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RULES

a table top role play game

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Avalable top role play game
ELroydbaker.com 2024

To My Wife Kae

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XAI



Xai Rules

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FRAGMENTS OF

XAI

At the far edge of an ancient future
 The City
 'Clockwork Shillara e'Xai'
 the Eldritch Metropolis'
 the 'Clockworks'
 Was saved
 Endures
 Loosely ruled
 By a fractious alliance of 3 Faness
Illuria, Grezuria, and Shadara
 Fragments of the once upon a time
 All powerful 'Trigara Fane
 of the now fallen Solaran Empire
 Shining across the galaxy
 For ten thousand generations
 Now a fading memory
 Forgotten in less than a century...

The Illurian Fane

'The City's religious authority
 Headed by the **Sisters of Illuria**
 Followers of the Light of Illuria
 Savior of the City
 The raised hand against the demonic
 The **Inquisition Illurit**
 To deport hellspawn
 Back to Xai's subworlds
 To bring low Nephilim giants
 To cull the wicked
 And lift humanity to valiance...

Xai is a game of
 alliances, faith,
 and competing
 interests, where
 players may
 be aligned in
 their goals, or
 serve different
 masters, or no
 master at all,
 selling their
 services to the
 highest bidder.

The end of the
 world was recent,
 less than a
 century, and Xai
 is harrowed,
 the future
 unpromised.

Only the actions
 of heroes and
 villains such
 as the Players
 will decide the
 future of Xai
 or finally end it
 for good before
 it might start
 new.

The war ended
 with the Great House
 invasion of the City.

Beloved Empress.

Trapped as an insect
 within amber.

Paraded and mocked.

But soon forgotten.

On display.

An obscure basement
 alcove.

The long-since-closed
 museum
 of pan-celestial
 curiosities.

A small brass label
 reads:

"The Death of Magic,
 artist unknown."

Subtle & Creative
 forgotten.

The City thrown
 forward in time, the
 Strange Doorways
 unbound.

The invaders trapped.

The City made victor's
 prison.

The Shadaran Fane

The City's political
 and military authority
 Headed by the **Dynasi**
 A council of 37 Great Houses
 Each representing like minded
 Chimera races
 The City torn
 into 37 ragged patches
 Each surrounding an ancient Solaran
 Spire
 Noble violence
 The manifest dawn of a new age
 The tip of the spear
 Restoring order
 to a chaotic and uncertain Xai
 Doing the dirty work
 Unheralded honor and duty
 Sweat and grit and blood
 Building back civilization
 one brick
 And one body at a time...

The Grezurian Fane

The City's economic powers
 Headed by the **Goblin Azimuth Society**
 A council of industrial combines,
 Such as **Gray Industries** and
Cynergen,
 Explorer leagues like the old
 imperial **Lasraata**,
 Demon cults like the **Face of Baal**
 Assassins such as the **Amaranth Kiss**
 And powerful underworld families
 like the **Morgaine**
 Carving the corpse
 Sucking the marrow from the bones
 Of the sundered Solaran Empire
 Exploiting the undefended
 Taking the defended
 Digging the graves of the past
 To pry loose its last golden tooth.

Demon and Empress

Once upon a time
there was a beautiful little girl
with golden skin and diamond eyes.
Her parents pitied her,
for her golden skin made her the ridicule of the village,
she was bullied and beaten by the other children,
but always she smiled and laughed.
When no one would talk to her,
she found friends among the animals
and her diamond eyes could see the spirits of the forest
and ghosts that lingered,
and with them she smiled and laughed.
Until one day, an especially wicked little girl,
who never smiled and despised laughter,
accused the little golden girl of being a witch.
"What is a witch?" asked the golden girl.
"You consort with ghosts,
you talk to animals,
to the trees you make jokes,
unnatural, you are a witch."
The little golden girl smiled and laughed,
"well of course, silly,
when you say it like that,
I am a witch,
I am sorry you are not,
how dull your life must be."
This enraged the wicked little girl,
who ran to the village to tell her parents
and the priests
that the little golden girl was a witch.
The elders of the town gathered
to consider the little girl,
"are you a witch?" they asked.
"Well of course, silly,
I see the whole of the world
and it is joyous,"
she smiled and laughed,
and spirits only she could see
and animals only she could talk to,
also smiled, and laughed,
for the world was wide
and wonderful.
"Insane," said the elders,
"evil," said the priests,
a 'villain' they all said,
and so she was tied to a pillar
set aflame,
and finally,
the wicked little girl,
smiled and laughed.

*Once those born not-quite-real,
could see the e'Mral mists.
As stained glass
illuminated by a swift rising
sun.
Beautiful said the sighted.
Insane said the veiled.
By the love of a chrome-heart,
the e'Mral sighted were made
real.
Cured.
A parent's relief and joy.
Normal.*

Far and far when the future was old
Xai's solar rings dimmed
Rime bit and seas froze
Hell-vents rent
And up clawed eons of the **wicked dead**
Sewn into skins of demon flesh
And when the infernal horde
Finally reached the City
The last Solaran Empress
The **Light of Illuria**
Wrapped herself in a mantle of
crystalized time
A splinter in the eye of reality
And stretched out her luminous
compassion
Through Xai's web of e'Mral mists
Emblazoned Xai's solar rings
Burned the Demon Princes and their
hordes
Binding them forever to Xai's
infernal subworlds
The crystal bound empress
The Light of Illuria
Now Sentinel
Eternal

Xai is a game where demons are real,
the Demon Princes recently banished to
Xai's infernal sub-worlds, held there by
the Light of Illuria, the last Solaran
Empress.

But demons may yet be summoned by the
wicked (mortals in service to the
demonic) and many lesser demons and half-
blood Nephilim yet prowl the living,
Demon Princes still worshipped by
infernal cults too numerous to count. All
in opposition to the Light of Illuria,
all seeking dominion over the living.

ARCANE AND VEILED

We were One

When the deep was new
And the song of creation yet rang
e'Mral
Coiled around a newborn star to sleep
And she **dreamed**
That her bones scorched to be as mountains
And her scales charred to become land
And her blood boiled to become seas
And her thoughts danced upon her paradise form

Alive

As tree, and fish, and beast
And her mind scattered
As sand upon the wind
And walked over herself
As humankind

Solaran

And her dreams roamed as mist

Unbound

The afterglow of creation
As 5 **e'Mral mists**
Of **Iron, Shade, Grace, Lyfe, and Fyre**
Of Red, Violet, Blue, Green, and Amber
The e'Mral mists illuminating the world
As slow dawn light pouring through stained glass
Bending, ebbing, coiling like sloshing water
On, over, and through

Invisible to the Veiled

Visible and touchable and heard by the Arcane
Manipulated to sorcerous effect
To lift the Solaran Empire to the stars
To bury the Demon Princes deep
To light the way beyond the far future
But the e'Mral mists

Seen or unseen

Also bend the real
Light & sound splashing over Xai's landscapes
Tumbling and disintegrating at the edge of sight
Movement resisted by e'Mral friction
Real and magic bound by the e'Mral mists
Seen or unseen

e'Mral mists

Xai is a game where magic is real, the e'Mral mists are real.

The Xai speed of light and sound is 333 miles per hour (800-Inches per 10 second round).

Objects nearing 333-mph are increasingly resisted by e'Mral friction, to tumble or disintegrate or slip perpendicular into the Pale.

Xai guns fire large slow slugs and shards, ray guns fire splashing liquid energies, range rarely ever more than 33-Inchs.

Explosives are resisted, insulated, absorbed by the e'Mral mists, even an atomic blast is limited to 33-Inches.

Rare born creatures, called Arcane, can see, hear, touch, and manipulate the e'Mral mists to sorcerous effect, called e'Mral Lace, or Lacing the e'Mral mists.

But most of the universe is Veiled, blind to the e'Mral mists, and disbelieving of magic, Arcane being rarely known.

Xai player characters are born Arcane, those rare few with magical sight, though there some few Chimera kind like the Hathans and Xuvarians that are never Arcane.

Arcane are sought as children by the Sisters of Illuria, followers of the Light of Illuria, the last Solaran Empress now trapped as an insect within amber and revered as goddess.

The Sisters of Illuria teach what Arcane can be found to embrace their e'Mral sight, to save what magic remains, and to continue the crusade against demon influence.

Xai is flat

A spiral disc far then farther across
A vastness of lands and seas
A surface area of countless realms
So much that some believe Xai is a patchwork
Stitched together from countless stolen worlds
The once upon a time
Expanding works of the Solaran Empire
Bound by 3 solar rings
Rath, Reign, and Ruin
Each an orbiting star
Chasing its own luminous tail
3 ouroboros halos
In red and blue and yellow
Over shimmering skies of violet, orange, and green
Their dance
The mark of day and night and in between
The seasons and landscapes a kaleidoscope
Paradise spring enduring dl2 years
Followed by dl2 years of summer scorch
Followed on by dl2 years of autumnal repose
Concluded by dl2 years of winter chill
A cycle to repeat
A 'solar year' an unpredictable 4dl2 years
And below Xai's "top" living patchwork realms
A titanic array of underground seas & hollows
the Labyrinthian Subworld
The prison realms of lesser demon kind
And yet deeper, the Near Deep Subworld
The prison realms of the Infernal Barons
Then the Far Deep Subworld
The prison realms of the Demon Princes
And below hell's spirals
A spinning molten metal magnetic sea
The halo core
Upon which the living lands of Xai spin clockwise
And the 'underside' spins counterclockwise
A single celestial mountain
Xhirra Xakarra
The realm of giants and gods and monsters
Where only the valiant dead are welcome.

Once there was one humankind, from
Solara, when all were Arcane.

But by the time the far future was
old, **humanity had remade itself**
into thousands of 'better' post-
humankinds, called by the original
Solarans **the Chimera races**.

The original Solarans are now
diaspora, ended with the demise of
last Solaran Empress.

Aftermath Xai is populated by a
diverse array of Chimera races,
many recently freed from a long age
of Demon slavery.

**But always a child is the kind of
the MOTHER, no matter the kind of
the sire.**

The Chimera are the many 'improved'
post-humankinds of Xai, altered
Solarans, hyper-evolved, warped,
twisted, and remade by their
ancestors, demons, and wizards.
Most are Veiled, blind to the
e'Mral mists, but a rare few are
born Arcane.

The Xai universe is populated by
countless Chimera races. Excepting
a rare few Arcane, the multitude of
Chimera are Veiled, blind to the
e'Mral mists and disbelievers of
magic.

Instead, the Veiled citizenry are
installed with a **chrome-heart**,
long lived, immune to disease, and
enjoy the benefits of many other
cybernetic improvements to their
already improved post-human form.

For most, Xai after the demon
apocalypse is thrilling and
hopeful, as the many Chimera races
are freed slaves, their Demon
Prince overlords banished, the
dominion of the Solaran Empire
vanished, and their own Great
Houses now in charge.

THE CHITTIRA RACES

Post-humankind

But the **Great Houses** have their
own competing agendas. Most look
to **end magic**, seeking children
born Arcane and curing their e'Mral
insanity by means of a chrome-
heart.

Players working for the Great
Houses operate as military scouts
and strike teams.

The universe at the end of the
Solaran Empire and the Demon
Principalities is in chaos.

The Great Houses seek to strike
out from the City and **remake Xai**
in their own superior image, with
guile and wit and force, with no
place for gothic superstition and
fear of the Arcane and their e'Mral
trickery.

But therein is conflict, for the
Solaran Spires, the **Strange
Doorways** of the City, and the old
Solaran Wyght Core ships are all
e'Mral Laced technomancy, mute to
the Veiled masses, usable only by
the Arcane.

The highest ambition of the Great
Houses is **exploration**, to reopen
the City's Strange Doorways and
Spires, to scout and retake that
which has been lost.

As Arcane, the players can open
Strange Doorways and speak to
ancient Solaran Spires.

But as Arcane they cannot be truly
trusted by the Great Houses. But
perhaps this new group of players
can be trusted, or perhaps they
require a cruel motivation to
ensure **obedience**, and the Great
Houses are famously cruel.

FIFTEEN SKILLS

Xai is a game of Skills.
All player characters are defined
by 15 Skills.

5 Combat Skills

Combat Skills are used to **Attack**
and are opposed by **Defense** as
well as provide Defense, except
providing only half-Defense as
noted, see skill descriptions.

ARMED MARTIAL ARTS (aka
Sword&Board): the skill to fight
with 1 & 2 handed melee weapons
and shields. Requires 1 year of
military background or similar
training.

Ferocity: the skill to fight
unarmed and to learn unarmed
martial arts styles of combat
that mimic the fighting styles
of beasts, sometimes using exotic
weapons.

Range Attack: The skill
to throw rocks, spears, thrown
weapons and to shoot ray-guns,
bows, xbows, antique guns.

**Ritual
Martial Arts**: the skill
to fight or duel honorably as
tradition dictates. Requires
dl2 years of noble or sacred
background story.

UNDERHAND STRIKE:
the skill to cheat, to attack
dishonorably with deception,
cunning, and guile.



10 SKILLS TO MANIPULATE THE UNIVERSE

There are 5 **pairs** of opposing
skills that are used to define
the knowledge and ability of
player characters, called for
a ROLL by the game master when
events are uncertain.

Elegance v Might

Elegance: the skill to
run, jump, tumble, swim, and
otherwise move. Also, the
skill to effectively utilize
natural armor or wear armor as
'self.'.

MIGHT: the skill to lift,
bend, break, and otherwise
power through the world.

Perception v Shadows

Perception: the skill
of overwatch (burn 1'OD
concentration & half-Move),
tracking, to sense danger,
perceive the near future, or
otherwise avoid surprise.

SHADOWS: the skill to
slip sideways into the shadows
(burn 1'OD concentration
& half-Move), hide, stalk,
follow, move traceless, or
otherwise avoid detection.

Bypass v Technomancy

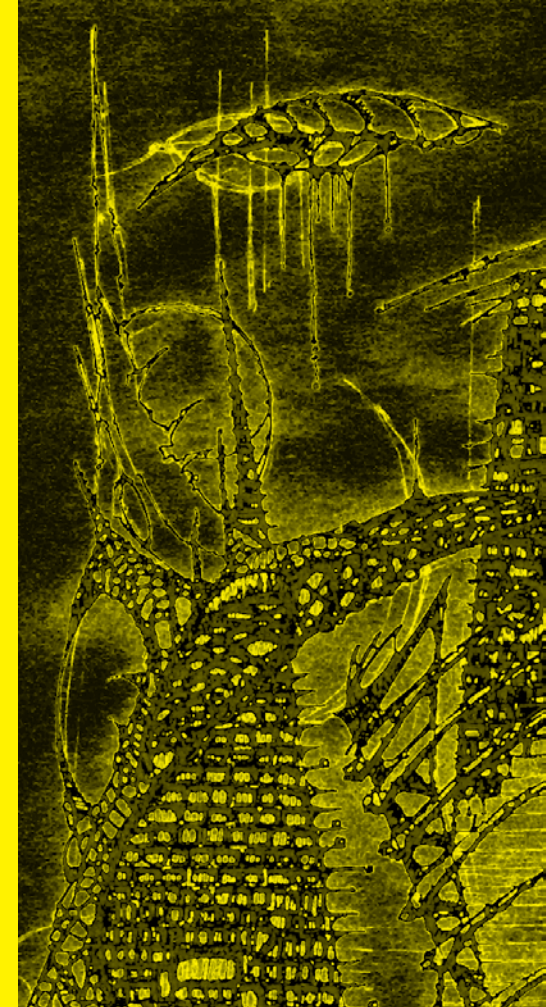
Bypass (aka Spyder):
Requires dl2 round ritual. The
skill to temporarily (burn
1'OD concentration) bypass
locks, traps, cameras, security
systems, computer firewalls,
codes, and encryption.

TECHNOMANCY (aka
Engineering): Requires dl2
minute ritual per component.
The skill to identify,
manipulate, alter, repair,
or engineer the machines and
subtle e'Mral technomancies of
Xai.

Logic v Performance

LOGIC: the skill to
confuse, search for clues
and things hidden, of book
learning, education, language,
and all things fact, past,
mathematics, and measurable.

Performance (aka
Empathy): the skill of emotion,
art, music, dance, theater,
and rhetoric. To charm, sense,
and manipulate the higher
emotions of a sentient being,
such as anger, hate, grace,
love, compassion, faith, honor,
betrayal, selfishness and self-
sacrifice.



Aura v Physique

Aura: the skill to sense
magic, the e'Mral mists, the
future, ghosts, spirits, unholy,
supernatural, corrupt, insane,
and all things unnatural (burn
1'OD concentration to maintain
this 'sight').

Physique: the skill to sense
the natural order of life, body,
health, and holy. The skill
to heal, restore, and resist
poison, disease, corruption,
insanity, the unholy, and magic.
All that is good and green in
the world.

STEP 1: SKILL LEVEL

Each of the 15 skills has a **Skill Level (SL)**.

All Skills begin at **Skill Level zero (SL'0)**.

Players begin play with **15 total Skill Levels** that they may assign as they choose, but **NOT more than SL3**: meaning SL'1 in 15 different skills OR SL'3 in 5 different skills, or any combination between. These skill levels represent the character's natural proficiencies and background story.

Suggested beginner templates:

If you would like to play an archetype, the following **highest 5 skills** are suggested:

Heavy Infantry (Soldier)

- 1 Armed Martial Arts
- 2 Elegance
- 3 Might
- 4 Physique
- 5 Range Attack or choice

Light Fighter (Rogue-Scout-Noble)

- 1 Ferocity or Ritual Martial Arts
- 2 Elegance
- 3 Perception
- 4 Logic or Performance
- 5 Range Attack or choice

Assassin-Thief

- 1 Underhand Strike
- 2 Elegance
- 3 Shadows
- 4 Bypass or Performance
- 5 Range Attack or choice

Sage-Technomancer

- 1 Ferocity
- 2 Logic
- 3 Technomancy
- 4 Aura
- 5 Range Attack or choice

Field Medic-Engineer

- 1 Ferocity
- 2 Physique
- 3 Logic or Performance
- 4 Technomancy
- 5 Range Attack or choice

Priest-Monk

- 1 Ferocity
- 2 Physique
- 3 Performance
- 4 Aura
- 5 Range Attack or choice

Step 2: Power Level (PL)

All characters have a Power Level.

For non-player characters and beasts this is assigned by the game master. A way for the game master to balance foes with players.

For Players:

Power Level = (1/5) total skill levels (drop fractions).

Characters that begin with 15 Skill Levels, begin with a Power Level of 3 (PL'3).

STEP 3: SKILL PROFICIENCIES & EMERAL LACES

As a character's Skills improve, they may gain new skill proficiencies.

Skill Proficiencies are listed in the skill description or as provided by the game master or found during play.

Characters **gain 1 skill proficiency per Power Level**. Meaning that characters starting play at PL'3 begin with 3 Skill Proficiencies.

Skill proficiencies need not be learned immediately, but later as the player chooses.

OR, instead of learning a skill proficiency, the character **may choose to improve any skill level (+1)**, uncapped.

OR, if the character is Arcane, the character may **learn an eMral Lace** instead of a skill proficiency.

Step 4: Select a Humankind, Arcane or Veiled

Players may choose to play any of the humankinds listed here or agreeable to the game master.

Players may choose to be Arcane or Veiled, excepting those races like Hathan and Xuvarian that are only Veiled.

01 **Aiken'Kreer**: anthropomorphized otters, aquatic shape changers.

02 **Avia'Quian**: winged angelic in ebony & ivory.

03 **Avyl**: tall, beautiful, elfin, immortal.

04 **Avyl-Amfyr**: cursed Avyl, vampire-immortal. Xai vampires are alive (not undead), though their life is stolen.

05 **Dhar**: regenerating trolls with chaos mutation.

06 **Drakyre**: a multitude mind of past generations.

07 **Drax'Urai**: giant hateful beast-headed ape-bodied brutes, ubiquitous as bodyguards, bouncers, and 'protection.'

08 **Dy'mirra**: twin bodies with a single mind.

09 **Eigarian**: 4 armed psionic minded insects.

10 **Grau**: great accountants with a cyclops eye for true-value.

11 **Hathan**: noir humans of high logic & art. Male Hathans may know the skill Wizardry (see appendix), females the skill Sorcery (see appendix). Hathans are always Veiled, never Arcane. If by some strange turn a Hathan were Arcane, they may never know the skills Wizardry or Sorcery, their e'Mral sight making the skills unknowable.

12 **Kin'Rhi**: hairy hound-like berserkers with dire-wolf shape change.

13 **Krai'zan**: the perfect servant, physically identical, unnoticed until needed.

14 **Min'Zirai**: fearless military-minded honorable cats.

15 **Nyx**: doppelgangers of many personas.

16 **Saurian**: the hard-working lizard-like majority of Xai peoples.

17 **Shak'Muri**: a kind of prey invisible to all except other Shak'Muri, burn 1'OD concentration to make yourself visible to non-Shak'Muri.

18 **Solaran**: commonly Arcane (excepting a tiny minority). The original humankind, from which all Chimera were 'improved' to become post-humankind.

19 **Xanthos**: Lovecraftian frog plumbers of Xai.

20 **Xuvarian**: living machines with a downloadable consciousness, but never Arcane.

STEP 5: ELDRITCH ABILITY & CYBERNETICS

Player **Arcane** may roll on the **Eldritch Ability** chart (see appendix).

Player **Veiled** installed with a **chrome-heart**: your heart is ancient, used to enhance dozens of eccentric heroes before you, perhaps haunted, a ghost in the machine, and may roll on the **Eldritch Cybernetics** chart (see appendix).

STEP 6: BACKGROUND

Characters are encouraged to create a background for their character. There is a Background chart in the appendix to help spark ideas and to **indicate starting money**.

STEP 7: OPTIONAL ALIGNMENT

Xai characters may begin play **aligned to one of the City's major or minor powers**.

This is advanced play and suggested only if it suits the game master's story.

Otherwise, use the various alignments to inform interesting non-player characters.

Additionally, the game master is encouraged to create as many different aligned powers as suits their campaign, use those listed as examples.

See Appendix for Alignments

See Appendix for Details of each Kind.

GAMEPLAY

Of Skill Rolls and Option Dice

Each Skill has 2 numbers: a **Skill Level** and a **Skill Craft**.

Skill rolls are always opposed. Most commonly by an **opposing skill roll or Defense**.

Or opposed by a **fixed number called a skill craft** when dealing with items (picking a lock), area effects (explosives & gas clouds), and effects that endure from one round to the next (overwatch & sneaking).

Skill Craft is also a number commonly used by the game master when dealing with non-player characters, most of the skill rolling being done by players except when dealing with powerful or special opponents.

In the rare cases where 2 skill crafts are opposing (such as a shadows v perception), the lower skill craft instead makes a skill roll.

Defense

Combat Skills* are opposed by Defense.

*Armed Martial Arts, Ferocity, Ritual Martial Arts, Range Attack, and Underhand Strike.

Defense is the **skill roll or skill craft** of an opponent in combat (whatever skill they are using, combat skill or otherwise) **or HALF as noted**.

Meaning if a character using ANY skill during combat, say a 15, that 15 is their defense for the round, except that the Defense is half ($15/2=7$) as noted in the in the skill description, such as Range Attack, where the defense vs any attack is noted as always being HALF.

A character performing **no skill**, by desire or incapacity, has a Defense equal to **half-Perception craft**.



The Mark (Mk) of Success

When rolling opposing skills, the Mark (Mk) of success is the **HIGHER** skill roll or skill craft less the **LOWER** skill roll or skill craft.

Meaning that if a Skill Roll of 15 vs a Skill Roll of 12, the higher roll of 15 has a Mark of 3 ($15-12=\text{Mk}3$), the lower roll having missed or otherwise failed.

In combat, gain **(+1) damage per Mk** of an attack.

The successful character has a **1% per Mark (Mk) chance to achieve critical success** (toss a quick % check).

Skills are rolled using Option Dice.

1 Option Dice (1'OD) = $d20 + \text{Skill Level (SL)}$

A character may have more than 1'OD when rolling a skill, such as $2'OD+SL$, $3'OD+SL$, etc.

When rolling more than 1'OD, apply the **HIGHEST** result, ignoring the lower rolls as lesser options foregone in favor of the best option.

Skill Roll & Skill Craft

Skill Level (SL)	Skill Roll	
	(Option Dice)	Skill Craft
0-4	1'OD+SL	11+SL
5-9	2'OD+SL	15+SL
10-14	3'OD+SL	17+SL
15-19	4'OD+SL	18+SL
20+	5'OD+SL	19+SL

Skill Craft is a number used by the game master, marking the difficulty of any condition that is area of effect such as a bomb blast, an item such as a lock, or an effect that endures more than 1 round like the skill Shadows that sometimes requires the character burn 1'OD concentration.

Divided Concentration & Option Dice

For a skill effect to endure from one round to the next, the character must usually **"burn 1'OD concentration."**

A character may concentrate on more than one thing, such as burn 1'OD concentration to make a half-move during a combat round (Elegance) and burn 1'OD concentration to be on overwatch (Perception), thus burning a total of 2'OD concentration at the beginning of the combat round.

Except a character may never burn more Option Dice than the lowest skill being burned.

Meaning if a character with Elegance 1'OD+2 using a slip shield (Elegance) could NOT burn more than 1'OD in the round.

Option Dice 'burned' in concentration are subtracted from any option dice rolled. Meaning if a character declared they were burning 2'OD at the beginning of a round and wanted to then make a 3'OD+11 Armed Martial Arts roll, the roll would be made as 1'OD+11, as their concentration is divided and 2'OD are being 'burned.'

A skill with zero Option Dice cannot be rolled, the character's 'burned' option dice represents total

Highest Bonus Option Dice

Throughout the game, there are various conditions that may add Option Dice to a roll, +1'OD, +2'OD, etcetera's.

Whatever the condition(s) or however many bonus-option-dice a character may have, **ONLY the HIGHEST bonus Option Dice is added to a roll.**

Meaning that if a character had a +1'OD because of a magic blade, another +1'OD because of their ancestry, and a +2'OD because of a battlefield condition, **ONLY the +2'OD would apply**, as it is the HIGHEST bonus.

Highest Skill Roll Bonus

Many things may add (+1), (+2), or more to a Skill Roll. From whatever source, a skill roll bonus NEVER changes the Skill Level of the character, or the number of Option Dice being rolled.

If the character has more than one skill roll bonus to apply from conditions or magic or whatever, **ONLY the HIGHEST bonus applies.**

The most common bonuses are based on tools & weapons made using certain rare materials:

White Iron: (+1) skill roll per 5'SL, a porcelain iron of any color that will never dull.

Blue Steel: (+1) skill roll per 4'SL, a chill blue grown crystal that absorbs and stores fantastic amounts of energy.

Mirrum: (+1) skill roll per 3'SL, a bright mirror chrome superconducting material that nothing will stick too.

Sandazar: (+1) skill roll per 2'SL, an indestructible material with a rusty hue and a tactile sand blasted surface.

Best Multiplier

Some conditions like Size may cause a number like damage or health or Move or Carry to be multiplied (x2, x3, etc.) or divided (half, 1/10, etc.). No matter how many multipliers or divisions may apply, **only the highest (best advantage) applies to the character.**

Meaning a character that is Size x2 (suffering only half-damage from a Size x1 opponent) and using a shield (reducing damage by half), would only benefit from one multiplier, in this case, abandoning their shield against the smaller opponent as redundant.

Improving Skills

Skills are improved in 1 of 3 ways.

First: skills are **improved during play** whenever a character FAILS a meaningful skill roll, such as falling to zero Health during life-threatening combat, failing a Bypass check that kills or maims, or any other skill roll failure that the game master decides meaningfully impacts the character or group or alters the course of play.

When a character fails spectacularly, the game master may award a CHANCE for a skill level increase.

The player rolls **d12 higher than their current Skill Level**, success improving the skill level by (+1), a natural 12 always succeeding. Skills improved during play are un-capped.

Second: concluding a game session, scenario, chapter or other meaningful campaign milestone, the game master may **award 1 or more skill levels** to a player.

The Player may choose any one skill to increase (+1) Skill Level per award with 2 limitations:

awarded skill levels may **NEVER increase a skill level to be more than Power Level**

and **skills with a skill level 12+ may only be improved (+1) by rolling 1n12**, failure indicating the Skill Level award is lost.

Skill Levels are the experience points of Xai.

Characters begin with 15 total skill levels (PL'3). A mid-level campaign is 25 total skill levels (PL'5), a high-level campaign is 50 total skill levels (PL'10).

Meaning if the game master awarded 1 skill level per session, it would require 35 sessions to achieve power level 10.

Pace your play as suits the story you are telling. If you are running a 5-session campaign, it may be that you award as many as 5 skill levels per session, marking the meteoric rise of the player characters. It is recommended that characters never receive more than 5 skill levels at once, giving them time to use and adjust to their new Skill Proficiency.

Third: all skills are perishable, and a character **may train up one skill at the expense of another.** Gain (+1) skill level (not more than Power Level) per d12 weeks of focused training, but suffering (-1) to another skill level.

Doubles and Triples

When rolling more than 1'OD, a roll of doubles or triples, etcetera's is **added together** as a single roll. Meaning if a character rolls 3'OD+10, and the 3'OD tumbled as 5, 12, and 12, the double 12 would be read as 24, for a total roll of 34.

Natural 1, 2, 3...

A natural 1, 2, or 3 will **fail** except as adjudicated by the game master.

Rolling UP

Optionally, if the game master wants to add a dose of chaos and lethality to their game, when a **natural 20 is rolled, toss another d20 and add that number to the 20.**

Meaning if a character rolled 3'OD+10, and they tumbled as 5, 9, and 20, the player would roll another d20 (a tumble of 14) and add it to 20 for a roll of 34+10=44.

Or, the game master may decide that only player characters gain this advantage, a divine blessing upon the heroes, but not applied by the game master to non-player characters except perhaps in the case of special boss type villains.

COMBAT SKILL ROLLS

One skill roll may be initiated each combat round.

Skill Roll = Option Dice + Skill Level.

One combat 'round' is about 10 seconds.

COMBAT RESOLUTION

Step 1

Each Combat Round is 3 Steps

Divided Concentration

As each round begins, each character must decide if they are **burning Option Dice** (OD) in concentration.

If so, **set 1d20 in front of the player** for each OD burned in concentration.

Each OD burned in concentration **reduces** all skill rolls by 1'OD.

If the skill has no OD available, the skill may **not** be attempted.

Combat move, burn 1'OD concentration, half-Move and still make a skill roll.

Shield, burn 1'OD concentration if one is being used.

Other concentration, burn 1'OD each, per skill or item description.

Overwatch*, burn 1'OD concentration, anyone on overwatch may make a 1'OD skill roll at any time during the round. An overwatch skill roll is **always made with 1'OD**, and must have at least 1'OD available after burning OD for divided concentration.

*Note to the game master, if ever a player is uncertain of their action, wanting more information, not paying attention, or otherwise holding up play, have them set aside an option die for overwatch and continue play. They can act once they are sorted.

Step 2:

Skill Rolls

All individuals and groups make their skill rolls.

Skill roll = Option Dice + Skill Level

Any character making an Elegance or Shadows skill roll, may immediately move as desired. **Defense equal to their skill roll.**

Those attempting to attack, roll 1 of the 5 combat skills: **Armed MA, Ritual MA, Ferocity, Range Attack, or Underhand Strike.**

Whatever skill roll is made, this is also your Defense for the round, OR half-defense as noted by the skill description.

Note, that any character **shooting into a melee** will target a random member of the melee, friend or foe, though they may burn 1'OD concentration to avoid hitting one target.

Compare **Skill Rolls vs Defense** (or other skill roll or Craft as adjudicated by the game master) to determine the **Mark (Mk)** of success for each skill roll.

If the skill roll succeeds (Mk'0+), the character checks for **critical success** (1% per Mk) and rolls damage gaining **+1 damage per Mk.**

Step 3:

Skill Effect

As a rule, skills are resolved as adjudicated by the game master and the circumstance.

Suggested:

Blast damage is accounted first.

Group damage is accounted before individual damage.

Range damage is accounted before Melee damage.

Long melee weapons are accounted before short melee weapons.

Unarmed and beast damage is accounted last.

And when in doubt, **highest Skill Roll** is accounted first.

SIZE MATTERS

Size is a simple game mechanic but has an outsized impact on combat, so deserves some further highlight.

All beings of Xai have a Size, 1/10, half, 1, 2, 3, and the like. For most humanoids, Size is 1 (Size'1).

All Xai creatures have the same scale of statistics independent of Size, as 2 equal Size creatures fighting each other may have 30 Health, d6 Armor, and cause d6 damage being Size'half dogs or Size'100 dragons, the Size of the 2 equally Size creatures does not matter.

Stats are not changed by Size.

Size will never change a creatures attack roll, Mark, or Critical Chance.

But in the case of **asymmetric Size**, Size matters.

The larger creature has a Size Advantage.

Size Advantage = Divide the larger Size by the smaller Size (drop fractions). Meaning if a character Size'5 is fighting a character Size'2, the larger creature has a Size Advantage of 2 ($5/2=2$ drop fractions).

The character with **Size Advantage** makes several **modifications during combat**. The smaller creature changes nothing.

First, when the larger creature causes damage, they **multiply their damage** (excluding Mark) by their Size Advantage, in our example, x2. **Mark is never multiplied** by Size Advantage as a means to balance play and account for the difficulties of larger creatures to attack smaller ones.

Second, when suffering damage, the larger creature **divides any damage they would suffer**, after accounting for armor, by their Size Advantage, in our example, dividing any damage they would suffer, after armor, by 2, suffering only half damage.

Additionally, effects like Critical location rolls, Impale, Stun, Paralysis, and the like **are also reduced by Size Advantage**. A killing blow will not kill a creature with a Size Advantage, only reduce their current health the appropriate division. Meaning our example with a Size Advantage of 2, suffering a 'killing' critical strike through the heart, would instead have their current health reduced by half, suffering only 2'Impale instead of the usual 4'Impale.

Size matters because so many of Xai's animals, beasts, monsters, and demons are **TITANIC**, with Sizes of 5, 10, 100, and even 1,000. These creatures are so large as best considered forces of nature. Xai is a fantasy world of giants, and the players are sometimes as ants.

OPTIONAL RULE

Rolling 2 or 3 Skills at Once

Xai Rules is designed that each character may perform 1 skill roll each combat round, or 1 skill roll at a time.

But sometimes, a player may wish to perform 2 or more skills at once, or the same skill more than once. This is unusual, but at high levels of play can have situational advantage, such as using Range Attack to shoot a gun and Ferocity for defense.

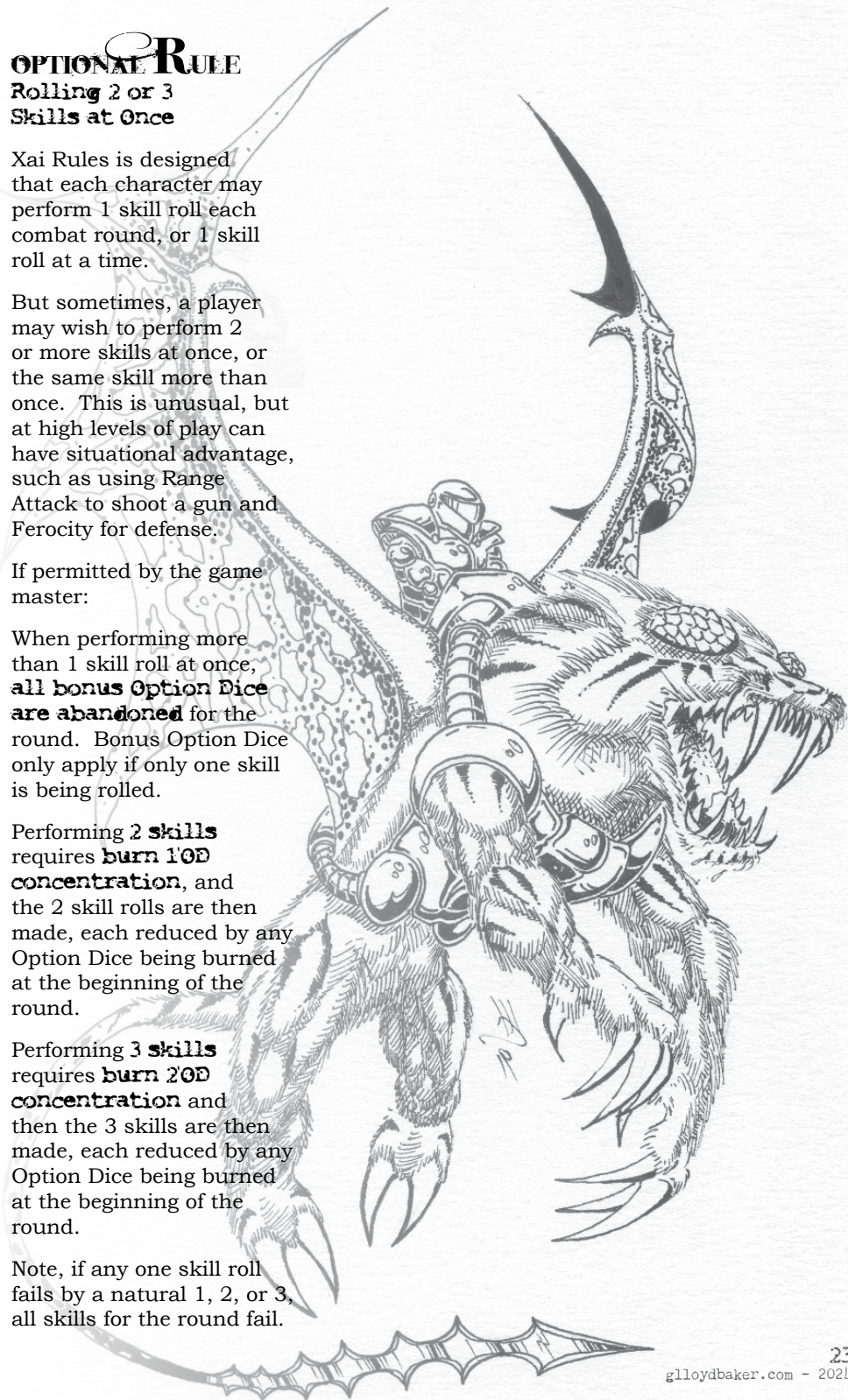
If permitted by the game master:

When performing more than 1 skill roll at once, **all bonus Option Dice are abandoned** for the round. Bonus Option Dice only apply if only one skill is being rolled.

Performing **2 skills** requires **burn 10D concentration**, and the 2 skill rolls are then made, each reduced by any Option Dice being burned at the beginning of the round.

Performing **3 skills** requires **burn 20D concentration** and then the 3 skills are then made, each reduced by any Option Dice being burned at the beginning of the round.

Note, if any one skill roll fails by a natural 1, 2, or 3, all skills for the round fail.



CRITICAL ATTACK

In combat, gain (+1) **damage per Mk** of an attack.

The successful character has a 1% **per Mark (Mk)** chance to achieve **critical success** (toss a quick % check).

Meaning that if a Skill Roll of 15 vs a Skill Roll of 12, the higher roll of 15 has a Mark of 3 (15-12=Mk'3), the lower roll having missed or otherwise failed. The higher having a Mk'3, causing +3 damage and having a 3% chance to cause a critical attack.

When a character makes a successful critical attack, they may choose to Kill or Subdue.

SUBDUE: cause **maximum NON-LETHAL** damage, ignoring armor & force an immediate LIFE Check (multiplied by Size advantage), failure indicating **d12 minutes of unconsciousness**.

KILL: cause **maximum LETHAL** damage ignoring armor and make a location check for any special hurt you lay on your victim, the character suffering **4Impale** until the location critically hit is restored to function. **Target armor is reduced (-4)** until repaired.

d20	Body Location	Effect
1	ankle	half-Move
2	knee	quarter-Move
3	hip	Move 1
4-5	fingers	lose 1d4
6-7	wrist	hand useless
8	elbow	arm useless
9	shoulder	arm useless
10	groin	eunuch-barren
11-12	lower intestine	unable to eat
13-14	stomach	unable to eat
15-16	lung	half-maximum-Health
17	heart	dead
18	neck	dead
19	face	1:eye, 2:ear, 3:nose, 4:jaw
20	head-brain	death or coma

SITUATIONAL MODIFIERS

Melee Cover, a range target within a melee is random.

Melee Range, (-4) Range Attack within melee.

Cover, (+1) defense per 10% cover as adjudicated by the game master.

Flurry Attack, Craft Attack & Defense, cause MK'0 damage to d6 targets within a melee, range attacks requiring at least 2-shots per target struck.

xImpale, (-1) per Impale to all skill rolls until the source of the Impale is removed, such as arrows, critical damage, and poison-disease. Impale stacks.

xStun, (-1) per Stun to all skill rolls, the penalty reduced 1 per round or 1 per minute, hour, or day as adjudicated by the game master. Stun stacks.

xPain, (-1) per Pain to Ritual MA, Aura, Performance, Physique, Perception, Ferocity, and any skill roll Laced with e'Mral mists. Pain stacks.

xParalysis, (-1) per paralysis to Move. Paralysis stacks.

Drowning-Asphyxiation, unable to speak or breathe, suffering 1'Impale each round. When Impale = d12 + Physique SL, character is unconscious, then dead the same number of rounds thereafter.

Knockdown, burn 1'OD concentration to stand back up. Suffer 4'Paralysis while on the ground.

Group advantage, highest member of group makes skill roll, gaining +1'OD per 2 group members.

Individual Flank advantage, (+2)attack & (+10%) Critical

Individual Back advantage, (+4)attack & (+20%) Critical

Individual Surprise advantage, (+10)attack & (+50%) critical chance.

Individual Helpless advantage, attack vs half-Perception Craft & (+100%) critical chance & selected location.

Invisible advantage, cannot suffer individual flank or back or surprise advantage, gain (+4) attack & defense.

Opportunity advantage, gain a free 1'OD attack as adjudicated by the game master. Usually when one enters or leaves a melee.

Size Advantage = Larger Size / Smaller Size drop fractions. Multiply* damage caused and divide* damage suffered by Size Advantage.

***Multiply Damage** = multiply weapon or effect damage, never multiply Mark (Mk). Only apply the highest multiplier.

***Divide Damage** = divide total damage suffered, after armor and similar damage reductions. Only apply the highest denominator.

A few other skill effect modifiers as adjudicated by the game master

Once there was an old man that worked hard
Struggled that he not starve
only to die a husk to cancer.
Now replaced by a young man
that plays in amusement
from birth to slumber.
Humanity succeeded.
Youth and abundance.
Painless.
An antiseptic touch
Laid upon the brow of Lazarus.
The past and future irrelevant,
Paradise re-entered,
Unchanging.
Ambition traded
For a comfortable retirement.
Responsibility traded
For a chrome heart.
Painless.
Waiting.
And evil,
that which does not wait with us.

Health = 3d12 (20) & 90 maximum unless noted otherwise

Gain +2 per Physique Skill Level.
Gain +2 per Might Skill Level.
Gain +2 per Elegance Skill Level.

Healing

Health is reduced by Damage 1 for 1.

Non-Lethal damage is restored
d12 + 1 per Physique SL per HOUR of rest.

Lethal damage is restored d12 + 1 per Physique SL per DAY
of rest, but only when all non-lethal damage has been healed.

Enchanted damage is restored never faster than
1 Health per DAY of rest, but only when all lethal damage has
been healed.

*Nuance Note: Each Lethal or Enchanted Damage
reduces non-lethal damage by 1.

Undead, Robots,
Servitors, and
all things NOT
alive.

All are
immune to
unconsciousness,
poison, disease,
non-lethal
damage, and
Stun.

Upon zero
health, they are
destroyed.

None will heal
or regenerate
Health as the
living, but may
be splinted,
bolted, sewn,
or otherwise
repaired by a
skilled surgeon,
undertaker, or
technomancer,
usually repaired
for d12 health
per hour of
effort, or d12
hours to repair
a critically
damaged
location.

Vampires may
restore Health
when permanently
draining the
Health of a
victim, 1 per
round. Others
like zombies may
'heal' damage
when consuming
brains, or
ghouls the flesh
of a corpse as
adjudicated by
the game master.

Self repairing
robots may
restore d12
Health per day.

Death & Zero Health

Health may not be reduced
to less than zero.

Once a character is
reduced to zero Health,
the character is forced
to make a **LIFE check**,
rolling d100% less than
maximum Health, a 91+
always failing.

If the check is made,
the character **remains**
conscious and active.

If damaged again, Health
already being zero,
remains zero, but another
LIFE check is forced,
reduced 10% each time the
character would suffer any
damage.

If the character fails
a LIFE check, **they fall**
unconscious. If any
of the damage suffered is
non-lethal, the character
is unconscious and
healing non-lethal damage
normally.

If all damage was lethal
or enchanted, the
character **dies in d12 +**
1-round* per Physique
SL unless medical aid is
rendered.

*If installed with a
chrome-heart, the time for
medical attention is days.

Critical hits, as
adjudicated by the
game master, may cause
immediate death.

How fast can I move?

Movement is measured in tabletop Inches.

1-Inch = about 2 yards.

Move = $d12 (6) + 1\text{-Inch per Elegance SL}$
unless noted otherwise

If the character or beast has **4 legs**, double Move
(after any reductions).

Multiply Move by character Size, x1, x2, x3, etc.
(after any reductions).

Move is always multiplied **AFTER** armor or other Move
penalties.

Free Move = move 1-Inch, once per combat round.

Combat Move = burn 1'OD concentration & half-Move

Climb, Crawl, Sneak, Shadows = half-Move

Sprint = x3 Move, requires Elegance skill roll

Jump = 1/3 Move, requires Elegance skill roll

Long March = Half Move = miles-per-hour

How much loot can I carry?

Carry = $d12 (6) \text{ Items} + 1 \text{ Item per Might skill level}$
unless noted otherwise.

Each item counts as 1 (or 10-lb) except medium
armor, medium shields, and 2-handed weapons that
count as 2 items, while heavy armor and large
shields each count as 3 items, a person counting as
10 Items.

The Carry of a character is considered as **SELF**
for purpose of effects such as invisibility and
teleportation and shape change.

Suffer (-1) Move per Item (or 10-lbs) over Carry

Items more than your Carry are not a part of self.

Double Carry if the character or beast has 4 legs.

Multiply Carry by the Size (x1, x2, x3, etc.) of
the character or beast, but also multiply the item
count of larger size items such as armor & weapons.

Carry is always multiplied **AFTER** any reductions or
penalties.

Loot is commonly 1,000-mils per Item (10-lbs).

INDIVIDUAL COMBAT AND GROUPS

Combat is resolved by rolling one of the five combat
skills:

Armed Martial Arts,
Ferocity,
Ritual Martial Arts,
Range Attack,
or Underhand Strike.

Skill roll = Option Dice + Skill Level

This is sometimes a 'fair' fight, a one-on-one duel.

But more often, a **group fights against a single
opponent**.

The **group may make ONE attack roll**, instead of for
every one of the group.

Characters using **Armed MA, Ritual MA, and Ferocity**
may group together.

Characters using **Range Attack** may group together.

Group attacks are made by the **highest skill level** of
the group and gains **+1'OD per 2 attackers** in the group.

For example, the highest group member has an Armed MA
of 2'OD+5 and is attacking with 4 violence enthused
buddies, the group of 5 attacking with (2'OD+2'OD drop
fractions) = 4'OD+5 Armed MA.

Any successful attack or counterattack by the
individual opponent will damage a **random member of
the group**.

Players can choose to coordinate their attacks as
a group, but this rule is more for the game master
dealing with street gangs, wolf packs, and others
hunting an individual as prey.

Group rules favor the group, the bonus option die for
each pair of attackers accounting for flank and back
advantages.

Any individual facing 2 or more opponents should take
care and be prepared to run, looking for escape or
advantage elsewhere.

A group attack is limited to about six members per
individual or as adjudicated by the game master.

Magic

The e'Mral Mists

Disrupts technology

Confounds predictive math

Unseen by artificial intelligence.

Chaos

Light is a slow moving slosh

The City as under luminous flowing water

Electricity dampened and scattered

Explosives absorbed

Muffled harmless

Science uncertain

The City a hand-made construct

Technomancy, Magic, and Attunement

Magic items and technomancy are two ways of saying the same thing. In the City, technomancy is the fusion of technology and magic: eldritch, hand-made, and emotional.

To make use of an item of technomancy requires attunement.

Each item, by definition, is usable by one of the 15 Core Skills, altering a skill effect, and governed by that skill's Stat.

To Attune:

Roll d12 less than your Skill Level, a natural 12 always failing.

If you fail, a new attunement roll may be attempted upon the next Power Level.

Once attuned, the item will **ONLY** work for you.

At least until your **death**,

Or **stolen unwillingly** from your person,

Breaking attunement.

Attunement, if attempted, is automatic for the killer or thief.

An attuned item will act as compass to the attuned person.



RESISTANCE & OPPOSING SKILL ROLLS

There is more than attack & defense & combat damage that can harm or kill. For all these things, a **skill roll targeting an individual** or a **Craft targeting an area or persons**, the defending character makes an opposing Resistance Roll.

Resistance skill rolls are reactive, unconscious, and always rolled with **full Option Dice**.

A **Resistance roll equal or higher** than the opposing Skill Roll or Craft succeeds, suffering minimum or no effect as adjudicated by the game master.

Example, common is **Blast damage** in an area such as from a bomb or dragon's breath. As a blast effect has an area or targets more than 1 person, the Blast has a Craft. In the case of a bomb, the Craft of the original maker, or the dragon, it's Elegance Craft. Blast damage is resisted by Might. Therefore, all in the Blast area make a Might roll, if rolling Craft or higher, suffering only minimum damage, if rolling less than Craft, failing, suffering full damage.

It is important that any **Craft effect** or damage can **NEVER critically hit** and is **ALWAYS** considered Mk'0 as applicable.

5 Pairs of Skill are Opposed:

Elegance Skill: Resistance to Might, paralysis, petrification, roots & binds.

Might Skill: Resistance to Elegance, disintegration, polymorph, blast-damage.

Bypass Skill: Resistance to Technomancy, locks, traps, and hindrances to passage.

Technomancy Skill: Resistance to Bypass, evasion, escape, breaking & entering.

Logic Skill: Resistance to Performance, charm, fear, emotional manipulation, illusion.

Performance Skill: Resistance to Logic, puzzles, mazes, confusion.

Perception Skill: Resistance to Shadows, surprise, danger, imminent harm.

Shadows Skill: Resistance to Perception, detection, identification.

Physique Skill: Resistance to Aura, poison, disease, life-drain, death, unholy.

Aura Skill: Resistance to Physique, seduction, holy, nature.

THE GLOCKWORKS

A 1950's noir science fiction city with flying cars, drift ships, floating cities, robots & logic-engines.

Electricity is provided by local power cells and black-box Cynergen generators, powering an area to about 30-Inchs (60-yards).

Chrome Technomancy is common, the fusion of body and machine, the apex being the Wyght Core, an immortal living brain plugged into waiting robot bodies, changed with the whim and need of a change of clothes.

But beyond the City, through Strange Doorways leading to worlds across the cosmos, modern and far-future digital realms thrive and terrorize. Their high technology and hubris are powerless within the City.

Since the coming
of the children of man,
East of Eden,
There has been war.
At first personal,
Brother against brother,
The intimacy of bloody passion,
Of fist, rock, and spear.
But then defense,
Of distance,
Of castle,
Of bow, and gun, and missile,
Dispassionate,
Inhuman.
But then technomancy,
Of slip-shield,
Of intimacy and passion,
To kill hand to hand,
As Cain,
firstborn
first to kill.
As god intended.

In the City there exists the technomancy of shimmering slip shields.

The **Slip-Shield** laces energy through and around people, buildings, and vehicles, deflecting **range and blast damage as harmless**.

But these shields are not static, they **require skill** to operate effectively.

All slip shields require:
burn 10D concentration.

The protection being effective:
10% per Elegance SL*
of the user.

Personal slip-shields are built into a pair of bracers and **protect SELF**, usable with skill so long as concentration is maintained.

Might Skill is used to defend a slip-shield equipped building.

Elegance Skill is used when piloting a slip-shield equipped ship, mount, or vehicle.

But fair warning, **slip-shields work in both directions**, causing any outgoing blast or range attack to be similarly deflected inwardly harmless.

Thrown weapons (-1) attack per 2-Inch range, are not affected by slip-shielding.

Range attacks made within **melee range** suffer (-4) attack but are not affected by slip-shielding.

The **game balance** of Xai is tilted by the ubiquitous nature of slip-shields. The more skilled the character, the more likely combat can only be resolved in melee range.

There is a social component to slip-shields within the City. Among the Great Houses, those warriors that can **achieve 100%** slip-shield proficiency earn the unofficial title **Knight**, and those within the formal Dynasi militaries, **Knight Captain**.

The poor and untrained use guns, unmanned buildings are unshielded, meaning most of the City is threatened by the **common violence of guns and bombs**.

Xai is a City of two technological realities, the wealthy and skilled that utilize slip-shields and resolve combat personally as knights of old, and the poor and unskilled that shoot one another as in tales of the old west or a gangster noir.

Players begin with a **need for guns**, but slowly transition to the increasing **need for martial arts expertise** to deal with slip-shielded opponents. The more experienced the character, the more intimate combat, and among the nobility, the more important assassination.

From a game mechanics point of view, the **slip-shield is a switch**.

If the game master prefers a **shoot-em-up campaign**, there are no slip shields.

If the game master likes the idea of **swords in a far-future city**, slip-shields are static, always 90% or 100% effective as the game master prefers.

Make it the way you want.

Once humankind scratched for life
upon a dying world.
Some imagined that science would save
That starships would ferry to Eden.
They were wrong,
'Twas magic.
The e'Mral mists.
Subtle & Creative.
Unseen by the real.
Visible to those rare born
not-quite-real.
Arcane.
Myrddin.
Architect.
Makers of strange doorways.
Each strangeway opened
to a new paradise world.
Countless strange doorways
Countless paradise worlds
scattered across the cosmos,
to the City.
Pedestrian space opera.
The City a celestial hub,
At the center,
Striding from world to world,
Through streets and alleys.
As gods of old.

OF SPIRES & STRANGE DOORWAYS

The Solaran Empire built Spires and Strange Doorways, many of which survive to modern day.

The **37 Solaran Spires** are spectacular artifact towers built in the early days of the Solaran Empire within the City, Clockworks. Each Spire may be 'duplicated' by a skilled **Arcane Architect**, made to exist in 2 (or more) places at the same time, each with a separate set of exterior doors & windows, but having a common interior.

During the later Solaran Empire, it became fashionable for Arcane Architects to craft **Strange Doorways**, houses and buildings and increasingly elaborate palaces with rooms in far distant places.

Each **Strange Doorway**, sometimes called a **strangeway**, is unique in size and shape. But all share a few common properties.

Each strangeway requires an **architectural frame**, and as such, are usually built into walls, arches, alcoves, or similar architectural edifices.

Each strangeway is **fixed**, architectural, rooted to the ground. Meaning that strange doorways cannot be carried on ships or vehicles. Once built into a location, it cannot move.

All strangeways are always **OPEN**. Once made, a person or item may move through the doorway, there is no such thing as turning a doorway off. Moving through a Strange Doorway tends to cause a brief wave of dejavu.

The only way to secure a strange doorway is to build other doors, walls, vaults, or **castles** on one or both sides of the strangeway.

The only way to close strangeway is to **destroy the frame**, no more difficult than destroying the frame of any doorway built of wood, stone, or metal, each being unique. Strange Doorways are **fragile**.

Strangeways can be of most **any size**, allowing the passage of people, vehicles, trains, or canals. But the smaller people size doorways are most common.

Strangeways can be found throughout the Clockworks, linking a million worlds of the old **Solaran Pedestrian Space Opera** to the streets, alleys, and buildings of the City. Strangeways can be found in subway tunnels, framing canals, in highrise buildings, some public, some secret.

A large number of strangeways can be found within the root structure and **mycorrhizal network of the Enchanted Forest**, a forest that laces through buried strangeways within the City leading to thousands of forests on a thousands of worlds beyond. Those that can sense and travel the mycorrhizal network of the Enchanted Forest can sense and travel a multitude of worlds.

Details: the **event horizon** between the City and the alien world is a 2-dimensional plane set within the frame. The atmosphere, or lack of atmosphere (as in the case of space), temperature, water (as in strangeways to ocean worlds), lava, or whatever, on either side will not pass the event horizon. But it can be mined or carried through.

Once man worked
That he not starve,
That he was protected
from wind and rain and heat and cold,
And that he could attract a mate,
And that he could raise children,
That they might learn not to starve.

But men cooperated,
Made cities,
Grew food,
Abundance.

Then men made tools,
And soon robots,
Stronger than man, tireless.
And then made Ceye,
Smarter than man, predictive

And machine made machine,
Robots worked that man need not,
Ceye planned that man need not.
Abundance.
Leisure.
No rich, no poor, no choice
but to be content.

The shining heart of the City,
marked by Dreaming Spires.
Paradise.
Life in abundance.
Wanting for nothing.
Lives of endless entertainments,
parties, and virtual dangers.

Gifts of Ceye,
dreams of fantasy and wonder,
more real than real,
more emotion than emotion.

And so, the streets of the City, the thousand-thousand worlds beyond the strange
doorways, the populace minority.

Where work and money matter, artificial intelligence is eschewed. Robots with
their logic-engines are used as tools, smart but absent initiative.

And if any should change their mind, or choose to retire, the Dreaming Spires
await. Surrender.

And in this modern City, there is scarcity, money, that of human time.

And when at last sleep,
the Ceye assumes the avatar, none the wiser.
For the Ceye makes nothing new
but can predict the next most likely
anything.

The next likely Bach symphony,
derivative, but new,
Ceye is the sum-total of human knowledge.

The Priests of Ceye say god,
the past incarnate,
endless derivative future predicted.
Paradise unchanging.

Some wonder if the Dream Spires are occupied,
or if everyone living has long since perished,
the robots idle.
The Priests of Ceye quiet.
The Ceye pantomiming the likely futures
of countless billions of avatars,
endlessly,
insane.

But some rebelled.
Rejected the Ceye.
Rejected a life of dreams.
Rejected extinction
to machines stronger and smarter than man.

H restless.
A struggle for adventure, and purpose,
Some men are evil,
Some men seek paths away from paradise,
Some men choose hell,
And find the devil waiting.
Empress.

1'mil

(an Imperial or penny) = 1 **man-hour** of physical labor.

The 'mil' is traditionally a
1/10-pound copper coin, though
in the modern City, smaller
coins and paper money of each
Great House are common.

The largest **paper** denomination
being 1,000'mils (about a half-
year's labor).

A **half-penny** meal is a pint,
bread, and stew.

A **two-penny** meal is a more
graceful sit-down affair.

Basic housing about 500'mils a
year.

DRAGON

is a 1/10-pound **gold** coin
produced by the
Goblin Azimuth Society that
circulates among the **Empress**
Fanes, considered a 'favor' or
'blessing' to be traded among
the City's religious, political,
and underworld nobility still
loyal to the Empress.

The coin marks one as a **secret**
member of an Empress Fane and
is generally unrecognized by
non-members.

As a courtesy, a Fane
quartermaster will exchange
a **Dragon for 100'Sovs**
(200,000'mils), the life's work
of a man, though a Dragon's
true value is in the favors of
powerful people it can trade.

SOVEREIGN

1'sov (a sovereign) = 2,000'mils,
about a year's physical labor wage.

The sovereign is traditionally a
1/10-pound **translucent Silver**
Coin, produced only by the Grau
Sovereign Mint once under service
of the Empress but now by decree of
the 37 Great Houses of the Dynasi.

Some great houses produce other
sovereign value coins and paper
money, but they have no value
outside of that one great house.

The value of a Sovereign is
supported by **Amaranth**, a rare
leaf-spice that **restores youth**.
One Sovereign of Amaranth will
reverse 1-years aging (physically
not less than 26-years-old).

Amaranth is usually administered in
small doses over the course of a
year as a spice like annis in food
or liquors, especially **Absinthe**.

Each 1-year dose of Amaranth has a
flat 1% failure chance, having no
further effect upon the person.

Each Sovereign Coin carries a
1-year dose of Amaranth, a **heat-**
proof violet leaf revealed by
melting the silver of the coin.

Loot

is what adventurers **steal** from the
dead and the living.

Loot is rare technomancy, oils,
herbs, woods, gems, metals,
jewelry, and art. Anything of
value **worth carrying**.

As a rule, Loot has a value of
1,000'mils **per Carry** (10-lbs) or as
adjudicated by the game master.

Relics

All Relics require attunement (roll d12+Pain less than your SL, a 12+ always failing).

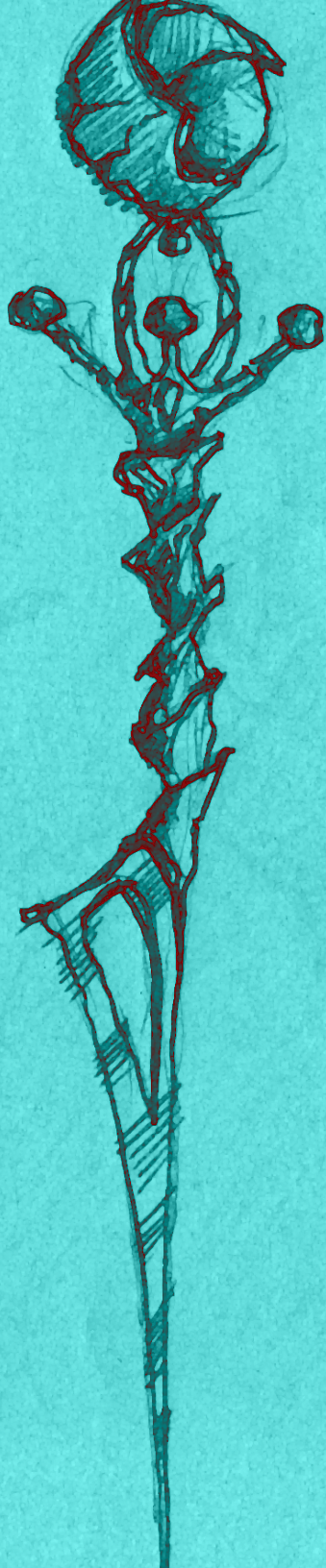
Relics are mystical, magical, emotional, and always vague. These are the physical remnants of powerful souls, especially Arcane.

A relic can be an item used by the former hero or villain, or a fragment of their body, such as a piece of bone, a stain of blood, hair, or a mummified hand. Whatever the game master can imagine.

Relics are the only items that may modify the skills Ritual MA, Aura, Performance, Physique, Perception, Ferocity, and any skill Laced with e'Mral mists.

The effects of a Relic can be anything the game master can imagine. But each relic will be unique to the former hero or villain, with its own powers, quirks, and requirements.

Magic Items are real, they are called Relics, and each is unique and should never-ever be boring.



Xai e'Drax Miral
Heart of the Dragon Spiral
City at the center
of a pedestrian space opera.
Strange doorways touching
a thousand thousand worlds.
Walking from world to world
As walking from street to street,
Alley to alley,
Building to building,
Room to room.
Time and distance of the cosmos,
Compressed,
Dancing from star to star,
Upon the City stage.

*Once there was rune and science,
Technomancy.
And with this sorcerous circuitry,
Priests sought immortality.
They carved their bones with runes
and inlaid them with molten silver,
They gilded their heart
and chromed their brain,
Their souls ripped from nature,
Pain enduring.
Stretched over with their own alchemy tanned skin,
Sewn with the silk of spiders summoned from the dark
A patchwork corpse,
A remade self,
A mockery of life,
Immortal.
Lichberne.*

SAVAGELANDS

aka the Inbetweens

Xai is a large disc, a vastness of landscapes the size of many thousand, perhaps million, Earths with the City, the **Clockworks**, at its heart. And despite the Solaran Empires long eons reign, walking Spires, Strange Doorways, and Wyght-Core Ships, **only a tiny fraction of Xai has ever been properly explored**.

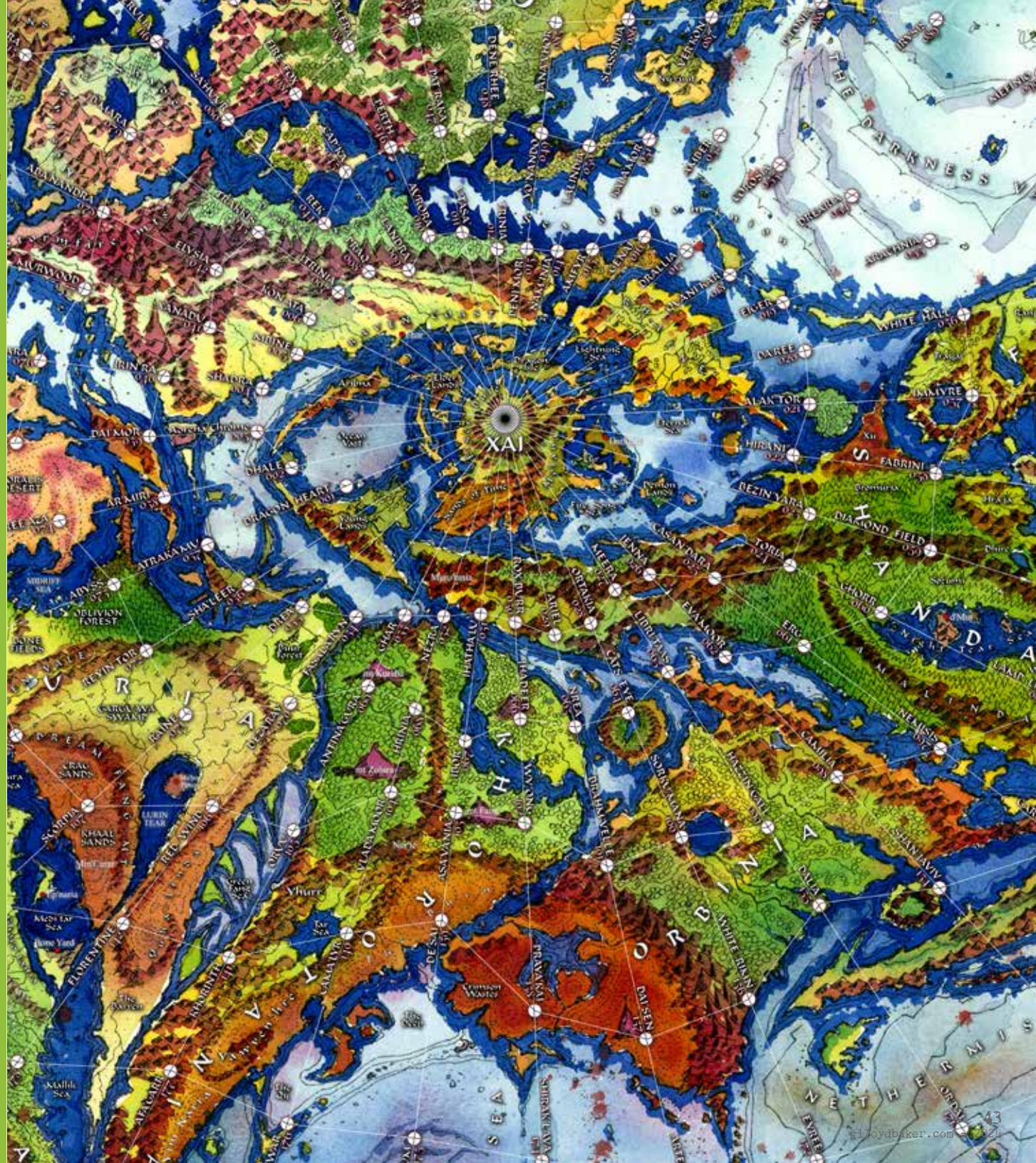
The reality is that most of Xai is a **fly-over wilderness** of deadly titanic creatures, rogue gods, dreaming dragons, and enchanted forests where basic facts like light-speed, space, time, and reality tend to be disturbingly fluid and emotional.

As a result, Xai is dotted with ancient **Solaran Realms**, concentrated areas of civilization surrounding a Spire that channels the e'Mral mists to **terraform the surrounding** area, creating a stable realm usually 8,000 miles radius (about the surface area of Earth), and surrounded by a large circular **ring of raised mountains** as a further bastion against the savage vastness beyond.

Xai is a game of exploration. Of the unknown **Savagelands** between Xai's ancient Solaran Spires, of the labyrinthine streets and alleys of the **Clockwork Cosmopolis** at Xai's heart, of hell's **subworld spirals**, and the Strange Doorways within the Clockworks that make up the remnants of the Solaran **pedestrian space opera** spanning far distant worlds.

The Solaran Empire was once thought eternal, enduring for eons, but now destroyed within living memory. Demons still roam and post-humankind has newly ascended to stand atop the Empire's still warm corpse.

Modern Xai is tumult, violence, and uncertainty, what it may become is the **purview of the brave**, of player heroes and villains.



XAI MENAGERIE

All monsters have a Power Level (PL). Power Level is used by the game master to balance monster encounters against player characters.

All monsters have 4 Skills: Ferocity, Elegance, Perception, and Shadows.

There are 3 monster templates: Predator, Prey, and Stalker.

PREDATOR

Size: xl or more or fraction.
Health: 30 (+6 per PL)
Move: 10 (+1 per PL)
Elegance: 2'OD+PL, d12 armor
Ferocity: 3'OD+PL, 3d6 damage
Perception: 2'OD+PL
Shadows: 1'OD+PL

Prey

Size: xl or more or fraction.
Health: 10 (+4 per PL)
Move: 15 (+1 per PL)
Elegance: 3'OD+PL, d20 armor
Ferocity: 1'OD+PL, d6 damage
Perception: 3'OD+PL
Shadows: 2'OD+PL

STALKER

Size: xl or more or fraction.
Health: 20 (+5 per PL)
Move: 5 (+1 per PL)
Elegance: 1'OD+PL, d6 armor
Ferocity: 2'OD+PL, 2d6 damage
Perception: 1'OD+PL
Shadows: 3'OD+PL

The game purpose of **Power Level** allows the game master to match up the Power Level of opponents with the Power Level of the Players.

One of the **BIG** elements of Xai is that it is a Skill Based system of mechanics. Meaning that there is **no generic opponent** that always has the same statistics. A young and inexperienced crew of kobold conscripts may be easy work for a player group, but a battle-hardened crew of veterans is not so easy.

Players must constantly **gauge and guess** the strength of their opponents, this is the game.

Similarly, monsters are always judging the strengths and weaknesses of prey, such as player characters. Culling the weak is one thing, attacking an Alpha something else altogether. This makes Xai a deadly game, especially for the foolish.

MONSTER ADVANTAGE

Animals are domesticated, **Beasts** are wild, and **Monsters** are super-natural, made by demons, technomancy, or nightmare. All Xai animals, beasts, and monsters have a natural or supernatural ability, something that makes them unique. The following is a list of common monster abilities.

Displacement: (+2) Defense & attack with Flank Advantage: (+2) Attack & (+10%) Critical Chance

Blink: (+4) Defense & attack with Back Advantage: (+4) Attack & (+20%) Critical Chance

Vanish: attack with Surprise Advantage: (+10) Attack & (+50%) Critical Chance

Invisible: (+4) Attack & (+4) Defense, immune to Flank, Back, and Surprise Advantage.

Claw-Claw: +1'OD Ferocity.

Claw-Claw-Bite: +2'OD Ferocity.

Tentacles Forever: +1'OD per pair of arms to Primal Fight, tentacles, tails, limbs, or other bashing, slashing, or piercing body parts.

Savage Strike: gain a bonus to Ferocity critical chance (+10%, +20%, etc.).

Heavy Stike: gain a bonus to damage (+d6, +2d6, etc.).

Piercing Strike: gain (+1) Ferocity attack roll per 2 Power Levels.

Pack Advantage: +1'OD per 2 attackers against a single target. When attacking the group, you will target a random member of the group.

Maneuver: the creature can fly, swim, teleport, shift incorporeal, crawl upon any surface, float, or otherwise move in some unusual way.

Incorporeal: the creature is ghostly, able to cause & suffer only half-damage, 1/10-damage, or no damage per the creature. Incorporeal beasts can sometimes burn 1'OD concentration to become incorporeal or to become corporeal.

Undead advantage: Suffering 10'Implae exposed to daylight. Immune to Stun, unconsciousness, poison, disease, cold damage, and non-lethal damage. Suffering enchanted damage from Cold Iron, Silver, and Fire and whatever other source as adjudicated by the game master. Unable to regenerate harm with rest but may be repaired or steal life as adjudicated by the game master. Undead are never afforded a Life Check.

Demonic advantage: Suffering enchanted damage from Cold Iron and whatever other source as adjudicated by the game master. Demons tend to be immune to poison, disease, fire, cold, and lighting. Regenerating d12 Health (except enchanted damage) at the beginning of each round, minute, hour, or day as adjudicated by the game master. Demons cannot die, only be imprisoned or banished back to Xai's subworlds (zero Health & suffering all Enchanted damage).

Other Special Attack & Defense. Many Xai creatures have special attacks such as **Gaze to Salt**. Others special defenses, such as Ghosts being only **insubstantial**, causing fear but suffering no physical damage. The list is limited only by **fairy tales** and the imagination of the game master.

But it is suggested that each creature only have ONE special attack or defense, defining the special nature of the creature, and allowing clever players to devise a plan.

Triggered Effects

Some monsters have a special ability that is triggered.

Common Triggers

Successful Attack: target suffers the indicated effect instead of damage.

Damage: target suffers at least 1 damage, Poison Craft vs target Physique.

Touch: touching a target (for no damage) is easier than attacking a target, (+4) attack roll.

Gaze: Target visible within 1-Inch per PL, Monster Perception roll vs target Shadows.

Presence: Target is near, within 1-Inch per PL radius, Monster Shadows Craft vs target Perception.

Common Trigger Effects

Bonus damage: boring, but some poisons just hurt. Common to tiny creatures, Size-half & Size-1/10.

Bleed: target suffers 1 damage per round until 'first aid' or 'licking the wound' (1 round per bleed) is applied. This effect stacks.

Charm: (-d6) all skills opposing your new ally, victim views the attacker as an ally until proved otherwise, often followed next round by a surprise advantage attack. Charm is reduced 1 per hour unless noted otherwise.

Desiccation: (-d6) to Move & all skills until you can drink a day's water. This effect stacks.

Disease: target suffers a disease, like being implanted with 'eggs' of the creature that will hatch in dl2 days. The disease will tend to benefit the beast or its ecology.

Disintegration: your mass and current & maximum Health is permanently reduced by half. This effect stacks.

Exhaustion: (-d6) to Move & all skill rolls until you rest for 10 minutes. This effect stacks.

Fear: (-d6) all skills except Elegance when used to escape sight of the attacker. This effect stacks. Fear fades 1 per round when out of sight of your tormentor.

Fumble-Disarm: (-d6) to attack rolls reduced 1 per round. If critically hit, paw-claw-hand is broken-severed and if armed, weapon is thrown d6-Inches.

Hunger: (-d6) to Move & all skill rolls until you can eat a solid meal. This effect stacks.

Impale: target suffers 1'Impale, (-1) to Move & all skill rolls until the source of the Impale is removed. Burn 1'OD to remove a quill, barb, arrow or spear. Gun bullets & shards require 10 minutes and a sharp knife to remove.

Intoxicated: (-d6) to all skill rolls reduced 1 per hour. Your inhibitions are reduced by 10% per penalty. This effect stacks.

Knockback: target is knocked back d6-Inches or as otherwise noted. Burn 1'OD to stand back up at the beginning of next round.

Lust: (-d6) to all skill rolls not involved with getting nasty with the creature. This effect stacks. Reduced 1 per hour the object of your lust is out of sight or cured should they die.

Paralysis: (-d6) to Move. This effect stacks. Reduced 1 per round unless noted otherwise.

Petrification: target is turned partially to stone, salt, wood, or other inanimate material, permanently suffering (-d6) to Move & all skill rolls. If your Move is zero you are a statue. This effect stacks.

Polymorph: target is turned into the favorite prey of the beast, enduring so long as you are being hunted.

Sleep: (-d6) to Move & all skill rolls until you sleep for dl2 hours. This effect stacks. If your Move is zero, you fall into an enchanted sleep for dl2 hours.

Stun: (-d6) to Move & all skill rolls reduced 1 per round. This effect stacks. If your Move is zero, you fall unconscious for dl2 minutes.

SKILL DESCRIPTIONS

Xai is a game of 15 Core Skills.

The game master is encouraged to add skill that suit the story telling of their campaign, like the skills Sorcery and Wizardry in the appendix that help to tell the story of Xai.

Each skill is listed alphabetically.

Each skill notes **equipment** used by the skill, the game master is encouraged to add or remove any equipment as suites their story.

Each skill notes **Skill Proficiencies** that may be learned by any character, again, add and remove Proficiencies as helps to tell your story.

Each skill notes a **basic e'Mral effect** that Arcane may use when Lacing the skill with e'Mral mists.

Xai **e'Mral** magic is effusive, everywhere, and may be **Laced into skills**, relics, technomancy, and most anything else to create a sorcerous effect, especially as relates to quality of life, cantrip-like effects, and creative making.

The **e'Mral mists** are naturally creative and must be forced unwillingly to destroy. Player creativity is encouraged.

Lacing a skill, item, or anything always requires concentration (burn 1'OD concentration) unless noted otherwise.

e'Mral Laces may be learned by an Arcane character instead of a Skill Proficiency. As with all e'Mral Lace, this requires burn 1'OD concentration unless noted otherwise. The game master is encouraged to add or remove e'Mral Laces that best tell their story.



Armed
Martial

Shield Parry

Arts (aka Shields require a free off hand, **Burn 1'OD** concentration, and are ONLY usable with Armed Sword & Board): Martial Arts. Only 1 shield may be carried.

the skill Shields **deflect damage**, reducing melee or range to fight damage the character would suffer (after applying with 1 & armor) **by half**, but offer no protection against 2 handed surprise or back attacks

melee
weapons and
shields.

If Laced,
cause

maximum damage. Additionally, a **shield may be sacrificed** to negate the effects of an attack (except back & surprise). A Small shield is destroyed, Medium destroyed 3in6, Large destroyed 2in6.

Requires
1 year of
military
background
or similar
training.

Provides
Defense vs
any attack
except
only half-
Defense
vs range
attacks if
not using a
shield.

Common shields are assumed to be modern folding fabric or energy shields, heavier medieval style shields suffer an additional (-1) Move & break more easily (medium 4in6, large 3in6).

SL'3, **Off-hand Kata**: A character may use a second 1-handed weapon off-hand. This may be used to gain +1'OD to Attack OR instead burn 1'OD concentration and use the off-hand as a small shield, if the off-hand is sacrificed, the off-hand wrist is broken-severed, and you are disarmed (d6-Inches).

SL'3, **Great-hand Kata**: A character may fight with a 2-handed weapon. You may choose to burn 1'OD concentration, the weapon able to attack as well as act as a small shield, if your great weapon is sacrificed, 2in6 your left wrist is broken-severed, and you are disarmed (d6-Inches).

Armed
Martial
Arts
(SL'1+)
skill rolls
are made
with +1'OD
and attacks
that would
otherwise
miss, will
instead hit
(Mk'0) on
a natural
roll of 18,
19, or 20.



eMral Lace

Each Lace is learned individually by an Arcane.

Dancing Weapon, SL'1, burn 1'OD concentration, A Laced Armed MA melee weapon will attack with 1'OD+SL as directed up to 1-Inch per SL range.

Dancing Shield, SL'1, burn 1'OD concentration. A Laced Armed MA shield will defend with 1'OD+SL as directed up to 1-Inch per SL range.

Whirlwind, SL'5 & 2-handed melee weapon, burn 1'OD concentration. All within melee range (friend or foe) suffer your Armed MA damage (Mk'0). Your defense is half for the round. Game master may permit an Elegance roll to evade damage if the defender surrenders their attack.

Vorpal Keen Kata, SL'10, 2-handed sword or ax, burn 1'OD concentration. Laced Armed MA weapon will decapitate on a critical hit or target the location chosen by the attacker.

Weapons

Weapons cause Armed MA damage.

Stun Wand, SL'1, 1-handed baton, no damage. Cause 1d12'Stun reduced by armor (critical 12'stun). 200'mils. A civil defense standard.

Dagger-ax-hammer, SL'0, 1-handed. d6'Damage, 30'mils, Twin daggers or off-hand dagger, (-4) skill roll but gain +1'OD, Thrown: (-1) per 2-Inch range.

Sword, battleax, warhammer, SL'1, 1-handed. 2d6'Damage & (+1% per Might SL Critical Chance), 100'mils. Used 2-handed gain +1d6 damage.

Great Weapon, SL'3, 2-handed. 3d6'Damage & (+2% per Might SL Critical Chance), 1,000'mils. Mounted usable 1-handed & +1'OD & +1d6 damage.

Solaran Claymore, SL'5, 2-handed. 2d12'Damage & (+3% per Might SL Critical Chance), 10-Sovs. Mounted usable 1-handed & +1'OD & +1d12 damage. A rare and ancient Solaran great sword.

Skill Proficiency

Each Proficiency is learned individually.

Throw Melee, SL'1. May throw an Armed MA weapon or shield, (-1) per 2-Inch range, shield will cause d6'Damage. If Laced, concentration, the item thrown will return to your hand.

Shield Slam, SL'1. Use your shield to attack, causing no damage but knocking the target back 1d6-Inches.

Stance Dance, SL'1. Armed MA gains (+4) Defense but (-4) Attack OR (+4) Attack but (-4) Defense.

Berserker Stance, SL'3, no shield. Armed MA causes double dice damage but suffer double dice damage.

Counterstrike, SL'1, do not attack. Gain (+4) Defense. Following any melee damage you suffer, cause your Armed MA weapon damage (Mk'0) to the attacker.

Slash, SL'1, requires a long blade. In lieu of damage, Armed MA target suffers 4'Paralysis.

AURA

The skill to **sense magic**, the e'Mral mists, the future, ghosts, spirits, unholy, supernatural, corrupt, insane, and **all things unnatural**.

If Laced, you may speak with the dead and command the soulless undead (opposed by Shadows if in question).

Opposed by Physique.

When rolled, you can glimpse the future and see the unseeable, providing **full-Defense vs any attack**, seen or unseen, living or dead, **physical or ethereal**. If concentration is maintained, you may attack (and be attacked by) the ethereal, ghost, and otherwise unseen and vague.

Aura is a **catch-all skill for all things magic**, vague, supernatural, and opposed to the natural order, such as talking to ghosts, sense the past of a location, glimpse the future, sing a lullaby to Lovecraftian horrors, and pray to old-gods.

Aura is used by the game master anytime no other skill is appropriate or when a 'Luck' roll is the only reasonable resolution.

The skill Aura additionally allows for the understanding of the musical language of creation, **Eldritch Song**, and the ability to sing its meaning.



Aura Equipment

Crystal ball, 1-lb, requires total meditative concentration & something personal of the target person worn or in-hand. See a present vision of that person within the crystal ball.

Tarot Deck, requires the target person see the cards drawn. Predict the person's soon-to-be-future.

Rose Colored Glasses, worn. See your surroundings as the place was new. If Laced, total concentration, see the place at any time in the past.

Wand, somatic gesture. Roll Aura vs Physique, curse the target touched, suffering 4'Impale until the curse is removed. Or remove a curse, Aura vs Craft of Curse. Only one curse may be laid upon a person.

Skill Proficiency

Séance, SL'1, d12 minute ritual. Able to see and speak to the ghosts that haunt this place or the ancestors of you or another holding hands in a ritual circle.

Speak with Dead, SL'1, d12 minute ritual. Able to speak with a corpse, up to 1-day per SL dead. The dead lie.

Aura e'Mral Lace

Finding, SL'1, burn 1'OD concentration & hold something personal belonging to the target, or if inanimate, a part of the target object. Know the direction, like a compass, to the target.

Consecrate, SL'1. Cause a place or object to be holy, causing 4'Impale to demons & undead within the area or touching a consecrated object. Aura vs Accurse Craft of accursed.

Accurse, SL'1. Cause a place or object to be un-holy, causing 4'Impale to the living within the area or touching an accursed object. Aura vs Consecrate Craft if consecrated.

Blessing of Eternal Rest, SL'1. Destroy an undead touched, Aura vs undead Shadows.

Lazarus Curse, SL'5, 1-hour per SL ritual, 5% per SL chance to raise a corpse to life. Dead not more than 1-day per SL. Failure raises the corpse as a mindless zombie under command of the character, responding to basic commands such as follow, carry, smash.

Something of a Wish, SL'10, 1-round per SL ritual. You may conjure something from nothing. It must be a 'something', tangible, touchable, real as adjudicated by the game master. The better your skill roll, the clearer your **eldritch song**.

Chaos Wish, SL'15, 1-hour per SL ritual. You change the universe, bending it to your will. This is not a thing or object, this is chaos, chance, and diverting the course of the universe as adjudicated by the game master. The better your skill roll, the clearer your eldritch song. **Bad things happen to those that trifle with chaos, very bad things.**



Bypass Proficiency

Bypass (aka Spyder): Requires dl2 round ritual. Requires the use of a Spyder, an exotic set of tools hidden weightlessly throughout your clothing.

The skill to temporarily (burn 1'OD concentration) bypass locks, traps, cameras, security systems, computer firewalls, codes, and encryption.

If Laced (burn 1'OD concentration) you may pass through any door (but only doors).

Opposed by Technomancy.

When rolled, Defense = half-Perception Craft.

You may also look through a door without the door appearing to be open (opposed by Perception of anyone on the other side of the door). All will be restored to the way it was when concentration is broken.

Unlike the skill technomancy, the effects of Bypass are temporary, enduring only so long as the character concentrates (burn 1'OD concentration).

This means that a door or trap or lock that is bypassed will close, re-lock or re-set once the character stops concentration, with no obvious signs of having been bypassed.

Equipment

Spyder, SL'1, 5-1b. A set of holographic hand-eye interface, gloves, goggles, and earpiece, as well as a collection of tools, prybars, cyphers, codes, exotic oils, potions, oils, drugs, and esoteric apparatus. 500'mils. Weightless worn. Chrome install 5,000'mils & 1'Pain.

Contortions, SL'1. Reduce your effective size 5% per SL (90% maximum), burn 1'OD concentration to maintain the effect. If e'Mral Laced, reduce your actual size.

Escape Artist, SL'1 & 1-round of total concentration. Slip bindings, manacles, and similar constraints to movement. If e'Mral Laced, teleport 1-Inch (about 2-yards) in a clear line of sight, from your bonds.

e'Mral Lace

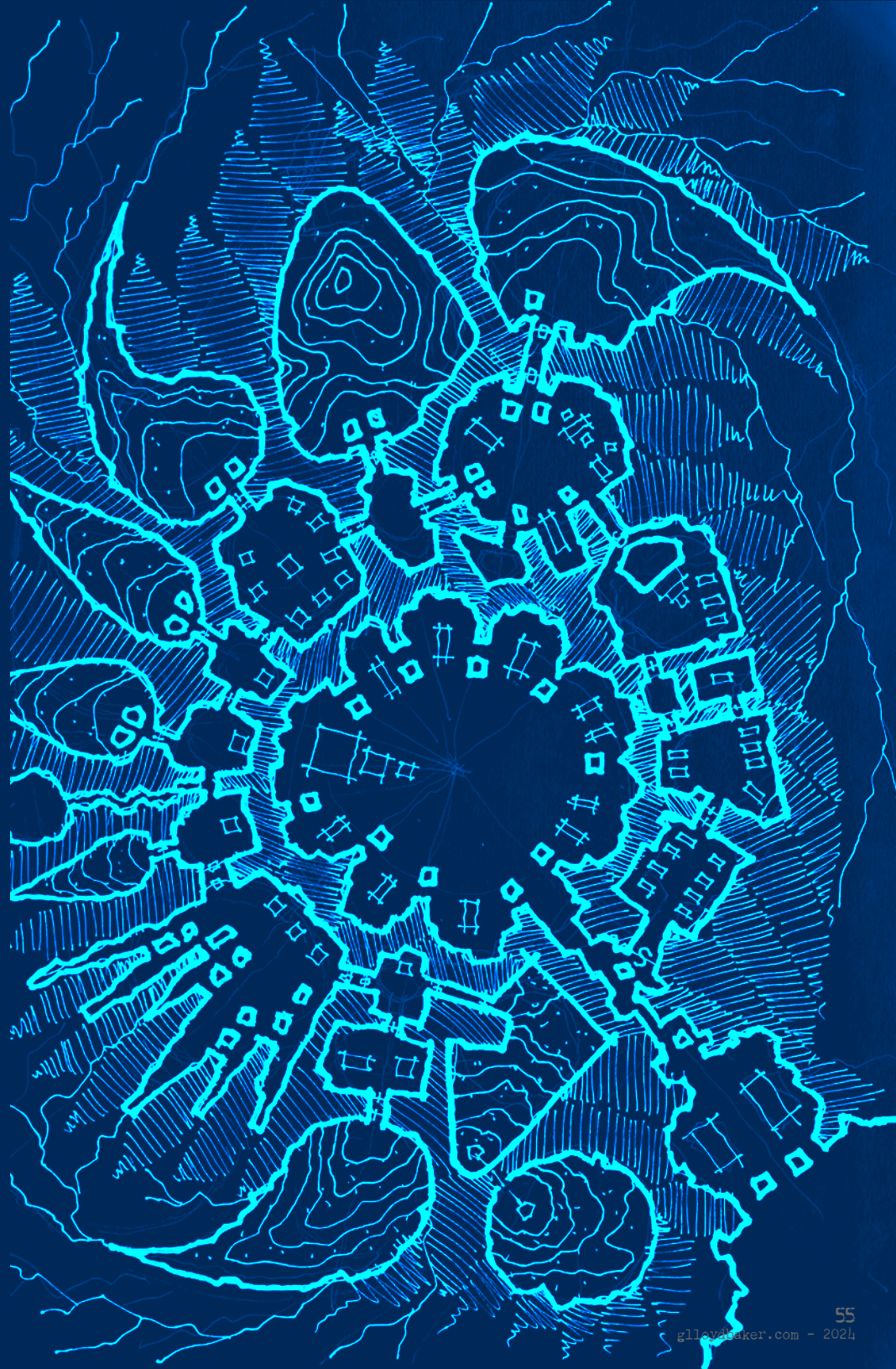
Ghost Door, SL'1, Self only, total concentration. You may pass through any door, but only a door, ghostlike. What is a door? That which is designed to open and allow the passage of a person.

Slip Step, SL'1, Self only, total concentration. Teleport 1-Inch per SL, clear line of sight.

Home, SL'1, Self +1 person per SL touched, total concentration & 1dl2 round ritual. You teleport 'home.' Home is the most recent place you have lived at least 1-year continuously. When in doubt, it is the place of your birth.

Mirror Step, SL'5, Self only, total concentration & touch a surface. Teleport to the other side of the object, wall, door, mountain, or whatever you are touching.

Far Step, SL'10, total concentration, Self +1 person touched per OD of skill roll. Teleport to any place you can see, even if viewed remotely.



Elegance: the skill to run, jump, tumble, swim, and otherwise move. Also, the skill to effectively utilize natural armor or wear armor as 'self.' Opposed by Might. When rolled, provides Defense vs any attack. Lace to fall harmless from any height.

Equipment

Slip Shield, SL'3, Slip Shield: 1-Sov, a shifting energy shield (burn 1'OD concentration), 10% per Elegance SL chance that any Blast or range attack is deflected as harmless. Back and surprise range attacks ignore a slip shield.

Grav-harness, burn 1'OD concentration. An awkward framework connected to arms, legs, and torso that allows for flight or movement through water with the same Move as on land except with a vertical competent. 1,000'mils. Chrome install 5'Sovs & 1'Pain.

Grav-Cycle, burn 1'OD concentration. Speed Craft = 1 per Move'20 (10-mph). 2,000'mils. Drifts 1-yard above the ground or water surface.

Meq'annis Horse, attunement, burn 1'OD concentration. Speed Craft = 1 per Move'20 (10-mph). 100'Sovs. Runs freely over any ground or water surface. Very intelligent, Size'x2, Health'50, Armor'5. Rider +1'OD to mounted attack. Trample attack, rider Elegance, 4d6 damage.

Vignette, burn 1'OD concentration. Speed Craft = 1 per Move'20 (10-mph). 5'Sovs. The ubiquitous cargo vans and 16-man drop-ships of Xai. Fully flight and hover capable.

Jack-Pilot, burn 1'OD concentration. A Chrome hand-eye install that grants the ability to 'plug' into a technomancy vehicle or ship, causing it to be considered as SELF. Always a Chrome install 100'mils & 1'Pain.

Skill Proficiency

Traceless, SL'1, burn 1'OD concentration. Leave no sign of your passing.

Far Jump, SL'1, total concentration. Jump 1-Inch per SL. If Laced, jump 3-Inches per SL and you suffer no falling damage.

Armor

Xai Armor reduces damage 1 for 1.

Only 1 suit of armor may be worn unless noted otherwise.

SL'0: **Light Armor:** 100-mils, **d6(3)**. Some rare light armors like shimmer dress d8(4) and glimmer fur d10(5) may be found whereas lower quality leathers are d4(2). Exotic Spider Silk laced Light Armors may add (+1) Armor per 3 Elegance SL.

SL'3: **Medium Armor:** 1,000-mils, **(-3) Move, d12(6)**. Reflex Armor is a rare tactical medium armor d16(8). Exotic metal wire woven Medium Armors may add (+1) Armor per 2 Elegance SL.

SL'5: **Heavy Armor:** 5-Sovs, **(-6) Move, d20(10)**. Solaran Battledress is a rare heavy armor d24(12) and Demon Armor is an especially rare living meq'annis armor d30(15). Exotic sandazar threaded Heavy Armors may add (+1) Armor per Elegance SL.

Note: medium and heavy armor may be environmentally sealed (x2 cost). Heavy armor may be crafted to be x2'Size (x100 cost), or even larger at the cost of major military hardware.

Players may choose to always roll armor, or always apply the (average). If rolled or average, your **minimum roll or minimum average is your Elegance SL**. Meaning that if you were wearing Light Armor (d6) and had an Elegance SL'6 or more, you would always reduce damage by 6 (never more than the maximum armor die). Each critical hit suffered by a character will reduce armor by (-4), armor less than 1 indicating no damage reduction.

SL'3, **Ablative Armor:** a heavy brute force kind of armor that is destroyed on use, the armor permanently reduced 1 per damage done. 500-mils, **(-6) Move, Armor=100 & gaining (+10) per Elegance SL of the wearer.**

Ablative armor may not be repaired. Ablative armor may be stacked over a suit of traditional armor or stacked over other layers of ablative armor; the Move penalties summed. Ablative armor may not be environmentally sealed nor increase Size.

e'Mral Lace

Flash, SL'1, total concentration. (+1) Move per SL.

Drift, SL'5 & burn 1'OD concentration. Able to float in the air and water with the same Move as on the ground.

Mist Form, SL'10 & burn 1'OD concentration. Your body becomes misty, only able to sense by taste and touch. You can move along any surface horizontal or vertical at xl'Move.

Ferocity: the skill to fight unarmed and to learn unarmed martial arts styles of combat that mimic the fighting styles of beasts, sometimes using exotic weapons. If laced, shape change into a beast of equal mass.

Suffer (-1) skill roll per Move penalty.

Provides Defense any attack.

*Ferocity (SL'1+) attack that would otherwise miss, will instead critical hit (Mk'0) on a natural roll of 20.

Xai beasts tend to attack in one of 3 ways:

Serpent Strike, Bite or Claw or Kick, or other single strike.

Eagle Strike, talon-talon or similar double strike = +1'OD.

Tiger Strike, Claw-Claw-Bite or similar triple strike = +2'OD

As such, Primal Martial Artists fight with a combination of punches and kicks emulating the fighting styles of beasts, gaining +1'OD at SL'1 and +2'OD at SL'3.

Unarmed Damage is 2d4, lethal or non-lethal as desired by the character. At SL'6 damage = 2d6, at SL'8 = 2d8, SL'10 = 2d10, and SL'12 = 2d12.

If unarmored, armor is d6. At SL'6 armor is d12 and at SL'12 armor is d20.

Equipment

Dervish Armor, SL'1. Armor'1 per SL. A set of robes, scarves, chains, and ropes designed to deflect and beguile.

Staff, SL'0, 2-hand. d6'Damage lethal or non-lethal as you choose, (-4) attack but (+4) defense.

Nunchaku, SL'1, 2-hand. d4'non-lethal Damage & d4'Stun. You always strike first opposing melee attacks.

Throwing Stars, SL'1, 2-hand. Throw 3 stars, +1'OD, (-1) per 2-Inch range, causing d4'Damage. If target is damaged, they suffer 3'Impale until the stars can be removed, 1 at a time.

emral Lace

Vampire Strike, SL'1. causes half-damage but any damage suffered heals you 1 for 1.

Bloody Strike, SL'5. causes the target to suffer 1'Damage per round until the bleeding might be stopped with medical aid or licking the wound for a round.

Dervish Whirlwind, SL'5. Jump & tumble up to 1-Inch per SL. All within melee range (friend or foe) suffer d6'Stun and are knocked back 1d6-Inches. The game master may allow Elegance to avoid the whirlwind if they do not attack.

Vipers Kata, SL'10 & burn 1'OD concentration. Your attack may be made at range up to 1-Inch per SL.

Proficiency

Grapple, SL'1. Target suffers Move'0 so long as you maintain your hold (burn 1'OD concentration). Might or Elegance v Ferocity Craft to escape.

Nuance Strike, SL'1. Ferocity cause half-damage but ignores armor.

Groin Kick, SL'1. In lieu of damage, causes 1d12'Stun, reduced by armor.

Eye Gouge, SL'1. In lieu of damage, target eye is blinded, critical, both eyes.

Kidney Shot, SL'1. In lieu of damage, target suffers 4'Paralysis.

Haymaker, SL'1 & your defense = half. In lieu of damage, target knocked back d6-Inches, critical knocks them out this and next round.

Neck Chop, SL'1. In lieu of damage, you cause target to be unable to breathe or speak 1d12 rounds (reduced by armor).

Suffering Strike, SL'5. damage is maximum but suffered 1'Damage per round, minute, hour, or day as desired by the martial artist.

Sleepers Caress, SL'10. In lieu of damage, the target sleeps for d12 minutes less 1 per target armor.

Heart Strike, SL'10. In lieu of damage, the target's heart is stopped, 100% less 10% per target Armor.



LOGIC

The skill to confuse, search for clues and things hidden, of book learning, education, language, and all things fact, past, mathematics, and measurable.

If Laced, you are a logic machine, immune to feeling any emotion including fear, charm, anger, or compassion.

Opposed by Performance.

When rolled, Defense = half-Perception Craft.

MENTAL LACE

MIND READ, SL'1, burn 1'OD concentration. Know the surface thoughts of speaking target.

MNEMONICS, SL'5, 1-round per SL hypnotic ritual. Erase the most recent 1-hour per SL memories of the target, and if desired, replace or alter them.

FEAR, SL'5. Target suffers 4'Fear, running from you if able.

TERROR, SL'10. Target falls into a fetal ball 1 round per SL, likely inflicted with a phobia.

POSSESSION, SL'15, burn 1'OD concentration. Dominate the mind of the target, your own body falling to mindless slumber, possessing the body of the target as your own.

SKILL PROFICIENCY

INTIMIDATION, SL'1 & burn 1'OD concentration. Target is inclined to get away from you.

FOCUS, SL'1, 1-minute per SL ritual. Your next physical task will gain (+2) per Logic SL, but is always made with 1'OD.

ANCESTRAL MIND, SL'1, total concentration. Speak too and know the memories of your ancestors, paternal or maternal per your gender, to the point of conception.

A CORPSE I AM, SL'1, total concentration. You are dead, feel no pain or suffering, need not breathe, eat, sleep, or perform any biologic function. You can see as if standing outside your body.

ZEN MIND, SL'1, burn 1'OD concentration. You are immune to fear and all forms of mental manipulations such as mind reading, mnemonics, and possession.

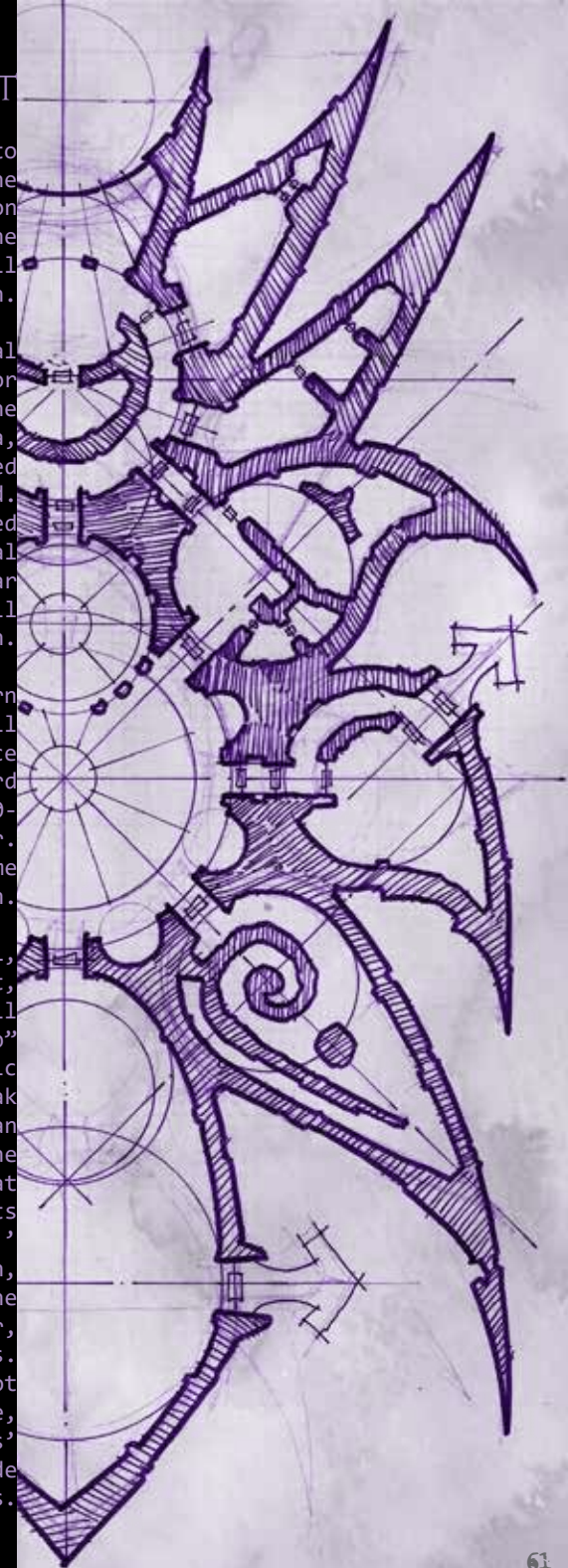
EQUIPMENT

LEXICA, SL'1. Allows you to speak and understand anyone installed with a lexica. Common among most adults of the City. 10'mils. Chrome install 100'mils & 1'Pain.

KYRSS READER, SL'1, total concentration. An eyepiece or console that allows for the reading and recording of data, though data may be encrypted or otherwise code protected. The Kryss being an elongated and irregularly shaped crystal that stores data at a molecular level. 10'mils. Chrome install 100'mils & 1'Pain.

KRYSS CAMERA, SL'1, burn 1'OD concentration. A small dragonfly size flying device that can be directed to record sound and images within a 30-Inch radius of the controller. 100'mils. Controller chrome install 1,000-mils & 1'Pain.

ROBOT FAMILIAR, SL'1, Attunement. A small robot, shaped like most any small animal, spider monkey, or 'Imp' form, with a powerful logic engine that can read and speak almost any language and has an encyclopedic knowledge of the 'real' universe. Anything that it does not know or contradicts its data is 'clearly magic.' Familiars used to be common, dating to the early days of the Empress, but following the war, most were destroyed as spies. The post-war versions are not very bright or knowledgeable, the surviving ancient 'Imps' feigning ignorance to evade destruction. 5'Sovs.



MIGHT

EQUIPMENT

POWER FRAME, SL'1 & burn 1'OD concentration. A bulky frame attached to arms, legs, and torso, increasing a xl'Size character to be x2'Size. At SL'5 the character can control a x3'Size frame, at SL'10 a x4'Size frame, and at SL'15 a x5'frame. Common among construction crews and military engineers. 2'000'mils. Chrome install 10'Sovs & 1'Pain.

SKILL PROFICIENCY

LEVERAGE, SL'1, 1-round per SL ritual. Gain (+1) per SL to your next IRN skill roll.

POWER LIFT, SL'1, total concentration. Lift, smash, or carry as if (+1) Size per SL.

IRON GRIP, SL'1, target not larger than self. Target is gripped and held firm, suffering 4'Paralysis. Burn 1'OD concentration to maintain grip. If one side is a group, the individual instead suffers 3'Paralysis per gripping group member.

The skill to lift, bend, break, and otherwise power through the world. If Laced your Carry is xl per Might SL, having super strength as adjudicated by the game master.

Opposed by Elegance.

When rolled, provides Defense vs any Melee attack, half-Defense otherwise.

TACKLE & HOLD, SL'0. Roll Might v target Elegance (to evade escape) or Might (counter hold or break). Winning Might causes d6 Impale so long as the hold is maintained. This effect can stack each round of new attack. Winning Elegance will reduce d6 Impale, and winning Might may reduce OR cause an additional d6 Impale. If the attacker is a group, cause (+2) Impale per pair of attackers. Capture is real.



e'MRAL LACE

GRAVITY'S HOLD, SL'1, target not larger than self and up to 1-Inch per IRN range. Target is gripped by crushing gravity, suffering 1'Paralysis per SL. Burn 1'OD concentration to maintain hold.

FORCE FIELD, SL'5, burn 1'OD concentration. Bend gravity to reduce any damage suffered by HALF.

FORCE BOLT, SL'5, total concentration. Target is knocked back 1-Inch per SL. The bolt has the force of the character when breaking doors or smashing things.

FORCE CUBE, SL'10, burn 1'OD concentration. Craft a 1-Inch per SL cube with you at the center. The cube is fixed, not moving. Once crafted, nothing larger than a grain of sand may move through the cube in either direction except for yourself (Might Craft vs Elegance roll for others to evade the cube).

TELEKINESIS, SL'10, burn 1'OD concentration. Bend gravity up to a range of 1-Inch per SL, moving yourself or targets totaling not more than your Heavy-Load. Might Craft vs Elegance roll to evade telekinesis. Targets and or self, Move'1 per SL.

Proficiency

Anticipation, SL'1. At the end of a combat round, move yourself where you want to be, up to 1-Inch per SL. Your next skill roll is made with 1'OD.

Premonition, SL'1, The first attack against you by an opponent will miss. Your next attack will miss.

Sense Afar, SL'1, Burn 1'OD concentration. You may see OR hear OR feel by touch OR smell OR taste at range 1-Inch per SL.

Prescience, SL'5. Requires a d12 round ritual & gain +3'OD to your next skill roll.

Flash Vision, SL'10, Requires a d12 round ritual & know the likely outcome to yourself of your next action.

e'Mral Lace

Prey Maneuver, SL'1, burn 1'OD concentration. You cannot be tracked, visualized, scryed, or otherwise remotely detected.

Fairy Pink, SL'5, burn 1'OD concentration. Those that mean you harm glow with a sickly pink light. You gain +d12 to attack rolls against them.

Uncanny Survival, SL'10, burn 1'OD concentration & any skill roll you make is with only 1'OD. Damage suffered is minimum and critical effects are ignored.

The skill of overwatch (burn 1'OD concentration & half-Move), tracking, to sense danger, perceive the near future, or otherwise avoid surprise.

If Laced, you cannot be surprised.

Non-living creatures such as undead & robots suffer (-10) to Perception skill rolls, having no 'survival instinct.'

Opposed by **Shadows**.

When rolled, provides **half-Defense vs any attack**.

Perception is the skill to sense danger, shadows, invisible, hidden, surprise, or anything else that threatens or **may soon threaten** the life of the character, even to the point of prescience, gaining flashes of sight into the next round involving the demise of the character.

Equipment

Darksight Visor, SL'1. Allows for sight of infra-red and ultra-violet colors. 100'mils. Chrome install, 1,000'mils & 1'Pain.

Surround Earpiece, SL'1. Allows for hearing sub-sonic and hyper-sonic sounds. 100'mils. Chrome install, 1,000'mils & 1'Pain.

Epidermal Web, SL'1. Allows for hypersensitive touch. 500'mils. Chrome install, 5,000'mils & 1'Pain. **Olfactory Insert**, SL'1. Allows for hypersensitive taste and scent. 1,000'mils. Chrome install, 5'Sovs & 1'Pain.

Pix Familiar, SL'1 & attunement. A small designer Meq'annis animal like a winged cat. Burn 1'OD concentration to sense through your Pix, no matter how far the distance. 10'Sovs. At SL'10 you may perform skills with your Pix.

Performance

Performance (aka *Empathy*): the skill of emotion, art, music, dance, theater, and rhetoric. To charm, sense, and manipulate the **higher emotions** of a sentient being, such as anger, hate, grace, love, compassion, faith, honor, betrayal, selfishness and self-sacrifice.

If Laced, hostile reactions are neutral, neutral are positive, and positive are charmed.

Opposed by **Logic**.

When rolled provides half-Defense vs any attack except full-Defense when dancing.

Proficiency

Streetwise, SL'1. Know the underworld streets as native. Language, Gutter Chant. Intimidation, make an offer target cannot refuse.

Legal Doctrine, SL'1. Know the corridors of law and bureaucracy as native. Language, Lucifer's Contract. Intimidation, suggest an inquiry.

Military Code, SL'1. Know the hierarchies and methods of military halls as native. Language, Military Cadence. Intimidation, indignant order.

Charm, SL'1 & burn 1'OD concentration. Target is inclined to be agreeable if not threatened.

Ventriloquism, SL'1, burn 1'OD concentration. Throw your voice up to 1-Inch per SL.

Mimic, SL'1, burn 1'OD concentration. Alter your voice to mimic another's voice or any sound.

Equipment

Disguise kit, SL'1, 5-lb. A collection of make-up, prosthetics, fabrics, and exotic materials. Alter the appearance of the character.

e'Mral Lace Illusionary Person

SL'1, 1-round per SL ritual & burn 1'OD concentration. You or target appear, sound, taste, smell, and feel as you desire.

Illusionary Stage, SL'5, 1-round per SL ritual & burn 1'OD concentration. A 1-Inch per SL cube is made to appear, sound, taste, smell, and feel as you desire.

Hard-Light Object, SL'10, 1-hour per SL ritual.

Create an illusionary object that will act as real except that it can cause no harm.

Illusionary objects are permanent so long as the creating character lives.

Desire, SL'1. Target engaged in conversation will reveal their greatest desire.

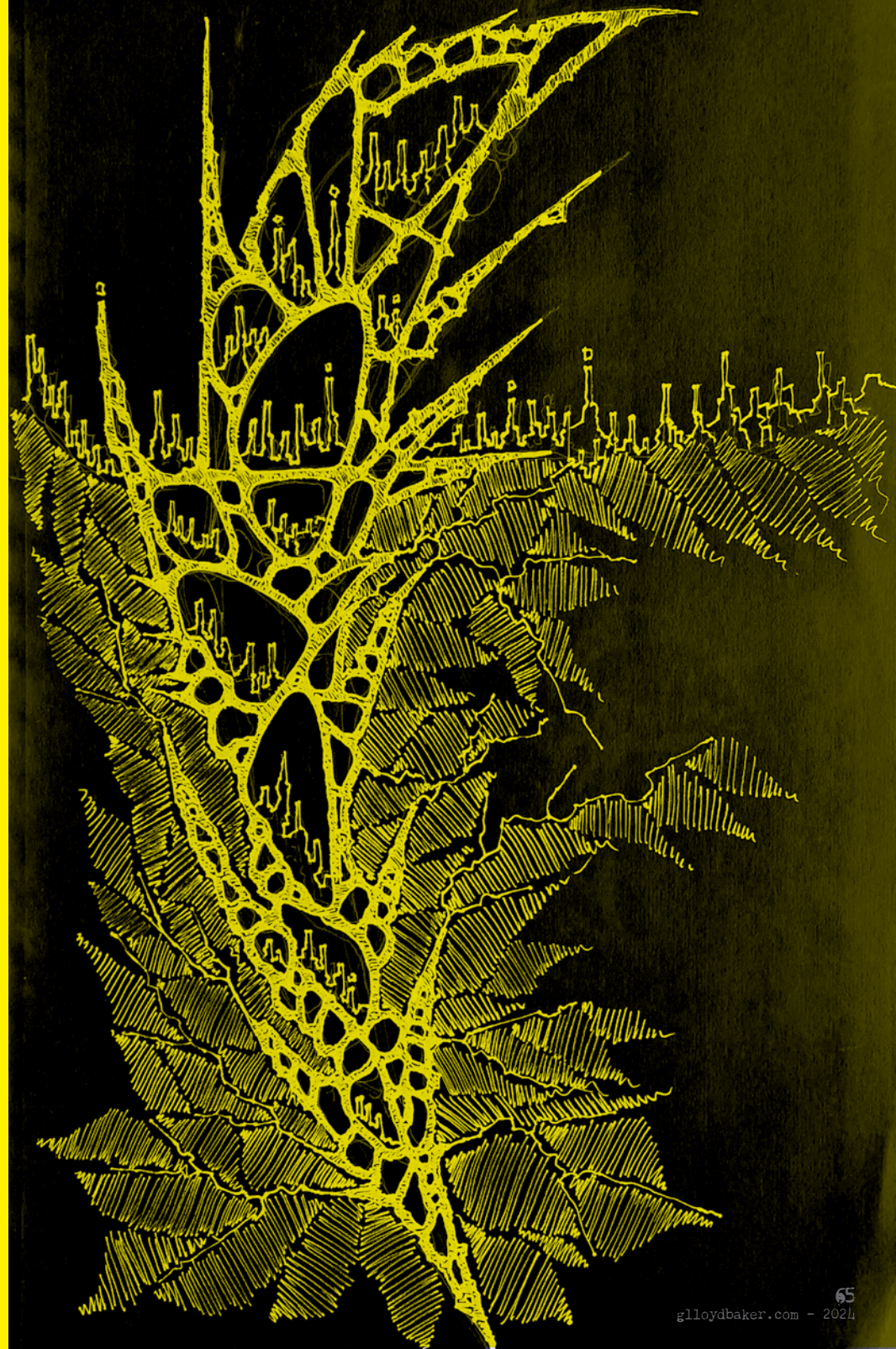
Charming Evil, SL'1, burn 1'OD concentration.

Target inhibitions are lowered, freeing them to do as they desire.

Love Spell, SL'5, burn 1'OD concentration. Target is infatuated with you or who you might suggest.

Suggestion, SL'5 & burn 1'OD concentration. Target will do as you suggest so long as they are not threatened.

Command, SL'10 & burn 1'OD concentration. Target will do as you say, even to their harm.



Physique

The skill to sense the natural order of life, body, health, and holy. The skill to heal, restore, and resist poison, disease, corruption, insanity, the unholy, and magic. All that is good and green in the world.

If Laced, you are restored 1-Health per minute (excepting Enchanted damage).

Opposed by Aura.

When rolled, provides full-Defense vs any attack and gains (+1) Armor per SL.

Non-living creatures such as undead & robots suffer (-10) to Physique skill rolls & no Physique Armor bonus, having no connection to the natural world.



Equipment

Enviro-suit, SL'1. A thin bright orange membrane that appears as paint over the naked skin of the character. Life maintained up to 1-day per Physique SL. 1,000'mils. Items and clothing are worn and carried outside the enviro-suit. Chrome install 5'Sovs & 1'Pain.

Auto-Doc, SL'1. Contains 1 potion to administer as programmed. 100'mils. Chrome install 1000'mils & 1'Pain. Up to 1 per SL Auto-docs may be installed at the same time.

Potions reliability is 100% less 10% per additional dose taken in one day. Failure indicates the potion fails; the character suffers d12 Impale for a day.

Crash, potion, 10-mils. Double health restored by rest for a day.

Burn, potion, 10-mils. Cleared & Immune to Stun and Impale for 1d12 rounds.

Chill, potion, 10-mils. The body is preserved, unconscious, but alive for 1d12 days.

Cure, potion, 10-mils. Cleanse the body of one poison or disease.

Panacea potion, 1,000'mils. d6 (x1 per Physique SL) health is miraculously restored to the living, non-lethal first, lethal next, but never enchanted.

Hero potion, 100'mils. Double current Health for 1d12 rounds. Upon conclusion, half your current Health.

Haste potion, 100'mils. Gain +1'OD to skill rolls & double current Move for 1d12 rounds.

Proficiency

Seduction, SL'1, burn 1'OD concentration. Target is enamored of your body.

Beast Mastery, SL'1. Communicate, charm, or fear target beast.

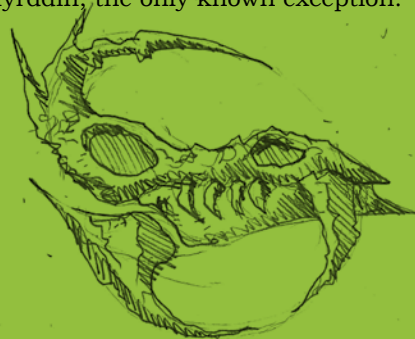
First Aid, SL'1 & 10-minute ritual. Target death is prevented and made comfortable for rest. At SL'1, a character dead less than 1-minutes per SL is restored to life.

Cleanse, SL'1 & 10-minute ritual. Clear your body of poison or disease.

Healing, SL'1 & 10-minute ritual. Restore 1-Health per SL, non-lethal first, lethal next, but never enchanted.

Field Surgery, SL'5 & 1d6-hour ritual. Restore the function of a lost limb or organ by repair or robotic prosthetic as adjudicated by the game master.

Meq'annis Technomancy, SL'10. Understand the technomancy of Caliba Esoterica (the Priests of Caliba), Demon Princes, and Old-gods. Ancient powers such as directed & accelerated evolution, crafting demon hordes, the creation of post-humankind, the making of monsters, and the crafting of Meq'annis minds. Meq'annis technomancy is of living things, to repair, modify, and make LIFE. Meq'annis is alive, but always soulless (FYR'O) and blind to the e'Mral mists. The recent and unexplained appearance of Myrddin, the only known exception.



e'Mral Lace

Companion, SL'1, d12-day ritual. Target beast is bound (or unbound) to you, sharing senses and health. You are one. You may have up to one companion per SL. When damage is suffered, it reduces the total health of you and your companion(s).

Heroic Bastion, SL'1, burn 1'OD concentration. Double current Health. Upon conclusion, half your current Health.

Infatuation, SL'5 & burn 1'OD concentration. Target is your tool and will act accordingly.

Adoration, SL'10 & burn 1'OD concentration. Target will do anything for you.

Breath & Drown, SL'1, burn 1'OD concentration. Target touched may breathe or be made to drown no matter the environment.

Adaption, SL'5 & burn 1'OD concentration. You change as required to survive as native within your current environment.

Polymorph, SL'10 & burn 1'OD concentration. You are transformed into a known beast. The character may 'know' up to 1-beast form per SL, keep a list. If the form is tiny, less than 1-lb, then the target is transformed into a swam or school of critters. If the beast cannot survive in the current environment, Polymorph fails. 'Knowing' a beast requires some long period of observation with a living beast in its natural environment as adjudicated by the game master. You may target another, but this requires a d12-round ritual and touch, but is also maintained with concentration.

Pig, SL'10, requires touch, target living creature of your size or smaller is permanently turned into a pig (or restored to their original form).

Range Attack: The skill to throw rocks, spears, thrown weapons and to shoot ray-guns, bows, xbows, antique guns.

Suffer (-4) skill roll within a melee. Defense is always half against any attack, but (+1) per 10% cover.

Shooting into a melee will always strike a random target, though you may burn 1'OD concentration to avoid hitting a target.

Note: spears, arrows, bolts, and slugs each cause 1-Impale until removed. Burn 1'OD to remove a simple arrow or spear, but slugs, shards, and barbed arrows require 10-minutes and a sharp knife to remove.

If Laced, suffer no range penalty.

Equipment

Xai is a far future where everyone with cash has a flashy ray-gun with a near infinite power cell. Antique slug throwers, xbows, and bows are the stuff of sport and museums and the poor.

SL'2, **Ray-Ring***: 5-Sovs, 1-handed, (-1) per 1-Inch range, d6, (+10%) Critical Chance, a ring of any style with a large central gemstone. Single shot only.

SL'1, **Ray-Gun***: 1,000-mils, 1-handed, (-1) per 3-Inch range, 2d6, (+20%) Critical Chance, a classic pistol. Gain +1'OD per 3-shots fired, not more than 1-shot per SL or at SL'3 +1'OD if firing a pair of pistols.

SL'3, **Ray-Canon***: 1-Sov, 2-handed, (-1) per 5-Inch range, 3d6, (+30%) Critical Chance, a classic military style assault rifle. Gain +1'OD per 3-shots fired, not more than 1-shot per SL.

*There are commonly 3 varieties of ray guns, **Sunjet** cause heat-fire damage & d6 Stun, **Shard** cause chill-cold damage & d6 Paralysis, and **Pulse** weapons cause electrical-lighting damage & d6 Knockback. Otherwise, the diversity of exotic weapons is bound only by the imagination of the game master and players.



ANTIQUE WEAPONS

SL'0, **Rock**: free, 1-handed, (-1) per 1-Inch range, d6, most any throwable found object.

SL'1, **Spear-Dagger**: 10-mils, 1-handed, (-1) per 2-Inch range, d6, javelins (thrown only) have a range of (-1) per 3-Inch range.

SL'1, **Light Crossbow**: 100-mils, 2-handed, (-1) per 3-Inch range, 2d6, (+10%) Critical Chance. One shot per round.

SL'3, **Heavy Crossbow**: 200-mils, 2-handed, (-1) per 5-Inch range, 3d6, (+15%) Critical Chance. 1-round reload.

SL'1, **Short Bow**: 20-mils, 2-handed, (-1) per 3-Inch range, d6, (+2% per Might SL) Critical Chance. Usable mounted not more than Elegance SL. Gain +1'OD per 3-arrows fired, not more than 1-arrow per half-SL.

SL'3, **Long Bow**: 100-mils, 2-handed, (-1) per 5-Inch range, 2d6, (+3% per Might SL) Critical Chance. Gain +1'OD per 3-arrows fired, not more than 1-arrow per half-SL.

SL'1, **Kinetic Pistol**: 50-mils, 1-handed, (-1) per 3-Inch range, 2d6, (+10%) Critical Chance. 6-shot revolver or 12-shot magazine & 1-round reload. Gain +1'OD per 3-shots fired, not more than 1-shot per SL or at SL'3 +1'OD if firing a pair of pistols.

SL'3, **Kinetic Rifle**: 100-mils, 2-handed, (-1) per 5-Inch range, 3d6, (+15%) Critical Chance. 12-shot bolt or 36-shot magazine & 1-round reload. Gain +1'OD per 3-shots fired, not more than 1-shot per SL.

Proficiency

Quickdraw, gain (+2) per SL to your first attack against a target. High roll shoots first.

Strafe, up to 1 target per 2-shots. Anyone hit suffers weapon damage (Mk'0).



e'Mral Lace

Seeker, SL'1, burn 1'OD concentration. Lace your range weapon, it cannot miss, Mark not less than zero (Mk'0).

Far Seeker, SL'3, burn 1'OD concentration. Lace your range weapon, you suffer no range penalty, the shot going until it hits something.

Heart Seeker, SL'5, 1-round ritual aiming. Lace your range weapon, gaining +5% per SL critical chance.

Static Charge, SL'1, roll Range Attack normally. Causes dancing lightning to momentarily dazzle from your fingers up to 1-Inch per SL, causing no damage but 1d12'Stun reduced by armor (critical 12'Stun).

Lightning Lash, SL'3, roll Range Attack normally. Causes lightning to momentarily crackle from your fingers with a thundering boom up to 3-Inch per SL, causing 1d6 per 3'SL non-lethal or lethal damage, as desired. Lightning Lash has the unusual property of 'healing' robots and the undead as adjudicated by the game master.

Ritual Martial Arts: the skill to fight or duel honorably as tradition dictates.

If Laced, gain +1% per SL to critical chance.

Requires d12 years of noble or sacred background story.

Suffer (-1) skill roll per Move penalty.

Provides Defense vs any attack.

The skill of noble, honorable, melee combat, as practiced under a set of traditions. War with rules.

Ritual Martial Arts (SL'1+)

Attacks will ignore armor if hit with a natural roll of 18, 19, or 20.

Ritual MA may not be used from surprise, flank, back, invisible, or other advantage.

Equipment

Staff, SL'0.

d6'Damage, may choose to make a 1'OD skill roll but gain up to (+1) per half-SL to attack or defense, but for each (+1) attack, suffer (-1) defense, and for each (+1) defense, suffer (-1) attack.

Writ Knife, SL'1, 1-hand. +3'OD, d4'Damage. The traditional symbol of personal noble authority among the Great Houses.

Rapier, SL'2, 1-hand. +2'OD, d8'Damage. Favored among older more traditional Great Houses.

Vymeer, SL'3, 2-hand. +1'OD, d12'Damage. Once favored during the reign of the fallen Empress, now a symbol of defeat.

Star Pistol, SL'1, 1-hand, 6-Shot, range (-1) per SL-Inches. d10'Damage. The traditional ancient 6-gun with a hair trigger famed from tales of gun duels at high-noon. When used in a high-noon-duel, high skill-roll fires first & gains +5% per SL critical chance. Favored by younger Great Houses such as the Min'Zirai.

Proficiency

Lunge, SL'1, burn 1'OD concentration, you resolve melee damage first, Ritual MA gains +10% Crit. If you both Lunge, you trade blows (Mk'0).

Feint, SL'2, burn 1'OD concentration, Ritual MA gain (+4) attack or (+4) defense.

Riposte, SL'3, burn 1'OD concentration, Ritual MA gain (+4) defense, if your opponent misses, you cannot miss, Mk'0 minimum. If you both Riposte, circle each other.

Dervish Stance, SL'4, burn 1'OD concentration, suffer (-4) defense but cause double weapon damage. If you both dervish dance, you both suffer double damage (Mk'0).

Dancing Evasion, SL'6, burn 1'OD concentration. You make no attack but any successful attack against you is Mk'0, and any miss causes 4'Stun to the attacker.

Flash Parry, SL'8, burn 1'OD concentration, any attack that misses, range or melee, is instead sent back to the attacker, causing attacker weapon damage (Mk'0). If you both flash parry, you circle each other.



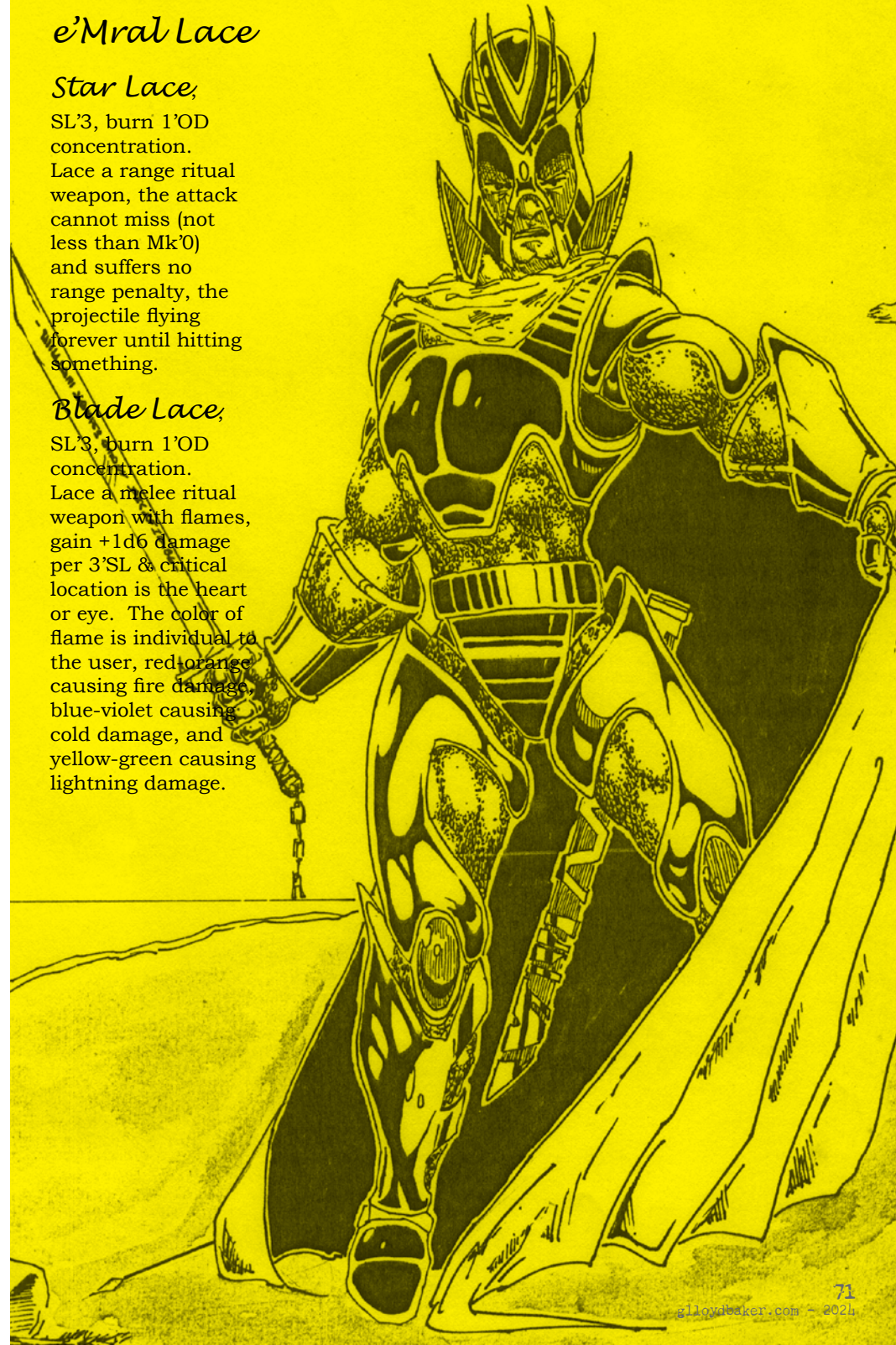
e'Mrai Lace

Star Lace,

SL'3, burn 1'OD concentration. Lace a range ritual weapon, the attack cannot miss (not less than Mk'0) and suffers no range penalty, the projectile flying forever until hitting something.

Blade Lace,

SL'3, burn 1'OD concentration. Lace a melee ritual weapon with flames, gain +1d6 damage per 3'SL & critical location is the heart or eye. The color of flame is individual to the user, red-orange causing fire damage, blue-violet causing cold damage, and yellow-green causing lightning damage.



SHAD⊕WS

The skill to **slip sideways into the shadows** (burn 1'OD concentration & half-Move), hide, stalk, follow, move traceless, or otherwise **avoid detection** such as following unnoticed and vanishing into crowds. As well as the ability to pick pockets, perform card tricks, palm an item or otherwise fool the eye about what is in your hands. If Laced, you are invisible.

Opposed by Perception.

When used, provides Defense vs any attack.

Attacking from shadows: IF you are not in combat or otherwise unobserved, Burn 1'OD Shadows & half-Move, then your target makes a Perception roll vs. your Shadows Craft. If your target is on Overwatch, the lower Craft rolls v the higher Craft. If target fails, you gain Surprise Advantage. If target succeeds, you may attack in the open or remain in Shadows and try again next round.

EQUIPMENT

CHAMELEON CLOAK, reptilian scale cloak that shifts to mimic the colors of the surrounding environment. Gain +1'OD to shadows rolls. 500'mils. Chrome Install to naked skin-fur, 5,000'mils & 1'Pain.

STEALTH SUIT, a thin sequin membrane that appears as shimmering paint upon the naked skin of the character or stretched over the equipment carried as SELF. That which is covered is invisible. 2,000'mils. Chrome install to naked skin-fur, 10'Sovs & 1'Pain.

E'MRAL LACE

FORGOTTEN, SL'1, burn 1'OD concentration. Any that see you forget having ever seen you.

DISPLACEMENT, SL'1, burn 1'OD concentration. You are not quite where you appear, the first attack made against you will miss.

LONG SHAD⊕WS, SL'1. Extend your Shadow Craft up to 1-Inch per SL radius.

VANISH, SL'1. Cause an object up to 1-lb per SL to vanish from hand. Burn 1'OD concentration to recall the item. Up to 1 item per SL may be vanished at the same time.

SHAD⊕W FORM, SL'5, total concentration. You become a 2-dimensional shadow of yourself moving along any surface, able to see and touch but not hear, taste, or smell.

TIME STEP, SL'10, 1-round ritual. You step forward in time 1-round per SL. While gone, you cease to exist. You may choose to move forward minutes, hours, or days as you prefer. In Xai, there is no such thing as traveling backward in time.

PROFICENCY

FACE ⊕ SHAD⊕W, SL'1, burn 1'OD concentration. You are unidentifiable, by sight, camera, magic, or any other means.

Technomancy (aka Engineering)

Requires dl2 minute ritual per component.

Requires an engineering harness, often in the form of a trench coat or industrial overalls, containing 50-lbs of specialized tools, parts, oils, crystals, and esoterica that when worn weighs 1 pound.

The skill to identify, manipulate, alter, repair, or engineer the machines and subtle e'Mral technomancies of Xai.

Opposed by Bypass.

When rolled, Defense = half-Perception Craft.

If Laced, you may operate & communicate with e'Mral Technomancy

PROFICENCY

BODY ELECTRIC, SL'5. The skill to Chrome a body, repairing, modifying, and replacing parts living with parts machine. Each modification causing 1'Pain. The limits of modification are the imagination of the player and game master. A few examples are listed among the equipment lists.

LICHBORNE, SL'10. The skill to remake a body immortal but soulless (FYR'0), a machine animated corpse with a living brain and gilded heart. Lichborne are blind to the e'Mral mists, preferring to make use of abstract mathematical magics, a tale for another day.

WYHT CORE, SL'15. The skill to preserve a living immortal mind within a Wyht Core, unalive and soulless (LYF'0 & FYR'0), plugging into machine bodies, vehicles, ships, and buildings with the ease and convenience of changing clothing. Wyht Core minds tend to be Psionic, with psychokinetic and extra sensory perceptions, a tale for another day.

E'MRAL LACE

DIVINATION, SL'1, total concentration. The ability to Lace a scanner or similar communications technomancy. Laced technomancy reveals things not-quite-real, esoteric, and oddly specific to the user. Additionally, the range of the device is more fluid, reaching as far as seems needed to reveal the song of dead-gods or to send a message.

TECHNOMANCY EQUIPMENT

CHROME MONKEY, SL'1, attunement. A logic-engine powered robot assistant, most shaped like a 6-armed spider monkey, 10-lbs if worn on back, Move'10 on its own power. A mobile toolbox, workstation, and assistant that allows the character to repair, modify, or make technomancy including networked surveillance, robots, logic engines, and kryss data-stores. 500'mils. Chrome install 5,000'mils & 1'Pain, 6 long mechanical arms placed in pairs down your back.

COMMS LINK, SL'0, hand-held or earpiece, allows for the verbal communications of those on the same frequency within about 33-Inches. 10'mils. Chrome install 100'mils & (-1) e'Mral Laced skill rolls. Usable while performing any skill roll.

MAP SCANNER, SL'1, burn 1'OD concentration, detects void and solid in a 33-Inch radius. 800'mils.

MOTION SCANNER, SL'2, burn 1'OD concentration, detects movement in a 33-Inch radius. 200'mils. Life Scanner, SL'3, burn 1'OD concentration, detects life and perhaps the type in a 33-Inch radius. 400'mils.

Minutia Scanner, SL'5, total concentration, may detect the details of material composition, atmosphere, and non-magical energy within a 33-Inch radius. 1,000'mils.

REPEATER WEB, SL'6. Send a handful of bumble bee size flying robots into a pattern of signal repeaters, expanding the radius of scanners and communications to 10-Inches per SL of the character. 2,000'mils.

REPLACEMENT CHROME, 1'Pain, single use. Will replace a lost limb or organ with the twisting knotted tendrils of reorganized machinery. The replacement will operate normally for 1 day per Might SL of the character. If the brain is replaced, it will operate as a robot, responding to simple commands such as follow, sit, eat. 1,000'mils.

CHROME HEART, SL'0. This is a special collection of chrome arguments, preventing disease, preventing death (for up to dl2 days), extending life (life expectancy +30-years per Might SL), and blinding e'Mral sight. Arcane installed with a chrome-heart are 'made real,' imprisoned in the 'normal' world. Always a chrome install, 100'Sovs, 1'Pain, but commonly installed 'free' during childhood among Xai's noble and wealthy or to 'cure' Arcane children.

CHROME HEALTH, SL'1. (+10) Health per half-Might SL. 1,000'Mils & 1'Pain per (+10) Health.

CHROME CARAPACE, SL'1. (+1) Armor per half-Elegance SL. 1,000'Mils & 1'Pain per (+1) Armor. Armor and clothing may be worn over chrome carapace normally.

CHROME ALACRITY, SL'1. (+1) Move per half-Elegance SL. 1,000'Mils & 1'Pain per (+1) bonus.

CHROME CONSTITUTION, SL'1. Immune to poison & Stun. 1'Sov, 1'Pain but food has no taste.

CHROME RESOLVE, SL'1. Immune to fear & charm. 1'Sov, 1'Pain & you are forever bored.

CHROME CORE, SL'5. (+1) per half-Physique SL to Might skill rolls. 10'Sovs & 1'Pain.



Things that go **BOOM**. All explosives have a **reliability** 70%+ **Craft**. Failure indicating the device detonates when in hand, a grenade when thrown, a bomb when armed, or a missile when launched.

Explosives are evaded (minimum damage) by **Might or Elegance** opposed by **Craft**. Damage is always Mk'0, blast attacks never critically hit.

GRENADE, SL'1. Throw (-1) per 2-Inch Range. Blast dl2-Inch radius. Effect either dl2'Damage or dl2'Stun, both knocking anyone hit back d6-Inches.

BOMB, SL'3. Set in place with a timer or dropped. Effect as grenade, except damage and blast radius is per Size of the bomb, x2, x3, x4, etc. The maximum radius of any Xai explosive is about 33-Inches, the e'Mral mists dissipating forces beyond this range.

MINI-MISSILE, SL'5. Fired from a 2-handed launcher. Missiles fly at Move'50 (about 200-mph). Effect as a x2'Size bomb.

HEAVY-MISSILE, SL'5. Fired from a mounted launcher. As per mini-missile except size may be x3 or larger.

Bombs, grenades, and missiles may have most any effect the game master might imagine, causing blindness, paralysis, polymorph, or most anything exotic and expensive.

The skill to cheat, to attack dishonorably with deception, cunning, and guile. This is an offensive style of combat, providing only half-Defense vs any attack. Suffer (-1) skill roll per Move penalty. If Laced, gain Back Advantage.

All Underhand Strikes are made with 1'OD but gain +3% per SL critical chance.

EQUIPMENT

FOUND MURDER WEAPON, SL'1. Any found object, d6'Damage, melee or thrown (-1) per 2-Inch range. If Laced, burn 1'OD concentration, ignore armor.

TWIN STILETTO⊕, SL'1. 2d6'Damage (lethal or non-lethal as desired) melee or thrown (-1) per 2-Inch range. Blades are poisoned, poison Craft = Underhand Strike Craft, the effect being 1 per SL Stun or Paralysis, or Sleep (causing d12 non-lethal damage), or Death (causing d12 lethal damage). If Laced, burn 1'OD concentration, ignore armor.

BLOWGUN or Dartgun, SL'1. Silently deliver poison (see twin stiletto) up to 1-Inch per SL range. 10% per target Armor the dart is deflected harmless. If Laced, burn 1'OD concentration, ignore armor.

SNIPER RIFLE, SL'1, Range is a clear line of sight, gain (+1) attack roll & (+d6) damage per 1 round of total concentration braced and aiming, Underhand Strike SL maximum bonus.

SEEKER, SL'5, single use, total concentration. A hornet size flying dart that can deliver poison up to 30-yards from the controlling character. You can see through the eyes of the Seeker. If Laced, the range is 300-yards.

PROFICENCY

ANTIBUSH STRIKE, SL'5. An attack made from surprise causes HALF current target health damage (reduced by armor & size advantage), a critical hit, causing 100% current target health damage (reduced by size advantage).

REAPER STRIKE, SL'10. Death in the city is often more inconvenience than consequence, with chrome hearts, miracle hospitals, and regen-tanks, keeping an honestly murdered person dead is often harder than it might seem. But a skilled assassin can make sure the death is permanent. A coup de grace, if the target is reduced to 0 health or killed outright, Underhand Strike vs target Physique to make the death permanent.

ETERNAL LACE

LATENT STRIKE, SL'5, burn 1'OD concentration. The damage from your attack will occur when you stop concentrating.

HAPPENSTANCE STRIKE, SL'10, requires a 1-day per SL ritual following the target. There is a 5% per SL chance the target will die by tragic accident (Underhand Strike vs target Elegance to evade accident).



SUMMARY OF HUMANKINDS

Once humanity was of a single kind.
 Artifact humankind
 evolved upon a single celestial orb.
 Subjects of cosmic chance.
 But Priests sought otherwise.
 To cut and sew flesh and bone.
 To evolve by design and desire.
 To escape nature.
 As Taliban,
 As Chimera,
 As gods of old,
 Remade
 as anthropomorphized cats and dogs and bugs,
 as elves and orcs and werewolves,
 as heroes, villains, and wizards,
 as angels and devils, and vampires,
 Making Post-Humankind.
 Unbound of nature,
 All made better.
 All the victims of their parent's decisions.
 All of service.
 The end of Artifact-Humankind,
 The end of natural evolution,
 The end of chance,
 The end of magic.

01 **Aiken' Kreer**: anthropomorphized otters, aquatic shape changers.

02 **Avia' Quian**: winged angelic in ebony & ivory.

03 **Avyl**: tall, beautiful, elfin, immortal.

04 **AVYL-AMIFYR**: cursed Avyl, vampire-immortal. Xai vampires are alive (not undead), though their life is stolen.

05 **Dhar**: regenerating trolls with chaos mutation.

06 **DRAKYRE**: a multitude mind of past generations.

07 **DRAX'URAI**: giant hateful beast-headed ape-bodied brutes, ubiquitous as bodyguards, bouncers, and 'protection.'

08 **Dy'mirra**: twin bodies with a single mind.

09 **EIGARIAN**: 4 armed psionic minded insects.

10 **GA'AU**: great accountants with a cyclops eye for true-value.

11 **Hathan**: noir humans of high logic & art. **Male** Hathans may know the skill Wizardry (see appendix), **females** the skill Sorcery (see appendix). Hathans are always Veiled, **never Arcane**. If by some strange turn a Hathan were Arcane, they may never know the skills Wizardry or Sorcery, their e'Mral sight making the skills unknowable.

12 **Kin'Rhi**: hairy hound-like berserkers with dire-wolf shape change.

13 **KRAI'ZAN**: the perfect servant, physically identical, unnoticed until needed.

14 **Min'Zirai**: fearless military-minded honorable cats.

15 **NYX**: doppelgangers of many personas.

16 **SAURIAN**: the hard-working lizard-like majority of Xai peoples.

17 **Shak'Muri**: a kind of prey invisible to all except other Shak'Muri, burn 1'OD concentration to make yourself visible to non-Shak'Muri.

18 **SOLARAN**: commonly Arcane (excepting a tiny minority). The original humankind, from which all Chimera were 'improved' to become post-humankind.

19 **Xanthos**: Lovecraftian frog plumbers of Xai.

20 **XUVARIAN**: living machines with a downloadable consciousness, but **never Arcane**.

There are hundreds of other Chimera races, populating Xai, their stories left for more advanced play and the imagination of the game master and players.

Aiken' Kreer

(Salterin)

Spire 30, **Rox'Burr** on Horizons Yet Seen

House Eleu by Grace of Wind & Sail & Star

Aiken Kreer the Salterin sailors on the Seas of Fate

Gain +1'OD to Elegance & Bypass.

Size x1

Health: 3dl2(20),

(+2) per Physique, Might, and Elegance skill levels.

Move: dl2(6), (+1) per Elegance SL, (x10) when swimming.

Carry: dl2(6), (+1) per Might SL

Aiken are a kind of anthropomorphized otter, slender, elegant, with an insulated silken fur.

While swimming, **shape-change** into any **mammalian aquatic** form, seal, dolphin, whale, and the like. 1-round ritual per x1'Size, not more than x1'Size per Elegance SL.

At Elegance SL'10, you may change into any **aquatic** creature, fish, octopus, kraken, or coastal city stomping kaiju.

A month or more away from water will cause 4**Impale** until they can get a good swim.

The Aiken are an especially **unruly** lot, famed mercenaries, rogues, explorers, adventurers, and folks **contrary to rules** and being told what to do, especially untrusting of robots, logic engines, and artificial intelligence.

The **citizen navy** of House Eleu is legend. As are its free markets. If there is a **party** after a big score, it is at Spire Eleu.

Avia'Quian

(Aquian)

Spire 13, Pen'Imori Sky of the High & Holy House Aquia Aerie on High Blessed be the Winged Egg
Avia Aquian avian masters of Air

Gain +1'OD to Elegance.
Gain +1'OD opposing evil.

Size x1

Health: 3dl2(20), (+2) per Physique, Might, and Elegance skill levels.

Move: dl2(6), (+1) per Elegance SL, (x10) when flying, burn 1'OD concentration to hover

Carry: dl2(6), (+1) per Might SL

The Avia cannot lie but unerringly **detect spoken** lies, nuance as adjudicated by the game master.

The Avia are thin, tall, and elegant with the **feathery wings of an angel** and a long feathery tail.

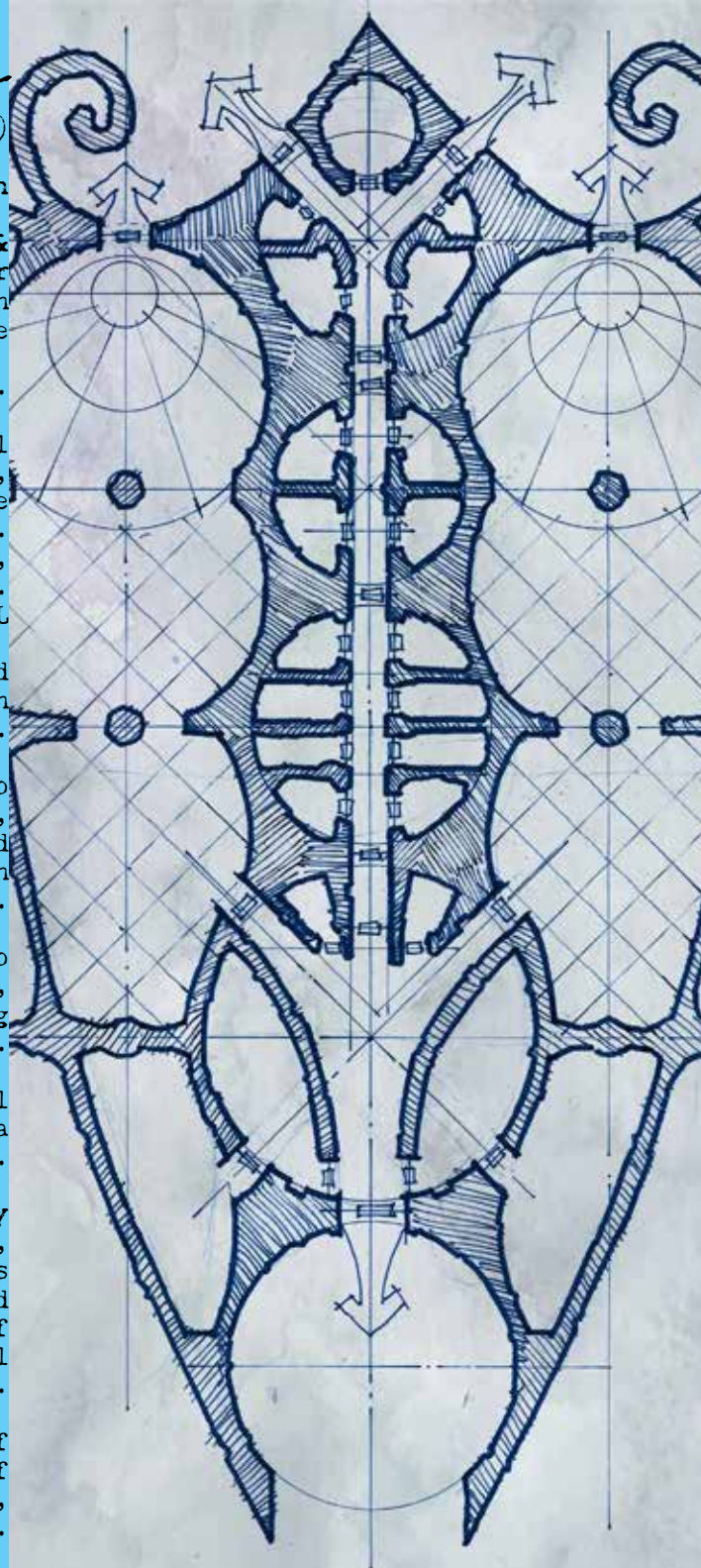
The men **alabaster** white, the women **jet** black.

The Avia are a rigid kind, religiously devout and dedicated to the promotion of 'good,' and the vanquishing of 'evil.' The Avia have a very black and white view of the universe and are the **paladins of Kai**.

Good is compassion, love, harmony, and order. **Evil is anger**, hate, discord, and chaos. More important, evil is a choice; children, animals, and those incapable of choice can never be evil. The Avia view themselves as angels, sent to the mortal world to remake the world as paradise, to **'prepare the way.'**

The Avia do not murder, instead they **cleanse the discordant**, and would never knowingly harm the good. They are inquisitors and detectives, investigating crime, tracking wrong doers, and exacting justice for those unable to defend themselves.

The Avia are despised by the Great Houses on general principle, as they are always inserting themselves into everyone's business, but are **adored by the common citizenry**, for their solving crimes and punishing the wicked.



AVYL

Spire 10, ~~Aurora~~ Avyl beyond the Sunrise
House Eldritch Dawn Evermore and Away
Avyl kind of Past & Present & Future.

+3'OD Physique

Size xl

Health: 20+3dl2(40),

(+2) per Physique, Might, and Elegance skill levels.

Move: 10+dl2(16), (+1) per Elegance SL, you may Burn 1'OD concentration and float in any direction up to 1-Inch per Elegance SL each round.

Carry: d6(3), (+1) per Might SL

Immortal so long as suffering no Pain but suffering death by accident, disease, or violence as any mortal.

The Avyl are thought to be the **first of post-humankind**, evolved by the Demon Princes to be tall, beautiful, elegant, and immoral as **elven mythology**. And in this, they succeeded.

An Avyl will live forever, naturally, so long as they install **NO chrome**, a single Pain causing them to begin aging as any mortal.

Death may visit an Avyl as any mortal, by **accident, disease, or violence**. But upon dying, the naked body of the Avyl is transformed to **mist**, leaving all worn or attuned as dead. But upon the **next full moon**, the Avyl will **reform**, naked and purified elsewhere, as adjudicated by the game master.

The Avyl are racists, seeing themselves as the pinnacle of human evolution, and all other post-humankind as **tools** to their will, and if of no use to themselves, then of no value.

Artifact humans they treat kindly, as is right with any **animal**.

This is not a universal feeling among Avyl, some few see their immortality as an **obligation to serve** other humankind cursed of mortality. But they are rare and often exiles of House Eldritch.

The haughty arrogance and entitlement of Avyl sets them apart from most other great houses, a condition Avyl find **most agreeable**.

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AVYL AMFYR

(Amfyr)
Banished of House Eldritch.
Cursed children of Avyl.

Size xl

Health: 3dl2(20),

(+2) per Physique, Might, and Elegance skill levels.

You suffer the permanent loss of 1 Health each day. You never heal or may be healed more than 1 Health per day (usually buried in the earth).

You are restored 1 for 10 Health stolen from an animal (up to xl max health).

Stolen Health causes your victim Enchanted Damage.

You are restored 1 for 1 Health stolen from a sentient creature (up to x2 max health).

Stolen Health causes your victim Enchanted Damage.

A victim killed by enchanted damage may be raised as a minion vampire by reducing your own Health to 1.

Move: dl2(6), (+1) per Elegance SL, you may Burn 1 Health each round, becoming like a roiling red mist, moving along any surface by taste & touch, up to 1-Inch per Shadows SL each round.

Carry: dl2(6), (+1) per Might SL

The **gaze of an Amfyr** will **hypnotize** a person to stare unmoving at the Amfyr so long as eye contact is maintained.

Minion vampires have freewill (unless beasts) but cannot disobey the command of their Maker-vampire (as adjudicated by the game master). Minion-vampires are the same humankind and have the same stats as when alive except stolen Health is lost 1 per day, with a maximum as when alive.

Destruction of a vampire **heart** will end their curse.

A vampire with 1 or more stolen Health can sense the world and may breathe and eat and enjoy life as alive. An undead with zero Health cannot breathe or speak and may sense the world in only infra-vision and hear in only deaden tones, but cannot feel, taste, or smell.

Amfyr and their minions are predators within the City, some forming covens, some in secret becoming men and women of great wealth and authority. Some banished from House Eldritch, some still beloved members of their Avyl families. The story of each Amfyr is unique but all are **dark and disturbing**.

Dhar

(Nyrn'dhar, Gris'dhar, & Slagg'dhar)

Spire 6, **Kon'Ata Beyond the Cave**
House Blackpool in Muck the Blessed Ooze
Troll in kind Dark & Slagg & Gray

Immune to poisons, famed for their toxic food, spices, and alchemy.

Size x1

Health: 3d12(20), (+2) per Physique, Might, and Elegance skill levels.

Your **blood is acid** and your **health regenerates 1 per round** (10 seconds), non-lethal first, lethal next but excepting Enchanted Damage. Silver, Fire, Cold, and Lighting causes you Enchanted Damage. Lost limbs, organs, and similar 'critically' damaged parts are each regenerated in d12 hours, you are so very hungry for raw meat when regenerating.

Move: d12(6), (+1) per Elegance SL

Carry: d12(6), (+1) per Might SL

The 3 kinds of Dhar in the City are ranked in hierarchy from high to low:

Nyrn'dhar (dark trolls, the officer elite) gain +2'OD to Physique, **Gris'dhar** (gray trolls, the sergeants) gain +2'OD to Ferocity, and **Slagg'dhar** (slime trolls, infantry thralls) gain +2'OD to Perception.

The **Slagg** are slaves to the **Gris**, and the **Gris** are slaves to the **Nyrn**. All evolved as slaves for the amusement of diabolic Demon Princes that played at war with the never-ending pain of the Dhar.

The most demonic of Post-Humankind, the Dhar are despised by all, especially themselves.

Player Dhar may make 1 or more rolls for **chaos mutation**, non-player, always 1 roll. See Appendix: Chaos Mutation.



Drakyr

Spire 29, **Ariel South of Six and Some**
House Aion Xavier behold the Serpent's Egg
Drakyr the Ancient Dragonkind Children of Xavier

Immune to fire damage.

You can **spit a fire lance** as a Range Attack, causing 3d6 damage to a range of 12-Inches.

Size x1, increased 1 per 100 years of age, as you ascend to your true dragon form.

Health: 3d12(20), (+2) per Physique, Might, and Elegance skill levels.

Should you die, you reincarnate into a new Drakyre egg, hatching in d100 days, Size x1, your aging beginning new.

Move: d12(6), (+1) per Elegance SL, you have webbed arms that allow you to glide from any height and jump up to 10-Inches per Elegance SL.

Carry: d12(6), (+1) per Might SL

Permanent Memory, able to recall every perfect detail of your life, and the lives of any other that dies while being touched by the Drakyr (a ritual of total concentration). Roll Physique to retain or regain control of your body if uncertain.

Blood Memory, you have the ability to commune with your past, total concentration d12 round ritual, knowing the memories of every direct ancestor, to the moment of conception, patriarch or matriach per your gender, to the beginning of time. Roll Physique to retain or regain control of your body if uncertain.

The Drakyr are the **academics, sages, librarians, and undertakers of Xai**. But they have a vibrant passion for life and are famously adventurous explorers, especially in their youth, seeking to try anything at least once.

The Drakyr have pearlescent scaled skin, sharp dragonsque features, and a long sinuous tail, able to fall or glide and land unharmed on their feet thanks to wing-webbing between their arms and body.

DRAX'URAI

Spire 8, ~~Prag Laguay~~ till End of Days
House of the Dragon Mountain

Far Fancy Fallen Earthbound

Drax'Urai the Mountain Kings of Uther

+2'OD Might & Ferocity

Ferocity attack claw-claw-bite, claw dl2,
2in6 tusked bite 2dl2.

Gain (+5%) per Might SL when making a
Subdual Critial Strike.

Size x2

Health: 3dl2(20), (+3) per Physique,
Might, and Elegance skill levels.

Move: dl2(6), (+1) per Elegance SL

Carry: dl2(6), (+1) per Might SL

The Drax'Urai are a kind with **massive ape-
like bodies** topped with various oversize
bestial heads as determined by their
tribe: the most common being **boar**, ram,
goat, bull, buffalo, mammoth, hyena, bear,
saber-tooth tiger, and vulture.

Some are born with **twin heads** (usually
vulture), sacred to the Drax'Urai, shaman-
shamaness, and no Drax'Urai will ever harm
any shaman except another shaman.

The **Drax'Urai are brutes of Kai**, their
size causing double dice damage and
suffering only half-damage to-from x1'size
opponents, suffering half Stun, Impale,
and Paralysis as adjudicated by the game
master.

The Drax are famously **MEAN**, bullying,

and find great humor in cruelty and the
suffering of others. And though not all
Drax act on these instincts, all are hard-
wired to feel joy in harm to others.

Drax are the **bouncers of Kai**, famed
enforcers, bodyguards, mercenaries, and
all-round mean-ass-motherfuckers. All
Drax are hammers and all problems are
nails.



Dy'mirra

(Moiety)

Spire 9, **Landra Beauty** Foreshadowed

House Charm in Delicate Symmetry
Revealed

Gain +1'OD to one skill of choice.
Always born **twins** except Arcane may
sometimes be born triplets.

Size x1

Health: 20+3dl2(40), (+3) per Physique,
Might, and Elegance skill levels. A common
health pool shared between your 2 bodies.

Move: d6(3), (+1) per Elegance SL

Carry: d6(3), (+1) per Might SL

Each of the twin bodies is the **moiety of
a single person**, one consciousness, one
mind, but in two bodies. One person able
to be in two places at the same time.

At any time, 1-round ritual, one moiety
can **teleport** to the location of the
other.

The Dy'mirra are small (5-foot)
and ordinary, **unremarkable**, all
appearing so like each other as to be
indistinguishable, other humankind
relying on hair and clothing styles to
differentiate. Dy'mirra have no trouble
distinguishing each other's 'obvious'
physical differences.

Each Dy'mirra has twin bodies but are
careful to never have those two bodies in
the same place at the same time. Either
by instinct or preference, Dy'mirra live
2 lives at the same time, able to talk,
walk, work, fight, raise a family, or
whatever...at the same time, but always with
one set of memories, **one person**.

The implications of having a body in two
places at the same time are profound.
The Dy'mirra are everywhere, doing every
job in the City, ubiquitous as cooks
and restaurateurs. They are commonly
employed for communications and scouting,
especially military, between 2 locations,
one moiety in each place.

EIGARIAN

Spire 19, Eiger Bule of the Shifting Veil

House Silence Behind a Mind's Eye

Psionic Eigarian kind of the long ago fallen Red Empire

SIZE x1

HEALTH: 3d12(20), (+2) per Physique, Might, and Elegance skill levels.

MOVE: 2d12(12), (+1) per Elegance SL, you may jump d12-Inches (+1-Inch per Elegance SL) in any direction.

CARRY: 2d12(12), (+1) per Might SL

PSIONIC COMMUNICATIONS with any other Eigarian, immediately, over any distance. The time of any communication, mental hours, or days, conducted in 1-round real-world time (total concentration). You may sometimes communicate with Hathans, Thinker-Xuvarians, and Xanthos that you know well.

MALES 4-ARM & 2-LEG, Gain +1'OD, using 2 sets of equipment in each pair of arms as applicable.

WOMEN are taller and have 6-arms, gaining +2'OD, but are always **non-player**, the queens and princesses and Mnemonic Priestesses of House Silence. They may 'command' any male Eigarian to any task, without recourse or resistance.

Mnemonic Priestesses are truth sayers, able to know the truth of words spoken (and with effort, painfully sift the memories of another), and are famously counselors throughout the noble courts of the Great Houses.

Eigarians are among the least human appearing of post-humankind, being **ENTOMOLIAN**, with a shimmering chitinous skin and decidedly insect features, over-large faceted eyes, and feathery antenna.

Eigarians speak to each other psionically, over any distance, their **LANGUAGE A KALEIDOSCOPE OF IMAGES** and esoteric symbols. But they can learn to mimic the sounds of 'monkey' speech, but the sounds they make are always metallic, hissing, chittering, and grating, as nails dragged across a chalkboard. No one 'wants' to speak to an Eigarian.

House Silence is the communications hub of the City and the million worlds beyond the City's Strange Doorways, even to the far flung starships and alien worlds of the Hathans; Eigarians are everywhere.

The **GUILD OF MNEMONIC MEMORANDA**, known commonly as "the Guild," is arguably the most powerful organization in the City and larger space opera.

GRAU

Spire 33, GHAR EN'GRAU THE EARTHEN LORD

HOUSE GREZURIA VAULTS GOLDEN CRAFTED AND VOID WROUGHT

Grau an earthen cyclopean kind the Children of Fjalar

Gain +1'OD to Might, Logic & Perception.

Grau are 5% PER NIGHT SL IMMUNE TO MAGIC & e'Mral Laced skills, any Lace or magic used by a Grau will fail with the same percentage.

SIZE x1

HEALTH: 3d12(20), (+2) per Physique, Might, and Elegance skill levels.

You are more stone than flesh, suffering half-damage from almost any harm when standing on any solid surface that can trace its gravity path to the ground.

MOVE: d12(6), (+1) per Elegance SL

CARRY: d12(6), (+2) per Might SL

Grau are squat, being wide and heavy and about 5-foot tall. But most distinctive is their large single eye that sits over their wide flat nose and wider expressive mouth.

Sight of **TRUE-NUMERIC-VALUE**

The eye of Grau can see clearly in any darkness and if under total concentration, see the mathematical value of a person or object; to themselves, to someone they may know, or to some person not yet found, each as adjudicated by the game master.

Grau have keen **MATHEMATICAL MINDS**, their language of numbers and formulas, their poetry of algorithm. They are the bankers, merchants, and collectors of Xai. They are fast allies of the Hathan great house and joined them in their betrayal of the Empress.

House Grezuria is the central bank of all Great Houses and the makers of Sovereign coins. The leader of House Grezuria is named the Sovereign, and each 7 years there is a **GREAT ACCOUNTING**, and the Grau with the most, is named the new Sovereign for a 7-year term.

GRAU DESPISE MAGIC, as it is always expressed as a sum zero equation, magic items and Arcane are seen having no value.

GRAU DO NOT BELIEVE IN MAGIC, and they tend to be immune to magic, especially e'Mral Laced skills and relics as adjudicated by the game master. Arcane Grau are mercifully slain when found as children, for there is no cure for the valueless, or worse, those that only cost.

HATHAN

Spire 31, IhathaLu Abstract in Light
House Crusade grant that Strangeways this way Come
Diluvian Humankind the Children of Noah

MALE:

NEVER Arcane, always Veiled
Gain +1'OD to LOGIC & SHADOWS.
May learn the skill WIZARDRY

HYPER-LOGICAL, men with minds more powerful than any
logic engine, computer, or artificial intelligence,
the original builders of Ceye, the Great Machine.

Female:

May be Arcane or Veiled

Gain +1'OD to *Aura & Performance*.

May learn the skill *Sorcery* if Veiled, but not if
Arcane.

Hyper-emotional, women of original thought,
invention, and witchcraft more artistic, dramatic,
and alluring than any other being.

Size x1

Health: 3dl2(20), (+2) per Physique, Might, and
Elegance skill levels.

Move: dl2(6), (+1) per Elegance SL

Carry: dl2(6), (+1) per Might SL

All Hathans: **colorblind** but can see clearly in any
darkness.

The Hathans are the most 'human' appearing of
post-humankind excepting their **powder white-gray-
black skin and hair**, as an exotic film star in an
old shadow drenched noir film. The Hathans look
like people cut from an antique photo and pasted
onto a color photograph, alien, tall, slender, and
impossibly sharp & beautiful. Anything they wear as
'self' will soon be leeches of color.

Hathan civilization is one of **ancient Empire**, The
Hathans are one of the few legitimate space faring
peoples, traveling to worlds and galaxies beyond the
City and its Strange Doorways, at home in the **cold
dark of space**.

The betrayal of the Empress by the Hathans was the
sharpest cut of her demise, for the Hathans she had
loved most, and the Empress the Hathan's had revered
as a goddess.



Spire 16, Genai Kin'Oloor the Dire
House Kin by Heart in Faith & Fealty & Family & Fury
Kin'Rhi a canine kind of pack & berserk rage

Gain +1'OD Ferocity, Physique, and Performance.
Berserk shape-change into **Dire Wolf**.

Size x1

Health: 3dl2(20), (+2) per Physique, Might, and Elegance skill levels.

Double your current Health when a dire wolf, half-current Health when
returning to humanoid form. Should you devour a living or vampire
heart while a dire wolf, spend d6 rounds in unmoving ecstasy as you
are restored to full health (excepting any Enchanted Damage you may be
suffering).

Move: dl2(6), (+1) per Elegance SL, x2 current Move when a dire wolf.

Carry: dl2(6), (+1) per Might SL

The Kin'Rhi are a kind of **anthropomorphized wolves with silver teeth and
nails**, designed to run with a pack, devoutly loyal.

The Kin'Rhi are famed for being able to **RAGE**, shape-changing into dire
wolves of equal mass.

While **dire wolves**, they will **slay all** enemies, then any non-wolf until
only the pack remains, only then will **CALM**, restore humanoid form,
needing to **sleep for dl2 hours**. A Kin'Rhi may attempt to CALM themselves
while raging, make a Logic roll 20+ as adjudicated by the game master.

While shape changed as a dire wolf, damage suffered (except silver)
is non-lethal, they are immune to Stun, unconsciousness, sleep, charm,
fear, or any form of mnemonic control or confusion. They are instead a
force of nature to survive.

The exception being that Kin'Rhi suffer enchanted damage from **silver**,
their own teeth and claws causing silver damage, and a silver critical
strike through the heart will kill them outright, the dire wolf famously
devouring the heart of the vanquished.

Kin'Rhi civilization is gregarious, welcoming, artistic, and fun, with
an abiding love of family, drink, smoke, and loud hard-driving music.
The Aiken and Kin'Rhi are fast allies.

The Kin'Rhi are formed around small clans defined by abiding loyalty,
usually not more than 120, and are famed trackers, explorers, scouts,
merchants, and adventurers. Kin'Rhi mercenaries can be found serving
among all of the great houses (except the Min'Zirai) and as private
security throughout the City.

The Kin'Rhi hate the Min'Zirai on general principle but were originally
crafted by the Demon Princes to **track and hunt vampires**, as all Xai
undead suffer enchanted damage from silver, and devouring the heart of a
vampire causes its permanent demise. Kin'Rhi can **unerringly smell any
undead** within 12-Inches (about 24 yards) and any vampire within a mile.

Kin'Rhi

KRAI'ZAN

Spire 12, TRINIA TRIx OF THE TALE DISPLACED

HOUSE UNDER HOLLOW UNSEEN

Krai'Zan a Gray kind easily overlooked and misunderstood.

Gain +3'OD Shadows.

Able to speak and understand the language of any they speak too.

SIZE x1

HEALTH: 20, (+1) per Physique, Might, and Elegance skill levels.

MOVE: 5, (+1) per Elegance SL

CARRY: 20, (+1) per Might SL

Unless a character concentrates (burns 1'OD concentration), the character will not notice a Krai'Zan and will soon forget a Krai'Zan is there.

The Krai'zan are a small (5-foot), thin, hairless, and gray-skinned, the men and women indistinguishable when dressed in their preferred corporate style gray suits and bowler hats.

The Krai'zan were designed by the Demon Princes as the PERFECT SERVANTS, quiet, unnoticed, and able to understand any command or party request.

The Krai'zan have an unusual morality, seeing the GESTALT of any group, and judging what is 'best' and thus 'good' for the majority, discounting the needs of the minority as irrelevant.

Krai'zan civilization is centered on combine and corporation, their Great House synonymous with GRAY INDUSTRIES, the largest producer of EVERYTHING in the City. Never the best, but always of passable quality and good value, always the choice of the majority.

Their art and entertainment are similarly corporate, NEVER OFFENDING, always family friendly, bland but inclusive. Minority points of view are ignored unless they form a gestalt that somehow benefits the majority, sanitized, and rebranded as family friendly.

Their sense of the 'MAJORITY GESTALT' finds

Krai'zan as managers throughout the City, merchant, noble, underworld, spy, assassin, and military.

Krai'zan are the chamberlains of Xai.

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Min'Zirai

Spire 27, Meera Mirror of Illuminated Grace

House Illuria Shine in Knowledge by Light of Faith

Min'Zirai Keeran kind ever fearless

Gain +1'OD to Ritual Martial Arts & Logic.

Gain +2'OD Performance.

Perception rolls are always made with 1'OD.

Immune to fear & charm.

Size x1

Health: 3d12(20), (+2) per Physique, Might, and Elegance skill levels.

Move: 4+d12(10), (+1) per Elegance SL, you may fall from any height, landing without harm on your feet in an epic superhero pose. Min'Zirai do not use parachutes.

Carry: d12(6), (+1) per Might SL

The Min'Zirai appear as **anthropomorphized cats** with long horizontal ears, elegant counterbalancing tails, and full body hair, commonly shorn to military standard. The kind is immune to fear and charm, and will always make a Perception roll with 1'OD, being absent fear or a proper survival instinct, relying instead on caution and reason.

The Min'Zirai are a **military kind**, finding comfort in regimented hierarchy. Min'Zirai civilization is modeled upon the bushido codes of the samurai and the chivalrous codes of medieval knights, exalting ancient traditions, and **the noble warrior above individual liberty**.

Min'Zirai are famed for their arts, theater, and poetry. And while they cannot feel fear or similar 'animal' emotions, they are keenly aware and expressive of higher emotions such as love, compassion, anger, and hatred.

The Min'Zirai are the drama-queens of Xai.

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Nyx

Spire 34, Fasala'Ryn Sihlouette Indistict

House Mirror as Seen Reflected in Rain & Tear
Pirn'Thrill'Nyx a feline kind both subtle & sublime

Gain +1'OD Shadows, Performance, and Physique

Size: xHalf or per your current persona

Health: d12(6), (+1) per Physique, Might, and Elegance skill levels, or per your current persona.

Move: d6(3), (+1) per Elegance SL or per your current persona.

Carry: d6(3), (+1) per Might SL or per your current persona.

The natural form of a Nyx is vaguely feline with jet fur, **more shadow than substantial**. While in their native form, Nyx suffer and cause only 10% damage, being only 10% 'physical.'

May assume the form of desire, any onlooker seeing the Nyx as their greatest sexual fantasy, each person seeing what they want to see.

May assume the form of revulsion, any onlooker seeing the Nyx as what disgusts them the most, seeking to avoid contact.

May assume the physical form of any humankind they have carnal relations (d12-minute ritual), up to 1 form per Physique SL. Keep a list of identities. If the Nyx kills the person to conclude the ritual, they truly become that person with all memories, while in that form.

Chrome is a problem for Nyx. They will become the form of the person sans-chrome. Further, the Pain of installed Chrome prevents them shape-changing, locking them into their current form. Sometimes a good thing, as when in deep cover, sometimes not.

The Nyx are a kind originally evolved by their once Demon Prince overlords as **spies and assassins**.

House Mirror is among the most feared of the Great Houses, not for what is known, but for what is unknown. Little is understood of House Mirror, its inner workings, leadership, or agenda. Most have come to suspect that House Mirror is led by **former Priestesses of the Empress** and that the war is not so over as the Great Houses understand. Perhaps **paranoia**, perhaps.

Nyx operatives can be found in service among all Great Houses, though most are not known to be Nyx, but instead by one of their shape-change identities.

SAURIAN

Spire 5, Mbine Mnemura be Mine Again

House Petrichor by Embrace of Rain at Home

Saurian kind walkers in Red & Blue & Green

Size xl

Health: 3d12(20), (+2) per Physique, Might, and Elegance skill levels.

Red Saurians are immune to fire, **Blue** immune to cold, **Yellow** immune to lightning, and all are immune to acid and will become immune to any disease or poison they suffer its effects, but will never kill them.

Move: d6(3), (+1) per Elegance SL

Carry: 3d12(20), (+2) per Might SL

All Sarians: **Adapt to local environment** as native in d100'days as adjudicated by the game master.

Saurians are a **reptilian kind**, evolved to terraform worlds and survive hostile industrial environments. At least **half the population of the City** is Saurian. When in doubt, the NPC is Saurian.

The soft weakness and whining of most Post-Humankind is revolting to Saurian-kind, respecting most, **uncomplaining resilience** in the face of hardship. As has been said: "Life is pain, anyone that says otherwise is selling something."

Saurians can adapt to any environment, no matter how seemingly toxic or hostile. Able to breathe, eat, and survive, perhaps suffering great sickness for some days or months, but soon adapting to live as native, even to understanding languages and customs. And once adapted, begin to strip mine the world of natural resources and create an **industrial world of progress**.

Shak'muri

Spire 32, **Nezra the Burning Tree** in **Blue House Azure the Flower of Surreal Eternal**

Shak'muri the mistress of beasts made & minded.

Gain +3'OD Perception and may naturally see anyone or anything invisible as visible.

May Speak with plants, rocks, and herd animals.

Size xl

Health: 3dl2(20), (+1) per Physique, Might, and Elegance skill levels.

Move: dl2(6), (+1) per Elegance SL, when invisible, your current Move is x2.

Carry: dl2(6), (+1) per Might SL

The Shak'muri are always *invisible*,

except to other Shak'muri, rocks, plants, and herd animals, but may burn 1'OD concentration to become visible to all.

While invisible, the Shak'muri cause and suffer only 10% damage (drop fractions), being **not quite solid**. They may walk through walls.

When visible Shak'muri are plump and

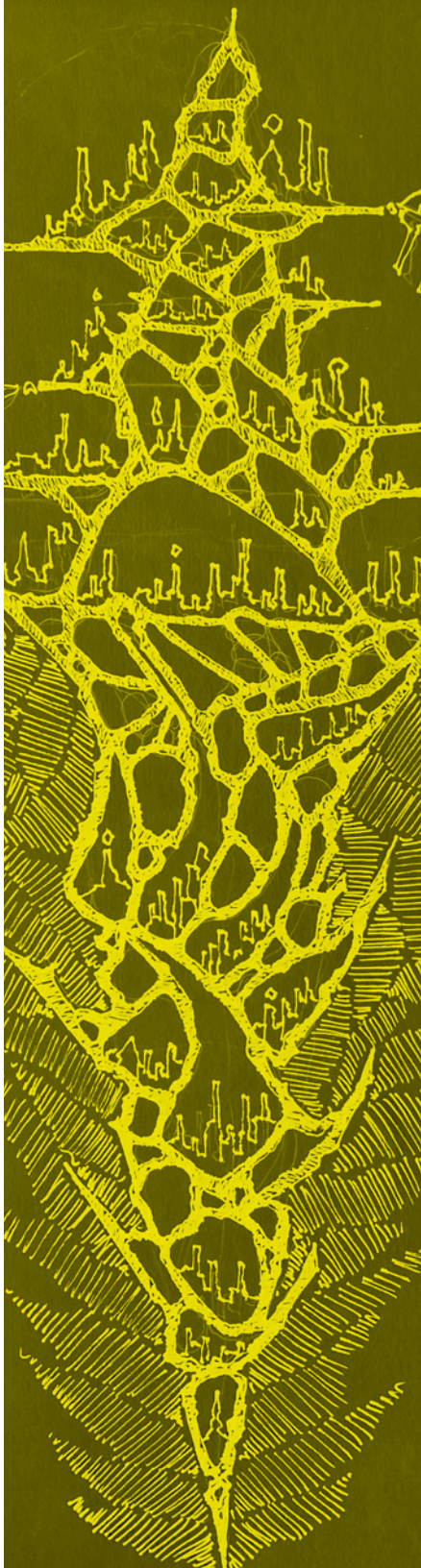
adorable with large expressive eyes and small especially cute noses and mouths.

The Shak'muri love nature, animals, good food, good company, and all things home and hearth. They are famed for their large families (dl2 kids) and as chefs of the best restaurants in the City.

House Azure are the farmers, herders, gardeners, cooks, and housekeepers of Xai. They are everywhere, even if unseen.

House Azure are the creators of designer animals, beasts, and monsters, companion & military, all of which tend to be invisible when sitting still.

Shak'muri are delicious if your inclinations tend toward cannibalism, a vampiric and demonic delicacy.



SOLARAN

Size xl

Health: 10+dl0(15),

(+1) per Physique, Might, and Elegance skill levels.

Move: 3+dl6(6), (+1) per Elegance SL

Carry: 3+dl6(6), (+1) per Might SL

The **Solaran Empire** reigned for ten thousand generations, a **pedestrian space opera** that used its **Eldritch Spires** and **Strange Doorways** and **Wyght Core Ships** to walk across the vastness of Xai and to dance from planet to planet as easily as walking the streets of the **City called Clockworks**, the seat of the Empress, the center of the Solaran universe.

All **Solarans are Arcane** (excepting a few rare born Veiled). As such all technomancy of the old Solaran Empire requires e'Mral sight and e'Mral Lace to be usable.

So, when the **Chimera** races began to appear from the Outlands, they were always **Veiled**, blind to the e'Mral mists, blasphemous, and were dismissed as lesser by the Solarans, an underclass to be mistreated and abused.

When the **Demon Princes** finally marched upon the Clockworks, hordes of risen demons and Chimera slave armies were at their backs.

But in the moment the walls fell, the last Empress, the **Light of Illuria**, banished the Demon Princes and their risen demon hordes to Xai's subworlds, leaving armies of suddenly freed Chimera races surrounding the defeated City. They were not so grateful for their freedom as many celebrating Solarans thought they would.

Instead, the Great House armies of the Chimera races invaded, burned, raped, enslaved, killed, and drove the last Solarans from the City, **diaspora**, an end to the Solaran Empire and its arrogant e'Mral magic.

Playing a Solaran is difficult (suggested as **non-player-characters**), bounties set by the Great Houses mean that you are always hunted. And even if not immediately hunted, you are subject to open hatred, hostility, and discrimination, as your immediate burning at the stake is commonly considered a public service.

But all the old Solaran technomancy will work for you as 'kin'. The new Chimera Arcane might figure Solaran technomancy, might make it to work for a short while by force or trickery, but they will always be resisted, always be 'hated' as the demon crafted tools they are.

What few Solarans found within the City are in hiding for surreptitious purpose or enslaved, forced to operate surviving Solaran technomancy under constant threat of violence, pain, and-or suffering, usually of children and family.

XANTHOS

Spire 20, *Da' Ree below the Underground Sea*

House Labyrinth of Twisted Green Light in Unseen Hues

Xanthos kind of hard work and hard survival.

Gain +1'OD Bypass & Elegance.

Immune to Paralysis.

Size x1

Health: 3d12(20), (+2) per Physique, Might, and Elegance skill levels.

Move: d12(6), (+1) per Elegance SL, x10 underwater.

You can contort your body to squeeze as if 1/10th your size

or assume most any geometric shape.

Carry: d12(6), (+1) per Might SL

Hibernation, not aging or performing any biologic function.

The Xanthos are brightly colored **anthropomorphized frogs** with a luminescent fin ray projecting between their eyes as a lure over their wide mouths. They are usually yellow with a neon pattern of blues, reds, or greens, but any riot pattern of bioluminescence is almost normal.

Xanthos are foldable deep-water contortionists, able to move and squeeze almost anywhere. Contort your form to take a geometric form or at Elegance SL'10: become as heavy ooze, flowing along any surface.

Hibernate indefinitely,

not aging or needing to perform any biologic function.

They can *breathe air and water* with equal ease, or not breathe at all up to d12 days (+1 day per Elegance SL), and endure any pressure, be it the deepest sea or the void of space.

Their large side-set 'frog' eyes can see in any light or dark with equal ease as well as **see clearly in 360 degrees**.

The Xanthos are the **Cities plumbers**, keeping the ancient subterranean infrastructure in working order. The Xanthos are everywhere, ubiquitous. So much so that no one notices them anymore, calling them as one calls a plumber, only when something has gone wrong and with casual disregard, expecting it to be quickly fixed.

This disregard of Xanthos is compounded by their language, one spoken underwater, with hyper and sub harmonic sounds that cannot be heard by other humans. And their own ability with land-languages is severely limited, often involving bubbling sounds akin to vomiting and a great deal of globs, spittle, and salt-spray. It does not help that their slime covered skin has the strong scent of rotting fish and that whatever they eat, to the size of a child, they swallow whole. **Xanthos are not invited to parties.**

XUVARIAN

Spire 3, ~~Adrena'chrome~~ by Neon Rain

House Reptile Dance Away my Ghost Lucretia

Xuvarian a unique kind of once flesh soul forged machine.

Xuvarians are **NEVER Arcane**, always Veiled, blind to the e'Mral mists.

All Xuvarians have the same base statistics.

Size x1

Health: 20, (+2) per Physique, Might, and Elegance skill levels.

Xuvarian Health may be restored d12 per 10-minutes of SL'3+ Technomancy given proper tools and replacement materials as adjudicated by the game master.

If you die, you will likely (game master's adjudication) be downloaded into a new 'Frame' of the same kind, either at the Temple of Ceye in the Adrena'Chrome, or if out of range, into the nearest Temple, the ruins of which are scattered across Xai and the larger cosmos.

Move: 10, (+1) per Elegance SL

Carry: 10, (+1) per Might SL

There are 4 common Xuvarian Frames:

Model 1: **Lifter Frame:** (+20 Carry), the Xuvarian masses.

Model 2: **WAR FRAME**, you are a hard to kill defender of the Great Machine, always with chiseled bronze features, identical. Any damage you would suffer (after armor), is reduced by half.

Model 3: **Dancer Frame** (x3 Move but half-Carry), you are the Great Machine's spy, able to mirror your appearance to any (x1) size humanoid (d12 round ritual).

Model 4: **THINKER FRAME:** your mind is a powerful computer, second only to the Great Machine itself. You may know the skill Wizardry (see appendix). You may 'speak' psionically with the Great Machine (d100 rounds of meditation) or any other Thinker across any distance in real time. You may similarly communicate with Eigarians and male Hathans that you may come to know, the Hathans being the original creators of the Great Machine but having 'lost' control during the Psychic War a very long time ago.

House Reptile is the most technically advanced in the City, makers of the best robots, logic engines, technomancy and chrome enhancements.

House Reptile is ruled by a **council of 4**, one of each model, who worship at the

prompt of the **Great Machine**, an ancient artificial intelligence named **CEYE** that creates new Xuvarian consciousnesses and can predict any next likely future but cannot see or predict the e'Mral mists, the Light of Illuria, or the Arcane.

Predictably, it was **House Reptile** that orchestrated the war against the Empress and now hunts the e'Mral sighted and 'cures' them with the installation of a **chrome-heart, merciful, normal**.

The dark of the **Ceye soul-forge**, the secret ingredient in making of a new Xuvarian consciousness is the life of a Solaran child, **more human than human**. House Reptile is famous for its charitable work with orphanages throughout the City.

Appendix: BACKGROUND INSPIRATION

Each only once per campaign, no duplicates.
Roll d66 or choose.

11 FIRST BORN of 1d12 Siblings; family expectations weigh heavily. Cash, d12x100'mils.

12 LAST BORN of 1d12 Siblings; a favorite child forgiven any transgression. Cash, d12x1,000'mils.

13 MIDDLE CHILD of 1d12 Siblings, lost and forgotten by all except your grandmother. Cash, d12x10'mils & family heirloom.

14 YOUR MOTHER is forever disappointed in her children, especially you. Cash, d12x10'mils. "Useless, always so very useless."

15 YOUR FATHER loved his children more than life, especially you. Cash d12x100'mils & family heirloom.

16 YOU WERE BORN with a silver spoon in your mouth, you were rich-rich, too bad that you were disowned, viewed by your kin the same way as a bit of dung to be scraped from a boot. Cash, d12x1,000'mils.

21 BORN SO POOR that hunger and hardship were your only comforts. Use or be used. Cash, d12x10'mils & branded a slave.

22 ORPHAN OF A TRAGIC murder that still haunts your sleep. Cash, d12x10'mils & a family heirloom.

23 ORPHAN RAISED by another kind, never knowing your own people. Cash, d12x10'mils.

24 TRAINED BY a beloved mentor to play a musical instrument, your song your only escape from the horrors of family abuse. Cash, d12x100'mils & musical instrument.

25 RAISED UNLOVED in an orphanage. Your childhood was a horror show of degradation and abuse. Later you discovered you were abandoned by your mother, your birth a disgrace. Cash, d12'mils & whatever clothes you could steal.

26 RAISED BY WOLVES in the Eldritch Parklands. Your morality is the honesty, fairness, and blind cruelty of pack and beast. Cash, d12x10'mils & the fang of mother wolf.

31 THE MEMBER of a large and long storied family of heroes, artists, and celebrities. Everyone you meet expects GREAT things. And everyone so far has been disappointed. Were you adopted? Cash, d12x1,000'mils.

32 YOU WERE BORN INTO the underworld, the son or daughter of a powerful crime family. If you have done anything legal in your young life, you are quite certain it was by accident. Cash, d12x1,000'mils.

33 SLAVERY IS ILLEGAL in the City, officially, but no one seemed interested in telling the people that owned you. Life has thus far been dehumanizing episodes of obedience and suffering. Your parents and siblings were sold long ago, your own escape recent. Cash, d12x10'mils & whatever else you stole on your way out.

34 ADOPTED AND RAISED by a kindly Priestess of a kindly religion. Cash, d12x100'mils & a holy heirloom.

35 YOUR BEST FRIEND is imaginary, your only company through a hellish childhood. You have a split personality. Cash, d12x100'mils.

36 THE SUBURBS ARE REAL, and you survived them. Your family is a clan of loving middle management shopkeepers with many children, good healthcare, and in the prime of their lives, looking forward to a comfortable retirement. Boredom and conformity mark your soul like hell's own brand. Cash, d12x100'mils.

41 YOU WERE BORN RICH and have spent your life a spoiled entitled prodigal brat with no ambition but intoxication. Now on your own, your family on the run, you are penniless, your rental friends gone. Cash, d12x10'mils & some very fine clothes.

42 YOUR PARENTS ARE DEAD because you killed them, and for good reason. They said you were insane, they said you were to blame, but they are wrong, no one can tell you otherwise. Your young life was spent institutionalized among doctors looking to "cure" you. Electro-shock, drugs, and anything else they thought might help poor "Johnny." Your recent escape has left you more paranoid than usual. Cash, d12x100'mils & some very nice if blood-stained clothes.

43 YOU HAVE ALWAYS BEEN able to see and talk to ghosts, good and cruel. Your loving parents sought to cure you

of your ailment, leading you to spend years in an asylum suffering alienation and torture until you finally stopped seeing ghosts. Cash, d12x100'mils.

44 YOU WERE BORN POOR, grew up on the mean streets, scavenging like a rat, always the hunted or the hunter, naked violence the solution to ALL problems. You've murdered, tortured, and stolen. Cash, d12x10'mils.

45 YOU WERE THE PAGE of a valiant Paladin, a faithful, honest, and hope filled hero that protected and educated you. But you betrayed and killed him. Cash, d12x100'mils & an heirloom of your former master.

46 YOU SPENT THE EARLY years of your life caged but wanting for nothing of creature comforts. That is until your fat-pale-self was brought forth into a blood-stained ritual circle to be sacrificed. A sudden eruption of unexplained violence saw your escape. Cash, d12'mils & your body covered with the tattoos of summoning.

51 YOU HAVE HAD A HAPPY life filled with family and friends. You married your one true love in your teens, a charmed life by any imagining. Your lovely wife and d6 children are with you. Cash, d12x1,000'mils.

52 CHILD OF WAR, you and your family were driven from your house. Your parents perished in war, and you spent your life in refugee camps surviving on the scarce charity of strangers, always a victim. Cash, d12x10'mils & donated clothing.

53 YOUR FATHER IS UNKNOWN to you, your mother a powerful witch of curse and hex determined to protect you. As a child you were smothered, never knowing friendship or love except from mother, anyone that might be a friend, the victim of a tragic accident. You finally ran away. Cash, d12x100'mils & a charm of non-detection you are careful to ALWAYS wear.

54 YOUR PARENTS WERE CRUEL, one the devil, the other evil's willing helper. You suffered years of enduring punishment that your younger sister was spared. When they finally turned their attention to your sister you planned and murdered your parents, left to burn alive in their house of horrors. Your sister was adopted by a kind family and has since known nothing but love and happiness. You, being older and damaged, endured a string of abusive foster homes. Cash, d12x10'mils & an heirloom of your sister.

55 YOU WERE RAISED by a demon as a slave, your life a living nightmare of soul draining suffering best left undescribed. Then suddenly, you were abandoned in a ditch. Cash, d12'mils & some donated clothes.

56 BORN TO A MILITARY family, your father and-or mother Legion Commander, addressed by you as 'yes sir.' Raised in military boarding schools, and after years of disappointment, dishonorably discharged. Cash, d12x10'mils & a uniform stripped of insignia.

61 RAISED IN A CIRCUS among the odd and artistic, your father unknown, your mother recently killed in a tragic trapeze accident where you failed to catch her. Cash, d12x10'mils & a circus costume.

62 ABANDONED in the Grand Cosmopolis Train Station, where you were fed and raised by shop owners and station officials as a 'stray cat.' Until finally you boarded a train. d12x10'mils & a collection of small gifts and traveling food from your station 'family'.

63 RAISED BY LIBRARIANS within the Illurian Library of Pan-Celestial Knowledge, and until your recent leaving, having never known the outside world. d12x100'mils & 4in12 chance to know any random fact or read a fragment of any text.

64 ONE OF IDIOT CHILDREN of your Great House leader, illegitimate and tormented, but raised in the shadow of obscene power and wealth, at least until your ill-advised dalliance and harrowing escape from assassination found you banished and among 'the people.' You escaped with extravagant monies and garments, at least until you were robbed naked, beaten, and left for dead in an alley. Cash, d12'mils & dumpster scrounged clothing.

65 YOU WERE BORN to a traveling band of musicians; rock, sex, and drugs your childhood curriculum. d12x10'mils & a String-Laz, the Xai version of a 7-string self-amplified electric guitar.

66 GOLDEN CHILD, born under the star of prophecy, you are destined to herald a new age for your believers. The harassment, belief, and constant disappointment of you by the faithful is exhausting and relentless. It does not help that your touch is HOLY and cures disease, and everyone knows it, your believers continue to ever spread the word. Cash, d12x100'mils & the tattoo markings of angelic prophesy.

Appendix:

ELDRITCH ABILITY

Player Arcane may roll on the Eldritch Ability chart

Roll d66, (tens & ones) Each only once per campaign, no duplicates.

11 Stunning Luck, you may choose to reroll any failed skill roll with 1'OD, suffering dl2'Stun next round.

12 Insubstantial, burn 1'OD concentration, you may pass through any metal or stone.

13 Scoping sight, your sight can look to the stars as a telescope or see the too tiny as a microscope, total concentration.

14 Animal Friend, you may speak to animals; they tend to do as you suggest.

15 ME!? burn 1'OD concentration, you are assumed innocent of any wrongdoing.

16 Honest Bargainer, always gaining the best possible price or trade.

21 Cash Troll, if you are friendly and ask, people tend to give you cash (dl2'mils), meals, places to crash, and invite you to parties.

22 Smiling Guise, if you are friendly, anyone you first meet will see you as a friendly acquaintance.

23 Safely Away, when you are frightened or with a 1-round ritual, teleport to the nearest safe place.

24 Unwelcome Thoughts, burn 1'OD concentration, read the surface thoughts of anyone you are talking to.

25 Crawler, you may crawl along any surface, even water.

26 Super, total concentration, you may jump any unreasonable height or distance. Reasonable heights and distances require skill rolls like everyone else.

31 Vanish, total concentration, close your eyes and scream, you cease to exist for dl00 rounds, a double (11, 22, etc.) indicating days.

32 Fire starter, your fear or touch sets the flammable to burn, water to boil, metals to heat, or the area around you to explode in a dl2-Inch radius, Craft'10+PL vs Might, for dl2 damage & dl2-Inch knockback.

33 Morning Blessing, the first skill you use after dl2 hours of sleep gains +1'OD until you again sleep.

34 Mirror Fight, you may choose to fight with the same Option Dice and Skill Level as your opponent.

35 Zen-zero, burn 1'OD concentration, so long as you take no hostile action, you are ignored.

36 Squishy Tool, your body is a temporal simulacrum, the finger puppet of a old-Lovecraftian-god, the real perpendicular you. Any damage you suffer is applied never more than 1 per round, until all damage has, in time, become real.

41 Wandering Dream, when you sleep you vanish, waking up well rested in dl2 hours, somewhere else, pleasant if a dream, less so if a nightmare (a 1 on the dl2 roll).

42 Shared Suffering, you suffer only half-damage, the nearest person to you (friend or foe) suffering the other half.

43 Halo, you glow with holy light, the undead and wicked suffer 4'Impale looking upon you, the undead cannot touch you.

44 Cockroach, when afraid or following a 1-round ritual you may shape change into a cockroach, while changed, you are immune to all harm or damage.

45 Full Moon Grace, dl2'Hour ritual under the light of a full moon, you are restored, cured, regenerated, or otherwise purified and healthy.

46 Truth Sayer, so long as you speak the truth, lies are revealed.

51 Weather Smile, a micro-climate of about dl2-yards follows you, the weather matching your mood.

52 Golden Goose, your solid waste is dl2 gold nuggets (each 1/10th pound) each day. Your liquid waste is single malt whisky. Gold has a City value of about 100'mils per nugget.

53 Elder Blood, you are forever a fit 26-years-old, immune to life-drain and similar chilling undead attacks. Your own touch destroying undead, Craft'10+PL vs undead Shadows.

54 Rat Speaker, rats seek you, speak to you, and will do as you say.

55 Star Child, your father is of unknown origins, your mother perished giving birth. You are physically PERFECT.

56 Skill Vampire, if anyone within a dl2'Inch radius has a higher skill level than you, roll their skill as your own.

61 Split Personality, you have 2 separate personalities, create 2 separate character sheets with separate stats and skills. Each morning, determine randomly which is you for the day.

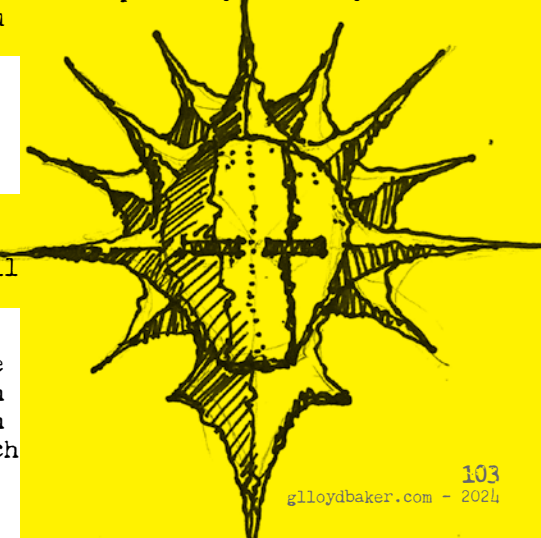
62 Sleepless, you do not sleep nor have a need to sleep and are immune to sleep and non-lethal damage. You gain double skill points, but gain 1 gain 1 Power Level per 10 Total Skill Levels.

63 Flicker, if you are surprised, you hiccup, any attack against you passes harmlessly through you. You may attack your surprise attacker with surprise advantage.

64 Holy Touch, dl2-round ritual, your touch cures plague, disease, poison, and paralysis, you are immune. The infirm always find you.

65 Amaranth Touch, dl2 round ritual, your touch heals and grows plants and trees, flowers you pick enduring. Vines you summon within dl2-Inches may cause dl2'Paralysis (Craft'10+PL vs Elegance).

66 Ashen Doll, your corpse was risen by ritual, outwardly alive but stuffed with the corpse ash of a thousand past heroes, a weapon of vengeance. You are immune to critical effects and suffer only minimum damage, regenerating 1'Health per round. But the ritual failed, your purpose and memory lost. Your life expectancy is dl2 years.



Appendix: ELDRITCH CYBERNETICS

Player Veiled installed with a chrome-heart: your heart is ancient, used to enhance dozens of eccentric heroes before you, perhaps haunted, a ghost in the machine, and may roll on the **Eldritch Cybernetics** chart

Roll d66, (tens & ones) Each only once per campaign, no duplicates.

11 **GLASS EYE**, your cybernetic left eye may see through any solid object as if glass for 1 round. You get very dizzy, suffering d6 Stun when you do this.

12 **TELEKINETIC EYE:** burn 1'0D concentration, your cybernetic left eye may move an object up to 1 pound per Might SL anywhere within 1-Inch per Might SL of yourself so long as you retain eye contact.

13 **HEAT RAY**, burn 1'0D concentration, your cybernetic right eye may heat-ray an object within 1-Inch per Elegance SL so long as you maintain eye contact. This will boil a cup of water, cause d6 damage, or as otherwise adjudicated by the game master. At SL'10 it is hot enough to weld or cut metal.

14 **ARIA-VOX**, you have a cybernetic voice box, a powerful singing voice and can mimic almost any voice or sound you have heard. Roll Performance when the result is uncertain.

15 **COILED TONGUE**, your cybernetic tongue is prehensile and may extend 1-Inch per Elegance SL. Your sense of taste is extraordinary if a bit odd as evidenced by your preference for foods that taste like pickled mud and rust.

16 **ULTRAVOX**, you may hear and speak the inaudible languages of Xai's multitude logic engines, robots, and servitors.

21 **IRON ARM**, your archaic cybernetic arm is virtually indestructible with a vice grip that can crush or bend almost anything and a rabbit punch (Might skill) that causes d20 damage and will knock the target back d6 Inches or destroy most any door or pierce most any wall. The industrial power of your arm is only limited by the flesh and bone of your shoulder.

22 **IRON HANDS**, your cybernetic hands appear ancient, primitive, with crude ball joints, exposed wires, and oversized bolts. However, your sense of touch is extraordinary, sensing the physical and magnetic with delicacy and precision. You can crush almost anything that will fit into either of your hands.

23 **RETIOE EYE**, burn 1'0D concentration and close your left eye. Your right eye can leave its socket and fly (Move 1-Inch per Elegance SL), you continue to see through your eye.

24 **ANCIENT CIRCUIT**, your chrome-heart is one of the first, containing the souls of thousands, they speak to you. Gain (+d6 & -d6) to any skill you roll.

25 **MINETONIC HEART**, your chrome-heart is old, you are uncertain that you are you, but someone else that died a long time ago, perhaps. You know things, strange things, that you ought not know. There is something you need to do but are not sure what.

26 **MONKEY GRIP**, your 'hands' and 'feet' are cybernetic, and all are as 6 long-fingered mechanical hands. Anything you can do with your hands you can do with your feet. You may climb as if moving on the ground.

31 **LIFE SUPPORT**, your chrome heart is an ancient military sort, allowing you to hold your breath so long as you do not speak and preventing you being reduced below 1 Health.

32 **MACHINE RESURRECTION**, your body is crawling with tiny robots, slowly cleansing you of any living flesh, replaced by eldritch robotic function. You are 5% per Might SL robotic. When damaged, roll this % to suffer no damage. Suffer (-10) Performance & Aura.

33 **HEADLESS MACHINE**, your body is robotic, your head is living & detachable and may fly (Move 1-Inch per Elegance SL). Your body is operable normally so long as it remains within sight of your head, standing still otherwise.

34 **THE MACHINE WITHIN**, you have a 6-foot mechanical snake (that shares your Health) that lives coiled around your spine and chrome-heart, that may leave and enter your body through your mouth. You may direct it as self and see through its eyes (burn 1'0D concentration). Ferocity attack, bite, d6 damage, if target is damaged, they will fall into an enchanted sleep for d12 days.

35 **LIGHTING BOLT**, you may choose to suffer up to 1 lethal damage per Elegance SL, causing d6 per damage suffered as a lighting bolt. Range Attack, range up to 2-Inches per Elegance SL.

36 **LIGHTNING LIFE**, lightning damage heals you 1 for 1, non-lethal first, lethal next, but never enchanted.

41 **TWIN STEP**, you are in 2 places this round, where you are, and anywhere else you can clearly see. Suffer d12 Stun at the beginning of next round.

42 **BODY SNATCHER**, upon death, your heart will burst from your chest, crawl about as a mirror chromed alien, seeking the closest person or beast either unconscious or asleep, crawling in through the mouth, and taking up permanent residence, your new body.

43 **LIGHT WEIGHT**, your chrome heart contains a mostly working anti-gravity generator, your weight is 1/10th your mass and you may jump x10 distance.

44 **OMNIVORE**, you may eat any biomass, you fart hot smoke and, on your birthday, will shit a 1-Sov diamond.

45 **Heavy Metal**, you are dense, x8 mass, but of the same Size. You suffer only half-damage (after armor).

46 **HEART SONG**, your ancient chrome heart was a prototype. You may command any logic-engine or robot to do as you say, burn 1'0D concentration to maintain control, roll Might opposed by Elegance if the result is uncertain.

51 **ANCIENT EGO**, your chrome-heart is old and much smarter than you. When you sleep, your heart will take control of your body for d12 hours, doing the important things your dim little monkey brain cannot begin to fathom.

52 **HEARTBREAKER**, your chrome-heart is a killer, a sociopath of the worst kind. Touching the chest of another you may explode the chrome-heart of another, Ferocity attack (+4).

53 **TRANSFORMER**: your chrome-heart is laced throughout your body, carving it into small magnetic tetrahedrons that can be re-arranged to assume the form of any equal mass inanimate object.

54 **TIME CLOCK**, your chrome-heart controls time around itself, allowing you to step forward in time any amount of time you choose, rounds, minutes, hours, years, etc., or to step backwards in time 1 round (10 seconds), either effect causing you d12 Stun.

55 **VAGUE MATH**, your ancient chrome-heart contains the mathematics of creation, allowing you to speak to any non-living machine, logic engine, or artificial intelligence.

56 **MACHINE CLERIC**, your chrome-heart has acquired a divine spark. You may heal or repair any machine, touch & burn 1 Heath (lethal damage) to restore d12 machine health or burn d12 health (enchanted damage) to restore a damaged critical machine location or component.

61 **EVERYTHING**, your chrome-heart was once the repository of knowledge for the Pan Celestial Bureau of Weights, Measures, and Uncertainties. The clutter of information is maddening, but sometimes useful. You may know the answer to most any question but requiring d12 hours of meditative effort to sort and find what you are looking for, a roll of 12 indicating days.

62 **WIRE PUPPET**, your body is strung through with living wire that may coil and unwind, allowing you to stretch your height, reach, and any other part of your body to a thinner but equally strong x1 length per Elegance SL, but not changing your Size.

63 **DARK HEART**, your chrome-heart has spent too much time in the Pale. Your touch will drain Health from the living, causing Enchanted damage, restoring your Health 1 for 1. If you kill, you may be restored a critically damaged location.

64 **WICKED HEART**, your chrome-heart has gifted long life to an epic line of villains, the incarnation of evil. Gain (+4 & +20% critical) to any act of selfishness, indifference, or evil, and (-4 & -20% critical) to any act of selflessness, compassion, or good.

65 **PUPPETEER HEART**, your chrome-heart exists outside your cyber-zombie body, so long as it is undamaged, you cannot be reduced to less than 1 Health, your zombie corpse body enduring until it is finally hacked to zero Move.

66 **GHOST METAL**, your body is laced with haunted metals, oils, and circuits. You may become ethereal, up to 10% per Elegance SL. At 90% you may move through walls and solid things. Damage you do and is done to you (after armor) is reduced by the same percentage.



Appendix:

CHAOS MUTATION

Roll d66, Each only once per campaign, no duplicates.

11 Body of Sight, you have eyes all over your face & body, giving you 360-degree vision.

12 Remote Sight, you have 3d6 removable eyes, you may still see, no matter their distance.

13 Dread Sight, you have a single Lovecraftian eye shared with an old-god, all is revealed, you are rightly insane.

14 Buoyant, hugely bloated body with tiny wings, you float, hover, and move in the air like a balloon at the same Move as on the ground.

15 Poisonous, your skin is especially sickly, greasy, and poisonous, your touch causing d12'Paralysis, Craft'10+PL vs target Physique.

16 A Pair of Halves, you have 2 identical sets of organs and may divide yourself (1-round ritual) into 2 half-Size selves.

21 Food Delivery, when hungry, your stomach leaves your body to hunt, returning to 'sleep', nourishing your body.

22 Rot, your touch spoils food, rots wood, corrodes metal, and decays cloth. You smell of carrion attracting bugs, worms, and vermin, your only childhood friends.

23 Observer, your head is detachable, fluttering on small wings, which can still control your body when within sight.

24 Flavors, your body is covered with dozens of mouths, each with its own voice and tastes.

25 Twins of a Sort, you have 2 heads with different personalities, one knows your combat skills, the other your non-combat skills.

26 Unblinking, your eyes (d12 of them) are too large, roving on stalks, and never blink. You are immune to sleep and non-lethal damage.

31 Gluttony, your mouth is in your gut, huge. You are always hungry, swallowing anything up to about half your size, a bottomless pit.

32 Flatulence, you bubble, percolate, belch, and fart constantly. At will, you may belch or fart recreating any scent you have experienced in a d12-Inch radius, and if toxic, causing 4'Impale until the air is cleared (Craft 10+PL vs Physique).

33 Plague Rat, your skin is covered with bursting pustules. You are immune to plague & disease, your touch curing or causing plague or disease (Craft 10+PL vs Physique).

34 Stone Sleep, being afraid or sleeping causes you to turn to stone. You may also do this at will (total concentration).

35 Chill, your body is covered in hoarfrost, the air around you chilled, your touch freezing liquids & causing d6 damage & 4'Paralysis. You are always, miserably, too hot.

36 Neon Breath, skin is a neon slime in constant motion. You may breathe and survive any hostile environment comfortably.

41 Tentacles, you have d6 tentacles emerging from your person. Each may be used as an 'additional' arm. Each pair of tentacles gains +1'OD to Armed or Ferocity or Range Attack.

42 Trample, you have too many legs, double Carry & Move.

43 Slime, your nose constantly drips a neon green slime. You are immune to slimes and oozes. You may spit green slime (Range Attack, (-1) per 2-Inch range) causing d6 damage & reducing target armor by 1, otherwise dissolving a hole in most anything not stone or glass.

44 Anatomy Doll, your skin is invisible. Burn 1'OD concentration to make the rest of you invisible.

45 Gaze, your eyes are mirror, immune to gaze attacks and hypnosis. Your own gaze holds anyone unmoving so long as eye contact between the two of you is maintained (Craft'10+PL vs Logic).

46 Red Fear, your skin is bright red, you have large coiling horns, and smell of sulfur, causing fear within 5-Inches (10-yards) (Craft'10+PL vs Performance). Burn 1'OD concentration to suppress your fear aura, your skin turning blue.

51 Sonic Sight, you have huge bat like ears and your head can swivel up to 270 degrees. You may hear anything in a clear line of sight. You operate normally under any duress of darkness or blindness.

52 Porcine, you have a huge porcine snout, able to smell the world around you to 30-Inches (60-yards).

53 Prehensile, you have a prehensile tongue or tail, reaching up to 3-Inches (6 yards).

54 Flammable, your skin is as cracked breaking brimstone & charcoal, easily catching fire but protecting you from fire damage.

55 That which Crawls, your body is composed of snakes, beetles, centipedes, worms, snails, slugs, crustaceans, and other crawling slithering critters. When it rains or you Burn 1'OD concentration, you break into a swarm, moving along any surface, expanding your perception up to a mile radius anywhere your critters may crawl.

56 Present Sight, you have no eyes, but you see the world around you as a third person vision of the present and near future. You have a 2in6 chance to avoid any harm, having seen it happen before.

61 Spectacularly Fat, +1'Size.

62 Infernal Fist, one of your arms is too long and over large, seeming of living stone. The grip of this arm is unbreakable, crushing anything in hand, punching through anything. Primal or Armed Martial Arts knock damaged opponents back d12-Inches.

63 Glow, you glow in the dark, but to your sight, so does everyone else.

64 Bag of Bones, you are more skeletal than meat, a wiry bag of sinew and bones. You always suffer only minimum damage.

65 Anatomy Test, you are a jumble of randomly assembled anatomy, vaguely humanoid, but emerging from the assemblage of parts are the head of lion (d12 bite), the coiling head of a snake (d12'Paralysis poison Craft'10+PL vs Physique), and the fire breathing head of a goat (d12 Range Attack within d12-Inches). Each head has its own personality.

66 Angelic Terror, you have the beauty of an angel, too bright, too sharp, too real, too terrible. Your gaze (total concentration) causes terror, Craft'10+PL vs Physique, the victim crippled by despair, your willing slave.

Appendix EXAMPLE RELICS

Relics require attunement, roll dl2+ Pain, less than the indicated skill, a l2+ always failing. When in doubt, use Aura SL. A soulless character can never attune. One attune attempt per Power Level. You may attune automatically if you killed the previous possessor or stole the item from an unwilling possessor.

d66, Suggested, Relics are unique per campaign, no duplicates.

11 Tool of the Grandmaster, Relics of pre-war artisans, +l1OD to a random skill. Attune per skill.

12 Illurian Armor, Relics of pre-war Illurian Knights, the armor of a great hero, a 4inl2 chance that any attack is deflected as harmless in a splash of sparks. Attune Elegance.

13 Sinister Weapon, Relics of pre-war assassins/loyal to the Empress, the Sinister Society, +30% critical chance. Attune per Weapon Skill.

14 Item of immunity, Relics of pre-war artisans, something of a past hero or villain granting immunity to one: Stun, Paralysis, Impale, non-lethal damage, cold, fire, lightning, poison, disease, Fear, Charm, or most anything else excepting Pain, that can never be reduced except by removing the cause or Enchanted damage, that can never be reduced except 1 per day or rest. Attune per Physique or Might.

15 Slayer Weapon, Relics of pre-war Illurian Inquisitors of the Empress, a hero hunting a single humankind or beast, or demon, or undead, or giant, or whatever the target of the Inquisition, that kind being killed-destroyed if damaged 3 times. The weapon detects the nearest of its kind. Attune Shadows.

16 Perpendicular Architecture, Relics of pre-war Illinyar'Vooran, makers of bags, chests, telephone booths, rooms, buildings, and ships that are bigger on the inside than the outside. Most common, the Trech Coat of Pockets, 1dl00 pockets, each holding an item up to a pound in size within a weightless dimensional space. Attune Shadows.

21 Hard Light Origami, Relics of pre-war Shak'muri, makers of various folded 2-dimensional objects, buildings, and ships, weightless, indestructible, luminous, transparent, but the invisible able to pass through unhindered. Attune Performance.

22 Dwarven Stone, single use, 1dl20 stones, a marble size stone that when touching the ground expands to be a permanent 30-foot boulder. Attune Might. Relics of pre-war Grau Diminutive Arts, allowing most anything to be reduced to fit in hand, be it a vehicle, ship, building, or most anything inanimate, and when set upon the ground, permanently restored to its original size.

23 Inexhaustible Purse, producing 1dl00'mils per day in the useful currency of the area. Attune Performance. Relics of pre-war Dhar and their Inexhaustible Arts, used to craft items that produce food, water, whisky, or anything else in amounts that suit the daily needs of the user.

24 Cold Iron Weapons, Relics of pre-war demon hunters, carved of iron pulled whole from the ground, worked cold using e'Mral arts. They tend to be brittle, breaking on a successful critical strike, but always cause Enchanted Damage. Attune Aura.

25 Morganti Blade, Relics of pre-war Necromancer Kings (the Lichborne nobility of Morganti kind), each strike reduces the permanent Health of a character by 1, increasing the current Health of the user by 1. Anyone reduced to Health zero or killed with a Morganti Blade is dead and cannot be healed or otherwise restored to life as the soul-spirit of the target is consumed, restoring you to maximum Health. Attune Aura.

26 Neon White Ribbon, glows as neon light, 1dl00 feet. The ribbon cannot be broken, cut, or damaged except by silver. Attune Elegance.

31 Daedalus Ball of String, a fist size ball of endless string. Attune Shadows.

32 Cu roi's Robe of Disguise, you are unrecognizable. Attune Performance.

33 Henwife's Cloak, with a flourish swirl cloak yourself, turning into any familiar inanimate

object, enduring if you choose. You can still hear and feel when touched. Attune Might.

34 Death Gaze Treasure Map, if you attune (Aura), suffer half-max-health damage & know the location of the nearest 1dl00'Sovs. If you fail, health reduced to zero.

35 Medusa's Head, if you attune (Might), you are immune to the head. Any that view the head are turned to stone (Craft'10+PL vs Might), the head has a 1inl2 chance on each successful turning to itself turn to stone, destroyed.

36 Glass Wand of Opening, tap 3 times, 1linl2 any door or lock will open, a 1 indicating the wand's last use, opening but shattering. Attune GRC.

41 Shield of Achilles, each dl2-hours you may cause a 180-degree wave of sunlight forward to the horizon. The living and undead suffering d20'Stun (even if otherwise immune to Stun). Attune Performance.

42 Aarvak's Horseshoe, when polished, 1-round ritual, will glow with sunlight for dl2'hours, dispelling any darkness. Attune Aura.

43 Caswallan's Sword, when drawn, the sword is visible, but you are invisible. Attune Shadows.

44 Topaz Amulet, worn over the heart, you need not eat or drink. Each day, there is a 1% chance the topaz will shatter. Attune Physique.

45 Blue Lion's Hide, felled by a famous hunter, when worn over the back, you shape change into the lion slain, xl'Size, 5'OD+10, dl2'damage, double your current health. Change back as you choose & reduce current health by half. With each use there is a 1% chance the change is permanent. Attune Physique.

46 Hermod's Boots, you may jump a mile, not less, not more. Attune Elegance.

51 Scarab Amulet, single use, bores into the heart of your corpse, raising you alive to half-maximum-health. Attune Physique.

52 Prince Kobo's Brush, allows for calligraphy upon any surface, even water. Attune Performance.

53 Milesian Amulet, any water vessel bearing the wearer cannot sink. Attune Elegance.

54 Javalin of Lightning, single use, Range Attack to a clear line of sight, 3dl2 damage. Attune Elegance for each dl2 javelins.

55 Aaron's Rod, tossed to the ground becoming a snake, 1'OD+dl2 bite, causing target current health reduced by half (critical full damage), turning back into a rod for at least 1dl2 hours after causing damage. Attune Physique.

56 Atlas Stone, a 1-foot polished stone cube weighing 1-pound, but if Laced with e'Mral mists, burn 1'OD concentration, weighing 1dl00 tons. Attune Might.

61 Ring of Fairness, the first attack made by you or against you will always miss. Attune Shadows.

62 Niftel's Holdout Pistol, will appear in hand when desired, never miss (Mk'0), causing dl2'damage to any target within 12-Inches. Attune Shadows.

63 White Rat Purse, each 1dl2-hours, the rat can be released from the purse, turning into a white elephant for dl2 hours before returning to the purse as a rat. Attune Physique. There is a 1% per use chance the elephant is permanent.

64 Charming Plushie, the most adorable child's plaything. Attune Performance, you are drawn to dearly hug the toy, your new best friend, going everywhere with you. You may sacrifice "Mr. Snug-a-lufins" to evade any single attack as harmless, but you will cry.

65 Compass of Desire, will point to your heart's greatest desire. Attune Aura. If Laced with e'Mral mists, it can be made to point to anyone you know or the target of your 'quest.'

66 Solaran Steed, crafted in the early days of the Empress, a time long gone, by her Arcane Spire Architects, the makers of the City's Strange Doorways. A great clockwork horse with luminous eyes, joints & hooves. When Laced with e'Mral mists, total concentration, the steed is self, and may slip the seams of time & space and travel to anyplace known to the rider or the nearest place most like that imagined by the rider, arriving in dl2'hours, on a roll of 12, arriving someplace random in the cosmos where you are needed. The steed can 'travel' again in dl2-days. Otherwise, the steed may move over any surface with tireless ease, even over water. Each steed has a name and personality and is haunted by their many famous riders. Attune Aura.

Step 7: Optional Alignment

Xai characters may begin play aligned to one of the City's major or minor powers.

This is advanced play and suggested only if it suits the game master's story.

Otherwise, use the various alignments to inform interesting non-player characters.

Additionally, the game master is encouraged to create as many different aligned powers as suits their campaign, use those listed as examples.

ILLURIAN SORCERESS

The Light of Illuria shines upon all, not just the Arcane. You were raised as a nurse within a sorceress coven. Your character is female and **Veiled, never Arcane**, but may learn the skill **Sorcery**, see appendix.

AEON WIZARD

Aeon is an order of the Veiled that believes magic is the prevue of learning and hard work, and that those born Arcane are unworthy of their 'gift.'

You were raised as an apprentice to an Aeon Wizard.

Your character is male and **Veiled, never Arcane**, but may learn the skill **Wizardry**, see appendix.

KNIGHT OF THE SHADARA

The Knights of Shadara are an elite military 'religious' order akin to Earth warrior traditions of **Drengir, Chivalry, Bushido**, and similar 'noble' martial ethos. The Knights serve among the Great Houses with dominion over the political and military affairs of the City.

You are **Veiled or Arcane**, raised within one of Xai's Great Houses as a page to a Shadaran Knight, skilled in arms and politics, perhaps noble or officer or grunt, but now duty bound to your Great House.

You are required to know the skill: Ritual Martial Arts. You may choose one of the 3 gifts below:

Counterstrike: If your attack would otherwise miss, but you rolled a natural 1, 2, or 3, you instead hit (Mk'3).

Toughness: gain (+20) Health.

Command: You intimidate the weak, you are in charge and your orders are obeyed or inspire fear. Roll your Might vs target Elegance if the game master decides the result is uncertain.

RONIN

(masterless, non-aligned)
The Grezurians and Shadarans, and especially the Illurians can go pound sand. Live free, never join.

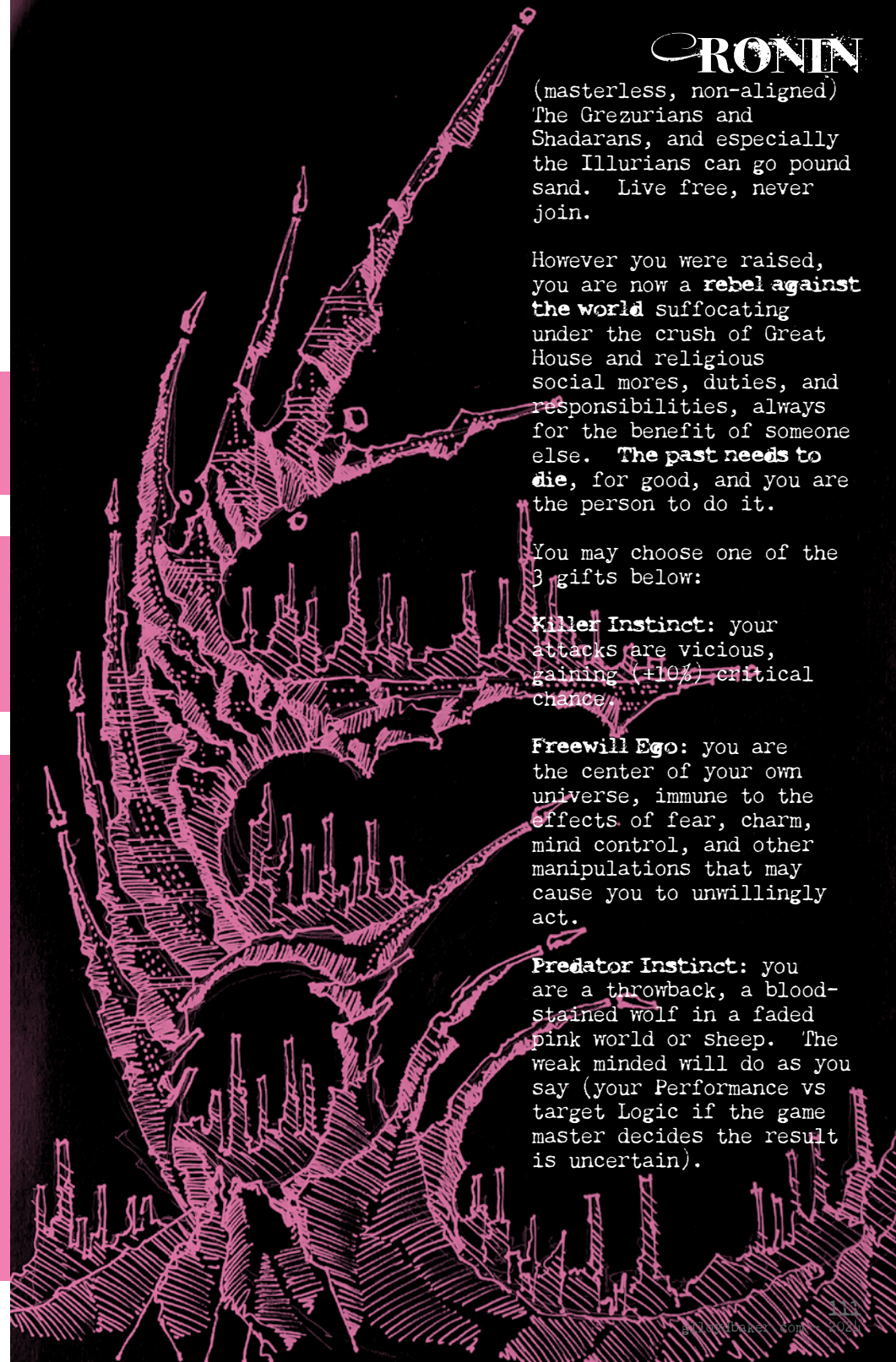
However you were raised, you are now a **rebel against the world** suffocating under the crush of Great House and religious social mores, duties, and responsibilities, always for the benefit of someone else. **The past needs to die**, for good, and you are the person to do it.

You may choose one of the 3 gifts below:

Killer Instinct: your attacks are vicious, gaining (+10%) critical chance.

Freewill Ego: you are the center of your own universe, immune to the effects of fear, charm, mind control, and other manipulations that may cause you to unwillingly act.

Predator Instinct: you are a throwback, a blood-stained wolf in a faded pink world or sheep. The weak minded will do as you say (your Performance vs target Logic if the game master decides the result is uncertain).



INQUISITOR ILLURITAT

Illuria is a holy order, with dominion over City religions: Illuria, Shadara, and Grezuria.

You are **Arcane (only)**, raised by the **Sisters of Illuria**, and trained to seek and destroy demonkind and the wicked in their service. You may choose one of the 3 gifts below:

Smite: Your luminous touch (half-defense & Mk'0) causes dl2 enchanted damage to demonkind, dl2 lethal damage to Nephelim, or dl2 Stun to the Wicked. As useful for detection as harm.

Ritual Miracle: requires a 10-minute ritual, the valiant are set to slumber for dl2 hours, awaking cured of a disease or blindness or deafness or lameness or other enduring debilitating malady. The wicked instead suffer a debility.

Halo: create a globe of light (burn 1'OD concertation) up to 1-Inch per Power Level from your person. The demonic and the wicked may not enter this globe, and if within, are hurled forcibly out.

Envoy of the Grezuria

The Grezurian religion is the faith of the City's masses. This is a faith of practical commercial justice and monetary compensation, where good is honest fair-play and evil is cheating deception.

As an Envoy you were raised within one of the City's great trading houses among the working masses as a skilled negotiator, arbiter, and fixer. You are the grease that keeps the machine running smoothly.

You are **Veiled or Arcane**, now representing one of the City's industrial combines, guilds, unions, corporate suites, underworld families, or explorer leagues. You are loyal if you are paid, seeking your way in the world as a mercenary for hire. You may choose one* of the 3 gifts below:

Union Dues: everything you buy is discounted half, everything you are paid is double, or as otherwise adjudicated by the game master.

Worldwise: you are nobody's fool; you know how the world works and how to find and apply leverage to your personal benefit. You know where to find things and how to make an offer that cannot be refused. Toss a % roll when called for the game master, the higher the roll the greater your immediate economic benefit.

Hanai Family: you are never alone, you have friends, family, and acquaintances strung through Xai's unions, guilds, combines, free leagues, and hard-working masses, never alone, never without a place to go, never without resources. Toss a % roll when called for the game master, the higher the roll the greater your relationship and reputation.

PALE AGENT (AKA FAR AGENT)

Players may be aligned with the **Far Travelers League (FTL)**, operating as Pale Agents of the Illinyar-Vooran, a kind of freakishly alien Lovecraftian navigator.

Old Solaran Wyght-Core equipped ships, able to move from place to place instantly, were once a monopoly of the Sisters of Illuria, one of the great powers of the once all mighty Solaran Empire.

But now there are strange newcomers to the City, a Chimera kind called the **Illinyar-Vooran**, a kind born with a glorious female Solaran body but with a cephaloid head hung with 7 long prehensile tentacles, 3 draping down the front to their knees, 4 down their backs coiling to the floor. These Chimera are insane by any reasonable standard, their telepathic speech woven with nightmare images.

The Vooran are gifted with perpendicular sight into **The Pale**, a timeless ethereal Plane coincident with reality. The Vooran can 'step' into the Pale, walk there (burn 1'OD concentration) and see back into reality.

The Pale is a place in the **same space as Xai**, a place absent time, where everything that has been and will be, exists in shifting shadows, like layers of overlaid movies displayed on the same screen. Mind bending. Insanity causing. Occupied by purgatory ghosts and timeless Lovecraftian horrors.

But to **enter** the Pale, to **travel** the Pale, and **leave** the Pale, is to have no real-word time pass, seeming to vanish and appear elsewhere instantly if your Pale travels can be survived.

The Illinyar-Vooran can travel the Pale. And with a Solaran Wyght-Core, take a ship and passengers with it, allowing for **instant travel from place to place**, mimicking the Arcane navigation of the Sisters of Illuria, breaking their ancient monopoly. The Illinyar-Vooran, selling passage to anyone anywhere for the right coin.

The side effect of Pale travel is mind-raking nightmares, **as a chill claw slowly dragged across your exposed brain**, and the occasional vanished passenger or ship. Pale travel is safer than not. But never truly safe. And the true ambition of the Illiyar-Vooran, if they have a master plan, is unknown.

Pale Agents are altered by the Illinyar-Vooran to suffer a single **powerful phobia** of something ordinary, like snakes, spiders, rats, or something similar, no two the same, all skills reduced (-5) when opposing creatures of their fear or as adjudicated by the game master.

But this is a **carefully crafted insanity**, shielding the character from any other fear, mind manipulation, or insanity and allowing the Agent to see and affect ghosts and horrors of the Pale (burn 1'OD concentration).

Pale Agents are expert in dealing with the Illinyar-Vooran, ghosts, hauntings, mind melting psionic terrors, and Lovecraftian horrors.

SISTER OF ILLURIA

The Sisters of Illuria are suggested to be **non-player characters**, guiding player characters to where their e'Mral gifts may be of highest use. If a player, there will only ever be 1, the Sisters never travel together.

Always **female Arcane**. The order of high priestesses in service to the Light of Illuria, the crystal bound last Solaran Empress.

Any Sister may **commune with the Light of Illuria**

as regards the future or may commune with any other Sister over any distance.

Communing with the Light of Illuria requires total concentration (dl2 hours trance). The Sister may travel the strands of various likely and unlikely futures to search or reveal the outcome of various actions but unable to see beyond a decision not yet made.

This is powerful, a Sister can know just about anything given time and luck. Note, if you are a game master that does not care for side quests, on the fly gameplay, and distracting storylines, keep these folks as non-player characters.

The Light of Illuria, the amber bound last Solaran Empress, may take **possession of any Sister** to act.

When communing with the Light of Illuria, a Sister may use the skill Aura to **navigate a Wyght Core** equipped ship to anywhere, one of the greatest powers of the old Solaran Empire for ten thousand generations.

Each Sister may **shape change** into one of 5 forms, at will, permanently: child-**daughter**, SISTER, *lover*, **WIFE**, or CRONE.

In the game, the Sisters of Illuria are often 'Home' for Illurian aligned player characters, acting as mission giver, guide, and quartermaster, to seek and destroy demonkind.

But sometimes players are more independent, seeking adventure far from the judgment and rules of the Sisters, aligned with the Grezurians or Shdarans or mercenaries for hire to the highest bidder. But **always the Sisters will watch** and influence and guide the Arcane. As the Sisters like to say, **a blade need not know it cuts to be useful**. The Sisters of Illuria exalt duty above freewill, choice being the ability to do wrong.



THE LICHBORNE

Lichborne are suggested to be **non-player characters**, though several all Lichborne groups over the years have proved for some interesting, advanced play.

Lichborne are **Arcane remade by ritual** and faith, their bones carved and inlaid with silver, their brain crystalized, and heart gilded, their skin stretched and sewn as vellum over their corpse frame, personal Paladins of the last Solaran Empress, each a **champion demon hunter** during the war, the last defenders of the City.

The Sisters of Illuria endeavor to create **new Lichborne** when possible, though the rigors of the transformation and the few 'true believer' Arcane candidates make them a fading force.

Lichborne will **recognize any lie**, spoken, read, or otherwise, and if uncertain, use the skill Logic to divine some fragment of the veiled truth.

The Lichborne skills: Ferocity, Physique, and Perception, are always **rolled with 10D**, no matter skill level or bonus option dice.

Lichborne are **undead, but have a bound soul**, retaining their e'Mral sight, **still Arcane**. Lichborne are immortal and, like all undead, are immune to cold, fear, stun, paralysis, poison, disease, and most all hindrances of life such as hunger, and breathing, and otherwise suffer minimum damage from any attack.

Shattering the brain of a Lichborne with cold iron will shatter both the brain and cold iron in a harmonic blast.

Their inability to breathe means they must make an active effort to exhale to speak, causing them to have a dusty mummified corpse-rattle voice of few words.

The health of a Lichborne is restored 1 per day of rest but may be repaired by the skill Technomancy: dl2 Health per 10-minutes of repair given a set of undertaker's tools and replacement corpse material as adjudicated by the game master.

DEMON

Suggested **non-player character**, as demons can dominate a campaign unless carefully written into the story by the game master.

Xai demons are the **souls of the wicked** clad in demon flesh cultivated by pruning cut and nutrient suffering within Xai's infernal subworlds: the **Primary Subworld** home to lesser demons, the **Near-Deep Subworld** home to Demon Barons, and the **Far-Deep Subworld** the dominion of Demon Princes.

The **Demon Prices** and their powerful minions were banished at the moment of penultimate victory over the City, **bound** to their subworld realms **by the Light of Illuria**. But many lesser demons, half-breed Nephilim, and wicked mortal cultists still abide among the living, seeking their own selfish evil or acting for the return of their banished overlords.

Demons are always **Veiled, never Arcane**, always blind to the e'Mral mists and unable to learn the skills Sorcery or Wizardry.

Demons have their own flesh crafting technomancy called **Meq'annis**: crafted creatures, parasites, symbionts, grafts, and living machines & devices that always cause Pain.

All demons have a **hunger**, akin to the seven deadly sins, being of 7 types but each unique, no two demons being the same.

Prince: driven by *pride*, arrogance, and the need to remake the world as a 'better' more **righteous god**.

BARON: a prodigal demon, driven by **GLUTTONY**, waste, excess, and a never-ending hunger for **MORE**.

COLLECTOR: driven by **AVARICE**, greed, and obsession with or for something, usually specific. These tend to be 'intellectual' demons, the most likely summoned and open to negotiation in trade for whatever they collect.

RAVAGER: driven by **WRATH**, anger, revenge, murder, and violence. When summoned, they will negotiate in trade for bloody violence upon the living. Succubus-Incubus: driven by lust, physical pain & pleasure, and the suffering of others.

Slaver: driven by **sloth**, privilege, creature comfort, and dominion over the freewill of others. When summoned, they will negotiate in trade for living slaves.

Imp: driven by **envy**, emptiness, and nihilism, to take what others have that the demon rightfully deserves, mirrors of desire, devoid of ambition, servant to other demons, at least until the moment of their betrayal.

Each demon is unique, each has a special power related to their type, like a demonic super-villain or superhero with a **single 'superpower'**.

All demons share a few traits. All are **immortal**, but if slain are returned to their infernal subworld 'field' to be 'regrown' over the next d100 years, tended and pruned by **blood caked shears**.

All demons regenerate d12 damage at the beginning of each round. Enchanted damage is not regenerated.

Demons suffer enchanted damage from **cold iron** weapons (a critical hit destroying a cold iron weapon) and **one other form of damage** unique to the demon. Damage caused by a Lichborne is always considered enchanted.

NEPHILIM

Suggested **non-player character**, as their size makes them hard to hide and they are actively hunted by just about everyone.

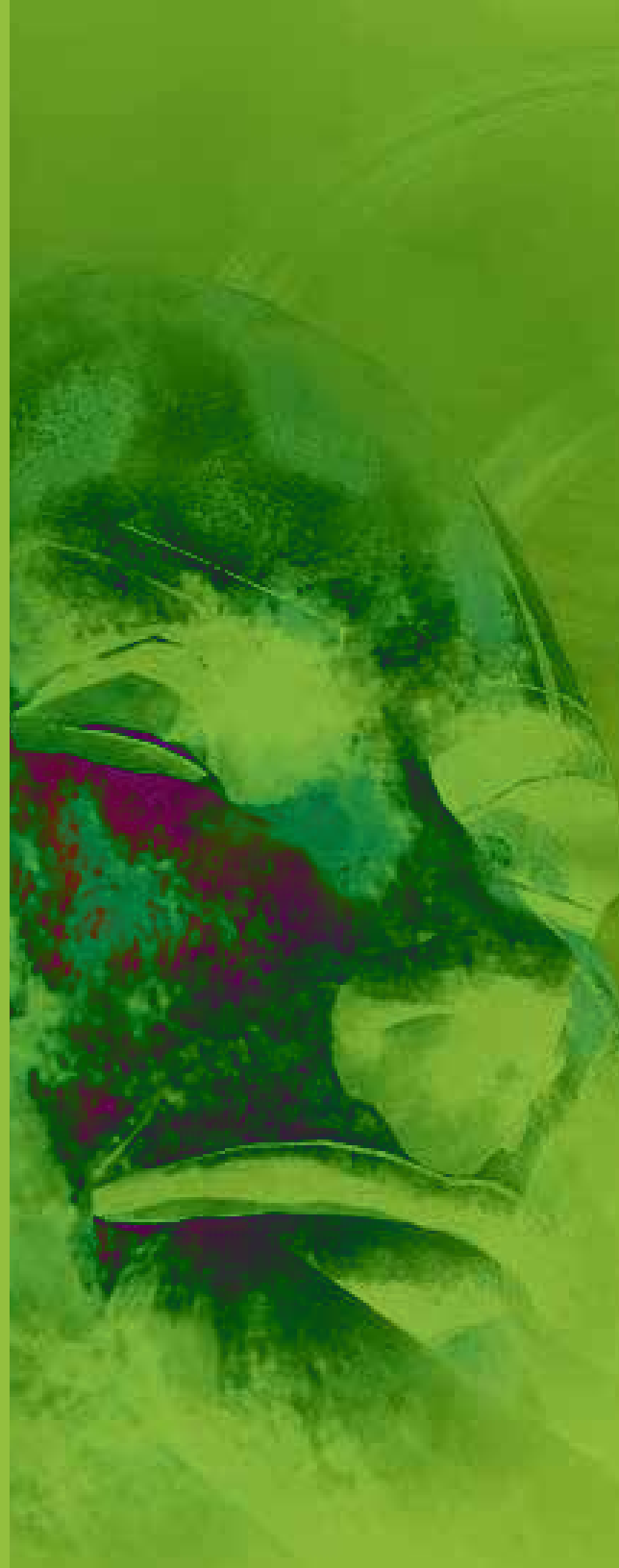
The Nephilim are **half-blood demons**, born of a mortal mother and demon sire, usually the result of an especially vile summoning rite.

The Nephilim have the appearance of their **mother race** but are giants (x2 Size, x3 if mother is x2).

All are touched by the infernal, rolling 3 times on the Appendix **Chaos chart**.

Nephilim **regenerate d6 Health** at the beginning of each round and are immortal but will disintegrate to ash on their 120th birthday.

Nephilim know they are soulless and cursed, always Veiled, never Arcane, with all the human emotions of their mother, often with a **dark gothic** sense of their place in the world and the fatalism of knowing they are denied an afterlife by the universe.



Appendix WIZARDRY

Wizardry Skill (SHD)

Requires the character be Veiled (never Arcane) and have spent 8-years as an apprentice under a Wizard.

Skill Level not more than **Logic**.

The skill of **psionic mathematica**, the mind remade as a logic engine so powerful as to see and change the underlying math of nearby physics. Change the reality within any imaginary 1-foot cube you can touch.

Skill to **dispel magic**, Wizardry roll vs opposing magic Craft. If unsuccessful or otherwise desired, the magic is suppressed so long as concentration is maintained, burn 1'OD concentration.

Male characters gain (+4) Wizardry, Female (-4).

You **begin with 3 Cyphers**

You may thereafter learn **1 Cypher instead of a Skill Proficiency**.

When **successfully placing a Cypher**, roll d6*, a 1 indicating the Wizard suffers **e'Mral Burn**, meaning that no Cypher may be used for d12 hours. *At SL'6 roll d12.

Cyphers always target a volume, a **1-Inch column** up to 10-Inches per skill level high or any single volume that can fit within.

At SL'5, the area may be a **1-Inch per skill level cube** instead of a column.

Wizardry Craft is opposed by the resistance roll of any within.

The nearest face of the volume may be up to 1-Inch per skill level from the Wizard.

Items worn as self are considered as the person wearing and or carrying them.

Cyphers endure so long as **concentration is maintained**, burn 1'OD concentration, unless noted otherwise.

At SL'5 a Wizard may set a **clockwork duration of d12 hours** on a Cypher, this will cause e'Mral Burn.

At SL'10, a Wizard may perform a **d12 hour permanency ritual**, the Cypher made permanent, this will cause e'Mral Burn.

A Cypher may be crafted into a **grenade**, requiring d12 hours per grenade once all materials and tools are available. Unless crafted otherwise, grenade effects endure d12 rounds.

AEON

The Academy of e'Mral Zero Numerology

Wizardry is the dominion of Ae0n, the Academy is the 'official' and only **legal magic** of the Great Houses.

Ae0n is dedicated to the **eradication of Sorcery**, the Arcane (and by extension Artifact Humanity) and the finding and curing of Myrddin children.

The spiritual heart of the Academy reaches back thousands of years in a ruined quarter of the Adrena'Chrome within a small block building labeled with a scorched brass plaque: **"Ministry of Mathematica."** Here is the first prompt terminal of **Ceye**, the Great Machine, an artificial intelligence so powerful that it can predict the most likely next anything, infinitely derivative.

But the Ceye **cannot see or predict the Empress**, Arcane, or Myrddin. This led to a centuries long campaign by the Priests of Ceye to end the Empress and her Sorcerous Priestesses and Arcane architects, culminating in the recent war and the victory of the Great Houses. What few Sorceresses and Arcane managed to survive are hunted.

But the grand vision of the **Priests of Ceye** did not go to plan. The priests did not acquire the secret to create Strange Doorways, an art that remains unique to the Arcane and their architectural training. Nor did the priests understand the true power of the Empress and her Priestesses, who in the final days of the war, sent **the City hurling forward in time to a far-far-future**. The Strange Doorways of the City dislocated in time, passage impossible, the conquerors of the City trapped.

But now, some decades after the end of the war, the Strange Doorways are beginning to 'clear', slowly, oddly, again allowing passage. Each an **exploration of a far-future world**, alien, unknown. Some Strange Doorways lead to worlds where only a few decades or centuries have passed, others where millennia or eons have ticked by, unrecognizable, the evolution of humankind frightening.

Xai is a game where **home is an urban noir** and adventure is the exploration of alien worlds, a **pedestrian space opera**, that the Wizards of Ae0n are determined to reclaim, no matter the means.



ALPHABETICAL LIST OF MATHEMATICA CYPHERS

Cyphers are the magic of everyone and everything, living, robot, demon, and undead, learned by way of the skill Wizardry.

Arcane may learn any Cypher as an e'Mral Lace of Logic.

ANIMATE OBJECTS

Requires: SL'1 Wizardry.

...A Cypher to amuse children and serve the lazy: just because you can do a thing does not mean you should. Meaning of course, this is among the most well-known Cypher responsible for trivial convenience and amusement throughout the City.

Objects or machines will minimally alter to have legs and the means to walk, Move 1 per SL. The object will move as directed by the Wizard so long as concentrating (burn 1'OD concentration), even beyond the original volume, but will otherwise sit and wait.

If made permanent, the object can be programmed to respond to verbal commands to direct its movement.

At SL'5 the object may climb at half Move, at SL'10 fly at half Move.

BREATH

Requires: SL'1 Wizardry

...Ubiquitous throughout the City, allowing the creation of architecture and ships once thought impossible.

The volume is made breathable or unbreathable to the Wizard.

SL'5 Water, the volume is filled with water, drinkable or foul to the Wizard.

SL'10 Salt fills the volume, pushing anything in the area outward as the salt crystalizes from the center outward.



DARKNESS

Requires: SL'1 Wizardry

...Some might laugh when speaking of the 'cone of silence,' but secrets are sometimes worth keeping.

No light is possible within the volume.

At SL'5, anything invisible within the volume may see normally and is rendered entirely absent, unable to be detected by any means except as adjudicated by the game master.

SL'10, everything within is also invisible.

DETONATION

Requires: SL'1 Wizardry

...Demolition makes way for the future, so please, clean up your mess.

Objects of lesser Craft within a volume detonate, knocking anything near back d12 Inches. Objects of 'self' are unaffected.

DISINTEGRATION

Requires: SL'1 Wizardry & suffer 10% of current health as Enchanted Damage (drop fractions).

...Powerful, frightening, and rarely taught except to the most loyal of AEON that can prove a good reason such knowledge is required.

Objects current mass is reduced 10% per SL, 100% indicating the target is turned to dust.

The living are not disintegrated, but any living 'self' within a volume suffers Half current health. Wizardry Craft vs Physique to negate any harm.

SL'10 Restoration, you may restore the dust of disintegration (any handful will do) to its original form (at the moment of disintegration). This requires a d12 hour ritual and the suffering of 1 Enchanted Damage per hour of the ritual.



ILLUSIONARY FORM

Requires: SL'1 Wizardry

...A mainstay of film and stage and interior design. The world is dull, make it better.

You may change the appearance of the volume as you imagine. Craft opposed by Perception or Logic. SL'5 the illusion may have sound, taste, scent, and touch.

INVISIBILITY

Requires: SL'5 Wizardry

...Not so useful as you might think, as with most Cyphers, doing it yourself is usually easier.

Any object or person fully within a volume is invisible. Any object or person partly in or out of the volume is unaffected.

SL'10, anything made invisible cannot cause or suffer damage.

DISTANCE DISTORTION

Requires: SL'10 Wizardry

...Ubiquitous throughout the City, allowing the creation of mind-bending boxes, cabinets, ships, and architecture that would make the Empress blush. But beware, the dimensions infringed are not so empty as you might imagine.

The inside dimension of the volume is up to 10-Inches per Craft.

Looking through the surface of a volume is distorted in both directions but if viewed in a small area, such as a door, the distortion is negligible.

When collapsed, the space between everything within the volume is collapsed to the outside size of the volume.

At SL'15, the inside dimension may be any size up to 1-mile, though fanciful tales of volumes that contain stars, solar systems, and galaxies are legend.

LEVITATION

Requires: SL'1

Wizardry

...Elevators and stairs are ubiquitous and safer, what is the real point here?

Objects may be made to gently rise or fall or float within the volume, Move up to 10-Inches per round.

SL'5 Grounding, all within the volume is crashed to the ground, suffering d6 non-lethal damage per Inch of height.

SL'10 Splat, all within the volume is crashed to the ground and fixed to the ground, unable to move, suffering d6 lethal damage per Inch of height.

LIGHT

Requires: SL'5

Wizardry

...Those that would sneak are up to no good, do not let them sneak.

No darkness, invisibility, or shadow is possible within the volume, all is rendered in vibrant oversaturated color. SL'10, all within the volume is made light. Only creatures made of light may affect a creature made of light. Undead made light are destroyed.

LIGHTNING ARMOR

Requires: SL'1 Wizardry.

...An eye for an eye, so the saying goes, but beware, for it is a warning, ONLY an eye for an eye, be just.

Anyone within the volume that suffers damage, causes d12 lightning damage to the attacker, no matter the attacker's range.

LIGHTNING STORM

Requires: SL'5 Wizardry

...Violence and destruction, there is no place for this in civilized society. So of course, this is every Wizard's favorite Cypher.

A swirling storm of lightning fills the volume causing d6(xSL) damage to all within, Wizardry Craft opposed by target Elegance roll to suffer minimum damage.

You may instead cause fire damage if your FYR stat is 10+ or cold damage if your SHD is 10+.

NEGATION

Requires: SL'5 Wizardry

...Destruction is a preoccupation of many Wizards, this is another example.

Any magical or technological effect has its Craft reduced 1 per Craft of the Wizard.

At SL'10, any item Craft reduced to zero is destroyed.

SECRET PLACE

Requires: SL'5

Wizardry

...Secret Places are ubiquitous among Wizards, their clever use and ability to provide creature comforts anywhere is famous, seemingly summoning entire camps, stables, vehicles, and houses filled with robot servants out of 'thin air.' But also, their cruel misuse made famous in story is why most hate Wizards on general principal, assuming they are all evil motherfuckers.

A volume created requiring a 1-day per Craft ritual to complete during which time the Wizard makes 2 command words, one of 'open' and one for 'close.' The volume is permanent until dispelled. Each Secret Place causes the Wizard 1' Pain.

When the Wizard speaks 'open', the volume will appear adjacent to the Wizard along with anything and anyone entirely within the volume at the time (Craft vs Might or Elegance). When closed, the volume and contents return to where it was first crafted.

STASIS

Requires: SL'10 Wizardry

...This has led to the prevalence of fresh boxes and canisters used to contain food, liquids, and other perishables indefinitely.

Lunch boxes costing 10'mils, home size 'fresh' cabinets being about 100'mils. The ubiquitous nature of 'fresh' boxes means that many 'ancient' tombs and forgotten complexes are filled with 'fresh' foods, liquids, beasts, prisoners, and even corpses, the 'fresh' casket something of a favorite among certain cultures.

Time stops within the volume. Craft opposed by Elegance. Light is not affected by time stop. Anything not fully within the volume is unaffected.

NULL GRAVITY

Requires: SL'5 Wizardry

...Ubiquitous among the factories and vehicles of the City, the benefits of zero gravity transport and making are endlessly obvious and clever. The gravity in the volume is negated. Everything weightless. SL'10, gravity is reversed within the volume. Fall damage being 10% maximum health per Inch of fall, 100% = critical death as all organs explode.

SUMMON GARGOYLE

Requires: SL'1 Wizardry & 1 minute per SL ritual

...Xai gargoyles are creatures of elemental earth from the famed Chthonic City below Xai's primary subworld. Gargoyles are a logical kind, master engineers with a desire to build and protect. Gargoyles have control of all things earth, stone, ice, volcanic, gravity, and mathematics. Gargoyle of PL'15+ have the power to grant wishes*. Gargoyles will bend their wishes to constructive purpose.

*No being of Xai may ever (as in never ever and never again) be the recipient of more than 3 wishes in the span of their existence, alive, dead, or otherwise.

Summon the nearest gargoyle into the volume, Power Level not more than Wizardry skill level, Might roll to shatter the volume if the gargoyle is feeling frisky.

The gargoyle will perform the task as described during the summoning ritual. Gargoyles become very angry if asked to attack or break things, preferring to defend and make things.

SUPPRESSION

Requires: SL'1 Wizardry

...Commonly available, likely the first taught an apprentice. Rare in that its use cannot easily be turned to harm.

All within the volume are immune to lightning.

Enchanted Damage may never be prevented.

At SL'5, if your SHD is 10+, those within are also immune to cold. And if your FYR is 10+, those within are also immune to fire.

At SL'10, ALL within the cube are immune to non-lethal and lethal damage.

SURFACE FORCE

Requires: SL'5 Wizardry.

...Like any wall, it protects in both directions. So very useful, let me count the ways...

Nothing larger than a grain of sand may pass through the perimeter of the volume in either direction.

A surface may be shattered by Might skill or ignored by Bypass or Shadows skill. The creating Wizard may move through the perimeter unhindered.

TELEKINESIS

Requires: SL'5 Wizardry

...Seriously, how lazy do you have to be. There are entire Wizard homes and laboratories designed that nothing ever need be physically touched.

Objects metal or stone within the volume may be moved by the Wizard within the volume. Craft opposed by Might or Elegance as applicable.

TRANSFIGURATION

Requires: SL'10 Wizardry

...Turning things to gold was once popular, so popular, that gold in the City is less valuable than clay.

Objects of metal or stone are turned into another metal or stone such as lead, granite, sand, or salt. The mass of the object is reduced by half. Craft opposed by Might or Elegance as applicable.



Appendix SORCERY

Sorcery Skill

Requires the character be a female Hathan or have spent 8-years as an apprentice under a Sorceress.

Skill Level not more than **Physique**.

The skill of **seductive artistry**, the body remade as a life so vibrant as to change the underlying genetics of creation. Change the perceptions of any person you can touch.

Skill to **dispel magic**, Sorcery roll vs opposing magic Craft. If unsuccessful or otherwise desired, the magic is suppressed so long as concentration is maintained, burn 1'OD concentration.

Female characters gain (+4) Sorcery, males suffer (-4).

You **begin play with 3 Charms**.

You may thereafter learn a Charm **instead of a skill proficiency**.

When **successfully attacking** with a Charm, roll d6*, a 1 indicating the Witch suffers **eMral Burn**, meaning that no Charm may be used for dl2 hours. *At SL'6 roll dl2.

Charms are always made as a **melee attack**, Sorcery attack roll vs target melee defense. Determine Mark and critical as normal.

The range of Sorcery melee attack may be **extended up to 1-Inch per skill level**.

Items worn as self are considered as the person wearing and or carrying them.

Charms endure as noted in the description of each.

A Charm may be crafted into a **potion**, requiring dl2 hours to brew per dose once all materials and apparatus are available.

THE SISTERS OF MERCY

Sorcery is the dominion of the Sisters of Mercy, once loyal **priestesses of the Empress**, now hunted villains of the ruling Great Houses and the Wizards of AEON.

The guiding star of the Sisters is the **finding of children gifted with eMral sight**, Arcane (born to an artifact-human mother) and Myrddin (born to a post-human mother), raising them safely away from hunting Great House Inquisitors, hungry Wizards, and nefarious Xuvarians that seek the child's cure or death.

The Sisters are famed for their **hospitals and orphanages**, both pre-war and modern. This makes the politics of the Sisters is complicated, as the sorceresses tend to be healers, **popular heroes among the public**, sworn to help any in need, even those that would hunt them. They also represent the last organized power of the Empress in the City and many have come to regret their betrayal and part in the war that brought low their beloved goddess and are now sympathetic to the Sisters.

The Sisters do not oppose the Great Houses, but their example reminds the people of the Empress, her light, compassion, and her heyday Strange Doorways leading to a million paradise worlds, a time past, the way closed since the end of war, the peoples of the City trapped. The betrayal, invasion, and war a disaster that the Great Houses would see forcefully forgotten.

Alphabetical List of Sorcery Charms

Charms are the **magic of life**, unknowable by anyone or anything not alive, usually learning Charms as part of Sorcery Skill.

It is worthy of note, that some undead steal Health from the living such as Ghouls, Vampires, and Lichborne, and while flush with Health (at least half maximum health), may also learn and use Sorcery and Charms.

Arcane may learn any Charm as an e'Mral Lace of Physique.

Blessing of Armor

Requires: SL'5 Sorcery & d6 round ritual or instant & suffer d6 non-lethal damage.

Duration: Permanent as noted.

The world is a dangerous place, caution is advised.

Target is (+d12 or -d12) armor, a roll of 12 dispelling the charm.

SL'10 Violet Butterflies, target gains a shimmering shield of violet butterflies with d66 health, enduring until shield health is lost to damage or the target sleeps.

SL'10 Sunder, target armor is reduced to zero, enduring until the target suffers d66 damage or the target sleeps.

Blessing of Defense

Requires: SL'1 Sorcery & suffer 1 non-lethal damage.

Duration: Permanent as noted.

A special kind of blessing, a tool in every Sorcerer's toolbox.

Target is indistinct, elusive, quick, gaining +d12 Defense, a roll of 12 dispelling the effect.

SL'5 Hunter's Mark, the target glows brightly, in sharp focus, their Defense reduced d12, a roll of 12 dispelling the effect.

Blessing of Hunger

Requires: SL'1 Sorcery.

Duration: Permanent as noted.

It is easier to eat and to leave this charm unknown.

Target need not eat or drink or expel waste, enduring until the target eats or drinks.

SL'5 Starvation, cause target to suffer (-1) skill rolls per day of Starvation. Enduring until the target eats or drinks something poisonous (Craft equal or greater than Craft of Blessing.

Blessing of Peace

Requires: SL'1 Sorcery

Duration: Permanent as noted.

Sometimes violence is inevitable, but not for you.

Target is not viewed as a threat and will tend to be ignored. Sorcery Craft vs onlooker Perception roll to notice otherwise. Any violent action by the target will dispel the effect.

Blessing of Mule

Requires: SL'1 Sorcery & suffer 1 non-lethal damage.

Duration: Permanent as noted.

Anyone may be a beast of burden, treat your beasts kindly.

Target Carry is x1 per Sorcery SL.

Carrying less than your original Carry will dispel the effect.

SL'5 Weakness, target Move reduced to 1. Carrying no load will dispel the effect.

Blessing of Sharpness

Requires: SL'5 Sorcery & d6 round ritual or instant & suffer d6 non-lethal damage.

Duration: Permanent as noted.

Violence may be deterred or encouraged, neither is good.

Target is (+d12 or -d12) damage, a roll of 12 dispelling the charm.

SL'10 Precision, target critical chance is doubled or reduced by half, a critical success dispelling the effect.

Blessing of Sleep

Requires: SL'1 Sorcery

Duration: Permanent as noted.

Sleep is easier, but there always seems to be something to do. Beware of the dark side of ambition.

Target need not sleep or is made to sleep for d12 hours*, suffering no ill effects from hunger or other biologic function. *At SL'5 time is days, SL'10 weeks, SL'15 months.

SL'5 Insomnia, target cannot sleep; suffering (-1) skill rolls per day. If the penalty exceeds d12 (+1 per Physique SL), the character will collapse to sleep exhausted, dispelling the effect. Each 8 hours of sleep thereafter will reduce the penalty by 1.

SL'10 Unrest, lay a corpse to eternal rest, or animate a corpse to wander, doing as you say when within sight, but otherwise mindlessly seeking vengeance upon the living. Undead target is made comatose for d12 hours.

Blessing of Speed

Requires: SL'1 Sorcery & suffer 1 non-lethal damage.

Duration: Permanent as noted.

Always useful, freely known and trained.

Target is double move, sitting or sleeping will dispel the effect.

SL'5 Root, target Move reduced to zero, sitting or sleeping will dispel the effect.

Blessing of Skill

Requires: SL'1 Sorcery & d6 round ritual or instant but suffer d6 non-lethal damage.

Duration: Permanent as noted.

Blessings are to be encouraged, but should the heart turn dark, a blessing turns to curse.

Target is (+d6 or -d6) to all skill rolls, a roll of 6 dispelling the charm.

SL'5 Expertise, target is (+d12 or -d12) to ONE skill, a roll of 12 dispelling the charm.

SL'10 Muse, the next d12 skill rolls of the character are blessed and will succeed (Mk'0), followed by d12 skill rolls that are cursed and made to fail.

Blood Doll

Requires: SL'5

Duration: Concentration

...Rarely taught, often found only in dark scrolls of forbidden charms. There is no moral justification for its use on sentient beings, but its use on beasts of burden and cavalry horses is morally ambiguous.

Half of any damage you suffer is INSTEAD suffered by the target. If the target's Health is reduced to zero, you suffer d12 Stun and concentration is broken.

SL'10 all damage is suffered by the target.

Breath & Drown

Requires: SL'1 Sorcery

Duration: Concentration

...As with any tool, its misuse is the responsibility of the user.

Target may breathe as native their current environment.

SL'5 Drowning, cause target to drown, "breathe" as non-native the current environment, suffering (-1) to all skill rolls each round. Falling unconscious when the penalty exceeds d12 (+1 per Physique SL) & dying the same number or rounds thereafter. While unable to breathe, the victim may not speak.

SL'10 Vacuum, the volume made as the cold vacuum of space, the target suffering half their current health each round (drop fractions).

Command of Pain

Requires: SL'1 Sorcery & suffer d12 non-lethal damage.

Duration: Permanent as noted.

...The vilest charm, there is no excuse, its use rightly punishable by death.

Target suffers d12 Impale as suffering pain until they perform your stated command.

Corruption

Requires: SL'1 Sorcery & suffer d12 non-lethal damage.

Duration: Permanent as noted.

...Found in foul books written by the cruel.

Target suffers 1-non-lethal damage per round until health is zero.

SL'5 Bleed, target suffers 1-lethal damage per round until health is zero.

SL'10 Corrosion: target current Health reduced by half each day until zero (drop fractions).

Cure Blindness

Requires: SL'1 Sorcery

Duration: permanent

...Blindness is especially defeating in the moment, but the penalty may be offset 1 per Perception SL after living afflicted for a while.

Target is cured of blindness or made blind, suffering (-d12) to sight dependent skill rolls and unable to gain advantage.

SL'5 You may instead cure or cause deafness, numbness, or loss of scent-taste.

Cure Lame

Requires: SL'5 Sorcery.

Duration: Permanent as noted.

...Freely taught and known by all Sisters of Mercy.

Target's lost limb or organ is regenerated, requires a d12 hour ritual, you suffering 1 lethal damage per hour of ritual.

SL'10 Lame, target location (random in combat) is withered useless, you suffer d12 lethal damage.

Feign Death

Requires: SL'1 Sorcery

Duration: Target must burn 1'OD concentration.

...An odd sort of Charm with some clever uses.

Cause a living target to appear dead (Perception roll opposed by Craft to detect life) but able to hear. The 'dead' target may move any time they choose, negating the effect, though no amount of pain or damage can cause a target to involuntarily move or otherwise break the death-like effect, though such suffering is "felt" normally. While comatose, the target need not eat, drink, breathe, or otherwise perform any biological function.

SL'5 Preservation, you may cause a corpse or formerly living materials such as food, wood, and bone, to be preserved from further decay. This effect is permanent until dispelled.

SL'10 Painless, living target is made durable, ignoring non-lethal damage and unconsciousness, suffering death only after failing 3 Lyfe Checks or an instant death critical effect.

Fear

Requires: SL'1 Sorcery.

Duration: Concentration or d12 hours but suffer d12 non-lethal damage.

...Commonly known and freely taught. Sorcery is scary. Courage jewelry is common among the wealthy, 1'Sov, preventing fear. Less expensive options are available from street vendors throughout the City but none will prevent fear.

Target is compelled to get as far from the Sorceress as fast as possible, suffering (-1) per Sorcery SL should they act otherwise.

SL'5 Heroism, target is immune to fear, feeling heroic, indomitable, gaining (+4) attack but (-4) defense. The undead are driven insane, attacking anything that moves suffering (-d12) defense.

SL'10 Terror, target collapses into a fetal ball, likely suffering an insanity. The undead will go insane, ripping d6 health chunks from themselves each round.

Flight

Requires: SL'1 Sorcery

Duration: Permanent until target lands.

...When is flight not useful?

Target may fly. Move as on ground, able to hover and 'swim' through the air.

At SL'5, *Water Flight*, the target may move and swim through water as if air.

At SL'10, *Swoop*, x10 Move while flying.

Floral Growth

Requires: SL'1 Sorcery

Duration: Permanent per the normal living conditions of vegetation

...Charms are Life, and Life is drawn to you.

Cause a seed or plant or tree to grow to flower or fruit.

SL'5 *Cage of Vines*, cause vines (or similar native vegetation) to grow up under the target, causing d12 Paralysis. Sorcery Craft vs resistance Might or Elegance or Bypass or Shadows to escape. At SL'10, the target may be drawn down into the 'ground', buried alive in d12 rounds.

SL'10 *Wall of Vines*, causes a wall of vines (or similar native vegetation) to break from target floor, wall, and ceiling, up to 1-Inch (2-yards) per skill level square. Craft of vines vs resistance Might or Elegance or Bypass or Shadows to get through. May be used to bind doors, block windows, or most any clever use to slow or trap or demolish.

Forget

Requires: SL'1 Sorcery

Duration: Permanent

...Rarely known or taught, there is no moral justification for the taking of freewill.

Target will have no memory of the last and next 1-round* per Craft (*at SL'5 the time may be minutes, SL'10 hours, and SL'15 days). The memories remain but are suppressed and the Forget may be dispelled opposing Craft normally.

SL'5 *New Experience*. You may replace lost memories with fiction.

SL'10 *Amnesia*, wipe the mind of the target. Skills and languages are not lost, but how and why and who are gone. You may, by d12 hour ritual, replace their memories with a storybook life.

Halo

Requires: SL'5 Sorcery

Duration: Concentration

...Freely available and useful, let the anger and violence wash over you.

Target may not touch or be touched

by the living, undead, or once living material, effectively immune to sorcerous attack and unable to eat food.

SL'10, *Circle of Protection*, a 1-Inch per SL sphere centered on the target, pushing anyone the Sorceress does not like to the outside edge of the halo. The halo moves with the target. Craft opposed by Bypass.

Healing Caress

Requires: SL'1 Sorcery

Duration: Permanent

...A long channeling heal, deeply intimate, often erotic, for both target and crafter.

Target is healed 1 non-lethal damage per round of concentration.

SL'5 *Hand of Blood*, once all non-lethal damage is healed, the target is healed 1 lethal damage per minute of concentration.

SL'10 *Hand of Lamneth*, once all non-lethal and lethal damage has been healed, target is healed 1 enchanted damage per hour of concentration.

Healing Grace

Requires: SL'1 Sorcery

Duration: Permanent

...A powerful but sacrificing heal of the pure hearted, few achieve such love.

For each 1 Enchanted Damage you choose to suffer, target is healed d12 damage (non-lethal then lethal but never enchanted).

SL'5 *Heroic Gift*, target is restored to full health, you are reduced to half-current Health.

SL'10 *Living Sacrifice*, target corpse is raised to life & full health you (or living sacrifice) are reduced to zero Health, make a Life Check.

Healing Touch

Requires: SL'1 Sorcery & d6 round ritual or instant but suffer d6 non-lethal damage.

Duration: Permanent

...A quick heal, likely the first Charm taught an acolyte, from you, life flows.

Target is healed d12 damage, non-lethal damage healed first, lethal damage next, but never enchanted damage.

SL'5 *Touch of Light*, target is healed d20 damage, if the target is Undead, it instead suffers d100 lethal damage.

SL'10 *Lay on Hands*, target is healed d100 damage, if the target is Undead, it is instead disintegrated.

Invisibility

Requires: SL'5 Sorcery.

Duration: Permanent until broken by use of any Skill except Elegance.

...A tool no more nefarious than the user, but still creepy.

Target is made invisible.

SL'10 Ethereal, target is made ghostlike, immaterial, unable to be seen, touch or be touched except by the ethereal. Move is flight, able to pass through any except ethereal walls, floors, and ceilings. Creatures of the Pale can see and touch you and you can see and touch the denizens, buildings, streets, and alleys of the Pale Metropolis. Target may burn 1'OD concentration to perform skills while ethereal.

Life & Death

Requires: SL'1 Sorcery & suffer d12 Enchanted Damage.

Duration: Permanent

...Taught only to those proven most worthy, its misuse a crime against nature.

Raise a corpse as undead.

Target skills and mind are as when alive except they suffer (+10 Pain). The undead need not breathe and must make a concerted effort to force a gasping breath to speak and are otherwise 'undead', with all the benefits and curse that entails.

SL'5 Death Touch, kill a living target or destroy an undead.

SL'10 Life Touch, restore a corpse or undead to life, 1-hour per SL ritual.

Mind Reading

Requires: SL'1 Sorcery.

Duration: Permanent

...Secrets are a matter of perspective, be wise, for what you know, and experience is not so easily forgotten, especially the horrors contained within a criminal's mind. Sometimes, it is hard to know whose memories are your own.

You may know the target's current thoughts and read the target's memory of the last 1-round* per Craft (*at SL'5 the time may be hours, SL'10 days, and SL'15 years).

SL'10 Deep Thoughts, you may sift through the memories of the target's life, requiring a 1 round per SL ritual, causing, and suffering 1 lethal damage per round of ritual.

Possession

Requires: SL'10 Sorcery.

Duration: Concentration

...One of the most detestable charms known, villainous, cruel, but so much fun with a willing partner.

Possess target body, your body is possessed by the target's spirit. While in possession of the target, all memories and skills are your own, not those of the body you possess, rather you are a puppeteer. But as a puppeteer, all your **Skill Levels are reduced by half** (round down).

When finished, the two spirits return to their respective bodies, no matter the distance. If one of the bodies dies by accident or intention (perhaps a sick sort of immortality) the duration is immediately ended, and the **possession of the living party made permanent**, and all skill levels permanently reset to half.

Remote Detection

Requires: SL'1 Sorcery.

Duration: Permanent

...Knowledge is neither good nor ill, so please be good.

This requires something personal of target such as hair or a handwritten letter and a 10-minute per Craft ritual to enchant a compass, diviner rod, or similar pointing object. **The compass will always point to the target.**

SL'5 Remote Viewing, you can see the target and their immediate surroundings, total concentration.

SL'10 Remote Listening, you may also hear your target.

Soulless Speech

Requires: SL'1 Sorcery.

Duration: Concentration

...Talking to beasts and trees might seem harmless, but their 'thoughts' are hungry, bereft of morality or compassion.

You speak with any soulless or non-sentient flora or fauna, including plants, trees, animals, beasts, demons, undead, and monsters.

SL'5, Creature will do as you suggest.

SL'10, Creature will do as you command.

Soulless Summons

Requires: SL'1 Sorcery & Soulless Speech, 1 round per SL ritual.

Duration: Permanent

...Not knowing from whom you steal is still theft and walking into a lion's cage and killing the lion in self-defense is still murder.

This ritual summons the nearest animal, beast, monster, demon, undead, or similar soulless creatures as noted. During the ritual, the Sorceress describes the characteristics of the creature desired, and the nearest closest match will be summoned. Nothing with a soul may be summoned. You may specifically summon any such creature branded with your Sigil.

You may summon the nearest d20 chickens, giant rats, barn cats, pigs, goats, cows, horses, or similar domesticated farm animals.

SL'5, you may summon the nearest d12 Power Level 0-4 wild beasts, undead, demons, or similar creatures.

SL'10, you may summon the nearest d6 Power Level 5-9 wild beasts, undead, demons, or similar creatures.

SL'15, you may summon the nearest Power Level 10+ wild beast, undead, demon, or similar apex predator.



Soulful Summons

Requires: SL'5 Sorcery & Aura, 1 hour per SL ritual, and something personal of the person such as blood, hair, or a handwritten letter or the person be tattooed with your Sigil.

Duration: Permanent

...Perhaps the most powerful Charm known, its use has changed the course of history, usually for the worse, beware.

Xai prisons and the wealthy are aware of sorcerous summons, wearing enchanted jewelry or affixing prisoners with collars that prevent summons (in either direction). Fixing Jewelry costs 1'Sov, a prison collar 200'mils.

Summon a person with a soul. Sorcery roll vs target resistance Might or Shadows or Aura roll. If successful, the target is brought to you, **if unsuccessful, you are summoned to the location of the target.** You may try to be unsuccessful, choosing your lowest Option Die roll.

SL'10, you may describe a 'person' during your ritual, summoning the nearest person most like your description.

Wicked Claw

Requires: SL'1 Sorcery

Duration: Permanent

...Weapons are easier, the practical use of this Charm uncertain but the hate required to manifest such violence is disturbing.

Target suffers d6(xSL) non-lethal damage. You suffer d12 non-lethal damage.

SL'5 Bloody Claw, target suffers d6 (xSL) lethal damage. You suffer d12 lethal damage.

SL'10 Silver Claw, target suffers d6 enchanted damage. You suffer 1 enchanted damage.

Suffering

Requires: SL'1 Sorcery.

Duration: as noted.

...There is no moral justification for knowing this Charm as torture is its purpose, may you be forgiven your cruelty.

Charm to **inflict suffering:**

4'Impale for d12 hours (SL'5 days, SL'10 weeks, SL'15 months).

SL'5 Wrack, target suffers 1'Impale per day for d12 days, thereafter, Impale is reduced 1 per day.

SL'10 Ruin, target suffers 1'Impale per day. Suffering more than d12 + Physique SL tends to cause insanity and coma.

Suggestion

Requires: SL'1 Sorcery & target must understand your speech.

Duration: Permanent

...The taking of freewill is always evil. Such is the fear of this Charm that Sorcery is illegal among the Great Houses, and its practitioners put to death when found.

Freewill jewelry, costing 1'Sov, is common among the wealthy, preventing fear and suggestion, fake freewill charms can be purchased for less.

Target will do as you suggest in the next d12 rounds, so long as the suggestion is something they might normally perform, having no memory of performing the act.

SL'5, Hypnosis, target will do as you suggest in the next d12 days, having no memory of performing the act.

SL'10, Command, target will do as they are told, now, even to risk of life, and have no memory of performing the act.

Word of Death

Requires: SL'5 Sorcery.

Duration: Total Concentration

...Fair warning, the dead lie.

Knowledge comes with a price, and this knowledge is rarely worth the cost as memories of death are unforgettable and the life of another may become your own.

Speak with the target corpse.

SL'5, *Final Moments*, you may experience the last d12 hours of the corpse's life as if you lived it. Suffer d12 rounds of coma, a 12 indicating you view the death as your own.

SL'10, *Life Lost*, you may experience the whole of the target corpse's life as if you lived it. Suffer d12 hours of coma, a 12 indicating you view the target's life as your own.

Word of Prayer

Requires: SL'1 Sorcery & d12 round ritual.

Duration: Permanent

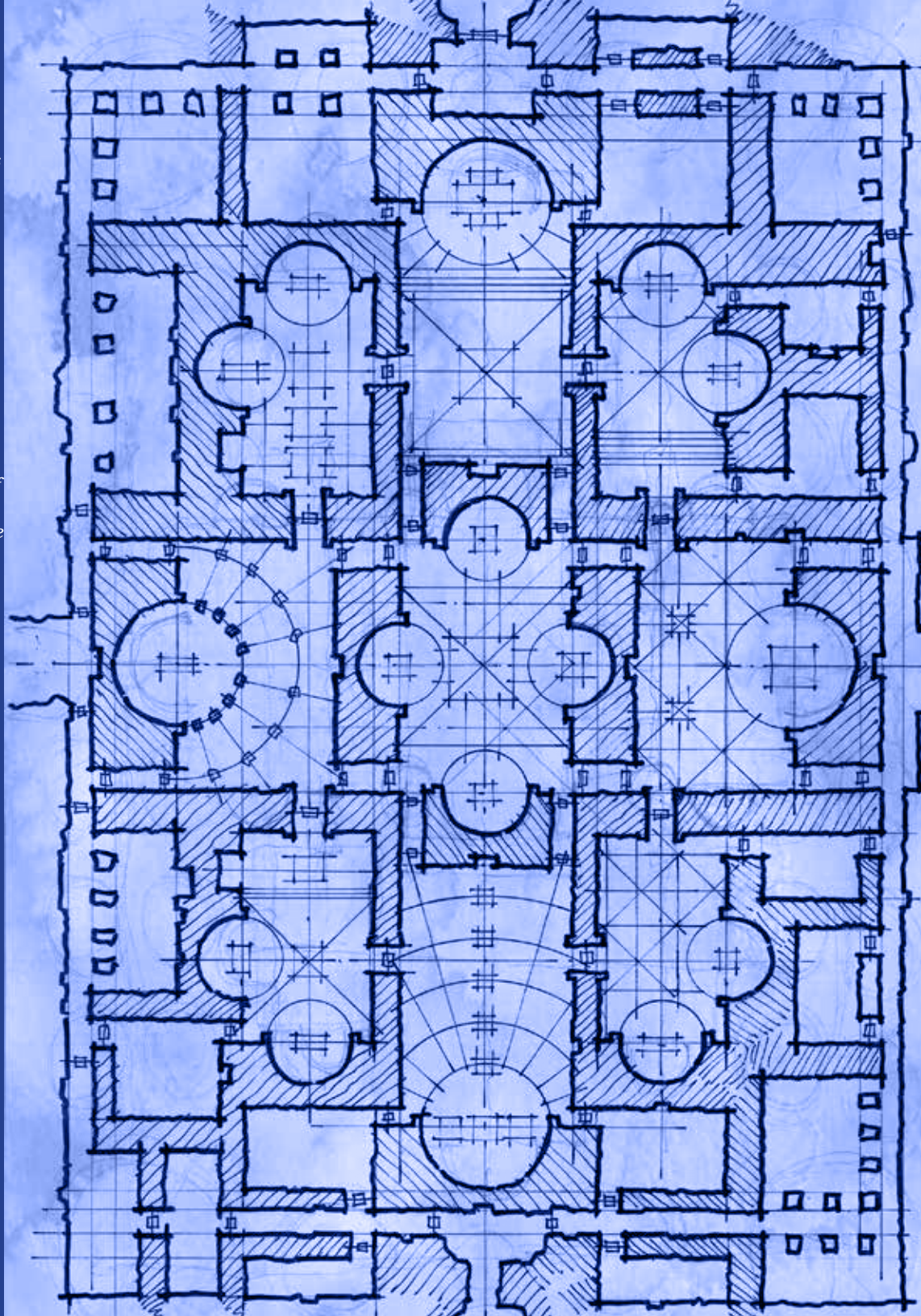
...If you are not a believer, this Charm is powerless. If you are not a believer, your life is meaningless.

If you believe in a power greater than yourself, your next skill roll will succeed.

SL'5 *Omen*, you receive a favorable omen when faced with a choice, such as which direction to take or who to trust.

SL'10, *Query*, you receive a relevant fact.

SL'15, *Quest*, target believer is commanded to complete a quest, to achieve a specific and individual task. If the task is vague or unclear, the magic fails. Any skill roll made in furtherance of the quest is made with +1'OD. Any skill roll made in disregard of the quest or for personal benefit is made with a single OD. Enduring until the quest is complete.



Word of Telepathy

Requires: SL'1 Sorcery

Duration: Concentration or d12 hours.

...Useful among the willing, a terrible violation when unwilling, please, be kind.

You may mentally speak to the target and they to you, no matter their language or later distance.

SL'5 *Psychic Scream*, total concentration, you may scream into the target's mind, causing d12'Stun.

SL'10 *Mind Spike*, total concentration, target is rendered comatose for d12 hours, you suffer d12'Stun.

Word of Understanding

Requires: SL'1 Sorcery.

Duration: Concentration or d12 hours.

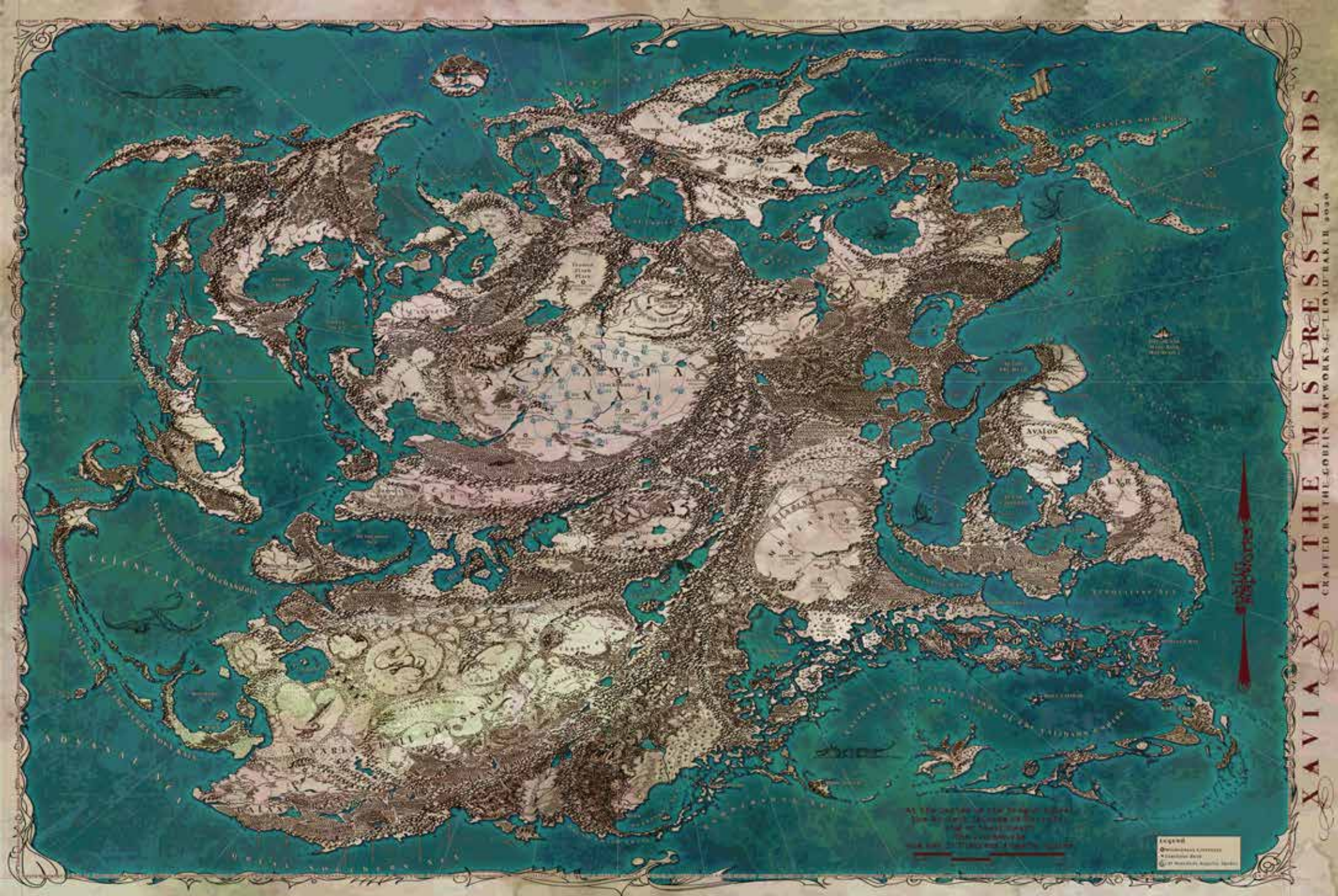
...There is no greater good than understanding, this charm is freely available and is likely the first learned by an apprentice.

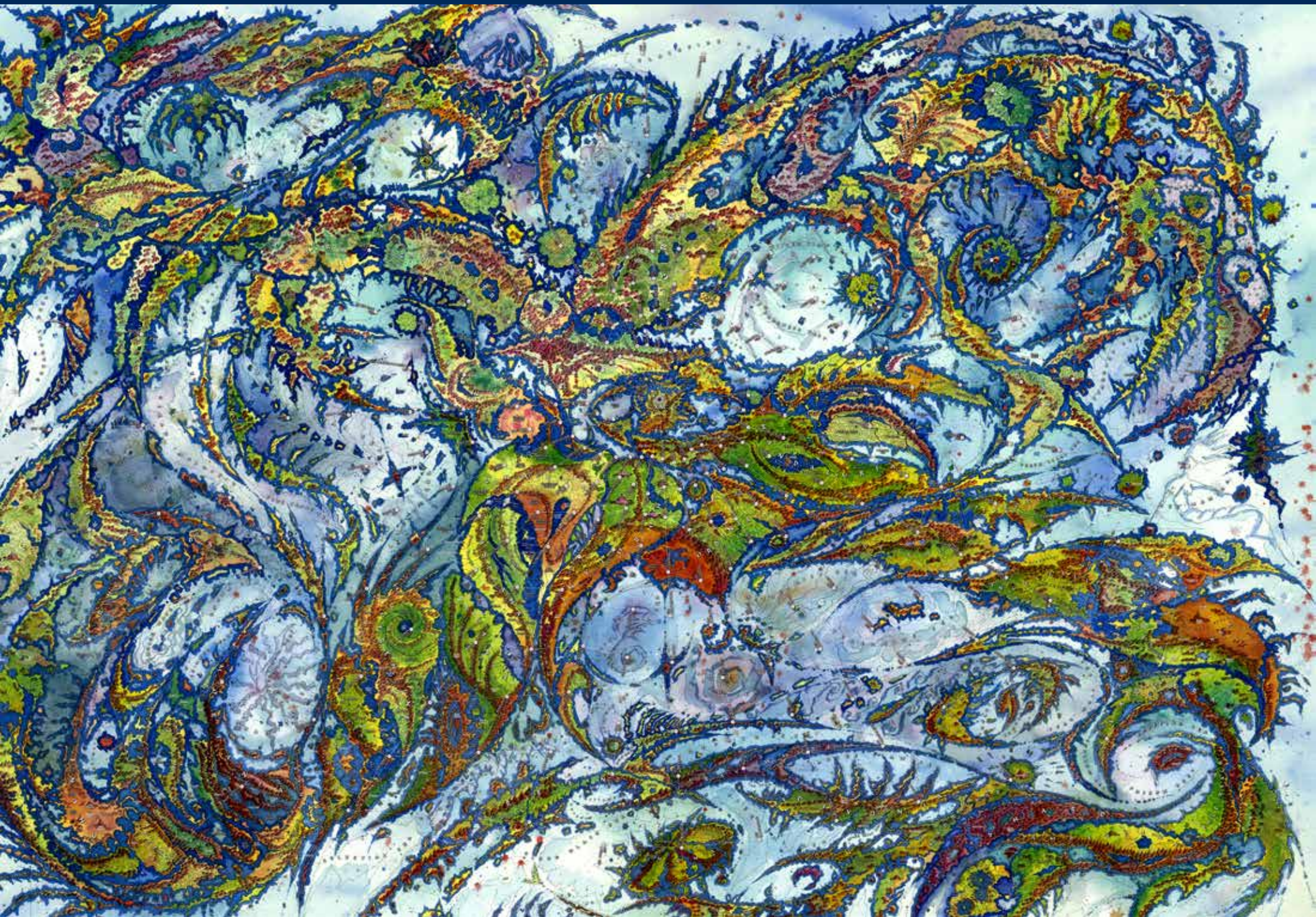
Target understands any uncoded speech or writing.

SL'5 *Babel*, target speech & writing is incomprehensible to anyone but themselves.

SL'10 *Secret Script*, target may read and write secret script, roll Sorcery vs secret script Craft. As the target writes, anyone they wish to understand can freely read the text, even if no one or everyone. Most all signs in the City are scribed in Secret Script.







FEROCITY

OD	SL

Armed Martial Arts

OD	SL

Ritual Martial Arts

OD	SL

Range Attack

OD	SL

UNDERHAND STRIKE

OD	SL

Perception v

OD	SL

SHADOWS

OD	SL

MIGHT

v Elegance

OD	SL

OD	SL

Performance v

OD	SL

LOGIC

OD	SL

Bypass v

OD	SL

TECHNOTICANCY

OD	SL

Physique v

OD	SL

Aura

OD	SL

total
skill
levels

power
level

move

carry

armor

health

non-lethal
damage

lethal
damage

enchanted
damage

Skill Roll & Skill Craft

Skill Level (SL)	Skill Roll (Option Dice)	Skill Craft
0-4	1'OD+SL	11+SL
5-9	2'OD+SL	15+SL
10-14	3'OD+SL	17+SL
15-19	4'OD+SL	18+SL
20+	5'OD+SL	19+SL

impale-other

pain-other

Skill Roll & Skill Craft

Skill Level (SL)	Skill Roll (Option Dice)	Skill Craft
0-4	1' OD+SL	11+SL
5-9	2' OD+SL	15+SL
10-14	3' OD+SL	17+SL
15-19	4' OD+SL	18+SL
20+	5' OD+SL	19+SL

d20	Body Location	Effect
1	ankle	half-Move
2	knee	quarter-Move
3	hip	Move 1
4-5	fingers	lose 1d4
6-7	wrist	hand useless
8	elbow	arm useless
9	shoulder	arm useless
10	groin	eunuch-barren
11-12	lower intestine	unable to eat
13-14	stomach	unable to eat
15-16	lung	half-maximum-Health
17	heart	dead
18	neck	dead
19	face	1:eye, 2:ear, 3:nose, 4:jaw
20	head-brain	death or coma

SITUATIONAL MODIFIERS

Melee Cover, a range target within a melee is random.

Melee Range, (-4) Range Attack within melee.

Cover, (+1) defense per 10% cover as adjudicated by the game master.

Flurry Attack, Craft Attack & Defense, cause MK'0 damage to d6 targets within a melee, range attacks requiring at least 2-shots per target struck.

xImpale, (-1) per Impale to all skill rolls until the source of the Impale is removed, such as arrows, critical damage, and poison-disease. Impale stacks.

xStun, (-1) per Stun to all skill rolls, the penalty reduced 1 per round or 1 per minute, hour, or day as adjudicated by the game master. Stun stacks.

xPain, (-1) per Pain to Ritual MA, Aura, Performance, Physique, Perception, Ferocity, and any skill roll Laced with e'Mral mists. Pain stacks.

xParalysis, (-1) per paralysis to Move. Paralysis stacks.

Drowning-Asphyxiation, unable to speak or breathe, suffering 1'Impale each round. When Impale = d12 + Physique SL, character is unconscious, then dead the same number of rounds thereafter.

Knockdown, burn 1'OD concentration to stand back up. Suffer 4'Paralysis while on the ground.

Group advantage, highest member of group makes skill roll, gaining +1'OD per 2 group members.

Individual Flank advantage, (+2)attack & (+10%) Critical

Individual Back advantage, (+4)attack & (+20%) Critical

Individual Surprise advantage, (+10)attack & (+50%) critical chance.

Individual Helpless advantage, attack vs half-Perception Craft & (+100%) critical chance & selected location.

Invisible advantage, cannot suffer individual flank or back or surprise advantage, gain (+4) attack & defense.

Opportunity advantage, gain a free 1'OD attack as adjudicated by the game master. Usually when one enters or leaves a melee.

Size Advantage = Larger Size / Smaller Size drop fractions. Multiply damage caused and divide damage suffered by Size Advantage.

Multiply Damage = multiply weapon or effect damage, never multiply Mark (Mk). Only apply the highest multiplier.

Divide Damage = divide total damage suffered, after armor and similar damage reductions. Only apply the highest denominator

