Upon a failure one becomes symptomatic the next day.
Effect:
One constantly suffers 3 levels of the Thirst and Fever Statuses upon becoming symptomatic regardless of water consumed, and requires hydration each hour, as one suffers bloody diarrhea. At the end of each day once symptomatic, repeat the initial Vitality Roll. Upon a success, one recovers one level of Fever and Thirst inflicted by this illness. One recovers from this illness once each symptom reaches a level of 0.

Fly-Fever (Malaria):
Cause:
For every hour spent in insect ridden areas while one's skin is exposed, make a Vitality Roll against a PV equal to the number of consecutive hours spent exposed. Upon a failure, one becomes symptomatic the following week.
Effect:
One suffers 5 levels of <u>Fever</u>, Sore, Tremors, and Dazed, and 2 of Nauseous. At the end of each day once symptomatic, make a Vitality Roll against a PV50. Decrease one's Fever by 1 for each success and increase it by 1 for each failure. One recovers from this illness once reaching a total Fever of 0.

The Senses:

Every individual has senses used to observe one's environment, three of which with associated mechanics. These are Sight, Hearing, and Smell. It may be assumed one's other senses work as expected, but this does not require any consideration within the rules.

Different aspects of one's environment are correlated to an individual sense, and individually are referred to as stimuli. One may apply their senses Actively or Passively to notice and observe any stimuli.

Active senses are used when one is consciously engaged in searching for either a stimulus, or the origin of a stimulus.

Passive senses are used when one is not consciously seeking out a particular perception, however due to one's alertness a stimulus catches their notice.

Stimuli have a value referred to as "Subtlety", to describe how difficult they are to detect or the likelihood of being randomly noticed among other sensations. This value can range from 0 to over 100.

Some specific circumstances (such as sneaking) will describe the Subtlety of a stimulus, however in most instances this will be initially undefined. In such cases, the GM may determine a Subtlety they find suitable, or use the result of a Roll to randomly determine one.

Some example correlations between Subtleties and stimuli are listed below…

10: *Fireworks at night, shouting in one's ear, smelling salts.*

20: *A lantern at night, a nearby scream, the smell of a corpse.*

30: *Brightly colored paint, conversational voices, sewage.*

40: *Someone ducking behind a corner, footsteps, perfume.*

50: *Glint off a polished surface, a twig snapping, cooked food.*

60: *Dust on a surface, wind passing by, burning tobacco.*

70: *The whites of their eyes, voices in a crowd, smoke.*

80: *A pattern resembling a face, a whisper, a blooming flower.*

90: *A marching ant, breathing, sweat.*

100+: *Threads within cloth, a heartbeat, one's own odor.*

Active Senses:

Active senses are applied through actions, the primary ones being the Scan, Search, and Discern actions, described completely within the Misc. Actions section.

The Scan action is used to initially determine if one can perceive a stimulus. The rules regarding this are similar to those of one's Passive senses, though performed via an Awareness Roll, which can raise one's passive value within the moment based on the outcome, allowing one to notice stimuli more Subtle than usual. If one fails to find a particular stimulus with the Scan action, one cannot find it until the stimulus becomes less Subtle.

The Search action is used to seek out the source of a stimulus one has previously noticed, or a target one believes is nearby. This action may need to play out over an extended duration, and therefore it may not be possible to complete within the duration of a Round or Call to Action. Likewise, it is assumed that the action is only used to seek out a quarry within one's vicinity which one could feasibly discover (per the GM).

Lastly, there is the Discern action. This action is used to determine or discover details or information about a target one has located. Such information can consist of small details, a pattern, its distance/motion, etc.

Passive Senses:

Passive senses involve a threshold, referred to as one's "Perception", for each of one's senses against which a stimulus of the corresponding type is checked.

The base value for any of one's Perceptions is 50 for a Standard sense, 80 for a Keen sense, or 20 for a Dull sense, adding one's Awareness to determine the final value.

Exhaustion reduces one's Perception by a corresponding amount. The effects of this are doubled if one is suffering the Sleep Deprived Status.

Certain additional circumstances may reduce one's Perception, such as distance, though as described the senses assume a stimulus is within "optimal" range.

If the Subtlety of a stimulus exceeds one's Perception, it goes unnoticed. If one has noticed a stimulus, one is aware of it until they choose to ignore it, or the circumstances producing it change (e.x. breaking line of sight).

When determining if a stimulus is noticed, make the determination once, unless the Subtlety of the stimulus decreases or one's Perception increases.

Sight:

One may see anything within their Field of View (a 90° arc centered upon one's face, with an additional 45° to either side for peripheral vision). By default, it is assumed this facing is perpendicular to one's body, though one may turn their head up to 90° (parallel to one's body), freely Out of Action, or by the Look action during a Call to Action.

Standard vision allows one to comfortably see a target 1ft across from 100ft away, or 200/50ft for a Keen/Dull sense, with this size changing proportional its distance. One may not use their Passive Senses to perceive smaller details. Otherwise, the result of a Roll made to observe a smaller target is reduced proportionally to how small the target is (e.g. half the comfortable size halves the result).

Other effects which may hinder one's vision are darkness, haze, and cover. These effects will cause "Obstruction" of one of three levels; Light, Heavy, or Total.

Lightly Obscured:
Count the target as being 10x the distance for the purpose of discerning details.
Examples: *Shadows, Mist, Glare, Windows, Partial Coverage.*

Heavily Obscured:
Treat the Subtlety of any obscured target as 1.5x greater.
Examples: *Night, Fog, Hedges, Deep Waters, High Coverage.*

Totally Obscured:
One cannot see their target whatsoever, though they may still suspect or infer it is there.
Examples: *Total Darkness, a Blindfold, Total Cover.*

As it pertains to one's ability to see, the ranges of reduced obscurity (from Total) provided by common light sources against otherwise total darkness are...

Candlelight:
Areas within 1ft of the candle are Lightly Obscured, or within 5ft are Heavily Obscured.
Torchlight:
Areas within 10ft of the torch are Lightly Obscured, or within 30ft are Heavily Obscured.
Moonlight:
Directly exposed areas are Heavily Obscured.
Sunlight:
Areas within 10ft are Unobscured, within 30ft Lightly Obscured, and within 60ft are Heavily Obscured.

Lastly, there are two special vision attributes.

Low-Light Vision:
If resulting from darkness, one may ignore any Light Obscuration and treat any Heavy Obscuration as Light.

Horizon-Sighted Vision:
One may clearly resolve a 1ft target from 5x further.

Hearing:

One may hear a sound originating from any angle relative to themselves. Sounds are primarily distinguished by their Subtlety, however some are labeled as "Quiet" or "Loud". General Subtlety values assume one is within 10ft of the sound, Quiet 1ft, and Loud 100ft.

Beyond this range the Subtlety is increased proportional to distance (e.g. twice the distance equals twice the Subtlety), with no effect if closer in range. Sounds which occur outside one's Field of View (behind one's head) suffer this increase 1.5x faster (e.g. 2x distance equals 3x Subtlety).

Keen hearing allows one to treat Quiet sounds as if they were normal. Dull hearing forces one to treat Loud sounds as if they were normal.

As perception of volume is highly subjective, exact Subtleties and the Quiet/Loud qualities meant to provide a means to the GM of altering a sound to better reflect how readily it should be able to be heard.

There is one special hearing attribute; Infrasound Hearing. This sense allows one to hear sounds below the normal range of human hearing, including subterranean shifting, the rumblings of a hidden mechanism, the passage of heavy objects/large groups from a distance, etc., with minimal losses in intensity over distance. It is per the GM's discretion if such a sound occurs, though cultures such as dwarves commonly employ such sound to communicate.

Smell:

One can smell any sufficiently potent scent nearby, regardless of their facing. For most humanoids, this is the least acute sense one will commonly use.

Much as with hearing, the Subtlety of a scent represents how potent it is and one's ability to consequently detect it.

When one detects a scent, one is generally unaware of it's origin without using the Search action. A Keen sense of smell allows one to determine the direction of origin. A Poor sense of smell renders one incapable of discerning the origin of a scent.

Within a range (in feet) equal to one's Awareness, one may discern scent using normal Subtlety, otherwise the Subtlety is increased by 5 for every foot beyond this distance. If one is downwind of the scent, this is an increase of only 1 Subtlety per foot.

Certain animals have a sense of smell much more keen than any humanoid. In such cases, they will individual list any enhanced capability or effect this provides.

Rest & Sustenance:

Rest:

Certain Statuses and Faculties are recovered through Rest, notably including Fatigue and Exhaustion, and Skill Points.

There are two broad types of Rest; Brief and Extended. If a rule would refer to "the period of a Rest" or simply "Rest", assume a Brief Rest of at least <u>one uninterrupted hour</u>.

Brief Rest is a shorter period meant to recover Fatigue, Exhaustion, and Skill Points. To Briefly Rest, one may not exert themselves. For recovering Fatigue or Exhaustion, one may not spend Stamina or Will, or gain additional Fatigue or Exhaustion (respectively), with the recovery of Skill Points requiring each of these conditions to be met. Furthermore, one may not use movement actions for more than half the time spent Resting.

One receives the benefits of a Brief Rest once one has been at Rest for at least 10 minutes. The benefits provided for each Faculty are as follows.

Fatigue:
Reduce Fatigue by 1 every 6 minutes. This benefit is doubled if the entire period of Rest is spent seated or laying down, if that surface would qualify as at least "Good" quality bedding.

Exhaustion:
Reduce Exhaustion by 1 per every 12 minutes spent sleeping. If one's Exhaustion is below 15, one may recover 1 Exhaustion every 6 minutes without sleep.

Skill Points:
Recover 1 Skill Point per full 3 hours spent Resting, to a maximum of 5. If sleeping, recover 1 Skill Point per hour (rounded to nearest hour if awoken), to no maximum.

An Extended Rest is a period, potentially days or greater, meant to help recover negative Statuses and Afflictions.

To undergo an Extended Rest, one may not overly exert themselves. Unlike a Brief Rest, one may spend Stamina and Will during an Extended Rest, though one may not gain the benefits if one gains Fatigue or Exhaustion.

One receives the benefits of an Extended Rest once one has been at Rest for one day. The benefits of an Extended Rest are dependent on whichever Status(es) one is attempting to recover from (see Recovery section), otherwise there is no intrinsic benefit provided by an Extended Rest.

Sleep:

One must regularly sleep, requiring at least a third of each day to be spent sleeping to avoid penalty. By default, one does not oversleep and awakens at a decided time.

One has a period when they are accustomed to sleeping, for most, this is the initial third of the day (starting midnight).

When one remains awake into the period they are accustomed to sleeping, they suffer 1 level of the Tired Status. If exceeding the first half of this period, one gains 2 additional levels. Sleeping a comparable amount of time as half this period recovers 1 level. If one completely skips sleeping during this period, they receive one level of the Sleep Deprived Status. This repeats each time one would generally sleep. At the 10th level of the Tired Status, one is forced to sleep until at least one level is recovered.

One may nap outside this period to gain the benefits of sleep during Rest. Falling asleep this way requires one to Roll against the difference between 100 and one's current Fatigue or Exhaustion, and one may awaken any time.

When attempting to fall asleep, if one is experiencing any Pain or Stress, one must make an Instinct Roll against their combined value. Upon a failure, one loses the benefit of a number of hours of sleep equal to the 10's of that Roll.

One may ignore any interruptions to one's sleep that total less than an hour, or 30 continuous minutes. Otherwise, one loses the benefits of sleep during that period equal to the time spent awoken, to a minimum of 2 hours (e.g. a minimum of 1 level of the Tired Status upon waking).

There are four levels to the quality of one's sleep. A typical mattress or bedroll offers Good quality, and a hard or uneven surface, such as the ground, Poor quality. Wearing armor or uncomfortably wet/cold/hot conditions each lower the quality by one level. Fine accommodations provide Excellent quality. Effects are as follows.

Excellent:
If one spends their normal period of sleep under these conditions, they receive the Well Rested Status until when they next sleep.

Good:
The typical quality of sleep, no particular rules.

Poor:
One retains 1 level of the Tired Status following their sleep.

Horrible:
One retains any levels of the Tired Status from prior to sleep, to a minimum level of 1, as well as 2 levels of the Sore Status.

Food:

One requires a certain amount of food each day to sustain themselves. The amount of nourishment a particular food provides is expressed in Rations, generally relative to its weight (e.g. "5 Rations per lbs"), however some items, such as a complete meal, will express a total value.

One must eat at least a total value of Rations equal to their Weight each day, increased by 1 for every 10 Fatigue one gains through activity in that given day.

If one does not eat a sufficient quantity in a given day, one suffers the Hunger Status (see Status section). If this persists, one suffers the Starvation Status.

It is assumed one consumes any available food they have without need of specification. If one possesses bulk food reserves, such as travel rations, one may deduct the amount of food one requires from this reserve each day. Likewise, if one is in an area where food is available for purchase, one may pay the necessary cost to sustain themselves each day. This is approximately 1-3 Flames per day for meals to simply sustain oneself.

One may likewise attempt to sustain themselves or supplement their food reserves via Hunting/Foraging (see section), though this is variable in what it provides.

Water:

Much as with food, one requires a certain quantity of water each day to sustain themselves, in this case one must consume their requirement every half day. This bi-daily requirement, assuming no outstanding circumstances, is 1.5 liters of water. Some beverages may provide a different value, in such cases this will be listed.

Hotter weather requires more water. One must consume 1.5x more water in Warm Weather, and 2x in Hot Weather.

As with food, one may simply deduct any required water from reserves (such as a canteen), and the cost of food in civilized areas may be assumed to include drinking water unless it is scarce due to the climate.

Metabolic Statuses:

Thirst:
Level of 1-3. Whenever one goes for longer than half a day without sufficient Water (see Food & Drink section), one suffers 1 level of this Status. One suffers one level of Tired per level of this Status. At a level of 2 or 3, one suffers 10 Stress. At a level of 3, one suffers 10 Pain. Whenever one drinks a sufficient quantity of Water, decrease the level of this Status by 1 (one must account for their usual requirements).

Dehydration:
Level of 1-10. After one gains a 3rd level of the Thirst Status, one instead suffers 1 level of this Status under the same circumstances. One gains 1 level of Dizzy per level of this Status. Under circumstances where one would gain more than 10 levels of this Status, one dies. Recovered via the same means as the Thirst Status, and one may not recover from the Thirst Status while inflected with the Dehydrated Status.

Hunger:
Level of 1-3. Whenever one goes for longer than a day without sufficient Rations (see Food & Drink section), one suffers 1 level of this Status. One suffers one level of Sore per level of this Status. At a level of 2 or 3, one suffers 10 Stress. At a level of 3, one suffers 10 Pain. Whenever one eats a sufficient quantity of daily Rations, decrease the level of this Status by 1 (one must account for their usual requirements).

Starvation:
Level of 1-10. After one gains a 3rd level of the Hunger Status, one instead suffers 1 level of this Status, though after a period of 3 days per level. One gains 1 level of Weak per level of this Status. Under circumstances where one would gain more than 10 levels of this Status, one dies. Recovered via the same means as the Hunger Status, and one may not recover from the Hunger Status while inflected with the Starvation Status.

Satiated:
Granted by a meal of Excellent Quality. Ignore the next 15 Fatigue one would gain, and one may make one use of their 4th Ancestral Ability for no Skill Point cost. Once one has ignored this Fatigue gain, one loses this Status.

Well Rested:
Granted by a full Rest's sleep in a bed of Excellent Quality. Ignore the next 15 Exhaustion one would gain, and halve the Skill Point cost of one's 3rd Ancestral Ability. Once one has ignored this Exhaustion gain, one loses this Status.

Section Contents:

Action

Rolling:

When an effect calls to make a Roll, this always refers to a d100, as outlined by the Introduction section. The d100 may consist of any means of randomly generating a value between 1 and 100, not just dice. Within rules descriptions, a "Roll" refers to the process of rolling the die. The corresponding value shown by the dice is referred to as the "result" or "outcome".

In many instances, one will be Rolling against a particular value (typically a PV), in such cases the value or means of determining a value to Roll against will be defined. Otherwise, an effect simply requires a result, in which case this will be the only referenced value.

Probability Values:

A Probability Value, almost always "PV" for short, is a percentile value (1-100) to Roll against. If a strictly defined value, "PV" will be followed by the value (e.x. a PV of 50 as "PV50"). A higher PV reflects a higher difficulty.

To roll against the PV, make a Roll, then compare the result to the PV. If the result <u>equals or exceeds</u> the PV, the outcome of the Roll is considered a Success. Otherwise, it is considered a Failure.

Below are some approximate difficulty ranges

PV:	Approximate Difficulty:
100	Almost Impossible
90	Very Difficult
75	Difficult
50	Median Difficulty.
25	Easy
10	Very Easy
1	Impossible to Fail

Modifiers:

Many effects will describe a modifier to be applied against a Roll, positive or negative. These may describe any arbitrary value, though in most cases these will be based on some individual statistic or numerically described circumstance.

Generally, a modifier alters the PV of the Roll, not the actual result of the Roll. This distinction is important to observe, and a rule which requires otherwise will state so. Note that because a higher PV is more difficult, a <u>negative modifier increases</u> the PV, and a <u>positive lowers it</u>.

A PV may not otherwise exceed a value of 100, nor be lower than a value of 1. Note that in the latter case such a PV is impossible to fail as the minimum result of a d100 will equal this value. If a modifier would otherwise modify a PV to exceed such a value, set the PV to the maximal value instead. Even should a PV be otherwise impossible to fail as a result of modifiers, perform the Roll, as the outcome of many Rolls are influenced by Major values and special results (see right).

As described above, a modifier may be positive or negative. If a rule does not specify a modifier to be positive or negative, assume it is positive and apply the appropriate value directly. Before modifying a PV, sum together all positive and negative modifiers to reach a single value. This may otherwise cancel out.

When a rule calls for a Roll by listing a Trait prior to the Roll (e.x. Power Roll), apply <u>2x</u> the value of that Trait, rather than the base value. In general instances where Trait is listed independently (e.x. "a Roll, adding one's Power and Generic Prof. as a modifier), use the actual value of the Trait alongside any other described values.

Other types of Roll may have a defined prefix (e.x. Intercept Roll). The modifiers to be used in such a Roll will be defined by the rule that introduces them. They do not use the same rules for Traits as above.

Major Results:

Some Rolls describe a Major outcome. This occurs whenever the result of a Roll is significantly higher or lower than its PV (Rolls against no value have no Major result).

A Major result occurs when a Roll <u>exceeds</u> a value 1.5x higher or 0.5x lower than its required PV (rounding up). For example, Major results for a PV50 would be those over 75 or below 25. For the purposes of determining a Major result, these values may be regarded as secondary PVs, to be considered during the Roll.

Critical Results:

A Critical result occurs when the result of the Roll contains a duplicate digit, including the result of a 100. This gives a 10% chance for a Critical for every Roll.

10's and 1's of the Roll:

The "10's" of a Roll refers generally to the percentile component of the result. This is a value ranging from 1-10. To determine this value, round the result <u>up</u> to the nearest multiple of 10 (e.x. 3 > 10, 55 > 60). Then, take the tens place of this number as the final result (e.x. 90 > 9). This method is to be used irregardless of the actual method used to make a Roll.

If using a pair of percentile dice, and the GM chooses, the value listed on the die representing the tens place may be used directly, rather than rounding. Do note that this method will split the possible result of a 10 between the lowest results of the die (1-9) and the maximum (100). If this alternate method is decided to be used, it should be communicated prior to any Rolls and kept consistent, as it will alter the result of certain Rolls.

The "1's" of a Roll refers to the integer value of the ones place, in this case not rounding or altering the value. This is less common than taking the 10's of a Roll, and is generally to provide more random results at any magnitude.

Better vs. Worse Results:

Some effects may instruct one to either Roll multiple times or compare the results of multiple Rolls. "Better" results in such a case are either those of a higher result or greater positive difference from a PV (usually synonymous). Likewise, "worse" results refer to the inverse. Should context suggest otherwise, the GM may alter these parameters to best fit.

Assisted Rolls:

Some circumstances may allow one individual to assist another while Rolling. One individual should be designated as the leader, with every other individual then being designated as an assistant.

The leader makes the Roll, an each assistant makes an unmodified Roll. Disregard every result from an assistant which is lower than the the unmodified Roll of the leader. Take the average of any remaining results (from leader and assistants), rounding up, treating this value as the unmodified result for the leader's Roll. The leader then modifiers the Roll according to their modifiers, circumstances, or Skills.

Some actions may describe how one individual may assist another. If this does not involve a Roll, ignore these rules, instead following the description for that action.

Contested Rolls:

Some circumstances may require two or more individuals to Roll against each other. Individuals may either compete alone or in allied groups, and this may consist of more than two competing interests.

When a Contested Roll occurs, every individual involved makes a Roll per what conditions are described.

For allied groups, the best result from the group counts for all members (unless an effect states otherwise). This may include the highest result, though should a contest seek the highest difference between a result and PV using an individual's modifier(s), this value would be used.

A Contested Roll may be against a PV, depending on the effect. In this case, success is simply based on if the PV is met per the usual conditions. Individuals apply any of their own relevant modifiers, not those of a broader group they are allied with. This type of Roll may result in draws, with all parties failing or succeeding. An effect will describe any cases which result from such conditions. As described above, some Contested Rolls against a PV may describe using the difference in result and PV. Simply use this value as described per the effect.

Otherwise if no PV is described, a Contested Roll simply observes which party obtains the highest result. In the case of a draw, all individuals re-Roll. Modifiers may be applied, in this case simply against the final result.

Those who obtain the best winning result are the "victor", with the effect describing how it is to be applied to the victor and the losing parties.

Take Action:

Call to Action:

When any number of individuals are about to enter into a contest (such as combat) with one each other or an active element/effect within the environment, there should be a Call to Action by the GM.

When a Call to Action occurs, there are two possible types; Combat, when those involved are entering into battle with one another, and Contest, when those involved are simply competing with another (such as for speed) or the environment within a limited time frame.

Saipients without a trait (usually a Quality) which grants them a resistance suffer the Fear Status during a Call to Combat. This Status is imposed when the individual enters into combat, and is removed once concluded.

At any point should it become clear that a Contest has evolved into Combat, the GM may change the Call to Action to reflect this (which includes the effects above).

Situations outside of a Call to Action are simply referred to as "Out of Action" for distinguishment.

The Round:

During a Call to Action, actions and effects take place during the course of a Round, which may either be Quick (4 seconds) or Long (over 1 minute). A Quick Round grants 100 AP to any participants, a Long Round takes place over 100 Seconds.

The type of Round to be used in any circumstance is per the discretion of the GM. Generally, combat should consist of Quick Rounds during moments of intensity, and Long Rounds during more extended periods such advances, chases, or rendering aid. A contest should consist of the type most closely related to how its actions would be measured (e.g. Quick Rounds if seconds, Long if minutes).

There are three turning points in the Round; the Beginning, where actions are decided and Faculties renew, the Start, where declared actions start to resolve, and the End, where any Round-limited effects conclude.

When an effect simply lists "a Round", this may assumed to be a Quick Round. A Long Round will be explicitly specified in any relevant effect. Within this section, it is per the context of the given description.

Intent:

At the Beginning of each Quick Round, those involved declare their intent for that Round, which is an ordered list of any actions they wish to perform during that Round. This may be thought of as a plan or intended course of action, which is subject to change throughout a Round as the situation evolves or one is prevented from acting.

Declared actions must be a Primary action, and may have any valid Tertiary actions addended to them. Secondary actions may declared as a Primary action or addend as a Tertiary action. Addending an action to another causes them to be considered one action, combining any costs and restrictions. One may resolve the individual effects of any such grouped actions in whatever order they choose when resolving the greater action.

Once any involved individuals have selected the actions they wish to perform this Round (if any), they are all revealed simultaneously, whereupon they are said to be "Declared" in the order of their selection. Any costs, AP or otherwise, are now payed. Unless otherwise noted by its original cost or in the description of a modifying effect, an action costs a minimum of 10 AP. Any unspent AP is retained for the remainder of the Round.

At the Beginning of a Long Round, every involved individual likewise declares an initial intent for that Round. This is not expected to cover the full duration of that Round, and changing intent during the Round is much more flexible. Likewise, actions need not be as prescriptive as within a Quick Round; they may describe more abstract courses of action to be interpreted by the GM.

Declared intent may include continuous or grouped actions. For continuous actions, the individual persists in or repeats the desired action for either the declared length of time, or otherwise until the End of the Round. Examples include moving, providing covering fire, or searching. Grouped actions are some discrete group of actions to be performed once, simultaneously. Examples may include attempting to pick a lock and operate the door, or mounting a horse and moving to a particular location.

Individuals may decide to Wait or Hold during a Long Round. Waiting individuals perform no actions, and at any point one is prevented from action or completes an action they are assumed to be Waiting until redeclaring a new intent. Holding individuals queue a Grouped Action to be performed under some specific condition, and are otherwise treated as Waiting until this occurs.

Resolving Quick Rounds:

Once actions are Declared, they are grouped into Sets according to their order of Intent, beginning with the first Declared action of any acting individual being placed into the first Set, then the second action into the second Set, and so on. If a one does not have any remaining Declared actions to place into a Set, they are considered Undeclared for each Set onward. Once there are no remaining actions to place into a Set, this process concludes, and each Set is executed in order.

When executing a Set, resolve the actions in that Set in <u>ascending</u> order of their Initiative, which is the sum of any AP spent on that action (cost modifiers do count).

At the beginning of a Set, if a character has an action Declared, they may choose to Redeclare it, with this option presented any acting individual in order of least to greatest Reflex, using their current Initiative or a contested Roll as tie breaking options.

When Redeclaring an action, one may choose any actions from among their Primary action and its addended actions to change or forgo, only retaining addended actions which would be valid to a new primary action. Any forgone actions are ignored, and refund half their AP.

Any refunded AP and unspent AP from the beginning of the Round may then be used to pay the cost of a new action. A new Primary action may only be selected if the original was changed, likewise only one addended action may be chosen for every one selected to be changed. Any redeclared action costs an additional <u>10 AP.</u> Once those who chose to Redeclare an action have finished making new selections, the Set starts as normal.

At the beginning of a Set, if one does not have an action Declared, one may choose to Declare one as a "Novel" action. This is done after Redeclaring actions, with any Novel declarations following the same order. Novel actions may include one Primary action and one addended action, with the <u>primary action</u> costing an additional <u>1.5x AP.</u>

Once every Set has concluded, anyone may choose to spend any of their remaining AP, following the same rules as described above for Declaring Novel actions, though at an additional <u>2x AP</u>, instead of 1.5x. Once all such actions are Declared, resolve them as if within a Set. Following this, the Round Ending occurs, then a new Round Begins.

As the new Round Begins, all those in the Call to Action regain any missing AP, up to their current AP limit.

Resolving Long Rounds:

During a Long Round, actions are executed along a "Timeline", with any actions occurring within the same period occurring simultaneously (rather than in the ordered manner of the Short Round). The GM may advance the Timeline by any amount, describing how the scene evolves and outcome of any actions. Likewise, it may be halted such as in a Turning Point (see below) or should any other description of the circumstances become necessary.

Tracking the current point in the Timeline may be accomplished a d100 to represent the current second. This may be likewise used to to track the duration of an individual's current action, subtracting any advance in the Timeline from this value.

Any continuous actions persist from Round Start to End unless declared to be of a shorter duration. Any initially declared grouped actions occur at Round Start Grouped actions may require some calculation to determine their duration. For parallel actions, use the duration of the longest action, otherwise adding the duration any compound actions together. For any action without a specifically listed duration, assume ~1 second per 25 AP. Movement may be interpreted via the speed of travel. Ultimately any duration is per the discretion of the GM, who should impose modifiers by circumstance.

Whenever an action would end, either by interruption or completion, or conflict would occur between two or more individuals, a Turning Point occurs. Halt the Timeline at this point. During a Turning Point, all individuals in the Call to Action (not just those who triggered the Turning Point) may declare a new intent. Those triggering the Turning Point may declare a new intent first, done simultaneously, followed by any other individuals, likewise done simultaneously. The Timeline then continues from this point. The GM may additionally declare a Turning Point at any time should they feel it is appropriate.

When declaring a new intent is declared during the Round, there is a delay between declaration and it being executed. Any resulting action from Holding has no delay. During a Turning Point, those who triggered it have a base delay of 1 second, and others responding 2 seconds. The delay is increased by 1 second for an individual for every 10 Stress they are suffering.

A Quick Round may occur within a Long Round should some number of individuals clash. This lasts for the usual 4 seconds, with its end causing a Turning Point. Individuals involved in a Quick Round should be managed separately from the rest of the Timeline, are return to it once no longer involved in the Quick Round.

Movement:

One has a Movement Limit that describes the total distance in feet over which they may travel each Quick Round. The Base Movement Limit is <u>10ft</u> by default. One may move any distance allowed by actions they perform, so long as this limit would not be exceeded. Some effects describe counting movement as extra, in which case every actual foot moved counts that many times over for the purposes of one's limit. Aside from falling, forced movement does not count against one's limit.

During a Long Round, describe a distance to move, then calculate the required time from this value. Generally, one second corresponds to a quarter of one's current limit, though one may elect to move slower. Pay Stamina cost every 4 seconds, as usual. Count movement actions that do not result in any change of location as taking 1 second.

When modifying the Base Movement Limit, apply modifiers by addition/subtraction first, then multiplication. If one performs a movement action during a Round, they gain the corresponding description (e.g. using the Run action considers one to be "Running"). All movement actions cause one to be considered Moving, regardless if the Move action itself was performed or not.

Movement spent in the air (such as by jumping) is counted against one's movement limit. If one is falling at the end of a Round, they remain in that position until the beginning of the next Round. If one is falling at the Beginning of a Round, carry through any such movement from the previous Round, up to 2x one's Base Movement Limit. As previously stated, this is counted against one's Movement Limit, with any remaining movement available to spend via other actions after landing.

One may enter the Crouched and Prone positions. In either instance, halve one's Movement Limit, and one may not use the Run or Sprint actions. While Crouched, halve one's Height, rounding up, and any incoming forced changes to one's Balance. While Prone, reduce one's height to a tenth of its normal value, rounding up. One may only move via the Crawl and Shift actions. Lastly, one may be prone Face-Up or Face-Down, using the Shift action to turn over. Unless otherwise noted this only effects the available targets one presents. The relative position one lands in may be inferred through context if necessary.

Some mediums may restrict or require some additional movement actions. Swimming and Climbing, as outlined to the right, have their own set of associated rules. Other undefined yet precarious movement such as traversing a tight crevice or surfaces requiring balance such as a beam may restrict one to actions such as the Shift or Crawl actions, or require a Balance Roll (similar to Climbing). Any such modification is per the GM's discretion.

Swimming:

Swimming is used to traverse fluids deep enough to hold oneself. Any movement requires the use of the Swim action each Round. While Swimming, one may only Move and Run, though the latter only doubles one's Movement Limit. One must spend additional Stamina equal to the distance counted against one's Movement Limit.

Distance one swims through Calm (still) waters counts 2x against one's Movement limit, in Turbulent (running) waters this is 3x, and in Raging (rapid) waters this is 5x.

If buoyant one may float. One is buoyant by default, losing buoyancy if Over-Encumbered or in disturbed waters.

Any actions which would inflict a forced Balance loss instead push one a corresponding number of inches.

If Swimming while Fatigued, one reduces their Balance by a corresponding amount and must make a Balance Roll at the beginning of each Round. If one fails this Roll, they begin to flounder and cannot move. This persists until one performs a successful Balance Roll (via the Repose action) to right themselves or fails once more, in which case one additionally begins to drown (see Breath).

Climbing:

Climbing may be used to scale vertical surfaces which one can gain purchase on. Any movement requires the use of the Climb action each Round. While climbing, one may only Move, Shift, and Jump to move. One must spend additional Stamina equal to the distance counted against one's Movement Limit.

At the end of each Round spent climbing, one loses an amount of Balance equal to the distance moved, plus Fatigue, minus Grace. Then make a Balance Roll. If one fails a Balance Roll while climbing, one falls.

Purchase comes in three levels, per below.

Steady:
Movement & Balance loss is counted as 2x greater.
Examples: *A ladder, a knotted rope, a series of deep handholds spaced within one's shoulder-width.*

Loose:
Movement & Balance loss is counted as 3x greater.
Examples: *A roughly stacked stone/brick wall, a rope, an ornate building facade, a steep dirt/gravel slope.*

Precarious:
Movement & Balance loss is counted as being 5x greater.
Examples: *A rough stone cliff-face, an icy slope, a plank-faced structure, a pole.*

Movement Actions:

Move:
AP: 10, Secondary (Free Once per Round)
Move a distance up to one's Base Movement Limit.

Run:
AP: 25 - Grace
Stamina: 10 (+5 per Consecutive Round Running)
One's Movement Limit becomes 3x one's Base Movement Limit, then move up to this value. Make a Balance Roll. Limited to once per Round, one may not change facing this Round following this action.

Sprint:
AP: 50 - Grace
Stamina: 15 (+5 per Consecutive Round Sprinting)
One's Move Limit becomes 6x one's Base Movement Limit, then move up to this value (to a minimum of one's Base Movement Limit). Make a Balance Roll. Limited to once per Round, one may not change facing this Round following this action. If changing facing before resuming Sprinting, lose Balance equal to the angle of this change. If ending a Sprint before using the full movement bonus, lose Balance equal to the remainder, and make a Balance Roll. One must be Running, or have Sprinted last Round.

Shift:
AP: 5, Secondary (Free Once per Round)
Move up to a quarter of one's Base Movement.

Jump:
AP: 25 - Grace
Stamina: 20
Jump a vertical/horizontal distance of up to 2.5/7.5 feet respectively, adding 1/2.5 feet if Running or 1.5/5 if Sprinting.

Swim:
AP: 35
Stamina: 10
One may swim (as described previously).

Climb:
AP: 65 - Grace
Stamina: 10 + Weight
One may climb (as described previously), requiring two free hands.

Crawl:
AP: 45 - Grace
One may move up to half their Movement Limit. One must be in a Prone position.

Facing:

Facing describes one's relative relationship to their environment. This generally does not need to be considered unless moving quickly, for determining where an attack may strike, and one's available field of view (see Senses).

One is not restricted to any set of specific Facings, and may turn freely. The GM may adjust Facings as they see fit and determines any otherwise ambiguous Facings as relevant.

Tracking Facing with a physical representation may simply use any model for an individual (mark a center point). In a digital environment with limited rotation, grid faces/corners can suffice. Lastly, for strictly imagined environments, the GM may have an individual track their cardinal direction if potentially relevant, or otherwise simply infer Facing by context and assume any changes occur via the free use of the Change Facing action.

If moving opposite one's Facing (e.g. backing up) while standing, reduce one's Balance by 1 for every foot moved and make a Balance Roll at the end of that action. Count any distanced moved as twice as far unless via the Shift action, and one may not Run, Sprint, or Climb.

Positional & Balance Actions:

Crouch:
AP: 20, Secondary
One enters the Crouched position.

Go Prone:
AP: 35 - Grace
One enters the Prone position.

Rise:
AP: 20 and Secondary if Crouched, 50 - 2x Grace if Prone
One enters a Standing position if Crouched or Prone.

Brace:
AP: 25, Secondary
Stamina: 20 (If Hit)
Mitigate up to 10 plus one's Might of forced changes to one's Balance this Round. Cannot be performed if Off-Balance or if having previously moved this round.

Repose:
AP: 20
Regain Balance equal to 25 plus one's Grace.

Change Facing:
AP: 10, Secondary, Repeatable (Free Once per Round)
Change one's Facing up to 90°. One may not change their facing by more than 360° per Round via this action.

Combat:

Guard:

When wielding a weapon, place one's weapon into one of five Guard positions. If one's weapon is not otherwise in a Guard position, it is "Open".

There are four "Angled" positions, these being High, Low, Left, and Right (relative to oneself). There is additionally the "Central" position, which sits neutrally between the Angled positions.

High and Low Guard are "Adjacent" to Left and Right Guard, and vice versa. Likewise, High/Low Guard and Left/Right Guard are "Opposite", respectively. The Central Guard position is simply Adjacent to all others.

If one's Angled Guard changes to a position closer to High Guard (e.g. Low > Left/Right > High), it is considered "Rising". Likewise, the reverse is considered "Falling".

One's High Guard may be "Raised" per any effect which allows one to change their Guard, and likewise one's Low Guard may be "Dropped". One's Guard is still considered as being in its original position, but is Open against the Opposite Guard. Some attacks may alter their state depending on if they originate from such a state.

Relative to an opponent one is directly facing, both individuals' Left/Right Guards are "Mirrored" respective to the other individual's same Guard Position, and may otherwise be treated as Opposite each other.

One may also gain a "Passive Guard" via certain circumstances. Whenever one would Block or Parry without intercepting an attack, assume a Passive Guard equal to the Block value of the weapon/shield used. One may only benefit from one Passive Guard at a time (e.g. it does not stack), and it is lost whenever one would perform an attack or change Guard. This value acts as a bonus to the next Intercept Roll one would perform, and is lost upon its conclusion.

Some attacks list a required "grip". This refers to how many hands are holding the weapon, and if it is reversed. This is mediated by the Change Guard action.

Drawing and sheathing a weapon are mediated by the Manipulate (not Retrieve) and Stow Item actions, respectively. Weapons are drawn into a one-handed grip.

Openings:

When one's Guard is placed into the Open position, this begins a period called an "Opening", interrupting a Set.

When an Opening occurs, one may declare the Dodge action or Block with a shield. Then, anyone Engaged with oneself may declare up to one Primary and Tertiary action. All such actions use the rules for Novel actions.

Once all those involved have declared their intended actions, resolve them as if they were there own Set. Any further Openings which occur during this time are ignored.

Following this, the Set resumes as normal.

Engagement:

If an opponent is within a certain distance of oneself and is visible, then one is said to be Engaged with them. This distance is the nearest multiple of 5ft beyond one's reach (e.g. a 5ft reach equals an Engagement of 10ft; a 4ft reach equals an Engagement of 5ft). An opponent with which one is Engaged is not necessarily Engaged with oneself unless their Engagement distance is similar to one's own.

By default, one is unaware of the exact distance their opponent is from them, only if one is Engaged with them. One may attempt to attack an Engaged target even if it is beyond one's actual Reach, in which case the attack fails. One may determine an exact distance by using the Discern action against a PV equaling their opponent's Avoidance. The GM may provide hints as to whether an opponent is within reach, though the corresponding Skills should be obtained to ignore this uncertain aspect of battle.

If an Engaged opponent would attempt to leave one's Engagement range, this creates an Opening unless the opponent retreats such that they are constantly Facing-Towards oneself (e.g. never turning their back to oneself) and are benefiting from the Dodge action.

If an one becomes Engaged with an opponent without them likewise becoming Engaged with oneself, this presents an Opening to oneself as they enter into range.

When attacking a prone target with which one is Engaged while one is standing, one must use the Reach tertiary action or use a Polearm. Treat the target as having 0 Grace in regards to Avoidance. If prone on one's stomach, one may not use the Block, Parry, or Dodge actions and may only select waist-down targets against standing opponents, regardless of Reach. If prone on one's back, one may Block, otherwise following the previous rules.

Avoidance:

One's Avoidance determines how difficult they are to strike. One's base Avoidance is determined by their Ancestry (generally decreasing with size). Under most circumstances, one's Grace is added to this value. If one is Prone or otherwise unconscious, this modifier is omitted.

As described in the Areas (Body) section, limbs, joints, and vital points receive a bonus to their Avoidance. This is 3x for arms/legs, 4x for the head, and 6x for smaller targets such as joints or vital points. This multiplier is applied against the base Avoidance of the target, before any additive modifiers are applied.

Avoidance can be further modified by circumstantial conditions and the Dodge action (see Defensive Actions). For targets which are Lightly Obscured, add 15 to their final Avoidance. For targets which are Heavily Obscured, additionally treat their base Avoidance as 5 higher. Totally Obscured targets gain no additional bonus to Avoidance so long as one is aware of their presence. This is most relevant to close combat, as long ranged combat will generally present different penalties to an attempted shot based on how obscured a target is.

Related to Avoidance is which parts of one's body pose a valid target at any given time. During combat, any individuals mutually facing each other may target the other's front freely and sides if swinging towards their same relative side. If one's target is facing away from oneself, simply reverse any side which would be struck (e.g. front > back, left/right > opposite). For targets presenting a limited set of targets, such as those in strict profile, directly below oneself, or behind cover, one must declare their intended target, using the same rules as above. Some circumstances will create ambiguous situations, in which case the GM should describe what targets are available to attack.

For inanimate targets larger than 10 inches, its Avoidance is 0, adding 10x the difference (in inches) if smaller than 10 inches (e.x. 7 inches, or a 3 inches under 10, equals 30 Avoidance).

Defense & Binds:

Blocking, Parrying, and Dodging are the primary means one has to defend themselves. Blocking and Parrying each require an Intercept Roll, which is a Reflex Roll with an additional modifier of one's Intercept Prof. and any current Passive Guard against a PV equal to the result of the incoming attack. Intercept Rolls made in response to an attack with a lower Initiative value (e.g. made prior to the defensive action) suffer a penalty equal to the difference.

When two weapons collide they enter a Bind. This may occur by purposely targeting another weapon with an attack (for the purposes of targeting, use the same Avoidance as a limb), or as part of the Block action, in which case the Bind is initiated in the Guard position of the non-attacking weapon. If two directly facing individuals each miss an attack against the other during the same Set, a Bind is initiated in a Central Guard position.

While Bound, weapons may only perform attacks which originate from a Central Guard position, Guard Actions, the Bind-specific Turn and Disarm actions. Any other weapon-action requires the Bind to end, either via the Restore Guard action, or the participants being physically out of Engagement Range from each other.

Leverage is conferred to the individual in an advantageous position. Only one individual may have Leverage at a time, to a maximum of 20. If one would gain Leverage over an opposing weapon with Leverage, instead the opposing Leverage is decreased by the corresponding amount, until it reaches 0. Neither individual begins a Bind with Leverage. Increase the AP cost of any weapon-based actions an opponent performs by the Leverage one has over them.

One may use the Change Guard action to attempt to shift Leverage. If one has Leverage over their opponent when initiating this action, one must repeat it twice (e.g. spend 10 AP). Both participants make a contested Roll, one using their Power, their opponent their Might. If one is the victor, one gains Leverage equal to the difference in result, up to one's weapon Heft. Either participant may end the Bind via the Restore Guard action, each weapon returning to its original Guard position.

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Melee Attacks:

When performing an attack, either with a melee weapon or unarmed, one must declare a specific attack to perform from among those they know. An "Attack Action" simply refers to any such specific attack in a general sense. During this time one also selects any tertiary attack actions to apply, as well as the target for the attack (see right).

The attacks one knows are determined by their Proficiency with an individual weapon, or specific unarmed attacks they have learned. Even should one know how to perform a specific attack with one weapon, they must have the requisite Proficiency to perform it with a different weapon.

The Swipe, Stab, Club, and Bash attacks require no Proficiency to perform for a valid weapon. The base Punch, Kick, Slap, and Headbutt unarmed attacks are likewise known to all individuals. These are "generic" attacks.

Other basic attacks a weapon may perform will be separated by brackets. Those listed in the first bracket require a minimum of 3 Proficiency in the weapon to properly perform, for the second 5 Proficiency, and for the last 7 Proficiency. Some weapons feature a unique attack, in such a case 10 Proficiency is required, and this will be listed after any generic attacks before any bracketed attacks. One may not attempt to perform weapon-unique attacks if one does not have 10 Proficiency with the weapon.

Unarmed attacks modify either the punch or kick attacks. These modifiers may alter the AP or Stamina costs, maximum Reach, or required Guard. Likewise, each generally defines an alternate Wound and damage tier. When declaring an unarmed attack, one may choose one of these alternate attacks as one would a standard attack.

Attacks will list an initial range of Guard positions, followed by a final Guard position, separated by a ">>>" in its description. To perform an attack, one's Guard must be within its initial range. When executed, the origin of the attack is considered to be the specific Guard position it occupied. One's grip must likewise match any listed requirement. "Ambihanded" attacks allowing any grip.

Fists share the Guard positions as weapons, though may not be Raised/Lowered, and are independent of each other. Each hand may not occupy the Guard position of its counterpart (e.g. one's right hand occupying the Left Guard position). If one has declared a kick-based action during a Round, halve one's Balance. This Balance is restored at the end of the Round and one ignores if this would impose the Off-Balance Status, unless one's Balance becomes further modified during the Round.

A target may be any individual, object, or space within one's Field of View, include those not within Engagement Range. One may move as part of an attack to attempt to place a target within their Reach. If the target is not within Reach at the time of the attack, the AP is wasted, but no other costs must be paid. Melee weapons and fists use the same rules. Kicks must be High if targeting the head/neck of another individual, or Low if targeting the legs, with Medium kicks able to strike any other position.

In order to resolve an Attack, make a Hit Roll (a Dexterity Roll) against the Avoidance of the target. If the outcome of the Roll is a Failure, the attack misses. If the outcome of the Roll is a Major Failure, then one's Guard becomes Open, OR one loses 30 Balance. If the outcome of the Roll is a Success, then the attack hits and damage is dealt. Critical Hit Rolls cause Critical damage.

Some attacks suffer an "Awkward Penalty", which is a negative modifier of 30 to the Hit Roll. This includes targets within half one's Reach or completely beyond one's standard field of view (e.g. solely within one's peripheral vision). Likewise, any attack one performs requiring a Proficiency higher than one's Proficiency level suffer this penalty. If multiple circumstances would apply, increase the penalty by 10 for each additional instance.

In addition to Guard requirements, every attack requires a cost in AP and Stamina. For almost every attack, raise the listed AP cost of an attack by the Heft of the weapon performing it, and lower the total cost by one's Proficiency with the weapon. The exceptions to this rule are attacks which require no Proficiency to perform, instead use one's Dexterity (such AP costs are marked by an asterisk). The stamina cost of an attack is listed as a multiplier; apply this multiplier against the Heft of the weapon to determine the final stamina cost of the attack. These costs are only paid should the attack be executed.

Attack damage is dealt in the form of direct Wounds. By default damage is dealt against the torso. Use the base damage tier of the attack plus one's Power if using a two-handed grip, or half one's Power (rounded up) if using a one-handed grip. This damage is used to determine any Vital Wounds as well. If the struck area is protected by armor (see Armor section), apply any damage reduction from the armor, checking if this would result in a glancing blow. If relevant, treat the Heft of attacks delivered by one's Head/Arms as being equal to one's Weight, and one legs as 1.5x this value (rounding up). If one performs an unarmed attack against a target which would completely nullify the attack and stop one's limb, that limb suffers a Bump.

Tertiary Attack Actions:

Hold:
AP: 10 per Set, Ongoing, Tertiary
Choose an attack and up to 1 attack tertiary. That attack is "Held" during each Set which another individual acts. One may not perform any attacks while this action is ongoing. When a target enters one's Reach, one may pay any costs of the Held action(s). If one does, this action ends and that attack is placed into the current Set at half Initiative.

Rush:
AP: Any Amount up to 10 + Dexterity, Tertiary
Lower the Initiative of the attack by the AP spent on this action (this action does not otherwise raise the Initiative).

Aim:
AP: 20 - Dexterity, Repeatable 3x, Tertiary
Apply a bonus to the Hit Roll equal to one's Weapon Prof.

Strike:
AP: 20 – Awareness, Tertiary
Aim for a specific limb, joint, or vital point. Increase the Base Avoidance value of limbs by 3x (4x for head), or 6x for vitals.

Reach:
AP: 20 – Acrobatics, Tertiary
Extend the Reach of one's <u>weapon</u> by half one's Base Reach, plus a number of inches equal to one's Dexterity. If this attack misses, reduce one's Balance by 20.

Power Attack:
AP: 20, Tertiary
The attack ignores all Passive Guard, and if not present otherwise causes target to lose 10 Balance on hit. If the attack was performed with two hands, the target must then perform a Balance Roll.

Caution:
AP: 5, Tertiary
Treat the Hit Roll as being 10 + Dexterity higher for the purposes of determining a Major Failure.

Guard Actions:

Change Guard:
AP: 5, Secondary, Repeatable
Change one's Guard to an Adjacent position, Raise/Lower it from a High/Low Guard, or Open one's guard. One may change their grip as part of this action, either until the end of the action (returning to the original grip afterwards), or completely. This action has no effect if one's Guard is already in an Open position.

Restore Guard:
AP: Weapon Heft
Change one's Guard from Open to any Angled position.

Defensive Actions:

Block:
AP: 20 + Heft - Block Prof.
Stamina: 2x Heft
Make an Intercept Roll against an incoming attack from this current Set. If not a Major Failure, reduce the damage tier by the Block of one's weapon. On a Success, reduce the outcome of the Hit Roll by the difference between it and the Intercept Roll, plus one's Might, potentially causing the attack to miss. One's Guard must be Adjacent (and itself Angled) to the initial position of the incoming attack, and neither changes position. One cannot Block if Off-Balance.

Parry:
AP: 20 + Heft - Parry Prof.
Stamina: Heft
Make an Intercept Roll against an incoming attack from this current Set. If the Intercept Roll is a Failure, no effect occurs. If the Intercept Roll is a Success, the attack is considered to have missed, and shift the Guard position of either involved weapon to a Central Guard position, with the other remaining in its original position. If the Intercept Roll is a Major success, the attacker's Guard becomes Open following this shift. One's Guard must match the initial position of the attack for. One cannot Parry if Off-Balance.

Dodge:
AP: 25 - Dodge Prof., Repeatable
Stamina: 20
Increase one's Avoidance by 20 if not repeated. Repeated instances grant a bonus of 15 plus one's Grace. If repeated, ignore one's base Avoidance and use only any bonus value. One may move 1ft per repetition (including the initial instance), or forgo the Avoidance bonus for 2ft per repetition. Reduce one's Balance by 5 per repetition beyond the initial instance. Any bonus lasts until the End of the Round.

Turn:
AP: 15
Stamina: 10
Both participants make a contested Roll, one using their Leverage as a modifier, and their opponent subtracting it. If one is the victor, change each participant's Guard to an Adjacent Guard position (Mirrored for one's opponent).

Disarm:
AP: 20
Stamina: 15
Both participants make a contested Roll, one adding their Leverage and their opponent subtracting it. If one is the victor, force the opponent's Guard to become Open, ending the Bind. If one's result is at least twice the opponent's, force the opponent to drop their weapon. One must have at least 10 Leverage to initiate this action.

Basic Attacks:

	AP:	Stamina:	Wounds:
Slashing			
Swipe:	15*	1x	Cut (15)
Any >>> Opposite, One-Handed			
Slice:	20	1x	Cut (20)
High/Low >>> Opposite, Ambihanded May be Raised for +1x Stamina Mult., If so, inflicts a Laceration.			
Sweep:	30	2x	Laceration (20)
Left/Right >>> Opposite, Ambihanded			
Slash:	35	2x	Cut (15)
Left/Right >>> Opposite, Two-Handed			
Cleave:	35	3x	Laceration (20)
High (Raised) >>> Low, Two-Handed			
Chop:	15	2x	Cut (20)
Left/Right/High >>> Central, Ambihanded			
Hack:	20	3x	Cut (25)
High >>> Low (Lowered), Ambihanded May be Raised. If so, damage is CLEAVING			
Hew:	35	4x	Laceration (15), Rent (25)
High (Raised) >>> Low (Lowered), Two-Handed			
Piercing			
Stab:	20*	1x	Puncture (15)
Any >>> Central, One-Handed Only apply up to 5 Power			
Thrust:	25	2x	Puncture (20)
Central >>> Central, Ambihanded Increase Weapon Reach by 1ft			
Pierce:	35	3x	Rent (15)
Central >>> Central, Two-Handed			
Score:	15	1x	Cut (5), Prick (7)
Central >>> Any, Ambihanded			
Hook:	20	1x	Prick (5)
Left/Central >>> Right, Ambihanded If initiating a Bind, one begins with Leverage equal to the Heft of this attack, or one may force a shield to move position.			
Concussive			
Club:	20*	2x	Bruise (15)
Left/Right/High >>> Central, One-Handed			
Smash:	25	3x	Contusion (20)
High >>> Low, Ambihanded			
Crush:	40	5x	Contusion (20)
High (Raised) >>> Low, Two-Handed			
Bash:	25	2x	Bruise (20)
Central >>> Central, Two-Handed (Ambihanded if Shield) Use only one's Base Reach. If target is Prone, inflicts a Contusion.			
Bat:	30	3x	Bruise (25)
High (Raised) >>> Left/Right, Two-Handed May replace the Block action against projectiles, using 2x Reflex.			
Pommel Strike:	15	1x	Bruise (10)
High >>> Central, One-Handed Use only one's Base Reach.			

Weapon Specific Attacks:

	AP:	Stamina:	Wounds:
Weapon-Specific			
Heart-Pierce:	20	3x	Prick (10)
Dagger High >>> Central, One-Handed (Reverse Grip) Reduce the hit penalty against Vital Points to 3x.			
Shear:	30	2x	Cut (15)
Sabre Left >>> Right, Ambihanded Ignore the Protection of Gambeson armor.			
Half-Blade:	25	1x	Puncture (15)
Longsword High >>> Central, Two-Handed Aim bonus is 1.5x higher when addended to this attack.			
Gore:	35	4x	Puncture (10), Cut (7)
Greatsword Central >>> High, Two-Handed Causes the Arterial Bleed Vital Wound, regardless of target.			
Whirl:	35	5x	2x Cut (10)
Direblade Left/Right >>> Open, Two-Handed May Strike a Target Outside one's Field of View			
Flick:	15	1x	Scratch (7)
Rapier Any >>> Central, One-Handed This attack may not be Parried.			
Tuck:	30	2x	Pierce (15)
Estoc Central >>> Central, Two-Handed Ignore the Protection of Maile armor.			
Blackjack:	25	3x	Bump (10)
Club Raised >>> Central, One-Handed May inflict the Knock-Out Vital Wound on a Major hit.			
Sunder:	30	4x	Contusion (20)
Warhammer Raised >>> Central, Two-Handed Halve the Integrity of Struck Armor			
Poke:	15	1x	Bump (3)
Quarterstaff Central >>> Central, One-Handed Reduce target's Balance by 2x Heft on hit.			
Fell:	45	4x	Laceration (10), Puncture (5)
Battleaxe Left/Right >>> Central, Two-Handed Counts as Critical on any even result (ignore standard Criticals).			
Skewer:	35	3x	Rent (10)
Spear Central >>> Central, Two-Handed Becomes stuck on damage, loosened via the Restore Guard action.			
Pull-Down:	40	4x	Prick (5)
Halberd High (Raised) >>> Central, Two-Handed If striking a mounted target, they are unsaddled.			

Unarmed Attacks:

	AP:	Stamina:	Wounds:
		Basic	
Punch:	30 - Dex.	10	Bruise (4)
	Central >>> Central, Base Reach		
Slap:	25 - Dex.	10	Bump (2)
	Left/Right >>> Open, Base Reach		
Kick:	35 - Grace	20	Bruise (6)
	Medium Height, 1.5x Base Reach		
Headbutt:	30	-/-	Bruise (5)
	No Guard, 3 Inch Reach		
		Punching/Arms	
Hook:	-5	---	---
	Right/Low >>> Central, -0.5ft Reach		
Jab:	-10	---	-1 Tier
	Central >>> Central, +0.5ft Reach		
Uppercut:	+20	+15	+1 Tier, Contusion
	Low >>> High, -1ft Reach		
Cross:	+5	---	---
	Left >>> Central, -1ft Reach		
Lunge:	+5	+10	+2 Tiers
	Central >>> Central, +1ft Reach		
Elbow:	---	+10	+2 Tiers
	Any >>> Central, -1ft Reach		
		Kicking/Legs	
Snap:	---	---	---
	Medium/High		
Side:	---	---	---
	Medium/Low, Perpendicular Facing		
Back:	---	---	---
	Medium/Low, Facing-Away		
Roundhouse:	+5	---	+4 Tiers
	Medium, Forward Facing		
Jump:	---	---	+8 Tiers
	High, Forward/Perpendicular Facing One must be airborne to perform.		
Dropkick:	+15	+20	+4 Tiers, Contusion
	High/Medium, Forward Facing One must be airborne and Running to perform. One lands Prone (face up).		
Knee:	---	+10	Contusion
	Use only one's Base Reach.		
Stomp:	---	+15	Contusion
	Target must be Prone, one must be Standing.		

Balance Attacks:

	AP:	Stamina:	Guard:
		Basic	
Push:	30 - Prof.	20	Central >>> Central, 1H
	Target loses Balance equal to one's Power, then must make a Balance Roll, losing an additional amount of Balance equal to the result (up to 30).		
Shove:	35 - Prof.	30	Central >>> Central, 2H
	Target loses Balance equal to 10 plus 2x one's Power, adding 20 if Running or 40 if Sprinting, then must make a Balance Roll, losing an additional amount of Balance equal to the result (up to 50).		
Trip:	+5	+5	Low Kick
	Treat as a kick. Upon a hit, rather than taking damage the target instead loses an equivalent amount of Balance, and then must make a Balance Roll.		
Tackle:	20 - Prof.	+20	Grab
	Target loses Balance equal to 30 plus 2x one's combined Power and Weight, adding 20 if Running or 40 if Sprinting, then must make a Balance Roll.		

Grappling:

Grappling can be performed either while standing or on the ground (includes sitting/crouched positions for these purposes). In either instance, there are three orientations (see right) which determine one's available actions. These may apply to individuals on different footings. If on different footings, the grounded individual may only Grab or Hook the legs of their opponent. The upright individual may only use the Grab Hold.

Holds begin with the Grab action, which if successful initiates the same Hold. From here, a one may attempt to transition into another Hold they know, depending on the relative orientations of each individual. Holds apply to a specific part of the opponent's body, as chosen from those it describes when initiated. The default Holds one knows are the Grab Hold, the Hook Hold (standing), and the Mounted Hold (grounded).

Tightness is a stat associated with one's Hold, referenced by most grappling actions. Holds begin with a minimum Tightness, which may be reduced by interference from one's opponent. At the start of each Round, restore the Tightness of one's hold to either this value or the difference between one's current Fatigue and 100, based upon whichever value is lower. Holds likewise have a maximum value one may achieve via other grappling actions. Add one's Might to the total Tightness of any Hold they are applying (after any other limits).

Holds have three primary uses, clinching (to maintain contact), locking (to restrict movement), and submission (to potentially apply pain). Each Hold has one or more types, with certain grapple actions requiring one to have a hold of a corresponding type.

During a grapple, if one is Held by their opponent, one may attempt to break free or escape. The Struggle action may loosen the Tightness of a grip applied against oneself. The Escape action makes a Roll against a PV equal to the current Tightness of any grip applied to oneself.

One may not move freely while engaged in a grapple. The only movement action one may attempt is the Shift action, and only if one's opponent complies, if so they move at an equivalent rate for no AP. Otherwise, such attempts may count as an instance of the Wrench action if the opponent does not move, or one may make a Power Roll against their Balance, able to move both individuals upon a success.

If attempting to grapple an individual at least 1.5x taller than oneself, one may only apply half the Tightness with any hold. One may not grapple an opponent more than 2x their own height. For any Roll to move a held target in any way, if one is heavier, apply a modifier to the PV equal to 5x the difference in Weight.

Positions:

Face to Face:
Both participants are Facing-Towards the other.

Perpendicular:
One participant is Facing-Towards the other, while the second is facing 90° away from the first.

Face to Rear:
One participant is Facing-Towards the other, while the second is Facing-Away from the first.

Holds:

Neutral

Grab:
Clinching, Ambihanded, any Orientation
5-25 Tightness per Hand (Any Limb/Joint)

Standing

Hook:
Clinching, Locking, Two-Handed, any Orientation
45-90 Tightness (Torso, Arms)

Nelson-Hold:
Clinching, Locking (Two Hands), Ambihanded, Face to Rear
20-45, Add 25 if Two-Handed (Armpits, Head)

Armlock:
Submission, Ambihanded, any Orientation
40 Tightness (Arm)

Chokehold:
Submission, Two-Handed, Face to Rear
60 Tightness (Shoulders, Neck)

Grounded

Mounted:
Clinching, Locking, Two-Handed, Face to Face, Face to Rear
50-80 Tightness, Add Weight (Torso, Arms or Legs)

Arm-Bar:
Locking, Two-Handed, Perpendicular
45-60 Tightness (Arm)

Keylock:
Locking, Two-Handed, Perpendicular
30-70 Tightness (Torso, Head, Arms)

Grapple Actions:

Grab:
AP: 20, Secondary, Repeatable 2x
Make a Hit Roll against a target within one's Base Reach. If successful, the target is subject to the Grab Hold from the corresponding hand (both if repeated). One cannot target their opponent's torso unless they are loosely clothed.

Grasp:
AP: 35, Secondary
Stamina: *Tightness of Hold*
Change one's Hold to an another valid option, or increase the Tightness of one's Hold by 20, up to its maximum for the current Hold. This increase to Tightness is lost if this action is not performed at least once each subsequent Round. If one has more Balance <u>and</u> Tightness per Hold than their opponent, one may change their relative positions as part of this action. This action may not be used to increase the Tightness of a Submission Hold (see the Wrench and Strangle actions).

Struggle:
AP: 25 - Grapple Prof., Secondary
Stamina: *Opposing Tightness*
Make a Contested Roll with one's opponent, each using their Might and Grapple Prof. as a modifier. If one is the victor, reduce the Tightness of any opposing Hold by the difference. If one is held in a Submission Hold, the Tightness of that Hold is applied as Active Pain when this action is taken.

Escape:
AP: 35 - Grapple Prof.
Stamina: *Opposing Tightness*
Make a Might Roll against the current Tightness of an opposing Hold. Upon a success, the Hold is ended. If one is held in a Submission Hold, the Tightness of that Hold is applied as Active Pain when this action is taken. One may not perform this action if one's current Fatigue is greater than the current Tightness of the hold.

Hold:
AP: 15, Secondary
Stamina: *Tightness of Hold*
Prevent an opponent from using a Held limb. This includes any actions save for Struggle or Escape.
Requirements: *Locking or Submission Hold*

Drag:
AP: 40
Stamina: *3x Target Weight*
Make a Contested Roll with one's opponent, each using their Might and Grapple Prof. as a modifier, with one adding any difference in Balance if one's Balance is higher. If one is the victor, one may use the Move action this Round, pulling the opponent along.
Requirements: *Clinching Hold*

Strangle:
AP: 60
Stamina: *Tightness Gain (see Below)*
Increase the Tightness of one's hold by 1.5x (to a maximum of 90 total). The opponent suffers from asphyxia (use the rules for loss of breath, though they may speak), falling unconscious if maintained for 2 full Rounds, otherwise sustaining permanent damage as described within the Breath section. Consciousness is regained after 3 Rounds.
Requirements: *Chokehold or Grab (Neck)*

Wrench:
AP: 45
Stamina: *Tightness Gain (see Below)*
Increase the Tightness of one's Hold by 1.5x. The value of the increase is applied as Pain to one's opponent.
Requirements: *Submission Hold*

Throw:
AP: 60 - Grapple Prof. (add Tightness of Any Opposing Hold)
Stamina: *5x Target Weight*
Make a Contested Roll with one's opponent, each using their Might and Grapple Prof. as a modifier, with one adding any difference in Balance if one's Balance is higher. If one is the victor, one may throw the opponent a number of feet equal to 15 plus half one's Power, subtracting their Weight. This ends any Holds of either participant. One may not perform this action Off-Balance.
Requirements: *Clinching Hold, Standing. May not perform if exceeding one's AP limit due to Tightness of Opposing Holds*

Flip:
AP: 60 - Acrobatics - Grapple Prof.
Stamina: *5x Target Weight*
Make a Might Roll against a Held opponent's current Balance, applying one's Grapple Prof. as a modifier. Upon a success, rotate 180°, flipping the target so they land in a grounded position Held in a Face to Rear Armlock.
Requirements: *Clinching Hold (Arms), Standing, Opponent must be Perpendicular or Face to Rear (Behind Oneself)*

Ranged Combat:

Ranged weapons are used direct attacks against distant targets which exceed one's Reach, and come in one of three archetypes; Thrown, Drawn, or Triggered. Each involve particular actions to arm and fire, and likewise possess a number of statistics which govern these actions.

During a Long Round, shots may be fired outside of individual Quick Rounds. For the process of taking the Steady and Aim actions, as well as those to fully fire the weapon, assume a duration of 4 seconds, equal to a Quick Round. For triggered weapons with a higher ammo capacity, one may forgo aiming to reduce this time to 1 second per shot. When ammo is depleted, one must spend undergo the reload/rearm time of the weapon before it may be fired again (use a time of 1 second for Drawn weapons).

Weapon Statistics:

Close/Long Range:
Close Range spans from one's Reach to the distance listed at which shots transition to Long Range (typically one-tenth the maximum range).

Maximum Range:
This is the furthest distance a shot from the weapon can reach before colliding with the ground. Targets outside this range cannot be struck, though one may still fire at them.

Dispersion:
This value dictates how drastically the a shot veers from its target at Long Range. Higher values indicate a higher deviation, and a conversely lower accuracy. Increase this value by 4 while Standing or 2 while Crouched for Triggered weapons, or 3 while Prone for Thrown/Drawn weapons.

Momentum:
Each weapon defines the Wound(s) it inflicts, and a base Momentum (modified by the ammo used), which is used as the damage tier of the Wound and for overcoming armor.

Capacity:
How much ammo the weapon holds; unless otherwise defined, this value is 1. For greater values, track the current ammo of the weapon. A weapon may not be fired without ammo. Thrown weapons comprise their own ammunition.

Reload:
This describes how long it takes to refill the weapon once its ammo is spent. There are two related Reload values. The first is the actual Reload time it takes to place the ammo within the weapon via the corresponding action. The second is a Rearm time which it takes to re-prepare the weapon for firing, via the Rearm action. Unless otherwise noted, only a weapon's Reload must be considered.

Handling:
Handling determines how quickly a weapon may be brought to bear. This includes drawing, steadying, and aiming.

Close Range:

When performing an attack within the Close Range of one's weapon, begin by performing a Hit Roll against an area of the target's body, Rolling per the same rules as Melee combat but ignoring Avoidance alteration per limb.

If the Hit Roll is a Major Success, the selected area is struck, otherwise randomly determine where the shot strikes. If a Failure, determine where the shot scatters.

Long Range:

When performing an attack within the Long Range of one's weapon, make a Ranged Hit Roll, a type unique to ranged weapons where one is attempting to obtain a result within an allowable range of a target value. The target value is equal to however many multiples of the Close Range value of one's weapon that the target is distant, times 10, to a maximum of 100 (e.x. if Close range is 30ft, and the target is 120ft away, this gives a target value of 40).

The result of the Roll must fall within an allowable difference from the target value. This difference is one's Awareness plus the Height of the target. For every increase to the target value (e.g. multiple of 10), lower the allowable difference by the Dispersion of the weapon. Halve the allowable difference if aiming against a limb, or quarter it for a Vital point. If the result of the Roll is equal to the target value plus or minus this range, or some value between, the shot strikes a random area of the target, if it outside this range, the shot scatters.

Moving targets increase Dispersion if unaccounted for. Double the Dispersion value of one's weapon unless having repeated the Aim action at least twice.

For every instance Dispersion would effect the allowable range of the shot, decrease the Momentum of the projectile by the Falloff value of the ammo used.

Scattering & Random Hits:

When determining where a target is randomly struck, make a Roll. A 1-50 corresponds to the Torso, an Arm on 51-70, a Leg on 71-90, or the Head on 91-100. Where both sides of the target are exposed, an even/odd result corresponds to the left/right side respectively. If the result is Critical, randomly determine an appropriate Vital area to be stuck.

When determining where a shot scatters, make a Roll. If the 10's of the result is even, it goes high, if it is odd, low. If the 1's of the Roll is even, it veers left, if it is odd, to the right. Shots veer by a number of inches equal to the 1's of the result, or a number of feet if Critical.

Obstruction & Cover:

If a target is visually obscured (as described by the Senses section), but is not meaningfully physically obstructed by cover, apply the following effects cumulatively.

Light Obstruction:
Treat the target as being at Long Range, regardless of distance. If already at Long Range, treat the target as 1.5x further.

Heavy Obstruction:
One may not use the Aim action against the target.

Total Obstruction:
One may not apply their Awareness to the acceptable difference for Long Range attacks against the target.

Physically obscured targets have one or more areas which have solid cover between it and one's shot. One may still select physically obstructed targets should one know their location, using the rules for visual obstruction, though one's weapon generally cannot not penetrate the cover. One may select an uncovered area (if any) to attempt to hit. When determining where a random strike would land, any result corresponding to an obstructed area strikes the cover.

Some projectiles may reasonably penetrate physical cover, though the rules listed here are not intended to provide a perfect ballistic simulation. Per the GM's discretion, soft cover may halve the Momentum of a projectile, and medium cover quarter it. Penetrating projectiles may ignore such a reduction and instead apply as simply Piercing to any subsequent target.

If one can see a slow incoming projectile or opponent preparing to fire, one may attempt to avoid it if one's Reflex is higher than the Momentum of the shot. At Close Range, one may Block with a shield, or perform one instance of the Dodge action. At Long Range, one may use the Dodge action to reduce the allowable difference of that shot by half the Avoidance benefit of that action. One may Hide or Block with a shield to maximize one's cover from that shot.

Ricochets & Spent Projectiles:

If a projectile would be stopped by an angled surface (including armor), it ricochets. Using the original result for the Hit Roll, it uses the rules for scattering, retaining half of its Momentum, and is unable to ricochet again.

If a projectile would be stopped by a flat surface (such as a perpendicular wall), it breaks, and is unrecoverable.

Projectiles which deal any piercing damage become stuck in the flesh and/or armor through which they penetrated, or lodged within any other type of surface struck. They double any active Pain of the affected limb while lodged. Arrows, bolts, and similar objects add their causative damage to the PV of first aid attempts. Wounds caused by bullets and similar objects require surgery to treat.

Archetype Actions:

General

Aim:
AP: 25 - Handling, Secondary, Repeatable 3x
Apply a positive modifier of 5 + Weapon Prof. to one's next Hit Roll (Close Range), or half as much (rounded up) to the acceptable difference of a Ranged Hit Roll (Long Range). This bonus is lost if the target moves more than 5 feet prior to the shot. Triggered weapons must be settled after firing via the Rebrace or Steady actions before aiming again. May not be repeated if the target is beyond the comfortable distance of one's vision (generally 100ft, or 200ft/50ft if Keen/Dull).

Steady:
AP: 25 - Might, Tertiary
Halve the Dispersion of one's next shot, rounding up.

Reload:
AP: Reload and/or Rearm Values - Dexterity, Repeatable
Place a piece of ammunition or magazine into the weapon if the Reload cost was paid, likewise rearming the weapon if the Rearm cost was paid. If either process takes longer than one Round, perform this action over multiple Rounds.

Thrown

Throw:
AP: 50 - Handling - Dexterity
Stamina: 3x Heft
Throw a held object, if not Aimed the object scatters. Add the 10's of the Hit Roll to the Momentum of the object.

Drawn

Draw:
AP: 20, Repeatable
Stamina: Draw Weight (Halve if Repeated)
Draw the weapon to a quarter draw, or if already partially drawn, double the current draw. Undo the effects of aiming.

Hold:
AP: 10
*Stamina: Draw Weight * Current Draw (0.25, 0.5, or 1)*
One holds the current draw level of one's weapon.

Loose:
AP: 5, Tertiary
The shot is loosed. Multiply the momentum of the shot by the current level of the weapon's draw.

Triggered

Fire:
AP: 10
A shot is fired at a target of one's choosing. For the remainder of the Round one may not use the Aim action unless repeated 3x or following the Steady or Rebrace actions.

Rebrace:
AP: 15 - Handling (to no Minimum AP), Tertiary
Recenter one's weapon following recoil to allow aiming.

Armor:

One may either wear armor as individual pieces or in sets. This defines the type of armor (see right), coverage it provides, and overall bulk.

Armor coverage may apply to any area of one's body, as described within the Areas section. If a flexible armor (Gambeson or Maile) describe a complete area of the body, it provides total coverage to that area. For rigid armor (Brigandine or Plate), joints are not included unless defined. "Upper" sections of a limb include only joints directly adjacent to the torso. The coverage afforded by an individual's armor is apparent to all observers and may be freely determined. Unprotected areas such as joints/limbs may be specifically targeted, vital points such as organs are considered protected if the torso/head is covered.

Armor grants Resistance to each damage type except for Burning, according to its style. This may either reduce the damage tier of an inflicted Wound, or the tier of the Wound itself. In the latter case, use half the damage tier as the original Wound for the new, lesser Wound.

If armor would completely reduce the damage tier of an attack or Momentum of a projectile to below one's Proficiency with that armor, this is considered a glancing blow. Projectiles automatically ricochet. If the Hit Roll of a melee attack had an odd result, then no Wound is dealt, and one instead only loses 10 Balance.

Armor imposes penalties to one's movement, depending on its bulk. Armor has a value called Restriction. Apply the sum of all Restriction from one's worn armor as a penalty to one's Avoidance bonus while Dodging and to the Stamina cost of any movement actions one would perform. Out of Action, one gains Fatigue equal to one's total Restriction each hour, reduced by half one's proficiency in that style of armor. More complete, heavy sets will reduce one's Base Movement Limit.

Certain armors may be worn alongside each other. Gambeson may be worn beneath all other styles of armor. Maile may be worn under or over one other style of armor. Brigandine and plate armor may not be worn with the other. The protection of worn armor has certain cumulative benefits for overlapping areas. Apply the any Wound reduction first (it may only be reduced by one tier), then a reduction in damage tier from other armor. If two armors would each reduce the damage tier, use only the higher value. Restriction is the total of all worn armor.

Armor has 10 Integrity by default. This is reduced by 1 when receiving a Critical blow (3 if Critical and Severe). At half Integrity, ignore the effect of glancing blows. At no Integrity, the armor only reduces the damage tier of incoming attacks by 5 (regardless of damage type), and cannot reduce a Wound tier.

Donning/Doffing:

Equipping armor is referred to as "Donning". One may readily Don flexible armor. Rigid armor more extensive than torso coverage requires assistance to Don unless one has at least 5 Proficiency in that style of armor.

Unequipping armor is referred to as "Doffing". Every armor may be Doffed by oneself, requiring 4 seconds.

One may readily Don/Doff a helmet, secure it (via a buckle), or operate the visor via the Manipulate action. An unsecured helmet falls off if struck by a Critical blow.

Types:

Gambeson:
This includes padded armor, arming jackets, boiled leather, and any style of armor which relies on layered flexible textiles/material to provide protection.

Maile:
This includes conventional chain mail or other flexible linked metallic components, such as scale mail.

Brigandine:
This includes conventional brigandine, and other forms of semi-rigid armor made from hard material woven together or attached to a backing, such as lamellar or segmenta armor.

Plate:
This includes conventional plate armor and its component pieces, typically steel, though also other materials such as iron or bronze see use (though these may alter the protection).

Style Statistics:

Gambeson:	
Slashing:	-15 Damage Tier
Piercing:	-10 Damage Tier
Concussive:	Reduce Wound Tier by 1
Don/Doff: 5 seconds	
Maile:	
Slashing:	Reduce Wound Tier by 1
Piercing:	-15 Damage Tier
Concussive:	-10 Damage Tier
Don/Doff: 10 seconds	
Brigandine:	
Slashing:	-20 Damage Tier
Piercing:	Reduce Wound Tier by 1
Concussive:	-15 Damage Tier
Don/Doff: 1 minute	
Plate:	
Slashing:	Ignore Slashing Wounds
Piercing:	Reduce Wound Tier by 1
Concussive:	Reduce Wound Tier by 1
Don/Doff: 1 minute per piece	
Helmet:	
Slashing:	Reduce Wound Tier by 1
Piercing:	Reduce Wound Tier by 1
Concussive:	Reduce Wound Tier by 1
Don/Doff: Manipulate Item Action (25AP), 1 second	

Shields:

Shields provide coverage to a particular area at all times. Attacks which would strike the covered locations are considered to have automatically been Blocked.

One may reposition a shield in order to alter which areas it protects. If unheld and slung aside for storage, this protection is applied over one's back. Otherwise each style of shield will describe any valid positions and the coverage afforded by that position. Moving a shield from one position to another requires use of the Reposition action.

If a position describes attacks which originate "From Above", this means attacks which originate from a High Guard position. Likewise, "From Front" includes attacks originating from a Central Guard position, and "From Side" Leftward/Rightward attacks (respective to shield).

Attacks one performs which would end in a Guard Position covered by one's shield (same as hand if held aside, High/Low if only raised/lowered, and Central if forward or centered) suffer the Awkward Penalty. Piercing attacks which originate from an Angled Guard position (e.g. come from around the shield) are unaffected.

Other than for coverage, shields may be used to perform the Block action, requiring the requisite Skill. Apply a negative modifier to the Intercept Roll equal to the Heft of the shield, minus one's Proficiency. Rather than determining the Guard position of the shield as one would a weapon, instead position the shield such that it covers the target of the attack. This requires the standard Intercept Roll, as well as to addend the Reposition action to the Block action if the shield is not already in place.

Shields may be used to perform some attacks with the requisite Skill for offensive shield usage. Shields may perform the Bash, Push, and Shove attacks, requiring a forward facing position rather than a Guard position.

If a shield would reach 0 Integrity, it breaks completely, becoming unusable. During combat, this occurs if it would withstand a Critical blow.

Designs:

Buckler
10 Block, 5 Heft
Covers wielding hand. Use Guard positions. May be used to perform the Parry action if Shield Block Skill is known. During the Block/Parry actions, Buckler must occupy the same Guard as an incoming attack (as per Parry rules).

Targe
20 Block, 12 Heft
Aside, High:
Arm, Head (Leftwards)
Aside, Low:
Arm, Torso (Leftwards)
Forward, High:
Arm, Upper Chest, Shoulders, Head (From Front)
Forward, Low:
Arm, Torso (From Front)
Raised:
Falling Attacks.
Lowered:
Upper Legs (From Front)

Kite
30 Block, 18 Heft
Aside:
Arm, Shoulder, Torso, Upper Leg (Leftwards)
Centered:
Arm, Shoulders, Torso, Neck (From Front)
Raised:
Head, Upper Torso
Falling Attacks.
Lowered:
Legs (From Front)

Tower
40 Block, 35 Heft
Aside:
Entire Leftwards Facing (Excluding Lower Legs).
Centered:
Entire Front Facing (Excluding Lower Legs).

Shield Actions:

Reposition:
AP: Heft - Dexterity, Secondary Action
Change the position of one's shield to another valid position.

Unsling:
AP: 10 + Heft - Prof.
Unsling a shield one is wearing into an Aside position of one's choice. Requires a free hand for the shield.

Skulduggery:

Stealth:

One's Subtlety is the primary influence on how likely one is to be noticed or remain hidden, and is used in any informational actions which would be used against oneself. This Subtlety may be visual or auditory.

Visual Stealth:

One has a base visual Subtlety of 20 if Standing, 30 if Crouched or Prone, decreased by 15 if one's face is clearly visible in either instance.

In addition to position, one has a level of Camouflage dependent one's appearance (None by default). Treat one's level of Camouflage as being one level worse if moving or having moved this Round. Each levels is listed below, in ascending order of level.

Poor:
One's clothing is actively obtrusive or contrasts one's background, including bright colors or a metallic glinting.
-15 Subtlety

None:
One is wearing nothing that is actively camouflaged, nor anything particularly prominent.
No effect.

Slight:
One largely matches the color of their background, such as dark colored clothing in low-light.
+15 Subtlety

Partial:
One matches the color and pattern of their background, and one's outline is partially broken.
One may attempt to remain unseen by a target if one is beyond a number of feet equal to their Perception (Sight).

Complete:
One matches the color, pattern, and texture of their background, with a heavily broken outline.
One cannot be seen unless within a number of feet equal to the Perception (Sight) of another individual.

Visual Obstruction may render one more difficult to see from the perspective of another individual. Consult the Senses section for specific effects.

Auditory Stealth:

The surface across which one is moving determines the base Subtlety of any sound one produces, which is then further modified by one's speed.

Hard surfaces, such as stone or tile, give a Subtlety of 35, or 25 in a space with significant echoes.

Soft surfaces, such as carpet or dirt, give a Subtlety of 50.

Reactive surfaces, such as leaves, gravel, creaky stairs, or any other surface which is effected by one's passage, give a Subtlety of 20. This includes such as stepping on a loose floorboard during longer movement. In such cases apply this Subtlety to any movement during that Round.

While walking (e.g. the base Move action) one may add their Grace to the Subtlety of their movements. Running halves the Subtlety of one's movements. Sprinting and Jumping quarter the Subtlety of one's movements. Being Crouched or Prone give no modifier while on Hard and Soft surfaces, on Reactive surfaces halve one's Subtlety.

Assuming one is otherwise still, only one's breathing or heartbeat may be heard. Breathing is a Quiet sound with a Subtlety of 60, or 40 (not Quiet) if one has a current Stamina Combo. One may hold their breath to prevent it from being audible. A heartbeat is Quiet with a Subtlety of 120.

If one produces a sound more Subtle than the ambient noise of the environment (such as rain), treat it as Quiet.

Sneaking Actions:

Hide:

AP: 75 - Reflex (5 seconds during a Long Round)
Maximize one's coverage from a selected direction using a piece of adjacent cover. If attempting to remain unseen, make a Grace Roll against the difference between 100 and one's current visual Subtlety (if lesser), gaining an amount of Subtlety equal to the excess value of the result.
Restrictions: Unless by Skulking, one may not benefit from this action during a Round after moving. Requires a positive degree of Cover or Camouflage.

Skulk:

AP: 50 - Grace
One's Movement Limit becomes 20ft. Determine a distance (in feet) to move and make a Grace Roll against 5x its value. If the result is greater, apply the difference as bonus to one's visual and/or auditory Subtlety, allotting no more than 50 to either. Then move the intended distance. During a Long Round, count this distance moved as occurring over 5 seconds regardless of its value or speed.
Restrictions: One may/have not performed another movement action this Round. Halve one's Movement Limit at the start of the following Round.

Surprise:

If one is undetected when a Call to Action occurs, a Surprise Round replaces the first Round.

During a Surprise Round, those who are able to act have only 50 maximum AP. This limit ignores any actions taken which initially caused the Call to Action.

Any individuals who were unaware of the imminent action suffer the Surprise Status during this Round, preventing them from acting. Likewise, any individual who enters into a Call to Action caught unaware gains the Surprise Status.

Pickpocketing:

When attempting to pickpocket an item, physically freeing an item and an attempt remaining unnoticed are two separate outcomes, the former mediated by one's Power and the latter by one's Dexterity. Any pickpocketing attempt is performed via the Manipulate Item action. When doing so, make a Roll, adding one's Pickpocket Prof. to the result. Divide this result into two values of one's choosing. The first value determines the Subtlety of one's attempt, adding one's Dexterity. The second is treated as the result of a Power Roll to determine if the item is freed (do not actually perform an additional Power Roll).

Items vary in security depending on how they are stored or worn. The base PV to free an item is 50, plus 30 if the item is secured by buckle or tie. Subtract 10 if the item is readily accessible (such an open pocket), or 20 if secured outside clothing. Clothing/Armor may not be removed, though items such as hats or held objects may; double any such PV. If the removal of the item is noticed, its owner may attempt a Reflex Roll (adding Might if it was held) against a PV equal to the result of the Roll to free it. Upon a success, control of the item is contested, requiring a Contested Roll (one their Power, them their Might) in order to secure it.

To determine if one's pickpocketing attempt goes unnoticed, compare the Subtlety of one's attempt to the Perception of one's target. If only able to perceive one's attempt by touch (otherwise undefined), treat this Perception as being 50, adding their Awareness and Reflex. If the target is only incidentally aware of oneself (such as within a crowd), subtract 10 from their Perception. If their attention is elsewhere (such as watching an event), subtract 20. If distracted (such as talking/reading), subtract 30.

One may additionally make their attempt Cautious or Risky. During a Cautious attempt, make a Dexterity Roll against the Subtlety of one's attempt. One does not free the item upon a failure, but the target remains unaware of any attempt. During a Risky attempt, halve the Subtlety and double the value to determine freeing the item. One may additionally attempt to cut the item if it is secured via a string/strap to lower the required PV by 20.

Lockpicking:

A lock may be Simple or Complex for the purposes of lockpicking. Furthermore, a lock of either given type may also be one of five difficulties which determine the likelihood of success for any actions made to manipulate or determine information regarding the lock. The difficulty of a lock is largely determined by how well constructed it is, and is per the discretion of the GM.

Any individual may attempt to open a Simple lock. Attempting to pick a Complex lock requires a Lockpicking Expertise of at least 1 for Easy and Normal difficulties, 2 for Hard, and 3 for Challenging.

Simple Locks:

Simple locks include designs such as a single latch or bolt, opened by a simple key or tool, or controlled from within. Expect to find such locks on windows, furniture, unsecured interior doors, or exterior doors in places which could not otherwise afford a Complex lock.

One may use the Shimmy action to attempt to open a Simple lock. The difficulty of the lock determines the required PV to open it. If one has attempted to open a lock via the Shimmy action this or the previous Round, one may forgo its use for further attempts and instead open the lock after a fixed amount of time using the result of the last attempt as reference (corresponds to the difficulty of the lock). The attempt fails if interrupted during this time. Repeated failed attempts, via the Shimmy action or otherwise, increase the time/AP of further attempts.

The requirements for a suitable tool to pick a Simple lock vary, but they must be able to be inserted into/circumvent the lock to directly manipulate the mechanism.

Difficulties are as follows:

Trivial: *PV20 or Half 10's in Seconds*
Easy: *PV35 or 10 plus 10's in Seconds*
Normal: *PV50 or 20 plus Half Roll in Seconds*
Hard: *PV70 or 30 plus Roll in Seconds*
Challenging: *PV90 or Half 10's in Minutes*

Complex Locks:

Complex locks have one or more elements which each must be individually set. Such designs typically use pins, which will serve as reference for the rules, however this may also include combinational or arcane designs. Expect to find such locks on chests, exterior doors, and other settings where the owner could afford/desire to use such a lock. Most Complex locks include 3-5 pins, irrespective of their difficulty. The exact number may be determined randomly or by the GM, along with any Trick Pins (see right).

The GM should make a Roll for each pin and secretly record its value. For the lock to open, each pin must be set within a certain range (as determined by difficulty) of this "true" value. The set value of a pin may only range from 1-100, or 0 if unset; treat any other value as 0 or 100 instead.

To set a pin, the lock must be under tension. This generally requires a suitable tool. One may place the lock "Under-Tension" with no additional effect, or "Over-Tensioned". Over-Tensioned gives the lock a Tension value of one's choice as they Over-Tension the lock. If a lock is not Under-Tension, or loses Tension, all pins reset to 0. Likewise, if a pin is set to <u>less</u> than the lower bound of its valid range by an amount exceeding the current Tension, it resets at the end of the Round. For any action which alters the set value of a pin, reduce the total value of that change by the current Tension of the lock. If each pin is set within its valid range and the lock is Under-Tension, it unlocks.

Valid tools vary significantly depending on design and difficulty. At minimum, one must possess a thin object to manipulate the pins. More difficult locks may require tools with tighter tolerances. For tensioning the lock, one may use an alike tool with a broader face. Specialized tools exist for particular use, such as the Rake action (see Items). All pin-manipulating actions require two free hands.

The Probe action may determine the relative position of a set pin vs. its valid range (tactile, needs no Senses). The Discern action may determine the significance of any sounds produced by a lock. Such sounds are Quiet with a Subtlety of half the difference of the Probe PV and 100. May discern a pin being set/unset, or passing its true value.

Difficulties are as follows.

Trivial: *25 Valid Range, Probe PV10*
Easy: *20 Valid Range, Probe PV 25*
Normal: *15 Valid Range, Probe PV40*
Hard: *10 Valid Range, Probe PV60*
Challenging: *5 Valid Range, Probe PV80*

Trick Pins:

A lock may include trick pins for additional challenge. Generally, trick pins should not exceed the number of regular pins or a number equal to the level of difficulty of the lock. Each trick pin raises the price of a lock by 1.5x.

Spool:

Determine an additional "false" value for this pin. If the set value is within range of the false value, the pin appears set. May be determined via the Probe Action (Major success).

Serrated:

Treat the tension of these pins as being 15 higher while the lock is Under-Tension.

Bottle:

When manipulating this pin, if the resulting set value is odd, a random adjacent pin resets.

Tree:

If set above the upper bound of its valid range, this pin binds and may not be manipulated until tension is fully released.

Lockpicking Actions:

Shimmy:

AP: 30 - Dexterity (3 seconds during a Long Round)
Make a Dexterity Roll against a PV corresponding to the difficulty of the lock. Upon a success, the lock is opened. Upon a failure, any subsequent attempt to open that lock costs twice as much time/AP, up to 8x total. Upon a major failure, the attempt produces a sound with a Subtlety of 50. Requires two free hands.

Pick:

AP: 30
Choose a pin and Roll. One may alter the result by up to one's Dexterity. The set value of the pin becomes equal to this value.

Ply:

AP: 50
Choose a pin. One may raise or lower the set value of that pin by an amount up to 10 plus 5x one's Lockpicking Expertise.

Rake:

AP: 75
Set all pins to a random value (one does not know the results). One may retain a number of set pins equal to their Lockpicking Expertise.

Tension:

AP: 30
If the lock is not Under-Tension, render it so. Otherwise, raise or lower the Tension by any amount, or release all Tension.

Probe:

AP: 75
Make an Awareness Roll against the Probe PV of a pin, adding 5x one's Lockpicking Expertise as a modifier. If successful, determine if the set value of the pin is high, low, or in range.

Traps:

Traps generally are devices constructed by oneself or another individual, however an environmental feature with the capacity to inflict harm may also use these rules. Traps consist of three components, a Subtlety, a trigger, and an effect. Each component is independent of the others; most features of traps and their components are per the discretion of the GM due to their variable nature.

A trap must be concealed in order for it to potentially escape notice. If omitted, the trap relies on ignorance or accident to be triggered. To conceal a trap, make a Roll, taking one minute to do so. The initial Subtlety of the trap equals half the result plus one's Instinct. One may attempt to further increase the Subtlety, making a Dexterity Roll against the previous value, upon a success adding the 10's of the result, one's Awareness and Stealth Prof. to the final Subtlety. This process takes half the time as the creation of the trap, and may be reattempted until successful.

The trigger of a trap is dependent upon its design. Arcane effects may generally respond to any circumstance. Physical traps generally trigger upon an individual passing through a particular area or interacting with an object. For such traps, unless otherwise defined, any Roll made to avoid the former is a Reflex Roll, and an Instinct Roll for the latter.

The effect of a trap is dependent on its design. This generally inflicts damage or immobilizes the victim. With damage, this may either be a set value, or a direct Status. When a trap would restrict a victim, use the rules for Grappling/Tightness, treating the Tightness of the trap as the result of any Might Roll necessary as part of the Struggle action. A trap may produce a Tightness which exceeds the ability of an individual to succeed the Struggle or Escape actions, requiring either external intervention or use of tools to free the victim.

Traps may be disarmed in some cases, either by rendering its trigger incapable of detection or its effect inert. The means by which one may do so varies greatly depending on design, though in general cases one may deactivate a mechanical trigger as if it were a Simple lock; a success triggering it without effect, and a failure triggering it as normal. The corresponding difficulty or alternate method of disarming a trap are per the discretion of the GM.

Any individual may set up any preconfigured trap (such as a bear trap) without need of a Roll, taking one minute to do so. Otherwise, the feasibility, materials, time, and any involved Roll to complete any non-standard trap are per the discretion of the GM.

Medicine:

First Aid:

First aid may treat and stabilize certain Afflictions and accelerate their healing process. This may require either basic or advanced techniques, depending on the Status.

Basic first aid may treat tier 1-2 Wounds and some Injuries, requiring supplies that depend on the type of Affliction (these are consumed). Advanced first aid may treat tier 3 Wounds, as well as certain Vital Wounds and significant Injuries. This additionally requires a tool depending on the affliction (this is not consumed). All individuals are capable of Basic First Aid. More advanced aid and surgery (see right) requires additional Skills.

Supplies/tools may be purchased for the purpose of first aid, requiring no Roll to use properly. Lacking the correct implements, one may attempt to improvise a usable copy should one have access to suitably similar materials. To do so, make an Acumen Roll against a PV50 for supplies, or PV75 for a tool. On a success, the implement may be used, though applying no positive modifiers to any Rolls made with it. Ignore this penalty on a Major success. Where "Cold" or "Warmth" are listed as supplies, this simply means continued exposure to the respective temperature.

The duration and PV of a first aid attempt depend on the type of Affliction (see right). Make a Dexterity Roll against the listed PV, multiplied by 1x (e.g. no change), adding one's Medical Prof. as a modifier. Upon a Major failure, increase the modifier applied against the base PV by 0.5x, to a maximum of 2.5x overall. Upon a success, the Affliction becomes stabilized if a Wound, or its Level decreased by 1 for a Injury/Status. Upon a Major success, instead decrease the Level by 2 and/or halve any apparent Pain. Any attempt consumes its necessary supplies (first aid tools are not otherwise wasted on a failure). A stabilized Affliction no longer contributes to any Bleeding or Active Pain. One may contribute effort to this overall duration throughout a Long Round. Efforts are cumulative. Note that a 5min period corresponds to 3 Long Rounds.

While not necessary when rendering first aid upon an individual, one may sterilize open Wounds/Injuries to ensure they do not become infected. This may done with a suitable substance such as strong alcohol. Open Afflictions are any inflicted via Slashing, Piercing, or Burning damage. If not sterilized, when recovery begins the afflicted individual must make a Vitality Roll against a PV of 3x the causative damage (5x for a Blazing Wound). Upon a failure they suffer the Infection Illness in that area of the body with a Level equal to 1 plus the difference in the 10's of both the PV and the result. This adds no overall time requirement to the listed durations.

Wounds

Slashing (Minor):
PV15   5min   Basic   Bandages
Slashing (Laceration):
PV30   15min   Advanced   Bandages, Suture Tools
Piercing (Minor):
PV10   5min   Basic   Bandages
Piercing (Rent):
PV35   10min   Advanced   Bandages (Compress), Gauze
Concussive (Minor):
PV5   3min   Basic   Bandages, Cold
Concussive (Contusion):
PV25   5min   Advanced   Bandages (Compress), Cold
Burning (Minor):
PV20   5min   Basic   Bandages, Cold
Burning (Scorch):
PV50   20min   Advanced   Bandages, Gauze, Cold

Injuries

Sprain:
PV40   5min   Basic   Bandages (Compress), Cold
Strain:
PV30   5min   Basic   Bandages (Compress), Cold
Hypothermia:
PV20   10min   Basic   Warmth
Frostbite:
PV30   10min   Basic   Warmth
Heatstroke:
PV20   10min   Basic   Cool Water, Shade
Fractured Bone:
PV25   5min   Advanced   Sling
Broken Bone:
PV35   10min   Advanced   Sling, Splint
Arterial Bleeding:
PV40   10min   Advanced   Bandages, Forceps, Cautery Tools
Heart Attack:
PV40   5min   Advanced   CPR
Dismemberment:
PV25   3min   Advanced   Bandages, Tourniquet, Cautery Tools

Statuses

Shock:
PV5   30min   Basic   Prone (Face-Up), Elevate Legs
Bloodloss:
PV40   20min   Advanced   Fresh Blood, Hollow Needle

Surgery:

Some Afflictions require additional intervention to recover properly. These requirements are listed in the Recovery section (see right). The ability to perform surgery is determined by one's Skill and requires surgical equipment, which may not be improvised as with First Aid.

When performing surgery, one must balance any progress against the Pain and Bleed of the patient. To progress the operation, make an Acumen Roll, adding one's Medical Prof. as a positive modifier, and the Pain of the patient (reduced by one's Dexterity) as a negative modifier. This occurs during the span of "Steps", with each Step lasting 30 minutes minus one's Dexterity.

Most progress through the operation has a chance to either increase the Pain or Bleed of the patient. Beginning each Step, the patient must make a Bleed Roll, and at the end of each Step any Bleed is increased by a value equal to the current Step. Likewise, at the end of each Step increase the Pain of the patient by a value equal to the current Step until the operation is complete. A patient does not reduce their Bleed naturally during the operation.

To perform a Step of an operation, make a Roll as described above against a PV equal to the causative damage of the Affliction, upon a success applying the excess value of the result as progress for the operation. One may elect to spend a Step reducing the Bleed of the patient to 0.5x its current value, such as with forceps or cauterization, or applying anesthesia for any Pain (see Items/Herbalism), increasing neither value at the end of that Step. To complete the operation, one must accumulate at least 150 progress for any Affliction, or 250 for any which are Vital or would require advanced first aid.

Upon completing an operation, the Affliction is considered treated and receives the maximum possible bonus it could per first aid. Any Bleed is removed, and Pain caused by the operation subsides over the period of a Rest. Any surgical bonuses or requirements of recovery may be applied.

Remedies:

Certain combinations of herbs can produce usable remedies and cures for negative Statuses via use of the Herbalism Skill. Such effects are independent of magic, even should the results be similar. Remedies may be used to treat certain effects of Afflictions and be used to supplement first aid or surgery. For a full description, see the Herbalism section.

Recovery:

Slashing Wound:

Scratch:	*3 Days (1 if Treated)*
Cut:	*1 Week (5 if Treated)*
Laceration:	*1 Month (2 Weeks with Surgery)*

Piercing Wound:

Prick:	*2 Days (1 if Treated)*
Puncture:	*10 Days (5 if Treated)*
Rent:	*1.5 Months (1 with Surgery)*

Concussive Wound:

Bump:	*1 Day (1 Hour if Treated)*
Bruise:	*5 Days (1 if Treated)*
Contusion:	*1 Month (1 Week if Treated)*

Burning Wound:

Singe:	*3 Days (2 if Treated)*
Scald:	*2 Weeks (1 if Treated)*
Scorch:	*3 Months (2 with Surgery)*

Bloodloss:
1 Week per Level.

Blazing Wound:
3x Corresponding Burn Wound, Following Surgery

Cut Ligament:
3 Months, Following Surgery

Arterial Bleeding:
No Defined Time, Requires Surgery

Internal Bleeding:
No Defined Time, Requires Surgery

Fractured Bone:
2 Months (1 if Treated)

Broken Bone:
3 Months (2 with Surgery)

Concussion:
2 Weeks

Disemboweled:
3 Months, Following Surgery

Minor Organ Damage:
3 Months, Following Surgery

Major Organ Damage:
6 Months, Following Surgery

Magic:

Mana:

Spells and Ideals (see below), express their cost in terms of a Mana value, representing a unit of metaphysical energy one draws upon via a concerted mental effort. This may include a half Mana as part of its value. Sum any all Mana values when determining the cost of a spell, rounding up.

Mana costs are paid via Will (see Faculties). As with standard Will costs, the cost of to satisfy Mana requirements is cumulative over both the present and previous Round, reflecting the increasing strain. Personal reductions or discounts to the mental cost to produce Mana is a reflection of one's specific mental conditioning.

Spells:

One may know any number of spells and cast them as one chooses. Spells are categorized into four tiers, in ascending order of their complexity and potential to cause Exhaustion (assuming no modifiers or familiarity). Spells are learned via the Skill corresponding to their complexity. Spells have a number of associated statistics, these being Cast Time, Base Mana, Duration, Targeting, and Spell Potency.

Cast Time describes a duration in AP or time which must be met before a spell may be cast (see right).

Base Mana is a value independent of any Ideals necessary to the casting of a spell. The final Mana cost of a spell is the sum of this value and that of its Ideals (see right), assuming they are considered but not familiar.

Spells with an "Instant" duration are executed all at once. For other durations, the effect persists for the listed period. Concentration (see Casting) requires continued attention.

The range over which a spell may act may be listed as "Reach", in which case the target(s) must be within the caster's Base Reach. Otherwise, one's "Casting Range", this is a value equal to 10 plus one's Awareness, the total of which may be effected by a multiplier. A spell will either list some number of targets (living individuals or objects as per its description), or "Open Space", in which case on chooses a point or volume within the range of the spell. One must be able to see any target they select for a spell.

Some spells reference Spell Potency. This is a generally a PV for any Roll made to resist one's spell effects. By default this is 30 plus one's Instinct, raised then by the corresponding Skill.

Ideals:

During the casting of a spell, one must contribute each of its required Ideals. To contribute an Ideal, add its listed value to the final Mana cost of the spell.

Some Ideals are Variable or Optional (separated by a ">" or "///", respectively). For the former choose one to contribute, and for the latter choose any number.

One may be Familiar with an Ideal, via the corresponding Skill. If Familiar with an Ideal, reduce the Mana cost of the first instance of that Ideal contributed to a spell by 1.

Ideals consist of four Tiers. Higher Tiers are composed of lower Tier ideals, and represent more complex concepts. The lower Tier Ideals of which a higher Tier Ideal is directly composed from are considered to be its "Constituent" Ideals.

One must "Consider" Ideals to use them most effectively. Unconsidered Ideals cost 2x as much to contribute to a spell, or 3x as much for an unfamiliar Ideal.

One may maintain a list of Considered Ideals up to a total Mana value of 15 plus one's Memory. Add the Tier of an Ideal to its apparent Mana value for this purpose. One may treat an Ideal as Considered if it is a Constituent of an Ideal one is actively Considering. One may Reconsider Ideals during Rest over a number of minutes equal to the consideration cost of any new Ideals.

Augmenting:

When contributing Ideals to the casting of a spell, one may contribute additional copies of an Ideal to enhance its effects. This is known as Augmenting the spell, and must be performed during the casting of the spell.

Every spell has at least one Ideal that may be used as an Augment, and will describe the effect of an Augmenting Ideal. If an Ideal is not listed it has no additional effect.

Only 3 additional copies of any individual Ideal may be used to Augment a spell. The combined Tiers of any such Ideals may not exceed a value equal to 5 plus one's Intuition.

Casting:

To produce the effect of a spell, one must perform the process of casting it. This process must otherwise be uninterrupted, or risk failure. As mentioned under Spells, each spell has a cast time. For those listing a duration, one must spend the corresponding amount of time performing the casting process either Out of Action or during a Long Round. Otherwise, for those listing a value in AP, one must perform the Cast action. Once the total value of the casting time has been contributed, the casting process is complete. One then pays any other costs and the effect is executed.

During the casting process, one must perform the Cast action at least once each consecutive Round, and during each Set during which one acts. One may still addend secondary actions to this Cast action. This requires both contributing the Component for this spell and active focus. Should one fail to do so, either by choice or being prevented, the spell is Miscast (see right). One is considered to be Concentrating during this period (see below) and each component type present its own means of disruption.

An Exhaustion Roll made for a spell is done immediately once the casting process is complete, prior to execution. Mana costs (and corresponding Exhaustion gains) occur after the Exhaustion Roll for a spell. This means if one fails the Exhaustion Roll, only the time is wasted, and one does not suffer additional Exhaustion.

Spells must include a valid target upon time of execution or are else Miscast. One may purposely choose to omit a target at the time of execution.

Spells which list a concentration duration require one's constant attention. One may only concentrate on spells of a total Base Mana of up to 5 plus one's Memory. If at any time one would be concentrating on more spells than their current limit, chose any number of spells to stop concentrating on until within one's limit again. Whenever one would end concentration on a spell, willing or not, one gains Exhaustion equal to its Base Mana cost. For spells with no listed time limit (e.g. "Concentration (No Limit)"), this also occurs once per hour. One may choose to stop concentrating on a spell any time they could perform an action. Concentration is interrupted if one is rendered unconscious or suffers Critical damage, ending concentration on all current spells.

Cast:
AP: 25 (Base)
Spend a minimum of 25 AP. One may choose to spend a greater value, up to one's current limit. Contribute this value plus one's Instinct to the casting time of a spell. One must provide a suitable Component for each instance of this action.

Miscasts:

The casting of a spell may fail due to various circumstances. If one fails in the casting of a spell at any point during the process, no effect is executed and any costs paid for that spell are wasted. This is referred to as a Miscast.

The primary circumstance that causes a Miscast is failing an Exhaustion Roll. As outlined in the Casting section, this is performed prior to the execution and providing the Will costs for the spell.

Another circumstance is lacking the proper Components. As outlined in the Components section (see next page), spells require a suitable component to be contributed during the casting process. If one fails to provide the component at any point, the spell is Miscast. Breaking concentration during casting likewise counts for this.

The last major circumstance which may cause a spell to be Miscast is a lack of valid targets upon execution. Spells describe both a targeting range, number of targets, and types. For a spell to succeed, all such parameters and values must be met. If by choice or circumstance they are not, the spell is Miscast rather than being executed.

If the result of a Roll to determine a Miscast is a Major failure, that spell suffers a Mishap. This is a spell specific effect which is executed in place of the normal effect. Simple spells do not have associated Mishaps.

Programs:

Some mages may create spell programs (with the corresponding Skill), an ordered list of execution occurring all at once, with junctions that allow for conditional effects.

A program may be created by Considering each necessary Ideal, counting the highest Base Mana value from among its spells against one's Subsumption Limit. Create a sequence of spells, and a junction between each. This may be a basic junction, a join, a delay, or a conditional. Joins execute the effect of multiple spells simultaneously, and may share parameters. Delays may range from a second to an hour. Conditionals select if/which spells to execute next, based on conditions pertaining to the effects of the previous spell(s) (such as if miscast). Spell parameters must be loosely predefined, but may be later interpreted. Unless there is a delay, spells are executed as quickly as possible once the previous has successfully executed.

Executing a program requires a casting time and Base Mana value of the highest values within the program. Ideal costs are paid upon the execution for each spell. Omit the cost for Ideals shared with the previous spell in the program. Only the initial execution requires an Exhaustion Roll, though Concentration is required for the entire execution.

Supraspells:

Spells may be enhanced beyond their standard effects, or unique effects be produced by Supraspells. These are referred to as Enhancers and Actualizers, respectively.

During the initial Cast action of the casting process, for the cost of 1 Skill Point, apply an Enhancer to the effect of that spell. Only one Enhancer may be applied per spell. If the spell is Miscast the Skill Point is wasted.

One may perform one instance of the Cast action with an Actualizer in place of a spell. Pay any listed cost, and execute the effect of the Actualizer upon completion.

Subsumption:

Certain persistent spellcasting effects are tracked against a limit referred to as one's Subsumption limit. This primarily refers to Ideals stored via the Subsume Supraspell, however other effects may also be tracked this way.

One's Subsumption limit is a value defined as 10 plus one's Acumen. Any effects which count against this limit will be described by a value. The total sum of any such effects may not exceed this limit.

One may contribute any of their Subsumed Ideals during the casting of a spell. If one does so, use the Ideals exactly as Subsumed, ignoring any Mana requirement for that Ideal, then remove all such contributed Ideals from one's Subsumption limit.

Spells may include a persistent effect or condition independent of any concentration or duration. In such cases, if a spell instructs one to Subsume it, use the Base Mana value of the spell unless a specific value is provided.

Some Subsumed effects simply render the spell indefinite. If it would include an effect which may be triggered at a later time, this is done via the base Cast action unless noted otherwise. Some Subsumed effects may be more complicated, which will be explained per its description.

Components:

Spells require the contribution of components to anchor their casting to reality. If one fails to provide the necessary component for a spell, it has a chance of being Miscast. Components come in 4 types, with 3 tiers of complexity (respective to spell tiers). During the casting process, one must provide a component of the matching complexity. The types are Vocal, Motive, Material, and Focal.

When one learns a spell, assign the type of component one will use for that spell. This may be later changed via the Component Swap Skill. Certain archetypes of spellcaster may have an affinity for a type of component. Complex spells will broadly specify their requisite components, and do not otherwise correspond to a component tier.

Components must be exact to when they were determined, including pronunciation, physical execution, grades of material, or a specific item. Any deviation or loss of concentration may require a Focus Roll against a PV50 plus 10x the tier to overcome. Outside of obviously aberrant circumstances, the GM may impose this on a particular Cast action if they believe it may be compromised (such as by injury, Pain/Stress, outside disturbance, etc.).

Vocal components are spoken, including words, tones, song, or invocations one produces. To produce a vocal component, one's mouth must not be injured, impeded, or obstructed (including headgear), and must be audible. Tier 1 includes a single word/sound. Tier 2 includes a short phrase or intonation (via the Speak action). Tier 3 must occupy the entire casting process.

Motive components are motion based, including gestures, acrobatics, or acts of writing. To produce a motive component, one must have a free hand, arm, and/or full range of motion, with no injury to any required limbs. Tier 1 include simple actions, motions, or gestures involving only a hand. Tier 2 additionally requires one's arm. Tier 3 requires some full motion of the whole body, though not necessarily including a movement action.

Material components consume a substance; structure does not matter. Any change in composition (purity, color, fineness, etc.) is considered a deviation. When one begins casting the spell, an amount of the material one is touching is immediately disintegrated, counting for the remainder of the casting. For tier 1 components, one may cast 100 spells per 1 Flame of material. Tier 2 grants 10 spells cast per Flame. Tier 3 grants 1 spell cast per Flame.

Focal components require use of a specially prepared arcane implement. This object must be wielded throughout the casting, but is not required to be manipulated in any particular way. Tier 1 may be any small trinket or item worth at least 1 Flame. Tier 2 may be any one-handed object worth at least 5 Flames. Tier 3 may be any two-handed object worth at least 25 Flames.

Anchorages (Magic Items):

Generally, objects invested with an arcane nature fall into one of three categories; being Infused, Imbued, or Enchanted. Taken together, such effects are referred to as Anchorages.

Infusions are temporary effects applied to an item with a limited supply of Mana. Generally such items will describe how to use their effects and how many uses it provides. One may create Infusions with the requisite Skill, as described by its corresponding Actualizer Supraspell.

Imbuements are permanent effects applied to an item which do not sustain their own Mana, needing to be "recharged". As with Infusions, such effects will describe when/how they act and the limit to their action, described by charges. Producing an effect with an Imbuement will describe some number of charges to be used, either for a singular instance or some duration. An Ideal (multiple if adjoined by a slash), and some quantity thereof, is used to replenish charges for the Imbuement, performed during a period of Rest. Such an Ideal must be Subsumed by oneself when contributed. Some Imbuements cause a persistent effect similarly to an Enchantment (see below), but this generally requires active attention upon it and knowledge of the effect ("Consideration"), unlike an Enchantment which functions regardless of such conditions.

Enchantments are self-sustaining magical effects. This is due to the effect possessing a limited degree of sentience, generally only to the extent which allows them to comprehend the necessary Ideals for their function. Enchantments are rare, due to the complexity and cost of their creation. Enchantments either function indefinitely or require charges in the case of more potent effects. In the latter case the charges replenish on their own according to a rate defined by the Enchantment.

Many magic items may be utilized in the standard manner relating to their base form. Some which require an activation of their magic require one to speak a Power Phrase; generally a short motto or poem in a more ancient tongue. An item will describe whether it must be held or simply hear the phrase (with some it may suffice to simply think the phrase). The phrase must be known to use such an item, and it will function for anyone who does. More rarely, an item may require an individual to Subsume a charge from its Anchorage to utilize it. Unless otherwise specified, only one individual may do so at any time.

Unless otherwise noted as indefinite or stated to be another duration, assume any persistent arcane effect of an Anchorage to cease at dawn, with the Mana of the rising sun acting as a whelming wave to any such unbound effect.

Potions & Philtres:

Certain substances may be infused with an excess of Mana. Potions are such substances intended for consumption to induce a temporary magical effect, much as an Infusion. Philtres are substances meant to act as a reserve for Mana or an Ideal, or to act as a specialized component.

Potions are created much like Infusions, and may take any form, so long as it may be safely consumed. They are distinct from Infusions as they are easily removed from the Subsumption limit of their creator, allowing an excess to be made. This is due to leveraging a latent physiological effect within their substrate to anchor the Infusion separately from its creator. As a consequence, any effect Infused within a potion must act upon a living creature (e.g. their effect describes "an individual" or living material). While they may be similar to certain drugs or medicines by effect, potions are distinguished by being magical in activity, rather than biological. Likewise, a potion need not be beneficial to the individual who imbibes it.

Philtres are created via the Infuse Supraspell, though they may only act upon a single Ideal (rather than a spell). This requires the requisite Skill (Philtre Preparation), and a substrate of sufficient worth/nature. As with potions, philtres are not counted against one's Subsumption limit. Most philtres are categorized as unstable or fixed. Unstable philtres are consumed entirely upon use, disintegrating. Fixed philtres consume only the Mana within, allowing the material (often more expensive than its unstable counterpart) to be recycled for later use. Philtres may be used as per a material component during spellcasting to contribute their stored Ideal, and may be used as a source for restoring charges to an Anchorage or the similarly named Anchor Supraspell. Lastly, some very advanced spells require specialized philtres for their casting.

For the creation of either such item, see the Arcane Pursuits section. Likewise, a selection of possible potions are listed within their corresponding Items category.

Familiars:

Familiars are arcane assistants either conjured or bound to a spellcaster. Familiars may be bound beasts, summoned elementals, or contracted interplanar entities, each obtained via a different method. Individual familiars have an associated Ideal of Tier 2 or higher; unless otherwise defined this is per GM discretion.

Bound beasts are living animals which a spellcaster has established a link to. One may attempt to bind a friendly animal. One may establish a link with such an animal using the Subsume Supraspell upon its Ideal while in physical contact, lasting 1 day at base, plus 3x one's Intuition in hours. At base, one may assume the senses of the animal over their own. If the beast is loyal to oneself (e.g. obeys commands), one may communicate with it telepathically. If one raised the beast from birth, one may assume a degree of limited control while assuming its senses. This bond acts over a distance of 3x Casting Range, 10x Casting Range, or unlimited range per degree of bond, respectively.

Summoned elementals are Ideals given form via Mana. Such an elemental may be manifested with an appropriate sigil via the Infuse Supraspell, corresponding to it's Ideal. This sigil is a complex pattern describing completely the form of the elemental, generally in the arcane notation of Moorventas. One may reproduce this sigil in drawn form (ink, chalk, sand, etc.), requiring one full day of labor, and it is consumed upon summoning. A sigil may also be obtained in a fixed form (generally inscribed upon a silver disc), which is not consumed. A manifested elemental requires an upkeep of one Subsumed copy of its Ideal per hour or it disassociates. Elementals respond to basic commands from their summoner (regardless of language). Specific elementals feature unique abilities (see their Datasheet for defined elementals), and all elementals may use the Conjure/Instill Supraspells with their Ideal at will. Such elementals are generally Lesser elementals, about the intelligence and maximum size of a house-cat. For Greater elementals, use the following method of summoning.

Contracted entities are sentient extraplanar beings brought into reality whose service is dependent on a metaphysical contract. Summoning a specific extraplanar being requires its true name or an equivalent. Unconditional service is rare; each major deed or minor service pledged requires a negotiated term of equivalent value to the being (per its nature). A contract with such a being will count their Ideal against one's Subsumption limit, though the entity otherwise provides its own Mana. The entity acts independently of oneself exactly within the letter of the contract. Commanding the entity, a means of recall, and limitations on its actions all depend on the initial contract.

To obtain the materials used in the process of obtaining a Familiar (e.x. sigils), see the Arcane Pursuits section.

Auras:

Magical sources and effects are said to either possess or be an "Aura", depending on the context. Unless otherwise noted, such Auras are invisible to the naked eye, requiring magic to be revealed. Auras include ongoing spells, places of power (see below), magic objects, and sapient creatures (though such auras are more specialized).

Transient Auras may have their duration extended via the Anchor Actualizer. This requires a Mana source (non-sentient source in the case of Anchor). The Mana source must be aligned to an Ideal associated with the Aura, and once per hour one copy of the Ideal is withdrawn from the source to power the Aura, until depleted or dispelled.

Places of Power:

Certain locations within the world accumulate an excess of ambient Mana, either naturally or due to intentional manipulation by mages. These are called places of power, and mages may draw upon them for their own magic.

A place of power will have one or more Ideal associations, which describe the character of the mana they accumulate. Any power withdrawn from the location must be in the form of one such Ideal, and in the case of a mage they must be considering the Ideal. Likewise, a mage must have a tier of expertise in their archetype that equals or exceeds the Ideal. Lastly, this requires an Insight Roll against a PV determined by the site. Failing this Roll causes a Miscast if attempting to withdraw an Ideal for an actively cast spell.

Places of power have limits on the quantity of Mana they may accumulate, describe how much is accumulated per hour and the maximum quantity of which may be stored at any given time. When withdrawing an Ideal from the site, a corresponding amount of Mana is withdrawn from the site until later replenished. Some sites may serve akin to a temporary well and not replenish lost Mana.

Natural places of power include significant landmarks and leylines. Such landmarks may include the highest local peak of an area, the bottom of a lake, the deepest cavern in a cave, etc. Leylines form a network across the world, each of its own strength and type. Where such leylines intersect, their affinities may combine to a higher Ideal, and their power multiplies, making such locations sought after. Some leylines shift over time, others remain static.

Artificial places of power include sites of worship, congregations of mages, and specially prepared locations. Such places are generally well-known and inhabited by magic practitioners who utilize their power.

Supraspells (List):

Actualizers

Conjure:
Choose an Ideal of Tier 2 or higher, paying a cost in Skill Points of one less than the selected Tier. If the Ideal has a possible physical form, conjure a quantity of that substance (as homogeneous as possible) to fill one's palm. The substance lasts for a number of minutes equal to 5 plus one's Focus, or until dismissed, returning to nothing.

Instill:
Choose an Ideal of Tier 2 or higher, paying a cost in Skill Points of one less than the selected Tier. Realize the quality of that Ideal within a target one is touching. This quality instills a physical or sensory aspect of the chosen Ideal over the area contacted, to a potency which cannot otherwise inflict damage. The quality lasts for a number of minutes equal to 5 plus one's Focus, or until dismissed, leaving no trace.

Subsume:
Choose an Ideal, paying a cost in Skill Points equal its Tier and Exhaustion equal to its Mana value. Add the Ideal to one's Subsumption Limit.

Infuse:
Create an Infusion of either a non-Complex spell or Ideal within an object. The object must be worth a minimum of one Flame per Mana of the Infusion. For each Ideal, pay a cost in Skill Points equal to its Tier, contributing it to the Infusion after a number of minutes equal to 5x its Mana value. To finish a spell Infusion, all its Ideals must be contributed, then one must pay a cost in Skill Points equal to the base Mana value of the spell (this may be over any period). Count the Mana value of the spell/Ideal against one's Subsumption limit once the Infusion is complete. A spell Infusion may be cast by any individual via a single Cast action at no additional cost, using the object as a Focus, and using any statistics of the creator. An Ideal Infusion may be used by any individual as if it were Subsumed, up to a number of times equal to its Tier before fading. Once an Infusion is completely spent, remove it from one's Subsumption limit.

Anchor:
Choose a source of Mana and an active spell which does not require Concentration (both must be within one's Casting Range). For the cost of a number of Skill Points equal to the base Mana value of the spell, the spell now draws upon the Mana source once per hour, allowing the spell to independently persist until the source is depleted.

Adjoin:
Choose two different spells which share at least one Ideal. Use the higher casting time and Base Mana value from each, selecting casting parameters separately. Augmented Ideals and concentration must be shared. Only unique Ideals must be contributed, shared Ideals costing 1 Skill Point each. The effects are executed simultaneously.

Enhancers

Telecast:
Archetypes: Visager, Shaper
Increase the modifier for the targeting range of the spell using a multiple of one's Casting Range by 1x.

Endure:
Archetypes: Visager, Shaper
Double the duration of the spell. If the spell requires Concentration with no limit, reduce any Exhaustion gain to 3.

Subtlety:
Archetypes: Visager, Evoker
Treat the Component requirement of the spell as 1 Tier lower, additive to similar Skills. If this would reduce the Tier to be less than a Simple spell, omit the Component requirement.

Quicken:
Archetypes: Visager, Evoker
Lower the total casting time of the spell, in AP, by 25. This cannot reduce the total AP requirement to less than 30.

Ritual:
Archetypes: Shaper, Channeler
Double the casting time of the spell and halve the apparent Mana cost, each after applying any other modifiers.

Suspend:
Archetypes: Shaper, Channeler
When the spell is cast, do not execute its effect. Instead, treat it as having a Concentration period with no limit (regardless if this is already true). At a later time, one may end this Concentration via a single Cast action, requiring no Component or Exhaustion Roll. Determine parameters and execute the effect of the spell as if it were just successfully cast.

Vitalize:
Archetypes: Evoker, Channeler
When paying costs for the spell, one instead suffers Bleed rather than Exhaustion, likewise requiring no Exhaustion Roll to determine success.

Empower:
Archetypes: Evoker, Channeler
Treat one's Spell Potency as being 10 higher when resolving the effects of the spell.

Ideals (List):

Tier 1

Heat: 0.5	Dull: 1
Cold: 0.5	Sharp: 1
Hard: 0.5	Flat: 1
Soft: 0.5	Fast: 1
Short: 0.5	Slow: 1
Long: 0.5	Bright: 1
Silence: 1	Dim: 1
Red: 1	Weight: 1
Green: 1	Clear: 1
Blue: 1	Opaque: 1
Black: 1	Motion: 1
White: 1	Sound: 1
Wet: 1	Empty: 1.5
Dry: 1	Focus: 1.5
Smooth: 1	Force: 1.5
Fine: 1	Sense: 1.5
Coarse: 1	Bind: 1.5
Curved: 1	Life: 1.5
Straight: 1	Self: 1.5

Tier 2

Smoke: 2.5
Black, Fine, Motion

Fur: 2.5
Soft, Smooth, Life

Scales: 2.5
Hard, Coarse, Life

Dirty: 2.5
Black, Coarse, Bind

Clean: 2.5
White, Smooth, Clear

Fluid: 2.5
Wet, Smooth, Motion

Mutable: 2.5
Soft, Curved, Opaque

Fire: 3
Heat, Dry, Red, Bright

Air: 3
Heat, Soft, Wet, Empty

Water: 3
Cold, Wet, Smooth, Clear

Earth: 3
Cold, Hard, Dim, Weight

Ice: 3
Cold, Wet, Slow, Opaque

Blood: 3
Heat, Wet, Red, Life

Bile: 3
Heat, Dry, Sharp, Coarse

Ink: 3
Dry, Cold, Black, Sense

Blade: 3
Hard, Sharp, Focus

Tension: 3
Slow, Straight, Weight

Surface: 3
Hard, Smooth, Flat, Straight

Speed: 3
Fast, Slow, Motion

Shape: 3
Straight, Curved, Sharp

Hear: 3
Silence, Sound, Sense

Touch: 3
Coarse, Fine, Smooth, Sense

Sight: 3
Bright, Dim, Sense

Smell: 3
Dry, Slow, Sense

Taste: 3
Wet, Fast, Sense

Heavy: 3.5
Flat, Weight, Force

Loose: 3.5
Smooth, Empty, Bind

Tight: 3.5
Straight, Focus, Bind

Bite: 3.5
Wet, Sharp, Fast, Motion

Reflection: 3.5
Clear, Bright, Focus

Plant: 3.5
Wet, Green, Slow, Life

Iron: 3.5
Hard, Black, Weight, Force

Tin: 3.5
Soft, Dull, Bright, Opaque

Silver: 3.5
Hard, Smooth, Bright, Clear

Power: 4
Hard, Sharp, Motion, Force

Light: 4
Heat, Soft, White, Bright, Clear

Darkness: 4
Cold, Soft, Black, Dim, Opaque

Color: 4
Red, Green, Blue, White, Bright

Clarity: 4
Clear, Empty, Sense

Void: 4
Cold, Black, Silence, Dim, Empty

Voice: 4
Sound, Life, Self

Emotion: 4
Sense, Self, Focus

Memory: 4
Weight, Bind, Self

Animus: 4
Motion, Life, Self

Tier 3

Anger: 13
Fire, Bile, Power, Emotion

Fear: 13
Water, Ice, Darkness, Emotion

Grief: 13
Earth, Ink, Void, Emotion

Joy: 13
Air, Blood, Color, Emotion

Shock: 9
Blade, Speed, Emotion

Suspense: 9
Mutable, Tension, Emotion

Disgust: 9
Dirty, Bile, Emotion

Trust: 9
Clean, Clarity, Emotion

Sun: 10
Fire, Light, Color

Moon: 10
Earth, Reflection, Darkness

Star: 10
Water, Silver, Sight

Sky: 10
Air, Clarity, Void

Change: 7
Mutable, Fluid, Shape

Flesh: 10
Soft, Blood, Earth, Animus

Wood: 8
Hard, Life, Earth, Plant

Fat: 9
White, Dirty, Mutable, Taste

Cloth: 7
Soft, Flat, Mutable, Plant

Rune: 9
Ink, Shape, Sight

Distance: 7
Short, Long, Shape, Sight

Stone: 7
Weight, Earth, Heavy

Sand: 7
Fine, Dirty, Loose

Soil: 7
Mutable, Dirty, Earth

Lead: 9
Mutable, Iron, Heavy

Copper: 8
Mutable, Fire, Tin

Gold: 10
Silver, Light, Color

Mercury: 9
Weight, Fluid, Water, Speed

Sulphur: 9
Bright, Smell, Bile, Fire

Salt: 9
White, Earth, Loose, Taste

Perceive: 9
Bind, Self, Hear, Sight

Feel: 12
Bind, Touch, Taste, Smell

Decay: 8
Mutable, Dirty, Earth

Venom: 8
Dirty, Blood, Bite

Electric: 10
Bright, Fire, Speed, Power

Barrier: 9
Tension, Surface, Heavy

Weapon: 9
Blade, Heavy, Iron

Chaos: 10
Fire, Air, Water, Earth

Thought: 12
Bind, Speed, Emotion, Animus

Knowledge: 12
Bind, Shape, Clarity, Memory

Tier 4

Body: 20
Shape, Salt, Flesh

Spirit: 20
Mutable, Mercury, Thought

Soul: 20
Animus, Sulphur, Feel

Material: 20
Soil, Stone, Lead

Ephemera: 20
Void, Sky, Chaos

Summer: 20
Sun, Anger

Winter: 20
Stars, Fear

Autumn: 20
Moon, Grief

Spring: 20
Sky, Joy

Mind: 25
Emotion, Thought, Knowledge

Death: 30
Fear, Grief, Decay

Simple Spells:

Amplify
AP: 20
Mana: 1.5 Base (9 Total)
Ideals: Force, Air, Hear (1.5/3/3)
Casting: 1 Minute, Reach (1 Target)
Effect:
Touch an object or individual during the casting process. Any sound which it produces is Loud, its volume is increased by 2x, and it's Subtlety halved. If it would produce a sound is already Loud, any individual within one's Casting Range and Facing must make a Fortitude Roll, suffering 3 levels of Deaf upon a failure, or 1 otherwise. The spell ends upon this effect.
Augmenting:
Air: Increase the deafening range of effect by 5ft.
Hear: Double the duration.

Blaze
AP: 25
Mana: 2.5 Base (9 Total)
Ideals: Heat, Fire, Shape (0.5/3/3)
Casting: Concentration (1 Round), Reach (Open Space)
Effect:
Conjure a small flame to a free hand. The flame occupies the palm or the end of a finger, and does not harm the caster. The size of the flame may be that of a lit candle (about half a cubic inch). One may use the Throw action with the flame up to one's Casting Range; the spell ends when it makes contact with a surface. The flame inflicts a Singe (5) on contact prior to dissipating.
Augmenting:
Fire: The damage tier is increased by 3.
Shape: The flame may be up to 5x larger.

Boomerang
AP: 30
Mana: 1 Base (8 Total)
Ideals: Tension, Memory (3/4)
Casting: Instant, Reach (1 Target)
Effect:
Choose a held object. If one uses the Throw action with it this Round, it flies back to one's grasp once it has traveled 30ft.
Augmenting:
Tension: The object may travel 15ft further before returning.
Memory: One may select an additional held object.

Bottle
AP: 60
Mana: 2 Base (9 Total)
Ideals: Bind, Fluid, Surface (1.5/2.5/3)
Casting: Instant, Reach (1 Target)
Effect:
Contain a liquid within one's reach. One may either restrict up to 2 pints of a fluid within a field of translucent force taking the form of a bottle, or otherwise render a similarly sized container as capable of holding up to 3x as much fluid. In the case of the latter, the excess quantity of fluid (however much is available) flows into the container; the additional volume/weight is ignored. The bottle may not receive additional fluid, and lasts until emptied.
Augmenting:
Fluid: One may effect one additional pint or raise the modifier by 1x.

Brightbeam
AP: 50
Mana: 1 Base (7 Total)
Ideals: Far, Focus, Light (0.5/1.5/4)
Casting: Concentration (5mins), Reach (1 Target)
Effect:
Touch a point on the target. The point emits a cone of light up 20ft long and 3ft wide at its end. The light is a soft white-yellow and is as bright as Torchlight.
Augmenting:
Far: Increase the length of the cone by 5ft.
Focus: Broaden the cone by 1ft or narrow it by 6in.

Clamp
AP: 75
Mana: 2 Base (9 Total)
Ideals: Tight, Iron (3.5/3.5)
Casting: Concentration (1min), Reach (1 Target)
Effect:
Immobilize an object or individual. Against a living creature, apply a Hold with a Tightness of 60 plus one's Spell Potency. They are unable to move until overcoming this Hold, upon which this spell ends. Against an object, it is held in place, ignoring gravity and external forces, only moving via a Power Roll against a PV100 (ending the spell as above). If this object would otherwise be worn/equipped/held by another individual, instead apply the effect against the individual as above.
Augmenting:
Tight: Increase the Tightness of the Hold by 15.
Iron: Increase the Concentration duration by 1 minute.

Enthermiate
AP: 100
Mana: 2 Base (9 Total)
Ideals: Bind, Fluid (1.5/2.5) > Fire-Ice (3)
Casting: Instant, Casting Range (1 Target)
Effect:
Choose a liquid or living flesh. Up to one gallon of liquid or individual may be selected. If the Fire Ideal was selected, warm the target, if Ice, cool the target. For liquids, increase/decrease the temperature by up to 50/25 degrees Fahrenheit respectively. For living creatures, inflict 1 level of the Heatstroke Status if the Fire Ideal was selected, or Hypothermia if the Cold Ideal was selected, or otherwise mitigating one level of the opposite Status. An unwilling target may resist this effect via a successful Vitality Roll against a PV equal to one's Spell Potency.
Augmenting:
Fluid: Increase the maximum effectable volume by 1 gallon.
Fire/Ice: Double the temperature shift, or raise the Status level by 1.

Film
AP: 50
Mana: 1 Base (7.5 Total)
Ideals: Surface, Tight (3/3.5)
Casting: 1 Hour, Reach (1 Target)
Effect:
An area up to 5 square feet in contact with a point one touches during the casting of this spell becomes covered in a thin film. This may cover openings and holes within the surface. This film is composed of a translucent energy, is paper thin, and behaves similarly to plastic (impermeable, inert, slightly elastic).
Augmenting:
Surface: Double the maximum effected area.

Glue
AP: 90
Mana: 2.5 Base (8 Total)
Ideals: Wet, Bind, Touch (0.5/1.5/3.5)
Casting: Instant, Reach (Open Space)
Effect:
Touch a surface throughout the casting. The contacted area becomes adhesive for 1 minute. If another surface comes into contact with the surface during this time, it adheres with a bond as strong as superglue, requiring a Power Roll against one's Spell Potency to break (via the Manipulate Item action).
Augmenting:
Wet: The initial adhesive duration is increased by up to 1 minute.

Grasp
AP: 30
Mana: 1 Base (6 Total)
Ideals: Force, Touch (1.5/3.5)
Casting: Concentration (No Limit), Casting Range (1 Target)
Effect:
A translucent force takes hold of the target. It has the same Strength and Agility as one's hand if it were wearing a mitten. It can apply its force over an area of 1 square foot. One may spend 15 AP to move it up to 10 feet, keeping within one's Casting Range. Attempts to break free of the force require treat it as a Hold with a Tightness equal to half one's Spell Potency.
Augmenting:
Force: Increase the effective Strength modifier by 1.
Touch: Increase the maximum effected area by half a square foot.

Grit
AP: 60
Mana: 1 Base (9.5 Total)
Ideals: Bind, Sand (1.5/7) /// Surface-Air (3)
Casting: 10 Minutes, Reach (Open Space)
Effect:
Conjure a handful of sand (1 cubic inch total). Choose a granularity between powdery and fine gravel while casting the spell. If the Surface Ideal was selected, the sand adheres to a nonliving surface it is applied to, gaining the properties of sandpaper. If the Air Ideal was selected, the sand is forcefully blown 5ft in a cloud 2.5ft in diameter at its end. Any individual who is struck in the eyes by this effect must make a Reflex Roll against one's Spell Potency, suffering the Blind Status at a level of 3, 2, or 1 upon a Major Failure, Failure, or any other result respectively. The sand disappears after the duration of the spell (for either selected Ideal).
Augmenting:
Bind: Increase the duration by up to 5 minutes.
Sand: Conjure up to double the volume of sand.

Heave
AP: 50
Mana: 3 Base (9 Total)
Ideals: Motion, Force, Heavy (1/1.5/3.5)
Casting: Instant, Casting Range (1 Target)
Effect:
Push the target along an angle of one's choose. Against a living target, treat this as the Shove action. Otherwise, one may move an object up to one's Casting Range. Use the rules of Encumbrance to determine maximum weight, one's Focus for any Traits and one's Instinct in place of one's Weight.
Augmenting:
Force: Increase the targeting and movement range by 5 feet.
Heavy: Treat any modifier(s) as 5 higher for either effect.

Jolt
AP: 75
Mana: 3 Base (9.5 Total)
Ideals: Speed, Bite (3/3.5)
Casting: Instant, Casting Range (1 Target)
Effect:
Energy arcs between oneself and the target. The target must make a Vitality Roll against one's Spell Potency. Upon a failure, they suffer a Burn with a damage tier equal to half the difference. Upon a Major failure, it suffers 1 level of the Shocked Status. plus an additional level if the result was Critical.
Augmenting:
Speed: Increase the targeting range by 5ft.
Bite: Increase the damage tier by 5.

Jump
AP: 25
Mana: 2 Base (8 Total)
Ideals: Air, Speed (3/3)
Casting: Instant, Reach (1 Target)
Effect:
The target may perform the Jump action once at no cost this Round (as per the Move action). If jumping via this effect, add 5ft of distance (additive with Running/Sprinting). Reduce the distance considered for Falling Injuries once landing by 10ft.
Augmenting:
Air: Reduce the apparent Falling distance by an additional 5ft.
Speed: Increase the bonus Jump distance by 1.5x.

Keen
AP: 40
Mana: 1 Base (9 Total)
Ideals: Sharp, Air, Clarity (1/3/4)
Casting: 1 Minute, Reach (1 Target)
Effect:
Treat one of the target's Senses as Keen. At any time during the duration of this spell, if the individual benefiting from this effect would make a Melee Attack or Close Ranged Shot, they may ignore the Base Avoidance of the target and any direct Grace bonus (e.g. Dodge values are still considered). This ends the spell.
Augmenting:
Clarity: Increase the duration by 1 minute.

Simple Spells Cont.:

Lacerate
AP: 50
Mana: 3.5 Base (8 Total)
Ideals: Force, Blade (1.5/3)
Casting: Instant, Casting Range (1 Target)
Effect:
Make a melee attack against the target. This attack has a Reach of 2ft, Heft of 0, and originates from an angled Guard position of one's choice. By default, it inflicts a Laceration (10). One may elect to lessen the Wound or damage tier on a hit.
Augmenting:
Force: Increase the Heft of the attack by 3.
Blade: Increase the damage tier of the attack by 5.

Mark
Cast Time: 30 Seconds
Mana: 1 Base (8.5-9.5 Total)
Ideals: Bind, Surface (1.5/3) > Ink-Color (3-4)
Casting: 10 Minutes, Reach (1 Target)
Effect:
Touch a point on the target. For the duration of the spell, when this point comes into contact with a surface, it leaves a highly visible discoloration. If the Ink Ideal was selected, the discoloration is black and persists until it comes in contact with a liquid. If the Color Ideal was selected, the discoloration is any color of one's choice, and lasts for 1 day before fading.
Augmenting:
Bind: The duration of the spell is increased by 5 minutes.

Orbit
AP: 50
Mana: 0.5 Base (6 Total)
Ideals: Curved, Force, Shape (1/1.5/3)
Casting: Concentration (10min), Reach (1 Target)
Effect:
The target, which must be an object weighing less than 5lbs, begins to orbit oneself at a distance between 1 and 5 feet.
Augmenting:
Force: The object may weigh up to an additional 2lbs.
Shape: The object's maximum orbital distance is increased by 2ft.

Peer
AP: 100
Mana: 2.5 Base (8 Total)
Ideals: Mutable, Sight (2.5/3)
Casting: 1 Minute, Casting Range (Open Space)
Effect:
One may project their vision outwards. Choose a point one can otherwise see during the execution of the spell, treating it as the source of one's perception of Sight (this does not otherwise distort binocular vision or depth perception). One's own visual organs are incapable of sight during this period, while one's other senses are otherwise unaffected.
Augmenting:
Mutable: Increase the range by 5ft.

Pierce
AP: 80
Mana: 4 Base (8 Total)
Ideals: Sharp, Force, Focus (1/1.5/1.5)
Casting: Instant, 3x Casting Range (1 Target)
Effect:
Make a Close Ranged shot against the target, treating this shot as having 15 Handling and Momentum of 20 plus the 10's of the Roll, inflicting a Puncture (*) on a hit. One may addend applicable ranged attack actions to the final Cast action. One may elect to lessen the Wound or damage tier on a hit.
Augmenting:
Force: Increase the base Momentum by 5.

Plane
AP: 40
Mana: 2 Base (7.5 Total)
Ideals: Flat, Force, Shape (1/1.5/3)
Casting: Concentration (No Limit), Casting Range (Open Space)
Effect:
A translucent plane of energy appears within a space of one's choice, with a fixed orientation determined upon execution of the spell. It may be circular, rectangular, or fill an empty frame. The maximum side/diameter may be up to 1 foot, and an inch thick. It has an Integrity equal to one's Spell Potency and can support up to 500lbs. If used to Intercept an incoming attack, treat the plane as a Targe.
Augmenting:
Flat: Increase the weight limit by 100 pounds.
Force: The Integrity is increased by 10.
Shape: The maximum length (not depth) is increased by 1 foot.

Propel
AP: 40
Mana: 2.5 Base (9 Total)
Ideals: Speed, Heavy (3/3.5)
Casting: Instant, Reach (1 Target)
Effect:
Choose a held object. It is launched by an arcane force, otherwise treating this as an instance of one performing the Throw action which has been Aimed once (though with none of the associated costs). Such a throw has no Dispersion and travels up to 60ft (Close Range). A general object inflicts a Bruise with a damage tier equal to 2x its weight (in pounds) upon impact, otherwise a Thrown weapon deals damage according to its standard properties. The weight of the object (in pounds) is limited to one's Weight (the abstract value).
Augmenting:
Speed: The object may travel an additional 15ft.
Heavy: Raise the damage modifier by 0.5x (from 1x for weapons).

Shave
AP: 50
Mana: 1 Base (8 Total)
Ideals: Sharp, Clean, Tight (1/2.5/3.5)
Casting: Instant, Reach (Open Space)
Effect:
Choose a surface of up to 1 square foot. A razor like force is applied over it, simultaneously acting upon its entirety. Any hair, fuzz, thin coatings, soft substances, etc., is loosened, up to a depth of a tenth of an inch. Against bare skin, apply a basic Scratch Wound.
Augmenting:
Clean: Increase the maximum effected area by 1 square foot.

Smite
AP: 30
Mana: 2 Base (9 Total)
Ideals: Blade, Power (3/4)
Casting: 1 Minute, Reach (1 Target)
Effect:
While under the effects of this spell, the next melee attack the target successfully lands against a target is considered Critical, regardless of the outcome of the Roll. If the attack would have been Critical independently of the effect of this spell, additionally add the 10's of the result to the damage tier of the attack.
Augmenting:
Power: Treat any bonus to the damage tier as 3 Higher.

Snuff
AP: 25
Mana: 0.5 Base (7 Total)
Ideals: Smoke, Darkness (2.5/4)
Casting: Instant, Casting Range (1 Target)
Effect:
Choose an area of up to 25 square feet or an individual of up to 10 Height, which is aflame. If not otherwise sustained by an external arcane source, the flames are immediately extinguished. The general temperature of the target remains unaffected, cooling naturally, though it cannot auto-ignite due to temperature following the effect of this spell until having cooled once again.
Augmenting:
Smoke: Double the targeting range.
Darkness: One may select an additional target.

Spook
AP: 40
Mana: 1.5 Base (9 Total)
Ideals: Bite, Emotion (3.5/4)
Casting: Instant, Casting Range (1 Target)
Effect:
The target must make an Instinct Roll against one's Spell Potency. Upon a failure, the target suffers the Fear Status until the end of the next Round. If otherwise unaware of oneself upon the execution of this spell, it additionally suffers the Surprise Status.
Augmenting:
Bite: Increase the Fear duration by an additional Round.
Emotion: One may select an additional target.

Spray
AP: 40
Mana: 1.5 Base (9 Total)
Ideals: Fine, Water (1, 3) /// Loose-Tight (3.5)
Casting: 1 Minute, Reach (1 Target)
Effect:
Choose a point upon one's body or a surface one touches during the cast of the spell. This point emits water, either as a fine mist if the Loose Ideal was selected, or a gentle jet if the Tight Ideal was selected. This reaches up to one's Casting Range for the former, or a third this distance for the latter. This produces 1 fluid ounce every 30 seconds, with a composition (trace minerals, microbes, etc.) the same as the last sip of water one has consumed. This water persists after the duration of this spell has concluded.
Augmenting:
Water: Produce an additional fluid ounce per 30 seconds.

Swarm
AP: 75
Mana: 2.5 Base (10 Total)
Ideals: Motion, Mutable, Speed (1/2.5/3)
Casting: Instant, Casting Range (Open Space)
Effect:
Make a Roll. This spell produces a number of projectiles equal to the sum of the 1's and 10's of the result in the chosen space. One may direct these projectiles within the range of the spell to strike targets, in groups of up to five. Make a Hit Roll for every group. Upon striking the target, the projectile inflicts a Prick (5).
Augmenting:
Mutable: Add 2 projectiles to the total.
Speed: Increase the Casting Range by 1x.

Viscify
AP: 70
Mana: 1 Base (8 Total)
Ideals: Motion, Fluid (1/2.5) > Tight-Loose (3.5)
Casting: 1 Hour, Casting Range (1 Target)
Effect:
Choose a liquid. This can be an open volume or flowing source (such as from a bottle or Wound). In either instance, the spell applies to up to a quart of that liquid. If the Tight Ideal was selected, increase its viscosity by an order of magnitude. If the Loose Ideal was selected, decrease it by an order of magnitude. This respectively slows or quickens the rate at which the liquid flows by 10x.
Augmenting:
Fluid: Up to another quart of fluid may be effected.
Tight/Loose: Increase the effect by another order of magnitude.

Wash
Cast Time: 10 Seconds
Mana: 1.5 Base (7 Total)
Ideals: Clean, Surface (2.5/3) /// Reflection (3.5)
Casting: Instant, Reach (1 Target)
Effect:
Choose an exposed surface up to 1 square foot. Any dust, grime, and dirt is removed. If the Reflection Ideal was selected, it is lightly polished as part of this process. The removed substances are either dispersed into the environment or concentrated in a point of one's choice within one's Casting Range.
Augmenting:
Surface: The targeted surface may be an additional square foot.

Whisper
AP: 25
Mana: 1 Base (9 Total)
Ideals: Silence, Hear, Voice (1/3/4)
Casting: Instant, 2x Casting Range (1 Target)
Effect:
Encode a message mentally as part of this spell's casting, as if using the Speak action. Transmit this message telepathically to the target.
Augmenting:
Hear: Increase the multiplier for the targeting range by 1x.
Voice: One may select an additional target.

Moderate Spells:

Arcane Chair
Cast Time: 10 Seconds
Mana: 2 Base (13 Total)
Ideals: Soft, Surface, Wood (0.5/3/7.5)
Casting: 30 Minutes, Casting Range (Open Space)
Effect:
Conjure a chair into the chosen space. It comes in a style/material of one's choice, so long as it remains under 20lbs. Using this chair for a Brief Rest counts from the moment one sits in it, with 2x the benefit. If one spends the entire duration of the spell Resting in such a way, reduce one's Fatigue and Exhaustion by 1 for every minute spent Resting, and one regains 2 Skill Points. One may not receive the previous benefit again until after they have slept a full period, and may not reduce their Exhaustion below what is incurred by this spell.
Augmenting:
Surface: The duration is increased by 10mins.
Miscasts:
Reduce one's Balance to 0.

Arm Thyself
AP: 30
Mana: 3 Base (18 Total)
Ideals: Blade, Shape, Weapon (3/3/9)
Casting: Concentration (No Limit), Reach (Open Space)
Effect:
Conjure a spectral blade into one's hand. It takes the form of a standard quality blade of one's choice, made from a translucent energy. It has all average statistics of the chosen item.
Augmenting:
Blade: Increase the Momentum of the weapon's attacks by 3.
Weapon: Grant the weapon one positive quality modifier.
Miscasts:
The chosen weapon is replaced with a spectral fork.

Cleave
AP: 50
Mana: 2.5 Base (13 Total)
Ideals: Blade, Heavy, Power (3/3.5/4)
Casting: Instant, Reach (1 Target)
Effect:
Perform a Hit Roll against a single point, touching it. If successful, choose a plane which intersects the point, extending 3ft to either side and 1ft deep. Deal a Laceration (20) across this plane, applying a this Wound to any affected limb of an individual. Objects are cut up to this depth, depending on their material properties.
Augmenting:
Blade: Increase the width/depth by 1/0.5ft, respectively.
Miscasts:
One suffers three random Base Scratch Wounds.

Clot
AP: 100
Mana: 3.5 Base (13 Total)
Ideals: Blood, Tension, Tight (3/3/3.5)
Casting: Instant, Reach (1 Target)
Effect:
Choose a single non-Vital Slashing or Piercing Wound suffered by the target. Mitigate up to 10 Bleed imparted by that Wound. This Wound otherwise recovers twice as quickly.
Augmenting:
Blood: Increase the Bleed mitigation by 5.
Tight: Increase the recovery bonus multiplier by 1x (from 2x).
Miscasts:
One suffers 1 Bloodloss.

Combust
AP: 30
Mana: 4 Base (11 Total)
Ideals: Focus, Smoke, Fire (1.5/2.5/3)
Casting: Instant, Casting Range (1 Target)
Effect:
If the target is a flammable object, it combusts. Creatures are inflicted with 3 level of the On Fire! Status, decreasing by 1 level each Round.
Augmenting:
Focus: Increase the targeting range by 5ft.
Miscasts:
The limb/item providing the component suffers a Singe (5).

Cotton
AP: 40
Mana: 5 Base (12 Total)
Ideals: White, Mutable, Plant (1/2.5/3.5)
Casting: 1 Minute, Casting Range (Open Space)
Effect:
Conjure a sphere of cotton with a diameter of 6in or cover a continuous 1 foot square surface in 1in of cotton. The cotton expands an inch outwards, can absorb its volume in liquid, and mitigates 5 Concussive damage to anything it contacts.
Augmenting:
Mutable: Increase the Mitigation bonus by 3.
Plant: The cotton expands an additional inch.
Miscasts:
The caster's hands soften and lose 5 Agility for 1 Round.

Dead Cat's Bounce
AP: 15
Mana: 1.5 Base (14 Total)
Ideals: Fluid, Air, Distance (2.5/3/7)
Casting: Instant, Casting Range (1 Target)
Effect:
Choose a target, living or otherwise. Until the End of the Round, any momentum the target has gained from falling is instead dissipated safely upon impact, causing instead a gentle bouncing upon landing. This allows the target to ignore the Falling Injury.
Augmenting:
Distance: Double the targeting range.
Miscasts:
Make a Balance Roll.

Depict
Cast Time: 10 Seconds
Mana: 5 Base (15 Total)
Ideals: Shape, Sight, Color (3/3/4)
Casting: 1 Minute, Casting Range (Open Space)
Effect:
Create an illusory image of one's imagining. This may fill a space of up to 10ft per dimension, or otherwise a mobile volume of 100 cubic feet. The contents of this illusion may be anything one may completely and thoroughly imagine (per GM discretion, a Memory Roll may be required). If mobile, the image may not leave one's casting range. The image is purely visual, requiring use of the Discern action against one's Spell Potency to determine this is an illusion, and does not interact with any other sense.
Augmenting:
Shape: Increase the maximum dimension by 2, or volume by 50.
Sight: Increase the PV to discern the validity of the image by 10.
Miscasts:
One suffers as if having the Paranoid Quality until next they sleep.

Empathic Bond
AP: 50
Mana: 3.5 Base (13 Total)
Ideals: Bind, Emotion, Animus (1.5/4/4)
Casting: Concentration (10mins), Reach (1 Target)
Effect:
Touch another willing living creature. Each may utilize the direct Senses of the other if within 3x one's Casting Range.
Augmenting:
Emotion: Increase the distance multiplier by 2x.
Miscasts:
One receives 1 level of Blind for an hour, and the other Deaf.

Fortify
AP: 75
Mana: 5 Base (12 Total)
Ideals: Bind, Surface, Iron (1.5/3/3.5)
Casting: Concentration (No Limit), Reach (1 Target)
Effect:
Touch the target. Increase it's Mitigation against all Damage types by 5 for the duration of the effect of this spell.
Augmenting:
Iron: Increase the Threshold bonus by 3.
Miscasts:
Increase all damage one suffers by 5 for 1 minute.

Frostbite
AP: 75
Mana: 1.5 Base (16 Total)
Ideals: Bind, Ice, Flesh (1.5/3/10)
Casting: Instant, Casting Range (1 Target)
Effect:
The target suffers a Burn (20). If the target is a living creature, it must make a Fortitude Roll against one's Spell Potency, gaining 1 level of Hypothermia upon a failure, and 1 level of Frostbite to a random limb upon a Major failure. Otherwise, any moisture/humidity within a 3ft radius of the target turns to frost.
Augmenting:
Ice: Increase the damage tier by 5 and Hypothermia Status by 1.
Flesh: Increase the number of targets and/or effected limbs by 1.
Miscasts:
One's extremities suffer one level of the Frostbite Status.

Guide
AP: 50
Mana: 2.5 Base (13 Total)
Ideals: Mutable, Clarity, Memory (2.5/4/4)
Casting: 1 Hour, Casting Range (1 Target)
Effect:
Every time one would Roll, one may record the 1's of the result, to a limit of one record at a time. Any time one or another individual within one's Casting Range would perform a Roll, one may offer this value to replace the result of the Roll (e.g. the target must consent). The recorded value is then lost.
Augmenting:
Clarity: One may offer a result to individuals up to 5ft further away.
Memory: One may record 1 additional result at a time.
Miscasts:
Treat none of results as a Major success for 1 Hour.

Heatray
AP: 75
Mana: 1.5 Base (15 Total)
Ideals: Fire, Tight, Distance (3/3.5/7)
Casting: 3 Rounds, 2x Casting Range (1 Target)
Effect:
Shimmering heat extends between oneself and the target. Make a Close Range shot against the target. Upon a hit, inflict a Burn (10). Each Round for the effect of this spell, one may repeat the Cast action to reproduce the previous effect, causing the damage tier to be cumulative. If one lands each shot, treat the Wound as Blazing.
Augmenting:
Fire: Increase the damage tier by 5.
Distance: Increase the targeting range by 1x.
Miscasts:
One's hands each suffer a Singe (5).

Helping Hand
AP: 25
Mana: 1 Base (13 Total)
Ideals: Force, Shape, Touch, Animus (1.5/3/3.5/4)
Casting: Concentration (No Limit), Casting Range (Open Space)
Effect:
Conjure a hand identical to one's own, rendered in translucent energy. It has an Agility of 3, a Strength of -3, and shares one's Trait assignments. It acts independently with 50 AP, as an extension of one's psyche. It has an Integrity of 15. It hovers with a Base Movement of 10ft, and cannot leave one's Casting Range.
Augmenting:
Force: Increase the hand's Strength and Agility by 1.
Animus: Increase the hand's AP limit by 10.
Miscasts:
One loses control of one of their own hands for 3 Rounds.

Hither & Dither
AP: 45
Mana: 3.5 Base (18 Total)
Ideals: Reflection, Void, Distance (3.5/4/7)
Casting: Instant, Casting Range (Open Space)
Effect:
One and any worn equipment teleport to the selected space, not including objects or creatures that would require two hands to transport. Another individual must consent to the effect.
Augmenting:
Distance: Increase the targeting range by 1.5x.
Miscasts:
One is flipped 180 degrees overhead.

Hush
AP: 60
Mana: 2.5 Base (14 Total)
Ideals: Hear, Void, Voice (3.5/4/4)
Casting: Concentration (10mins), Casting Range (1 Target)
Effect:
Choose an individual or point. If a point was chosen no sound may travel through nor originate within a 3ft radius of this point. If an individual was chosen, they and any item they are wearing/holding produces no sound. An unwilling individual may make a Might Roll against one's Spell Potency to resist this effect.
Augmenting:
Void: Increase the radius of effect by 2ft.
Voice: Select an additional individual.
Miscasts:
One cannot speak for 1 hour.

Moderate Spells Cont.:

Lardrush
AP: 60
Mana: 2 Base (14 Total)
Ideals: Shape, Fat (3/9)
Casting: 1 Minute, 2x Casting Range (Open Space)
Effect:
Conjure an amount of grease, fat, or oil into the targeted space. This may be a volume of 1 gallon, or an area of up to 10 square feet. The chosen fluid has all of its standard properties (note that such materials are flammable). Any coated surface is slippery, using similar rules as the Ice Difficult Terrain, though instead deceasing Balance by 10 per foot moved and tripling any forced Balance changes. Reduce the Tightness of an interaction with a coated surface by 20.
Augmenting:
Fat: An additional half gallon or 5 square feet may be conjured.
Miscasts:
One becomes crusted in a film of wax.

Lighten
AP: 50
Mana: 3 Base (11 Total)
Ideals: Weight, Air, Void (1/3/4)
Casting: Concentration (No Limit), Casting Range (1 Target)
Effect:
Reduce the apparent weight of the target by 2x. If this is an unwilling individual, they may make a Might Roll against one's Spell Potency to resist this effect. If a container, this effect applies to its contents. This effect alters the actual weight, Weight of a creature, or Heft.
Augmenting:
Void: Increase the modifier by 1x.
Miscasts:
One fails any Strength-governed Rolls for 1 Hour.

Minor Explosion
AP: 100
Mana: 2.5 Base (13 Total)
Ideals: Air, Heavy, Power (3/3.5/4)
Casting: Instant, 3x Casting Range (Open Space)
Effect:
Choose a point. All objects and individuals within 2.5/5/10ft of that point receive a Bruise (30/20/10) and lose an amount of Balance equal to 50/25/10, respectively. Any individual caught within the blast must make a Vitality Roll against one's Spell Potency, receiving 3/2/1 levels of the Deaf Status for an equivalent number of hours upon a Failure. The resulting sound is Loud with a Subtlety of 10.
Augmenting:
Air: Increase the targeting range multiplier by 1x.
Heavy: Increase the bracket ranges by 1.5x.
Power: Increase the damage tier by 5 per range.
Miscasts:
One is blown 10ft into the air and loses all Balance.

Miscat
AP: 20
Mana: 3.5 Base (13 Total)
Ideals: Fur, Bile, Voice (2.5/3/4)
Casting: Instant, Casting Range (1 Target)
Effect:
When the target next attempts to speak, they instead cough up a wet furball or trichobezoar (caster's choice).
Augmenting:
Voice: Increase the targeting range by 5 feet.
Miscasts:
One mouth grows fur and cannot produce speech for 1 hour.

Ponder
AP: 10 Seconds
Mana: 3 Base (18 Total)
Ideals: Curved, Sight, Reflection, Distance (1/3/4/7)
Casting: 1 Hour, Reach (1 Target)
Effect:
One may either claim or ponder an orb via this spell. An orb may be any nonliving spherical object ranging in size from a marble to a bowling ball. Claiming it counts the base Mana cost of this spell against one's Subsumption Limit. If pondering an orb, one may see reflected in its surface the view of any claimed orb at will, as if it were an eye. If the distant orb is beyond a number of feet equal to 10x one's Awareness, the image is Lightly Obscured. If beyond 50x, this is Heavily Obscured. If beyond 100x, this is Totally Obscured. One may make a Focus Roll against a PV20/60/100, respectively, clearing any obstruction on a success, ending the spell on a failure.
Augmenting:
Sight: Decrease the PV to clear obstruction by 5.
Distance: Double the range multipliers.
Mishaps:
One's vision is limited to an area of one foot from their body.

Pummel
AP: 80
Mana: 2 Base (15 Total)
Ideals: Force, Fluid, Lead (1.5/2.5/9)
Casting: Instant, Casting Range (1-3 Targets)
Effect:
Choose up to 3 targets, any of which may be selected multiple times. Make Hit Roll against each, at a range of 10ft, inflicting a Bruise (25) upon a success, along with a reduction to Balance equal to the final damage tier if a Major Success.
Augmenting:
Fluid: Choose up to 1 additional target.
Lead: Increase the damage tier by 5.
Miscasts:
Reduce one's Balance to 1.

Rope
AP: 40
Mana: 5 Base (15 Total)
Ideals: Tension, Cloth (3/7) /// Plant (3.5)
Casting: 1 Hour, Reach (Open Space)
Effect:
Conjure up to 30ft of cotton rope, or hemp rope if the Plant Ideal was selected, of either twine or line. It may be tied around the targeted area or come knotted in a manner of one's choice.
Augmenting:
Tension: Increase the load capacity by 1.5x.
Cloth: Increase the maximum length by 2x.
Miscasts:
One suffers 25 Restriction for 10 minutes.

Quickhound
AP: 10 Seconds
Mana: Base (Total)
Ideals: Fur, Animus, Change (2.5/4/7)
Casting: 1 Day, Reach (1 Target)
Effect:
Touch a depiction of a dog, such as a figurine, illustration, or taxidermy, and speak a name. It becomes a living dog of appropriate size and type to the depicted breed. This dog responds to the provided name, and is completely loyal to oneself. If one has Expertise in the Animal-Handling Skill, the bond is preexisting. The dog is a new creature, with no prior memories, though does display a higher intelligence than usual, able to interpret more simple nouns in commands than a normal dog. Upon conclusion of the spell, the depiction reverts to its original state, with 2D depictions returning to their original location. No spirit is created by the spell.
Augmenting:
Change: Double the duration.
Mishaps:
The depiction is erased or otherwise rendered uncaninelike.

Shield
AP: 50
Mana: 1 Base (15 Total)
Ideals: Self, Tight, Barrier (1.5/3.5/9)
Casting: Concentration (No Limit), Reach (1 Target)
Effect:
Touch a target. When the target would have a Hit Roll, Close Range Shot, or Long Range Shot made against it, reduce the result of the former two by 20, or increase the effective Dispersion in the latter case by 5. If the target would suffer damage, reduce the damage tier by 10, mitigating the Wound if reduced to 0. The spell may apply both effects to any given attack/damage instance, then it ends.
Augmenting:
Tight: Increase the Hit/Shot modification by 1.5x (rounded up).
Barrier: The spell may trigger an additional time.
Miscasts:
The next time one would suffer damage, increase the tier by 1.5x.

Skitter
AP: 75
Mana: 3 Base (14 Total)
Ideals: Bind, Tension, Surface, Bite (1.5/3/3/3.5)
Casting: Concentration (1 Minute), Reach (1 Target)
Effect:
One confers a limited, spider-like mobility. The target may treat any solid surface as Loose purchase for the purposes of climbing, and flat surfaces as Steady. While performing the Climb action, one may adhere to walls/ceilings. One cannot recover Balance while Climbing in this way, but is not required to Roll at the end of a Round unless having moved. One may perform the Run and Sprint while on all fours (Climbing or otherwise).
Augmenting:
Tension: Double the Concentration period.
Bite: Reduce any Balance loss per Round from this mobility by 5.
Mishaps:
One is forced to move the maximum available distance for 1 minute.

Soothe
AP: 100
Mana: 1.5 Base (15 Total)
Ideals: Soft, Blood, Feel (0.5/3/12)
Casting: 10 Minutes, Reach (1 Target)
Effect:
Choose a Wound suffered by the Target. For the duration of this spell, it causes no apparent Pain or Stress, active or otherwise.
Augmenting:
Feel: One may select an additional Wound.
Miscasts:
One suffers half the Pain/Stress of the chosen Wound for 1 minute.

Thaumbacco
AP: 50
Mana: 2.5 Base (12 Total)
Ideals: Smoke, Smell, Plant (2.5/3.5/3.5)
Casting: 1 Minute, Reach (1 Target)
Effect:
Choose up to an ounce of an organic substance. It becomes highly flammable, and its smoke takes on a distinct flavor/odor of one's choice when burnt with a Subtlety of 20. Smoking this substance for the full duration of the spell may alleviate any Hourly/Daily addictions, or otherwise reduce one's Stress by 10.
Augmenting:
Smell: Increase the Subtlety of the smoke by 20.
Plant: Increase the Stress mitigation by 5.
Miscasts:
One suffers 3 Nausea for 10 minutes.

Vitriol
AP: 75
Mana: 2.5 Base (11.5-12 Total)
Ideals: Bile, Touch (3/3.5) > Fluid-Surface (2.5-3)
Casting: Concentration (1min), Casting Range (1 Target)
Effect:
If the Fluid Ideal was selected, choose up to 1 quart of liquid or 5 cubic feet of vapor. If the Surface Ideal was selected, choose a 1 square foot area. The target becomes caustic, inflicting a Burn (Caustic) at a damage tier of 15, decreasing by 3 each Round as it neutralizes; prolonged damage is cumulative. Each contacted area of an individual's body is afflicted separately, and if inhaled an individual suffers Minor Lung Damage.
Augmenting:
Bile: Increase the initial damage tier by 3.
Fluid/Surface: Increase the maximum volume/area by 1.5x.
Miscasts:
One suffers the Food Poisoning Status as per an inedible substance.

Warrior's Wardrobe
AP: 50
Mana: 2 Base (15 Total)
Ideals: Shape, Surface, Cloth (3/3/7)
Casting: 1 Hour, Reach (1 Target)
Effect:
Touch a jacket, vest, cloak, or coat. For the duration of the spell it thickens and gains the properties of standard gambeson armor, providing coverage per its original design. One may instill any textile qualities, adornments, or tailoring, per one's choice.
Augmenting:
Shape: Increase the duration by 1 hour.
Cloth: Grant the gambeson one positive quality modifier.
Miscasts:
The stitching of the item comes undone.

Advanced Spells:

Conflagration
AP: 100
Mana: 9 Base (25 Total)
Ideals: Fire, Power, Sulphur (3/4/9)
Casting: Concentration (5 Rounds), 3x Casting Range (Open Space)
Effect:
A mote of flame shoots to the targeted point, intensifying at the end of each Round of Concentration. Once released of one's volition, flames erupt from a targeted point in a radius equal to one's Casting Range. Every individual within this area suffers a number of Scorch Wounds equal to the number of Rounds of intensifying, the first with a damage tier of 2x the number of Rounds, each successive with 2 less. Any flammable objects are ignited, if not immediately reduced to ashes (such as fabric and paper).
Augmenting:
Sulphur: Increase the Concentration period by 1 Round.
Miscasts:
One suffers 3 levels of the On Fire! Status.

Dastardoff
AP: 80
Mana: 1.5 Base (29 Total)
Ideals: Loose, Cloth, Body (3.5/7/17)
Casting: Instant, 2x Casting Range (1 Target)
Effect:
Choose up to 3 individual items from headgear, footwear, articles of clothing, cloaks, belts, jewelry, or armor worn by the target. No matter their position/attachment to the target, they simply loosen and fall off. This counts the items as being unequipped. Per the target's perspective, this feels as if any such item was gently removed.
Augmenting:
Loose: Select an additional item to be removed.
Body: Select an additional target.
Miscasts:
Every item one is wearing falls off as described above.

Enfelinate
AP: 75
Mana: 10 Base (38 Total)
Ideals: Fur, Mutable, Flesh, Joy (2.5/2.5/10/13)
Casting: Concentration (1 Hour), Casting Range (1 Target)
Effect:
Select a living creature; unwilling targets may make a Fortitude or Instinct Roll against one's Spell Potency to ignore the effect. Imbue the target with an aspect of a cat. Aspects include one from among enhanced Senses, Agility/Traits and falling resistances, or Stealth/Combat Skills and claws, with matching cosmetic features. If each of the above three aspects are granted, the target takes the form of a cat, granting them the body/mind of a house cat, retaining their motives/personality. If selecting oneself as the target, one may retain Concentration of this spell (and this spell alone) while mentally embodying a cat, even should one choose to take a nap.
Augmenting:
Mutable: Increase the Concentration period by 30mins.
Flesh: Select an additional aspect from among the three listed.
Miscasts:
One feels a compulsive need to groom themselves for 3 Rounds.

Ephemerate
AP: 75
Mana: 3 Base (30 Total)
Ideals: Air, Void, Material (3/4/20)
Casting: Concentration (No Limit), Reach (1 Target)
Effect:
Choose either an individual or unsecured object up to 400lbs. The target disappears for the duration of the spell. An unwilling target may make an Instinct Roll against one's Spell Potency to resist this effect. When it returns, it does so in its original location, and is completely unaltered from when it vanished, including its perceived experience for living individuals. If one selects themselves as the target, one may Concentrate in exile so long as one may afford the Exhaustion, making an Exhaustion Roll each hour following any gains, with this change otherwise persisting through the effect.
Augmenting:
Material: Increase the weight limit by 200lbs.
Miscasts:
One's conscious experience vanishes for 1 hour.

Haste
AP: 80
Mana: 4 Base (25 Total)
Ideals: Speed, Clarity, Power, Flesh (3/4/4/10)
Casting: Concentration (3 Rounds), Casting Range (1 Target)
Effect:
Target a living creature, increase the target's Base Speed by 1.5x, AP limit by 20, and reduce their apparent Fatigue and Exhaustion by 50. When this effect ends, they receive 10 Fatigue and Exhaustion for every Round this effect lasted.
Augmenting:
Speed: Increase the movement bonus by 0.5x.
Clarity: Increase the Fatigue/Exhaustion mitigation by 15.
Power: Increase the AP limit bonus by 5.
Flesh: Increase the Concentration period by 1 Round.
Miscasts:
Reduce the target's lifespan by 3 years.

Knit Flesh
Cast Time: 1 Minute
Mana: 5.5 Base (30 Total)
Ideals: Bind, Shape, Body (1.5/3/20)
Casting: Instant, Reach (1 Target)
Effect:
Choose a non-Burning Wound of Tier 1 or 2, or an Injury which would not require Advanced First Aid to treat. The chosen Affliction immediately recovers, though any other ongoing Status or effect indirectly caused by the Affliction remains unaltered.
Augmenting:
Body: One may select an additional Wound.
Miscasts:
The chosen Wound takes twice as long to recover.

Major Explosion
AP: 100
Mana: 9 Base (25 Total)
Ideals: Air, Power, Mercury (3/4/9)
Casting: Instant, 3x Casting Range (Open Space)
Effect:
Choose a point. All objects and individuals within 5/10/20ft of that point suffer a Bruise (40/20/10), and are thrown a number of feet inverse to the distance. Any individuals caught within the blast must make a Vitality Roll against one's Spell Potency, receiving 3/2/1 levels of the Shocked Status for an equivalent number of Rounds upon a Failure, and all such individuals receive 3 levels of the Deaf Status for 1 hour. The resulting sound is Loud with a Subtlety of 5.
Augmenting:
Air: Increase the targeting range multiplier by 1x.
Power: Increase the range of each bracket by 1.5x.
Mercury: Increase the damage tier by 10 per bracket.
Miscasts:
One is blown 30ft into the air and loses all Balance.

Miniaturize
AP: 100
Mana: 3.5 Base (38 Total)
Ideals: Short, Change, Distance (0.5/7/7) > Body-Material (20)
Casting: Concentration (10mins), Casting Range (1 Target)
Effect:
Choose another individual if one selected the Body Ideal, or an unsecured object up to 200lbs if one selected the Material Ideal. In the case of the former Ideal, the individual is halved in size across each dimension, including Height, and their Weight reduced to one eighth its normal value. If positive, any Strength-governed Trait is likewise halved, otherwise it is reduced by 5. Id the Material Ideal was selected, the object is effected as previously described, and one may recast this spell three times consecutively to count this spell against one's Subsumption limit indefinitely, rendering the effect indefinite. An unwilling target may make a Might Roll against one's Spell Potency each minute following this effect to end the spell.
Augmenting:
Distance: Reduce the size of the target by a further 0.5x (from 2x).
Body-Material: One may target another individual or 100lbs.
Miscasts:
Halve one's Traits for one hour.

Rubberize
AP: 60
Mana: 2.5 Base (28 Total)
Ideals: Mutable, Tension, Material (2.5/3/20)
Casting: Concentration (10 Minutes), Casting Range (1 Target)
Effect:
Select either up to 10lbs of nonliving material or a single area of a creature's body. The target becomes elastic like latex rubber. It may be stretched up to 3x its normal dimensions along any axis, is immune to Concussive Damage, dissipating up to 30 on impact, and is slightly flaccid when unsupported. Any other properties remain unchanged. The owner of an effected limb may still manipulate it, including stretching it per its new elasticity, though doing so against its normal range of motion may require a Dexterity/Acrobatics Roll.
Augmenting:
Material: Double the number/quantity of the effectable target(s).
Miscasts:
The skin of one's hands cracks like dry rubber (treat as a Singe (10)).

Sleep
AP: 75
Mana: 4 Base (30 Total)
Ideals: Void, Moon, Feel (4/10/12)
Casting: Instant, Casting Range (1 Target)
Effect:
Choose a living individual. If capable of sleeping (e.x. elves are not), the target falls asleep for one hour. The target may be roused to wakefulness by another individual or a Loud auditory stimulus, but takes 1 Round to fully awaken. If an individual was suffering any Exhaustion when this effect is placed upon them, if not awoken they otherwise sleep as they normally would until no longer Exhausted.
Augmenting:
Moon: Double the duration of sleep and/or time to awaken.
Feel: One may select an additional target.
Miscasts:
One falls unconscious for 1 Round.

Suneedle
AP: 150
Mana: 18 Base (40 Total)
Ideals: Focus, Tight, Distance, Sun (1.5/3.5/7/10)
Casting: Instant, 10x Casting Range (Open Space)
Effect:
A wire thin beam of light stretches between oneself and the targeted area. Treat this as a Ranged shot with a Close Range equal to 2x one's Casting Range, 15 Handling, and no Dispersion. Any intervening creature or object suffers a Rent (30) and Scorch (15). Decrease the damage tier of the Rent by 10 per creature penetrated or 1 per inch of solid material, with no further damage occurring once equaling 0.
Augmenting:
Tight: Halve any reduction in damage tier (rounded up).
Distance: Increase the targeting range multiplier by 1x.
Sun: Increase the Rent/Scorch damage tiers by 10/5.
Miscasts:
One receives 3 levels of the Blind Status, reduced by 1 per hour.

Whelm
AP: 100
Mana: 2 Base (25 Total)
Ideals: Void, Change, Thought (4/7/12)
Casting: Instant, Casting Range (1 Target)
Effect:
The target ceases to feel any emotion they are currently experiencing. This ends any psychological Status (except Sleep Deprived), as well as any non-mechanically governed emotions. This does not otherwise change the motivations, personality, or senses of the effected target, but may cause a temporary shift in behavior. This suppression lasts until the next time the target Rests.
Augmenting:
Thought: One may select an additional target.
Miscasts:
One randomly suffers a Status from among Rage, Terror, or Despair.

Complex Spells:

Confabulate
Cast Time: 10 Minutes
Mana: 20 Base (68 Total)
Ideals:
Change, Knowledge, Ephemera > Perceive/Barrier
(7/12/20) > (9)
Casting:
Requires a Focus capable of producing or receiving writing worth at least 20 Flames, and a Vocal Component in a nonsense language.
Instant, Casting Range (1 Target)
Effect:
Target a sapient individual, using the verbal component of this spell to describe a memory. If the Perceive Ideal was selected, upon the conclusion of this spell the target forms a memory matching this description. If the Barrier Ideal was selected, a memory corresponding to this description is suppressed (per GM discretion if the description is broad). This memory must constitute some specific event, duration, or acquisition of fact occurring over one day or less. If the individual would have other memories which contradict this alteration, they may make an Instinct Roll against one's Spell Potency at the start of each day to end this effect, otherwise laboring under this delusion. They may repeat this Roll if the memory would constitute some aspect of their personal identity (such as a family member, age, source of a scar, etc.). For this to effect the Skills of the individual, the effect must be successfully repeated a number of times equal to the necessary days to Train/Study for the corresponding xp.
Augmenting:
Knowledge: An additional target may be selected.
Ephemera: The alterable duration is quadrupled.
Miscasts:
One forgets a random spell from those they know for 1 year.

Contingency
Cast Time: 3 Hours
Mana: 20 Base (70 Total)
Ideals:
Rune, Suspense, Knowledge, Soul
(9/9/12/20)
Casting:
Requires identical Components as the contingent spell, and a Focus suitable for inscribing a representation of the spell.
Instant, Reach (1 Target)
Effect:
Every hour during the casting of this spell, cast another spell to be the "contingent" spell (this causes no effect). This contingent spell may not exceed a total cost of 30 Mana (including Augments). Upon completion, count one tenth the previous value of the contingent spell against one's Subsumption limit, and define a contingency condition. This condition may be whatever wishes, however it must occur within 10x one's Casting Range. If this condition is met the contingent spell is automatically cast at no cost. Any targeting parameters may be predefined, otherwise if aware one may select targets as normal. If relevant, the effect is independently maintained for 1min before Concentration from oneself is required.
Augmenting:
Rune: Double the afforded Concentration upon triggering.
Suspense: Increase the maximum cost of the contingent spell by 5.
Soul: Reduce the Subsumption cost by 1 (to a minimum of 1).
Miscasts:
A contingency is established, but may randomly trigger each dawn and with a random non-Complex spell which one knows.

Control Weather
Cast Time: 1 Hour
Mana: 33 Base (80 Total)
Ideals:
Change, Sky, Sun, Moon, Star
(7/10/10/10/10)
Casting:
Requires a Verbal or Motive Component to be performed throughout casting, and a Material Component of one gallon of ultra pure water.
Instant, Reach (Open Space)
Effect:
Upon completion of casting this spell, its effects begin to take shape over 3 hours, altering the local weather based on the biome. One may render Clear, Mild, Severe, or Inclement weather to be one degree higher or lower, or induce/end a catastrophe during Inclement weather. This may include any individual aspect such as wind, cloud cover, or precipitation. Repeated instances increase the magnitude of the effect by 1 degree, adding an additional hour for the effect to take hold. Any alteration lasts for one hour minimum, and one day maximum, following the period of change. The area of this change encompasses a 10 mile radius from the point of casting, or one may have a 1 mile radius effect follow themselves.
Augmenting:
Change: Halve the period for the alteration to take effect.
Sky: Increase the area of effect by 1.5x.
Sun: Increase the duration by 1.5x.
Miscasts:
One suffers 5 levels of the Heatstroke Status if attempting to render the weather more clear, or Hypothermia if more inclement.

Distract
Cast Time: 10 Minutes
Mana: 15.5 Base (60 Total)
Ideals:
Sense, Void, Trust, Disgust, Perceive, Thought
(1.5/4/9/9/9/12)
Casting:
Requires a Vocal or Motive Component, and a Material Component worth at least 5 Flames which is highly distracting.
Instant, Reach (1 Target)
Effect:
Choose a target from among a living creature or an object/location (up to one's size if an object or 1,000ft2 if a location) within one's Reach. The target becomes totally, completely uninteresting, unnoteworthy, and easy to disregard. Treat the Subtlety of the target and any action it performs as 50 higher, and of a minimum of 100 at all times. If this exceeds the senses of another individual, the target is regarded as simply not existing, and they will internally rationalize any behavior needed to avoid the target. Likewise, the target does not arouse suspicion to seek it out unless an individual is explicitly forewarned. If noticed, the target may only be regarded for as long as they are observed or actively sought after. If the target is a living creature, this effect last for an hour, otherwise it lasts for a day.
Augmenting:
Perceive: Increase the Subtlety based values by 10 each.
Thought: Increase the duration by 2x.
Miscasts:
One becomes completely unfocused for a day. Treat one's Focus as having an assignment of -10.

Erase
Cast Time: 1 Minute
Mana: 15 Base (64 Total)
Ideals:
Void, Change, Shock, Mercury > Material/Ephemera
(4/7/9/9) > (20)
Casting:
Requires a Motive Component, and a pure crystal of vitriol worth at least 5 Flames as a Material Component.
Instant, Casting Range (Open Space)
Effect:
Choose a point and an Ideal up to Tier 3. This spell consumes a Subsumed copy of this Ideal, otherwise failing. Following this, any instance of this Ideal within 5ft of the chosen point ceases to be. This includes constituent instances within Ideals of one tier higher. Any active magic effected immediately ceases, and a place of power is rendered barren until it may replenish. Any pure physical manifestations of the Ideal completely vanish, and any material of which it is a component rapidly destabilize into a chaotic mass of the remaining Ideals. Any sapient individual caught by this effect may make a Focus Roll against one's Spell Potency, resisting any loss of the Ideal within their body/mind upon a <u>Major Success</u>.
Augmenting:
Mercury: Increase the radius of the effect by 2ft.
Material/Ephemera: An additional Ideal may be selected for erasure.
Miscasts:
The effect is centered upon (but not effecting) oneself.

Fertility
Cast Time: 1 Hour
Mana: 10 Base (67 Total)
Ideals:
Soil, Flesh, Spring > Body/Material
(7/10/20) > (20)
Casting:
Requires a Focus of a chalice worth at least 10 Flames, and a Material Component of juice/wine pressed from a perfect fruit to fill it.
Instant, Reach (1 Target)
Effect:
The target becomes fertile and productive until its next major harvest or birth. Select either one acre of land or living target. In the case of animals, the next time it would be bred, it is guaranteed to become pregnant, and delivers healthy offspring in half the usual gestative period. In the case of a sapient creature, it receives the same benefits as above, and the birth is guaranteed to transpire without injury. In the case of land, crops grow to twice their usual size, trees yield three times their normal products, and flowers bloom constantly.
Augmenting:
Flesh: An additional target may be effected.
Spring: The effect persists until one additional harvest or birth.
Miscasts:
The target is rendered completely barren for a decade.

Greater Teleportation
Cast Time: 1 Minute
Mana: 20 Base (66 Total)
Ideals:
Speed, Change, Distance, Suspense, Body
(3/7/7/9/20)
Casting:
Requires a Verbal Component, and a loop of metal worth at least 5 Flames as a Material Component.
Instant, Reach (1 Target)
Effect:
One instantly teleports an individual or an object up to 200lbs to a teleportation circle provided during casting, or a known place of power. A teleportation circle is a piece of arcane infrastructure which is described by a sequence of at least 7 Ideals of tier 2 or higher. The loop must be charged with these Ideals in the correct order either by providing Subsumed Ideals during the casting process, or having been previously Instilled. A place of power may be any which one has drawn from previously. If an individual is selected, they and any directly held/worn equipment are teleported. If an object is selected, it must be nonliving and freestanding, and any contents are likewise effected. Any loose material at the destination is displaced, with the spell having no effect if it completely obstructed.
Augmenting:
Body: Select an additional target or twice as much material.
Miscasts:
Everything on one's person is teleported to a random location.

Model Marble
Cast Time: 1 Hour
Mana: 20 Base (67 Total)
Ideals:
Force, Blade, Fire, Bile, Touch, Clarity, Barrier, Material
(1.5/3/3/3/3.5/4/9/20)
Casting:
Requires Verbal and Focus Components, and a translucent substance worth at least 10 Flames as a Material Component.
Instant, Reach (1 Target)
Effect:
Select an object not exceeding 6in along its maximum length. It becomes encased in a sphere of translucent energy with a diameter 1in longer than the maximum dimension. This energy has 50 Integrity, ignores any damage with a tier under 30, and otherwise withstands up to 25 of every type, ignoring Burning completely. The energy is completely inert to any process not kinetic in nature. The energy shows no change until losing all Integrity, at which point it vanishes instantly, and cannot otherwise erode or be abraded. The contents of the energy are held in stasis while surrounded.
Augmenting:
Barrier: Increase the Integrity by 10, and Threshold/Reduction by 5.
Material: Increase the maximum size of the object by 1in.
Miscasts:
A 3in diameter sphere as described is formed within one's stomach.

Miscellaneous Actions:

Informational:

Scan:
AP: 50, Tertiary (2 seconds during Long Round)
Will: 10
Choose a sense and make a Roll, adding one's Awareness. Any stimuli which have a Subtlety no greater than the result are revealed. Add 30 to the result if the chosen sense is Keen, or subtract 30 if Dull. This action cannot reveal stimuli which previously evaded one's notice unless its Subtlety decreases.

Search:
AP: 75 (3 seconds during Long Round)
Will: 5
Identify a target one wishes to seek out. Make an Awareness Roll against the Subtlety of the target. If one succeeds, one may find the target after a number of seconds equal to the 1's of the result. One may perform other actions in this time. If one fails, then one must spend a number of seconds searching equal to the Subtlety of the target, multiplied by the value of its tens place (determined as one would the result of a Roll). This must take place during a Long Round or Out of Action. One may freely move, but otherwise must remain focused. Whenever one spends an amount of seconds searching equal 30 plus one's Focus, one gains 1 Exhaustion. One fails to find the target if gaining 15 Exhaustion. One may not Search for a target they have previously sought unless its Subtlety decreases.

Discern:
AP: 75 - Acumen (3 seconds during Long Round)
Will: 15
Select a stimulus within one's senses and some information one could potentially infer through that sense. One and the GM each select a Trait from among Acumen, Focus, Awareness, and Intuition. Make a Roll corresponding to one's choice, discerning the chosen information upon a success. Subtract 30 from the result if the governing Attribute of the selected Traits differ, or otherwise 15 if they do not match.

Recall:
AP: 50 - Acumen (2 seconds during Long Round)
Will: 10
Determine a piece of knowledge one could hypothetically know. Per the GM's discretion, a level of Expertise (Common (Inexpert), Novice, Expert, or Master) and corresponding subject should be determined. Likewise, a PV should be determined, either per GM discretion based on the obscurity of the desired knowledge, or randomly (via a secret Roll). If one's Expertise exceeds what is assigned to the subject, no Roll is required, otherwise make a Memory Roll against the assigned PV. For subjects exceeding one's Expertise, Roll twice and take the worse result. One may not recall Master knowledge if Inexpert in that subject.

Items:

Manipulate Item:
AP: 25 (1 second during Long Round)
This action may be used to generically interact with an item, (uncorking a bottle, flipping a coin, folding a sheet of paper etc.), as well as serving as the base for specialized rules (such as pickpocketing). If used as the primary action for any of the secondary actions in this section, one may ignore the AP cost of this action. May require a Roll (generally Dexterity) per the GM's discretion. One must have a free hand.

Retrieve:
AP: 60 - Dexterity, Secondary
Retrieve an item stored in a pocket, pouch, belt, etc., within easy reach. If within an area that is closed (ex. buckled, drawn shut, etc.), add 30 AP to the cost. One must have a free hand. During a Long Round, this takes 2-4 seconds, and one may retrieve items from a backpack or other container. If one does so, add 4 seconds to the required time.

Stow:
AP: 35 - Dexterity, Secondary
Put an item away into an easily reached area. If placing the item into a closed area (ex. buckled, drawn shut, etc.), add 30 AP to the cost. If the area is closed, requires a free hand. During a Long Round, this takes 1-3 seconds, and one may retrieve items from a backpack or other container. If one does so, add 4 seconds to the required time.

Pass:
AP: 40 - Dexterity, Secondary (2 seconds during Long Round)
Transfer possession of an item one is holding to the hand(s) of another willing individual. The target must be within reach and have a free hand(s).

Throw:
AP: 50 - Dexterity (3 seconds during Long Round)
Stamina: 10x Weight (lbs)
A generalized form the Ranged Combat counterpart. Throw a held object, if not Aimed the object scatters.

Drop:
AP: 5, Secondary
One may drop any or all items which they are holding. May be done freely during a Long Round.

Pick Up:
AP: 20 - Dexterity, Secondary
Take hold of a loose item within one's reach. One must have a free hand, and if the item is at foot level, one must be crouched or prone. May be done freely during a Long Round.

Environmental:

Interact:
AP: 40 (2 seconds during Long Round)
This action may be used to generically interact with an environmental feature (pulling a lever, opening a window, using a door-knocker, etc.). This is distinct from the Manipulate Item action in that it is intended to be used with non-portable/equippable objects and large features. This action is not intended to significantly shift/move any object or feature. Per the GM's discretion, one may reduce the AP cost of this action by one's Dexterity.

Rummage:
AP: 100 - Dexterity (4 seconds during Long Round)
Similar to the Search action, distinct in that this action is meant to quickly locate a known item or investigate a small area/container within the duration of a Round. If seeking a specific, known item with a location which is not immediately apparent, make an Awareness Roll against its Subtlety. Otherwise, if searching a small area (a drawer, someone's person, a bag, etc.), one may quickly catalog any items which do not have a Subtlety exceeding one's Visual Perception.

Push:
AP: 60 - Power (2 seconds during Long Round)
Stamina: Object Weight (lbs)
A brief surge to push an unfixed environmental feature (furniture, a crate, a stone, etc.), based on the rules for Carry Weight. Add one's Weight and Power; without lifting, one may move, push, flip, or shove an object up to 30x this value (in lbs) up to one's Movement limit. One must be behind the object as it is moved, and must have less than 50 Exhaustion.

Drag:
AP: 70 - Power (2 seconds during Long Round)
Stamina: Object Weight (lbs)
A brief surge to pull an unfixed environmental feature (furniture, a crate, a stone, etc.), based on the rules for Carry Weight. Add one's Weight and Power; without lifting, one may move, pull, or drag an object up to 45x this value (in lbs) up to one's Movement limit. One must be in front of the object as it is moved, and must have less than 50 Exhaustion.

Open/Close Door:
AP: 30 - Dexterity (1 second during Long Round)
Separate from the Interact action due to its prevalence. Open or close a door within one's reach. Reduce the AP cost of this action by 10 if simply pushing the door open. One must have a free hand unless simply pushing the door.

Bodily:

Look:
AP: 5, Tertiary (Free Once per Round)
One may turn their head up to 90 degrees to either side (not exceeding 90 degrees overall), shifting one's Field of View by a corresponding amount (one's bodily facing is unaffected). One may look freely during a Long Round.

Speak:
AP: 5, Tertiary
One may speak for up to 4 seconds, reduced by 1 second for every 25 AP one has previously spent this Round. One may not use this action if one has previously performed an action requiring one's voice/mouth this Round. One may speak freely during a Long Round.

Eat:
AP: 30, Repeatable (2 seconds during Long Round)
Eat up to an amount of food which fits in one's mouth. If not a single bite, this action must be repeated to swallow. Requires a free hand and exposed mouth.

Drink:
AP: 20, Repeatable (1 second during Long Round)
Drink up to an amount of liquid equal to 0.5 fluid ounces. This action costs an additional 10 AP if not repeated. Requires a free hand and exposed mouth.

Quaff:
AP: 20, Repeatable (1 second during Long Round)
Drink an amount of liquid equal to 1 fluid ounce. Once complete, make a Roll; a percentage of the liquid equal to the 10's of the result is wasted (from spilling). Requires a free hand and an exposed mouth.

Administer:
AP: 80
One renders some item or substance to another willing or unconscious individual. This may be a potion, medicine, or physical aid. For consumed substance this may be oral or intravenous. This requires two free hands.

Grit:
AP: 10, Tertiary Action
Will: 20
One may only perform this action once per Round. Until the End of the Round, ignore up to 10 Pain (active or otherwise) or up to 10 Fatigue. For the cost of 2 Skill Points, raise this value to 20 or select each.

Section Contents:

World

Travel & Weather:

Journeying:

Out of Action, the pace of travel occurs at its own rate, independent of the Movement Limit of the individual. An individual or party may choose its rate of travel (listed below), which impacts the distance traveled each hour and corresponding Fatigue gained. The type of terrain and other factors such as weather and what one is carrying may influence the rate of travel, likewise described below. If made to traverse Difficult Terrain (see right) for an extended period, one may not use a Marching Pace.

Paces

Leisurely Pace:
One travels at 1 mile and gains 1 Fatigue per hour.

Standard Pace:
One travels at 2 miles and gains 3 Fatigue per hour. If over 60 Fatigue, one must travel slower than this pace.

Marching Pace:
One travels at 4 miles and gains 5 Fatigue per hour. If over 30 Fatigue, one must travel slower than this pace.

Terrain

Paved Road:
As described, includes roads, paved by stone or rammed earth. Reduce Fatigue gained by travel by 1 per hour.

Smooth & Level Terrain:
Includes maintained dirt paths, open fields, and clear coasts. This terrain imposes no penalty to travel.

Rough Terrain:
This includes thick woodlands, swamps, and stony terrain. Increase any Fatigue per hour gained by 2.

Sloped Terrain:
Includes rolling hills, steep roads, and mountain trails. Double any Fatigue gained (up or down). Increase one's maximum pace by 1.5x downhill, and reduce it to 0.5x uphill.

Other Factors

Precipitation & Wind (Weather):
Light precipitation or heavy wind decreases one's pace to 0.8x, and heavy precipitation to 0.6x (see Weather).

Encumbrance:
If Over-Encumbered, increase Fatigue gained each hour by the multiplier of this Status. If this multiplier would equal or exceed a value of 5, halve one's pace.

Armor:
Increase Fatigue gained per hour by one's current Restriction.

Pursuit:

Chases over a short distance may be conducted over the course of a Long Round. Individuals may use any movement actions at their disposal, tracking these actions against their Fatigue. Should the GM wish to introduce more variance in speeds, individuals may be made to Roll against their Fatigue whenever they move, adding the difference (positive or negative) to the distance they may move, in feet, that Round.

An extended pursuit may be measured by the time required for the pursuer to reach their quarry, as related to the rules for tracking (see page 118). It is assumed the pursuing party is otherwise unable to discern the exact location of their quarry (otherwise, treat this as a chase). Each party may choose their pace as usual, as well as attempt to delay the other party or otherwise ignore such a delay. Neither party should be aware of the required pursuit time.

If the path of the quarry is very apparent (such as occurring within a tunnel, following a river, arriving towards a known location, etc.), attempts at tracking are unnecessary. If one party is traveling at a faster pace than the other, they apply a number of minutes against the pursuit time equal to 15x the difference (e.g. 3 vs. 1 mile per hour would amount to 30 minutes). If each party is traveling at the same pace, with no ground gained, each should make a contested Endurance Roll, using the highest Endurance of their party. The victor applies a number of minutes to the pursuit time equal to difference in result, to a maximum of 30.

If the path of the quarry is not apparent, use the rules for tracking to establish time gained and lost. The quarry leaves signs of passage with a Subtlety equal to 90 at base, minus 10x their current pace (in miles per hour), minus 5 for each member of their party. Keep a failure tally equal to the pursuit duration for the pursuers, adding time spent searching, and any difference in pace as described above (if the quarry is faster). Successful Search attempts are counted against the overall pursuit duration. The quarry may attempt to obfuscate their trail, sacrificing some number of minutes against the pursuit time to raise the Subtlety of their passage by 5x this value when next Searched for. If the failure tally reaches its maximum value, the pursuers lose track of the quarry, effectively ending the pursuit.

In either instance, if the total pursuit time reaches 0, it may be assumed that the pursing party has spotted their quarry. The pursuit may transition into a chase. If the quarry has gone into hiding, signs that the pursuit is over should be apparent to the pursuers, who may then seek them out.

Mounts & Vehicles:

To control a mount, one must have the requisite Expertise. At minimum, one requires Novice Expertise to direct and regulate the speed of a mount. The only intrinsic benefit of higher tiers is allowing one to ride a mount without a saddle or bridle, though individual mounts may require greater expertise to perform certain actions.

When traveling by mount, one gains Fatigue at a <u>fixed</u> rate of 2 per hour, or 5 if not using a saddle, regardless of pace. One's mount gains Fatigue at an independent rate.

Each mount will define a Base Movement Limit, as well as different paces. These paces define both the distance they may travel in an hour (along with any Fatigue gained), as well as Run/Sprint equivalents. Note that the limit multipliers may vary from the humanoid versions. Any Fatigue limit next to a pace applies to both long and short distance travel/movement.

When mounted, use the Movement Limit of one's mount as if it were one's own. Any movement performed while mounted counts against both one's mount and one's own limit, though in the latter case this is only considered should one become dismounted during a Round.

One may mount and dismount via the Move action, requiring one free hand, and in the latter case one must be directly adjacent to and in contact with the mount. If one would lose Balance while mounted, one falls. This always requires one to Roll for a Falling Injury.

Travel by vehicle depends on the type. No specific Skill analogue exists for vehicles compared to Mounts. Simply acquire expertise via the same Skill, instead listing the vehicle rather than a mount. Vehicles that only require one to pull or row require no expertise. While no vehicle in this rulebook will list expertise requirements for certain actions, this would follow the same rules as above.

Each vehicle will define the rate at which it travels, and the amount of Fatigue gained per hour (if any). Generally for vehicles moved under one's own power, this will be some multiple of standard travel paces. Otherwise, for those drawn by draft animals, the Fatigue is incurred by the animals throughout travel (by default, double the standard rate of their current pace). In either instance, Fatigue gains may be split equally among more individuals (to a minimum of 1). Vehicles powered by wind require only that the day is not windless (more advanced rules for sailing are not included in this rulebook). Lastly, any vehicle which travels under some other power requires fuel at any described rate. Some vehicles may impose a minor Fatigue gain regardless of one's input, reflecting potential discomfort in travel.

Difficult Terrain:

Water:
When wading in water past one's shins, reduce one's Movement Limit by 3, and one may only move laterally via the base Move action (e.g. no Run/Sprint actions).

Brush:
To move through thick vegetation, make a Grace Roll against one's current Fatigue. Upon a failure, one may not move further that Round, otherwise reduce one's Movement Limit by the 10's of the result. If the result is Critical, a random area of exposed skin receives a Scratch Wound. Treat this as moving over a Reactive Surface for stealth attempts.

Rubble:
When moving through debris or over sundered terrain, one may not use the Sprint action, and any successful Balance Roll forces one to become crouched.

Snow:
Atop snow, halve one's Balance. If failing a Balance Roll, one falls into the snow. Within snow, halve one's Movement Limit.

Ice:
Reduce one's Balance by 5 per foot moved across Ice, and double any other forced changes to one's Balance.

Mud:
Reduce one's Movement Limit by 4 within mud. If traveling over 10ft in mud, half this penalty persists outside the mud until one moves at least 20ft or cleans one's feet.

Quicksand:
Traversal is safe if Prone. Otherwise, one sinks 6in per Round, plus an inch per attempted foot of movement, to a maximum value of 5x one's Height. One is Grappled with a Tightness of 3x the depth (in inches). One is left Prone upon escape.

Obstacles:

Obstacles are events that may be included to add minor complications to a day of travel. These events are independent of climate/terrain.

Should the GM choose, they may Roll to determine one of the following events to occur during travel. The 10's of the Roll corresponds to the type of event, and the 1's to which hour of travel it occurs (0 corresponds to within the first).

Should the GM be uncertain if such an event should be Rolled for, they may perform a general Roll. If from among the 10's and 1's of the result, one is even and the other is odd (e.g. 50-50 odds), then an even occurs using this result. Otherwise, no event occurs.

Should the GM wish to further resist the probability of an event, they may require both the 10's and 1's each be even, or that each be odd. For reference, even events are intended to be more time-consuming, odd events less so.

10's	Event:
1	Poor Weather (Mild)
	The weather turns to the Mild condition for the climate, overriding current conditions.
2	Obstructed Road
	The road is either washed out, hole-strewn, or otherwise debris covered. Halve the pace of travel, vehicles may suffer damage.
3	Bad Camp
	Ignores timing. Any campsite for the night is extremely uncomfortable, imposing Horrible sleep quality.
4	Difficult Terrain
	Poor conditions abound. Any close movement activity uses an appropriate Difficult terrain type until the day's end.
5	Poor Weather (Severe)
	The weather turns to the Severe condition for the climate, overriding current conditions.
6	Minor Injury
	Each individual is randomly afflicted from among the Sprain, Sunburn, or Bugbite Injuries.
7	Poor Weather (Inclement)
	The weather turns to the Inclement condition for the climate, overriding current conditions.
8	Mount Fatigue
	One's current mount becomes unusually tired. Double the mount's current Fatigue (to a maximum of 90)
9	Tolls
	A toll is required to use a road, bridge, or enter a pass. The cost of the toll by individual or party is per GM discretion.
10	Military Checkpoint
	The party is forced to negotiate with soldiers, generally requiring documentation to continue their course.

Challenges:

Challenges are events that may be included to add a major complication during a week of travel, which may potentially require problem-solving to overcome.

Challenges may be rolled for using the same method as Obstacles, with the 1's instead corresponding to the day within the week the Challenge occurs (weeks within Ventrulas are 10 days, halve the result in other settings). This likewise applied to uncertain Rolls.

Certain events below may vary by region, such as the types of individuals or creatures encountered. The GM should use their discretion to determine the specific manner in which any such Challenge plays out. Some regions may provide unique Challenges. If so, their description will indicate which basic Challenge(s) are to be overridden.

Ultimately, a GM may impose any number or type of Challenges regardless of Rolls, as they see fit.

10's	Event:
1	Rations
	Circumstances cause a reduction of overall ration stores, either via accelerated spoilage, animals, increased requirement, etc.
2	Fording
	The party is forced to cross moving water. May result from an engorged river, flooding, seasonal runoff, etc.
3	Vehicle Maintenance
	Damage is inflicted upon the party's vehicle(s). This may range from a snapped axle, broken wheels, collision damage, etc.
4	Broken Bridge
	The party encounters a collapsed bridge. This may require fording as above, or render a ravine impassable.
5	Climbing
	The party is forced to climb or otherwise navigate severe elevation to advance. May include cliffs, gaps, boulder fields, etc.
6	Illness
	Each member of the party has the chance to suffer a region appropriate illness, such as Bloody Flux.
7	Stranded Travelers
	The party encounters a group of travelers. These individuals may be lost, injured, without rations, etc.
8	Bandit Encounter
	The party is accosted by bandits. This may consist of an ambush by highwaymen, encounters while camping, piracy, etc.
9	Poor Weather (Disaster)
	The weather turns Inclement with the corresponding Disaster occurring for that climate, overriding current conditions.
10	Monster Encounter
	The party encounters a region appropriate monster. This may include being stalked, on their path, or while stopped.

Weather:

Weather may be randomly determined based on the climate of the local area. This ranges in severity from Clear to Inclement. The specific outcome may be altered to better suit the current season. Elevated weather effects last for a number of hours equal to 5 plus the 1's of the determining result, or until Rolled once more.

Precipitation causes Light Obstruction. Light rain and winds drown out sounds with a Subtlety over 70, heavy rain and winds sounds over 30. One may not Rest if exposed to Severe or Inclement weather. Whenever Inclement weather occurs, Roll an additional time. If the second result is Critical, a Disaster (see right) occurs.

Climates:

Temperate:
Clear: 1-60
Neutral Days & Nights (Cool/Warm Seasons)
Mild: 61-80
Light Winds, Cloud Coverage (Lower Light)
Severe: 81-95
Heavy Winds, Light Precipitation (Seasonal)
Inclement: 95+
Gales, Heavy Precipitation (Seasonal)

Arid:
Clear: 1-60
Neutral Days, Cool Nights
Mild: 61-85
Warm Days, Heavy Winds
Severe: 86-95
Hot Days, 1.5x Fatigue Gain
Inclement: 95+
Same as Severe, 2x Required Water Rations

Tundra:
Clear: 1-60
Cool Days, Cold Nights
Mild: 61-85
Light Precipitation (Snow), Light Winds
Severe: 86-95
Heavy Precipitation (Snow & Ice), Heavy Winds
Inclement: 95+
Same as Severe, 1.5x Exhaustion Gain

Humid:
Clear: 1-40
Warm Days & Nights
Mild: 41-70
Light Precipitation (Rain)
Severe: 71-90
Heavy Precipitation (Rain)
Inclement: 91+
Hot Days, Heavy Precipitation (Rain)

Temperature:

Extreme conditions may render certain penalties to the ill-equipped. If wearing Heavy clothing, treat the temperature as 1 level higher, or if wearing Light clothing and/or one is wet, 1 lower. If this would exceed the levels listed below, double any penalty per hour and maximum penalty. If wearing armor in Warm weather, increase all Fatigue gains by 1.5x, or 2x in Hot weather. Treat metal armor as Light clothing in Cool or Cold for determining Exhaustion gain.

Cool:
Gain 5 Exhaustion per hour, up to 50 from this effect. Beyond this value, one gains 1 level of the Hypothermia Status instead.

Cold:
Gain 10 Exhaustion per hour, up to 80 from this effect. Beyond this value, one gains 2 levels of the Hypothermia Status Instead. Exposed skin gains 1 level of the Frostbite Status per 2 hours spent exposed.

Warm:
Gain 5 Fatigue per hour, up to 50 from this effect. Beyond this value, one gains 1 level of the Heatstroke Status instead.

Hot:
Gain 10 Fatigue per hour, up to 80 from this effect. Beyond this value, one gains 2 levels of the Heatstroke Status instead.

Disasters:

Thunderstorm: *Temperate Climates*
Renders day as bright as night, and night totally dark. Lightning strikes approximately every 10mins. If struck (generally by swimming or proximity to a susceptible structure), make a Roll, one suffers a Scorch with a damage tier equal to the Result, the Dazed and Tremor Statuses equal to its 10's, as well as the Heart Attack Injury with a level equal to half the 10's on a Critical result.

Sandstorm: *Arid Climates*
Everything beyond one's Reach is Completely Obstructed. Without protection, one suffers one level of Blinded and Congested per hour, and Lung Damage after 3 hours. These effects last until one completes an Extended Rest.

Blizzard: *Tundra Climates*
Snow accumulates rapidly, at 6in per hour. Exhaustion gain from Cold temperatures has no upper limit. Hail causes a Bump each hour if exposed. Any visual/auditory stimulus greater than 15 are undetectable.

Typhoon: *Humid Climates*
Rains cause flooding (Water Difficult Terrain), waters to be Turbulent, and Heavy Obstruction visually beyond one's Reach. Strong winds halve one's Balance and Movement Limit. One must make a Balance Check each minute. One immediately flounders when submerged in Turbulent waters.

Survival:

Tracking:

In order to locate one's prey, humanoid or animal, one must use the Scan, Search, and Discern actions. To begin this process, one must locate signs of passage via the Scan action; this may consist of tracks, scat (mostly for animals, though prominent otherwise), and disturbances in foliage.

When determining what signs of passage are present, the GM should randomly determine what animals have passed through the area (consisting of a ~0.5 mile radius), with corresponding Subtleties, Rolling against the table below for each size of animal. Once established, one may attempt to notice any signs via the Scan action, with specific counts or types via the Search action. Divide the Subtlety of any sign(s) by half their remaining number (rounded up). In more barren areas halve the result for any Rolls made to determine what signs are present.

Small Animals:	Medium Animals:	Large Animals:
Subtlety: 70	Subtlety: 50	Subtlety: 30
e.x. Hares, Foxes	e.x. Wolves, Deer	e.x. Bears, Boars
1-10: 0	*1-20:* 0	1-30: 0
11-20: 3	*21-40:* 1	31-50: 1
21-50: 5	*41-65:* 3	51-70: 2
51-94: 7	*66-90:* 5	71-90: 3
95-100: 10	*91-100:* 7	91-100: 4

Once a sign has been found, it may be followed via the Search action, and more information about it learned via the Discern action. Additional information may include the type of animal for ambiguous signs, or an exact type if based on tracks, the number of animals in a group, the relative size of the animal within its species, etc..

When Searching for the trail, the GM should secretly determine a number of minutes the total Search will take if successful (Rolling for variance if needed). Whenever one performs the Search action, if successful, reduce the required time for the overall Search by the 1's of the result, making no progress on a failure. To add challenge, the GM may record a separate failure tally (either in time or total failures), with the quarry escaping or becoming lost if met. During each Search attempt, one may also attempt the Discern and Scan actions. The former may reduce the overall needed time by half its 1's on a success (rounded up), adding 2mins to either the overall tally or failure tally regardless of success. The latter reduces the apparent Subtlety for a subsequent Search action by the result on a success, otherwise wasting a number of minutes equal to half its 1's on a failure.

One's quarry may be spotted anytime it is not completely obstructed and when its Subtlety is below one's Perception or Active Scanning attempts, or otherwise when one is Searching within 50ft, assuming general circumstances.

Foraging:

When making a foraging attempt, one determine a type of resource to search for from among the table below. To attempt to locate the resource, perform the Search action. The specific Subtlety of a resource varies depending on the type. Upon a success, one finds some quantity/rarity of the resource, determined by the table below, with an instance of an uncommon resource on a Critical result, and a rare resource if both the initial Search and following result are Critical. One may attempt to seek out a specific rarity of resource, with any quantity not exceeding the second quantity within the table for an uncommon resource or first (lowest) value for a rare resource upon a success.

Herbs:		**Subtlety:** 65	
e.x. Flowers, Fungi, Mosses/Lichens			
1 Unit: 1-60	*2 Units:*	61-90	*3 Units:* 91-100

Rations:		**Subtlety:** 50	
e.x. Berries, Edible Roots, Water			
1 Ration: 1-50	*3 Rations:*	51-80	*5 Rations:* 81-100

Debris:		**Subtlety:** 20	
e.x. Flints, Firewood, Fishing Bait			
1 Item: 1-30	*2 Items:*	31-70	*3 Items:* 71-100

Once one has made an attempt to locate any resources in one's vicinity, one must travel for at least one hour (regardless of pace or ultimate direction) before one may attempt to forage for resources of the same type again.

Certain climates/environments may restrict the amount and availability of foraged resources. It may be assumed that while indoors or within certain highly cultivated areas no free resources may be found, otherwise modifiers per the climate types are as follows.

Temperate:	**Subtlety:** 1x	
Herbs: 1x	*Rations:* 1x	*Debris:* 1x
Arid:	**Subtlety:** 0.5x	
Herbs: 0.25x	*Rations:* 0.5x	*Debris:* 1.5x
Tundra:	**Subtlety:** 1.25x	
Herbs: 0.1x	*Rations:* 0.25x	*Debris:* 0.75x
Humid:	**Subtlety:** 1.5x	
Herbs: 1.5x	*Rations:* 2x	*Debris:* 1x

Fishing:

With access to stocked waters, one may attempt to fish with the proper equipment. This occurs over two stages, attracting and reeling the fish. Different methods of fishing may differ slightly at each point, but each are similar.

To attract a fish when angling, one requires bait and/or a lure. Bait may be foraged (see left), consisting of insects, worms, or edible matter. Lures may be crafted via the Woodworking Skill or purchased. One attracts a fish every hour by default, halved for every level of quality of one's lure. The GM should then Roll, with the fish stealing one's bait on a 1-15, losing interest on a 16-40, or being hooked on a 41+. Without bait, fish instead lose interest on a value of 1-70. Net fishing is simpler, with one fish becoming entangled once per half hour in active areas.

Reeling a fish is the same if angling or net fishing, though in the latter case one draws up the net. This process takes place over multiple steps. Each step, one may make a Roll, noting the 10's of the result and deciding if they will Roll again. If the 1's of any such Roll is a 0 or 1, one must stop Rolling that step and ignores any previous results. The GM then Rolls on behalf of the fish an equal number of times, noting the 10's of each result. Both contestants then add the sum of all noted results to their own tally. If one's tally reaches 50, the fish is reeled in; if the fish's tally reaches 50 (by default, may vary depending on species), it escapes.

Each step one may choose Power or Might. If choosing Power, add one's Power to the final total each step, but upon a result of 91+ the line snaps, freeing the fish. If choosing Might, rather than ignoring a total upon a 0 or 1, one may instead retain up to one's Might for that step.

Shelter:

When away from dedicated structures, one may seek shelter from one's environment or otherwise use equipment for a temporary solution. As outlined in the Weather section, extreme temperatures may have an adverse effect, which is only compounded by precipitation. Shelter serves as a means of avoiding penalties from such effects.

Natural shelter may include elements of terrain such as caves and steep overhangs, as well as very dense foliage. Without fire, such shelter only provides reprieve from precipitation and wind. With the requisite Skill, one may attempt to improvise such shelter from debris in one's environment, such as dry leaves, branches, etc.

One may likewise purchase equipment for constructing temporary shelter, including elements such as bedrolls, blankets, and tents. Such equipment describes any bonuses it provides, and requires no Roll to use. Setting up/breaking down camp with such equipment requires one hour.

The last significant element of a camp is fire. One requires both access to tinder and a source of fire when creating a flame, and fuel to sustain it. Tinder and firewood may each be sourced via Foraging for debris (see left). Sources of fire may include existing sources such as a lit torch, embers, or magic, or a spark produced by a match (no Roll) or flint and steel. Any attempt to create a flame consumes one use of tinder, regardless of success. One use of firewood provides one hour of fuel. If not sheltered, a campfire cannot withstand heavy winds or precipitation, and consumes twice as much fuel under light precipitation.

Cooking:

While traveling, one may either bring imperishable rations (such as those described in the Items section), or otherwise prepare one's own meals. Due to the variety of different foods, these rules are only meant as a generalization.

If eating dirty, raw food which would otherwise require cooking, make a Vitality Roll against a PV50, suffering 1 level of Nauseous on any result, 2 upon a failure, or 3 upon a Major failure. If consuming raw meat or untreated water, the GM should make a Roll to determine if it is contaminated. On a Critical result, one must Roll per the effects of the Bloody Flux Illness.

To prepare raw food, one requires fire (see above) and a Mess Kit or Cookware (see Items). One may prepare a meal of the corresponding size during the period of a Rest with a Dexterity Roll against a PV5. Treat this activity as having a Will cost of 1. Upon a failure, halve the Rations provided by the ill-made meal.

Downtime:

Extended Rest:

One may engage in an Extended Rest to better recover from Afflictions, as well as meet certain time-based requirements to recover other Skills and features.

In order for a period to qualify as Extended Rest, one must not gain either Fatigue or Exhaustion (spending Stamina and Will below this point does not count). Likewise, one may not suffer damage or Bloodloss. This period must last at least one day before any benefits begin to apply.

During an Extended Rest, one gains certain bonuses when attempting to recover from Afflictions. If suffering from any Pain or Stress not directly related to an active Status or Affliction, reduce it by 2 per day. Treat any time spent during an Extended Rest as 1.5x greater for the purposes of recovery (including from Bloodloss).

Certain Skills, Ancestry features, or other mechanics may require one to complete an Extended Rest. In such a case, one must spend at least a week experiencing the benefits of an Extended Rest, unless a duration is otherwise noted.

Shopping:

Items described within their section are classified as either common, uncommon, or rare (unique being a tier above, not otherwise represented). These do not necessarily reflect the cost of an item, but instead its relative availability.

While items have a listed rarity, the GM may determine an item to be of a different tier for any given region, and certain regional descriptions may individually alter items. If no rarity is listed, assume it to be common.

Common items may be readily found in any settlement, regardless of size or population. So long as an establishment may be expected to sell such an item, it may be found without a Roll or search.

Uncommon items require the settlement to either have the specialized means of its production, be of large population (>25,000), or otherwise urban. They may generally be found within the period of a day. One may perform the Discern action once per hour against a PV60 (the correct Trait remains constant) to locate the item available for purchase. The supply will generally be limited.

Rare items, outside of isolated specialist craftsmen, may only be found in very large population centers (>100,000). One may search for the item as above, though only once per day and against a PV80. If found available for purchase, only one instance of the item will be for sale.

Moneymaking:

One may attempt to leverage their talents, skills, or other opportunities in order to earn money during downtime.

Should one choose to work an odd job for a time, Roll to determine one's potential prospects. On a result of 1-20, one is unable to find work for the day. On a 21-50, any work one finds pays in food and lodgings. Otherwise, one finds work which pays a number of Flames equal to the 10's of the result, with added food and lodgings on an even result. For an extended period of time, reduce the upper bound for failing to find work and simply lodgings by 10 each, and upon a success one finds work for a number of days equal to 5 plus the 1's of the result. Such work may be assumed to last around half a day's length, and generally consist of menial labor, such as wood chopping, kitchen assistance, or field labor. If physical in nature, one suffers an amount of Fatigue equal to its length in hours the following day, or Exhaustion if mental in nature, mitigated either value by one's Endurance or Focus respectively.

If applying one's talents as an artist or musician, more chance may be involved. If performing as a musician, one may seek pay as outlined above in order to perform for a venue (such as a tavern). One may likewise attempt to earn tips, when performing make a Dexterity or Instinct Roll, against a PV equal to 50 minus 10x one's music expertise. Upon a success one earns a number of Flames equal to half the 10's of the Roll. Such an attempt requires a number of hours equal to 5 minus one's level of music expertise. For physical art, one may endeavor as they would while crafting (see right). If attempting to create the art for monetary gain, make an Instinct Roll (in place of Dexterity). For standard quality attempts, the final value is the average of the 10's of each Roll to craft. For high quality outcomes, add the highest 1's result to the final value. For the highest quality outcomes, triple any final value.

Goods created via crafting may generally be sold for a fair value assuming a demand, and likewise one may attempt to creatively leverage their other skills for profit and set one's own rates. Such attempts are generally more nuanced than the other methods outlined above and should be determined on an individual basis. For created goods, the costs listed in the Items section may serve as reference. For Skill-based services unrelated to the pursuits listed above, one may attempt to charge whatever rate they so choose.

Crafting:

One may pursue the creation of items, construction of structures, equipment maintenance, etc., during downtime. When selecting a project determine the required time and materials for its completion. There is no strictly defined requirement for any general project, as such any given values are per the discretion of the GM, though specific endeavors may outline such values.

When determining the overall required time for a project, divide the base duration by the level of one's expertise with that toolset, or multiplying by 3x with no expertise.

Regarding materials, if one is already in possession of all the necessary supplies no additional procurement is required. Otherwise, set an overall cost in Flames. Rare components may need to be specially sourced, potentially through adventure. Per GM discretion, Major failures may waste material (generally half that required of the step) during the crafting process, note this as an additional cost in Flames unless circumstance dictates otherwise. Once complete, a constructive project consumes all the necessary materials. A destructive project may be used to scavenge material, in which case a successful effort generates a corresponding quantity of raw material for use elsewhere.

To progress a project, make a Crafting Roll periodically. The duration of the project should be measured in days, hours, or minutes (whichever best suited). Each successful Crafting Roll contributes a corresponding amount of time (e.g. 1 hour for a 5 hour project) towards the project completion. Per GM discretion, each attempt may contribute more or less, though a project should consist of a minimum of 4 Rolls. This Roll should generally be a Dexterity Roll, though per GM discretion this may be altered to a more appropriate Trait.

By default, make a Crafting Roll against a PV80 if inexpert, PV50 with 1 level of expertise, PV30 with 2 levels, or PV15 with 3 levels. When making a Crafting Roll, choose Expedience or Quality for that Roll. When choosing Expedience for a Crafting Roll, contribute twice the usual time for the progress of the progress on a Major success. When choosing Quality, count any Major success twice.

Track how many Major success one achieves during the process, versus the total number of attempts. Extra results from Quality attempts may count in place of a non-Major result. If half all such results are a Major success, raise the quality level of the product by 1, add one Quality Modifier, or double its value. If all such results are a Major success, raise the quality level of the product by 2, add 2 Quality Modifiers, or quadruple its value.

Training & Study:

One may apply or earn experience during downtime. For Fighting/Practical Skills, this is done via Training and Practice; for Magical/Erudite Skills, via Study and Reflection. For General Skills, those relating to Strength, Agility, or Vigor use the former pursuits, and Intellect and Acuity the latter, undefined Skills are of one's choice.

Training and Study serve as a means of gaining xp during downtime, with Practice and Reflection a means of applying it.

Training or Study generates xp at a rate dependent on one's efforts. One day of effort is considered to be a third of the day in hours, and one may work a number of hours equal to one's Endurance for Training, or Focus for Study. Any excess time (in hours) beyond a day's effort is taken as a penalty in Fatigue/Exhaustion respectively the following day. A day's effort awards 1xp if one is working alone, or 1.5xp if working under a more experienced mentor. Likewise, if one has access to high quality equipment or materials (per the GM's discretion), award an additional 0.5xp per day. Any such gains are applied to one Skill at a time, and are cumulative. If interrupted, one retains half the earned xp.

If one is Fatigue/Exhausted while Training/Studying, one must succeed at a PV10 Roll beginning that day, otherwise one's efforts are wasted. This Roll is subject to any penalty imposed upon it by this Fatigue or Exhaustion.

Practice and Reflection are the counterparts of Training/Study (respectively). Following the same process as their counterparts, one may apply 3xp per day of effort, or 5xp if receiving tutorage. Neither are effected by equipment, and any effort is wasted if interrupted.

Herbalsim:

Herbs:

Ingredients for herbalism may be obtained via foraging, cultivation, or purchase. Quantities of such materials are described in "Units".

Available herbs vary depending on region and are generally sold by apothecaries; common herbs may generally sell for 1 Flame per Unit, uncommon herbs for 5 Flames, and if available, rare herbs for 15 Flames. Imported or foreign herbs should sell for 2-5x their standard rate depending on how exotic they are.

Herbs which are not strictly wild may be cultivated during Downtime if one has a level of Gardening Expertise corresponding to the rarity of the herb.

To use an herb to create any concoction, one must be familiar with it. One is familiar with all common herbs without need for additional study. Beyond this, uncommon and rare herbs may be learned via the Herblore Skill. Individual herbs, their potential usage, description, and distribution are listed in the Items section.

Preparation:

Herbs do not last indefinitely unless properly rendered into storable material. Unless otherwise noted, herbs last for one month after collection before their effects diminish, after which they spoil and are no longer useful. Some herbs may describe specific preparations, otherwise any may be prepared as a powder, tincture, or deconcoction. Each requires an Acumen Roll, upon a success the material is prepared, on a failure no effect, and on a Major failure the materials are wasted.

Deconcoctions require a PV20 and 3 hours of labor, and last 3 months. This involves boiling the herb to extract its active components, often stored as a paste.

Powders require a PV40 and 1 hour of labor, and last a year. This involves drying the herbs (the time above assumes this has been done), then finely grinding them.

Tinctures require a PV60 and one day of labor, and last indefinitely. This involves letting them steep into a stable solvent, generally pure spirits.

Remedies:

Remedies are made by combining complimentary herbs to mitigate negative Statuses, requiring the requisite Skill. Some herbs confer additional or special effects when used in the creation of a remedy. The herbs listed under Items are meant to serve as an outline rather than comprehensive list, additional examples may be invented as needed.

For general Statuses, herbs will describe Statuses which they are capable of treating. This is done by mixing two or more different prepared materials (1 Unit each) which match the Status over the period of a Rest. When applied, such remedies reduce the level of their Status by 1 over the course of one hour, by 2 total after 2 additional hours, and 3 total after 3 additional hours. Additional complimentary herbs increase the total Status reduction by 1, with a corresponding duration for this additional effect.

Afflictions such as general Wounds and Injuries, Illnesses, and certain faculty loss may be treated with more complex remedies. A base must be prepared as above (additional complimentary materials have no effect). Then, an additional Unit of material rendered from an uncommon herb must be contributed, specific to the Affliction. Rarer Statuses and Afflictions may be treated via remedies using rare herbs. This is done as above, though with a corresponding rare herb in place of an uncommon.

Poisons:

Poisons may be one of four varieties; ingested, contact, inhaled, or intravenous. Creation of a poison of any such vector requires the requisite Skill.

When poisoned, make a Vitality Roll against its listed PV. A Major failure causes Acute symptoms, a failure Moderate symptoms, and a success Mild symptoms, with exposure outside the intended vector mitigating the level by one degree. If a poison would not otherwise define exposure levels, treat the full effect as Acute, with Moderate exposure reducing the magnitude of any imparted Statuses 0.5x, and Mild exposure to 0.25x, rounded down in each instance.

When creating a poison, extract it like storing an herb. It may then be rendered deliverable via an additional Acumen Roll with a PV inverse to the method of its preparation (e.x. PV60 >>> PV40). A poison may be concentrated via a Roll identical to its creation. Unless noted, upon a success increase the magnitude of any effects by 1.5x, upon a failure reduce the possible level of exposure by one degree.

When handling a poison without protection, make a Dexterity Roll against a PV40, or suffer Mild exposure.

Arcane Pursuits:

Potion Brewing:

By combing the Infuse/Instill Supraspells and herbalism, one may create potions which store a spell effect without requiring Subsumption. In addition to the requisite Skill, potions require a solvent/substrate, two or more reagents, and lastly a catalyst as part of their creation.

Potions may either store the effect of a castable spell, or other effects unique to potion brewing (see Items section for examples). To brew a potion with a spell effect, one must know the spell, and it must be able to target oneself such that it produces a physiological effect or alteration.

A potion requires a solvent (for a liquid) or substrate (for a solid) to be stabilized. This must be 1 fluid ounce of an otherwise edible substance. This may be a remedy made with an uncommon or rare herb, or a material of fine quality which could otherwise serve as a spell Component.

The reagents for a potion must embody an Ideal related to its effect. For potions which induce the effect of a castable spell, this must be one of any required Ideal for its casting. Otherwise, a potion will list its required Ideals. Such a reagent may include an Infusion, philtre, or similarly Mana infused substance.

The catalyst is a burst of Mana applied to the nascent potion (the solvent with any reagents mixed in) to finish its preparation. If one is creating an effect belonging to a castable spell, one may cast it upon the mixture to realize the potion. Otherwise, one may use the Instill Supraspell upon the mixture once for each required Ideal.

Once catalyzed, any Mana is taken from the reagents into the solvent, leaving behind the original material which may be removed separately. Potions apply their effects immediately when consumed, and require no concentration even if their original effect would. Potions describe their effect and duration per fluid ounce.

Mixing potions may produce undesirable or unexpected results. Consult the miscibility table below if one would experience two or more potion effects at once, halving the result for each effect beyond the second instance.

Potion Miscibility:

1-10:	Treat as ingesting Hemlock (see Items)
11-25:	One falls unconscious for one hour.
26-50:	One effect applies as normal along with 3 Nausea.
51-75:	Neither potion applies an effect.
76-90:	Both potions apply as normal.
91-99:	Both potions apply, ignore all Pain for 1 hour.
100:	One potion effect becomes permanent.

Philtre Creation:

To create a philtre, one requires the requisite knowledge (see Skills). This process begins with the Infuse Supraspell imparting a single Ideal, as well as a material of sufficient worth (at least 1 Flame per 10 Mana of the Ideal). Such a material must match the requirements of a material Component. One may free such an Infusion from one's Subsumption limit by one of two methods.

For the first method, once completing an Infusion with a material as described above, one may designate it as a material philtre. The philtre is freed from one's Subsumption limit with no additional effort required. When used, the Infusion and material are each consumed as a material Component would be (e.g. is disintegrated entirely).

Otherwise, for the second method, one may use a material worth half the Mana of the Ideal, rather than the usual value. For an otherwise identical base substance, a fine level of quality may suffice. The Infusion may be repeated twice more upon the substance to remove it from one's Subsumption limit. One may only create a number of such philtres equal to one's Intellect. The material of such a philtre is not consumed upon use, allowing for it to be later reused in the creation of a new philtre.

Sourcing Arcane Materials:

Items of an arcane nature or necessary for its practice are often difficult to come by. Outside of large cities, one is unlikely to find such materials unless encountering isolated mages, collectors, arcanists, or specialist merchants.

Quality supplies and materials may be purchased from specialized vendors in a majority of cities. This includes raw materials and reagents, though not Mana imbued materials.

Potions and philtres generally require a more advanced search. If a city hosts a population of mages, they may be available for direct purchase, or more often commission.

Magic items must be purchased differently than other rare items due to their nature. Such items are highly specialized in make, generally only found in major arcane hubs. Basic items may be purchased directly for coin if available. Uncommon items must generally be commissioned. Rare items are generally only found in auctions from private collections.

Basic written materials may found in many libraries. Advanced topics and spells may be found under similar conditions as magic items. Very esoteric writings require individual dealings with mages/arcanists who hold them.

Datasheets:

Some non-player characters (referred to as "creatures", sapient or otherwise) will have a "Datasheet" to describe their stats and Skills. This differs from the Character Sheet players are expected to use to track their player character.

This rulebook includes no specific Datasheets as they are beyond the scope of its rules. However, an example, generic Datasheet is included to the right.

Stats:

This section includes any notable stats of the creature. This includes Attributes/Traits, altered Faculties, and other base values such as Weight, Height, and Avoidance. If no value is listed, assume it is the default humanoid value.

Some types of creatures may interact with Faculties differently than a humanoid. This might include an insensitivity to Pain, lack of Blood, or psychologically numb mind. This section will describe any such deviations, whether strictly numerical or otherwise.

Description:

This section describes the threat level, general behavior, and broad aspects of the creature. The threat of the creature consists of multiple components.

First is a general signifier for the overall danger of the creature, this being None, Low, Basic, High, and Extreme. A threat level of none is as the name implies. A low threat level assumes one individual may engage with multiple instance of the creature with minimal harm. A basic threat level assumes an even match between one individual and the creature. A high threat level assumes a party of 3-5 individuals to engage the creature, with high probability of injury to each. An extreme threat level assumes a large group of individuals to engage the creature, with multiple deaths as a probable outcome.

Second is the broad expertise of an individual required to engage the creature, likely requiring a degree of interpretation on the part of the GM. This may include aspects such as combat prowess, specialist professions, or arcane knowledge. As an example, an arena champion is unlikely to be equipped to combat a ghost, and as such this description would reflect certain arcanists instead.

Lastly within the threat level is a brief description of how the creature may be expected to engage with others in the case of conflict. This includes how aggressive it is, if it stalks or confronts, and what may cause it to flee.

The general aspects of creature include other aspects of its behavior and habits not included in its threat description. Likewise, its physical features, supernatural aspects, and general role within the broader world will be described.

Actions:

This section includes any unique actions the creature may perform, actions enhanced beyond their usual effect, creature relevant actions with pre-calculated values, and actions which otherwise require a Skill to perform.

Attacks in which the creature is proficient will be listed with values pre-calculated. This is limited to the primary weapon(s) the creature uses as equipment. Some attacks may be unique to the creature, and will be defined here.

Spells and other active arcane actions will be listed in this section as well. Known spells and enhancer Supraspells will be listed under the "Cast" action, actualizer Supraspells under "Actualizers", and any unique magic-driven actions defined independently.

Abilities:

This section includes any passive or active abilities and features of the creature outside of the previous sections. This includes any Qualities or Skills as described in the Character section applied to the creature. Non-human creatures which share an Ancestry with those listed in the Character section may use all their Ancestral abilities unless otherwise noted. Many other creatures will define abilities no previously listed. These will generally present similarly to Ancestral abilities, either acting persistently or requiring Skill Points or some analogue to utilize. Those strictly performed via AP will be listed in the previous section.

Equipment:

This section includes any noteworthy items the creature may be expected to possess. Standard items may be assumed to be in possession of the creature. For example, humanoid creatures may be expected to possess appropriate clothing, travelers a walking stick, coinage appropriate to their level wealth, etc., without need for definition.

A Datasheet may list equipment "Groups". These are selected independently, and allow a broader Datasheet to produce more varied actors when used by the GM. Such groups will list whether or not only one is to be selected, or which combination thereof should be taken.

Example Sheet - Adventurer:

Stats

Attributes:	One at 3 (Major), Two at +1 (Minor)
	+5 to Major Traits, +3 to Minor Traits

Avoidance: 10	*Weight:* 10	*Height:* 10	*Reach:* 2ft

Modify if not Human in Ancestry, Apply Grace to Avoidance

Description

Threat – *Basic, Fellow Adventurers or Falling Rocks*
Frequently attack in groups of four. One member generally skulks, one engages in melee, one supplicates the divine, and one casts spells. Negotiations are possible, often flee when injured to attempt recovery, unless reward is high.

***

Adventurers are a varied profession, united only in their drive for exploration, acquisition of treasure, and very often a desire to skirt mortal danger in the pursuit of slaying prized prey.

Adventurers are most consistently found within taverns, frequenting such locations between their travels, typically causing a minor ruckus. In civil environments they may be found searching out notice boards, inquiring after arcane items and potions, and otherwise generally disturbing the local economy.

During their travels, adventurers may often be found exploring ruins, caves, forts, and other remote locations. There seems to be a correlation between the amount of conflict a location offers and the likelihood of adventurers visiting. They seem to have a particular affinity for "dungeons". This includes literal underground prison complexes, but the term seems to be broader in their lexicon. When asked, most adventurers are unable to provide a concrete definition, instead using some inscrutable intuition to assign this label.

Adventurers seem to ornament themselves in bizarre ways. Impractical clothing, odd color combinations, ignorance of local fashions, unusually shaped armor, and a strange fascination with studded leather are common motifs. Despite this, they often seem to fall into consistent archetypes (the fighter, rogue, priest, and mage). Their costume seemingly reflects this intended role, such those engaging in subterfuge almost never forgoing a cloak. It is yet to be determined if this is a conscious social code or completely spontaneous phenomenon. When questioned on the matter, most adventurers seem to exhaustively describe the minutiae of their garb, rather than providing any sort of useful answer.

Actions

Attacks:

	AP:	Stamina:	Wounds:
Attack:	60	0	Cut (*)

Any >>> Any
Damage tier is equal to 2x the 1's of Hit Roll.

Bonus Attack:	40	0	Cut (*)

Any >>> Any
Damage tier is equal to the 1's of Hit Roll.

Cast:

Cast Time: Use Default	*Component:* Focus/Verbal

Spells: Blaze, Combust, Conflagration, Major Explosion
Enhancers: Telecast, Endure, Quicken

Abilities

Loot:
Adventurers are capable of finding abnormal quantities of valuables very quickly. Double the quantity of any coins found from slain enemies. Adventurers are capable of carrying valuables up to twice their weight (in pounds).

Comedy of Fate:
Circumstances seem to play out strangely when adventurers are present. Whenever an individual in proximity to the adventurer producing a result of 1-5, the outcome is remarkably worse (such as accidental injury, breaking an object, falling over, etc.). If producing a result of 96-100, the outcome is remarkably better (attacks are drastic in effect, conventional rules of flirtation cease, acts of God occur, etc.).

Equipment

Choose one Group from 1-4, all gain Group 5

Group 1 – Fighter:
Longsword with Sheath, Dagger (Rondel), Brigandine Coat & Targe (Shield), Sallet & Bevor

Group 2 – Rogue:
Longbow, 12x Broadheads & Bodkins apiece with Quiver, Dagger, Gambeson & Cloak, Lockpick Set

Group 3 – Cleric:
Mace, Chain Hauberk and Kite (Shield), Symbol & Tome (Religious), Water (1 Gallon, Allegedly Holy)

Group 4 – Mage:
Staff & Wand, Spellbook, Sling & 3x Darts, Robes & Fine Hat, Incense (3 Sticks), Rightwright Potion

Group 5 – General:
Backpack, Bedroll, Waterskin, Hardtack (5lbs), 3x Torch, Pole (10ft), Marbles (1,000), Rope (Hemp, 50ft), Oil (1 Gallon)

Items:

Any weights, costs, and descriptions listed for the following items are broad generalizations. These may be modified by the GM depending on the specific elements of their manufacture, or local availability/rarity. Quality Modifiers (see right) may be used a quick means of adjustment.

Integrity:

The durability of items/objects is represented by a value called Integrity. Assume a value of 10 if not listed. When an item reaches 0 Integrity it breaks.

Items cannot suffer Wounds, instead use any corresponding damage tier. An item may list other circumstances/uses which deplete its Integrity, as well as any special effects that occur when its Integrity is depleted.

Different materials withstand damage at different rates depending on type. When an item of any material described below receives damage equal to or exceeding the listed value, it loses 1 Integrity per multiple of that value, <u>doubled</u> if the damage is Critical. A listing of "-/-" indicates immunity to that damage type. This assumes usual circumstances within the period of a Round. For items not of a material described below, the GM should determine the closest analogue per their discretion.

Cloth:
Slashing: **3**	*Piercing:* **10**	*Concussive:* **-/-**	*Burning:* **5**

Glass:
Slashing: **7**	*Piercing:* **5**	*Concussive:* **3**	*Burning:* **-/-**

Wood:
Slashing: **10**	*Piercing:* **15**	*Concussive:* **15**	*Burning:* **10**

Stone:
Slashing: **25**	*Piercing:* **20**	*Concussive:* **12**	*Burning:* **-/-**

Soft Metals: (Copper, Lead, Tin, etc.)
Slashing: **25**	*Piercing:* **20**	*Concussive:* **20**	*Burning:* **-/-**

Hard Metals: (Iron, Steel, etc.)
Slashing: **30**	*Piercing:* **30**	*Concussive:* **25**	*Burning:* **-/-**

Arms and armor can present a special case, should the GM desire. See "Armor" for its specific effects. When a weapon reaches half Integrity, double the AP cost of any attack made with it, and at 0 Integrity it is still usable, but it deals only a tier 1 Wounds rather than the usual result of an attack. Shields break completely at 0 Integrity, becoming unusable. Weapons and shields lose Integrity by receiving a Critical blow from a metal weapon (such as by Blocking), doubling any loss if the haft of a weapon receives this blow.

Quality Modifiers:

Some items may come in varying levels of quality, describing a quality level. For most items, this is "Standard", "Fine", or "Ornate". Unless otherwise noted, this is per GM discretion, and meant to indicate relative price and/or decoration. This is independent of rarity, though oftentimes items of a higher quality will be more scarce to find.

Likewise, items may possess Quality Modifiers, potentially as an upgrade. Many such modifiers are inverse to each other, in such cases their effects will be listed in their respective order, separated by a "/". Modifiers may apply to any item unless otherwise noted.

Durable/Brittle:
Double/halve the item Integrity.

Light/Hefty:
Modify the item weight to 0.5x/1.5x and the Heft of a weapon to 0.75x/1.25x.

Sharp/Dull: *Bladed Weapons*
Increase/decrease this weapon's final damage tier by 3.

Long/Short: *Melee Weapons*
Increase/decrease this weapon's Reach by 6in/3in.

Balanced: *Melee Weapons*
Decrease the AP cost of this weapon's attacks by 5.

Fortified: *Melee Weapons, Shields*
Increase the Block of this shield/weapon by 5.

Accurate: *Ranged Weapons*
Reduce the Dispersion of the weapon to 0.5x.

Quick: *All Weapons*
Increase the Intercept or Handling of the weapon by 5.

High-Capacity:
Increase the storage capacity or uses of the item, or ammo capacity of a ranged weapon by 1.5x (rounded down).

Stealthy/Garish: *Clothing, Armor*
Raise/lower the base level of Camouflage of the item by 1.

Potent: *Herbs, Psychotropics, Potions*
Increase the duration/quickness of action of this substance or any concoction made from it by 3x.

Gilded:
Increase the cost of the item by 5x.

Prime:
Increase the magnitude of any other quality modifiers by 2x.

Items Index:

Adventuring Supplies:

General

Torch
Burns for 1 hour, produces Torchlight. May be improvised via crafting. A higher level of quality has 3x cost/duration. Any improvised attacks deal damage as Burning.
1lb (per 5), 1 Flame (per Torch)

Lantern
Uses oil as fuel, produces Torchlight. Burns oil 5x slower than if exposed. Resistant to weather, may be covered.
0.5lbs, 3 Flames

Oil
A catch all for similar substances. One gallon burns for 3 hours total and produces similar heat/light as a wood fire.
7.5lbs, 2 Flames (per Gallon)

Pole
A simple wooden shaft of any length, assume an 1in diameter.
0.5lbs, 0.5 Flames (per 1ft)

Rope
Braided rope, comes in two material types. First load/cost value is for twine (thinner), second for line (thicker).
Cotton: 50/200lbs, 2/5 Flames per 25ft
Hemp: 150/600lbs, 4/7 Flames per 25ft
1lb per 25ft, 3 Integrity (Treat as Cloth)

Chain
A durable chain of iron links, may be low gauge (thinner links) or high gauge (thicker links). Load capacity is 1000/2000lbs (low/high gauge respectively, same below).
6/10lbs, 5/10 Flames (per 10ft), 10 Integrity (Treat as Iron)

Metal Spike
A tapered, 6in iron or steel stake, easily driven by mallet.
4lbs, 5 Flames, 5 Integrity (per 10 Spikes)

Caltrops
Tetrahedral spikes. Covers a 5x5ft area when scattered, requiring a PV40 Grace Roll to avoid, inflicting a Puncture with a damage tier equal to the victim's Weight upon a failure.
3lbs, 7 Flames (per 100)

Flint & Steel
A piece of flint and carbon steel, may produce a flame with a Dexterity Roll against PV50. May be used indefinitely.
No Encumbrance, 0.5 Flames

Matches
May be used to produce a flame with no Roll, consumed on use. Burns one minute with the intensity of a candle.
No Encumbrance, 1 Flame (per Two-Dozen)

Whetstone
May be used to restore up to 2 missing Integrity to a blade over the period of a Rest.
0.5lbs, 3 Flames

Camping & Travel Equipment

Map
A diagram of local landmarks, settlements, roads, and bodies of water. Obtained from more populated settlements, vary greatly in accuracy, scope, and styles, may require a Roll to interpret. Professional maps from cartographers are as accurate as is possible, and generally fetch higher prices.
3/10 Flames (Amateur/Professional Respectively)

Bedroll
A combination of water-resistant canvas and softer padding, may be treated as Good quality bedding on even ground.
5lbs, 7 Flames

Blanket
A fabric blanket to provide insulation, treat one's level of warmth (see Weather) as one higher following the period of a Rest to acclimatize. Comes in wool, cotton, linen, etc.
3lbs, 3 Flames (per 20ft³)

Tent Kit
Consists of the tarp, lines, poles, and stakes necessary to construct a shelter, contained in one package. May shelter a number of individuals according to size from up to Severe/Cool Weather. May be upgraded to resist Inclement/Cold for 3x weight and 5x cost.
5x Occupants in lbs, 5 Flames base, plus 3x Occupants

Waterskin
A watertight tanned leather/hide container. Holds up to 8 pints (1 gallon) of liquid when full.
1.5lbs (Empty) or 10lbs (Full), 4 Flames

Mess Kit & Cookware
Contains implements necessary for cooking. Mess kit contains light dishes, utensils, and a small pot, cookware contains larger cast pots and pans. May be separated for purchase/carry. Mess kit allows meal preparation for 1 individual, cookware for 5.
1/10lbs, 2/7 Flames (Mess Kit/Cookware Respectively)

Satchel
A bag with a strap for wearing, buckles or ties shut. May carry 1ft³/100lbs of objects not exceeding 1ft along any dimension. Reduce the Encumbrance penalty of stowed items to 0.75x.
2.5lbs (Empty), 8 Flames

Duffelbag
A bag with a handle for carrying, closed by drawstring or buckle. May carry 2ft³/150lbs of objects, not closing if any exceed 2.5ft along any dimension.
2lbs (Empty), 3 Flames

Backpack
Comes as light or heavy, with the latter being generally larger and including a frame. Carry 2ft³/2.5ft³ and 100/150lbs respectively. Overlarge objects may be secured to exterior. Reduce the Encumbrance penalty of contents to 0.7/0.6.
5/8lbs (Empty), 10/15 Flames

Tools:

Improvised Weapons

Knife
Improvised Attacks:
<u>Swipe</u>, <u>Stab</u>, 3in Reach, 1 Heft
0.5lbs, 3 Flames

Hammer
Improvised Attacks:
<u>Club</u>, 6in Reach, 10 Heft
1lb, 3 Flames

Sledge
Improvised Attacks:
<u>Smash</u>, <u>Crush</u>, 2ft Reach, 30 Heft
10lbs, 7 Flames

Crowbar
Improvised Attacks:
<u>Club</u>, <u>Bash</u>, 2.5ft Reach, 10 Heft
2.5lbs, 5 Flames

Shovel
Improvised Attacks:
<u>Club</u>, <u>Chop</u>, <u>Thrust</u>, 2.5ft Reach, 12 Heft
3lbs, 5 Flames

Hatchet
Improvised Attacks:
<u>Chop</u>, 1ft Reach, 6 Heft
1.5 lbs, 6 Flames

Splitting Maul
Improvised Attacks:
<u>Hack</u>, 2ft Reach, 25 Heft
8lbs, 12 Flames

Pickaxe
Improvised Attacks:
<u>Hack</u> (Dealt as Piercing), 2ft Reach, 25 Heft
8lbs, 6 Flames

Scythe
Improvised Attacks:
<u>Sweep</u>, 4ft Reach, 15 Heft
4lbs, 15 Flames

Bill
Improvised Attacks:
<u>Sweep</u>, <u>Chop</u>, 4ft Reach, 20 Heft
6lbs, 10 Flames

Trident
Improvised Attacks:
<u>Thrust</u>, <u>Bash</u>, 2.5ft Reach, 15 Heft
4lbs, 12 Flames

Combat Utility

Whip
Used to goad animals or produce sound. May be used by improvising the Flick attack, (7 Heft, 3ft Reach), directly inflicting Pain equal to the damage tier, lasting for one hour. This produces a Loud sound with a Subtlety of 30.
1lbs, 7 Flames

Net
Useful for catching fish and small game. If used against larger targets, treat the net as having a Grappling Hold of 70 Tightness if fully covered, or 30 if partially covered.
3lbs, 5 Flames

Nonhazardous Gear

Lockpick Set
A set of thin gauge metal hooks, wire, and bars particularly well suited for manipulating locks. While the exact contents vary between individual sets, any such collection is suitable for picking either Simple or Complex locks.
No Encumbrance, 4 Flames, Uncommon

Fishing Rod
A roughly 6ft, flexible pole, equipped with a rudimentary reel for angling. One may attempt to catch fish per the rules for Fishing, requiring bait for each attempt.
3lbs, 8 Flames

Sextant
A complex instrument, consisting of a pair of pivoting mirrors, eyepiece, and angle indicator. Used to obtain the relative angle of two objects, aiding in navigation with a corresponding chart. With a known distance, one may measure object heights with a PV40 Acumen Roll.
2lbs, 20 Flames, Uncommon

Whistle
A small item to generate sound, generally bone or metal. Produces a Loud sound with a Subtlety of 15 when blown.
No Encumbrance, 4 Flames

Mortar & Pestle
Used for grinding, required to prepare powders from herbs.
No Encumbrance, 2 Flames

Scissors/Shears
Paired blades for cutting cloth and other soft material.
No Encumbrance, 3 Flames

Measuring Device
A ruler, square, level, calipers, tailor's tape, etc., accurate.
No Encumbrance, 4 Flames

File/Rasp
Used for fine removal of materials such as wood or mild metal.
No Encumbrance, 4 Flames

Magic Items:

Basic

Keen-Quills
Imbuement (Speed/Ink), 10 Charges
An ornate pen (not a literal quill). With a full reservoir of ink, one may speak its Power Phrase to animate it, costing one charge, where it will write any speak one dictates to it until the phrase is spoken again or running out of ink (one may manually position the pen to indicate the page it should write upon). More advanced pens exist with lesser phrases for breaks in dictation, advanced formatting, templates, etc..
No Encumbrance, 25/35 Flames (Basic/Advanced)

Chill-Bead
Imbuement (Ice/Touch), 10 Charges
A plain zinc orb, roughly one inch in diameter. When Considered, it cools to a few degrees above freezing. One may speak its Power Phrase to produce a cooling effect from the orb in a 1ft radius (treat as the Enthermiate spell), costing two charges. An additional number of charges may be spent at this time to Enhance this effect (treat as one additional Ice Ideal per charge). Treat the Spell Potency of this effect as 50.
No Encumbrance, 10 Flames

Boots of Silent Stepping
Imbuement (Silence/Surface), 5 Charges
While worn, one may whisper the Power Phrase of this item, costing one charge. Double one's auditory Stealth for the the next minute (15 Rounds). One may expend an additional charge, rendering the Skulk action as 10AP for this duration. While using the Skulk action, treat Reactive surfaces as Soft.
1.5lbs, 40 Flames

Glamour Jewelry
Imbuement (Light/Color), 10 Charges
May be any piece of jewelry with a silver finish. While touching the item, one may speak its Power Phrase to activate it, costing one charge. This places a glamour upon oneself, with the exact nature being unique to the item. Effects may include changing colors, pearlescence, glittering sparkles, reflectivity, swaying, a gentle aura, etc., applied to one's hair, eyes, skin, or clothing. This effect lasts for 3 hours.
3x Base Value of Item

Glowglobe
Imbuement (Loose/Light), 10 Charges
A clear quartz orb the size of a large marble. The orb emits a constant soft white glow with the Intensity of Candlelight. One may speak the Power Phrase of the orb to intensify this glow to be as bright as Torchlight, costing one charge. This increased light lasts until similarly dismissed or the next dawn.
No Encumbrance, 8 Flames

Pocket Boulder
Infusion (Stone/Suspense), Single Use
A small granite orb one inch in diameter. When its Power Phrase is spoken, it expands into a boulder over the course of one second. This typically of a 5ft diameter (roughly 5 tons), though this is dependent on the boulder used at time of creation. This change is irreversible.
No Encumbrance, 15 Flames

Mealworms
Infusion (Taste, Animus, Soil), Single Use (Consumed)
Gelatinous candied worms, brightly colored, a pleasant combination of sweet, tart, and savory flavors. Consuming one counts for all necessary Rations for the day and as a meal of Excellent Quality, recovering 3 levels of the Starvation Status if so afflicted. Mildly animate and require minimal sustenance, generally kept in pure sugar/molasses to satisfy this requirement.
No Encumbrance, 20 Flames (per 3 Worms)

Quickpaper
Infusion (Smoke, Ink, Distance), 2 Uses (Consumed)
Ashen grey paper coming in paired leaves. A face placed upon a heat source chars black both itself and the same face of its twin, leaving any inked writing uncharred in negative. This allows either two messages to be sent by one paper, or a singular exchange from both. A face is useless once charred.
No Encumbrance, 10 Flames (per Square Foot)

Lucky-Totem
Infusion (Tin/Silver), 10 Charges
May be fashioned from any minor trinket. While in contact with oneself when one would make a Roll, one may expend any number of charges. Rather than Roll, instead treat the result as 10x the number of charges spent.
No Encumbrance, 10 Flames

True-Token
Infusion (Mutable/Memory), Single Use (Consumed)
A small billon token, similar to a semi-flattened coin, embossed with an icon of a mundane object. When snapped, the depicted object is conjured into the space between either piece. The object stored upon the creation of this infusion may be quantity of any item from the Adventuring Supplies or Tools section up to 10 Flames total (this may include an appropriate container or bindings of simple nature).
No Encumbrance, 15 Flames

Uncommon

Lock-Ring
Imbuement (Iron/Tight), 3 Charges
A signet ring, often forged from steel, with the recessed matrix roughly an inch in diameter. When speaking the Power Phrase of the ring, this matrix opens like an aperture, revealing an extra-dimensional chamber within, either a sphere of 6 inch radius or cylinder 12 inches tall with a 4 inch diameter. Opening the ring consumes no charge, but closing it with the phrase consumes one charge.
No Encumbrance, 60 Flames

Seethestone
Imbuement (Anger), 10 Charges
A small, coin sized corundum, set with a faint internal light. Speaking the first Power Phrase, for the cost of 1 Charge, the gem executes the Blaze spell, with the flame under one's control, and lasting for 1 minute. Speaking the second Power Phrase, for the cost of 3 Charges, the gem executes the Combust spell, targeting wherever one is looking (still using the standard targeting rules). Speaking both Power Phrases, for the cost of 10 Charges, the gem is primed, and executes the Conflagration spell when it strikes a surface (it is not otherwise damaged by the flames).
No Encumbrance, 50 Flames

Axe of Heavy Hewing
Imbuement (3x Power), 3 Charges
A sturdy battleaxe or splitting maul. When performing an attack/swing with this axe, one may expend a charge. Any damage dealt by this action is considered Severe, guaranteed Critical if already Severe, and has a 1.5x higher damage tier. If striking a tree with a trunk less thick than the breadth of one's hips, it is felled in one strike.
6lbs, 50 Flames

Boots of Sure Striding
Imbuement (Loose), 10 Charges
Sturdy marching boots. During movement, one may travel 1 tier of Pace faster while only suffering the penalties of the tier below. When performing the Move action, for the cost of 1 charge, one may ignore the effects of difficult terrain which only interact with one's feet until the end of that Round.
1.5lbs, 60 Flames

Breeze-Soaked Cloak
Imbuement (Clean/Air), 10 Charges
A gently colored cloak of fine muslin. The cloak appears always affected by a breeze, deflects and holds no dirt or liquid, and renders its contents windproof. If one would suffer a forced Balance change, for the cost of 2 charges one may mitigate this value by up to 20. When one performs the Jump action, for the cost of 3 charges, one may grasp the cloak like wings and glide. One falls at a rate of one foot per second, and may alter course with a PV50 Grace Roll.
1lb, 80 Flames

Rare

Kindled-Steel
Enchantment (Fire, Iron, Weapon), Unlimited Use
Many cultures feature flaming swords in their arcane traditions. When speaking its Power Phrase, the length of the blade is set alight. Its attacks inflict a Burn Wound, with the total damage tier of all other Wounds applied to this Wound instead. These flames are as hot and bright as a torch. It may be extinguished by repeating the Power Phrase.
20x Base Value of Item

Cloak of Scars
Infusion (Flesh), 20 Charges
A flawless cloak of slightly warm, very pale skin with a faint rosy undertone. While worn, whenever one would suffer a Wound, one may expend a number of Charges from the cloak equal to its Wound tier, instead becoming a scar upon the cloak. The clasp must contact bare skin to equip, causing 1 Bloodloss, and an additional level each following day.
3lbs, 350 Flames

Everflask
Imbuement (Fluid), 10 Charges
A flask in two components, a main chamber with a capacity of 20 fluid ounces, and a stopper with small reservoir with a 1 fluid ounce capacity. While capped, the flask refills with the fluid in the reservoir at a rate of 4 fluid ounces per minute, consuming one charge to do so. This does not otherwise reproduce any magical effects of the fluid.
1lb, 200 Flames

Boots of Capering
Imbuement (Sky, Distance), 10 Charges
Ornate riding boots. Ignore any distance fallen if landing on one's feet. When Jumping, for the cost of 1 Charge, one may triple the distance. While Moving, for the cost of 1 Charge, one's Balance becomes 100 and cannot change during that movement. While Dodging, for the cost of 3 Charges, treat that action as having been repeated three times.
1.5lbs, 140 Flames

Plantable Teeth
Infusion (Soil, Decay, Body), Single Use
Dagger-sized fangs from a strange beast, with roots included. Planting a fang in fertile soil produces a skeletal warrior over the course of a Round, bearing enamel plate armor with a canine spear, incisor saber, and three premolar javelins. The warrior is completely loyal to its planter, following all their verbal commands, and uses the Datasheet of an Elite Warrior. They have 100 Integrity rather than receiving Wounds (damage appears as cracks and decay), and are immune to Psychological Statuses, Pain, and Stress. They cannot speak, and require no breath, sustenance, or Sleep. They slowly yellow over the course of a month, before crumbling to dust.
No Encumbrance, 150 Flames (per 3 Teeth)

Arcane Implements:

Foci

Wands & Staves
Composed of some semiprecious material or fine wood. Generally shaped to a specific geometry or adorned with runes depending on intended application. Very common focus.
0.5-2lbs, 10 Flames (Wand), 15 Flames (Staff), Uncommon

Symbol
A finely constructed symbol of religious, arcane, or occult provenance, incorporating valuable materials and intricate detailing to allow a conduit for highly specific mana.
No Encumbrance, 12 Flames, Uncommon

Crystal Orb
A clear orb of highly pure quartz, perfect for pondering.
1lb, 20 Flames (~0.5-1.5 Inch Diameter), Rare

Athame
A smaller knife, generally constructed from a silver blade and onyx handle. Used in rituals and to sever threads of mana.
No Encumbrance, 35 Flames, Uncommon

Materials & Reagents

Incense
Fragrant compounds which emit a scented smoke when burned. Used by mages to either provide a sensation to meditate upon, or to manipulate its smoke. Sticks burn for one hour, rarer varieties may earn higher prices.
7 Flames (3 Sticks), Uncommon

Silver
Often used as currency, very pure silver is highly reflective, often used in the construction of arcane tools. Noted as being unusually interactive with mana, seemingly possessing an incorporeal dimension that interacts with magic.
5 Flames (per Ounce, 24 Karat)

Crystal (Lead Glass)
A very clear glass, used in fine glassware. Valued by mages for its extreme clarity, often used for divination.
10 Flames (per Pound, Unshaped), Uncommon

Fine Chalk
Smooth chalk for writing on solid surfaces, generally a pure white. Commonly used to quickly inscribe arcane symbols.
3 Flames (per Pound), Uncommon

Hydragyrum (Mercury)
A liquid silver metal, fumes are toxic. Mana sensitive an malleable, often animated into simple arcane constructs.
5 Flames (per Fluid Ounce), Uncommon

Fine Sand
Highly homogeneous, fine sand, may be dyed, though often white or black. Used by mages to construct temporary symbols or as a substrate to visualize arcane effects.
6 Flames (per Pound), Uncommon

Potions:

Gutgush
All foreign substances, contagion, toxin, or otherwise, one contracted in the past hour are expelled via emesis, ending or preventing any corresponding Nausea or Illness Statuses.
Bile, Speed, Loose, 5 Flames, Instant (per Fluid Ounce)

Troglotropic
One produces a thick, smelly (30 Subtlety), greasy sweat. Treat as Lardrush spell. During a Call to Combat, the odor causes 2 levels of the Nausea Status to those who can smell it.
Air, Smell, Disgust, 7 Flames, 1 Minute for Odor (per Fluid Ounce)

Snakesprout
If consumed while standing, increase one's Height by 1.5x. If consumed while prone, increase one's Base Reach by 2x.
Long, Tension, Touch, 9 Flames, 10 Minutes (per Fluid Ounce)

Minkman
One sprouts a thick, glossy fur coat. One is rendered immune to cold weather, waterproof, a gain 10 Burning (Cold) resistance). When the effect ends, all fur violently falls out.
Heat, Fur, Ice, 12 Flames, 1 Hour (per Fluid Ounce)

Elvelixir
Rest gives the benefits of sleep. Treat all one's Senses as Keen.
Clarity, Distance, Perceive, 18 Flames, 1 Hour (per Fluid Ounce)

Gelagib
One's flesh, though not bone, softens like gelatin. Ignore any Concussive damage which would not otherwise damage one's bones, and Slashing/Piercing damage seals itself to no effect (save for Dismemberment and Brain Damage). Burning damage is otherwise unaffected.
Soft, Mutable, Flesh, 25 Flames, 10 Minutes (per Fluid Ounce)

Lovelager
Emotion felt during this effect is magnified, with any Roll to resist a Psychological Status automatically failing. During this time, the first person one interacts with seems more pleasant than they otherwise would, and one experiences 30 Stress if not with them. One gains 1 level of the Inspired Status for every hour spent in their company.
Joy, Trust, Perceive, 30 Flames, 6 Hours (per Fluid Ounce)

Rightwright
Recover 1 Bloodloss per hour, halt all Bleeding, and all one's Afflictions are considered treated and sterilized. Over the course of the duration, tier 1 Wounds rapidly recover, Broken Bones set to Fractured, and Concussions dissipate.
Blood, Flesh, Body, 40 Flames, 1 Day (per Fluid Ounce)

Megamitosis
Choose a limb or organ (other than Head/Brain), the chosen limb falls off, or the organ is coughed up, causing no Bleeding/Pain. The appendage may be independently controlled for the duration, during which time a new, pristine instance regrows to replace the ejected body part.
Animus, Flesh, Soul, 65 Flames, 1 Hour (per Fluid Ounce)

Lesser Luxuries:

Books (General Printings)
A bound tome. May contain common printings, such as novels, poetry, almanacs or, textbooks. Rarer printings vary in availability and price.
1-3lbs, 6 Flames, Uncommon

Jewelry
Simple rings, earrings, or necklaces made from plain silver or worked items of copper or bone. Semi-precious stones (such as garnet, jet, or turquoise) raise value. Pieces made from more valuable metals/stones should be considered individually.
10 Flames (Plain), 30 Flames (with Stone), Uncommon

Mirror
A highly reflective surface, contains silver. Suitable for general purposes of a mirror, as well as use for the arcane.
No Encumbrance, 15 Flames, Uncommon

Razor
An extremely sharp blade, suited for shaving and extremely fine cutting. Requires Blacksmithing expertise to sharpen.
No Encumbrance, 7 Flames

Pocket Watch
May accurately tell time to the second. Assumes only a movement and simple steel case, increase cost by 1.5x for each extra mechanical feature (such as a stopwatch or date). For more embellished cases, use discretion.
No Encumbrance, 100 Flames, Rare

Fountain Pen
A writing implement, containing an ink reservoir within the handle, to feed a gold nib. May write for extended periods and does not suffer wear as a quill would.
No Encumbrance, 12 Flames, Rare

Spy & Binoculars
Increase the distance of one's comfortable vision by the listed magnification. One may not use their Peripheral Vision.
1lb, 10/35/75 Flames (2x/6x/10x Magnification), Rare

Ink
3 Flames (per Fluid Ounce)

Paper (Fine, Writing)
2/5 Flames (per Square Foot, Pulp/Vellum Respectively)

Soap
7.5 Flames (per Pound)

Perfume
12 Flames (per Fluid Ounce), Uncommon

Tea Leaves
4 Flames (per Ounce), Uncommon

Sugar
5 Flames (per Pound), Uncommon

Exotic Spices
7 Flames (per Ounce), Rare

Misc. Utilities & Materials:

Quiver
Omit the Retrieve Item action if reloading from a quiver.
1lb, 5 Flames

Bottle
A watertight, glass bottle, unstained. May come in a variety of sizes, from a 1 ounce vial to gallon jug.
0 Integrity, No Encumbrance, 2 Flames

Bucket
A simple pail for transporting liquids, may be metal or wood.
3 Integrity, 2lbs, 3 Flames

Barrel
A watertight container for storing larger volumes of fluids and other trade goods. Values below assume a 30 gallon barrel.
10 Integrity, 70lbs, 15 Flames

Chest
A sturdy container suitable for storing and protecting personal effects, may be equipped with a lock. Values below assume a box of roughly 3ft3 interior of finished wood.
15 Integrity, 25lbs, 12 Flames (Without Lock)

Simple Lock
A simple mechanism of a bolt attached to a rotating barrel, interfaces with a plain key, no pins, meant to obstruct access by hand or tool. Designed to be inset to a door or container.
5 Flames (Base, Multiplied by Level of Difficulty)

Complex Lock
A complex barrel mechanism containing pins (1-5), tooled to a specific key. May include trick pins for 1.5x the cost each.
7 Flames (Base, Multiplied by Twice Level of Difficulty)

Iron & Steel
1.5/2.5 Flames (per Pound, Respectively)

Copper, Brass, & Bronze
4/3/3.5 Flames (per Pound, Respectively)

Tin & Pewter
3/5 Flames (per Pound, Respectively)

Lead
0.5 Flames (per Pound)

Leather (Bovine)
1.5 Flames (per Square Foot)

Lumber
1 Flame (Base, per Foot, 0.8x Pine, 1x Oak, 2x Cedar)

Spinewood (Bamboo)
1 Flame (per 10 Feet, Approximately 1 Inch Diameter)

Wax
2.5 Flames (per Pound)

Salt
5 Flames (per Pound)

Clothing:

Textiles & Embellishments

Cotton
A standard textile type, no cost modifier.
1 Flame (per Yard)

Linen
A more durable textile, double Integrity of products.
3 Flames (per Yard)

Wool & Fur
A very warm textile, treat products as Heavy Clothing.
5 Flames (per Yard)

Silk
A luxury textile, treat products as Light Clothing.
10 Flames (per Yard), Uncommon

Adornments
Cosmetic features, such as patterns, embroidery, and dyes.
2x Cost per Garment

Tailoring
Alterations made to general clothing for a better fit.
5x Cost per Garment, Uncommon

General

Tunic
A simple garment, loose-fit, short-sleeved, thigh-length.
No Encumbrance, 3 Flames

Simple Dress
A combination bodice/skirt, plainly made for everyday wear.
No Encumbrance, 4 Flames

Overcoat
An elongated top-layer, suited more for appearance rather than protection from weather.
No Encumbrance, 7 Flames

Trousers
A two-legged garment, covering legs from knees or to ankles.
No Encumbrance, 3 Flames

Belt
May secure equipment and weapons.
No Encumbrance, 3 Flames

Gloves
Must be tailored, most commonly wool/leather.
No Encumbrance, 4 Flames

Hat (Simple)
A simple hat, such as hood, head wrapping, or farmer's hat.
No Encumbrance, 2 Flames

Hat (Fine)
A more ornate hat, generally individually tailored, designed to the specifications of the current local fashion.
No Encumbrance, 7 Flames, Uncommon

Footwear

Sandals
Open topped, secured by straps.
0.5 lbs, 2 Flames

Shoes
Simple, leather shoes, enclosed.
1lb, 3 Flames

Boots (Standard)
Basic boots, leather construction, reach past ankles.
1.5lbs, 4 Flames

Marching Boots
Hobnailed boots designed for long travel. One may ignore penalties to travel from Rough Terrain and Precipitation.
2lbs, 5 Flames

Riding Boots
Designed for use with stirrups, gain 20 additional Balance while riding a saddled mount.
2lbs, 5 Flames

Weather Gear

Cloak
Generally woolen, a common garment. Provides protection from Wind during travel and acts as Heavy clothing for the purposes of resisting temperature at night. Dyed cloaks may aid in visual stealth (see Stealth section).
2lbs, 4 Flames

Rain Canvas
A waterproof top-layer, tailored as a coat or poncho.
2lbs (Heavy), 4 Flames

Heavy Coat
An insulating layer, treat as heavy clothing for Weather.
5lbs (Heavy), 7 Flames

Winter Boots
Sufficiently insulated boots to resist cold, prevents moisture exposure and Frostbite from winter conditions.
4lbs (Heavy), 5 Flames

Snowshoes
A wooden lattice within an enlarged frame, may be attached over one's footwear. While worn, one may ignore Balance penalties from Snow, and reduce one's movement limit by 2.
1lb (Heavy), 3 Flames

Crampons
Metallic cleats which may strap over one's soles. While worn, one may ignore Balance penalties from Ice or other slippery surfaces, and reduce one's movement limit by 1.
1lb (Heavy), 3 Flames

Rations:

Beverages

Water (Potable)
8.5lbs, 0.2 Flames (per Gallon)

Beer
8.5lbs, 1 Flame (per Gallon)

Wine
8.5lbs, 3 Flames (per Gallon)

Mead
8.5lbs, 5 Flames (per Gallon)

Cider
8.5lbs, 2 Flames (per Gallon)

Liquors
8lbs, 13 Flames (per Gallon)

Travel Rations

Cheese
Any type of hard, dry cheese.
2 Flames, 3 Rations (per Pound)

Rice
Requires equal Rations water to cook.
2 Flames, 5 Rations (per Pound)

Beans
A generic stand in for any variety of bean.
3 Flames, 5 Rations (per Pound)

Hardtack
Inedible if not softened prior to eating.
3 Flames, 6 Rations (per Pound)

Pemmican
An imperishable mixture of meat, berries, and lard.
5 Flames, 10 Rations (per Pound)

Saltpork
A lean, salt-cured pork, similar to a jerky.
4 Flames, 6 Rations (per Pound)

Livestock:

Working Animals

Draft Horse
A workhorse bred for pulling heavy loads, may drag up to 8,000lbs over short distances, or carry 300 without effort.
500 Flames, Uncommon

Pack Mule
A pack animal, not suited for riding. May carry 400lbs on even terrain without effort, or 200 if rough/sloped.
50 Flames

Domestic

Guard Dog
Very loyal, protective dogs, unlike many other animals they are willing to enter combat (against other humanoids or animals) with their master.
10 Flames

Shepard
Intelligent, social dogs, shepherds make for excellent travel companions, lookouts, and are easily trained.
7 Flames

Cat
Kept to hunt vermin, as pets, or for their magical qualities.
3 Flames

Agricultural

Vexen
A quadrupedal, avian-like creature, omnivorous and aggressive, act similar to minute raptors, incapable of flight, make for poor pets. Eat grains (grazed or provided), insects, and unfortunate vermin. Kept for eggs and meat.
3 Flames (Hatchling or Raised)

Pigs
Kept primarily for meat, also used to dispose of food waste. Raised in both farms and urbanized areas, very common.
12 Flames (Raised)

Sheep & Goats
Related species, raised for wool, meat, and occasionally milk. Require pastures for grazing, typically docile.
15 Flames (Raised)

Cattle
Kept for dairy, leather, and beef, highly valued livestock. Require pastures for grazing, bulls are hostile if provoked.
70 Flames (Raised)

Gargants
A hulking, massive animal, though ill-tempered often raised to protect farms. Herbivorous, most closely related to cattle, though tusked and loxodine features. Leather is highly valued, though somewhat uncommon due to difficulties in keeping.
3,500 Flames, Rare

Melee Weapons:

Blades

Dagger
Type: *Blade (Short), One-Handed, Throwable*
6in Reach, 3 Heft, 3 Block
Attacks: *Swipe, Stab, Heart-Pierce*
Pommel Strike | Thrust | Score
1lb, 5 Integrity, 5 Flames

Machete
Type: *Blade (Short), One-Handed*
1.5ft Reach, 6 Heft, 5 Block
Attacks: *Swipe*
Chop | Sweep, Hack | -/-
2lbs, 7 Integrity, 5 Flames

Sabre
Type: *Blade, One-Handed, Handguard*
2.5ft Reach, 6 Heft, 8 Block
Attacks: *Swipe, Stab, Shear*
Chop, Pommel Strike | Score, Slice | Sweep
2lbs, 7 Integrity, 15 Flames (+3 for Scabbard)

Arming Sword
Type: *Blade, Ambihanded, Crossguard*
2.5ft Reach, 8 Heft, 9 Block
Attacks: *Swipe*
Thrust, Pommel Strike | Slice, Sweep | Slash, Score
2.5lbs, 10 Integrity, 20 Flames (+3 for Scabbard), Uncommon

Longsword
Type: *Blade, Ambihanded, Crossguard*
3ft Reach, 10 Heft, 10 Block
Attacks: *Swipe, Half-Blade*
Thrust, Pommel Strike | Slice, Sweep, Pierce | Slash, Cleave
3.5lbs, 10 Integrity, 25 Flames (+5 for Scabbard), Uncommon

Greatsword
Type: *Blade (Long), Two-Handed, Crossguard*
3.5ft Reach, 12 Heft, 10 Block
Attacks: *Bash, Gore*
Hack, Thrust | Slice, Sweep | Slash, Cleave
4lbs, 10 Integrity, 40 Flames, Uncommon

Direblade
Type: *Blade (Long), Two-Handed, Crossguard*
4ft Reach, 20 Heft, 10 Block
Attacks: *Bash, Whirl*
Sweep | Hew | Cleave
4.5lb, 10 Integrity, 45 Flames, Rare

Rapier
Type: *Blade (Long), One-Handed, Handguard*
3.5ft Reach, 7 Heft, 5 Block
Attacks: *Stab, Flick*
 -/- | Thrust, Score | Pierce
2lbs, 7 Integrity, 25 Flames, Rare

Bludgeons

Club
Type: *Blunt, Ambihanded*
2.5ft Reach, 8 Heft, 5 Block
Attacks: *Club, Blackjack*
Smash | Bat | -/-
2.5lbs, 10 Integrity, 3 Flames

Mace
Type: *Blunt, One-Handed*
1.5ft Reach, 13 Heft, 5 Block
Attacks: *Club*
Smash | Crack | -/-
3lbs, 15 Integrity, 5 Flames

Morningstar
Type: *Blunt/Pointed, One-Handed*
1.5ft Reach, 12 Heft, 5 Block
Attacks: *Club*
-/- | Smash (Dealt as Piercing) | -/-
3lbs, 10 Integrity, 6 Flames, Uncommon

Warhammer
Type: *Blunt, Ambihanded*
2.5ft Reach, 15 Heft, 10 Block
Attacks: *Club, Stab (Reverse Grip), Sunder*
Smash | -/- | Crush
4lbs, 15 Integrity, 15 Flames, Uncommon

Warclub
Type: *Blunt, Two-Handed*
3ft Reach, 18 Heft, 15 Block
Attacks: *Bash*
Smash, Bat | Crush | -/-
5lbs, 13 Integrity, 10 Flames

Quarterstaff
Type: *Blunt, Ambihanded*
4ft Reach, 10 Heft, 5 Block
Attacks: *Club, Swipe (Dealt as Concussive), Bash, Poke*
Chop | Sweep | -/- (All Dealt as Concussive)
3lbs, 7 Integrity, 2 Flames

Brass Knuckles
Type: *Blunt, One-Handed, Fists*
Base Reach, 5 Heft (Add to Punch AP Costs), 0 Block
Attacks: *Increase Wound Tier of Punch Attacks by 1*
lbs, Integrity, Flames

Polearms

Battleaxe
Type: Axe, Polearm, Two-Handed
3ft Reach, 15 Heft, 7 Block
Attacks: Bash, Fell
Chop, Hack | Hew | Hook
4lbs, 10 Integrity, 20 Flames

Spear
Type: Pointed, Polearm, Two-Handed, Throwable
4ft Reach, 15 Heft, 5 Block
Attacks: Stab, Skewer
Thrust | Pierce | -/-
5lbs, 7 Integrity, 3 Flames

Pike
Type: Pointed, Polearm, Two-Handed
8ft Reach, 25 Heft, 3 Block
Attacks:
Thrust | Pierce | -/-
8lbs, 10 Integrity, 5 Flames

Glaive
Type: Blade, Polearm, Two-Handed
5ft Reach, 18 Heft, 10 Block
Attacks: Swipe, Bash
Chop, Thrust | Sweep, Cleave | Hook
6lbs, 10 Integrity, 20 Flames, Uncommon

Halberd
Type: Axe/Spear/Blunt, Polearm, Two-Handed
5ft Reach, 20 Heft, 10 Block
Attacks: Bash, Pull-Down
Chop, Hack, Thrust | Hew, Crack | Hook
7lbs, 10 Integrity, 25 Flames, Uncommon

Bayonet
Type: Pointed, Two-Handed, Mounted
+1ft Reach, 3x Rifle Weight Heft, 0 Block
Attacks:
Thrust | Pierce | -/-
1lb, 5 Integrity, 5 Flames

Misc.

Tomahawk
Type: Axe, One-Handed, Throwable
1.5ft Reach, 8 Heft, 3 Block
Attacks: Stab (Reverse Grip)
Chop | Hack | -/-
2lbs, 15 Integrity, 15 Flames

Estoc
Type: Pointed, Ambihanded, Crossguard
3ft Reach, 10 Heft, 15 Block
Attacks: Tuck
Thrust | Pierce | -/-
3.5lbs, 20 Integrity, 15 Flames, Uncommon

Hook-Sword
Type: Blade, One-Handed, Handguard
3ft Reach, 10 Heft, 15 Block
Attacks: Swipe, Stab
Chop, Pommel Strike | Slice, Sweep, Hook | Hack
3.5lbs, 7 Integrity, 30 Flames, Rare

Claws
Type: Blade, One-Handed, Fists
Base Reach, 3 Heft, 0 Block
Attacks: Swipe, Stab
Sweep | Slice | Score
0.5lbs, 5 Integrity, 4 Flames (If Artificial)

Chain-Whip
Type: Blunt, Two-Handed, Flexible
3ft Reach, 15 Heft, 15 Block
Attacks: Swipe (Dealt as Concussive)
Sweep, Chop | Slice, Thrust | Hew (All Dealt as Concussive)
Chop may be used to initiate a Grab hold or Bind with 10 Leverage which may not be reduced.
5lbs, 10 Integrity, 8 Flames, Uncommon

War-Fan
Type: Trick (Open/Closed), Blunt/Blade, Ambihanded
1ft Reach, 12 Heft, 10 Block
Attacks: Stab (Closed), Bash (Open)
Chop | Sweep/Thrust | Slice/Smash
May be opened/closed via the Change Guard action. Treat all open attacks (the first listed) as Slashing, and closed attacks (the second listed) as Concussive.
4lbs, 5 Integrity, 20 Flames, Rare

Ranged Weapons:

Thrown

Dart
Type: Thrown
*Close Range: 1/10 Max, **Maximum:** 50ft + Athletics*
6 Dispersion, 15 Handling, 1 Heft
Momentum: Power (up to 5), Puncture (*)
0.25lbs, 3 Integrity, 0.1 Flames

Javelin
Type: Thrown
*Close Range: 1/10th Max, **Maximum:** 150ft + 10x Athletics*
4 Dispersion, 12 Handling, 6 Heft
Momentum: Heft + Power, Rent (*)
2lbs, 5 Integrity, 1 Flame

Spear
Type: Thrown
*Close Range: 1/10th Max, **Maximum:** 100ft + 10x Athletics*
4 Dispersion, 10 Handling, 15 Heft
Momentum: Heft + Power, Rent (*)
5lbs, 7 Integrity, 3 Flames

Dagger
Type: Thrown
*Close Range: 1/10th Max, **Maximum:** 30ft + Dexterity*
5 Dispersion, 15 Handling, 3 Heft
Momentum: Heft + Power (up to 10), Puncture (*)
1lb, 5 Integrity, 5 Flames

Tomahawk
Type: Thrown
*Close Range: 1/10th Max, **Maximum:** 30ft + Dexterity*
6 Dispersion, 12 Handling, 8 Heft
Momentum: Heft + Power (up to 10), Rent (*)
2lbs, 15 Integrity, 15 Flames

Pebble
Type: Thrown, Blunt
*Close Range: 1/10th Max, **Maximum:** 40ft + Power*
10 Dispersion, 20 Handling, 0 Heft
Momentum: Power (up to 5), Bump (*)
0.1lbs

Rock
Type: Thrown, Blunt
*Close: 1/10th Max, **Maximum:** 20ft + Power*
10 Dispersion, 10 Handling, 7 Heft
Momentum: Heft + Power (up to 10), Bruise (*)
1-5lbs

Drawn

Shortbow
Type: Bow, Arrows (Ammo)
*Close: 15ft, **Maximum:** 5x Draw Weight (ft)*
6 Dispersion, 15 Handling, 15 Reload
Draw Weight: 15-30 (lbs, per Design)
Momentum: 20 Base, Puncture (*)
2.5ft Tall, 18in Draw, 1lb, 7 Integrity, 5 Flames

Recurve Bow
Type: Bow, Arrows (Ammo)
*Close: 50ft, **Maximum:** 15x Draw Weight (ft)*
4 Dispersion, 15 Handling, 15 Reload
Draw Weight: 30-50 (lbs, per Design)
Momentum: 25 Base, Rent (*)
3ft Tall, 24in Draw, 2lbs 7 Integrity, 25 Flames, Rare

Flatbow
Type: Bow, Arrows (Ammo)
*Close: 50ft, **Maximum:** 10x Draw Weight (ft)*
4 Dispersion, 12 Handling, 15 Reload
Draw Weight: 50-80 (lbs, per Design)
Momentum: 25 Base, Rent (*)
4ft Tall, 24in Draw, 2lbs, 10 Integrity, 15 Flames, Uncommon

Longbow
Type: Bow, Arrows (Ammo)
*Close: 50ft, **Maximum:** 10x Draw Weight (ft)*
4 Dispersion, 7 Handling, 20 Reload
Draw Weight: 80-100 (lbs, per Design)
Momentum: 30 Base, Rent (*)
5ft Tall, 30in Draw, 2lbs, 10 Integrity, 20 Flames, Uncommon

Greatbow
Type: Bow, Arrows (Ammo)
*Close: 100ft, **Maximum:** 6x Draw Weight (lbs, per Design)*
4 Dispersion, 5 Handling, 20 Reload
Draw Weight: 150-200 (lbs, per Design)
Momentum: 30 Base, Rent (*), Severe at Full Draw
7ft Tall, 36in Draw, 4lbs, 10 Integrity, 30 Flames, Rare

Sling
Type: Sling, Shot (Ammo), One-Handed
*Close: 50ft, **Maximum:** 350 + 10x Power*
5 Dispersion, 7 Handling, 25 Reload
Draw Weight: 30,
Momentum: 25, Contusion (*)
0.5lbs, 5 Integrity, 1 Flame

Triggered

Crossbow (Goat's Foot)
Type: Crossbow, Bolts (Ammo), Standing Reload
Close: 25ft, Maximum: 250ft
3 Dispersion, 10 Handling, 20AP Reload, 100AP Rearm
Momentum: 25, Puncture (*)
7.5lbs, 10 Integrity, 20 Flames, Rare

Crossbow (Crank)
Type: Crossbow, Bolts (Ammo), Crouched Reload
Close: 30ft, Maximum: 300ft
3 Dispersion, 8 Handling, 20AP Reload, 10sec Rearm
Momentum: 30, Rent (*)
10lbs, 10 Integrity, 20 Flames, Uncommon

Arbalest
Type: Crossbow, Bolts (Ammo), Crouched Reload
Close: 50ft, Maximum: 400ft
4 Dispersion, 0 Handling, 25AP Reload, 30sec Rearm
Momentum: 40, Rent (*)
15lbs, 10 Integrity, 50 Flames, Rare

Scorpio
Type: Crossbow (Siege), Bolts (Ammo), Standing Reload
Close: 90ft, Maximum: 1,500ft
4 Dispersion, 0 Handling, 20AP Reload, 20sec Rearm
Momentum: 60 (Ignore Shields), Rent (*)
75lbs, 10 Integrity, 120 Flames, Rare

Hand Cannon
Type: Firearm, Shot & Powder (Ammo)
Close: 10ft, Maximum: 60ft
10 Dispersion, 10 Handling, 20sec Reload, +50AP to Fire
Momentum: 10, Puncture (*)
3lbs, 5 Integrity, 5 Flames

Flintlock
Type: Firearm, Shot & Powder (Ammo)
Close: 30ft, Maximum: 300ft
5 Dispersion, 10 Handling, 15sec Reload, 15AP Rearm
Momentum: 25, Puncture (*)
4lbs, 15 Integrity, 20 Flames

Musket
Type: Firearm, Shot & Powder (Ammo), Standing Reload
Close: 40ft, Maximum: 600ft
4 Dispersion, 6 Handling, 30sec Reload, 15AP Rearm
Momentum: 35, Rent (*), Contusion (*)
10lbs, 15 Integrity, 30 Flames, Uncommon

Staff-Gun
Type: Firearm, Shot & Powder (Ammo), Standing Reload
Close: 20ft, Maximum: 100ft
5 Dispersion, 10 Handling, 45sec Reload
May be integrated with a quarterstaff, spear, or halberd.
Momentum: 15, 3x Puncture (*)
8lbs, 7 Integrity, 65 Flames, Uncommon

Revolver
Type: Firearm, 6 Cartridges (Ammo), Round Reload
Close: 40ft, Maximum: 400ft
4 Dispersion, 12 Handling, 75AP Reload, 20AP Rearm
Momentum: 30, Puncture (*), Contusion (*)
2.5lbs, 10 Integrity, 40 Flames, Rare

Lever-Action
Type: Firearm, 8 Cartridges (Ammo), Round Reload
Close: 50ft, Maximum: 700ft
3 Dispersion, 7 Handling, 50AP Reload, 20AP Rearm
Momentum: 40, 2x Rent (*), Contusion (*)
10lbs, 10 Integrity, 75 Flames, Rare

Shotgun
Type: Firearm, Shell (Ammo), Break-Action
Close: 30ft, Maximum: 300ft
3/8 Dispersion (Slug/Shot), 5 Handling, 75AP Reload
Momentum:
Slug - 30, Rent (*), 2x Contusion (*)
Shot - 10, Puncture (*), Inflicts Wounds Equal to 1's of Roll
10lbs, 10 Integrity, 35 Flames, Uncommon

Arcane

Everfletch
A common bow imbuement. Whenever the Draw is held, conjures an ethereal arrow (capped) which disappears after impact. Otherwise uses the profile of a standard bow.
10x Base Value of Item, Rare

Runelock
A common black-powder firearm imbuement. Primed by loading, activated by the Steady action. Removes need for a primer, allows firing during any weather or underwater.
5x Base Value of Item, Uncommon

Medallion Rifle
Type: Firearm, Rod & Medallion (1x), Standing Reload
Close: 40ft, Maximum: 800ft
5 Dispersion (-1 per 2 Missing Shots), 5 Handling, 50 Reload, 10AP Rearm, 10 Shots per Rod, 1 Shot per Medallion
Uses Mana to impart a shock into a scored steel rod, launching the terminal segment, guided by rifled rails.
Momentum: 40, 2x Rent (*), Contusion (*)
12lbs, 7 Integrity, 175 Flames, Rare
1lb, 5 Flames (per Rod), Rare

Force-Cannon
Type: Firearm (Siege), Shot & Medallions (5x)
Close: 40ft, Maximum: 600ft
4 Dispersion, 0 Handling, 2min Reload
A more portable cannon relying on Mana rather than powder. Custom shot expands in mass once passing muzzle.
Momentum: 100, 2x Rent (*), 3x Contusion (*), 1x Scorch (*)
30lbs, 10 Integrity, 600 Flames, Rare
1lb, 10 Flames (per Custom Shot), Rare

Ammunition:

Arrows

Capped
2 Falloff
1lb, 3 Flames per 1

Bodkin
1 Falloff, +3 Momentum
1lb, 5 Flames per 12

Broadhead
1 Falloff, +5 Momentum
Wounds inflicted include Arterial Bleed equaling half damage.
1lb, 8 Flames per 12

Blunted
3 Falloff, -8 Momentum
Damage is dealt as Concussive.
1lb, 2 Flames per 12

Barbed
2 Falloff, -3 Momentum
Wounds inflicted take 3x longer to treat.
1lb, 4 Flames per 12

Shrapnel
3 Falloff, -5 Momentum
If directly striking flesh, inflicts 3 Wounds of one tier lower.
1lb, 5 Flames per 12

Hardened
2 Falloff
Ignore up to 10 damage tier reduction from armor.
1lb, 6 Flames per 12

Improvised
4 Falloff, -5 Momentum
Double the dispersion of any shot fired.
1lb, 1 Flame per 12

Bolts

Light Quarrel
4 Falloff
1lb, 3 Flames per 24

Heavy Quarrel
7 Falloff
2.5lbs, 4 Flames per 24

Hard-Tipped
4 Falloff, +5 Momentum
An inflicted Wound is unaffected by armor.
1lb, 6 Flames per 24

Winged
5 Falloff
Any damage applied against flesh is considered Critical.
1lb, 6 Flames per 24

Shot

Smooth-Stone (Slings)
3 Falloff
0.75lb, 0.5 Flames per 10

Lead-Shot
2 Falloff
1.5lbs, 1 Flame per 10

Gunpowder (Single Charge)
0.5oz, 1 Flame per 2, Rare

Shell (Slug or Scatter)
5 Falloff
2.5lbs, 6 Flames per 10, Uncommon

Cartridge (Pistol)
2 Falloff
0.5lbs, 5 Flames per 10, Uncommon

Cartridge (Rifle)
1 Falloff
1lb, 8 Flames per 10, Uncommon

Arcane

Sunfire Arrows
Inflicts a burning Wound using the same stats. When fired skyward, it hangs for 1 minute, giving off illumination bright as day within the local area (counts as sunlight).
0.5lbs, 20 Flames per 6, Uncommon

Slicer Arrows
Inflicts a slashing Wound using the same stats. Produces a broad force-wave, which at Close Range guarantees a hit against objects and halves the apparent Avoidance of a living target, or at Long Range adds 10 to the allowable result.
0.5lbs, 25 Flames per 6, Uncommon

Force Bolts
Inflicts a concussive Wound using the same stats. Reduce the Balance of target by the Momentum of the projectile on a hit. At Close Range, launch the target by a number of feet equal to half the Momentum of the projectile on a hit.
0.25lbs, 20 Flames per 6, Uncommon

Silver Bullets (Shot or Cartridge)
Ignores arcane protections composed from Mana equal to less than half the Momentum of the projectile.
1lb, 20 Flames per 10, Uncommon

Medallions
A modified variant of a fixed philtre used as a form of Mana storage. Form is similar to a heptagonal silver coin, tarnishing upon depletion. Stores up to 5 Mana of no Ideal.
1oz, 6/5/17 Flames (New/Spent/Charged), Uncommon

Armor & Shields:

Armor Sets

Gambeson
Vest: 8lbs, 10 Flames
Coverage: Torso
0 Base Movement Penalty, 0 Restriction
Jacket: 12lbs, 12 Flames
Coverage: Torso, Shoulders, Armpits
0 Base Movement Penalty, 2 Restriction
Coat: 15lbs, 15 Flames
Coverage: Torso, Upper Arms, Waist, Neck (Joints Included)
0 Base Movement Penalty, 3 Restriction

Chain Maile
Shirt: 13lbs, 15 Flames, Uncommon
Coverage: Torso, Shoulders, Armpits
0 Base Movement Penalty, Restriction: 1
Hauberk: 20lbs, 25 Flames, Uncommon
Coverage: Torso, Upper Arms, Waist, Neck (Joints Included)
1 Base Movement Penalty, 3 Restriction

Brigandine
Vest: 20lbs, 20 Flames, Uncommon
Coverage: Torso
Base Movement Penalty: 0, Restriction: 2
Jacket: 25lbs, 30 Flames, Uncommon
Coverage: Torso, Shoulders, Armpits
Base Movement Penalty: 1, Restriction: 4
Coat: 30lbs, 35 Flames, Uncommon
Coverage: Torso, Upper Arms, Waist, Neck (Joints Included)
Base Movement Penalty: 2, Restriction: 6

Plate Sets
Half-Plate Set: 25lbs, 45 Flames, Rare
Coverage: Torso, Shoulders, Waist
Base Movement Penalty: 1, Restriction: 6
Three-Quarter Plate Set: 35lbs, 70 Flames, Rare
Coverage: Torso, Shoulders, Arms, Waist, (Joints Excluded)
Base Movement Penalty: 2 Restriction: 8
Full Plate Set: 45lbs, 100 Flames, Rare
Coverage: Below Neck (Excluding Joints)
Base Movement Penalty: 3, 10 Restriction

Helmets

Sallet
Coverage: Head (Excluding Face)
1 Restriction
3lbs, 8 Flames, Uncommon

Armet
Coverage: Head, Neck (Back), Face (if Visor Down)
Restriction: 1, No Peripheral Vision (if Visor Down)
6lbs, 15 Flames, Rare

Greathelm
Coverage: Head, Neck, Face, Shoulders (From Above)
Restriction: 2, No Peripheral Vision, Cannot use Look Action
8lbs, 20 Flames, Uncommon

Plate Components

Cuirass: Torso
15lbs, 25 Flames, Uncommon

Faulds: Waist, Groin
4lbs, 10 Flames, Rare

Gauntlet: Hands
4lbs, 15 Flames, Rare

Bracing: Upper Arms (Excluding Joints, Shoulders)
6lbs, 10 Flames, Rare

Pauldron: Shoulders (Excluding Armpits)
6lbs, 10 Flames, Uncommon

Cuisse: Upper Legs
3lbs, 10 Flames, Uncommon

Greaves: Lower Legs (Excluding Feet)
5lbs, 10 Flames, Rare

Sabatons: Feet
2lbs, 10 Flames, Rare

Armor Accessories

Coif
Coverage (Maile): Head, Neck (Face Exposed)
3lbs, 5 Flames, Uncommon

Bevor
Coverage (Plate): Mouth, Neck (Front)
1lb, 5 Flames, Uncommon

Gorget
Coverage (Plate): Neck
1lb, 5 Flames, Uncommon

Shields

Buckler
10 Block, 5 Heft
1.5lbs, 5 Flames

Targe
20 Block, 12 Heft
4lbs, 7 Flames

Kite
30 Block, 18 Heft
6lbs, 10 Flames

Tower
40 Block, 35 Heft
12lbs, 15 Flames

Mounts:

Riding Horse

The most common, temperate variety of equine stock, relatively easy to obtain with sufficient funds. Used across the world as a reliable form of long distance transportation.

Movement: 45 Base Limit
Walk: *4 miles, 2 Fatigue per Hour*
Trot: *8 miles, 4 Fatigue per Hour (<30 Fatigue)*
Canter: *Run Equivalent (2x Modifier), Expert (<30 Fatigue)*
Gallop: *Sprint Equivalent (4x Modifier), Expert (<20 Fatigue)*
120 Flames, Eats 20 Rations/Day (May Graze), Uncommon

Warhorse

Imposing, stocky mounts, generally bred for mass (though not necessarily strength) to aid in charges. Their most prominent feature is their temperament; warhorses are not spooked by battle. Generally not fast nor enduring, other mounts may better suited extended travel. Rare among mounts, most be sourced from particular stock and training.

Movement: 35 Base Limit
Walk: *3 miles, 2 Fatigue per Hour*
Trot: *7 miles, 5 Fatigue per Hour (<30 Fatigue)*
Canter: *Run Equivalent (2x Modifier), Expert (<30 Fatigue)*
Gallop: *Sprint Equivalent (4x Modifier), Master (<20 Fatigue)*
450 Flames, Eats 25 Rations/Day (May Graze), Rare

Racing Horse

Bred for speed and little else, such stock are most commonly kept for recreation and racing, though they likewise are kept by couriers for their practical use. Uncommon to source, may be obtained either bred for purpose or as exceptional stock.

Movement: 70 Base Limit
Walk: *6 miles, 3 Fatigue per Hour*
Trot: *10 miles, 5 Fatigue per Hour (<25 Fatigue)*
Canter: *Run Equivalent (2x Modifier), Expert (<25Fatigue)*
Gallop: *Sprint Equivalent (4x Modifier), Master (<20 Fatigue)*
350 Flames, Eats 25 Rations/Day (Require Feed), Rare

Stilthound

A predatory canine, so named for their extremely long legs that place their shoulders at 5ft on average. Possessing aggressive instincts, their height, speed, and ability to bear an individual make them prized war mounts, often fighting loyally alongside their riders. An uncommon mount, difficult to source, especially outside their native region.

Movement: 40 Base Limit
Walk: *3 miles, 3 Fatigue per Hour*
Trot: *6 miles, 4 Fatigue per Hour*
Lope: *Run Equivalent (3x Modifier), Expert (<40 Fatigue)*
Bound: *Sprint Equivalent (5x Modifier), Master (<25 Fatigue)*
400 Flames, Eats 30 Rations/Day (At Least 15 Meat), Rare

Vehicles:

Handcart

A small, two wheeled cart, designed to be drawn by a single individual. 3ft wide, 4ft long, the cart may carry any load an individual would be capable of dragging/rolling. Double Fatigue gained if traveling long distances.
90lbs (Empty), 15 Flames

Wagon

A larger, four wheeled vehicle, designed to be drawn by one or more draft animals and carry a high volume of cargo or individuals. 6ft wide, 10ft long, the cart may support loads up to 7,000lbs (3.5 tons). Incurs 1 Fatigue per hour of travel.
600lbs (Empty), 75 Flames, Uncommon

Carriage

A light, four wheeled vehicle, designed to convey passengers in comfort, drawn by one or more draft animals. May be open, or covered to provide protection from the elements. Values below assume minimal furnishings. Incurs no Fatigue.
500lbs (Empty), 60 Flames, Rare

Sled

A small, lightweight vehicle designed to run over snow. May be designed to either drag/push cargo by hand, or convey a passenger/cargo by draft animals. May support up to 400lbs. Double Fatigue gains per hour if moved by hand, otherwise incurs 1 Fatigue per hour if pulled by animals.
60lbs (Empty), 20 Flames

Kayak

A single occupant, paddle driven watercraft, composed of a hollow shell. May transport loads up to 400lbs. Pace comparable to overland travel by distance and Fatigue.
40lbs (Empty), 15 Flames

Rowboat

An open, four occupant watercraft, driven by a pair of paddles. May transport loads up to 1,000lbs. Pace comparable to overland travel with two rowers, otherwise distance is halved and Fatigue gains are doubled.
200lbs, 45 Flames

Sloop

A small, single-masted sailboat, capable of transporting up eight individuals or 5,000lbs (2.5 tons). Roughly 30ft in length with a 10ft beam on average. Require a 2-3 person crew of Novice expertise. Travels at 10-15mph under optimal winds, may travel river and calm bodies of water.
5 Tons (Displacement), 1,200 Flames, Rare

Schooner

A medium-sized, double-masted sailboat, capable of transporting up to 12 individuals or 10,000lbs (5 tons). Roughly 45ft in length with a 15ft beam on average. Require a 3-6 person crew with at least one member of Expert expertise, else may be Novice. Travels at 12-20mph under optimal winds, confined to large bodies of water.
12 Tons (Displacement), 4,500 Flames, Rare

Misc. Accessories:

Trinkets

Pipe
Used for smoking tobacco and other herbaceous material. Range greatly from utilitarian items to miniature artworks.
2-10 Flames (Plain to Ornate)

Dice
Generally a six-faced cube or ankle bone, though may come in other regular polyhedron or adjoined pyramids. Prices assume balanced, fair dice for gaming, made of wood, bone, or stone.
0.1/0.5/2 Flames (d6/Reg. Polyhedron/Exotic, Respectively)

Cards
A catchall for printed cards, types ranging from playing, cartomancy, or trading. Prices below are for whole decks of cards. Consider separate costs for individual pieces, such as unique trading cards, factoring in rarity and quality.
1/3/8 Flames (Simple/Fine/Ornate Decks)

Marbles
Small glass orbs over varied size, generally colorful/patterned, useful for a number of games. Simple versions may generally be bought in large quantities, but fine examples are often considered collectible and are bought individually.
3/0.5 Flames (per 20 Standard, 1 Fine)

Game Set
A board and pieces for a dedicated game, such as Mage's Tower (modified-Chess), or Bloom (Go).
3/8 Flames (Portable/Fine, Respectively)

Figurine
An item depicting a humanoid/animal form. May come as a statuette, model, doll, or other variety of toy. Items of more detailed quality or valuable material may cost more than listed.
1/3/5 Flames (Simple/Fine/Ornate, Respectively)

Personal Seal
A customized seal for leaving a personal mark in wax or as a stamp. Designs range from the simple (such as stylized characters or depiction of an object) fine (incorporating fine detail and text), to the ornate (such as highly intricate emblems and sigils).
6/15/30 Flames (Simple/Fine/Ornate), Uncommon

Bespoke Case
A case for either general use or holding a specific item. Simple examples generally are of a singular material with plain fittings, fine may include more intricate fittings and a liner, and ornate be lacquered, inlayed, or otherwise decorated.
1/7/12 Flames (Simple/Fine/Ornate, Respectively)

Tool Kits

Sewing Kit
Consists of needles and threader, assorted thread, seam-ripper, buttons, thimble, and pins with cushion.
1lb, 10 Flames

Maintenance Kit
Consists of a whetstone, honing stone and steel, strop, varied oils, wax, file, cleaning/polishing cloths, and screwdrivers.
2lbs, 10 Flames

Painting Kit
Consists of palette/knife, assorted brushes, oil, and common pigments (such as ochre, umber, lead, charcoal, or indigo).
1lb, 10 Flames

Cooking Utensils
Consists of measuring cups, spatula, paring/boning knife, whisk, tongs, spoons, ladle, and can/bottle opener.
3lbs, 10 Flames

Instruments

Harp
A tall, standing, many stringed instrument, finger-plucked.
10lbs, 20 Flames, Uncommon

Lute
A simple stringed instrument, necked with an acoustic body.
2lbs, 25 Flames, Uncommon

Fiddle
A stringed instrument, played with a bow.
1.5lbs, 40 Flames, Uncommon

Zither
A lap-played stringed instrument, with a long, resonant body.
10lbs, 35 Flames, Uncommon

Horn
A blown instrument, brass or bone, very limited notes.
0.5lbs, 3 Flames

Flute
A tubular woodwind instrument, capable of a range of notes.
No Encumbrance, 10 Flames

Ocarina
A simple blown vessel, more limited range of notes.
No Encumbrance, 5 Flames

Khaen
A compact mouth organ, connected to a central reservoir.
1lb, 20 Flames, Uncommon

Drum
A simple percussion instrument, wood and hide.
2lbs, 7 Flames

Medical Implements:

First Aid Supplies

Bandages
A simple fabric dressing to absorb bleeding and cover rents.
No Encumbrance, 2 Flames (per 3 Uses)

Compress Dressing
A different name for a compress bandage. Designed to apply even pressure over a rent to help gently restrict bloodloss.
No Encumbrance, 1 Flame (per Use), Uncommon

Gauze
A highly absorbent dressing for bleeding and burns.
No Encumbrance, 1 Flame (per Use), Uncommon

Disinfectant Spirits
Very strong alcohol spirits. May come in other acrid (though nonhazardous) chemicals, though these are uncommon.
0.5lbs, 2 Flames (per 5 Uses), Uncommon

Fresh Blood
A recent advance in medicine, blood for transfusions must be very fresh, rare outside hospitals unless donated in situ. One use lowers any level of the Bloodloss Status by 1. Blood-types are not yet characterized; if receiving from an untested source, make a Roll. If the result is 80 or lower, one suffers one level of General Infection Illness, with a level based on the amount of uses administered. If over 80, the source is compatible. Upon either outcome, the source is now considered tested for future transfusions (e.g. the outcome is predetermined).
0.5lbs, 5 Flames (per Use), Rare

Smelling Salts
May be administered to an unconscious individual to reawaken them (unless utterly comatose). Even becomes impotent after a period of some few months.
No Encumbrance, 7 Flames (Tool), Uncommon

Sling
A flexible device to support and immobilize an injured limb.
0.5lbs, 3 Flames (Tool)

Splint
A rigid device to support and immobile a broken bone.
1lb, 3 Flames (Tool)

Tourniquet
A device of last resort to restrict excess blood flow quickly.
No Encumbrance, 4 Flames (Tool)

Leather Strap
May be given to an individual to bite during aid. Reduce Active Pain and Pain from surgery by 10 while administered.
No Encumbrance, 1 Flame (Tool)

Stretcher
A portable stretcher made from canvas and collapsible poles, may fit within a pack. Two individuals may move an individual with exacerbating any Wounds/Injuries.
5lbs, 6 Flames (Tool)

Surgical Tools

Suture Tools
Needle and thread for suturing (e.g. sewing) open wounds closed. Thread may be purchased independently.
1lb, 3/2 Flames (Needle/1 Use of Thread, Respectively)

Hollow Needle
A tubular needle for intravenous injection of substances.
No Encumbrance, 15 Flames, Rare

Cautery Tools
Metal implements to be heated and applied to wounds for cauterization, for bleeding or temporary sterilization.
1lb, 8 Flames, Uncommon

Forceps
A diverse range of tools; paired levers for grasping, can be used to remove foreign objects, hold wounds open/closed, or restrict individual blood vessels.
No Encumbrance, 7 Flames, Uncommon

Prosthetics

Glasses
Corrective lenses, frame may either be simple wire or of an ornate construction. One may ignore the Near/Far-Sighted Quality while worn.
1 Integrity, 7/15 Flames (Simple/Ornate), Uncommon

Simple Hand or Arm
A basic representation of a missing hand or arm, constructed from leather and wood or metal, fixed form. May hold one-handed items (with aid of another hand), but cannot contribute to two-handed grips or manipulate objects.
5 Integrity, 8 Flames, Uncommon

Simple Foot or Leg
A basic representation of a missing foot/leg, constructed from leather and wood or metal, fixed form. Provides one's usual Balance during movement actions no consisting of Running/Sprinting, Swimming, or Climbing.
5 Integrity, 8 Flames, Uncommon

Glass Eye
A simple aseptic glass/metal representation of a missing eye.
5 Flames, Uncommon

Dentures
Constructed from metal and enamel or teeth, used to replace missing teeth. Restores use of any associated Bodily actions.
10 Flames, Rare

Advanced Hand or Arm
An articulated representation of a missing hand, operated by flexing. May be used in one and two handed grips, as well as for Item actions, but not attacks or spellcasting. Apply no Dexterity/Reflex to any performed actions.
3 Integrity, 35 Flames, Rare

Medicinal Herbs:

Common

Mint
Distribution: Worldwide, Damp Soil, Cultivated
Sharp-edged leaves. Known for its cooling and fresh taste.
Usage: Nausea, Weak, Tremors

Ginger
Distribution: Worldwide, Heavy Forests (Wild), Cultivated
Maroon, tripetal flowers, and long, feathery leaves. The knobbly root is notably spice-flavored.
Usage: Nausea, Weak, Delerious

Turmeric
Distribution: Humid Climates, Cultivated
Oblong, small leaves form a helical cone, decorated with orange flowers. The bright orange-yellow root is a warm spice.
Usage: Sore, Fever, Dazed

Willow
Distribution: Temperate Climates, Damp Soil, Cultivated
Flexible trees draped with feathery, cascading leaves.
Usage: Sore, Fever, Delerious

Feverfew
Distribution: Worldwide, Sunny Areas, Cultivated
Small, daisy-like flowers, with white petals growing from a bright yellow nexus. Often used as an ornamental flower.
Usage: Sore, Weak, Fever

Soothesweet
Distribution: Temperate Climates, Cool Areas, Wild
White flowers with large, waxy ovaries, set atop tall stalks. The wax is sweet when heated/dissolved, difficult to cultivate.
Usage: Dizzy, Tremors, Dazed

Innervine
Distribution: Humid Climates, Shady Areas, Wild
Woody, non-photosynthetic weeds, parasitize larger trees. Inner bark contains stimulants similar to caffeine.
Usage: Tired, Weak, Dazed

Vittebulb
Distribution: Arid Climates, Stony Soil, Wild
Woody shrubs bearing broad leaves and hardy knots. Eponymous bulbs hold an acrid sap, known stimulant.
Usage: Dizzy, Tremors, Delirious

Dawn's Breath
Distribution: Temperate Climates, Sunny Areas, Cultivated
A brilliantly yellow flower, finely petaled, color extending into stalk. Often made into invigorating, fragrant teas.
Usage: Tired, Dazed, Delirious

Greencreed
Distribution: Tundra Climates, Stony Areas, Wild
Woody, evergreen shrubs, bearing upright, broom-like needles. Needles and sap are highly pungent, warding off animals.
Usage: Sore, Tremors, Fever

Uncommon

Aloe
Distribution: Arid Climates, Cultivated
A fleshy succulent, its long, fluted leaves taper to a point and bear fine teeth along either edge. Gel is soothing to skin.
Usage: Burns (Tier 1 & 2), Sunburn, Food Poisoning

Ghostpipe
Distribution: Temperate Climates, Wild
A waxy, ethereal white flower, pipe-shaped found growing in clusters near their fungal food. Tinctures are a deep purple.
Usage: Fear, Reduce Pain by 10

Wormwood
Distribution: Temperate Climates, Cultivated
A tall plant adorned with finger-like pale green leaves, known for its extreme bitter flavor and repelling insects.
Usage: Fever, Infection, Fly-Fever

Warmweed
Distribution: Tundra Climates, Rocky Soil, Wild
A pale, yellow-green lichen, found growing on the sunniest faces of stones. Produces a strong warming sensation if eaten.
Usage: Tired, Hypothermia, Level 1-2 Frostbite

Rare

Mandrake
Distribution: Temperate Climates, Shady Areas, Wild
Purple-white flowers with rounded leaves. Roots often resemble human figures, typically in a fetal position.
Usage: Dazed, Delirious, Confusion, Obsession, Surprise

Worrywort
Distribution: Temperate Climates, Sunny Groves, Wild
A bright yellow flower spotted with black glands, bearing similarly colored, long stamen. About 3ft tall.
Usage: Fear, Terror, Despair

Tinderlily
Distribution: Arid Climates, Sunny Plains, Wild
An ethereal, translucent amber flower set with red and yellow stamen atop a dark stalk, has the appearance of fire.
Usage: Level 3 Frostbite, Level 4-5 Rotfoot

Lotus Immaculate
Distribution: Humid Climates, Watery Areas, Wild
A pristine white lotus, turns red wherever touched, reducing potency in medicine. Exceedingly rare, regarded as myth.
Usage: Infection, Organ Damage, Recover 10 Bloodloss

Psychotropics:

Stimulants

Tobacco
A widely cultivated crop, dried leaves are chewed or smoked. Mild stimulant, quickly loses potency.
Effects: 1 Hour, Addictive (PV10 Vitality, Hourly Use)
Ignore 3 Stress, gain 5 Fatigue.
2 Flames, 10 Uses (per Ounce)

Wakeroot
A common herbaceous crop, roots are stimulating. Roasted, either chewed whole or grounds steeped in boiling water, greyish-green with roasted, nutty flavor.
Effects: Half a Day, Mildly Addictive (PV5 Vitality, Daily)
Ignore 2 Levels of Tired, or 1 Level of Sleep Deprived.
2.5 Flames, 2 Uses (per Ounce)

Pixie-Dust (Cocaine)
A fine white powder, taken nasally. Highly stimulating and addictive, often kept in specialized sniffer boxes.
Effects: 10 Minutes, Highly Addictive (PV40 Vitality, Weekly)
Ignore 10 Stress/Pain, recover 10 Exhaustion. High euphoria.
8 Flames, 15 Uses (per Gram), Uncommon

Mage-Fire (Amphetamines)
An acrid tasting substance, concentrated from a highly produced species of southern shrub. Often taken orally by mages as a pseudo-nootropic compound.
Effects: 1 Hour, Highly Addictive (PV60 Vitality, Weekly)
Ignore all Tired, increase Focus by 10.
15 Flames, 5 Uses (per Gram), Rare

Depressants

Alcohol
A commonly consumed beverage from a variety of forms, effects below assume pure spirits.
Effects: 1 Hour, Mildly Addictive (PV5 Vitality, Daily)
Gain 1 level of Intoxicated.
0.1 Flames, 1 Use (per Ounce/Shot)

Cannabis
A resinous leaf, generally smoked, though also ingested.
Effects: 1 Hour, Non-Addictive
Ignore Rage Status and insomnia, ignore 10 Pain.
2 Flames, 1 Use (per Gram), Uncommon

Milk Poppy (Opium)
A red flower, derives its name from the milky-white extract. Often smoked from a thickened resinous form.
Effects: 1 Hour, Highly Addictive (PV70 Vitality, Weekly)
Ignore 35 Pain, euphoria, make a PV30 Vitality Roll. Upon a failure, one falls asleep.
15 Flames, 10 Uses (per Gram), Uncommon

Hallucinogens

Forget-Me-All
A fungal isolate kept in a powdered form. Absorbed via gums and salivary glands. Users often have distinctive lisps as they keep saturated saliva in their mouth for prolonged effect.
Effects: 3 Hours, Mildly Addictive (PV5 Vitality, Weekly)
Gain 2 levels of Intoxicated and 5 Dazed. Causes mild euphoria and retrograde amnesia following effects, denying recollection of identity, non-common knowledge, and Skills. Likewise causes anterograde amnesia of events occurring under its effects once concluded, though leaving memory of pleasure.
5 Flames, 3 Uses (per Gram), Uncommon

Sagebloom (Peyote)
A small, spineless cactus. Extremely slow-growing, sporadically produces rosy-white flowers and subsequent fruits.
Effects: 10 Hours, Non-Addictive
Each hour, make an Instinct Roll, gaining 1 Inspired on an even result, or Obsession regarding a random subject on an odd result. Causes intense synesthesia; treat stimuli as producing effects related to other senses, colors as more vibrant, and constant geometric forms and movement in one's environment. Makes the Scan, Search, and Discern actions exceptionally inaccurate.
10 Flames, 1 Use (per Gram), Uncommon

Henbane
A poisonous berry related to nightshade, psychoactive effect best obtained by skin adsorption via poultices and ointments to minimize toxic effect.
Effects: 1 Hour, Non-Addictive
One suffers 1 Dizzy, 3 Delerious, and Rage. Upon conclusion of these effects, make a Vitality Roll against a PV50, treating as Mild Belladonna exposure on a success, or Moderate on Failure (see right). Causes 5 Tired, and dreamlike hallucinations of distorted reality and sensations of motion and altered colors while both waking and asleep.
5 Flames, 1 Use (per Gram)

Hellbell (Datura)
A delicate flower set atop a short stalk, silky-white petals shot with soft purple form a trumpet-like shape. All parts are toxic.
Effects: 1 Day, Non-Addictive
Apply effects of Rosebay exposure (see right). Additionally causes Confusion, 5 Delirium, 5 Dazed, and 40 Active Stress. Induces psychosis, with hellish hallucinations. Treat oneself as having the Nightmares, Irritable and Paranoid Qualities, being forced to make an Awareness Roll every 10 minutes while awake. Upon a failure, one suffers the Fear status.
3 Flames, 1 Use (per Gram)

Poisonous Plants:

<div style="columns:2">

Common

Hemlock
Distribution: Worldwide, Wild
A green shrub bearing small white flowers in dense clusters.
***Exposure Effects:** PV70, Ingested, Cumulative, 6hr*
***Mild:** Within (Vitality) Seconds*
6 Dizzy, 8 Weak, Winded
***Moderate:** Within (Vitality) Minutes*
8 Sore, Full Body Paralysis
***Severe:** Within 3 Hours*
Death (Respiratory Failure)

Deathcap
Distribution: Worldwide, Loamy Soil, Wild
A plain, fin-bearing greenish-yellow pale mushroom.
***Exposure Effects:** PV50, Ingested, 1 Week*
***Mild:** Within 6 Hours (Last Until Moderate)*
2 Nausea, Jaundice
***Moderate:** Within 1 Day (Last 3 Days)*
5 Delirious, 3 Nausea, Minor Organ Damage (Liver)
***Severe:** Within 1 Week*
Major Organ Damage (Liver), 10 Internal Bleeding

Belladonna (Nightshade)
Distribution: Temperate, Dry Soil, Wild
A shrub bearing shining black berries a dull purple flowers.
***Exposure Effects:** PV90, Ingested/Contact, Cumulative, 1 Day*
***Mild:** Within 1 Minute*
6 Dizzy, 5 Tremors, 5 Delerious
***Moderate:** Within 10 Minutes*
Confused, Rage, 3 Heart Attack
***Severe:** Within 1 Hour*
Death (Heart Failure)

Rosebay
Distribution: Arid & Humid Climates, Cultivated
A ten petal flower, arranged in two layers. Outer is a pale white-red that sharpens near edge, inner are streaked.
***Exposure Effects:** PV60, Ingested/Inhaled, Cumulative, 1 Day*
***Mild:** Within 10 Minutes*
5 Tremors, 2 Nausea, 2 Blindness
***Moderate:** Within 1 Hour*
10 Tremors, 5 Dizzy, 3 Nausea
***Severe:** Within 10 Hours*
Seizure, Minor Organ Damage (Heart)

Black Hellebore
Distribution: Tundra Climates, Cultivated
Five pinkish petals surrounding golden, cup-like nectaries.
***Exposure Effects:** PV60, Ingested/Contact, 1 Day*
***Mild:** Within 1 Minute*
Dermatitis (Treat as 2 Bugbite), 2 Nausea
***Moderate:** Within 10 Minutes*
15 Burn Damage, Winded
***Severe:** Within 10 Hours*
3 Heart Attack (Stoppage)

Uncommon

Etherweft
Distribution: Worldwide, Shady Areas, Wild
Pale, pitcher like flowers, often mistaken as fungus. Stained by secretion of a deep blue sap which pools near their base.
***Exposure Effects:** PV70, <u>Not</u> Ingested, Cumulative, 4hr*
***Mild:** Instantaneous*
8 Dizzy, 7 Weak, 5 Dazed
***Moderate:** Within (Vitality) Rounds*
Reduce Base Movement Limit by 8
***Severe:** Within 1 Minute*
Unconsciousness

Arrowbite Stool
Distribution: Temperate Climates, Wild
A blackish-red fungus, also called bloodtongue for the droplets of red fluid it excretes and its common growth on corpses.
***Exposure Effects:** PV50, Injected, Cumulative, 1min*
***Mild:** Within (Vitality) Seconds*
3 Dizzy, 30 Pain
***Moderate:** Within (Vitality) Rounds*
10 Dizzy, 50 Pain (Total)
***Severe:** Within 1 Minute*
2 Internal Bleeding

Wolfsbane
Distribution: Temperate Climates, Cultivated
Short stalks set with tall, hood-like flowers, a delicate violet-blue shot with deeper hues. Roots are most toxic.
***Exposure Effects:** PV80, Ingested/Injected, Cumulative, 1hr*
***Mild:** Within (Vitality) Seconds*
3 Nausea, 10 Pain
***Moderate:** Within (Vitality) Rounds*
Full Body Paralysis, 30 Pain (Total)
***Severe:** Within 1 Hour*
4 Heart Attack (Paralysis)

Rare

Fetorbark Tree
Distribution: Humid Climates, Damp Soil, Wild
A dark green-black tree of squat proportion which produces a noxious stench, allegedly killing all flora within a mile.
***Exposure Effects:** PV90, Inhaled, Cumulative, 1hr*
***Mild:** Instantaneous*
3 Nausea, Winded
***Moderate:** Within (Vitality) Minutes*
Minor/Major Organ Damage (Kidney/Lungs Respectively)
***Severe:** Within 30 Minutes*
Death (Respiratory Failure)

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General Sheet

Strength

Athletics	
Might	
Power	

Agility

Grace	
Dexterity	
Reflex	

Vigor

Fortitude	
Endurance	
Vitality	

Intellect

Acumen	
Focus	
Memory	

Acuity

Awareness	
Intuition	
Instinct	

Features & Qualities

Ancestry:

Avoidance:	Age:
Base Reach:	Height/Weight:
Senses:	Languages:

Occupation(s):

Physical & Mental Qualities:

Misc. Qualities:

Skills

Unspent XP:

Inventory

Encumbrance Limit: