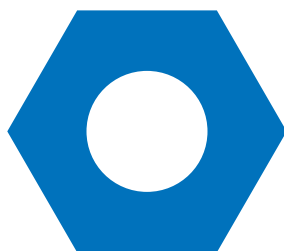# POWER FRAME

Roleplaying System

CORE RULEBOOK

⬡ **Universal Action Toolbox** ⬡

Craig Judd

PowerFrame

provides a powerful, flexible framework of rules
and a set of tools for building your own game worlds –
powered by hexagons, six-sided dice, and your imagination!

UNIVERSAL

Flexible character creation and advancement let you vary the focus of your games.

Modular rules encourage cross-genre mashups:
techno-fantasy, wild-west post-apocalypse, urban horror, gothic sci-fi, and anything in between.
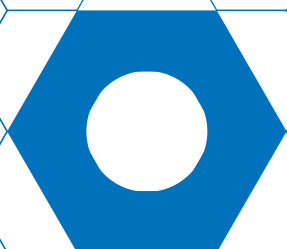
ACTION

Get the most out of the system in settings where civilisation is tenuous, travel is hazardous, and foes are dangerous!

The rules are geared toward physical action, whether that be fighting, exploring, or competing.

Start out small and work your way up, or just begin with epic action heroes!

TOOLBOX

Robust effects-based systems and detailed guidelines help you to create customised resources
and bring your original game worlds to life!

INTRODUCTION
WELCOME TO POWERFRAME!

What is 'PowerFrame'?

PowerFrame is a universal toolbox roleplaying game. It provides a solid, powerful framework of rules that allow you to build and play in your own action-adventure settings.

The original version was written for a techno-fantasy setting inspired by anime and JRPGs, called *PowerQuest*, but its simplicity and flexibility made it easy to develop into a cross-genre system.
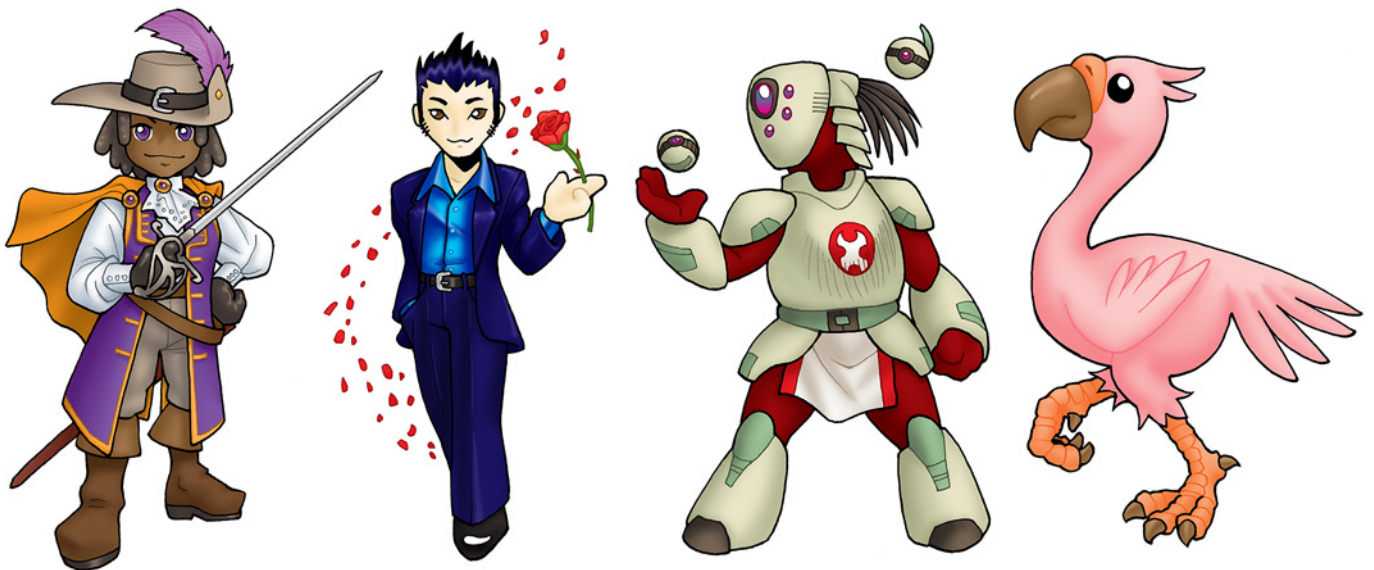
PowerFrame excels at games in which civilisation is tenuous, travel is treacherous, and creatures are dangerous – fantasy worlds, frontier societies, the post-apocalypse. Characters often have humble beginnings, but can develop into epic action heroes.

System Aims

PowerFrame attempts to strike a balance between being streamlined and easy to use, and having interesting mechanical elements to play around with.

The rules aim to be clear and unambiguous; the game mechanics provide concrete and consistent procedures for many situations, which reduces the need for arbitrary rulings and guesswork. Although it's impossible to provide a rule for every eventuality, you can fall back on the basic rules to resolve any unusual situations.

Flexible character creation allows you to focus on areas that are important for the current game. Character development is equally flexible, so you can adapt to new circumstances as they arise. Players are also encouraged to customise their characters with a wide variety of equipment, weapons, and mystical effects.

INTRODUCTION

How To Play

For those of you already familiar with roleplaying, *PowerFrame* is a fairly traditional game in which you explore the realms of your imagination.

You will need a small group of friends. Most of the players will take on the roles of fictional characters through whom they will experience the game world. One player, however, becomes the Game Master (GM). It is their role to describe the places and situations the characters find themselves in, to represent all of the non-player characters (NPCs) and decide how they react, and interpret the rules to decide the outcome of events.

Gameplay is a sort of feedback loop - the GM describes the situation the characters find themselves in, the players say what they want their characters to do, the GM figures out how this changes the situation, and the process loops around again. In the end, an account of the game's events will be a lot like recounting a real-world journey or series of diary entries; things happen and build upon previous events, but the account may or may not resemble a structured literary story.

The main aims of play in *PowerFrame* are to experience a fictional world through the experiences of the characters, and to enjoy the process of improving and upgrading their performance. The rules largely concern themselves with the physical aspects of the story, leaving character interaction and problem solving up to the players.

You can find more advice on setting up and running a game in Turning the Key **[p209]**.

Subsystems

The game is made up of many subsystems, but you don't need to use all of them in every game; in a modern setting you may not have much use for the overland travel system, for example. You can add or remove most systems as desired to shift mechanical focus to areas that are important for your game. It will also be easy to add new supplementary rules modules when they are released, such as terror and insanity, vehicle construction, or massed combat.

The game makes extensive use of hex maps, and encourages you to use miniature figures to represent the positions of characters during conflicts. The core rules focus on physical conflict, whether it be fighting monsters, negotiating a crumbling ruin, or playing a competitive sport. The combat system specialises in small skirmishes with several combatants on each side, although if you have the time and inclination it's possible to stage larger battles. Different weapon types favour different abilities, adding depth to equipment choices and resulting in diverse fighting styles.

The travel system is a mini-game in its own right, letting you plot the characters' progress as they explore and uncover new areas of the world. Hex maps are made up of standardised icons which can be combined to describe almost any type of terrain. The rules handle weather, navigation, visibility, fatigue, and exposure in any environment. In some games, the world itself may become your greatest adversary!

Customisation

While this book provides many examples, it's very easy to create your own original game resources. Under the Hood **[p221]** guides you step by step through the process of translating your ideas into game terms, with sections on creating your own maps, NPCs, races, creatures, spells, and equipment. All of the examples in the book were built with the exact same methods, so it's a simple matter to break things down and modify them for your own purposes.

INTRODUCTION

Using This Book

Organisation

> Some Sections begin with a brief overview in an introductory text-box, like this. These are often used when the body text goes straight into a list of descriptions.

Headings

- The book is divided into Chapters, defined by the large heading at the top of each page.
- Each Chapter is divided into Sections, shown by the header underneath the horizontal line. If the Section Heading is black, it's the first page of that Section. If the Section heading is light blue, it's a continuation of that Section.
- Within a Section, information is usually organised under Headings and Sub-Headings. Where possible, topics are not broken up across multiple pages.

Basic Rules

The basic game rules and fundamentals of play are presented in plain text, like this paragraph.

- Bullet lists are frequently used to highlight specific rules.
- They can also be used to indicate the order you need to follow for a particular procedure.

  Examples are given in blue italics like this. They are usually inserted directly after the rule they are illustrating, although they sometimes appear in a line of text.

Expanded Rules

Sometimes a rule is optional, or only comes up rarely. Such rules are presented in italics, like this paragraph. You don't need to remember or apply all of these rules, but it's useful to know they exist when special circumstances arise.

Descriptions

⚠ *Blue italics are also used in description headers. In these cases, it does not indicate an example.*

References and Hyperlinks

Cross-references are given in the text inside square brackets, like this: **[p3]**.

- Cross-references act as hyperlinks if you are viewing the rules on a hyperlink-capable PDF reader.
- Clicking on the logo at the top of any page will take you to the Contents.

Game Helpers

These guys are here to help show you how it's done, taking on many different roles and featuring in examples throughout the book.

Chris

Chris enjoys playing straightforward roles, such as fighters. She likes the power and accessibility of the system, which lets you craft characters the way you want without having to digest every single rule.

Alex

Alex enjoys playing social and intellectual characters. He enjoys the simplicity of the basic system, which allows you to concentrate on playing your character without having to think about the rules all the time.

Sandy

Sandy enjoys playing mysterious and shifty characters such as thieves or ninja, and really likes using the more complex and optional rules. What really appeals to hir is the ability to expand the range of rules you're using in your game, as you feel the need for them.

Soggy

Soggy is a shape-changing blob, rumoured to have been found in Antarctica. Soggy gets to take on the roles of all the animals, creatures, monsters, and non-player characters in the examples.

INTRODUCTION

Contents

INTRODUCTION

PowerFrame Core Rulebook

Version 1.1
© Craig Judd, August 2015

This is a Living Document

It may be updated from time to time with corrections, clarifications, and expanded content.

You might be the only one who spots a mistake! Please take the time to report it so we can correct it!

Please send all comments, questions, suggestions, and corrections to

PowerFrame.RPG@gmail.com

and join the

PowerFrame Games Community

on Google Plus

Custom Hit Location Dice
are available from the RPG Shop

www.rpgshop.com

Use code NEWDICE for $1 off!

Credits

Craig Judd (Shiro Kuro)

Writing, Editing, Layout, Graphics, Art

Contributors

Rohin Comber, Andrew Grosse, Melysa Hamilton

Proof-Readers

Erica Judd, Mishka Kent

Playtesters

James Atkins, Rohin Comber, John 'Frog', Andrew Grosse, David Hall, Melysa Hamilton, Barb Karpiniec, Michael Tokarski, Sasha Williams, Paul Winter

Original PowerQuest Group

Matt Adams, Sean Costain, Jamie Hampton, Ben Ryan, Rob Sutton

Butt-Kicking Motivation and Support

Annette Gibson

The **Pitch Sheet [p214]** is in part based on **The Same Page Tool** by Chris Chinn.

http://bankuei.wordpress.com/2010/03/27/the-same-page-tool

At its core, **PowerFrame** is made up of a few basic elements.

- Characters are described in game terms by rating their aptitude at various **Abilities**.
- Characters' **Attributes** are assigned by their Race or derived from their final Ability scores.
- Six-sided **dice** (d6) are used throughout the game. Rolling an open-ended d6 and adding your Ability Level is the basic resolution mechanic on which the rest of the game is built.
- During conflict, time is regulated by **Turns** and **Actions**. Space and distance is likewise regulated by the use of **Hex Maps**.

Freeform Conflict

While Hex Maps and Turns provide a precise and tactical experience, they may not be suitable for everyone's game. Miniature battles can be fun but they can also take up a lot of time, so it's up to the group whether or not to break out the Hex Maps.

Luckily, it is possible to run a conflict using not much more than description and the basic resolution system. If things get too complicated to keep track of, you can always set up a Hex Map just to resolve the trickiest bits.

Abilities [p7]

PowerFrame uses a single list of Abilities to describe characters, creatures, and even objects such as buildings and vehicles.

Abilities represent a wide array of physical, mental and special traits. For characters, an Ability is anything that can be learned, trained, or improved with Experience Points.

Attributes [p9]

An Attribute is something that describes a character in game terms, but which is assigned by their Race or based on their Abilities.

Unlike Abilities, Attributes can't be improved with Experience Points – but some of them will indirectly improve as related Abilities increase.

Dice Rolls [p10]

Whenever the outcome of a situation is uncertain, we use dice to help determine the outcome. The odds are influenced by the situation and the Abilities of the characters involved.

Turns & Actions [p13]

Whenever multiple characters want to do different things at the same time, we can break the game-time down into Turns to make sure everyone gets a go.

Hex Maps [p14]

We can use Hex Maps when it's important to know where everyone is in relation to each other and the environment.

PowerFrame uses a variety of scales of Hex Map in different situations.

BASIC MECHANICS

ABILITIES

Abilities are the primary means by which characters, creatures, and even objects are described in game terms. Characters are differentiated by deciding which Abilities they are good or bad at.

Abilities can represent physical traits *(Strength, Toughness, Looks)*, learned skills *(Melee, Engineering, Driving)*, and knowledge *(Languages, Appraising, Bureaucracy)*.

There are also some Special Abilities which either work in unusual ways *(Fortune, Magic)* or have restrictions on which characters can use them *(Berserk, Fly)*.

Intelligent Races can improve their Abilities through learning and practice.

Below is a quick-reference Ability List. A referenced list is on **[p27]**, followed by complete descriptions.

Ability List (Alphabetical)		
Acrobatics	Fly*	Programming
Acting	Fortune*	Restraints
Animals	Fortune Teller*	Ride
Appraise	Gaming	Scholar †
Artisan †	Guide*†	Security
Avoid	Gunnery	Seduction
Berserk*	Hunting	Shooting
Bows	Languages*	Singing
Bureaucracy	Looks	Stealth
Burrow*	Magic*	Streetwise
Charm	Mana*	Strength
Climb	Medical †	Subterfuge
Command*	Melee	Survival
Construction †	Mining	Swim
Cooking	Mountaineer	Tech †
Dancing	Move	Toughness
Demolitions	Music †	Unarmed
Engineering †	Navigation	Weaponsmith
Farming	Pilot	Willpower
Fishing	Politics	Wits

* These Abilities are Special Abilities.
*† These Abilities have Specialisations **[p29]**.*

Ability Levels

Abilities are rated with a number, which is used to gauge how well a character will perform related tasks.

An Ability Level of 0 represents the competency of an average, untrained adult human. If a character doesn't have an Ability listed, you can safely assume it's a 0.

- Characters can have Abilities up to 5 points better or worse than average. Humans may therefore have Ability Levels between -5 and 5.
- Starting characters usually get 5 points to spend on Abilities **[p17]**. They may also take up to 5 points of negative Levels, earning an equal number of extra positive Levels.
- Ability Levels can be increased during play using Experience Points **[p25]**.

Racial Modifiers

Most non-human Races will have one or more Racial Modifiers. A Racial Modifier is a positive or negative value that changes the average Level of an Ability.

The maximum and minimum values for that Ability are also affected. Ability Levels must still be within 5 points of average, even though the average is no longer 0.

Among other Racial Modifiers, Dwarves receive Toughness +1 and Move -2. An average Dwarf therefore starts with a Toughness of 1 and a Move of -2.

Because you can't have an Ability more than 5 points away from average, a Dwarf could buy their Toughness up to 6, but can't reduce it below -4. Their Move can't go above 3 or below -7.

Ability Level	Rating
-6 or less	Completely Useless
-5	Disastrous
-4	Incompetent
-3	Bad
-2	Poor
-1	Weak
0	Average Untrained
1	Trained
2	Competent
3	Skilled
4	Expert
5	Master
6+	Superhuman!

Average is Relative

'Average' means different things to different Abilities. Anyone can try to ride a horse, spot a hidden object, or dodge an attack without being particularly skilled at it.

Some Abilities can be attempted by anyone, such as Engineering or Demolitions, but they are a lot easier if the character is properly trained.

Even so, it is impossible to perform some tasks without training or natural ability. An average person can't cast spells because they are not trained in Magic, and can't fly as they don't have wings (or mystical powers).

Creatures and Objects

Animals and monsters are collectively known as creatures.

Objects include buildings, vehicles, and equipment. These will often have a variety of Abilities (Toughness to resist Damage, Movement speed, or Modifiers to the user's own Abilities).

Creatures and objects cannot Advance their Abilities with Experience Points. Their Abilities may be completely outside the range available to normal characters.

Many Abilities are obviously redundant to creatures and objects. Rather than assigning a -6 to every inappropriate Ability, these are simply ignored.

BASIC MECHANICS

ATTRIBUTES

Unlike Abilities, Attributes are assigned rather than chosen. Most are either dictated by a character's Race, or derived from one of their Abilities.

Attributes normally can't be improved using Experience Points, although those based on an Ability will improve as the Ability increases.

The table below gives the Attributes for a default human character. It also shows the basic formula for working out Attribute values. Carry, Endurance and Movement are all based off various Abilities, so if your character has positive or negative Levels in these it will affect the value of the related Attributes.

Health [p49]

This is a measure of a character's physical wellbeing. Health is reduced by harmful effects, and restored by healing. If Health drops to 0 or below, the character will pass out and may even die.

Structure [p50]

This works a lot like Health, but for objects. In most cases it must be repaired rather than healed.

Size [p51]

This is a measure of physical size. Each point of Size represents a range of dimensions, with 0 being the human average (between 1 and 2 metres tall).

Hit Locations [p53]

Used for equipping Armour and seeing where attacks land. These are given as a list rather than a value.

Carry [p54]

Based on Strength, this rates how much the character can carry (in points of Encumbrance) before suffering a Penalty to Mobility and Manipulation.

Endurance [p55]

Based on Toughness, this rates how much the character can endure before they get tired or pass out.

Movement [p56]

This rates the character's speed in Hexes for various forms of travel. The size of the Hexes, and the time it takes to cross them, depends on the situation.

Threat [p57]

This is a measure of how advanced and dangerous a character is. It is used both to track how much they have achieved, and to calculate Experience Points from combat. Progress is a measure of 'personal Threat' without taking equipment into account.

Ranking [p58]

Characters may have a Rank in various organisations, and each is treated separately. Unlike other Attributes, Rank may be assigned during character creation, and only changes when events in the game lead to a promotion or demotion within an organisation.

Attribute	Default	Formula
Health	6	Specified by Race.
Structure	–	Only objects have Structure.
Size	0	Specified by Race.
Hit Locations	Head, Chest, Stomach, Hips, Arms, Legs	Specified by Race.
Carry	5	Strength + 5.
Endurance	5	Toughness + 5.
Movement	Walk 3	3 + (Size / 2) + (Move / 2).
	Swim 1	1 + (Size / 2) + (Swim / 2).
	Climb 1	1 + (Size / 2).
	Fly 0	0 – Must be able to fly.
	Burrow 0	0 – Must be able to burrow.
Threat (Progress)	5	Equal to sum of Abilities and Traits.
Ranking	0	May be assigned depending on game.

BASIC MECHANICS

Dice Rolls

Ability Rolls

Whenever someone wants to do something but the outcome is uncertain and either interesting or dangerous, we roll dice to figure out what happens. The most common type of roll is an Ability roll.

First, select an appropriate Ability. Sometimes the rules will tell you what to use, sometimes the GM will decide, and sometimes the player may get a choice between several options.

Effect

To determine your Effect, roll one six-sided die (d6), and add it to your Ability Level.

- If you roll a 6 on the die, roll it once more and add it to the total. You only roll one extra die, so 12 is the most you can add from the dice.
- If you roll a 1 on the die, you don't add it – instead, roll again and subtract the second roll from your Ability Level. There's no extra effect if the second die rolls a 1 or a 6.

If circumstances are making things easier or harder, Modifiers may be added to or subtracted from the roll to get your total Effect.

Resistance

In order to succeed, your Effect must be higher than an opposing Resistance (Res).

If your action is attempting to affect another character, or is directly opposed by them, then the Resistance is equal to the total of their Ability roll.

Chris is trying to punch Soggy, making Chris the acting character and Soggy the resisting. Chris gets a total Unarmed roll of 7, while Soggy gets an Avoid roll of 5. Since Chris rolled higher, she succeeds and hits Soggy. If she'd rolled a 5 or less, she would have missed.

When an action is unopposed, the Resistance is a static number. Sometimes the Resistance will be defined by the rules, but otherwise the GM picks a suitable difficulty (refer to the following table).

Alex is trying to find a vial of medicine he dropped into a snow bank. The GM decides that this is a challenging task, and assigns a Resistance of 4. Alex gets a total Wits roll of 3, so he will either have to give up or spend more time looking.

If an action is easy and unopposed, and the outcome is neither uncertain, interesting or dangerous, then there's usually no need to roll.

Difficulty	Resistance
Easy	0
Average	2
Challenging	4
Difficult	6
Exceptional	8
Formidable	10
Nearly Impossible!	12

Result

Sometimes it's important to know not just whether you succeeded, but how well you did. This value is known as the Result, although it may be calculated in one of two ways – as a Margin, or as Successes.

Margin

The Margin is equal to your Effect minus the Resistance. Some game mechanics (especially Damage) just use the Margin as the final Result. Sometimes it's important to know if you got a negative Margin, but in other cases any Margin of 0 or less simply represents a failure.

Having connected with her punch, Chris makes a Strength roll to damage Soggy and gets a total of 9. Soggy makes a Toughness roll to resist, and gets a total of 6. Subtracting the Toughness roll of 6 from the Strength roll of 9 gives a Margin of 3, so Soggy loses that many points of Health.

Successes

You get one Success for beating the Resistance, and an extra Success for every two additional points of Margin. The easiest way to figure this out is to count the odd numbers until you run out of Margin. The Result is equal to the number of Successes.

Alex makes a Medical roll on Chris to repair 2 points of Health lost in the fight with Soggy. First-aid is always opposed by a Resistance of 0, and restores one point of lost Health for each Success. Alex rolls a total of 6, so the Margin is also 6. Counting on the odd numbers, we get 1, 3 and 5 before we run out of Margin – three Successes. Chris is all fixed up.

It's also possible to get negative Successes. These are calculated the same way, but on the negative odd numbers (-1, -3, -5...). A Margin of 0 generates no Successes.

Critical Success

An Effect that succeeds with a Margin of 5 or more is a Critical Success.

Generally this means that the character has performed exceptionally well, and bonuses or additional benefits may be forthcoming. Sometimes this has a defined mechanical benefit (such as in combat **[p72]**), but otherwise it is up to the GM to decide the effects.

Additional benefits may apply for every 5 additional points of Margin.

Critical Failure

A Critical Failure is any Effect roll that achieves a final total of -3 or less.

Generally this means that the attempt is an abject failure, either having absolutely no effect or more often causing something disastrous to happen. This sometimes has a defined mechanical effect, but otherwise the exact effects are up to the GM.

Hint: Rolling Multiple Dice

When making an open-ended roll, you can speed things up by rolling two distinct dice at once. Nominate one as your main die. The other one will only come into play if you roll a 1 or a 6 on the main die.

*When rolling for damage, you can also roll a third die to determine Hit Location **[p53]** (custom Hit Location dice help to avoid confusion).*

Helping

Some tasks can benefit from extra pairs of hands. The GM must decide if it's possible to provide Help on a given task. Help usually only works against static Resistances, unless it's possible for two teams to oppose each other.

Nominate one character in the group to make the Ability roll, and add the total Help Modifier as determined below.

- *The GM can limit the Help Modifier to +1, +2, or +3 if it's not an advantage to have many helpers.*
- *A Trained Helper (with a positive Level in the appropriate Ability) is worth a +1 Modifier.*
- *Two Untrained Helpers (with the Ability at 0 or less) will also give a +1 Modifier, but there must be one Trained character for every two Untrained Helpers.*
- *If there are any Helpers with a negative Level in the Ability (and after counting the -5 Penalty for not having the right Medical or Tech Specialisation **[p29]**), the worst negative is subtracted from the roll.*

Taking Longer

When a character could just keep rolling until they get a successful result, it's probably easier to simply have them take a little longer to complete the task. This is only an option when there is no real chance of the character hurting themselves or others, when persistence will eventually pay off, and when they are opposed by a static Resistance rather than an opposed roll.

- *If the character would normally need to roll less than a 6 on the die to succeed, simply increase the time required by one increment for each negative Success.*
- *If the character would need to roll a 6 or higher on the die to succeed, then for each negative Success, double the time required for completion.*
- *The character can decide to stop and try again later. They must either keep working off the extra time required, or wait long enough for the extra time to pass before rolling again.*

Chris is trying to jimmy open a locked filing cabinet, which takes a Limited Action and requires a Security roll against a Resistance of 6. Her Security is only 1, and a bad roll results in an Effect of -1. This gives her -4 Successes.

Since she needs a roll of 6 or more to succeed, the base time (one Turn) is doubled for each negative Success. If she keeps working at it, Chris can open the cabinet in 16 Turns. She can keep working at it for 16 Turns; spend a few Turns now and come back later to spend the rest; or she can try a fresh roll again at least 16 Turns after she made the first roll.

If Chris had a Security of 2 or better, an Effect of -1 would only require an extra four Turns.

Dice Notation

Other than Ability rolls, instructions for rolling dice use a shorthand notation. Rolls described in this way are never open-ended.

- **d6**: *Roll a six-sided die.*
- **d3**: *Generate a result between 1 and 3 by rolling a d6 and halving the result (rounding up).*
- **d2**: *Generate a result between 1 and 2 by rolling a d6 and dividing by 3, rounding up.*
- **d6+1**: *Roll the specified die type, then add any number listed afterwards to the result (in this case, roll a six-sided die and add 1).*
- **2d6**: *A number before the die type tells you to roll that many dice (in this case, two six-sided dice) and add them together.*

Damage Rolls [p72]

To figure out how effective a successful Attack is, the attacker makes a separate Damage roll.

- Damage rolls work just like standard Ability rolls.
- The Resisting Ability depends on the type of Attack. Toughness is used against regular Attacks.
- Damage rolls generally use the Margin, but the affected Attribute depends on the type of Attack. Regular Attacks cause Health (or Structure) loss equal to the Margin.

Damage by Ability

Most weapons list their Damage as an Ability, with or without a Modifier:

- Dagger: Strength
- Punch: Strength-1
- Longsword: Strength+2

The Damage roll is made just like an Ability roll, with the appropriate Modifier.

Damage by Number

The Damage of some weapons is a set number:

- Light Crossbow: 2
- Revolver: 4
- Battle Rifle: 7

The Damage roll is made by rolling an open-ended die and adding the listed number.

Damage by Random Number

Some weapons, especially those like shotguns and grenades that hit with a cloud of small projectiles, use one or more dice to randomly determine how strong their Damage is. This works the same as for Damage by Number, except that the number is determined randomly.

- Fragmentation Grenade: 1D6+1
- Double-Barrelled Shotgun: 1D6+1D3+2

It is important to realise that the dice rolled to figure out the strength of the Damage is not the same as the open-ended die rolled to determine the total Damage result.

To make the Damage roll, first roll whatever dice are listed to get the Damage rating, then roll and add an open-ended die to get the total Damage Effect.

Random Tables

Sometimes you will need to come up with a random result. These rolls usually use plain dice rolls rather than Ability rolls.

Sometimes, you will need to make more than one roll to get a result from a table. The required values are listed from left to right, separated by a slash (/), so just follow the table across until you get to a result.

Roll	Result
1-3	Roll a 1, 2 or 3 on the first die.
4-5/1-3	Roll a 4 or a 5 on the first die, and 1 to 3 on the second die.
4-5/4-6	Roll a 4 or a 5 on the first die, and 4 to 6 on the second die.
6/1-4	Roll a 6 on the first die, and 1 to 4 on the second die.
6/5-6	Roll a 6 on the first die, and a 5 or 6 on the second die.

Random Directions

If you are using a Hex map, picking a random direction is simple.

- Choose a starting direction (often the way a character is facing), and roll a die.
- With the starting direction as 1, count around clockwise until you reach the number rolled.
- Any distance will be described by the effect that requires the random direction.
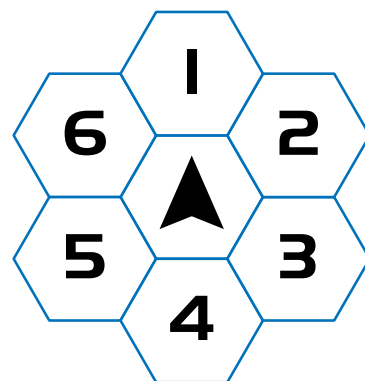
BASIC MECHANICS

TURNS & ACTIONS

During conflict, time is divided into three-second Turns. During a Turn, each character involved in the conflict acts one after the other.

Turns do not need to be used when there is no conflict between the characters and an enemy, or among the characters themselves. Whenever people all start trying to do things at the same time, Turns are used to maintain order and decide who gets to do what.

Initiative [p68]

Initiative is the order in which characters act during a Turn.

- At the start of a conflict, each character or group makes a Wits roll. Place their names on a list in order from highest to lowest.
- If multiple characters or groups end up with the same result, each rolls a single die; higher rolls are placed higher on the list.

Each Turn, start at the top of the Initiative list. As each character or group acts, move down to the next entry. When everyone has acted and you reach the bottom of the list, go back to the top and start another Turn.

Actions

Each Turn, when it is their go, a character gets two Actions. An Action can be spent to do things like moving, attacking, picking things up, or anything else that could reasonably be done in a Turn.

There are five different grades of Action: Free, Standard, Limited, Double and Extended.

Free Action

These take no time to use. Characters can use any number of these in a Turn, although some Free Actions can only be used once per Turn. Sometimes, Free Actions can be used when it is not your Turn.

Standard Action

These use one Action. One or two Standard Actions of any type can be attempted in a Turn. The most common form of Standard Action is a Move.

Limited Action

These also use one Action, but only one Limited Action can be attempted by a character each Turn. The most common Limited Action is an Attack.

Double Action

These take up both of a character's Action slots for the Turn.

Extended Action

Some tasks may take more than one Turn to complete. The number of Turns required depends on the nature of the task. Some Extended Actions may need to be performed over consecutive Turns, while others may allow the character to take a break and return to them later.

Performing part of an Extended Action counts as a Double Action each Turn.

BASIC MECHANICS

Hex Maps

Hex Maps are used when it is important to know where people are and where they can get to.

Although various Scales are used in the game, character interaction uses two metre wide Battle Hexes. Any reference to a Hex is assumed to be a Battle Hex, unless otherwise noted.

Movement on Hex Maps

Characters spend points of Movement [p56] to move from one Hex to another. The distance travelled and the time taken depend on the Scale.

- It always costs at least 1 point of Movement to move into an adjacent Hex.
- Difficult terrain increases the basic Movement cost by adding Movement Modifiers. The type of terrain and its cost depends on the Scale (see below).
- You always pay the cost for the Hex you are moving to, not the one you are moving from.
- Aside from walking, characters can also leap (Battle Scale only), swim, or climb. Some characters may even be able to fly or burrow.

Scale

Battle Scale

- 2 metre Hexes
- 3 second Turns

Battle Hexes are used during Conflict [p66], and for maps of small locations.

War Scale

- 12 metre Hexes
- 18 second War Turns

War Hexes are for large battles using the Pieces of Six supplement, and for mapping local areas.

World Scale

- 20 kilometre Hexes
- 12 hour Periods

World Hexes are used for long-distance Travel [p100] and maps of countries.

Global Scale

- 600 kilometre Hexes
- 1 month

Global Hexes are used to compile an Atlas [p203].

Battle Scale
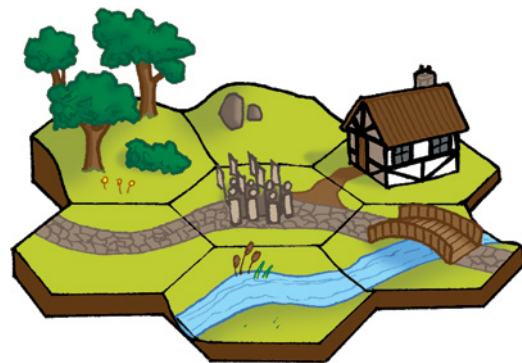
War Scale
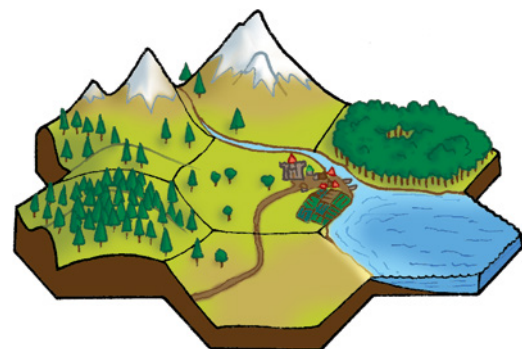
World Scale
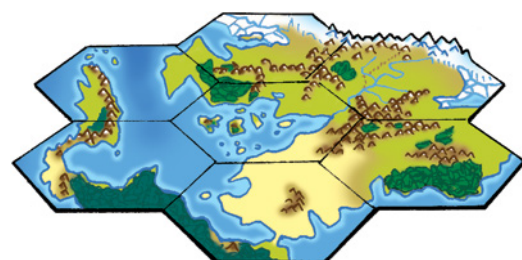
Global Scale

Apart from the GM, each player in the game creates their own "Player Character" (PC). The PC is their imaginary avatar, through whom they experience the game world during play.

The GM describes what is happening around the PCs, and each player decides how their PC will react. Everyone uses the game system to figure out what happens when the outcome is uncertain, and so each character needs to be described in game terms.

Character Creation [p16]

This is the process of coming up with a character concept and translating them into game terms.

Maintenance [p24]

Since the characters are effectively 'real people' in the game world, they sometimes need rest and healing.

Advancement & Awards [p25]

Characters can increase their Abilities using Experience Points, and refresh themselves with points of Fugue.

PLAYER CHARACTERS

Character Creation

To create a character, follow these steps:

- Discuss the game;
- Come up with a Concept;
- Buy Abilities;
- Assign Attributes;
- Purchase Equipment.

Discussion

Before anyone can come up with an idea for a character, everyone needs to discuss the details of the game. This is best done as a group.

The GM should begin by outlining their ideas for the setting and the situation [p213]. As the discussion proceeds, they should sound out the players to see what sort of game they want to play, the sort of characters they are interested in playing, and the sorts of stories they would like to tell.

- *What are the major details and peculiarities of the world the game will be set in?*
- *What is the basic premise for the game? Why have the characters formed a group? Are there any restrictions on their origins, or on the types of characters that would be appropriate?*
- *Are any optional or advanced rules being used?*

Talking to his GM, Alex finds out that the game will be a long-running campaign in the PowerQuest fantasy world.

The GM wants the characters to be novice adventurers, so they can work their way up through various quests and eventually aspire to be heroes of the land.

Concept

The next step is for players to fully develop a concept for their character.

Everyone should make sure the other players are comfortable with their character concept. Although the GM has final say on what is and isn't allowed, they should also try to be flexible and work with the players to develop the concepts they are interested in playing.

- *What is the character's role – their occupation or purpose in the game?*
- *What Race is the character? What is their general appearance and style? Do they have any affectations?*
- *Where did the character grow up, and what is their family like? Did they have any formative experiences that made them the person they are today? What is their general disposition? Do they have any prejudices, strong opinions, habits or mannerisms?*
- *What does the character want to accomplish, and how do they plan to go about it? Do they have a personal philosophy that guides their behaviour? Why are they joining the group and participating in the game?*
- *Try to pick a name that feels right for both the setting and the concept.*

Alex decides to play an elf named Astara. He wants a character who does okay in combat, and who helps out with a little bit of magic.

Young elves are often curious, and also find dwarves difficult to get along with. Alex decides to mix it up a bit by having Astara be curious about dwarves. She wants to promote understanding between the two Races.

Astara is motivated by the desire for everyone to get along. She will avoid fighting where possible, and has dedicated her life to the service of the protection goddess, Amalthea. Astara grew up in a small elven village, and as a child was once saved from goblins by a mysterious dwarf warrior.

Buy Abilities

With your concept firmly in mind, decide which Abilities your character should be good at and which aren't so important. If they have any weaknesses or flaws, these can be represented by negative Abilities. A quick-reference list of Abilities appears on this page; for a fully referenced list and further details, refer to [p27].

Racial Modifiers

Most Abilities start at 0, but many nonhuman Races have Racial Modifiers [p7] which affect the starting Level of some Abilities.

- Record any Racial Modifiers in the Race column on the Character Sheet.

  As a PowerQuest elf, most of Astara's Abilities start at 0 as normal. Her Racial Modifiers are Acrobatics +1, Avoid +1, Bows +1, Mountaineer -1, Strength -1, and Toughness -1.

Character Points

New characters normally get 5 Character Points (CP) to spend on Abilities. Each CP spent on an Ability raises its Level by one.

- Record the number of points spent in the CP column on the Character Sheet.
- New characters can't put more than 3 CP into any one Ability.
- You may choose to lower the Levels of a few Abilities, gaining one extra CP for every negative Level taken. Negatives can be applied to one or more Abilities, but you can't take more than 5 points of negatives in total.

Any reductions in Abilities should be justified by the character's concept. The GM may need to approve of negatives, because it is possible to take them in disused Abilities just to get points out of them.

Alex assigns 5 points among the following Abilities. Taking 5 points of negatives gives him an extra 5 points to spend on positives. 'Faith' is a sub-type of Magic that lets Astara call upon her god for assistance.

Avoid +1, Bows +1, Charm +2, Faith +1, Fortune +1, Hunting +1, Mana +2, Toughness +1, Mountaineer -1, Navigation -2, Subterfuge -2.

Ability List (Alphabetical)		
Acrobatics	Fly*	Programming
Acting	**Fortune***	Restraints
Animals	Fortune Teller*	Ride
Appraise	Gaming	Scholar †
Artisan †	Guide*†	Security
Avoid	Gunnery	Seduction
Berserk*	Hunting	Shooting
Bows	Languages*	Singing
Bureaucracy	Looks	Stealth
Burrow*	Magic*	Streetwise
Charm	Mana*	**Strength**
Climb	Medical †	Subterfuge
Command*	Melee	Survival
Construction †	Mining	Swim
Cooking	Mountaineer	Tech †
Dancing	Move	**Toughness**
Demolitions	Music †	Unarmed
Engineering †	Navigation	Weaponsmith
Farming	Pilot	Willpower
Fishing	Politics	**Wits**

Bold *Abilities are important in most games, and should be considered for every PC.*
* *These Abilities are Special Abilities.*
† *These Abilities have Specialisations* [p29].

Ability Levels

Simply add the CP spent to any Racial Modifier, and record the total in the Level column on the Character Sheet.

Combining the Character Points spent with her Racial Modifiers, Astara's Abilities start at Acrobatics 1, Avoid 2, Bows 2, Charm 2, Faith 1, Fortune 1, Hunting 1, Mana 2, Strength -1, Toughness 0, Mountaineer -2, Navigation -2, Subterfuge -2.

Abilities				
Ability / Spec	Adv	CP	± Race	= Lvl
Avoid	◯	1	†1	2
Charm	◯	2		2
Toughness	⬡	1	-1	0

This diagram shows how Alex has entered a few of these Abilities on Astara's Character Sheet.

PLAYER CHARACTERS

CHARACTER CREATION

Starting Power Level

The GM may decide to start characters with more or fewer CP for their game. See the Power Level table below for comparisons. The Max Ability column lists the highest number of CP that can be spent on any one Ability during Character Creation. Values in brackets only apply if the optional Mastery rule is being used.

Power Level	CP	Max Ability
Untrained	0	2
Novice	5	3
Journeyman	10	4
Adept	15	5
Expert	20	5 (6)
Master	30	5 (7)
Hero	40	5 (8)
Legend	50	5 (9)

Karma

If the character is being made because a player's previous character died or retired, they may be awarded extra CP.

- First, subtract the regular number of starting CP from the previous character's Progress [p57].
- Halve this value, rounding down.
- Add the result back onto the original starting CP for the game. The new character will start with this many CP.

  Chris' character, Rax, tragically dies in a fight with ogres. After the posthumous XP Award [p25] from the fight, she died with a Progress of 12.

  Since Rax began with 5 Points, we subtract 5 from her Progress of 12 to get 7.

  We then halve the 7, rounding down, to get 3.

  We then add this back on to the normal 5 starting Points, so Chris gets 8 CP to build a new character.

Mastery

As an option, characters may be allowed to develop Abilities up to 10 points higher than average. Master Abilities are those more than 5 points above average. This will create a class of Master characters who are virtually untouchable in their field. This option should only be allowed if the GM feels it is appropriate for the campaign.

Mastery is not usually freely available. Instead, one or more of the following restrictions normally applies:

- Every 10 Progress increases the maximum allowed CP in all Abilities (a maximum of 6 CP at 10 Progress, 7 at 20 Progress, 8 at 30 Progress and so on).
- One Master Ability can be taken for every 10 Progress.
- Only a limited number of Abilities (normally between 1 and 5) can ever be Mastered.
- A limited number of Advances can be applied to Master Abilities (for example, only 5 CP can be assigned to Abilities over 5 CP, in any combination).
- Rather than 10, a lower maximum limit may be assigned (6, 7, 8 or 9).

The Player Character Advantage

PCs have two main advantages over all but the most important NPCs – negative Abilities, and Fortune.

Taking negative Ability Levels doesn't sound like a great advantage, but it lets you boost your positive Abilities by an equal amount. If you don't mind being bad at a few things, you can effectively double the number of points you have to spend on things you want to be good at.

The Fortune Ability [p37] allows you to re-roll bad Ability checks, which sometimes makes all the difference when you get a really low Toughness roll. It's highly recommended.

Ability Wish List

Since there are so many Abilities, you only need to write down the ones that you spend points on. Any unlisted Abilities are assumed to be at 0.

Even so, sometimes players like to make a 'wish list' to remind them which Abilities they want to buy later on.

PLAYER CHARACTERS

Getting to Know the Abilities

*Probably the biggest hurdle to overcome when learning **PowerFrame** is becoming familiar with the Ability list. Some are more practical than others, or tend to pop up more frequently in the rules. This page provides a brief overview of the most frequently-used Abilities.*

Core Abilities

These Abilities are used to determine Attributes, or are called upon in almost every game.

- **Fortune** *is a measure of the character's luck. It is one of the things that separates a player-character from most NPCs, and provides a significant advantage.*
- **Strength** *determines how much the character can Carry, and is frequently used to apply or resist physical force, and to cause damage with many weapons.*
- **Toughness** *determines a character's Endurance, and is used to resist most forms of damage.*
- **Avoid** *is used to evade attacks. For jumping and tumbling, see Acrobatics. For speed, see Move.*
- **Wits** *is frequently called upon to see if a character notices something such as a hidden enemy or a concealed item, and is also used to determine Initiative order in combat.*

Social Abilities

- **Charm** *is used when attempting to interact favourably with people, or persuade them to help you.*
- **Politics** *is used to analyse and predict the behaviour of groups of people, and to understand social structures.*
- **Seduction** *is used to manipulate people who are attracted to you.*
- **Willpower** *is used to resist persuasion (and also mind control).*

Combat Abilities

The Core Abilities listed above are all useful in combat situations. In addition:

- **Melee** *is used to attack with many, but not all, close combat weapons. If you want to be skilled at a particular type of weapon, review the Weapon Lists **[p172]** before choosing Abilities.*
- **Unarmed** *is used to attack with your natural weapons.*
- *The **Bows** Ability is used to attack with archaic ranged weapons, including longbows and crossbows.*
- **Shooting** *is used to attack with most hand-held modern and futuristic personal ranged weapons.*
- **Gunnery** *is used to attack with heavy weapons.*

Movement Abilities

- **Move** *determines your speed on the ground.*
- **Acrobatics** *covers leaping, tumbling, and balancing.*
- **Climb** *reflects your ability to scale vertical surfaces.*
- **Swim** *determines your speed in the water.*
- **Fly** *is only available to certain Races, and determines speed in the air.*
- **Burrow** *is only available to certain Races, and is the rare ability to tunnel rapidly through earth and stone.*
- **Ride** *is used whenever you are mounted on a steed.*
- *Various **Pilot** Abilities reflect proficiency with different types of vehicles.*

Deception Abilities

- **Stealth** *is used to avoid detection, sneak, and hide.*
- **Subterfuge** *is used to perform subtle actions undetected even while in plain sight, such as pickpocketing or sleight-of-hand.*
- **Security** *is used to design and implement security systems and traps, and also to analyse and disable them.*
- **Acting** *can be used to impersonate other people.*

Mystical Abilities

- **Magic** *is used to learn and cast Spells. Depending on the setting, different types of mysticism may use various Magic Abilities with different names that must be learned separately.*
- **Mana** *is used to power Spells. Like Magic, various forms of Mana exist for different types of mysticism.*
- **Fortune Teller** *is a stand-alone mystical Ability that lets you distribute points of Fortune to other people.*

Campaign-Specific Abilities

If a game is going to have a specific focus, the GM might come up with a recommended short-list of Abilities that will be important. This will ensure that everyone makes a character that's suitable for the game.

For a game based around a group of performers, the GM suggests players take one of Acrobatics, Acting, Dancing, Music, Singing, Subterfuge; or an Ability or Abilities themed to some other type of troupe member (strong man, animal tamer, knife thrower, stage hand, playwright).

PLAYER CHARACTERS

Assign Attributes

Assign Attributes based on the character's Race and Ability Levels.

Health [p49]

Defined by Race; the default is 6.

Size [p51]

Defined by Race; the default is 0.

Hit Locations [p53]

Defined by Race; the defaults are Head, Chest, Stomach, Hips, Arms, and Legs.

Carry [p54]

Based on Strength and Size; the default is Strength +5.

Endurance [p55]

Based on Toughness; the default is Toughness +5.

Movement [p56]

Defined by your Move, Climb, Swim, Fly and Burrow Abilities; defaults are Walking 3, Swimming 1, Climbing 1, Flying –, Burrowing –.

Threat [p57]

Progress is the sum of all your Abilities and Traits (default 5). Add equipment Threat to get Total Threat.

Traits [p59]

Some Races have special Traits. Note any of these on the Ability area of the Character Sheet (starting at the bottom), and record their Threat in the Lvl column.

Ranking [p58]

Negotiated with the GM depending on the Setting, the situation, and the character's background. All Rankings default to 0.

As an elf, Astara's Health is 6 and her Size is 0, the same as for a human. She has no special Traits. She has Strength -1, so her Carry is 4. She has Toughness 0, so her Endurance is 5. She has average Movement Abilities, so Walk is 3, Climb and Swim are both 1, and she can't Fly or Burrow. Having been built with 5 Character Points, she has a Progress of 5. As a practicing Priest of Amalthea, the GM decides to give her Church of Amalthea Rank 3.

Purchase Equipment

All new characters can expect to begin with the following equipment:

- One set of normal clothes (not armoured).
- Three days of Rations.
- 10 Currency Units.

The GM should make sure that the players know what sort of equipment is available to starting characters. This may depend on the Setting and the game. Starting equipment is subject to GM approval.

The default starting equipment is deliberately poor, so that characters will have something to work towards.

The following pages list basic equipment, weapons and armour. Comprehensive lists can be found near the back of the book, along with any specific rules.

- Equipment [p154]
- Armour [p162]
- Weapons [p165]

Money

Equipment is all priced in generic Currency Units, which are abbreviated to CU. One CU is equivalent to approximately $50.

The various Settings generally convert CU into a more usable term. This will be explained in each Setting book.

Fantasy Settings often use Gold Pieces (GP). 1 GP is equal to 1 CU. Because gold is a soft metal, Gold Pieces can be cut into smaller sections to literally make Half a Gold, Quarters, or Eighths.

Equipment Options

If the GM wishes, they may start the characters with more, less, or different equipment and money. This would be particularly appropriate if the characters are to begin in an organisation which outfits its members.

The PowerQuest setting uses Gold Pieces, so Astara begins with 10 GP. Alex decides to buy her a Longbow (4 GP), a dozen Arrows (½ GP), and a Whip (2 GP). He buys her a pair of Rigid Leather boots (1 GP), which provide a small amount of protection to the Legs.

He also buys a one-person tent (1 GP), a bed roll (½ GP), a mess kit (½ GP), and a canteen (½ GP), leaving Astara with no spare money.

PLAYER CHARACTERS

Basic Equipment

Basic Equipment	Effect	Cost	Enc	Thr
Mess Kit	Basic cutlery, dish, cup.	½	½	-
Canteen	Holds 3 days of water or other liquid.	¼	¼	-
Blanket	Keeps one person warm.	¼	0	-
Bed Roll or Sleeping Bag	Keeps one person warm and comfortable.	½	½	-
Tent (1 person)	Comfortably shelters one person and gear.	1	½	-
Tent (2 person)	Comfortably sleeps two people.	2	1	-
Tent (4 person)	Comfortably sleeps four people.	4	2	-
Fresh Food (1 Week)	Fresh food. Will only keep for one week.	1½	0	-
Iron Rations (1 Week)	Preserved food. Stays good indefinitely.	3	0	-
Animal Feed (1 Week)	Hay or grain for Size 1 animals.	1½	0	-
Flint & Steel	Ignites fuel with a Survival roll against Resistance 2.	¼	0	-
Oil	Fuel for lanterns. Causes Burn 3 if splashed and lit.	½	¼	-
Torches (Six)	Sticks with one end wrapped in pitch-soaked cloth. Brightness 2 in a 3 Hex radius. Burns for 3 Hours.	½	1 ea.	-
Lantern, Hooded	Brightness 2 in a 5 Hex radius. Burns for 6 Hours, using 1 container of Oil.	1½	½	-
Compass	+2 to Navigation rolls.	2	0	2
Fishing Tackle	Allows Fishing with no Penalty.	2	½	-
Lock-Picks	Basic tools required for breaking and entering.	2	0	0
First Aid Kit	Holds three doses of Medical +1. Can only use one dose per roll.	1	½	1
Grappling Hook	Allows a thrown rope to catch on an edge. Requires Acrobatics roll.	1	1	-
Coarse Rope	per 10 Hex (20 metre) section.	1	1	-
Fine Rope	per 10 Hex (20 metre) section.	2	½	-
Belt Pouch	Halves Enc of up to 1 Enc of carried items.	1/8	0	-
Medium Sack	Halves Enc of up to 6 Enc of carried items. Requires one hand or another container to carry.	½	0	-
Backpack	Halves Enc of up to 12 Enc of carried items.	2	0	-
Long Sleeved Shirt	A long-sleeved cotton shirt.	¾	0	-
Trousers	Wool or denim pants.	1	0	-
Knee-Length Skirt	A mid-length cotton skirt.	3/8	0	-
Full-Length Dress	A long cotton dress with bodice and sleeves.	1¼	0	-
Cloth Boots	Knee-length moleskin boots.	¼	0	-
Hooded Cloak	A woollen cloak with a hood.	1½	0	-

Basic Armour

Basic Armour	Era	C	P	B	E	Cost	Enc	Thr
Rigid Leather	Ancient	+1	+1	+1	+1	1	0	2/12
Mail	Ancient	+2	+2	+2	+2	2	1	4/12
Plate	Ancient	+3	+3	+3	+3	3	2	6/12
Laminated Kevlar	Modern	+3	+3	+2	+2	3	1	6/12
Composite Armour	Modern	+4	+4	+3	+3	4	2	8/12
Ceramic Plate	Future	+5	+5	+5	+5	6	3	12/12

Basic Weapons

Basic Close	Attack	Damage	Type	Special	Cost	Enc	Thr
Unarmed	Unarmed	Strength-1	BG		–	–	–
Knuckleduster	Unarmed	Strength	B	+1 Unarmed as Sec. Weapon.	2	1	2
Throwing Knife	Melee	Strength	P	Close or Thrown.	2	1	2
Dagger	Melee	Strength	P	+1 Melee as Sec. Weapon.	2	1	2
Knife	Melee	Strength	C	+1 Strength as Sec. Weapon.	2	1	2
Main Gauche	Melee	Strength	C	+1 Toughness as Sec. Weapon.	2	1	2
Shortsword	Melee	Strength+1	C		4	2	2
Longsword	Melee	Strength+2	C		6	4	3
Greatsword	Melee	Strength+3	C		8	6	4
Throwing Axe	Strength	Toughness	C	Close or Thrown.	2	1	2
Hand Axe	Strength	Toughness+1	C		4	2	2
Battle Axe	Strength	Toughness+2	C		6	4	3
Great Axe	Strength	Toughness+3	C		8	6	4
Throwing Cudgel	Melee	Toughness	B	Close or Thrown.	2	1	2
Short Staff	Melee	Toughness+1	B		4	2	2
Mace or Staff	Melee	Toughness+2	B		6	4	3
Iron Staff	Melee	Toughness+3	B		8	6	4
Whip	Avoid	Melee	CG	-1 Parry.	2	1	2
Chain	Avoid	Melee+1	BG	-1 Parry.	4	2	2
Flail	Avoid	Melee+2	B		6	4	3
Morning Star	Avoid	Melee+3	B		8	6	4
Javelin	Melee	Hunting+1	P	Close or Thrown.	3	1	3
Spear	Melee	Hunting+2	P	Close or Thrown.	5	3	4
Trident	Melee	Fishing+3	P	Close or Thrown.	7	5	5

Basic Ranged	Attack	Damage	Type	Special	Cost	Enc	Thr
Shortbow	Bows	Hunting	P	2H, Long, Range 8, Fast Reload.	2	1	2
Longbow	Bows	Hunting+1	P	2H, Long, Range 10, Fast Reload.	4	2	3
Recurve Bow	Bows	Hunting+2	P	2H, Long, Range 12, Fast Reload.	6	3	4
Great Bow	Bows	Hunting+3	P	2H, Long, Range 14, Fast Reload.	8	4	5
Crossbow	Bows	3	P	Long, Range 14, Shots 1, Slow Reload.	7	5	3
Automatic Pistol	Shooting	3	P	Short, Range 16, Shots 12.	8	2	5
Sub Machinegun	Shooting	3	P	Short, Range 16, Shots 32, Auto 5.	12	3	7
Revolver	Shooting	4	P	Short, Range 18, Shots 6.	8	2	5
Hunting Rifle	Shooting	5	P	Long, Range 20, Shots 1.	8	4	5
Assault Rifle	Shooting	6	P	Long, Range 22, Shots 30, Auto 5.	20	5	9
Hvy Hunting Rifle	Shooting	7	P	Long, Range 24, Shots 1.	10	5	7
Battle Rifle	Shooting	8	P	Long, Range 26, Shots 30, Auto 5.	22	6	11
12 Gauge Shotgun	Shooting	1D6+1	B	Long, Range 12, Shots 1.	6	5	5

Power Frame — Roleplaying System

© Craig Judd 2015. Reproduction permitted for personal use.

Character Sheet

Player Alex
Game PowerQuest

Bio

Name	Astara
Race	Elf
Role	Priest of Amalthea
Age	22	Gender	F
Size	0	Weight	9 Enc
Physique	Short, average build.
Complexion	Short black hair, brown eyes, pale skin.

Advancement

Threat	Experience
Progress	5
+ Equip Threat	6
= Total Threat	11

Pool Stats

Stat	Max	Current
Health	6	✚
Endurance	5	
Mana	2	
Fortune	1	
Rank (Church)	3	

Carry & Encumbrance

Carry		Situation	Enc	Burden
Strength	-1	Travel		
× Carry Mult	1	Combat		
+ Carry Bonus	5			
= Carry	4			

Movement

Size Mod 0

🚶 3 1 1 - -

Abilities

Ability / Spec	Adv	CP	± Race	= Lvl
Acrobatics	○		+1	1
Avoid	○	1	+1	2
Bows	○	1	+1	2
Mountaineer	○	-1	-1	-2
Strength	○		-1	-1
Toughness	○	1	-1	0
Charm	○	2		2
Faith	○	1		1
Mana	○	2		2
Fortune	○	1		1
Hunting	○	1		1
Navigation	○	-2		-2
Subterfuge	○	-2		-2

Equipment

Item	Cost	Enc	Thr	Eq
One-Person Tent	1	½	-	○
Bed Roll	½	½	-	○
Mess Kit	½	0	-	○
Canteen	½	0	-	○
Arrows x 12	½	0	0	○
Rations x 3	-	0	-	○
Basic Clothing	-	0	-	○
Gold Pieces	0	0	-	○

Armour

⬡	Location	Type	C	P	B	E	Cost	Enc	Thr	
1	Head									/12
2	Chest									/12
3	Stomach									/12
4	Hips									/12
5	Arms									/12
6	Legs	Rigid Leather	+1	+1	+1	+1	1	0	2	/12
	Body Armour Totals		1	0	1					

Weapons

Weapon	Attack		Damage		Type	Special	Cost	Enc	Thr	Eq
Longbow	Bows	2	Hunting+1	2	P	2H, Long, Rng 10, Fast Reload	4	2	3	○
Whip	Avoid	2	Melee	0	CG	+1 Avoid as Sec. Wpn.	2	1	2	○
										○
										○
										○
Basic Unarmed	Unarmed	0	Strength-1	-2	BG		-	-	-	

Size Differential = Attacker's Size - Defender's Size. Add Differential to Avoid rolls. Subtract Differential from Toughness rolls when Resisting an Ability-based Physical Effect.

During the game, characters need to eat, drink, and rest to stop their condition degrading and to recover spent resources such as Health and Fortune.

Rations

Food is measured in Rations. One Ration is enough food for a Size 0 character for a whole day. Larger or smaller characters **[p51]** may have different requirements.

- If a character doesn't get enough to eat in a day, they lose one point of Endurance **[p55]**.
- If a character doesn't get enough to drink in a day, they lose two points of Endurance.

Healing

PowerFrame characters are pretty resilient, and usually bounce back fairly quickly from injuries so you can keep the game going without having to spend weeks waiting for them to recover.

First Aid **[p40]**

Characters may receive a Medical roll once per game day in order to restore lost Health.

Mark off the first-aid cross on the character sheet next to Health to indicate when First Aid has been performed, and erase it at the start of the next day.

Natural Healing

Characters can make one Natural Healing roll each day, provided they get at least 6 hours of sleep.

- Characters on full Health don't make Natural Healing rolls unless their Toughness is penalised to a total of -3 or less.
- Make a Toughness roll against a Resistance of 0.
- A Bonus of between +1 and +3 applies if sleeping under shelter in a bed, depending on the quality of the lodgings **[p117]**.
- The character regains 1 Health per Success, or loses 1 point of Health for each negative Success at or below a roll of -3.

Restoring Endurance

- Recover one point of lost Endurance by spending a Period resting.
- Restore one point of Endurance for every four hours of sleep (to a maximum of two points in 24 hours).
- Endurance cannot be restored in a Period where it will be reduced.

Chris has become lost in a vast desert, and wanders aimlessly before running out of water. Settling down to try and sleep in the shadow of a rocky outcrop, she won't be able to recover any lost Endurance unless she succeeds on her Exposure roll to not lose more Endurance. The following day, she won't be able to regain Endurance at all, as she won't be drinking enough.

Pool Reset

Fortune & Command

The Fortune and Command pools automatically returned to their maximum levels at around midnight.

This also means that if you have more Fortune than your normal maximum, it disappears.

This is not intended to encourage post-midnight raids. If the group tends to be active at night, the GM may decide to change this reset to coincide with the start of their active period.

Mana & Berserk

The Mana and Berserk pools are restored to their maximum values once per day, but only if the character gets at least six hours of sleep.

PLAYER CHARACTERS

ADVANCEMENT AND AWARDS

Experience Points

Characters are awarded Experience Points (XP) as the game progresses. They represent learning and development. 10 XP can be spent on an Advance (see below).

● 10 unspent XP is worth 1 Threat.

Experience Points are awarded in the following situations:

Session Award

● 1 to 3 XP are awarded to all characters at the end of a game session, depending on the length of the session and the amount achieved.

Combat

All characters involved in physical combat receive XP, regardless of whether they survive it or not.

● Add up the Total Threat of all defeated enemies (unconscious, dead or captured).

● Add half the Threat of any enemies who fled or were foiled.

● Divide these points by the number of participants on the victorious side, and multiply the result by 5.

● Divide this value by each victorious character's Total Threat, rounding up. This is their XP award from combat.

● Members of the losing party get 1 XP each.

Completed Goals

● 5 XP are awarded for completion of a stand-alone adventure or task, or for completing one section of a larger quest.

● 10 XP are awarded for completion of a major quest.

● 1 to 5 XP are awarded if a character manages to achieve one of their personal goals.

Special Award

● A 1 or 2 XP award may be granted by the GM for outstanding planning, deductive reasoning or innovative ideas.

Advances

Characters can purchase additional Character Points for 10 XP each, allowing them to increase any available Ability by 1. This is known as an Advance.

● Advances can be made at any time.

● Each Advance increases Progress [p57] by 1.

● You can't accumulate more than 5 CP in any one Ability.

● You can't Advance the same Ability twice in a row. Mark the 'Adv' column next to the most recently Advanced Ability.

Fugue

Fugue is an ephemeral award that can be given by the GM whenever they feel it appropriate. It is generally awarded in the following situations:

● At the end of each game session, all characters receive a point of Fugue.

● Fugue may be awarded to all characters part-way through a particularly long session.

Fugue may also be awarded to a character whose player has made a significant contribution to the game, including:

● Suggesting a plan that everyone agrees on.

● Breaking a deadlock with decisive action.

● Getting the game back on track after an interruption to play.

● Assisting the GM with game duties (tracking initiative, helping with rules references, handling NPCs, finding props).

Spending Fugue

Fugue must be spent immediately when awarded. A point of Fugue will restore one lost point to any of the 'Pool' Abilities and Attributes, including but not limited to:

● Health

● Endurance

● Fortune

● Command

● Mana

● Berserk

Only Fortune can be taken higher than its normal maximum value with Fugue. Remember that Fortune resets to its maximum value at midnight.
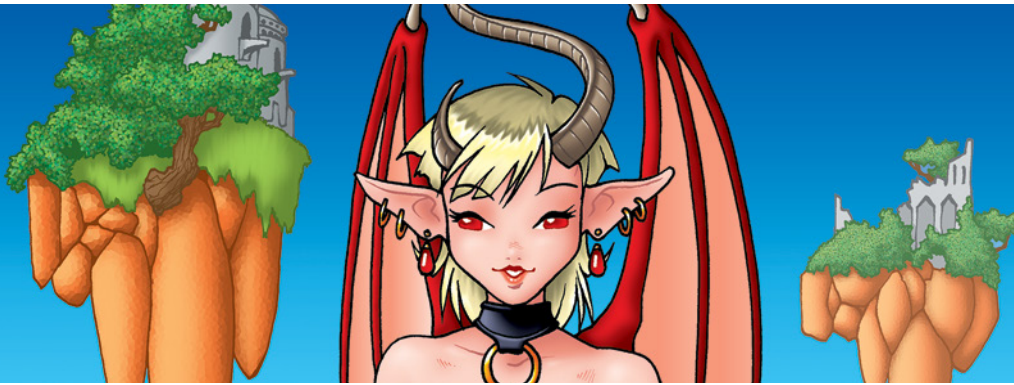
This section is intended primarily as a reference. If you are reading through for the first time, you may wish to skip to the Conflict section [p65] and refer back here whenever you need further details.

This is the guts of the system – a detailed description of everything that makes up a character, of any type. If it doesn't reside in this section, then there will be a reference to send you to the right area. Innate powers and other strange abilities usually defer to the section on Mysticism [p123], for example.

Abilities [p27]

A fully referenced Ability List, sorted into Ability Groups, followed by a discussion of Ability Groups and Specialisations.

Ability Descriptions [p30]

Thorough descriptions of all the Abilities in alphabetical order, including definitions of which Ability does what, and where they are used throughout the game.

Attributes [p49]

Descriptions of all the Attributes, what they do, and how they work.

Traits [p59]

Descriptions of special attributes that may apply to specific Races and creatures.

Ability List (by Group)

Physical Abilities			
Innate			
Looks [p39]	Strength [p46]	Toughness [p48]	
Manipulation			
Bows [p32]	Gunnery [p38]	Melee [p40]	Pilot [p42]
Restraints [p43]	Shooting [p44]	Subterfuge [p46]	Unarmed [p48]
			Any Ability when used to Attack
Mobility			
Acrobatics [p31]	Avoid [p32]	Burrow* [p33]	Climb [p34]
Dancing [p35]	Fly* [p36]	Move [p41]	Ride [p43]
Stealth [p45]	Swim [p47]		

Mental Abilities			
Innate			
Acting [p31]	Animals [p31]	Charm [p33]	Politics [p42]
Seduction [p44]	Willpower [p48]	Wits [p48]	
Skills			
Artisan † [p32]	Construction † [p35]	Cooking [p35]	Demolitions [p35]
Engineering † [p35]	Farming [p35]	Fishing [p36]	Hunting [p38]
Medical † [p40]	Mining [p41]	Mountaineer [p41]	Music † [p42]
Security [p44]	Singing [p44]	Survival [p46]	Tech † [p47]
Weaponsmith [p48]			
Knowledge			
Appraise [p32]	Bureaucracy [p33]	Gaming [p37]	Guide*† [p38]
Languages* [p39]	Navigation [p42]	Programming [p43]	Streetwise [p45]
Scholar † [p44]			

*Special Abilities			
Open			
Burrow [p33]	Command [p34]	Fly [p36]	Fortune [p37]
Guide † [p38]	Languages [p39]		
Restricted			
Berserk [p32]	Fortune Teller [p37]	Magic [p39]	Mana [p39]

* These are Special Abilities.
† These Abilities have Specialisations [p29].

Ability Groups

Abilities are divided into groups to make it easier to apply Bonuses and Penalties to related things.

Physical

Innate

Basic physical descriptors, rarely affected by Penalties.

Manipulation

Abilities related to the hands and arms, often relying on hand-eye coordination. Manipulation Modifiers affect all Attack rolls, even if the Attack is not based on a Manipulation Ability.

Mobility

Abilities related to movement and the legs, relying on balance and agility.

Mental

Innate

Basic mental and social functions.

Skills

Knowledge that can be used to affect the physical world. Theoretical applications are only affected by Mental Modifiers, but practical applications may be affected by Physical Modifiers.

Knowledge

Information-based Abilities, totally unaffected by Physical Modifiers.

Special

Open

Freely available, but may work differently to regular Abilities.

Restricted

Only available to certain Races, in certain Settings, or with the GM's permission.

Specialisations

Specialisations are not taken as Abilities in their own right. Instead, for every positive Level taken in one of these Abilities, a character may choose one of its Specialisations.

Specialisations work differently depending on the Ability they belong to.

Some Settings or expansions may add extra Specialisations, or give Specialisations to other Abilities.

Specialisation Bonus

● *Artisan, Construction, Engineering, Music, Scholar*

Specialised tasks relating to these Abilities can be attempted by anyone, but those with an appropriate Specialisation receive a +1 Bonus to the roll.

Non-Specialisation Penalty

● *Medical, Tech*

An appropriate Specialisation is required to perform related tasks without Penalty. Attempting a task without the required Specialisation applies a -5 Penalty to the roll.

First Aid is not considered a Specialisation, and so does not attract the Penalty. Characters with the Paramedic Specialisation can add +1 to their First Aid rolls.

Guide [p38]

Guide represents intimate knowledge of specific locations in the game world. Bonuses apply to certain tasks performed within such an area.

Specialisation List

Specialisations		
Artisan		
Compose	Graphics	Crafts
Design	Disguises	Drawing
Forgery	Leatherwork	Painting
Photo & Film	Printing	Sculpture
Textiles	Writing	
Construction		
Carpentry	Earthwork	Metalwork
Shipwright	Stonemason	
Engineering		
Clockwork	Combustion	Civil
Electrical	Hydraulic	Prop-Aero
Guide		
Area	Path	City
Medical		
Paramedic	Pharmacy	Physical Therapy
Psychology	Surgery	
Music		
	Specific Instrument	
Scholar		
Archaeology	Astronomy	Biology
Chemistry	Computer Use	Geology
Geography	History	Mathematics
Physics	Quantum Phys.	Research
Special Topic	Trivia	
Tech		
Astro	Communication	Computer
Cryo	Cybernetics	Electronics
Genetics	Jet Engine	Nuclear
Robotics	Temporal	

NUTS & BOLTS

Ability Descriptions

The following pages list all of the Abilities in alphabetical order, and describe their uses in the game.

Some functions are shared by several Abilities. To avoid repetition, these are detailed first.

GM's Discretion

Many of the Ability Descriptions list specific procedures. However, in the end it's up to the GM to assess each situation and assign appropriate Resistances [pIO] and Modifiers.

In some situations, an alternate Ability may be allowed (such as rolling Acrobatics instead of Avoid, or Charm rather than Wits).

Shared Ability Functions

Repair

Make an Ability roll with a Resistance of 0. Restore 1 point of lost Structure for each Success (or lose a point of Structure for each negative Success starting at -2).

To restore a disabled function, make an Ability roll. The Resistance depends on the complexity of the function and how badly broken it is.

In both cases, Modifiers apply depending on the available tools, facilities, and reference materials.

Craft

Make an Ability roll with a Resistance of 0, and count the number of Successes.

Modifiers depend on the complexity of the item, the tools and facilities available, the scale of the project, the time taken, and the working conditions.

Succ.	Craft Result
-2	Disastrous failure. All materials lost.
-1 or 0	Failure. Half materials can be salvaged.
1	Crude. Apply a -1 Penalty to use. Will probably break on a Critical Failure.
2	Basic. Apply a -1 Penalty to use.
3	Competent. Does the job. No Modifiers.
4	Well made. Functions like a standard item.
5	Exceptional. Combines form and function.
6	Exquisite. May grant a +1 Bonus to use.
7+	Masterpiece. Will grant a +1 or +2 Bonus to use. May have a special attribute.

Information

Make an Ability roll with a Resistance of 0, and count the number of Successes.

Modifiers depend on the obscurity of the subject, and any available research or reference material.

Succ.	Information Result
-2	Inaccurate, misleading. Will come up with wild theories.
-1 or 0	None. No idea. Can only guess at answers.
1	Common knowledge. Can answer obvious questions.
2	A few facts. Can answer easy questions.
3	Reasonably well informed. Can answer moderate questions.
4	Well informed. Can answer difficult questions.
5	Most things are known. Can answer hard questions.
6	Obscure facts. Can answer expert questions.
7+	Total knowledge. Any questions can be answered.

Performance

Make an Ability roll with a Resistance of 0, and count the number of Successes.

Modifiers may depend on props and costumes, quality of a script or routine, rehearsals, and working conditions.

Succ.	Performance Result
-2	Unbearable! Boo!
-1 or 0	Laughable, Awful.
1	Awkward, Obvious.
2	Amateurish, Slipshod.
3	Passable, Competent.
4	Good, Emotional, Convincing.
5	Deep, Moving, Engaging.
6	Eloquent, Masterful, Absorbing.
7+	Outstanding! Encore!

NUTS & BOLTS

ABILITY DESCRIPTIONS

Acrobatics *(Physical: Mobility)*

Physical flexibility, balance, and gross motor skills.

- **Performance [p30]** – Juggling, tumbling and balancing routines.
- **Leaping [p70]** – Jump horizontally or vertically.
- **Rolling [p84]** – Resist Damage caused by a fall or collision.
- **Balancing [p70]** – Walking across narrow areas.
- **Catching Characters [p84]** – Acrobatics or Unarmed can be used to catch people who are about to collide with you.

Acting *(Mental: Innate)*

- **Craft [p30]** – Create a costume or disguise.
- **Performance [p30]** – Assume a fictional role, re-enact events, or perform a scripted play.

Disguise

Acting can be used to attempt to conceal your true identity, or to impersonate a specific individual.

While in disguise, you can roll Acting against Wits at any time to convince someone of your assumed identity. Modifiers apply for props, costume, your familiarity with an individual, and the observer's familiarity with you or an impersonated individual.

If the Acting roll succeeds, then they are reasonably convinced by the disguise.

Bluff

Acting can be used to hide your true motivation, or to convince someone that what you are saying is true.

Roll Acting against Wits. Modifiers apply depending on how believable your story is, and whether the individual trusts you.

If Acting succeeds, then they are inclined to believe you.

Animals *(Mental: Innate)*

Knowledge of, and empathy with, all types of natural animals.

- **Information [p30]** – Recall facts about a particular species.

Influence

Use a Limited Action to attempt to influence the behaviour of an animal. The Resistance depends on how likely it is the animal would behave as asked, and whether the animal is tame or wild.

Tame

Once a day, you can roll Animals against a wild animal's Willpower to try and Tame them. Modifiers depend on the animal's condition and any enticements offered.

Keep a total of the number of Successes gained or lost. If you accumulate six Successes, the animal is Tamed. Each day without a Taming attempt reduces any positive Successes by 1. If Successes are reduced to less than 0 by a failed roll, then the animal can never be Tamed by this character.

Train

Many tame animals can be taught various tricks.

Training can be rolled once per day per animal, and takes an hour. The trainer rolls Animals, and the animal rolls Wits. Use only the lowest result. The Resistance depends on the difficulty of the trick.

You must accumulate 6 Successes to teach the Trick, adding positives and taking away negatives. Each day without Training reduces any positive Successes by 1.

Trick	Res.
Sit, Stay, Heel, Come, Speak, Give, Roll Over, Beg.	0
Fetch, Play Dead, Attack, Track, Hunt.	2
Herd, Go Home, Steal, Train as a Mount, Remove Bad Behaviour.	4

Appraise *(Mental: Knowledge)*

It takes a Double Action to appraise the monetary worth of goods and services. One roll can be made per day per item, with a Resistance of 6. Modifiers depend on rarity, familiarity, and reference materials.

A successful roll reveals the exact worth. Failed rolls will yield rough or inaccurate estimates. A Critical Failure will appraise the item as worthless or priceless.

Artisan *(Mental: Skill)*

- **Craft [p30]** – Create various arts and crafts.

Specialisation [p29]

Each positive Level of Artisan allows the character to select one area of Specialisation.

Gain a +1 Bonus when making a roll related to an area of Specialisation. A normal roll is made in areas not covered by a Specialisation.

Artisan Specialisations		
Compose	Graphics	Crafts
Design	Disguises	Drawing
Forgery	Leatherwork	Painting
Photo & Film	Printing	Sculpture
Textiles	Writing	

Avoid *(Physical: Mobility)*

- **Avoid [p73]** – Rolled as Resistance against Attacks to see if they hit or miss.
- **Attack [p72]** – Often used to make Attack rolls with weapons requiring finesse, such as whips and chains [p183].
- **Damage [p72]** – Occasionally used to make Damage rolls with weapons requiring finesse, particularly light swords [p173].

Berserk *(Special: Restricted)*

Berserk is only available to certain Races. It is ineffective at 0, and cannot be taken as a negative.

Trait

Access to the Berserk Ability is a Trait [p59] worth 1 Threat, as it is not available to average humans.

Pool

Levels in Berserk are treated as a pool of points that can be spent in certain situations.

- Berserk can't be used if it is at 0.
- Berserk can be temporarily raised above its normal maximum. It cannot be reduced below 0.
- Berserk is restored to its starting level once per game day, if the character sleeps for 6 or more hours. This may cause temporary Berserk points to be lost.

Going Berserk

To go Berserk, use a Limited Action and roll Berserk against a Resistance of 0. Use the character's current points of Berserk, rather than their maximum. The character gains Frenzy points equal to Successes.

Frenzy points are spent to gain temporary Bonuses to any of Health, Avoid, Melee, Move, Strength, Toughness and Unarmed. A single Bonus can't be higher than the current points of Berserk.

After the Berserk attempt is rolled and Frenzy is spent, the character's Berserk is reduced by one point.

- Berserkers can only make Movement and Attack Actions, and can only attack in Close Combat.
- Berserkers will always try to prevent their opponents from Escaping Close Combat [p71].

While Berserk, the character must do everything they can to engage and attack the closest Target. If they wish to choose a different Target they must pass a Willpower roll against Resistance 0, with the following Modifiers:

- Subtract the Berserker's Frenzy points.
- Add +2 if the closest Target is neither armed nor attacking the Berserker.

If at the end of a Berserker's Turn they did not make any Attacks and are not currently adjacent to a Target, they must pass a Willpower roll against Resistance 0 if they wish to remain Berserk (no Modifiers).

Once the character stops being Berserk, all Frenzy Bonuses are removed. If Health is greater than usual, then it will be reduced to its normal maximum.

Bows *(Physical: Manipulation)*

- **Attack [p72]** – Primarily used to make Attack rolls with Bows and Crossbows [p174].

Ability Descriptions

Bureaucracy *(Mental: Knowledge)*

- **Information [p30]** – Structure of bureaucracies, procedures for handling information.

Paperwork

Bureaucracy is used to fill out forms, submit reports, and use filing systems. These tasks are usually done by characters working for an organisation.

The time and Resistance depend on the size and complexity of the Paperwork, and the detail required. Modifiers depend on research and additional knowledge of the subject matter. Paperwork not meeting the required standards may need to be resubmitted.

Information Request

Bureaucracy allows you to attempt to access information stored by an organisation. This may include old records, financial information, personal dossiers and such.

Filing a request takes a few minutes. Make an Opposed Roll against the organisation's Bureaucracy. Add your Ranking in the organisation. Modifiers depend on the privacy of the information requested.

If you roll better than the organisation, then you will receive the requested information. More Successes result in faster delivery.

Burrow *(Special/Physical: Mobility)*

Burrow represents an extraordinary ability to rapidly tunnel vertically and horizontally through sand, dirt, and even rock. The ground collapses behind the character, so they do not normally form a tunnel that can be followed.

Burrow can be either positive or negative. A Level of 0 represents an average tunnelling speed.

- **Movement [p56]** – Used to determine Burrowing Movement Rate.
- **Escape [p71]** – Used to withdraw from combat into the ground. Characters incapable of Burrowing can't oppose this escape.
- **Travel [p113]** – Characters can Burrow across the World Map.

Burrowing Conditions	Move Mod
Sand, Quicksand, Mud	0
Normal Dirt, Loose Gravel	+1
Packed Earth, Clay	+2
Soft Rock (Sandstone)	+3
Hard Rock (Granite)	+4

Burrowing Rolls

When the character's Burrowing Movement Category [p56] requires a roll:

- Make a Burrow roll against a Resistance of 0, and apply any Penalties.
- If the roll succeeds, the character can Burrow at their regular rate.
- Each negative Success reduces Burrowing Movement by 1 point.
- If Burrowing Movement is reduced to 0 or less, the character can't Burrow.

Trait

Although anyone can buy points of Burrow, most characters won't be able to use it unless they can Burrow either naturally or mystically.

By default, Burrowing is categorised as No Movement. Access to Burrowing Movement is a Trait [p59].

Charm *(Mental: Innate)*

Persuasion

Charm can be used to attempt to persuade another character to believe you or follow a particular course of action.

Make an Opposed Roll against the other character's Wits. Modifiers depend on how much they trust you, and how reasonable your suggestion is. If the Charm roll succeeds, then the suggestion will be considered in a favourable light. Persuasion does not brainwash the other character, so they are free to react as they wish.

Haggle

Charm can be used to attempt to get a better deal from a vendor. Only one attempt can be made per transaction. Make a Charm roll against the vendor's Willpower.

A Critical Success will yield a discount. A normal Success or Failure results in no change; a Critical Failure may increase the asking price.

NUTS & BOLTS

Climb *(Physical: Mobility)*

Climb is used to move up, down, or across vertical or near-vertical surfaces where walking is impossible.

- **Movement Rate [p56]** – May be used to determine Climbing Movement Rate.
- **Escape [p71]** – Used to withdraw from combat while on a vertical surface. Characters incapable of Climbing can't oppose this escape.
- **Travel [p113]** – Climb is required to traverse a Cliff, or Scale a Mesa, on the World Map.

Climbing Conditions	Move Mod
Ladder*	0, No Roll
Rope Ladder, Rough Rocks	0
Rope or pole, shimmying along	+1
Uneven rocks, large bricks	+2
Small bricks	+3
Virtually smooth	+4
Slippery surface	+1
Strong Winds (Wind 8 [p107])	+1
Gale (Wind 9 or more)	+2

* Ladders can be Climbed without needing to roll.

Climbing Rolls

When the character's Climbing Movement Category [p56] requires a roll:

- Make a Climb roll against a Resistance of 0, and apply any Penalties.
- If the roll succeeds, the character can Climb at their regular rate.
- Each negative Success reduces Climbing Movement by 1 point.
- A Critical Failure results in a fall (and subsequent Impact [p84]).

Trait

By default, Climbing is categorised as Limited Movement. Some Races may have better or poorer vertical surface mobility, which will be represented as a Trait [p59].

Command *(Special: Open)*

Command is the ability to inspire and influence the people you are in charge of. It can be bought like a normal Ability, and can be either positive or negative.

Pool

Levels in Command are treated as a pool of points that can be spent whenever the character wishes.

- Characters cannot spend Command if it is 0 or less.
- Command can be temporarily raised above its normal maximum, or reduced to any value below 0.
- Command is restored to its starting level automatically at the end of each game day (when the character sleeps, or at midnight). This may cause temporary Command points to be lost.

Re-Roll

Each point of Command spent allows the character to grant an Ability re-roll to a character under their command.

To avoid confusion, in this description the character with Command will be referred to as an Officer rather than a Commander.

- Spending Command is a Free Action.
- Re-rolls can only be granted to characters under your command. You must be their acknowledged superior. If Ranking is being used, your Ranking must be higher [p58].
- Command can only be spent on a character if there is a line of sight between you.
- More than one point of Command can be spent to re-roll a particular Ability.
- The player making the re-rolls chooses which roll to keep. They can keep the original result, or change to any of the other rolls made using Command.

If an Officer currently has negative Command, then anyone who makes an Opposed Roll against a character under their authority can force that character to re-roll.

- Forcing a character to re-roll due to their Officer's negative Command will increase their Officer's Command by 1.
- The opposing player (or GM) gets to choose which roll the character keeps.
- The GM must inform the players of any opponents with negative Command.
- Your own Fortune [p37] can be spent to cancel points of negative Command used against you.

NUTS & BOLTS

Ability Descriptions

Construction *(Mental: Skill)*

- **Craft [p30]** – Build structures.
- **Repair [p30]** – Fix damaged structures.

Specialisation [p29]

Each positive Level of Construction allows the character to select one area of Specialisation.

Gain a +1 Bonus when making a roll related to an area of Specialisation. A normal roll is made in areas not covered by a Specialisation.

Construction Specialisations		
Carpentry	Earthwork	Metalwork
Shipwright	Stonemason	

Cooking *(Mental: Skill)*

- **Craft [p30]** – Prepare all types of food and drink for consumption.

Dancing *(Physical: Mobility)*

- **Performance [p30]** – Dance expressively and with technical skill.

Demolitions *(Mental: Skill)*

- **Information [p30]** – Plan demolitions, identify structural weak points.
- **Attack [p72]** – Make Attack rolls with land mines and booby-trap explosives **[p176]**, usually representing the difficulty of detecting the device.

Explosives

Demolitions is used to construct explosive devices. The time needed and the Resistance depend on the size and complexity of the device. Modifiers depend on tools, materials and location.

If the roll succeeds, the explosive has been made properly and will function as intended.

Demolitions has its own Critical Failure table **[p90]**.

Disarming

Demolitions can also be used to stop or disable an explosive device.

The time required depends on the complexity of the device. The Resistance is the Demolitions roll that was used to set up the device. Modifiers apply as for Explosives.

If the roll succeeds, the device is disarmed.

Engineering *(Mental: Skill)*

- **Craft [p30]** – Design and build mechanical and simple electrical devices.
- **Repair [p30]** – Fix broken mechanical devices.

Specialisation [p29]

Each positive Level of Engineering allows the character to select one area of Specialisation.

Gain a +1 Bonus when making a roll related to an area of Specialisation. A normal roll is made in areas not covered by a Specialisation.

Engineering Specialisations		
Clockwork	Combustion	Civil
Electrical	Hydraulic	Prop-Aero

Farming *(Mental: Skill)*

- **Information [p30]** – The natural cycles of life, when to plant and harvest, managing the soil, and protecting crops from natural disasters.

Cultivation

Farming is used to sow and tend crops, and bring in a harvest.

Farming usually takes weeks or months. Several rolls may be required at intervals, or to deal with adverse situations. The Resistance depends on the difficulty or fragility of the crops being raised. Modifiers depend on the environment.

More Successes lead to a bigger harvest, with failure resulting in a poor crop. A Critical Failure results in no harvest.

Fishing *(Mental: Skill)*

- **Damage [p72]** – Occasionally used to make Damage rolls with aquatic or fishing-related weapons.

Food

Fishing is used to catch fish, which will add to the character's food supply.

- Fishing can only be attempted when on or near a body of water.
- Fishing takes 12 hours. Less time will proportionally reduce the number of fish caught.
- You can't fish while travelling, unless you're a passenger on a vessel (no Penalty), or are Travelling **[p114]** underwater which increases the cost of Movement by 1 per Hex, and halves the number of Successes.

The Resistance depends on the location being fished (see the table below), and may increase depending on the equipment used. Each Success yields one Ration.

Fishing Conditions	Resistance
Coral Reef	2
Reef	3
Coast, River or Stream	4
Open Sea or Lake	5
Deep Ocean or Trench	6

Fishing Equipment	Modifier
Fishing Tackle	+0
Ranged Weapon	-2
Hands or Close Combat Weapon	-4

Fly *(Special/Physical: Mobility)*

Fly is the ability to move vertically and horizontally through the air.

Fly can be either positive or negative. A Level of 0 represents an average flying speed for the Race's Movement Category.

- **Movement [p56]** – Used to determine Flying Movement Rate.
- **Escape [p71]** – Used to withdraw from combat in the air. Characters incapable of Flying can't oppose this escape.
- **Travel [p113]** – Characters can fly across the World Map.

Flying Conditions	Move Mod
Windy (Wind 7 **[p107]**) or less	0
Strong Winds (Wind 8)	+1
Gale (Wind 9 or more)	+2

Flying Rolls

When the character's Flying Movement Category **[p56]** requires a roll:

- Make a Fly roll against a Resistance of 0, and apply any Penalties.
- If the roll succeeds, the character can Fly at their regular rate.
- Each negative Success reduces Flying Movement by 1 point.
- If Flying Movement is reduced to less than 0, the character drops straight down that many Hexes, and may suffer an Impact **[p84]**.

Trait

Although anyone can buy points of Fly, most characters won't be able to use it unless they can fly either naturally or mystically.

By default, Flying is categorised as No Movement. Access to Flying Movement is a Trait **[p59]**.

Fortune *(Special: Open)*

Fortune represents luck, or the favour of the gods. It is usually only possessed by Player Characters and important NPCs. Fortune can be bought like a normal Ability, and can be either positive or negative.

Pool

Levels in Fortune are treated as a pool of points that can be spent whenever the character wishes.

- A character cannot spend Fortune if it is at 0 or less.
- Fortune can be temporarily raised above its normal maximum, or reduced to any amount below 0.
- Fortune is restored to its starting level automatically at the end of each game day (when the character sleeps, or at midnight). This may cause temporary Fortune points to be lost.

Re-Roll

Fortune can be spent whenever the player wishes, as a Free Action. Each point of Fortune spent allows the character to re-roll any one Ability roll.

- More than one point of Fortune can be spent to re-roll a particular Ability.
- A re-roll is treated like a completely new Ability roll.
- The player chooses which roll to keep. They can stick with the original result, or change to any of the other rolls made using Fortune.

If a character has negative Fortune, then anyone they make a roll against can force them to re-roll.

- Forcing someone to re-roll due to negative Fortune will increase their Fortune by 1.
- The opposing player (or GM) gets to choose which roll the unfortunate character keeps.
- The GM must inform the players of any opponents they face who have negative Fortune.
- Another character can spend their Command [p34] on you to cancel points of your negative Fortune that are used against you.

Fortune Teller *(Special: Restricted)*

Fortune Teller may not be available in all settings. It is ineffective at 0, and cannot be taken as a negative.

Prediction

Once per day, a character can roll Fortune Teller against Resistance 2 to make Predictions about upcoming events. The attempt takes five minutes.

The character gains a special Prediction Pool of Fortune [p37] equal to any positive Successes. Each negative Success at a roll of -3 or lower reduces the character's own Fortune by a point.

Pool

As a Limited Action, the character can grant points of Fortune from the Prediction Pool to any adjacent character.

- There is no limit to the number of points that can be granted in a single Action.
- Points can be granted at any time during the day, but must be granted before they can be used.
- The character cannot increase their own Fortune with points from the Prediction Pool.
- Unused points in a Prediction Pool disappear at the end of each game day (at midnight).
- Note that all characters' Fortune is reset to its starting value at the end of each game day (at midnight) [p24].

Gaming *(Mental: Knowledge)*

- Information [p30] – Knowledge of games of chance, calculating odds.

Gaming

Gaming is used to see how successful a character is at a game of chance. The procedure varies depending on the game, and whether anything is being gambled.

Participants in a game usually need to put an equal amount of money into a central pot, which is the prize. All participants make Opposed Gaming rolls. The highest Effect wins the pot. In cases of a tie, the pot may be divided, or it may jackpot into the next round.

Cheating uses Subterfuge [p46].

NUTS & BOLTS

Ability Descriptions

Guide *(Special/Mental: Knowledge)*

Guide is a Special Ability. It is effective at 0. It cannot be taken as a negative.

Map Knowledge

- At 0, Guide allows a character to be familiar with one region of the World Map **[p100]**, which represents where the character grew up.
- Each Level of Guide allows the character to be familiar with one additional region of the World Map.
- You can only buy a Level in Guide if the character has visited every Hex in the region they wish to claim.

The World Map is divided into 20km Hexes. Guide Regions come in three varieties:

- **Area** – A one Hex radius around a central Hex.
- **Path** – Six Hexes in any configuration, usually across difficult terrain or linking settlements.
- **Settlement** – A single Hex containing a settlement.

Local Expert

While in a World Hex covered by a character's Map Knowledge, they enjoy certain advantages.

- Reduce the Movement Cost **[p101]** of the Hex by 1 (to a minimum of 1).
- The character cannot become Lost **[p112]**.
- A +1 Bonus applies to Hunting **[p38]**, Fishing **[p36]**, and Survival **[p46]** Ability rolls.
- If the Guide Region is a Settlement, the character receives a +3 Bonus to Streetwise **[p45]** Ability rolls in that Settlement.

Gunnery *(Physical: Manipulation)*

- **Attack [p72]** – Used for Attacks with heavy weapons including grenade launchers, flamethrowers, rockets, missiles, and firearms greater than 12.7mm.

Shooting **[p44]** *is used for lighter firearms.*

Hunting *(Mental: Skill)*

- **Damage [p72]** – Used to make Damage rolls with Bows **[p174]** and Spears **[p182]**, as well as some other hunting weapons.

Food

Hunting is used to catch animals, which will add to the character's food supply.

- Hunting can only be attempted on land or in the air.
- Hunting takes 12 hours; less time will proportionally reduce the number of animals caught.
- Hunting while Travelling **[p114]** increases the cost of Movement by 1 per Hex, and halves the number of Successes.

The Resistance depends on the Terrain **[p101]** being hunted in (see the table below). Modifiers depend on the equipment used. Each Success yields one Ration.

Hunting Conditions	Resistance
Jungle	2
Forest	3
Light	4
Sparse	5
Arid	6
Frigid	7

Hunting Equipment	Modifier
Ranged Weapon	+0
Hands or Close Combat Weapon	-2

Tracking

Hunting can be used to find and follow tracks left by animals or people.

Several rolls may be required to keep following a long trail. The roll may be against a Resistance of 0, or against a Stealth roll made by the character being followed. Modifiers depend on the ground, weather, other activity in the area, and age of the tracks.

Success indicates that the tracks can be followed until the situation changes.

NUTS & BOLTS

Ability Descriptions

Languages *(Special/Mental: Knowledge)*

Languages can be bought like a normal Ability, but there is a different effect for having positive or negative Levels.

The Languages Ability is upgraded incrementally, by spending 1 XP at a time.

Specialisation

Languages are improved slightly differently than other Abilities. Each individual Language or Alphabet is rated in Sub-Levels.

- With Languages 0, a character can speak and read their native language. This is the equivalent of Sub-Level 5 in both Language and Alphabet. It's also possible to start with fluency in two spoken Languages, but without the ability to read.
- Spending 1 XP in Languages lets you add a Sub-Level to any one spoken Language or written Alphabet. The character must have had recent exposure to or training in that language or writing system. The GM may limit the frequency that XP may be spent in Languages to reflect learning time.
- A Sub-Level of 1 indicates rudimentary knowledge, while a 5 means the character is fluent.
- Every 10 Sub-Levels of languages and alphabets forms a single Level of the Languages Ability, which is worth 1 Threat **[p57]**.

Incomprehension

If a character has a negative Languages Ability, they cannot speak or understand any language. They can only communicate through mime and crude noises, and must use Acting **[p31]** to make themselves understood.

Looks *(Physical: Innate)*

Looks is mostly used as a gauge of how physically attractive the character is to members of their own or a related Race.

- **Craft [p30]** – Make yourself look good by dressing up and taking care of your appearance.

Magic *(Special: Restricted)*

Magic is the knowledge of and ability to cast Spells.

Magic may not be available in all settings. Even when it is available, its usage may be restricted. Magic is ineffective at 0, and cannot be taken as a negative.

Variants

In some settings, there is more than one type of Magic. Variations of Magic may work differently, and have access to different sets of Spells.

Each type of Magic must be bought as a separate Ability. Characters can often learn more than one type of Magic, but sometimes this may be restricted by Race or some other factor.

Spells **[p123]**

Magic is often used to learn and cast Spells. The character's Level in Magic usually limits their range of magical knowledge.

Magic is generally used to determine a Spell's effectiveness when cast.

Mana *(Special: Restricted)*

Mana is a power source for Spells.

Mana may not be available in all settings. It may only be usable by certain Races or special individuals. Mana is ineffective at 0, and cannot be taken as a negative.

Variants

In many settings, there is more than one type of Mana. Each type of Mana is used to power a different type of Magic. Each different type of Mana must be bought as a separate Ability, and creates its own Mana Pool.

Pool

- A character can't spend Mana if it is at 0.
- Mana can be temporarily raised above its normal maximum. It cannot be reduced below 0.
- Mana is restored to its starting level once per game day, if the character sleeps for 6 or more hours. This may cause temporary Mana points to be lost.

Spells **[p123]**

Mana is required to power Spells.

Mana may be used to determine the Range, Area, Duration, and other parameters of a Spell. Whenever Mana is used in this way, use the character's maximum Mana value, not their remaining points.

Medical *(Mental: Skill)*

First Aid

Medical can be used to perform First Aid on yourself or a willing adjacent character. First Aid takes a Limited Action. A character can only receive one First Aid attempt per day; once performed, mark off the first-aid cross near Health on their character sheet.

- Make a Medical roll with a Resistance of 0.
- The affected character restores 1 Health per Success (or loses a point of Health for each negative Success on a roll of -3 or less).
- Medical kits **[p161]** or facilities may provide Bonuses.

If a character uses any Actions the Turn after receiving First Aid, they immediately remove any benefits they got from the First Aid roll. They may still Avoid and use Free Actions.

Specialisation

Each positive Level of Medical allows the character to select one area of Specialisation.

- Roll normally when making a roll related to an area of Specialisation.
- A -5 Modifier applies to areas not covered by a Specialisation.
- First Aid is not a Specialisation, so characters can always attempt First Aid without this Penalty.

Medical Specialisations		
Paramedic	Pharmacy	Physical Therapy
Psychology	Surgery	
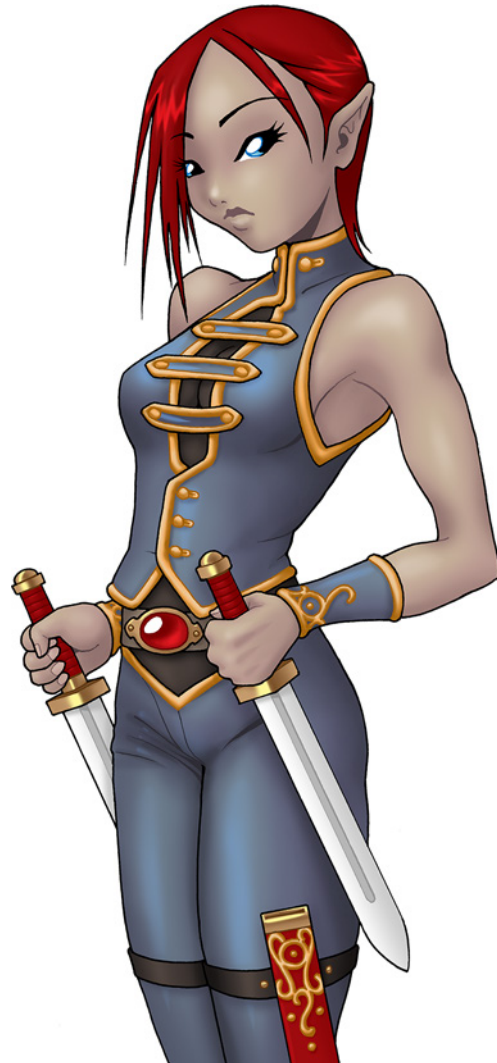
Melee *(Physical: Manipulation)*

The skill of wielding weapons in close combat.

- **Attack [p72]** – Used to make Attack rolls with many weapons including Swords **[p173]**, Staves **[p172]**, Spears and Polearms **[p182]**. It is also the default Ability for Thrown Attacks **[p81]**.
- **Damage [p72]** – Occasionally used to make Damage rolls with weapons requiring finesse, such as whips and chains **[p183]**.

Catching Small Objects

Melee or Unarmed can be used to try and catch objects thrown at or near the character. Catching a thrown weapon will automatically cause Damage against the Arms. You may make a Catch attempt once per Turn, even when it is not your go.

This is an Opposed Roll against a Resistance equal to the Attack. If the throwing character wants the object to be caught, then it is against the Attack roll x -1.

If the roll succeeds, the object is caught.

NUTS & BOLTS

Mining *(Mental: Skill)*

- **Navigation [p42]** – Substitute for Navigation when underground. Can also gauge whether you are travelling on a slope, depth underground, and whether tunnels will meet up.

Excavation

Mining is used to move earth of all types, either to dig a hole or make a tunnel.

- Make a Mining roll, with the Resistance depending on the substance being excavated (see table).
- If not using the proper tools (pickaxe, shovel, spade), the roll is at -4. You can't use a tool that's softer than the substance.
- Over an 8 hour period, you can excavate 8 cubic metres, plus (or minus) the number of Successes.
- Digging costs 3 Endurance **[p55]** for every 8 hours of work.

Excavated Substance	Resistance
Sand, Mud	0
Normal Dirt, Loose Gravel	2
Packed Earth, Clay	4
Soft Rock (Sandstone)	6
Hard Rock (Granite)	8

- *An entire Hex is 8m³.*
- *A 1m wide by 2m tall tunnel through a Hex is 4m³.*
- *A 1m by 1m crawlspace through a Hex is 2m³.*

Chris wants to make a wide tunnel through sandstone, so she'll be making a 2m by 2m hole.

The first day, she rolls really well and gets a 9. That's 2 Successes against Sandstone's Resistance of 6, so she digs out 10m³ – one Hex and a bit.

The next day, she only rolls a 4. Against a 6, that's -1 Success, so she only manages 7m³. That's enough to get her the rest of the way through the next Hex, and just started on the one behind it.

Ore Processing

Mining is used to extract precious stones from rocks, and to separate metal ores from surrounding material.

*Artisan **[p32]** is used to cut precious stones into gems. Smelting ores into pure metals is covered by Construction (Metalwork) **[p35]**.*

Underground Survival

Mining can be used to notice and avoid or survive underground hazards such as weak tunnels, unstable structures, gas, dead-air pockets and cave-ins.

Mountaineer *(Mental: Skill)*

- **Navigation [p42]** – Substitute for Navigation when in Mountains, Volcanoes, or Impenetrable Mountains.

Mountain Survival

Mountaineer can be used to notice, predict and avoid or survive hazards in mountainous terrain such as landslides and avalanches.

Move *(Physical: Mobility)*

- **Movement [p56]** – Used to determine Walking Movement Rate.
- **Escape [p71]** – Used to withdraw from combat on the ground. Characters incapable of Walking can't oppose this escape.
- **Travel [p113]** – Characters can walk across the World Map.

Movement Modifiers add to the cost of entering a Hex. There are different Walking Movement Modifiers for Battle Maps **[p66]** and World Maps **[p101]**. The Weather **[p107]** also occasionally affects Walking Movement.

Move Rolls

When the character's Walking Movement Category **[p56]** requires a roll:

- Make a Move roll against a Resistance of 0, and apply any Penalties.
- If the roll succeeds, the character can Walk as usual.
- Each negative Success reduces Walking Movement by 1 point.
- If Walking Movement is reduced to 0 or less, the character can't Walk.

Trait

By default, Walking is categorised as Regular Movement. Some Races may have poorer ground mobility, which will be represented as a Trait **[p59]**.

NUTS & BOLTS

ABILITY DESCRIPTIONS

Music *(Mental: Skill)*

- **Performance** [p30] – Play a variety of musical instruments, read music.

Specialisation [p29]

Each positive Level of Music allows the character to choose one specific instrument as a Specialisation.

Gain a +1 Bonus when making a roll with a Specialised instrument. A normal roll is made with instruments not covered by a Specialisation.

Navigation *(Mental: Knowledge)*

- **Getting Lost** [p112] – Used to avoid Getting Lost on the World Map.

Cartography

Navigation allows a character to draw maps. They must visit every World Hex in the area they wish to map, then make a roll against Resistance 4.

Success allows the character to produce a detailed scale map of the researched area, which provides a +2 Bonus to Lost rolls.

Map Recognition

Navigation allows a character to identify locations on Maps and integrate them into the Players' Map. Success is automatic if an obvious feature on the Map is a known location or landmark, otherwise the character must roll against Resistance 4.

Success allows the character to figure out if they are right or not. If they are correct, the GM can integrate the Map into the Players' Map.

Pilot *(Physical: Manipulation or Mobility)*

- **Attack** [p72] – Used to make Attack rolls when ramming a vehicle into something.
- **Avoid** [p73] – Used as the basis for a vehicle's Avoid.

Variants

There are actually many different Piloting Abilities for different types of vehicle [p184]. Each must be purchased as a separate Ability.

Each Pilot Ability is used to perform manoeuvres with a particular type of vehicle. It might also be used to determine a vehicle's Movement rate.

Pilot Type	Vehicle Types
Aeroplane	Fixed wing aircraft including gliders, prop-driven planes, and jets.
Balloon	Hot air balloons, Zeppelins.
Bike	Bicycles, motorbikes, trikes, quad bikes.
Driving	Cars and trucks.
Hover	Hovercraft, helicopters, and vector thrust vehicles.
Mecha	Power armour and giant robots.
Power Boat	Motorboats, jet boats, and jet skis.
Rail	Trains, monorails, and trams.
Sailing	Wind or oar powered vessels.
Ship	Cruise liners, cargo ships, and large modern naval vessels.
Spaceship	All types of space-going vessel.
Submarine	Submarines, diving bells, and mini-subs.
Tracked	Tracked construction vehicles, tanks.

Politics *(Mental: Innate)*

- **Information** [p30] – Analyse group dynamics, find out who is really in charge, predict reactions.

Influence

Politics may be used in a similar manner to Charm [p33]. You can attempt to influence a group of people by giving a speech. You can also try to convince an individual to follow a particular course of action, but only when it relates to a group of which you are both members.

Influence requires a Politics roll against the audience's Wits. Modifiers depend on how much they trust you.

If the Politics roll succeeds then the suggestion will be received favourably, although it does not guarantee that the audience will agree or go along with it.

Programming *(Mental: Knowledge)*

Programming

At its most basic, Programming is the ability to break down tasks into basic, step-by-step instructions. It can be used to write a computer program, or it may be paired with Engineering **[p35]**, Tech **[p47]**, or Security **[p44]** to create an automated mechanism.

The player must summarise what the program is supposed to do. The Resistance depends on the size and complexity of the program. If the roll succeeds, then the program will function as intended.

Hacking

If computers are available, Programming can be used to bypass some electronic security systems. The Resistance will either be based on the security level of the system, or the Programming roll of an opposing character.

If the roll succeeds, then electronic security has been bypassed and the Hacker has access to the system.

Programmed mechanical devices must be overcome using Engineering **[p35]**, *Security* **[p44]**, *or Tech* **[p47]**.

Restraints *(Physical: Manipulation)*

The Restraints Ability is used to bind or cuff people or objects, and also to escape bonds.

Binding

A character must give their permission or be subdued before they can be bound.

The Restraints roll represents the security of the binding. Modifiers depend on the time taken and the material used, with no Modifiers for three Double Actions using coarse rope.

Escaping

An escape attempt is a Double Action, but repeat attempts are limited. This is a Restraints roll, with the Resistance equal to the Restraints roll made to bind the character. A +2 Modifier applies if at least one hand is free.

Success means that the character escapes. Failure imposes a time limit until the next attempt can be made, depending on the number of negative Successes (see the table below).

Successes	Try again...
0	next Turn
-1	in 3 Minutes
-2	in 30 Minutes
-3	in 3 Hours
-4	in 12 Hours
-5	Never – cannot escape.

Ride *(Physical: Mobility)*

Ride is used to mount and command various beasts as a means of transport. No roll needs to be made if the mount is properly trained and the situation is calm.

A mounted character can use a Standard Action to move, using any of their mount's Movement types.

- Mounting usually takes a Standard Action, although an Acrobatics roll against a Resistance of 4 allows you to mount for 1 point of Movement.
- You can use any of a mount's forms of Movement, providing it's capable of carrying you.
- You can't use your own Movement unless you dismount (costing 1 point of Movement).

Stunt

A Ride roll is required if a stunt or special manoeuvre is being attempted, such as a jump, or standing up on the mount.

- The Resistance depends on the difficulty of the stunt. A -2 Modifier applies if riding without a harness and saddle.
- If the roll succeeds, so does the stunt.
- Ride has its own Critical Failure table **[p90]**.

Riding in Combat **[p71]**

Instead of using both their own Actions to move the Mount, the rider can spur their mount to Sprint while attempting an Action of their own. This is a Stunt with a Resistance of 4.

Controlling an unmounted animal uses Animals **[p31]**.

NUTS & BOLTS
ABILITY DESCRIPTIONS

Scholar *(Mental: Knowledge)*

- **Information [p30]** – General knowledge; current events, history, science, and other subjects.

Specialisation [p29]

Each positive Level of Scholar allows the character to select one area of Specialisation.

Gain a +1 Bonus when making a roll related to an area of Specialisation. A normal roll is made in areas not covered by a Specialisation.

Scholar Specialisations		
Archaeology	Astronomy	Biology
Chemistry	Computer Use	Geology
Geography	History	Mathematics
Physics	Quantum Phys.	Research
Special Topic	Trivia	

Security *(Mental: Skill)*

- **Information [p30]** – Capabilities of a security system, determining likely security responses.

Security Sweep

A Security roll can detect the presence of traps or hidden switches in a one-Hex area, requiring a Double Action. A single roll can be made for a larger area if there is enough time for a thorough search. The Resistance depends on how well the mechanisms have been concealed.

Securing

Security is used to design and install various security systems including locks, alarms, traps, and surveillance devices.

Building a system may also need a Craft roll, such as Engineering [p35] or Construction [p35]. The Resistance depends on the size and complexity of the system. Modifiers depend on time, and the quality of materials and equipment.

A successful system establishes a Resistance equal to the total Security roll. This can be overcome with a Bypass attempt.

Bypassing

Security is used to bypass, disarm, or disable security systems including picking locks, cracking safes, disarming traps, and evading surveillance devices.

This is an Effect roll against the system's Resistance, and takes at least a Limited Action. Modifiers depend on available tools.

Success means that the system has been bypassed or disabled. A Critical Failure will set off an alarm or trap, or jam a lock.

Seduction *(Mental: Innate)*

The character can attempt to seduce someone. This may not work on characters who are unfriendly, have conflicting sexual preferences, or are in a committed relationship.

The Target may resist with Willpower.

If the Seduction roll succeeds, then the character being seduced will tend to view the attempt favourably, and be open to suggestion.

Charm [p33] is used to persuade characters of a course of action, or to view you favourably.

Shooting *(Physical: Manipulation)*

- **Attack [p72]** – Used to make Attack rolls with firearms including pistols and rifles [p177], and shotguns [p181].

Gunnery [p38] is used for heavy weapons, and any rifles above 12.7mm.

Singing *(Mental: Skill)*

- **Performance [p30]** – Sing well, in tune and in time, and emotionally move the audience.

ABILITY DESCRIPTIONS

Stealth *(Physical: Innate)*

The character can attempt to conceal their presence, either by hiding or moving quietly.

You can't try to hide from or sneak up on a character who knows where you are. Line of sight must first be broken.

Make a Stealth roll at the start of each Turn, which establishes your Resistance to being found. The same roll can be kept if the situation doesn't change. Modifiers depend on Visibility [p88], cover [p73], speed of movement, clothing, footwear, and the surface being moved over.

Visual Stealth Conditions	Modifier
Standing in the open	-4
Crouching in the open Standing against a wall	-2
Crouching against a wall	0
Partial Cover (less than 50%)	+2
Full Cover (more than 50%)	+4
Silhouetted profile	-2
Gaudy clothing	-2
Everyday clothing	0
Camouflaged clothing	+2
Running or Leaping	-4
Walking	-2
Sneaking (+1 Movement per Hex)	0
Staying still	+2
Visibility Modifiers [p88]	+Modifier

Pick one appropriate Modifier from each grouping.

Auditory Stealth Conditions	Modifier
Hard-soled shoes	-2
Bare feet	0
Soft-soled shoes	+1
Noisy Surface (gravel, leaves, water)	-2
Hard Surface (wood, stone, tiles)	-1
Soft Surface (grass, earth, sand)	0

Auditory Stealth Modifiers only apply when moving.

Any potential observers can make Wits rolls, once per Turn. If a Wits roll succeeds, the sneaking character has been noticed.

Wits Conditions	Modifier
Asleep	-4
Guard down, trusting	-2
Unconcerned, neutral	0
Alert, concerned	+1
Certain of trouble, actively searching	+2
Rear	-4
Flanks or above	-2
Sides or below	0
Front	+2

Ambush

If a Stealth roll made just before an Attack beats the target's Wits roll by 5 or more, then the defender is unaware of the Attack and cannot roll to defend – they can only Avoid [p73] using their base Ability Level.

If the Stealth roll beat the target's Wits roll by 10 or more, the defender doesn't get to make a Toughness roll either; they resist the Damage using only their basic Toughness and Armour values.

Streetwise *(Mental: Knowledge)*

- **Information [p30]** – Locating goods, services and information in a city. Finding the people who can get you what you want.
- **Navigation [p42]** – Substitute for Navigation in a City, Metropolis or Urban Sprawl.

Urban Survival

Streetwise can be used to live on the street. It can be used to beg, scavenge food and other items, and find shelter. It can also be used to notice and avoid dangerous situations such as dark alleys, suspicious people, and less reputable areas.

NUTS & BOLTS

Strength *(Physical: Innate)*

- **Attack [p72]** – Used to make Attack rolls with axes, picks and hammers **[p172]**.
- **Damage [p72]** – The default Ability used to make Damage rolls. It is used for unarmed and natural weapons **[p183]**, most knives and swords **[p173]**, polearms **[p182]**, and many other weapons.
- **Carry [p54]** – Determines Carry.
- **Wrestling [p75]** – Strength or Unarmed **[p48]** can be used when struggling for control of a Grapple.

Subterfuge *(Physical: Manipulation)*

- **Performance [p30]** – Stage magic, card tricks, sleight-of-hand, misdirection.

Sleight-of-Hand

Use a Limited Action to move, steal, or pickpocket items within one Hex while in plain sight.

Make a Resisting Subterfuge roll against the Wits rolls of any observers. Modifiers may apply depending on how much the observer trusts the character. If the items are on an observer, that observer gets a +2 Bonus. If the items are on the character performing Sleight-of-Hand, they receive a +2 Bonus.

Any Wits rolls that beat Subterfuge will notice the Sleight-of-Hand.

Stealth [p45] is the Ability used to act covertly without being seen at all.

Cheating

Subterfuge can be used to cheat at games of chance.

One Cheat attempt can be made for each round of the game. This is a Resisting roll against any observers' Wits. Modifiers apply for trust.

If any Wits rolls succeed, they notice the Cheating.

If nobody notices the Cheating, the character gains a Bonus to Gaming equal to the negative Successes the highest Wits roll generated against their Subterfuge.

Gaming [p37] is the Ability to play games well.

Survival *(Mental: Skill)*

- **Information [p30]** – Nature and wilderness survival.
- **Exposure [p116]** – Resist the effects of hot or cold environments.
- **Navigation [p42]** – Substitute for Navigation in a Forest, Jungle or Swamp.

Food

Survival can be used to forage for edible things in the wild – vegetables, fruit, berries and nuts, honey and insects.

- Foraging can only be attempted on land or in the water.
- Foraging takes 12 hours; less time will proportionally reduce the amount of food found.
- Foraging while Travelling **[p114]** increases the cost of Movement by 1 per Hex, and halves the number of Successes.

The Resistance depends on the Terrain **[p101]** being foraged (see the table below). Each Success yields one Ration.

Foraging Conditions	Resistance
Jungle	2
Forest	3
Light	4
Sparse	5
Arid	6
Frigid	7
Coral Reef	2
Reef	3
Coast, River or Stream	4

NUTS & BOLTS

ABILITY DESCRIPTIONS

Swim *(Physical: Mobility)*

Characters can Swim both horizontally and vertically through the water.

- **Movement [p56]** – Used to determine Swimming Movement Rate.
- **Escape [p71]** – Used to withdraw from combat in liquids. Characters incapable of Swimming can't oppose this escape.
- **Travel [p113]** – Characters can swim across the World Map.

Swimming Conditions	Move Mod
Against a current	+1
Against a strong current	+2
Calm (Wind 3 [p107] or less)*	0
Choppy (Wind 4 or 5)*	+1
Rough (Wind 6 or 7)*	+2
Violent (Wind 8 or more)*	+3
Cold (Temperature 0 or -1 [p107])	+1
Freezing (Temperature -2 or less)	+2

* Wind only affects Swimming if on the surface.

Swimming Rolls

When the character's Swimming Movement Category **[p56]** requires a roll:

- Make a Swim roll against a Resistance of 0, and apply any Penalties.
- If the roll succeeds, the character can Swim as usual.
- Each negative Success reduces Swimming Movement by 1 point.
- If Swimming Movement is reduced to less than 0, the character sinks straight down that many Hexes.
- Submerged characters may need to Hold Their Breath **[p84]**. Going under due to a failed Swim roll is usually an 'unexpected' Holding of Breath.

Trait

By default, Swimming is categorised as Slow Movement. Some Races may have better or poorer fluid mobility, which will be represented as a Trait **[p59]**.

Tech *(Mental: Skill)*

- **Craft [p30]** – Design and build complex electronic, computerised or futuristic devices.
- **Repair [p30]** – Fix broken technological devices.

Specialisation [p29]

Each positive Level of Tech allows the character to select one area of Specialisation.

Roll normally when making a roll related to an area of Specialisation. A -5 Modifier applies to areas not covered by a Specialisation.

Tech Specialisations		
Astro	Communication	Computer
Cryo	Cybernetics	Electronics
Genetics	Jet Engine	Nuclear
Robotics	Temporal	

NUTS & BOLTS

Toughness *(Physical: Innate)*

- **Physical Resistance [p74]** – Used to resist physical Damage.
- **Damage [p72]** – Usually used to make Damage rolls for axes and bludgeons [p172].
- **Endurance [p55]** – Determines Endurance. Endurance is always equal to Toughness + 5.
- **Natural Healing [p24]** – Determines how quickly an injured character regains Health.

Unarmed *(Physical: Manipulation)*

- **Attack [p72]** – Used to make Attack rolls when unarmed, or with natural weapons [p183].
- **Damage [p72]** – Occasionally used to make Damage rolls for Grappling weapons.
- **Wrestling [p75]** – Unarmed or Strength [p46] can be used when struggling for control of a Grapple.
- **Catching Characters [p84]** – Unarmed or Acrobatics [p31] can be used to catch people who are about to collide with you.

Catching Small Objects

Unarmed or Melee [p40] can be used to try and catch objects thrown at or near the character. Catching a thrown weapon will automatically cause Damage against the Arms. You may make a Catch attempt once per Turn, even when it is not your go.

This is an Opposed Roll against a Resistance equal to the Attack. If the throwing character wants the object to be caught, then it is against the Attack roll x -1.

If the roll succeeds, the object is caught.

Weaponsmith *(Mental: Skill)*

- **Craft [p30]** – Creation of any type of weapon that is readily available in the setting.
- **Repair [p30]** – Fix broken weaponry.

Willpower *(Mental: Innate)*

Mental Resistance

Willpower is used to resist the effects of many things, including but not limited to:

- Charm [p33] when Haggling.
- Seduction [p44] when being Seduced.
- Willpower when being Intimidated.
- Many Mystical effects [p123].

Intimidation

To intimidate another character, make a roll against their Willpower. Modifiers depend on the power or helplessness of each character.

If your roll succeeds, the other character is inclined to believe that you will follow through on threats if they don't do what you want.

Wits *(Mental: Innate)*

- **Initiative [p68]** – Used to determine the order in which characters act during conflict.
- **Avoid [p73]** – Occasionally used to avoid Attacks that target the senses.

Notice

Wits is used to find concealed objects or characters, to perceive details, or to notice hidden or stealthy activity.

This may be against static Resistance based on the difficulty of noticing an object, or it may be against a Resisting Stealth or Subterfuge roll. Modifiers depend on Visibility [p88], cover [p73], and other sensory hindrances.

If the Wits roll succeeds, then the item, detail, character or event has been noticed.

NUTS & BOLTS

ATTRIBUTES

Attribute	Page
Health	[p49]
Structure	[p50]
Size	[p51]
Hit Locations	[p53]
Carry	[p54]
Endurance	[p55]
Movement	[p56]
Threat	[p57]
Ranking	[p58]

Health

Health represents how much physical damage a character can take.

All human characters, and most non-human characters, have 6 points of Health. This does not normally increase as a character Advances.

Some Races may have more or less Health as part of their Racial Modifiers. Creatures often have different Health values.

Health is a Trait [p59] worth Threat [p57] equal to Health -6.

Static Health

In **PowerFrame***, the amount of damage a character takes depends on their Toughness and Armour. A tougher character will take less damage from the same blow than a weaker one.*

Because the damage varies with Toughness, it would be double-dipping the system for Health to also increase as a character Advances.

Increasing Health

Despite the above discussion, it is possible to have the characters' Health increase as they Advance if the GM wishes.

For every 10 points of Progress [p57], a character is allowed to buy an extra point of Health with one of their Advances as though Health were an Ability. Once the character qualifies for such an Advance, it can be bought at any time.

Therefore, a character with 10 Progress could have a Health of 7. A character with 30 Progress or more could have a Health of up to 9.

Extra Health counts towards Progress and Threat.

Losing Health

When a character is harmed, their Health is reduced. This loss is temporary, and can be restored with various forms of healing.

Characters will remain conscious as long as their Health is greater than 0, and can move and act without penalty even if they have lost a lot of Health.

Unconscious

If their Health drops to 0 or lower, a character will fall Unconscious. They will normally fall Prone [p80], and cannot do anything until their Health is restored to 1 or more.

Dying

When a character's Health drops to a negative number that is greater than half their maximum Health (usually less than -3), they are Dying.

- A Dying character loses 1 Health at the end of each of their Turns.
- Dying characters can still be healed. If their Health returns to the safe Unconscious level, then they are no longer Dying.

Dead

When a character's Health drops to a negative number that is greater than their maximum Health (usually less than -6), they are Dead.

Dead characters cannot be healed. Restoring them to life requires Resurrection magic or high-tech medical procedures.

Restoring Health

Lost Health can be restored in a variety of ways, but it cannot go above its maximum value under normal circumstances. Some magic and technology may be able to raise a character's Health above its normal maximum.

- Characters get a chance to heal naturally [p24] by sleeping.
- Characters may receive First Aid [p40] once a day.
- Some equipment [p16l] gives Bonuses to Health-restoring rolls, and some restore Health directly.
- Some Spells [p136] can be used to restore Health.

Structure

Objects and some creatures do not have Health. They do not fall unconscious or die in the regular sense. Instead, things like this have Structure.

Structure works in much the same way as Health, except that when it reaches 0 the object or creature is immediately disabled. It will be completely destroyed if Structure drops to a negative value greater than half its maximum Structure.

- Most Physical Damage effects that cause Health loss will also cause Structure loss in the same way.
- Some effects can cause Health loss but do not affect Structure, such as Poison or Strangling.
- Characters usually have Health or Structure, but rarely both.
- Like Health, Structure is worth Threat equal to Structure -6.

Repairing Structure

Structure does not heal naturally, nor can it be fixed with medical attention.

Instead, lost Structure must be repaired. The Ability used to do this will vary depending on what the object or creature is made out of – it may require Artisan, Construction, Engineering or Tech.

Some Spells also have the ability to restore Structure.

Combining Health and Structure

Some advanced rules, such as cybernetics, may allow one character to have both Health and Structure at the same time. This is usually because a character with Health has replaced some of their body with artificial parts. While future rules supplements may contain alternative methods for dealing with combined Health and Structure, here are some basic guidelines:

- *For each Hit Location [p53] replaced with artificial parts, reduce Health by 1.*
- *The character usually gains 2 Structure for each point of Health replaced, but this may vary.*
- *Artificial parts may have their own Toughness.*
- *Hits to Structure-based Locations first reduce Structure, with any excess coming off Health, and vice-versa. The separation mainly just affects healing and repair.*
- *When Health and Structure are both at 0 or below, the character falls unconscious. Apply further damage to Health. Dying and Dead thresholds are the same as for their original Health total.*

NUTS & BOLTS

ATTRIBUTES

Size

Size measures the physical bulk of a character, creature or object. An average Size of 0 is the size of an average human – between 1 and 2 metres tall.

Size affects the following Attributes:

- Health values [p49] in the table are average for a character of that Size, but Size does not modify Health directly.
- Size and Strength determine Carry [p54]. Multiply Strength by the first value, then add the second value.
- All Movement Rates [p56] add half a Hex for each point of Size. If Size is negative, this can't reduce a Movement Rate below half a Hex.
- Bigger characters eat more. A Ration is enough food for a Size 0 character for one day.
- Size is a Trait [p59] with Threat [p57] equal to Size.

Size is always added to Abilities in the following situations:

- Add Size to Strength when trying to perform a feat of strength against a static Resistance.
- Add Size to Strength or Toughness when resisting a Physical Effect (such as Damage or Pushing) that is not based on an Ability *(crossbows, firearms, traps)*.

Otherwise, during the game you'll only need to pay attention to Size if you defend against a character who is larger or smaller than you.

Size Differential

Whenever two characters of different Size are fighting each other, or one is trying to hide from the other, the defending character must modify their rolls. The Modifier is equal to the acting character's Size minus the defender's Size.

- The defender adds the Size Differential to their Avoid rolls.
- The defender subtracts the Size Differential from Strength or Toughness when resisting a Physical Effect (such as Health loss or Pushing) that is based on an Ability.
- The sneaking character adds the Size Differential to their Stealth rolls.

Soggy is a Yeti with Size 2. When Chris snowboards down his mountain, Soggy tries to hide by rolling Stealth against Chris' Wits. Soggy applies a -2 Modifier because he is larger, and Chris notices him.

Chris stops to take pictures, and Soggy attacks her in confusion. Chris gets +2 to Avoid because she's a smaller defender – but if she does get hit, she'll get -2 to her Toughness when resisting the damage.

Chris tries to push Soggy away. Soggy gets -2 to Avoid since he's a big target – but he gets +2 to his Strength roll to prevent himself being moved anywhere.

Size	Name	Dimensions	Examples	Avg. Health	Carry	Rations
-5	Minuscule	< 0.05 m	Beetle	1	Strength x1 +0	0
-4	Tiny	0.05 to 0.1 m	Mouse, Cockroach	2	Strength x1 +1	0
-3	Little	0.1 to 0.25 m	Rat	3	Strength x1 +2	1/8
-2	Small	0.25 to 0.5 m	Cat	4	Strength x1 +3	¼
-1	Medium	0.5 to 1 m	Dog	5	Strength x1 +4	½
0	Average	1 to 2 m	Human	6	Strength x1 +5	1
1	Large	2 to 3 m	Horse	8	Strength x1.5 +6	2
2	Huge	3 to 5 m	Rhino, Hippo	10	Strength x2 +7	4
3	Enormous	5 to 8 m	African Elephant	12	Strength x2.5 +8	8
4	Gigantic	8 to 13 m	Orca	16	Strength x3 +9	15
5	Gargantuan	13 to 21 m	Humpback Whale	20	Strength x3.5 +10	30
6	Colossal I	21 to 34 m	Blue Whale	25	Strength x4 +11	60
7	Colossal II	34 to 55 m	–	30	Strength x4.5 +12	120
8	Colossal III	55 to 89 m	–	40	Strength x5 +13	250
9	Colossal IV	89 to 144 m	–	50	Strength x5.5 +14	500
10	Colossal V	144 to 233 m	–	60	Strength x6 +15	1000

NUTS & BOLTS

Size -1

Goblin

Size 0

Human Warthog Wolf Pig Lion Wild Boar Green Sea Turtle Black Bear

Size 1

Minotaur Ostrich Cow Horse Dromedary Camel Leatherback Turtle Komodo Dragon Brown Bear Siberian Tiger Polar Bear

Size 2

Alligator Bottlenose Dolphin

Crocodile Black Rhino Asian Elephant Giraffe Manticore Utahraptor Great White Shark

Size 3

African Elephant

Size 4

Orca

Dragon

Size 5

Humpback Whale

Size 6

Blue Whale

1 metre squares

Hit Locations

Hit Locations are used to determine where an Attack to Wound or Subdue **[p74]** has struck a character. They are also used when equipping Armour **[p162]**.

- You only need to know the precise Hit Location if the Target's Armour isn't uniform all over, or if you are using the Critical Hit system **[p91]**.
- You normally roll for the affected Hit Location randomly, unless the attacker declared a Called Shot **[p79]**.

Humanoid characters and most animals share the same basic set of six Hit Locations. They are deliberately skewed towards the centre of body-mass.

1	2	3	4	5	6
Head	Chest	Stomach	Hips	Arms	Legs
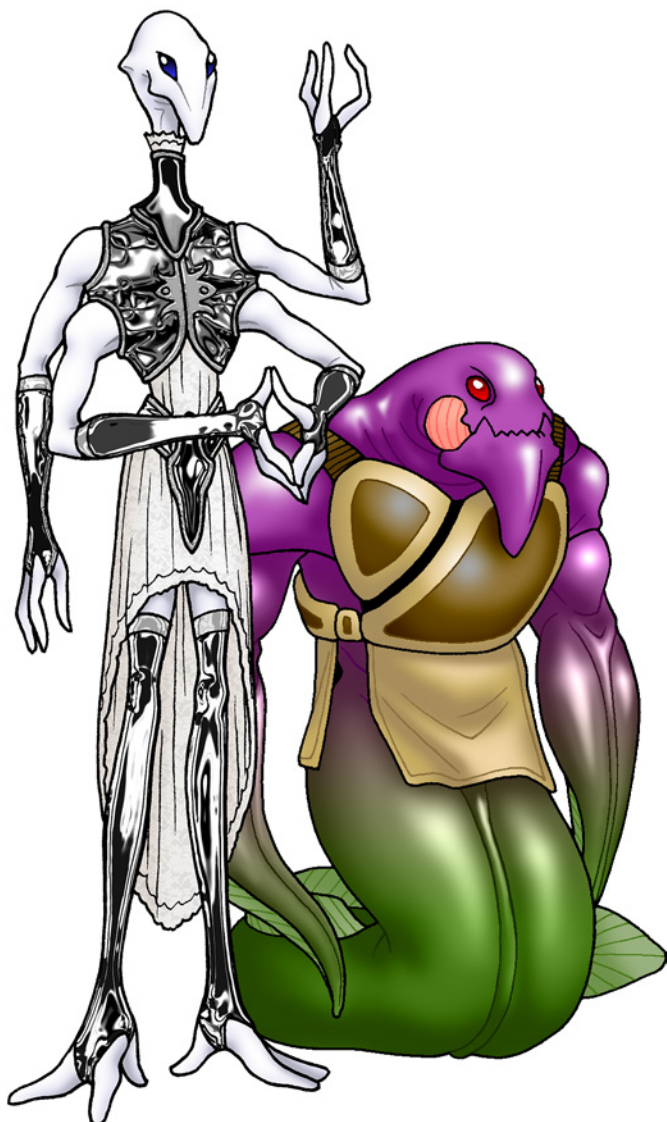
Variant Hit Location Tables

Some races and creatures may have unusual anatomy that demands a unique set of Hit Locations. In addition to the default Locations, there are two other types:

Tails are only considered a Hit Location if they form a significant part of the character's anatomy, such as that of a lizard. Small tails such as those of a lion, rabbit, or even a monkey, are usually considered part of the Hips. Tails can also represent large fins on aquatic creatures.

Wings need their own Hit Location if the character has wings instead of arms, or if the wings are large. If the character also has arms, then the wings may be considered part of the Chest.

The following is an example Hit Location table for a Winged Serpent.

1	2	3	4	5	6
Head	Chest	Stomach	Hips	Wings	Tail

Extended Hit Location Tables

To make a Hit Location table with more than six Locations, split the six main Locations into smaller pieces. To pick a random Location, roll one die for the top number, and a second die for the side number.

The following is an example extended Hit Location table for a dragon-folk.

	1	2	3	4	5	6
1-3						
4-6						

You can keep breaking down the grid until the Locations are arranged as evenly as possible.

The following is an example extended Hit Location table for a dragon.

	1	2	3	4	5	6
1-4						
5						
6						

NUTS & BOLTS

Carry

This Attribute describes how much a character can carry before being slowed down by the weight.

The weight and bulk of all equipment is rated in Encumbrance (Enc). Each point of Carry allows the character to carry 1 point of Enc without Penalty.

- Carry is determined by Strength and Size [p51].
- Multiply Strength by the first value, then add the second value.
- For a regular Size 0 human, Carry is equal to Strength x1 +5.

Burden

If a character lifts more Encumbrance than their Carry, then they will be affected by a Burden Penalty.

- One point of Burden is applied when Encumbrance becomes greater than Carry.
- An extra point of Burden is applied each time the character's Encumbrance exceeds a multiple of their Carry.
- Burden affects all Manipulation and Mobility Abilities, as well as Skill Abilities where Manipulation is required [p27].
- If a character has 6 or more points of Burden, then they cannot move or do anything except drop items.
- Being Burdened for a long time may begin to drain Endurance. [p55]

Alex is a human with a Strength of 0. His Carry is equal to Strength+5, so he has a Carry of 5.

Alex can carry up to 5 points of Enc without being penalised. He can carry a chainsaw (Enc 4) no problems.

However, if he tries to pick up a power saw (Enc 6), he will exceed his Carry and gain a point of Burden.

With a total Enc of 10, he hasn't exceeded his Carry twice over, so only has one point of Burden. However, if he picks up anything else, he will exceed twice his Carry and gain a second point of Burden.

Alex would get a third point of Burden at 16 Enc (three times his Carry plus one), and would be unable to move when carrying 31 Enc (one point greater than his Carry times six).

Stowing Equipment

The listed Enc for an item assumes that it is being wielded, carried in the arms, or worn (in the case of armour).

- *Stowing any piece of equipment halves its Enc. This includes putting things in backpacks or bags, scabbards and holsters, barrels and boxes. Clothing and armour is not stowed when worn, but can be stowed in a container.*
- *Putting an item onto a wheeled vehicle such as a wheelbarrow, cart, or wagon will quarter its Enc.*
- *An item can only have its Enc reduced once by a container or vehicle.*

  An item in a bag on a wagon counts for a quarter of its Enc, not an eighth.

- *Some containers and vehicles have their own Enc, which must be added to the reduced Enc of any held items.*

Pushing or Dragging

Rather than carrying heavy items, a character can choose to push or drag them. In this way, the ground or floor takes most of the weight. Unfortunately, it also increases friction, which makes it harder to move things.

- *Movement rate will be one Hex per Action slower than if the character was carrying the items.*
- *The character does not need to worry about Endurance Loss from Burden.*
- *The character can only push the items for one Turn per point of Endurance before they must stop and rest.*

Character's Weight

A character or creature weighs as many points of Enc as:

- *(Strength + Toughness) x Carry Multiplier + (Carry Bonus x 2)*

The Carry Multipliers and Bonuses are listed in the Size table [p51]. Regular Size 0 characters will weigh Strength + Toughness + 10 Enc.

NUTS & BOLTS

Endurance

This Attribute describes how much physical stamina a character has. A higher Endurance allows the character to perform strenuous activities for longer.

- Endurance is always equal to Toughness + 5.

Losing Endurance

Performing strenuous activities or experiencing harsh conditions over a long period will reduce Endurance.

Travel [p114]

- 1 point for every point of Regular Movement **[p56]** spent on the World Map (normally, Walking).
- 3 points for every point of Slow or Limited Movement spent on the World Map (normally, Swimming or Climbing).
- 1 point for every 1000 metres above sea level per 12 hours of activity.

Starvation & Dehydration [p24]

- 1 point for each day without enough food.
- 2 points for each day without enough water.

Exposure [p116]

- Make a Survival roll in extremely hot or cold conditions.

Sleep Deprivation

- 1D3 points for every 12 hours awake past the first 12 hours.

Burden [p54]

- Burdened characters will lose 1 point of Endurance periodically, depending on how Burdened they are:

Burden	Lose 1 Endurance...
1	every 12 Hours
2	every 3 Hours
3	every Half Hour
4	every 3 Minutes
5	every Turn (3 Seconds)
6	Never – cannot lift.

Exhaustion

If Endurance is reduced to less than 0, then the character is exhausted. All of their Movement Rates are halved (rounding down), and they must check for Exhaustion Damage.

- A character must check for Exhaustion Damage each time Endurance is reduced and is below 0.
- Roll an open-ended die against a Resistance equal to double the points of Endurance below 0. Fortune may be used on this roll, even though an Ability isn't used.
- The character loses one point of Health for each negative Success.

Restoring Endurance

- Restore one point of Endurance for every 12 hours of rest.
- Restore one point of Endurance for every 4 hours of sleep (with a maximum of 3 points per day from sleeping).
- Endurance cannot be restored in a situation where it will be reduced – for example, while the weather is too cold, or when the character has not eaten enough.

Short-Term Endurance

A character's current points of Endurance can be used as a guide to how long they can perform certain other tasks in the short term.

Sprinting

- Sprint continuously for 1 Turn per point of Endurance.
- After this, they must rest before Sprinting again.

Holding Your Breath

- 2 Turns per point of Endurance.
- After this, they will need to breathe again or start suffering asphyxiation.

Hostile Environment

- One Turn of exposure per point of Endurance to environments such as icy water, searing heat, noxious gases.
- After this, Health may be lost depending on the effects of the environment.

NUTS & BOLTS

Movement

There are five Movement types that govern travel through different environments. Movement Rates are given in Hexes. The Scale [p14] of the Hex determines how long it takes to spend your points of Movement on a particular map.

- **Walking** Movement is used to move across solid surfaces. It is based on the Move Ability [p41], and also provides your maximum horizontal Leap.
- **Swimming** Movement is used to move through water and other liquids. It is based on the Swim Ability [p47].
- **Climbing** Movement is your ability to scale vertical surfaces. It is based on the Climb Ability [p34], and is also your maximum vertical Leap.
- **Flying** Movement allows you to move through the air. It is based on the Fly Ability [p36].
- **Burrowing** Movement is used to move through the ground. It is based on the Burrow Ability [p33].

Movement Categories

Different Races and creatures are more or less suited to the different forms of Movement. There are four Movement Categories, which determine how many points of Movement a character gets and how they deal with difficult movement conditions.

Some Races have different Movement capabilities. If Movement Categories differ from those of a default human, it's considered a Trait [p59].

Category	Default	Movement Rate
Regular	*Walking*	3 + (Size/2), minimum ½, + (Ability/2), minimum 0*.
Slow	*Swimming*	1 + (Size/2), minimum ½, + (Ability/2), minimum 0*.
Limited	*Climbing*	1 + (Size/2), minimum ½.
None	*Flying, Burrowing*	0

* Swimming Movement can be negative.

Regular Movement

The character moves effortlessly, and doesn't have to make an Ability roll to do so. Humans have Regular Walking Movement.

- The Movement Rate is 3 plus half of Size, plus half the relevant Movement Ability.
- Movement Modifiers add to the Movement Cost of the Hex being moved into.

Slow Movement

The character moves at a slow pace, although it doesn't usually require any particular effort. Humans have Slow Swimming Movement.

- The Movement Rate is 1 plus half of Size, plus half the relevant Movement Ability.
- Movement Modifiers add to the Movement Cost of the Hex being moved into.

If the character doesn't have enough Movement to move at least 1 Hex per Action, they must make a roll against a Resistance of 0. A roll is required every 12 hours, or when conditions worsen.

- Apply any Movement Modifiers as a Penalty.
- Success means they can 'save up' Movement each Turn until they pay enough to enter the Hex.
- Each negative Success reduces Movement by 1 point. There may be additional consequences depending on the type of Movement.

Limited Movement

The character can only move with great effort. Humans have Limited Climbing Movement.

- The Movement Rate is 1 plus half of Size.

Make an Ability roll against a Resistance of 0 each Turn to confirm that Movement is possible.

- Double any Movement Modifiers, and apply them as a Penalty to the roll.
- Success allows you to use your full Movement Rate.
- Each negative Success reduces Movement by 1 point. There may be additional consequences depending on the type of Movement.

No Movement

The character is unable to use this type of Movement at all. Humans have No Flying or Burrowing Movement.

- The Movement Rate is 0.
- The character can buy the Movement's Ability, but won't be able to use it without Mysticism [p123].

Threat

Characters, equipment **[p154]** and Traits **[p59]** are all rated in points of Threat. More powerful or dangerous things will have a higher Threat.

Progress

Progress is a measure of how far a character has advanced. It can be used to quickly gauge the difference between two characters, and judge how powerful they are likely to be.

Progress is the innate Threat that a character has without including equipment. It is equal to the sum of all a character's Abilities and Traits.

- Add together all of a character's Ability Levels **[p7]**, both positive and negative.
- Add the Threat of any Traits. **[p59]**
- Health **[p49]** is a Trait worth Threat equal to Health -6.
- Size **[p51]** is a Trait worth Threat equal to Size x2.

Power Level	Progress
Untrained	0
Novice	5
Journeyman	10
Adept	15
Expert	20
Master	30
Hero	40
Legend	50

A standard character with Health 6 does not have to worry about counting Health towards Progress.

A character with 8 Health has two more points of Health than standard, and so their Health is worth 2 points of Threat towards their Progress.

A character with 5 Health has one less point of Health than usual. This is worth -1 Threat, which reduces their Progress.

Total Threat

Total Threat is a measure of how dangerous a character is in battle.

After each conflict, add the following elements together to arrive at a character's Total Threat:

- The character's Progress.
- Threat from Armour **[p162]**.
- Threat of a Primary Weapon **[p165]**.
- Threat from a Secondary Weapon, if any.
- Threat from the most dangerous Backup Weapon.
- Any other Weapons past this are not counted towards Threat unless equipped during the conflict.
- Thrown weapons need only count the Threat from one missile of each type.
- Threat of any other carried items or equipment **[p154]**. Beneficial items such as medicine and potions still count even if not used during the conflict.

Advancement & Awards

Threat and Progress are used when calculating Experience Awards **[p25]***, and when making a new character in an ongoing campaign* **[p18]***.*

Ranking

Ranking rates a character's position in a social, military or organisational hierarchy.

There are many different possible variations of Ranking. The use of Ranking will largely depend on the Setting. The generic examples used are Social, Rank, Church and Corporate.

- Characters may have many different levels of Ranking in various groups and organisations.
- Ranking may be assigned to a new character by the GM, based on their background.
- Ranking can change during a game if the character gains or loses favour with an organisation.
- Particular organisations may have restrictions on gaining a certain Ranking, such as a required Progress or training in certain Abilities.

Social	Ranking
-5 to -1	Criminal, Outcast.
0	Lower Class, Peasant.
1	Middle Class.
2	Knight or Lady.
3	Baron or Baroness.
4	Viscount or Viscountess.
5	Count/Earl or Countess.
6	Marquis or Marquess.
7	Duke or Duchess.
8	Archduke or Archduchess.
9	Prince or Princess.
10	King or Queen.

Rank	Ranking
-5 to -1	Deserter.
0	Civilian.
1	Private (Pvt).
2	Corporal (Cpl).
3	Sergeant (Sgt).
4	Lieutenant (Lt).
5	Commander (Cdr).
6	Brigadier (Brig).
7	Major (Maj).
8	Colonel (Col).
9	General (Gen).
10	Supreme Commander.

Corp	Ranking
-5 to -1	Barred, Blacklisted.
0	Member of the Public.
1	Junior Staff, Trainee.
2	Staff.
3	Senior Staff.
4	Branch Manager.
5	Middle Manager.
6	Junior Executive.
7	Executive.
8	Senior Executive.
9	Director.
10	Chief Executive Officer.

Church	Ranking
-5 to -1	Outcast, Heretic.
0	Unbeliever.
1	Worshipper.
2	Lay Preacher.
3	Priest or Monk.
4	Vicar or Abbot.
5	Deacon.
6	Arch-Deacon.
7	Bishop.
8	Archbishop.
9	Cardinal.
10	Pope.

NUTS & BOLTS

TRAITS

Traits are special descriptors that represent unusual capabilities. They are assigned to Races and creatures, and aren't available to characters that don't start with them.

Traits are worth Threat, and form part of the character's Progress [p57].

Trait List	Page
Allergy	
Animated	[p59]
Animal Panic	
Berserker	
Bloodless	[p60]
Bound	
Breathing	
Camouflage	
Comfort Zone	
Dark Vision	
Day/Night Trait	[p61]
Endurance Costs	
Health	
Mana Font	
Mindless	
Movement Categories	
Natural Armour	[p62]
Natural Weapons	
Phobia	
Power	
Racial Modifiers	[p63]
Reaction	
Regeneration	
Size	[p64]
Undead	

Allergy

⚠ *-1 to -3 Threat*

Some creatures and Races have an aversion to certain substances or items. This substance must be specifically listed in the Allergy description. It may be something like a herb, a gas, a holy symbol, or direct sunlight.

● When close to an Allergy source, an affected character suffers a Penalty on all Ability rolls.
● The Penalty depends on the severity of the Allergy (see the below table).
● When the substance is in the same Hex as the character, they suffer the full Penalty. Each Hex further away reduces the Allergy Penalty by 1.

Allergy Severity	Penalty	Threat
Mild	-2	-1
Serious	-3	-2
Severe	-4	-3

Animated

⚠ *0 Threat*

The creature is actually a magically animated object. This includes creatures such as golems, animated statues, and some forms of Undead [p64].

Advantages

● Animated characters are only magically 'alive', and cannot die from natural causes. They do not age.
● They do not have Endurance [p55], and do not suffer from Exhaustion, Hunger or Thirst.
● They do not need to roll for Exposure [p116].
● They are Bloodless [p60], Mindless [p61], and Breathe Nothing [p60].

Disadvantages

● If an effect dispels or negates its animating force, the creature becomes inanimate.

Structure

● Animated characters have Structure [p50] instead of Health. They must be repaired rather than healed. They cease functioning when Structure reaches 0.

NUTS & BOLTS

Animal Panic

⚠ *-2 Threat*

The character causes panic in normal animals, including predators.

- Whenever a character with Animal Panic comes within 5 Hexes of an animal, the animal will attempt to run away. If it cannot, it will show signs of distress.
- If the character approaches within three Hexes and the animal cannot escape, it will go into a blind panic, but will only attack the character if they attempt to touch the animal.
- Animals cannot be calmed down until they leave the character's presence. The character can't tame or train animals, but they may still use the Animals Ability for knowledge and appraisal.

Berserker

⚠ *+1 Threat*

The Race or creature has access to the Berserk **[p32]** Special Ability.

- Having access to the Berserk Ability is worth +1 Threat, even if the Ability is at 0.

Bloodless

⚠ *+2 Threat*

The Race or creature has no circulatory system.

- The character is immune to Injected Poisons.
- The character is immune to Damage caused by strangling, although they may still need to Hold Their Breath **[p84]**. This can be avoided by also having the Breathe Nothing Trait **[p60]**.

Bound

⚠ *-2 to -4 Threat*

The character is Bound to a particular area, and cannot voluntarily leave it.

- If forced out, they will immediately drop to 0 Health, and will lose 1 Health per day until returned to the area.
- They cannot make Natural Healing rolls **[p24]** while outside the area.

Bound Area	Threat
An area up to 20km wide (World Hex).	-2
An area up to 1km wide.	-3
A specific location (grove, house).	-4

Breathing

⚠ *0 to +2 Threat*

This Trait defines what a Race or creature can and can't breathe. By default, characters breathe Air. If there is any change to this, then Breathing may be worth more or less Threat.

Breathes...	Yes	No
Air	0	-1
Water	+1	0
Nothing	+2	0

- Most land creatures breathe Air but not Water (0 Threat).
- Amphibians can breathe both Air and Water (+1 Threat).
- Most aquatic creatures breathe Water but not Air (0 Threat).

Some mystical creatures may not need to breathe at all *(+2 Threat)*. If the creature can breathe Nothing, don't count any Threat for Air or Water.

- Characters that breathe Nothing are immune to Inhaled Poisons **[p85]**, and never need to Hold Their Breath **[p84]**.
- The character may still suffer the effects of strangling due to having the blood flow to their brain constricted. This can be avoided by also having the Bloodless Trait **[p60]**.

NUTS & BOLTS

Camouflage

⚠ *+1 Threat*

The Race or creature is naturally camouflaged in a particular environment or situation, gaining a +2 Stealth Bonus **[p45]** when appropriate.

Camouflage is only worth +1 Threat for a +2 Bonus because it doesn't always apply. If a creature is always considered camouflaged, then it should just have a higher Stealth.

Comfort Zone

⚠ *0 to +2 Threat*

This Trait describes the Temperatures **[p107]** at which a character feels comfortable. Operating outside of your Comfort Zone may require an Exposure roll **[p116]**.

- The default Comfort Zone for humans ranges from Cool-to-Warm.
- Humans from hot or cold environments may have Comfort Zones shifted one category up or down, to Cold-to-Mild or Mild-to-Hot. This is not worth any Threat.
- Nonhuman Races may have more extreme Temperature preferences, but it is not worth Threat unless the Comfort Zone is wider than three Temperature categories.
- A Comfort Zone spanning five Temperature Categories is worth +1 Threat.
- A Comfort Zone spanning seven Temperature Categories is worth +2 Threat.

Dark Vision

⚠ *+1 to +3 Threat*

Some Races and creatures can see more clearly in the dark than a human.

- The character's Dark Vision rating cancels up to that many points of Darkness Modifier **[p88]**.

Dark Vision Rating	Threat
2	+1
4	+2
6	+3

Day/Night Trait

⚠ *x½ Threat*

One or more of the Race or creature's Traits only works during the day, or at night.

- A single Trait cannot be both a Day Trait and a Night Trait.

Endurance Costs

⚠ *-1 to +1 Threat*

All characters have a standard Endurance **[p55]** equal to Toughness+5, and very few things should change this formula. However, some things may change the way that a Race or creature spends Endurance.

- Halving the Endurance cost for a task is worth 1 Threat.
- Doubling the Endurance cost for a task is worth -1 Threat.

Health

⚠ *Threat is equal to Health - 6*

While the Size table **[p51]** lists suggested Health **[p49]** for various Sizes, it is possible for a Race or creature to have any amount of Health.

Mana Font

⚠ *+5 Threat*

The character generates a never-ending stream of mystical energy.

- The character does not need or create a Mana Pool **[p39]**, although they may have one in addition to the Mana Font.
- At the start of each Turn, the character generates a point of Mana. If it is not used, it disappears at the start of their next Turn and is replaced by a new one.
- The generated Mana can be used to cast Spells or power other Mystical effects.
- If generated Mana is used for a Spell with Duration:reserve **[p133]**, it lasts until the Spell is deactivated, at which point it vanishes. The character continues to generate new Mana each Turn.
- If the character also has a Mana Pool, they may spend their generated Mana to replace points spent from it.

NUTS & BOLTS

Mindless

⚠ *+4 Threat*

The creature has no higher intelligence. It operates entirely by instinct and biological programming. Some animated or self-powered objects such as golems and robots are also Mindless.

- The character cannot be reasoned with, or affected by intellectual or social Abilities such as Willpower or Charm.
- The character is immune to Control Spells **[p136]** unless they specifically target the character's type *(Animated, Undead)*.

Movement Categories

⚠ *-3 to +3 Threat.*

Movement Rates **[p56]** are always calculated using a character's Abilities. However, their Race may change the Movement Category for one or more forms of Movement. This changes how the Movement Rate is calculated, and how the character can move.

The standard human Movement Categories are Regular Walking, Slow Swimming, Limited Climbing, No Burrowing or Flying.

Changing a Category is worth 1 Threat per step. The table below summarises Threat values for changing Movement Categories.

Movement	None	Limited	Slow	Regular
Walking	-3	-2	-1	**0**
Swimming	-2	-1	**0**	+1
Climbing	-1	**0**	+1	+2
Flying	**0**	+1	+2	+3
Burrowing	**0**	+1	+2	+3

Immobile

Some creatures, such as plant-based monsters, may have all Movement Categories at None.

- The character has no Movement Abilities, although they may still have Avoid.
- Characters with no ability to Avoid will have a static Resistance against Attacks, based on their Size.

Natural Armour

⚠ *+1 Threat or more*

The Race or creature's skin is Armoured **[p162]**, allowing them to resist Damage.

- Decide how much protection the Armour gives against the four basic types of Damage – Cutting, Piercing, Bludgeoning and Energy. Bonuses between 0 and +3 are the most common, but there is no limit.
- Add up all of the Armour Bonuses across the four Damage Types, and divide by 2. This gives the number of twelfths of Threat for each Location of Armour.
- If the Armour is the same all over, simply multiply the above 'twelfths' value by 6 and round up to get the Threat of the Natural Armour.
- It is possible to assign different Armour values to different Hit Locations. Work out the Threat of each Location's Armour separately, in twelfths, and then add them all together, rounding up, to get the Threat of the Natural Armour.

Natural Weapons

⚠ *0 Threat or more*

Many Races and creatures have Natural Weapons **[p183]** that are more impressive than Basic Unarmed.

- Natural Weapons always Attack with Unarmed, and do Damage based on Strength.
- Choose a Damage Bonus depending on the size or efficiency of the Natural Weapon (see the below table).
- Choose a Damage Type – Cutting, Piercing, Bludgeoning or Grappling.
- Some Natural Weapons will be able to Grapple as well as another Damage Type.
- Refer to the Special Weapon Attributes **[p166]** for additional options such as Armour Piercing, Barbed, or Poison.

Weapon Size	Damage Bonus	Threat
Vestigial	-1	0
Small	0	+1
Medium	+1	+2
Large	+2	+3
Enormous	+3	+4

Phobia

⚠ *-1 to -3 Threat*

The Race or creature is deathly afraid of something.

- Affected characters must make a Willpower roll each time they are exposed to the focus of their Phobia. The Resistance depends on the severity of the Phobia (see the below table).
- If the Willpower roll succeeds, the character manages to overcome the Phobia on this occasion, and can react as they wish.
- If the roll is failed, the character will attempt to flee or avoid the situation. If they are unable to flee, they will begin to panic.

Phobia Severity	Resistance	Threat
Mild	4	-1
Serious	6	-2
Severe	8	-3

Power

⚠ *+1 Threat or more*

The Race or creature has access to a Spell-like effect as an innate Power **[p132]**. The Power may actually be mystical in nature, or it may be an ordinary effect that happens to mimic the effect of a Spell.

- A Power is worth +1 Threat for each Level of the Spell it mimics.
- Some Powers can be active constantly, or at least when the character is awake.
- Powers with instant effects that cannot be left on require either Mana or Endurance to use.
- Characters with a valid Mana Pool can spend 1 Mana to use a single-shot Power.
- Characters without a valid Mana Pool must spend 1 Endurance for each Level of the Spell to use a single-shot Power.
- Other Abilities may need to be substituted for Magic and Mana to work out how effective a Power is. Generally, replace Magic with Strength, Willpower, a Movement Ability, or Wits; and Mana with Toughness or Willpower.

A Power can be based on any Spell, but are most often from the Augment, Condition, Control, Harm, Hindrance, Movement, Protection, and State categories.

Racial Modifiers

⚠ *-5 to +5 Threat*

Racial Modifiers **[p7]** are only used when creating Racial templates **[p224]**.

- The Threat of a Racial Modifier is equal to its rating.

Reaction

⚠ *-2 to -4 Threat*

Some Races and creatures have an adverse reaction to certain substances or items. This substance must be specifically listed in the Reaction description. It may be something like a particular metal, herb, music, or sunlight.

- Each Turn that a character is in contact with a substance they have a Reaction to, they lose Health.
- The character must be in physical contact with most Reaction substances. In other cases, they must be able to sense or experience the source of the Reaction.
- The amount of Health lost depends on the severity of the Reaction (see the table below).
- Points of Health lost to a Reaction cannot be restored with the Regeneration Trait **[p64]**. Medical, Mystical or Natural Healing can restore these lost points.

Reaction Severity	Health Loss	Threat
Mild	1	-2
Serious	1d3	-3
Severe	1d6	-4

Regeneration

⚠ *+2 to +10 Threat*

The character's Health is restored rapidly when they are wounded. If the character has Structure, this can be Regenerated instead.

- Regeneration takes place automatically at the start of the character's turn.
- Only one Regeneration effect can occur each turn.
- The priority is decided by the lethality of the wound; larger wounds are repaired first, and in the following order: Bleed, Health (or Structure), Sever (if limb available), Internal Bleed, Ability Loss.

Lvl	Effect	Threat
1	Restore 1 Health (or Structure).	+2
2	Reduce a Bleed or Internal Bleed by 1 point.	+4
3	Reduce an Ability Loss by 1 point (apart from those caused by a Sever).	+6
4	Reattach 1 Severed body part if pressed against the wound (automatically restores Ability loss).	+8
5	Continue Regenerating even when Dead, allowing a return to life.	+10

A character with Regeneration 4 has a leg cut off, resulting in 5 points of Health loss, Bleed 3, and Mobility -3.

Firstly, Regeneration reduces the Bleed by 1 each turn until it stops.

Next, Regeneration spends some time restoring the Health lost from the initial wound and the subsequent Bleeding. The character would have passed out for a few turns, but quickly regains consciousness.

Once their Health is all restored, the character can hold their severed leg against the stump, allowing Regeneration to fuse it back on. This automatically restores the Mobility loss caused by the Sever.

Size

⚠ *Threat is equal to Size*

The physical Size **[p51]** of a Race or creature affects Carry **[p54]** and Movement **[p56]** directly. Larger characters also tend to have more Health **[p49]**. Defending characters must modify their rolls when fighting or hiding from an opponent of a different Size (whether larger or smaller).

Humans are Size 0. Most playable Races will not be larger than Size 2 or smaller than Size -2, but any Size is possible. Creatures may be of any Size.

Undead

⚠ *0 Threat*

The creature is one of the living dead – not properly dead, but not truly alive either. The motive force behind their unnatural life will vary depending on the type of Undead.

Advantages

- The Undead are not living creatures, and cannot die from natural causes. They do not age.
- They do not have Endurance **[p55]**, and so do not suffer from Exhaustion, Hunger, or Thirst.
- They do not need to roll for Exposure **[p116]**.
- They Breathe Nothing **[p60]**.

Disadvantages

- The Undead have the Darkness and Unholy elemental attributes, and are subject to effects that target such creatures.
- Undead are automatically susceptible to Holy attacks, and Spells that target Undead.
- Many types of Undead are also Allergic **[p59]** to sunlight, and experience a Reaction **[p63]** to Holy Items (symbols and holy water), but this is not a requirement.

Structure

- The Undead have Structure **[p50]** instead of Health.
- They cannot be repaired by Medical or Mystical means that restore Health. They do not Heal Naturally.
- The Undead do not fall unconscious. They are disabled when they reach 0 Structure.

Conflict happens whenever two or more characters are competing against each other to get what they want out of a situation. It can also be a situation where a character is competing against the environment.

Most often, conflict boils down to physical combat. However, you can also use the conflict rules to resolve sporting matches, obstacle races, or other friendly competitions of physical prowess. These rules are also used to overcome hazards in the environment such as making your way through an unstable ruin, free-running across a city, or plumbing the trap-laden depths of an ancient tomb.

Battle Maps [p66]

Conflict usually takes place on a grid of two-metre wide Hexes, which use icons and colours to represent a variety of terrain.

Turns [p68]

Characters take turns acting in a series of three second Turns, until the conflict is resolved.

Actions [p69]

Each Turn a character may perform two Actions, which include things such as moving, picking up items, attacking, healing, and even waiting until something specific happens.

Combat Situations [p79]

This section covers conflict rules that aren't Actions in their own right.

Critical Failures [p89]

In high-pressure conflict situations, any roll of -3 or less can result in unfortunate outcomes.

Battle Scale

Whenever it's important to know where people are in relation to each other, and where they can get to, we use Hex Maps. Conflict at the character scale uses a grid of Battle Hexes.

- Battle Hexes are two metres across.
- Characters spend their Movement **[p56]** on Battle Maps in three-second Turns.

Setting Up the Map

You can set up a map when conflict is declared, although it may not be necessary for simple conflicts.

- Beware of setting up a map only to have the conflict defused by negotiation or evasion. In other words, make sure that a conflict is actually going to occur before taking the time to set up the map.
- The map should be representative of the environment in which the conflict occurs. It's up to the GM to translate their vision of the environment onto the map, so everyone is clear on positions and terrain features.
- You can use a pre-made map, or start with a blank Hex grid and either draw the terrain on it or use props such as model scenery.
- Characters and adversaries are best represented with miniature figures. However, you can use any simple tokens, so long as you can tell them apart and see which way they are facing.
- Where characters start on the map depends largely on the events that led up to the conflict. The GM may negotiate with the players to start their characters in particular places, or may define a limited starting area.

Battle Map Key

Icon	Vegetation Type	Movement Mod
	Frozen	0
	Sandy	0
	Bare Dirt	0
	Sealed, Paved	0
	Sparse	0
	Grass	0
	Bushes, Long Grass	+1
	Dense Foliage	+2
	Shallow Water	+1
	Deep Water	Swimming

Icon	Topography Type	Movement Mod
	Clear	0
∼	Sand Dune, Snow Drift	+1
M	Rough Ground	+1
X	Broken Ground	+2
↓	Swamp	+2
●	Treetrunk	Climbing
+1	Contour (alt. in Hexes)	+1 up, 0 down
+1	Cliff, Escarpment	Climbing

Icon	Terrain Type	Movement Mod
	Low Wall	Acrobatics or Climbing
	High Wall	Climbing
	Door	+1 to open or close
	Window	Acrobatics or Climbing
	Stairs	+1 up, 0 down

Movement Modifier

Movement Modifiers add to the basic cost of 1 point of Movement to walk into a Hex.

Terrain that lists a Movement type such as Climbing or Swimming can't be entered with Walking Movement.

CONFLICT

Moving on the Battle Map

Characters can move across a Battle Map with any available type of Movement [p56]. All types of Movement share the following rules:

- Each Standard Action allows you to spend your points of Movement on the Battle Map.

- Spending both Actions on Movement is called Sprinting. Half-Hexes will combine to provide an extra Hex of Movement. You can only Sprint continuously for as many Turns as you have remaining points of Endurance [p55].

- It always costs at least one point of Movement to enter an adjacent Hex. The Movement Modifier for difficult terrain adds to this basic cost.

- You always pay the cost for the Hex you are moving to, not the one you are moving from.

- You can move through Hexes occupied by other characters with their permission, but may not end your Movement in an occupied Hex.

Movement Example

Sandy is standing on one side of this example map, and wants to get to the other side, with 3 points of Walking Movement. The examples below follow three possible paths, each of which passes through six Hexes to reach the destination.

Level 1
Level 0
Path A
Path B
Path C
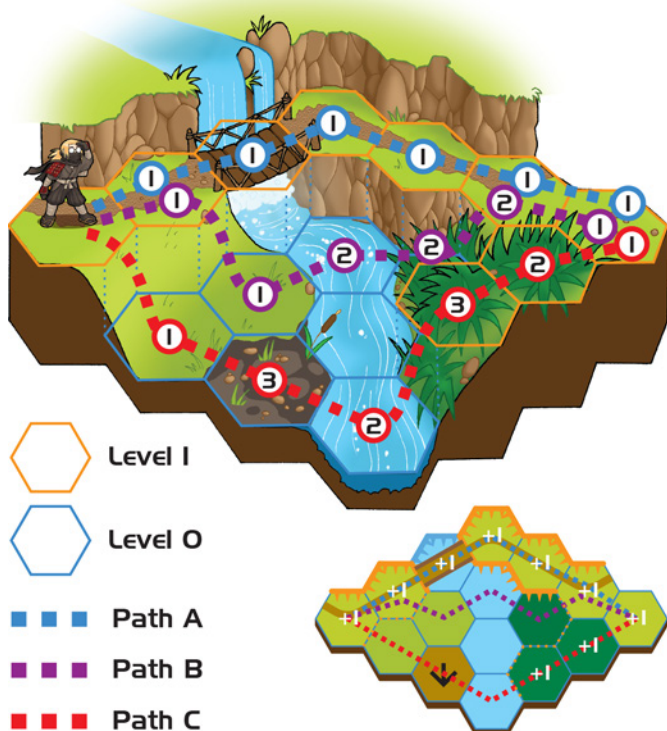
Path A

This is the easiest route, as the ground is flat and open. Each Hex only costs 1 point of Movement, so it costs 6 points in total to reach the other side. This would take Sandy two Actions.

Path B

This route takes a bit longer, but it would be the best way to walk if the bridge was out and Sandy didn't want to risk leaping the gap.

Travelling down a slope doesn't cost any extra. The stream is shallow enough to wade through, costing 1 extra point. On the other side, the bushes also take an extra point (this is the Hex behind the hill in the foreground). Moving up the hill, rather than down, costs an extra point as well.

This route costs 9 points of Movement in total, and would take Sandy three Actions.

Path C

This is the most difficult route.

Travelling down a slope doesn't cost any extra. Swamps cost 2 additional points. Sandy can still wade through the stream for an extra point. On the other side, the bushes require one extra point, plus another extra point for ascending the hill. The next Hex only costs an extra point for the bushes.

This route costs a total of 12 point of Movement, and would take Sandy four Actions.

CONFLICT

TURNS

Initiative

Initiative is the order in which characters act during a Turn.

- At the start of a conflict, each character or group makes a Wits roll. Place their names on a list in order from highest to lowest.
- If multiple characters or groups end up with the same result, each simply rolls a die without adding anything; higher rolls are placed higher on the list.

Each Turn, start at the top of the Initiative list. As each character or group acts, move down to the next entry. When everyone has acted and you reach the bottom of the list, go back to the top and start another Turn.

If a character wants to act later in the Turn, or when something specific happens, they can Wait [p78].

Initiative Critical Failure

Characters who get an Initiative roll of -3 or less should roll a die on the following table. The result only applies during the first Turn of the conflict.

Roll	Initiative Critical Failure
1	No Actions on the first Turn.
2	Only one Action on the first Turn.
3	No Avoid rolls on the first Turn.
4	No Limited Actions on the first Turn.
5	No Movement Actions on the first Turn.
6	No additional effect.

Group Initiative

To keep things simple, the GM can roll Initiative once for each group of similar NPCs (all wolves, all guards). Pick one individual as the leader, and roll their Initiative as normal. The entire group will act on this Initiative.

PCs can also choose to group their Initiative by picking a leader. It's also simpler if allied NPCs act at the same time as the PC they are associated with.

On a group's turn, the group members can act in any order.

Adding to the Initiative List

- *If someone joins a conflict in progress, add them to the end of the Initiative List. They will act at the end of the Turn in which they appear.*
- *If multiple adversaries join in at the same time, each new character or group makes a Wits roll against the others to determine what order to add them to the bottom of the list.*

Ambush

An Ambush occurs when some characters are aware of the impending conflict and others are not. This usually happens because one group makes Stealth rolls which are not beaten by the other group's Wits rolls, or when a group is attacked by characters thought to be their allies.

Ambushes have the following effects.

- *Everyone rolls Initiative as normal.*
- *For the first Turn, only characters who are aware of the conflict may act. Any Ambushers with Initiative Critical Failures apply the effects for this Turn.*
- *If an unaware character failed their Wits roll by 5 or more, they cannot make Avoid rolls during the first Turn. They will have a Resistance against Attacks [p72] equal to their base Avoid with no roll, plus any situational Modifiers.*
- *If an unaware character failed their Wits roll by 10 or more, they cannot make Toughness tolls during the first Turn. They have a Resistance against Damage [p72] equal to their base Toughness with no roll, plus any Armour.*
- *Once the first Turn is over, the Initiative order begins again and all characters may act. Any Ambushed characters with Initiative Critical Failures apply them for this new Turn.*

Actions

This section contains a full explanation of the Actions that characters can perform during a conflict. Characters receive two Actions each Turn when it is their go.

Free Actions

These don't use any Actions, but there may be a limit to the number of times you can use a particular Free Action in one Turn.

Standard Actions

These use one Action. You can perform one or two Standard Actions each Turn.

Limited Actions

These use one Action, but you can only perform one Limited Action of any sort each Turn.

Double Actions

These use both your Actions for the Turn.

Extended Actions

These take several Turns to complete, counting as a Double Action each Turn until you give up or finish the attempt.

Other Actions

The referenced summary table lists all the usual Actions available to characters. However, this is not meant to be an exhaustive and restrictive list.

If a player wants their character to do something that isn't covered by an existing Action, they need to negotiate with the GM to determine:

- If the Action is possible at all;
- What Ability they need to roll;
- Whether the Resistance is static or an opposed roll;
- What the Result will mean.

In general, a single roll against a Resistance (static or rolled) is enough to figure out if an Action succeeds or fails, and if it does so exceptionally.

If the Action is something like an Attack, it may warrant a second roll to determine a Damage Result.

Action Summaries

Movement Actions	Type	Ref
Moving	Standard	**[p70]**
Balance	Free	**[p70]**
Leap	Standard	**[p70]**
Escape	Free	**[p71]**
Swap Positions	Free	**[p71]**
Lie Prone	Free	**[p71]**
Stand Up	Standard	**[p71]**

Attack Actions	Type	Ref
Attack	Limited	**[p72]**
to Wound or Subdue	Limited	**[p74]**
to Grapple	Limited	**[p75]**
Grapple Follow-Up	Standard	**[p75]**
to Push	Limited	**[p76]**
Avoid	(Resist)	
Parry	(Resist)	**[p73]**
Block	(Resist)	

Equipment Actions	Type	Ref
Drop Item	Free	
Pick Up or Rearrange Item	Standard	**[p77]**
Use Item	Limited	
Reload	(Varies)	

Other Actions	Type	Ref
Aim	Limited	
Evade	Limited	
First Aid	Limited	**[p78]**
Set Weapon	Standard	
Wait	Limited	
Other	(Varies)	

CONFLICT

Moving

⊕ *Standard Action (Movement)*

Characters can use any of their available forms of Movement [p56]. Depending on the Movement Category, this may be automatic or it may require a roll.

- The Regular or Slow Movement Categories allow characters to move automatically. Any Movement Modifiers increase the Movement cost to enter a Hex.
- The Restricted Movement Category requires a roll to allow any Movement at all, against a Resistance of 0, and with a Penalty equal to twice any Movement Modifiers.
- The No Movement Category means the character can't use that form of Movement at all.

Movement Ability Descriptions can be found in the following locations:

Movement Ability	Description
Move	[p41]
Climb	[p34]
Swim	[p47]
Fly	[p36]
Burrow	[p33]
Ride	[p43]

Balance

⊕ *Free Action (Movement): Once per Turn*

To walk along a narrow surface, make an Acrobatics roll against a Resistance of 0. This roll is part of a Walking Movement Action, and counts for all narrow surfaces crossed during the Turn.

Modifiers depend on the narrowness of the surface, and other conditions. A Failure results in a fall, which will probably cause you to suffer an Impact [p84].

Balancing Conditions	Modifiers
30cm wide	0
10cm wide	-2
5cm wide	-4
1cm wide	-6
Less than 1cm wide	-8
Wobbly surface	-2
Slippery surface	-2
Breezy (Wind 4 or 5 [p107])	-1
Windy (Wind 6 or 7)	-2
Strong Winds (Wind 8 or more)	-3
Bare feet or socks	+1
Using a balancing pole	+2

Characters are less likely to fall if they Climb [p34], but doing so is slower.

Leap

⊕ *Standard Action (Movement)*

Leaping allows you to ignore the Movement Modifiers for Hexes you jump over or into.

- Make an Acrobatics roll against a Resistance of 6.
- Add a +2 Bonus if you spent the previous Action moving to give yourself a run-up.
- If you succeed, you can Leap across as many Hexes as your standard Walking Movement, and up as many Hexes as your standard Climbing Movement.
- Each negative Success reduces the horizontal and vertical distance travelled by 1 Hex. Horizontal distance can only be reduced to 1, but vertical distance can be reduced to 0.
- If you fall short of your intended destination, you may land somewhere you don't want to, or fall and suffer an Impact [p84].

A Leap counts as part of Walking or Swimming Movement for purposes of Composite Movement [p79].

Escape

⊕ Free Action (Movement): Once per Turn

If you are adjacent to an opponent who is Facing you **[p80]**, then you may need to make a roll to safely extract yourself from Close Combat.

- You can't make an Escape roll if you are being Held. You need to Wrestle free first **[p75]**.

- You don't need to roll if all your facing opponents agree not to oppose your movement.

- You may attempt an Escape by rolling any appropriate Movement Ability. Opponents without the same Movement capability can't oppose your Escape.

    If you try to Escape with Move, then only opponents with Walking Movement can try to stop you. If you use Fly, only characters who can fly are capable of opposing you.

- Any opponents who are capable of opposing your Escape may make a roll with the same Ability.

- If your roll succeeds against all your opponents, then you may move away freely. Any opponents who were facing you may rotate to track you.

- If you don't beat all of your opponents' rolls, then you can safely move around anyone whose roll you didn't beat, but you can't safely move further away from them.

- If you fail the roll but still decide to move away, all facing opponents have the option to immediately perform an Attack on you as a Free Action, at +2. Once these are resolved, you are free to move as you wish if you are still able.

Swap Positions

⊕ Free Action (Movement): Once per Turn

If you want to end your Movement in a Hex occupied by a friendly or unconscious character, you must Swap Positions with them.

- You must pay the normal Movement cost to enter the occupied Hex.

- In addition, you must pay the Movement cost required for the other character to move into the Hex you just left. This costs an extra point if the character is unconscious.

- A character can only participate in a Swap once per Turn. You can't Swap Positions if either character objects to it.

Lie Prone

⊕ Free Action (Movement)

The character drops to the ground and becomes Prone **[p80]**. Place the character's figure on its side, face-up.

Stand Up

⊕ Standard Action (Movement)

The character gets to their feet after lying down or being knocked Prone. All of the effects of being Prone are removed. Stand the character's figure upright.

Mounted Combat

⊕ Free Action (Movement)

This is a form of Ride Stunt **[p43]**, giving you an Action of your own while your Mount receives two.

- At the start of your turn, make a Ride roll against a Resistance of 4.

- If successful, your Mount receives two Actions for the Turn, and you receive one.

- If the roll fails, then both you and your mount receive one Action each for the Turn.

- On a Critical Failure, roll on the Riding Critical Failure table **[p90]**.

    This stunt allows you to perform manoeuvres where your mount sprints while you perform an attack (or other Action), or where your mount moves and attacks while you perform an attack (or other Action) of your own.

CONFLICT

Attack

⊕ *Limited Action (Attack)*

The basic offensive Action is the Attack, but there are different types depending on the character's intent. All Attacks follow the same basic procedure:

- An Attack requires a Limited Action.
- The attacking character makes an Attack roll.
- If the Attack is not a Critical Failure, the Target makes a Resisting Defence roll (Avoid or Parry).
- If the Attack succeeds, the attacker makes a Damage roll against a Resisting roll made by the Target.
- If the Damage succeeds, then the Result is equal to the Margin. The actual effect depends on the type of Attack.

Attack Types

There are several forms of attack.

- Attack to Wound: Results in Health loss **[p49]**.
- Attack to Subdue: Results in Stun **[p86]**.
- Attack to Grapple: Results in Hold **[p84]**.
- Attack to Push: Results in forced movement.

Defence Types

The defending character chooses how to Resist the Attack.

- **Avoid:** The defender tries to dodge out of the way. This works against any attack you are aware of.
- **Parry:** The defender tries to deflect the attack. This works against attacks to your front arc that intend to Wound or Subdue.

Passive Defence

- Characters who are Ambushed **[p68]** with a Margin of 5 or more do not get a Defence roll. The Resistance is simply equal to their Avoid, plus any situational Modifiers.
- Characters who are entirely immobile or helpless do not even get to apply their Avoid. Their Resistance is 0, plus any Defence Modifiers **[p73]**.
- In addition, helpless characters or those who are Ambushed with a Margin of 10 or more only use their base Toughness and Armour when Resisting Damage, without adding a dice roll.

Attack Procedure

Regardless of the type of attack, all Attack rolls are made in the same way.

- The Target must be within Range **[p169]** of the weapon being used (1 Hex for Close Combat weapons), and the attacker must be aware of their presence.
- The attacking character rolls and adds the weapon's listed Attack. This is usually an Ability, and sometimes includes a Modifier.
- The Resistance depends on the Target's choice of Defence, and any situational Modifiers (see below). By default, the Target makes an Avoid roll.
- If the defender is not the same Size as the attacker, they add a Modifier to their Defence equal to the attacker's Size minus their Size **[p51]**.
- If the Attack succeeds, the Target has been hit. Go on to roll for Damage, depending on the type of Attack.

Critical Hit

If the Attack succeeds by a Margin of 5 or more, it is a Critical Hit.

- Add +2 to the Damage roll for every 5 points of Margin (at 5, 10, 15 and so on).

Optionally, you may use the detailed Critical Hit system **[p91]** *to check for a specific injury.*

Defence Options

Avoid

⊕ *Resisting Defence Roll against an Attack*

The defender Resists the Attack with an Avoid roll.

- Any type of Attack can be Avoided.
- If the defender is unaware of the Attack, they Resist using their Avoid Ability with no die roll added.
- Defence Modifiers may apply depending on the situation (see below).
- If the defender has taken an Evade Action **[p78]**, they gain a +2 Bonus.

Parry

⊕ *Resisting Defence Roll against an Attack*

The defending character Resists the Attack with an Attack roll using one of the weapons they are wielding.

- A Parry can only be used against Attacks made with Close Combat, Thrown, or Blown weapons. You cannot Parry arrows, bullets, or beam weapons.
- Parries only work against Attacks to Wound or Subdue.
- Parries rely on Facing **[p80]**. A Parry can only be performed if the Attack is coming from the front 180°. You cannot Parry Attacks from the flanks or behind.
- The defender cannot Parry if unaware of the Attack.
- Defence Modifiers may apply depending on the situation (see below).
- Parrying with the arms means the character is automatically hit on the Arm, but they can add the Successes from the Parry to their Toughness roll.

Block

⊕ *Resisting Defence Roll against Damage*

If the defender fails an Avoid roll, they may opt to Block the Damage from an Attack to Wound or Subdue, as a last-ditch defence. This can only be performed with Shields **[p80]** and other items with a Block Bonus.

- Blocking can be performed against any type of Attack to Wound or Subdue.
- Blocking only works if you fail an Avoid roll. You cannot choose to Block if you fail a Parry.
- Blocking shares the same facing and awareness restrictions as Parrying.
- Add the Block Bonus to Toughness when Resisting Damage.

Defence Modifiers

The following situational Modifiers apply to any Resisting Avoid or Parry rolls made against an Attack.

Size Differential [p51]

If the defender is not the same Size as the attacker, they add a Modifier to their Defence equal to the attacker's Size minus their Size.

Long Range

Ranged weapons **[p169]** can be used at up to twice their listed Range, but the defender gains a +2 Defence Bonus if they are further away than the weapon's basic Range Attribute.

Weapon Length [p169]

Ranged weapons may have difficulty Attacking an adjacent Target.

- Short weapons apply no Modifiers if the attacker is adjacent to the defender.
- Medium weapons grant a +2 Defence Bonus if the attacker is adjacent to the defender.
- Long weapons cannot be used to Attack an adjacent defender.

Cover

If there is something between the attacker and the defender, then the defender receives a Cover Bonus to their Defence roll.

Attacks from an adjacent Hex aren't normally affected by anything less than Total Cover.

Cover	Description	Bonus
None	No obstacles.	0
Partial	Less than 50% cover.	+2
Full	More than 50% cover.	+4
Total	Cannot see Target.	No Attack

Facing for Parrying and Blocking.

Attack to Wound or Subdue

☺ *Limited Action (Attack: Wound/Subdue)*

Any weapon with Damage Type C, P, B, or E can be used to wound.

Any weapon with Damage Type S can be used to subdue. Some may list a lower-case Damage Type as well; this is only used to determine if Armour applies.

> *A weapon with Damage Type S only inflicts Stun Damage, and no Armour applies.*
>
> *A weapon with Damage Type Sb only inflicts Stun Damage, and the defender applies their Armour Protection against Bludgeoning Damage.*
>
> *A weapon with Damage Type SP can be used to inflict Stun Damage, or wound with Piercing Damage. In both cases, the defender uses their Armour Protection against Piercing Damage.*

Any weapon with Damage Type C, P, B, or E can also be used to subdue, but they receive a -1 to Attack, and only inflict Stun equal to the Successes on the Damage roll rather than the Margin.

Attack Roll

Make an Attack against the Target's Defence (Avoid or Parry) as discussed above. On a successful Attack roll, check for Hit Location, and roll Damage to determine the loss of Health **[p49]** or points of Stun **[p86]**.

Wounding Attacks also cause loss of Structure **[p50]** in exactly the same way as Health loss.

Hit Location

Unless the Attack was a Called Shot **[p79]**, roll to see which Location is affected.

1	2	3	4	5	6
Head	Chest	Stomach	Hips	Arms	Legs

Damage Roll

Roll and add the weapon's listed Damage rating.

- If you scored a Critical Hit, you may add +2 to the Damage for every 5 points of Attack Margin.

Health Loss from Wounding

If you are Attacking to Wound, the defender Resists with Toughness.

- If the affected Location is Armoured, they add any Protection Bonus against the weapon's Damage Type.
- If the defender is not the same Size as the attacker, and the weapon uses an Ability to Damage, they subtract a Modifier from their Defence equal to the attacker's Size minus their Size.
- If the weapon uses a set value for Damage, the defender adds their Size.
- If the Damage roll succeeds, the Target loses Health equal to the Margin.

Stun from Subduing

If you are Attacking to Subdue, the defender may need to Resist with Toughness, Wits, Willpower, Acrobatics, or some other Ability that will be listed in the weapon description.

- If the affected Location is Armoured, they may also add any Protection Bonus against the weapon's non-Stun Damage Type.
- If the defender is not the same Size as the attacker, and the weapon uses an Ability to Damage, they add a Modifier to their Defence equal to the attacker's Size minus their Size.
- If the weapon uses a set value for Damage, the defender adds their Size.
- If the Damage roll succeeds, the Target gains Stun equal to the Margin (or equal to Successes if the weapon is not designed to Stun).

Attack to Grapple

🕐 *Limited Action (Attack: Grappling)*

Weapons with Damage Type G can be used to grapple.

Make an Attack against the Target's Defence as discussed above. On a successful Attack, roll Damage to determine the Hold points.

Hold Penalty [p84]

Roll and add the weapon's listed Damage rating.

- If you scored a Critical Hit, you may add +2 to the Damage for every 5 points of Attack Margin.

The defender Resists with either Strength or Unarmed.

- Slippery defenders increase their Resistance by +2.
- If the defender is not the same Size as the attacker, and the weapon uses an Ability to Damage, they subtract a Modifier from their Defence equal to the attacker's Size minus their Size. Otherwise, add Size.
- If the Damage roll succeeds, the Target receives Hold equal to the Margin (to a maximum of 6).

If actively maintaining a Hold with Basic Unarmed, the attacker also suffers a Mobility and Manipulation Penalty equal to half the Hold (to a maximum of -3).

Wrestle

🕐 *Limited Action (Grappling)*

Characters either suffering or inflicting a Hold may make a roll to attempt to improve their situation. This roll is not modified by the existing Hold Penalty.

- A character actively controlling a Grappling weapon such as a whip or net makes a normal Damage roll.
- A character who is being Held, or who is wrestling using their Basic Unarmed, may choose to make either a Strength or Unarmed roll.
- If a character is entangled by something such as a bolas or uncontrolled net, the Resistance is equal to the original Damage roll.

The Hold is improved or worsened by the Margin, depending on whose roll succeeds.

- An uncontrolled weapon cannot increase the Hold.
- If the victim of a Hold completely negates the Hold, they can break free.
- If a Held character is engaged with their grappler and gains enough Margin to make the Hold negative, they can reverse the situation and become the character inflicting the Hold on their opponent.

Grapple Follow-Up

🕐 *Standard Action (Grappling)*

You can perform a Follow-Up if you are maintaining an active Hold on another character. You must decide which type of Follow-Up to make before rolling (see below).

- The attacker rolls Damage if using a weapon, or Strength or Unarmed if using Basic Unarmed.
- The Held character makes a Resisting Strength or Unarmed roll, applying the Hold Penalty and any Size Differential.
- The Result will have different effects depending on the type of Follow-Up being performed.

Throw

The Held character is either slammed into the ground, or propelled away.

- The Held character can be moved 1 Hex, plus 1 Hex for every 5 points of Margin.
- The Held character suffers an Impact [p84] with a Damage rating equal to the Follow-Up Margin, plus Surface Modifiers.
- If the Held character is still next to the attacker, reduce the Hold by 1. Otherwise, remove it entirely.

Drag

Success indicates that the attacker can forcibly move the Held character.

- When the attacker moves, the Held character can be dragged into the Hex they just left, costing 1 extra Movement.
- The Held character can be moved around the attacker, costing 1 Movement more than it would normally cost to enter that Hex.
- After resolving the Drag, reduce the Hold by 1.

Maim

You must be using the optional Critical Hit system [p91] to attempt a Maim. The attacker attempts to cause a critical wound by applying leverage and pressure to the Held character's limbs or body.

- *The Held character suffers a Bludgeoning Critical [p94] equal to the Follow-Up Margin +3.*
- *Roll a random Location unless the attacker declared a Called Shot. Armour does not apply.*
- *After resolving the Critical, reduce the Hold by 1.*

Attack to Push

🕐 *Limited Action (Attack: Push)*

Characters can Push each other with basic Unarmed. Some Bludgeoning weapons may be used to perform a Push at the GM's discretion (clubs, staves, hammers, some polearms).

Make an Attack against the Target's Defence as discussed above. On a successful Attack, roll Damage to determine the distance pushed.

Push Distance

Roll and add the weapon's listed Damage rating.

- If you scored a Critical Hit, you may add +2 to the Damage for every 5 points of Attack Margin.

The defender Resists with their choice of Strength or Acrobatics.

- If the Damage roll succeeds the Target is pushed back one Hex, plus one Hex for every 5 points of Margin.

CONFLICT

Drop Item

⊕ *Free Action (Equipment)*

A character can freely drop anything they are holding into the Hex they are standing in.

Pick Up or Arrange Item

⊕ *Standard Action (Equipment)*

A character can use a Standard Action to do one of the following:

- Pick up one item from up to one Hex away, if the Hex is not occupied by an opponent.
- Put an item (including a weapon) into their hand from a container on their person.
- Swap an item they are holding with any other item on their person.
- Pass an item they are holding to an adjacent character, if that character agrees.
- Take an item from anywhere on an adjacent character, if that character agrees.
- Press a button, flip a switch, or pull a lever up to one Hex away, if the Hex is not occupied by an opponent.

A single item can only be Picked Up or Arranged once per Turn.

Use Item

⊕ *Limited Action (Equipment)*

This Action can be used to operate, apply, or consume an item that the character is holding. The function depends on the item.

- The character can consume potions, pills, drinks, or small items of food.
- The character can operate items such as a calculator, medical scanner, or mobile phone.
- The character can apply bandages, repair patches, aerosol sprays, or tubes of paste.
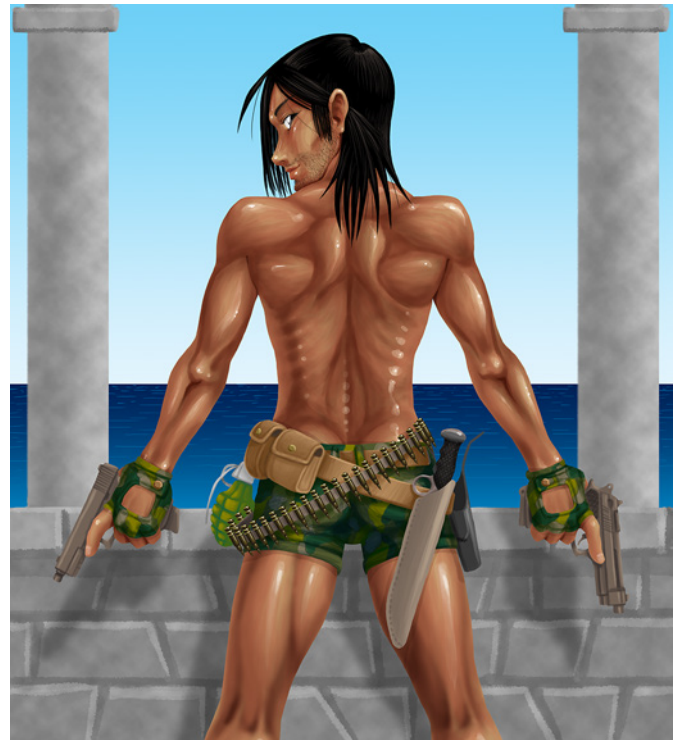
Reload

Different weapons need different amounts of time to reload once all their Shots or Charges have been used.

⊕ *Free Action (Equipment)*
- Bows.
- Slings.

⊕ *Standard Action (Equipment)*
- Modern Firearms (pistol, rifle, shotgun).
- Most Heavy Weapons.
- Most Energy Weapons.
- Hand Crossbows.

⊕ *Limited Action (Equipment)*
- Archaic Firearms (flintlock, wheel-lock, matchlock).
- Crossbows (other than Hand Crossbows).

CONFLICT

Aim

⊕ *Limited Action (Other)*

The character lines up a Target and concentrates on making a good shot.

- You can Aim at any Target you can see, using any Ranged, Thrown, or Blown weapon.
- You can maintain an Aim over more than one Turn without actually making an Attack, but the Aim will be spoiled if you use any Actions other than Aiming or Attacking with the Aimed weapon, or if your intended target moves out of Range or out of sight.
- Once an Aim is established, on future Turns you can choose to Wait **[p78]** so you can instantly attack under particular conditions.
- If you are still Aiming when you Attack with the Aimed Weapon, you receive a +2 Bonus to the Attack roll.
- If you are using a weapon's Auto **[p166]** rating, the Aim Bonus only applies to the first shot.

Evade

⊕ *Limited Action (Defence)*

The defender focusses all their efforts on dodging.

- The character gains +2 to Avoid rolls until the start of their next Turn.

First Aid

⊕ *Limited Action (Other)*

Medical **[p40]** can be used to perform First Aid on yourself or an adjacent character (if they don't object). A character can only receive one First Aid attempt per day.

- Make a Medical roll with a Resistance of 0.
- Restore 1 Health per Success (or lose a point of Health for each negative Success at a Margin of -3 or lower).
- Medical kits **[p161]** or facilities may provide Bonuses.

If a character uses any Actions the Turn after receiving First Aid, they immediately lose any Health that was restored by the First Aid roll. They may still make Avoid rolls and use Free Actions.

Set Weapon

⊕ *Standard Action (Other)*

Some weapons are difficult to handle due to their size and weight. Setting a weapon involves propping it on the ground, a wall, a bipod or tripod, or a vehicle.

Typical weapons that can be Set include large firearms, heavy weapons, larger shields, and polearms.

- Once a weapon is Set, you can ignore its Encumbrance **[p54]**.
- Setting a weapon may reduce its arc of fire to 180º, 120º, or even 60º, depending on the setup.
- A Set Medium or Large Shield **[p180]** allows a Block **[p73]** against Ranged Attacks in a limited arc.
- A Set weapon with Reach 2 or more **[p170]** can only be used to Attack characters who enter a specific Hex. This is best combined with a Wait **[p78]**.
- Once a weapon is Set, it takes a Standard Action to pick it up again.

Wait

⊕ *Limited Action (Other)*

If a character wants to hold off on acting until something specific happens, they can Wait.

- When it's your turn, you can spend a Limited Action to Wait until your following turn. Your current turn ends immediately.
- You must specify the conditions that you are Waiting for, and what you plan to do.
- If the specified conditions occur before your next turn, you may interrupt whatever is about to happen and resolve your Waiting Action first.
- You can use a Waiting Action to perform any Standard or Limited Action, except for Movement Actions.
- Once your Waiting Action is resolved, the interrupted Action or event will either be prevented or will continue.

Other

⊕ *Varies*

Other Actions are described throughout the rules. The descriptions will explain what sort of Action to use, and how to resolve the outcome.

These rules cover things that are not Actions themselves, but which modify how things work during a fight.

Called Shot

A Called Shot is an attempt to hit a specific part of your opponent. This is normally used to aim for more vulnerable Hit Locations.

- You must declare a Called Shot before making an Attack roll **[p72]**.
- The defender receives a Defence Modifier **[p73]** depending on the targeted Location (see below).
- If the Attack is successful, then it automatically hits the nominated Location.

Location	Def. Mod	Notes
Torso	+1	Roll for exact location: 1-2: Chest 3-4: Stomach 5-6: Hips
Chest, Stomach, Groin, Arms, or Legs	+2	Roll for exact limb: 1-3: Left 4-6: Right
Head, Specific Arm, Specific Leg	+3	

Composite Movement

Sometimes you might want to use two different forms of Movement in the one Action, such as Walking into the water and then Swimming, or Walking and then Leaping.

- Work out which of the Movement Rates involved in the Composite Movement is the slowest.
- The slowest Movement becomes the limit for overall Movement during that Action.
- Composite Movement is calculated separately for each Action.

Chris has 3 points of Walking Movement and 2 points of Swimming Movement.

She uses 1 point of Movement to Walk next to a deep pool. She moves into the water and starts Swimming, which costs an extra point.

Since Chris is using one Action to both Walk and Swim, she can't move further than the slowest of those two – in this case, Swimming. Because she has already spent 2 points of Movement, and her Swimming only allows 2 points, she cannot move any further this Action. She can continue to Swim normally with any remaining Actions.

The GM may decide to simplify matters by disallowing Composite Movement.

Displacement

If two characters are forced to stop in the same Hex, one of them must leave it immediately.

- Both characters make Strength rolls. The larger character adds any Size Differential.
- The character with the lowest roll is moved into a random adjacent Hex **[p12]**, and placed Prone **[p80]**.
- If both characters roll the same, then both are moved at random and placed Prone.

If the Displacement puts a character into another occupied Hex, then these must resolve Displacement as well.

CONFLICT

Dual-Wielding

Characters may use one item or weapon in each hand, provided they meet the following requirements:

- They must be able to lift each item with one hand.
- Weapons cannot have the 2H Attribute [p166].

This table lists the minimum Strength required to use an item of a given Enc with one hand. If the character is not strong enough, they need both hands to use the item properly.

Enc	1	2	3	4	5	6	7	+1
Strength	-5	-3	-1	1	3	5	7	+2

Wielding Two Weapons

When using two weapons, one must be declared the Primary Weapon, and the other is the Secondary Weapon.

The weapons can be used together to make one combined Attack on a single Target. You can't normally perform a separate Attack with each.

- The Target must be within Range [p169] of both weapons.
- The Attack and Damage are based on the normal values for the Primary Weapon.
- The Secondary Weapon will usually provide a Damage Bonus. Some weapons provide an Ability Bonus when used as a Secondary Weapon. A few weapons have no effect as a Secondary Weapon.

Damage Bonus

- If the Secondary Weapon's Damage is given as an Ability plus a Modifier *(Avoid +1, Strength+2)*, the Modifier is added to the Damage of the Primary Weapon *(+1, +2)*.
- If the Secondary Weapon has a set Damage not based on an Ability *(6, 1D6+2)*, then it adds half of its listed Damage (rounding down) to the Damage of the Primary Weapon *(+3, +1D3+1)*.

Secondary Weapon Bonus

Some weapons grant an Ability Bonus when used as a Secondary Weapon *(+1 'Ability' as Sec. Weapon)*.

- The character gains the benefit of the listed Ability Bonus when such a Secondary Weapon is used.
- A Secondary Weapon Bonus may affect the performance of the Primary Weapon, as well as the character's overall combat performance.

Chris has a Longsword as her Primary Weapon, which uses Melee to attack and Strength+2 for Damage.

A Hand Axe attacks using Strength, and has a Damage of Toughness+1. If this is used as a Secondary Weapon, Chris will add its +1 Damage Modifier to the Longsword's Damage, resulting in a total Damage of Strength+3.

A Dagger has no Damage Modifier, but gives +1 Melee as a Secondary Weapon. Since the Longsword uses Melee to Attack, using a Dagger as her Secondary Weapon will raise her Attack to Melee+1.

A Whip has no Damage Modifier, but gives +1 Avoid as a Secondary Weapon. Even though this won't enhance her Longsword's Attack or Damage, using a Whip as her Secondary Weapon will still give Chris a +1 Bonus to Avoid being hit.

Facing

Knowing which way a character is Facing is important for Parrying [p73], Blocking [p73], Escaping [p71], and setting up an Ambush [p68].

- Characters must be placed so it is apparent which adjacent Hex they are directly Facing.
- Changing your Facing does not cost any points of Movement. When it's your turn, you can freely change your Facing.
- You may only change your Facing outside of your own turn when an adjacent character you are Facing decides to move somewhere; you may rotate to track them.

Prone

Characters who Lie Prone [p71], get knocked over, or fall unconscious, are Prone until they use a Standard Action to Stand Up [p71]. Lay their figure on its side; face up means they are conscious, while face down indicates they are unconscious or dead.

While Prone, the following Modifiers apply:

- The character receives a -2 to their Close Combat Attack rolls [p72], and to Defence rolls [p73] against Close Combat Attacks.
- The character receives a +2 to Avoid rolls [p73] against Ranged Attacks from more than 1 Hex away.
- Apart from Avoid, all other Mobility Abilities [p27] receive a -4 Modifier. This will reduce all Movement rates by 2 Hexes per Action.

Throwing Weapons

Just about anything can be thrown, but only weapons with the Thrown Attribute [p171] are properly balanced.

- The Range of any Thrown item is equal to the character's Strength+5, minus the item's Enc, with a minimum of 1 Hex.
- If throwing a Close Combat weapon, use its normal Attack and Damage values. Other weapons such as firearms, and non-weapon items, are treated as Improvised Weapons [p179].
- Weapons or items that don't have the Thrown Attribute subtract their Enc from the throwing Attack roll.
- If you roll a Critical Failure, use the Thrown Critical Failure Table [p89], regardless of the weapon's original type.

Underwater

Apart from the Swimming Action, the basic rules for conflicts assume that they will mostly be taking place on or above the surface. Conflicts that occur underwater apply the following changes.

Environmental Effects

- Characters who can't Breathe Water [p60] will need to Hold Their Breath [p84].
- Swimming [p47] is the primary form of Movement, although it may be possible to Climb or Walk on or around the bottom.
- Visibility [p88] is often poor underwater.

Combat Effects

- Reduce the Range [p169] of Piercing weapons by 1 for every 3 Hexes of Range. Halve the Range of all other physical Ranged attacks.
- Attack rolls suffer a -1 Penalty unless the character has a Regular Swimming Movement Rate [p56].
- Reduce the Damage of Cutting and Bludgeoning weapons by 2, unless it is a bite or other form of shearing or crushing attack. Piercing weapons do full Damage.

Energy Effects

- Liquid-based Ranged Energy attacks (including acid, ice, poison, water) use their normal Range.
- Ranged Energy attacks based on electricity or lightning have their Range reduced to 0. They will go off with a minimum radius of 1 Hex, and affect all Targets in the area.
- All other Ranged Energy attacks have their Range halved.

Conditions are negative effects that may befall characters as the result of conflict or misadventure. They are applied and removed in various ways.

Acid

Corrosive substances are measured with an Acid rating.

Some weapons, attacks and Spells inflict a specified Acid when they hit. Pools of acid and areas of corrosive gas automatically inflict Acid on anyone who enters them. Each new Acid result affects a new Location.

Acid Damage

Acid takes effect at the end of an affected character's turn. The effect depends on the affected Location.

- If the Location is Armoured [p162], the Armour loses 1 point of Protection against all forms of Damage. If all types of Protection are reduced to 0, the Location of Armour is destroyed and the Acid is transferred to the surface underneath.
- If the Location is clothed, the Acid destroys the clothing and transfers to the surface underneath.
- If the Location is bare (or is an object with Toughness and Structure), the character suffers a Damage roll using the Acid's current rating. The character resists with Toughness, and adds Size. Acid only makes one Damage roll each Turn.

Acid Duration

After taking effect each turn, lower the Acid rating by 1. When it's reduced to 0, it wears off.

More Acid

Each new Acid result affects a random Location.

- If Acid strikes a covered Location that is already affected by Acid, the rating becomes equal to the higher of the two Acid ratings plus 1.
- If a character has Acid on multiple bare Locations, they combine to form a single Acid rating equal to the highest rating, plus 1 for each lower rating.

Removing Acid

- Characters can use a Double Action to remove an affected piece of clothing or Armour.
- Washing an affected Location with water reduces the Acid by an extra point each Turn.
- Treating Acid with a base material reduces it by 2 points per Turn.

Bleed

Some serious injuries may cause a significant amount of blood loss.

- At the end of a Bleeding character's turn, they lose points of Health equal to the total of all their current Bleed ratings.

Bleeding Again

Each new Bleed must be recorded and treated separately. The total Bleed ratings combine to cause a single loss of Health at the end of each turn.

Stopping a Bleed

A Bleeding character or someone adjacent to them may use a Limited Action to try and stop one Bleed.

- Make a Medical roll against a Resistance of 0.
- To stop a Bleed, you need Successes equal to the Bleed rating.
- There is no partial success. The Bleed is either stopped completely, or continues at its existing rating.

Internal Bleed

An Internal Bleed works similarly to a normal Bleed, but is slower, harder to notice, and much harder to fix.

- The character loses points of Health equal to the Internal Bleed rating every half hour, although the points are lost one at a time at even intervals.

Internal Bleed	Lose 1 Health every…
1	30 minutes
2	15 minutes
3	10 minutes

Treating an Internal Bleed works much the same as for a Bleed above, with the following changes.

- A character can only treat an Internal Bleed they are aware of. This requires a Medical roll against a Resistance of 4 to diagnose the problem, or waiting until the victim experiences Health loss.
- Each attempt takes 5 minutes.
- The Medical roll to stop an Internal Bleed is against a Resistance of 4, requiring Successes equal to the Internal Bleed rating.

Burn

Characters and other things that are set on fire need to resist a Damage roll each Turn until the fire goes out or is extinguished. The severity of the fire is represented by a Burn rating.

Some weapons, attacks and Spells inflict a specified Burn when they hit. Areas of fire such as bonfires, burning buildings, and pools of lava automatically inflict a Burn on anyone who enters them.

Burns on a character start on one affected Location, but may spread.

Burning Damage

At the end of a Burning character's turn, the fire makes a Damage roll on them using the current Burn rating.

- The character resists with Toughness, and adds Size.
- Of the currently burning Locations, apply the worst Armour Protection against Energy Damage.

Burning Duration

At the end of each Turn, use the same die rolled for Burning Damage, but modify it depending on the surface or conditions as shown below, to see if the fire goes out or spreads.

Roll	Effect
2 or less	Reduce Burn by 1. Fire goes out at Burn 0.
3-4	Fire keeps current Burn rating.
5 or more	Fire spreads to another Hex or Location. Increase Burn by 1.

- -4: Metal, Stone, Chitin. Also, heavy rain.
- -2: Skin, Scales, Bare Hide. Also, light rain.
- 0: Wood, Hair, Fur, Wool.
- +1: Cloth, Cotton.
- +2: Oil, Tinder, Polyester.

Burnt Again

If a Burning character is affected by another Burn, then their Burn rating becomes equal to the higher of the two Burns plus one.

Subsequent Burns may also set fire to different Locations on the character.

Characters only suffer one Burn each Turn as a result of moving into or through an area that is on fire. They are affected by the highest Burn they are exposed to.
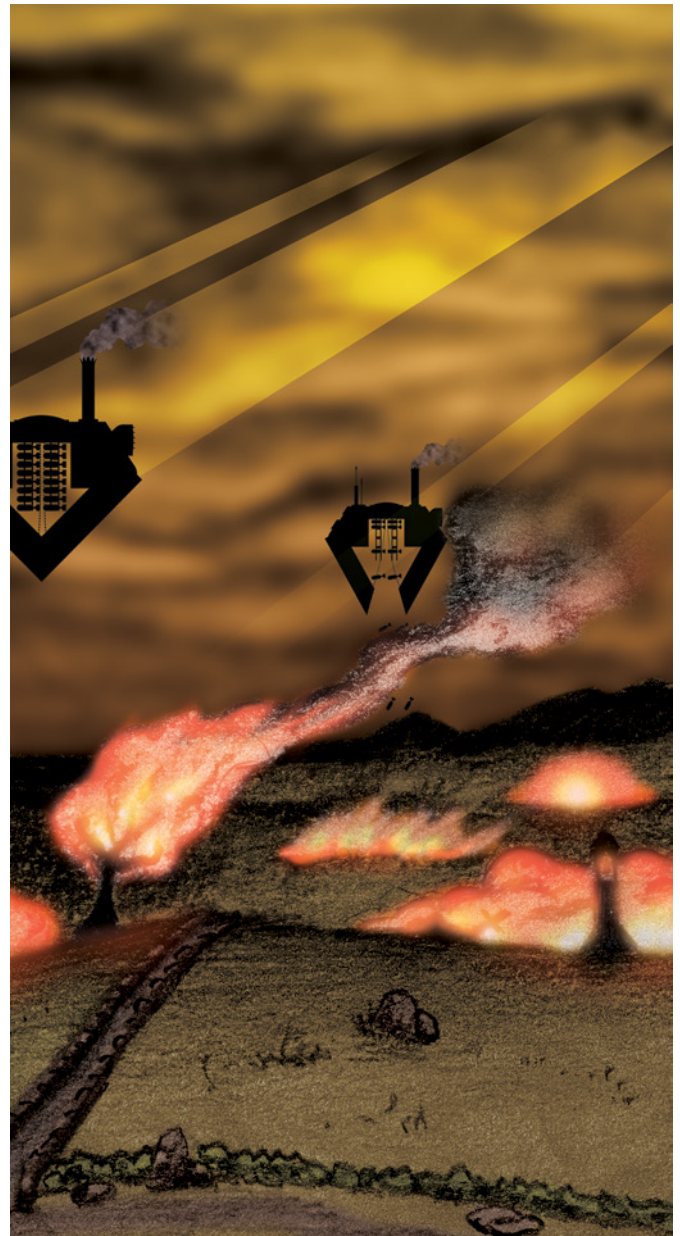
Extinguishing a Burn

Burns can be automatically extinguished by immersing any affected Locations in water or some other non-flammable liquid, by using a fire extinguisher or fire hose, or by removing the oxygen in the environment.

Otherwise, Burning characters or those next to them may use a Limited Action to try and put the fire out.

- Make a Survival roll against a Resistance of 0.
- Add +1 if using something to smother the fire. Add +2 if using a litre or more of water.
- Reduce the Burn by 1 point per Success (increasing the Burn if Successes are negative).
- The fire goes out if the Burn is reduced to 0 or less.

Confusion

Some effects disorient and confuse characters. They wander at random, and can't tell friend from foe.

- A Confused character spends their first Action on Movement, using whatever type is appropriate. They move each Hex at random [p12] until they run out of Movement or run into something.
- If the character runs into a character or object, they will stop moving and use their second Action to attempt an Attack to Wound [p74]. They will use whatever they have equipped, or Basic Unarmed.
- If they don't run into anything, they won't do anything with their second Action.

Recovering from Confusion

Confusion effects usually specify a duration, after which the character automatically recovers their senses.

In addition, characters stop being Confused if they gain any Stun or lose any Health.

Hold

Characters who are entangled or Grappled [p75] are subject to points of Hold.

- Hold acts as a Penalty to all Manipulation and Mobility Abilities [p28].
- Hold cannot be greater than 6. A character suffering 6 points of Hold has been incapacitated. While they have 6 Hold, they cannot move or escape.
- Hold does not penalise rolls made while Wrestling [p75], but it's impossible to Wrestle with a Hold of 6.
- If a character is actively Holding someone using their Basic Unarmed, then they suffer a Manipulation and Mobility Penalty equal to half their target's Hold rating (with a maximum of -3).

Holding Your Breath

Most characters need to breathe air, but in some situations they may not want to breathe harmful gases, or they may be in a liquid or vacuum where there is no air at all.

- Characters can hold their breath for twice as many Turns as their current points of Endurance.
- If the character was not expecting to have to hold their breath, this duration is reduced by 1D6 Turns.
- After this duration, they can no longer voluntarily hold their breath. They must start to breathe again, suffering the effects of any harmful atmosphere.

Asphyxiation

If a character runs out of breath and is physically unable to breathe (in a liquid, an atmosphere without oxygen, a vacuum, being strangled) they will start to asphyxiate.

- Asphyxiation works like Exhaustion [p55]. Treat it as though the character's Endurance was 0, and gets one point worse each Turn.
- Note that their actual Endurance is not affected.

Strangulation

Some attacks may cut off the flow of air and blood through the neck.

- Strangulation usually counts as an unexpected loss of breath, and may cause Asphyxiation.
- In addition, the character loses 1 Health each Turn due to constricted blood flow to the brain.
- Rigid neck protection may prevent Strangulation.

Vacuum Survival

Due to pressure differentials, if you hold your breath in a vacuum you will cause serious damage to your lungs (automatically losing 1D6+3 Health each Turn).

- Allowing the air out of your lungs in a vacuum means you will start to asphyxiate at 0 Endurance, as described above.
- Exposure to vacuum causes a character to automatically gain 1D6 points of Stun at the end of each Turn.

Impact

An Impact may be caused by falling or jumping from a height, from colliding with or being thrown against an object, or by being in a vehicle that crashes. Impacts are resolved instantaneously as a Damage roll that causes Health loss.

- Falling Damage is equal to 1 plus the number of Hexes fallen, to a maximum rating of 20.
- Collision Damage is 1 point for every 4 Hexes per Turn (or 10 km/h) of speed at impact. A head-on collision uses the fastest vehicle's speed. A chasing collision uses the difference between the speed of the two vehicles.
- If the character was thrown, the Damage rating is equal to the thrower's Strength.
- Modify the Damage rating depending on the surface that is hit (see the following table).
- Subtract 2 if the character deliberately jumped, collided, or crashed.
- If the character is successfully caught (see below), subtract an additional 2 from the Damage rating.
- Roll and add the total rating to get the Damage Effect.

Surface	Damage Modifier
Soft, Water, Airbags	-3
Foliage, Haystack, Seatbelt	-2
Mud, Bushes, Person	-1
Bare Dirt, Wooden Planks	0
Hard, Rocky	+1
Short Spikes, Jagged	+2
Long Spikes	+3

Characters make a Resistance roll using either Acrobatics or Toughness.

- Size does not apply against an Impact.
- The Impact affects a random Location [p53]. The character adds the Bludgeoning Protection of any Armour [p162] on that Location.
- If the character loses Health, they also fall Prone [p80].
- If no Health is lost, the character lands or tumbles safely and can continue their Turn unhindered.

Character Collisions

If someone is about to collide with your character, you have two options – avoid them, or catch them. If you fail, or are unaware they are falling on you, then you need to resist the same base Impact Damage they did. If you catch them, you get to reduce the Damage by 4.

Avoiding

To avoid them, make a Resisting Avoid roll. The Effect depends on their intent. If you roll equal to or better than the Effect, they miss you.

- *If they are trying to hit you, the Effect is equal to the Acrobatics roll they made to resist the Impact.*
- *If they are trying not to hit you, or rolled Toughness to resist the Impact, the Effect is 0.*
- *If you are of different Sizes, subtract their Size from yours and add it to your Resistance. It's easier to dodge smaller characters.*

Catching

To catch someone who is about to run into you, make an Effect roll using Melee or Unarmed. The Resistance depends on their intent. If you beat their Resistance you catch them, otherwise they hit or miss you as they intended.

- *If they are trying to hit you, the Resistance is equal to 0 minus the Acrobatics roll they made to resist the Impact.*
- *If they are trying not to hit you, or rolled Toughness to resist the Impact, the Resistance is 0.*
- *If you are of different Sizes, subtract your Size from theirs and add it to their Resistance. It's easier to catch smaller characters.*

If you successfully catch someone, you need to resist the same base Impact Damage they did. However, the Damage is reduced by 4 because you deliberately caught them.

Poison

Characters may be poisoned in a number of ways. The strength is represented by a Poison rating.

- As a Trait or Weapon, Poison has a base Threat equal to the Poison rating.
- Venomous creatures and poisoned weapons will inflict Poison if they cause any Health loss.
- Ingested Poisons take effect if swallowed.
- Poison gas will inflict a Poison rating on anyone who breathes it.
- Poison Spells may automatically inflict Poison on valid Targets, or may allow a Resistance roll.

Poison Damage

At the end of a Poisoned character's Turn, the poison makes a Damage roll on them using the current Poison rating.

- The character resists with Toughness, and adds Size.
- If the character loses any Health, the Poison remains in their system and they will suffer another Poison roll next Turn.
- If the character doesn't lose any Health, the Poison is completely removed from their system.

Poisoned Again

If a character suffers an additional Poison result while already affected by a similar poison, then the Poison becomes equal to the higher of the two ratings plus one.

Poisons that operate differently each affect the character separately.

Curing Poison

Only special items such as antidotes, and some Spell effects, can remove Poison. Otherwise, the only way to remove it is to successfully resist a Poison Damage roll.

Advanced Poison

The following modifications can be used to change the way that Poison behaves.

Advanced Poisons are also a useful way to model diseases.

Alternative Poison Damage

- *Fortune: +0 Threat*
- *Mana: +0 Threat*
- *Endurance: -1 Threat*
- *Vision Penalty: -2 Threat*
- *Stun Damage: -2 Threat*

The Poison may cause Damage to Attributes other than Health, or may cause an alternative Special Condition instead of Attribute loss. This includes, but is not limited to, the traits listed above.

Slow Poison

- *+1 Threat for Minutes or Hours*
- *+2 Threat for Days or Weeks*

Rather than making a Poison roll at the end of each Turn, affected characters make a roll at the end of each time period as specified in the Poison description.

While afflicted with Slow Poison, the character cannot naturally regain the Attribute (or reduce the Penalty) that is affected by the Poison.

Instant Poison

- *-2 Threat*

After one Poison roll, regardless of the result, the Poison is removed from the character's system.

Persistent Poison

- *2 to 3 rolls: +1 Threat*
- *4 to 6 rolls: +2 Threat*
- *7 to 12 rolls: +3 Threat*
- *Permanent: +10 Threat*

Regardless of the result of Poison rolls, the Poison remains in the character's system until a specified number of Poison rolls have been made.

While afflicted with Persistent Poison, the character cannot naturally regain the Attribute (or reduce the Penalty) that is affected by the Poison.

Stun

Stun is a debilitating and disorienting condition. Characters may suffer from Stun if they are dazed, knocked off balance, or affected by nausea or dizziness.

- Points of Stun act as a Penalty to all Ability rolls apart from Innate Physical Abilities, any Ability used to cause or resist Damage, and Pool Abilities such as Fortune and Mana.
- Command is affected, but can't be used against the Commander's subordinates if it becomes negative due to Stun.
- If a Stunned character is hit by another Stun effect, the two Stun values are added together.

Health Loss

Characters also lose 1 Health for every 5 points of Stun they receive at the one time.

Falling Unconscious

Characters with 6 or more points of Stun fall temporarily unconscious. It is not possible to die from Stun alone.

Stun Recovery

At the end of each of their Turns, a Stunned character automatically reduces their Stun by 1, even if unconscious.

Persistent Stun

Some Stun is caused as part of a long-term condition. In this case the Stun does not wear off as normal, but remains in effect until the character recovers.

Visibility

Visibility can be hindered in many different ways, such as darkness, blindness, or clouded air. The larger the Modifier, the poorer the conditions.

- Most Vision Modifiers are environmental (darkness, clouded air), and will help conceal anyone or anything within the affected area.
- Some Vision Modifiers are attached to the observer (impaired vision, blindness), and therefore always apply to characters they are trying to observe.
- Different Vision Modifiers will combine, but can never total more than 6.

A Vision Modifier of 6 represents a total lack of visibility. Characters affected by these conditions cannot even roll to notice something that could only be detected by sight. If a Wits roll succeeds in these conditions, it means that the observer has noticed something with their other senses.

- A character in an area affected by a Vision Modifier receives a Bonus to their resisting Avoid, Stealth and Subterfuge rolls equal to the Vision Modifier.
- If a character is looking for something in an affected area, the Resistance is increased by the Vision Modifier.

Darkness

Lighting conditions that are darker than an overcast day will provide a Vision Modifier.

Icon	Conditions	Modifier
	Well Lit, Daylight, Electric Lighting	0
	Dim, Twilight, Firelight, 5 metres Underwater	2
	Dark, Moonlight, Candlelight, 10 metres Underwater	4
	Pitch Black, No Light, 20 metres Underwater	6

Light sources [p159] such as torches, lanterns and candles may reduce the Modifier in an otherwise darker area. The size and shape of the area, as well as the brightness, depends on the light source.

Obscuration

Vision is Obscured by mist, fog, smoke, and other things that cloud the air or water.

Obscuration Modifiers increase with distance. Start to apply the Modifier when you first reach the listed distance from the observer.

Conditions	Modifier
Misty, Heavy Smoke, Underwater	1 every 6 Hexes
Foggy, Thick Smoke, Clouded Water	1 every 3 Hexes
Thick Fog, Pea-Souper, Murky Water	1 every Hex

Blindness

Some attacks, poisons or Spells may impair a character's vision. The severity and duration depend entirely on the cause of the Blindness. These Vision Modifiers apply to all resisting Avoid, Stealth and Subterfuge rolls made against the impaired observer.

- Impaired vision can be anything from a 1 to a 6 point Modifier, with 6 representing total Blindness.
- Losing 100% vision in one eye usually gives Blindness 2.

CONFLICT
CRITICAL FAILURES

An acting Ability roll of -3 or less is a Critical Failure. The attempt automatically fails. For Attacks, and in some other situations, the character must roll on the appropriate Critical Failure table.

When a weapon goes astray in a random direction, an instruction to "Attack the first Target in its path" requires a new Attack roll, if a valid Target exists.

Roll	Unarmed or Natural Critical Failure
1	Roll Damage against yourself.
2	Your Target can Attack you as a Free Action.
3	No Movement Actions next Turn.
4	One less Action next Turn.
5	No Actions next Turn.
6	No additional effect.

Roll	Close Combat Critical Failure
1	Roll Damage against yourself.
2	Your Target can Attack you as a Free Action.
3	Throw weapon in a random direction, and Attack the first Target in its path.
4	Roll Strength; if greater than weapon's Enc, it breaks.
5	No Actions next Turn.
6	No additional effect.

Roll	Thrown Critical Failure
1	Roll Damage against yourself.
2	Drop the weapon in a random adjacent Hex.
3	Throw weapon in a random direction, and Attack the first Target in its path.
4	Roll Strength; if greater than weapon's Enc, it breaks.
5	-1 Manipulation. Wears off in 1 day or with Medical roll vs 4 (Limited Action).
6	No additional effect.

Roll	Blown Critical Failure
1	Roll Damage against yourself.
2	Missile becomes lodged in tube or fails to leave mouth. Standard Action to clear.
3	Blow missile in a random forward direction, and Attack the first Target in its path.
4	Spit missile in a random adjacent Hex.
5	Inhale or swallow missile. Lose 1D3 Health.
6	No additional effect.

Roll	Bow Critical Failure
1	Lose or break the arrow.
2	Bow unstrings. Double Action to re-string.
3	Shoot in a random forward direction, and Attack the first Target in its path.
4	Make a new Attack against a random Target that is closest to your intended Target.
5	Roll Strength; if greater than weapon's Enc, it breaks.
6	No additional effect.

Roll	Firearm Critical Failure
1	Dud round. Standard Action to clear or load a new round (except for revolvers).
2	Gun jams. Standard Action to clear.
3	Shoot in a random forward direction, and Attack the first Target in its path.
4	Make a new Attack against a random Target that is closest to your intended Target.
5	Mechanism breaks. Fix with Weaponsmith vs 4 (Double Action).
6	No additional effect.

Roll	Ranged Energy Critical Failure
1	Damage all Targets in a 1 Hex radius.
2	Lose all remaining Charges.
3	Shoot in a random forward direction, and Attack the first Target in its path.
4	Knocked back 1 Hex, fall Prone.
5	Suddenly stops working. Fix with Tech vs 4 (Double Action).
6	No additional effect.

Roll	Heavy Weapon Critical Failure
1	Hang Fire. Roll Damage against yourself, destroys the weapon.
2	Weapon jams. Standard Action to clear.
3	Fire in a random forward direction, and Attack the first Target in its path.
4	Drop the weapon in a random adjacent Hex.
5	Round targets user's Hex.
6	No additional effect.

Roll	Mines & Explosives Critical Failure
1	Goes off while being set.
2	Oriented incorrectly. GM may maliciously redirect the device.
3	Will not trigger.
4	Timer malfunction. Roll: 1: Never goes off. 2-3 Double the time. 4-5: Halve the time. 6: 1D6 Turns. OR roll a die each Turn, and it goes off on a 6.
5	Easily spotted (automatic) or defused (Demolitions vs 0).
6	No additional effect.

Roll	Spell Critical Failure
1	Lose 1 additional Mana (or 1 Health if no Mana left).
2	Mana spark. Closest character (or all equally closest) automatically lose 1 Health.
3	Spell resolves normally based on a random nearby Target.
4	Instant Spells fail. Spells with a longer duration only last one Turn.
5	Reverse effects (Damage/Healing, Bonus/Penalty). GM may use their discretion to decide how the effects are reversed.
6	No additional effect.

Roll	Strength Feat Critical Failure
1	Drop object on self or hit it too hard. Roll Damage against yourself based on its Enc-1 or your Strength.
2	Strain. Lose 1D3 Health.
3	Pin or jam a random limb, if possible, until the object is lifted off or you are extracted.
4	Sprain. -2 Mobility (recover 1 point per day).
5	Sprain. -2 Manipulation (recover 1 point per day).
6	No additional effect.

Roll	Swimming Critical Failure
1	Inhale water. Lose 1D6 Health.
2	Lose 1D6 Turns of air.
3	Submerge and begin to Asphyxiate.
4	Cramp. Mobility -2. Fix with Medical vs 4 (Limited Action).
5	Panic for 1D6 Turns. Lose 2 points of air per Turn. Increase the Resistance of any rescue attempts by 2.
6	No additional effect.

Roll	Riding Critical Failure
1	Mount falls on rider. Damage rider based on mount's Strength.
2	Mount loses 1 Health.
3	Thrown 1D3 hexes in a random direction. Check for Impact Damage.
4	Off balance. Mobility -2 next Turn.
5	Mount hates you. -4 Ride until you make Animals vs 8 (once per day).
6	No additional effect.

Roll	Initiative Critical Failure
1	No Actions on the first Turn.
2	Only one Action on the first Turn.
3	No Avoid rolls on the first Turn.
4	No Limited Actions on the first Turn.
5	No Movement Actions on the first Turn.
6	No additional effect.

This optional system introduces expanded Critical Hit effects. It won't be a good fit for every game, but it can add a level of risk and variety to combat in grittier games, or games where the stakes are always high.

A Critical Hit is any Attack that hits with a Margin of 5 or more. In the basic system, every 5 points of Margin adds +2 to the Damage roll. In this expanded system, replace that Bonus with the following procedure:

- On a Critical Hit, work out the Damage as normal.
- Roll one die (not open-ended) and add the Damage Margin, regardless of whether it's positive or negative.
- Add +1 for every additional 5 points of Attack Margin (at 10, 15, 20...).

  This is called a Critical at +1, +2, +3, and so on.

- Look up the final value on the following tables depending on the Damage Type caused by the Attack and the affected Hit Location (if relevant).

  Cutting [p92]

  Piercing [p93]

  Bludgeoning [p94]

  Energy [p95]

  Grappling [p95]

  Push & Stun-Only [p96]

- Apply the listed Critical Hit Effects [p97].

Using Fortune

You can't use Fortune to re-roll a Hit Location or Critical Hit roll, as they are not Ability rolls.

- You can re-roll Attack or Avoid, but only before rolling for Damage.
- You can re-roll Damage and whatever Resists it at any stage, even after rolling for the Critical Hit.

Impact Criticals

If a character falls or collides with something as the result of an Ability roll that fails by 5 points or more, count this as if an Attack hit by the same Margin. Impacts generally cause Bludgeoning Criticals.

Automatic Weapons

Weapons with an Auto rating [p166] may hit with more than one projectile. Depending on the Attack Margin, one or more of these hits may be Critical.

- *The first projectile uses the total Attack Margin to figure out if it is a Critical Hit, and its severity.*
- *For each additional projectile, subtract two points from the Margin and see if that still gives a Critical Hit.*
- *Keep reducing the Margin and checking for a Critical Hit until you run out of projectiles or the Margin drops below 5.*

Using the quick reference table below, count across from the left until you run out of projectiles or hits to resolve.

Margin	Crit. +2	Crit. +1	Critical	Normal
1 or 2	–	–	–	1
3 or 4	–	–	–	2
5 or 6	–	–	1	2
7 or 8	–	–	2	2
9	–	–	3	2
10	–	1	2	2
11	–	1	3	2
12	–	2	2	2
13	–	2	3	2
14	–	3	2	2
15	1	2	3	2
16	1	3	2	2
17	2	2	3	2
18	2	3	2	2
19	3	2	3	2

CRITICAL HITS
CRITICAL HIT TABLES

Cutting Criticals

Result	Head	Chest	Stomach	Hips
3	Stun +1.	–	–	Stun +1.
4	Stun +1.	Stun +1.	Stun +1.	Bleed 1.
5	*Cut cheek.* Bleed 1.	Bleed 1.	Stun +2.	Bleed 1.
6	*Cut across forehead.* Bleed 1. Blindness -2 while Bleeding.	Bleed 1.	Bleed 2.	Stun +1.
7	*Scalp cut.* Bleed 2.	Bleed 2.	Bleed 2.	Stun +2.
8	*Scarred.* Bleed 2. Permanent Looks -1.	Bleed 2.	Bleed 2. Stun +1.	Bleed 1. Stun +2.
9	*Throat cut.* Bleed 4.	Bleed 3.	Bleed 3.	Bleed 2.
10+	*Decapitated.* Instant Death.	*Carved open.* Bleed 5.	*Gutted.* Instant Death.	*Femoral artery cut.* Bleed 3.

Result	Arms	Legs	Wings	Tail
3	–	–	–	–
4	Stun +1.	Bleed 1.	Stun +1.	Bleed 1.
5	Drop Item.	Mobility -1.	Mobility -1.	Stun +1.
6	*Cut wrist.* Bleed 2.	Bleed 1. Mobility -1.	Bleed 1.	Bleed 1.
7	*Finger severed.* Bleed 1. Drop Item. **Sever:** Manipulation -1.	Stun +1. Mobility -2.	Bleed 1. Mobility -1.	Bleed 1. Mobility -1.
8	Bleed 1. Drop Item.	*Immobilised.* No Walking next Turn.	*Webbing cut.* Bleed 2. Mobility -2.	Bleed 2.
9	*Hand severed.* Bleed 2. Stun +2. Drop Item. **Sever:** Cannot use hand.	Bleed 1. Stun +1. Mobility -2.	*Severed wing-tip.* Bleed 2. **Sever:** Mobility -3.	*Muscles cut.* Bleed 2. Mobility -2.
10+	*Arm severed.* Bleed 3. Stun +3. Drop Item. **Sever:** Cannot use arm.	*Leg severed.* Bleed 3. Stun +3. **Sever:** Mobility -3.	*Wing severed.* Bleed 3. Stun +3. **Sever:** Cannot fly.	*Tail severed.* Bleed 3. Stun +3. **Sever:** Mobility -3.

CRITICAL HITS
CRITICAL HIT TABLES

Piercing Criticals

Result	Head	Chest	Stomach	Hips
3	–	–	–	Stun +1.
4	Bleed 1.	Bleed 1.	Stun +1.	Stun +2.
5	Stun +2.	Bleed 1.	Bleed +1.	Bleed 1.
6	Bleed 1.	*Perforated diaphragm.* Endurance -2.	Stun +2.	Bleed 1. Stun +1.
7	*In the ear!* Lose hearing one side. Bleed 1.	*Spine strike.* Permanent Stun +1.	*Perforated stomach.* Internal Bleed 2.	Internal Bleed 1.
8	*In the eye!* Lose one eye. Blindness 2 (6 if both).	Bleed 2. Internal Bleed 1.	Bleed 2.	Bleed 2.
9	*Pierced neck artery.* Bleed 3.	*Punctured Lung.* Endurance -4. Internal Bleed 2.	*Spine Strike.* Permanent Stun +1.	Internal Bleed 2.
10+	*Head pierced.* Instant Death.	*Pierced heart.* Instant Death.	*Through spine.* **Roll:** 1-4 Paralysed; 4-6 Instant Death.	Internal Bleed 3.

Result	Arms	Legs	Wings	Tail
3	–	–	–	–
4	Stun +1.	Mobility -1.	Mobility -1.	Mobility -1.
5	Drop Item.	Bleed 1. Mobility -1.	Bleed 1. Mobility -1.	Bleed 1. Mobility -1.
6	Drop Item. Stun +1.	Mobility -2.	Mobility -2.	Mobility -2.
7	Bleed 1. Stun +1.	*Immobilised.* No Walking next Turn.	*Immobilised.* No Flying next Turn.	Mobility -2. Stun +2.
8	*Straight through hand.* Manipulation -3. Drop Item.	Mobility -2. Stun +2.	Mobility -2. Stun +2.	Bleed 1. Stun +1. Mobility -2.
9	*Radius and ulna dislocated.* Lose 1 Health each time this arm is used.	Bleed 1. Stun +1. Mobility -2.	*Pierced wing-finger.* Bleed 1. Stun +1. Mobility -3.	*Nerve strike.* Stun +1D6.
10+	*Nerve strike.* Permanent Manipulation -2.	*Leg bone split.* Stun +2. **Broken:** Mobility -3.	*Wing bone split.* Stun +2. **Broken:** Unable to fly.	*Broken tail.* Stun +2. **Broken:** Mobility -3.

CRITICAL HITS
CRITICAL HIT TABLES

Bludgeoning Criticals

Result	Head	Chest	Stomach	Hips
3	Stun +1.	Stun +1.	Stun +1.	Stun +1.
4	*Black eye.* Stun +1.	Stun +2.	Stun +2.	Stun +2.
5	*Bleeding nose.* Bleed 1.	Stun +2.	Stun +3.	Stun +3.
6	*Knocked off balance.* Prone. Stun +2.	*Breast strike.* **Male:** Stun +2. **Female:** Stun +3.	*Winded.* Stun +4.	*Genital strike.* **Male:** Stun +5. **Female:** Stun +3.
7	*Ear Strike.* Stun +3.	*Solar plexus.* Stun +5.	*Internal bruising.* Stun +5.	*Bruised buttocks.* Mobility -1.
8	*Temple strike.* Internal Bleed 3. Stun +6.	Internal Bleed 1.	Internal Bleed 1.	Internal Bleed 2.
9	*Broken neck.* **Roll:** 1-3 Paralysed, 4-6 Instant Death.	*Broken ribs.* Internal bleed 2. **Broken:** Endurance -1.	*Ruptured organ.* Internal Bleed 2. Stun +2.	Internal Bleed 3. Stun +2.
10+	*Crushed skull.* Instant Death.	*Crushed ribcage.* Instant Death.	*Organs burst.* Instant Death in 1D3 Turns.	Internal Bleed 3. Internal Bleed 2.

Result	Arms	Legs	Wings	Tail
3	Stun +1.	Stun +1.	Stun +1.	Stun +1.
4	*Bruised.* Manipulation -1.	*Bruised shin.* Mobility -1.	*Bruised bone.* Mobility -1.	*Bruised.* Mobility -1.
5	Drop Item.	Stun +1.	Stun +1.	Stun +1.
6	*Wrist strike.* Stun +1. Drop Item.	Prone. Stun +2.	Stun +2.	*Crushed tip.* Stun +2. Mobility -1.
7	*Knuckle strike.* Stun +2. Drop Item.	*Broken toe.* Stun +2. **Broken:** Mobility -1.	Stun +2. Mobility -2.	Stun +2.
8	*Hand crushed.* Stun +2. Drop Item. **Broken:** Manipulation -5.	*Dislocated knee.* Stun +2. Mobility -2.	*Chipped bone.* Stun +2. Mobility -3.	Stun +2. Mobility -2.
9	*Arm broken.* Stun +2. **Broken:** Lose 1 Health each time this arm is used.	*Leg broken.* Stun +2. **Broken:** Lose 1 Health each time this leg is used.	*Wing broken.* Stun +2. **Broken:** Lose 1 Health each time the wing is used.	*Broken vertebra.* Stun +2. **Broken:** Lose 1 Health each time the tail is used.
10+	*Arm bones pulverised.* Stun +3. **Broken:** Cannot use arm.	*Leg bones pulverised.* Stun +3. **Broken:** Mobility -3.	*Wing bones pulverised.* Stun +3. **Broken:** Unable to fly.	*Vertebrae pulverised.* Stun +3. **Broken:** Mobility -3.

Energy Criticals

Result	Head	Chest, Stomach	Hips	Arms	Legs, Wings, Tail
3	Stun +1.	–	Stun +1.	–	–
4	Stun +2.	Stun +1.	Stun +2.	Stun +1.	Stun +1.
5	Stun +3.	Stun +2.	Stun +2.	Drop Item.	Mobility -1.
6	*Bright flash.* Blindness 6 for 2 Turns.	Stun +3.	Burn 3.	Manipulation -2.	Stun +2.
7	*Hair catches fire.* Burn 3.	Burn 3.	Stun +3.	Drop Item. Stun +1.	Mobility -2.
8	Lose 1 Health.	Lose 1 Health.	Lose 1 Health.	*Serious burns.* No Natural Healing.	*Serious burns.* No Natural Healing.
9	*Serious burns.* No Natural Healing.	*Serious burns.* No Natural Healing.	*Serious burns.* No Natural Healing.	*Burnt hand.* Manipulation -3. Stun +1.	Mobility -2. Stun +2.
10+	*Head vaporised.* Instant Death.	*Blood boils or freezes.* Instant Death.	Stun +5.	*Arm blown off.* Stun +1D6. **Sever:** Cannot use arm.	*Limb blown off.* Stun +1D6. **Sever: Leg or Tail:** Mobility -3. **Wing:** Unable to fly.

Grappling Criticals

Result	Head	General, Torso	Arms	Legs, Wings, Tail
3	–	–	–	–
4	Hold +1.	Hold +1.	Hold +1.	Hold +1.
5	Hold +1.	Hold +1.	Hold +1.	Hold +1.
6	Hold +2.	Hold +2.	Hold +2.	Hold +2.
7	Hold +2. Stun +1.	Hold +2.	Hold +2. Drop Item.	Hold +2. Stun +1.
8	*Contusions.* Lose 1 Health.	Hold +2. Stun +1.	Hold +2. Move defender 1 Hex.	Hold +2. Prone.
9	*Blood-flow cut off.* Stun +3.	Hold +2. Stun +2.	Hold +2. Stun +2.	Hold +2. Stun +2.
10+	*Crushed windpipe.* Lose 1 Health. Strangle.	*Bear hug.* Hold +2. Stun +3.	*Dislocated shoulder.* Hold +2. Lose 1 Health. Manipulation -3.	*Dislocated limb.* Hold +2. Lose 1 Health. Mobility -3.

Push & Stun-Only Criticals

Result	Push	Stun-Only
3	–	–
4	Stun +1.	Stun +1.
5	Distance +1.	Stun +1.
6	Prone.	Stun +2.
7	Stun +1. Distance +1.	Stun +1. Prone.
8	Distance +2. Drop Item.	Stun +1. Drop Item.
9	Distance +2. Prone.	Stun +3. Lose 1 Health.
10+	Stun +2. Distance +2. Prone.	Stun +5.

CRITICAL HITS

Critical Hit Effects

Ability Loss

This includes Manipulation and Mobility Penalties. Ability loss affects the character as long as they have the wound that caused it. Record the Health loss caused by the Attack separately, along with any other details.

Restoring Lost Abilities

Health associated with an Ability loss can only be restored after any normal points of Health have been regained. Once the associated Health points are restored, the Ability loss is erased.

If the Critical Hit caused no Health loss, then the Ability loss only lasts one Turn, unless it is associated with a Break or Sever.

Bleed

The character suffers a Bleed [p82].

Blinded

The character suffers a Blindness Penalty [p88].

Recovering Sight

This is normally a temporary blindness, unless the eyes are physically damaged. Conditions for recovery will be listed with the effect.

Broken

The Critical Hit causes one or more broken bones.

Only the effects listed after the word **Broken** are affected by this condition. Ability loss or capabilities affected by Broken bones take longer to repair once the lost Health has been restored.

- Penalised Abilities recover 1 point per week.
- Lost capabilities take 1 week to return.

Burn

The character suffers a Burn [p82].

Drop Item

The character drops one item they are holding, into a random adjacent Hex.

- Unless this is the result of a Called Shot [p79], roll randomly to determine the affected arm or item.

Endurance Loss

- If the Critical Hit caused no Health loss, then lost Endurance can be restored at the normal rate.
- If the Critical Hit caused Health loss, then that Health must be restored before the Endurance can be regained, as with Ability Loss.

Instant Death

The character sustains massive damage which instantly kills them. They die instantly, as though their Health had dropped to a negative value greater than their maximum Health.

Medical intervention cannot save the character's life. Only resurrection magic or an extreme technological reconstruction may be able to restore life.

Internal Bleed

The character suffers an Internal Bleed [p82].

Lose 1 Health

If a Critical Hit just says to Lose 1 Health, add this to any other Health lost from the Attack. This creates a larger wound, which takes longer to heal.

If the Critical Hit says "Lose 1 Health each time this (body-part) is used", it means that any Action requiring the use of the affected body-part will cause an immediate loss of Health. This also adds to the original injury, making it take longer to heal.

- Each time the Arm is used to Attack, Parry, Block, Pick Up or Rearrange Item, Use Item, Reload, and so on.
- Each Action using the Leg to Walk, Swim, Climb, or using Avoid, Acrobatics, Stealth, and so on. The character can avoid using the affected Leg and take a -3 Mobility Penalty.
- Each Action using the Wing to Fly.
- Depending on the nature of the Tail, Health may be lost when it is used to Walk, Swim, Climb, use Acrobatics, or Attack.

Manipulation & Mobility

The Critical Hit has damaged a limb, penalising its ability to function properly.

- For arms, roll randomly to determine which is affected; only Actions performed with this arm are penalised.
- A Manipulation Penalty affects all Manipulation Abilities, all Attacks, and any Skills when the hands are required [p27].
- A Mobility Penalty affects Avoid, Abilities that determine Movement rates [p56], and all other Mobility Abilities [p27] that require use of the injured limb.

Recovering Manipulation & Mobility

Manipulation and Mobility Penalties are removed at the same rate as Ability Loss [p97].

No Natural Healing

The wound has been cauterised or otherwise inflicted in a way that makes natural healing extremely slow or impossible.

- Record the Health loss associated with this injury separately. These points may not be recovered through Natural Healing [p24].
- If the Attack caused no Health loss, this result has no effect.

Recovery

Affected Health must be restored by medical, mystical, or medicinal means.

Paralysed

The character's spine has been damaged, causing them to lose function in their body from the injury down.

Quadriplegic

A broken neck renders the character's entire body useless. Their heart and lungs still work thanks to the autonomic nervous system.

- The character cannot use any Manipulation or Mobility Abilities, or Skill Abilities requiring the hands [p28].
- Some minor functions may be possible using the mouth, at a -3 Penalty.

Paraplegic

A broken back renders the character's legs and lower body useless.

- The character cannot use any Mobility Abilities [p28].
- They may move using their arms, but their Base Rate for Walking Movement becomes the same as for Climbing [p56].

Recovering from Paralysis

Paralysis is always a Permanent effect.

Permanent

The described effect is permanent, even after Health is restored. Natural recovery is impossible. Only mysticism or advanced surgery can remove a Permanent effect.

Sever

Part of the character has been cut off.

Only the effects listed after the word **Sever** are affected by this condition. Ability loss or capabilities affected by a Severed body part cannot be restored unless the part is somehow reattached.

- Sever results are Permanent.

Strangle

The character suffers Strangulation [p84].

Stun

The character suffers points of Stun [p86].
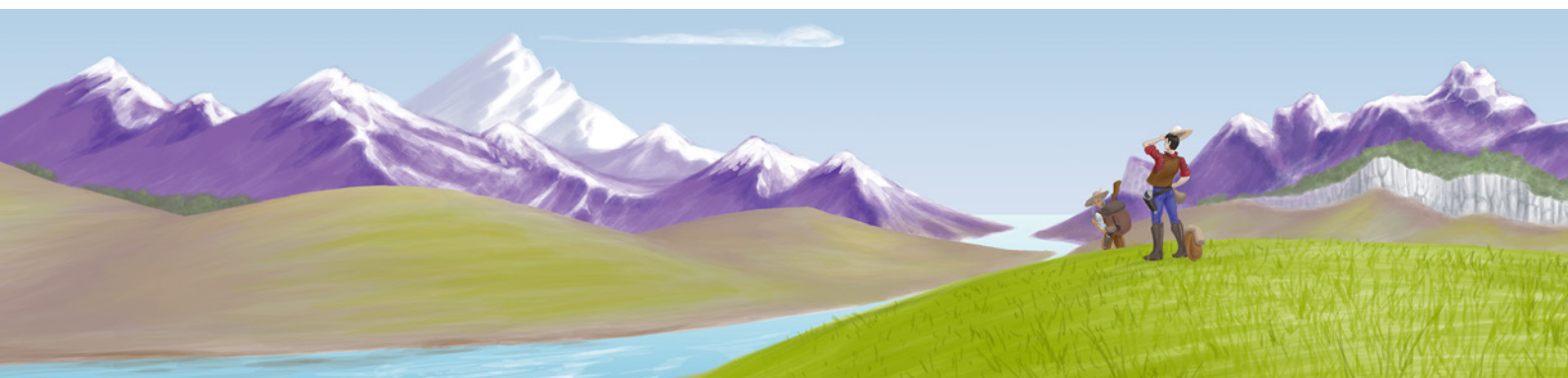
If you want your game to be as much about the journey as the destination, the Travel system provides comprehensive rules for long distance trekking and exploration.

Maps are drawn using generic markers which can be combined to represent virtually any type of terrain. This highly flexible system allows you to map almost any game world. Consistent use of the standard mapping icons means anyone else will be able to pick up and interpret maps you have created.

Travel procedure follows the same basic order as the rules.

- Once you know where the characters are on the **World Map**, roll for **Weather** and **Encounters**.
- If they try to leave a disorienting Hex, they may need to make a **Lost** roll.
- Figure out how much **Movement** the group has, and how much it will cost to get where they want to go.
- As they move from Hex to Hex, use the **Vision** rules to expand the map.
- If they spend too long outdoors in bad conditions, they will need to check for **Exposure**.

World Map [p100]

The World Map is made up of 20 kilometre wide Hexes. Characters spend their Movement on the World Map in 12 hour Periods.

Weather [p107]

The GM can determine the Weather at the start of each Period. While it is often incidental, some Weather can have a serious effect on travel or survival.

Encounters [p110]

Although it is not essential, at the start of a Period the GM may wish to check for the possibility of a random Encounter. These are presented as a basic situation outline, allowing the GM to insert their own details.

Getting Lost [p112]

Some Terrain can disorient the unwary. When the characters try to travel out of a difficult Hex, they may need to make a roll to find their way.

Movement [p113]

You can use most forms of Movement on the World Map. This section details the particulars of travelling on World Scale Hexes.

Vision [p115]

The Vision rules tell you how far you can see from wherever you are. The GM is encouraged to draw in unexplored areas of the map as the characters travel, revealing only what they have discovered.

Exposure [p116]

In particularly harsh environments, it may be necessary to check for Exposure. Will the characters be able to stave off the effects of scorching heat or freezing cold?

TRAVEL

WORLD MAP

World Scale

The World Map is made up of 20 kilometre wide Hexes. Characters can spend their Movement on the World Map in 12 hour Periods.
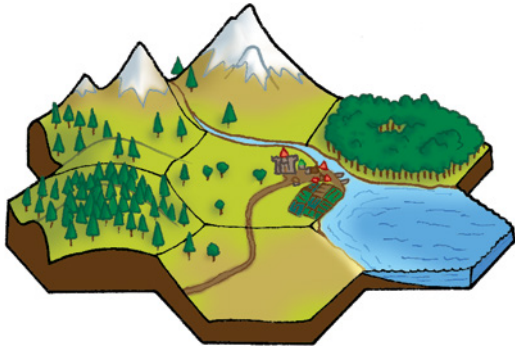
Ways to Use a World Map

Uncharted

Other than their immediate starting area and any Guide locations [p38], the whole map is unknown. It must be uncovered using the Vision rules [p115]. The group might ask for directions, follow signposts and maps, or just wander until they arrive somewhere.

This is a good method to use if the players want to discover the world bit by bit. It is best if the world is wild or unexplored, and the characters are inexperienced or not well-travelled.

Using as many of the Travel rules as possible will make the journey itself into a challenging adventure.

Hinterlands

Part of the map is well-known due to a pocket of civilisation. This area has been thoroughly travelled, mapped, and signposted. Beyond lies a vast wilderness waiting to be explored.

This method is useful if the GM wants some reasonably easy areas of travel, but also some difficult and challenging areas.

The GM may choose to expedite travel in well-known areas by not rigorously applying all the Travel rules, instead only using them for true wilderness exploration.

Known

The whole map is revealed. It's used so you know where places are, and to quickly reckon travel times.

This is a good way to use maps if you don't want the minutiae of travel to slow down play. The GM may apply all, some, or none of the Travel rules.

Describing Terrain

Although the mapping icons can give you a general idea about the environment, they are designed to be as generic as possible in order to broaden their application and provide accurate Travelling information.

It's up to the Setting and the GM to bring the landscape to life as the characters travel through it.

A Forest might be populated by broad oaks, with dappled sunlight playing upon a carpet of fallen leaves. It may be a chill pine forest jutting from the flanks of a dark mountain. It may consist of the stalks of giant mushrooms looming weirdly above a dank swamp.

It only takes a few brief, broad descriptive terms to bring the landscape to life in the players' minds – the colour and texture of the soil and rocks, the varieties of plants, the ambient sounds and smells, and glimpses of wild animals.

Terrain Icon Summary

The rules often use an isometric projection of the Terrain, in order to better illustrate the examples. Each of the standard Terrain icons has a corresponding isometric diagram as shown here. There is a full map key on the following page.

TRAVEL
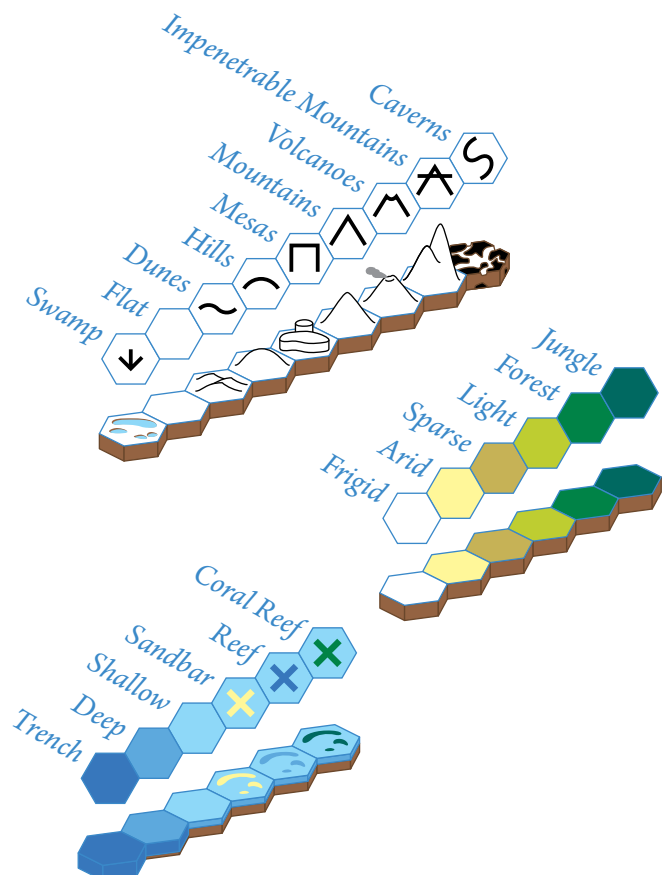
World Map Key

Icon	Topography	Mov Mod	Vision	Lost	Notes
↓	Swamp	+2	1	Survival	
	Flat	0	1	–	
~	Dunes	+1	1	Navigation -2	
⌒	Hills	+1	0	–	Scalable for Vision 1.
⊓	Mesas	+1	0	Navigation	Scalable for Vision 1 (Climbing required).
∧	Mountains	+2	0	Mountaineer	Prominent. Scalable for Vision 2.
⋀	Volcanoes	+2	0	Mountaineer	Prominent. Scalable for Vision 2.
⋀	Impenetrable Mountains	X	0	Mountaineer	Prominent. Scalable for Vision 3. No Normal Movement.
ς	Caverns	+2	–	Mining	Underground only. Adjacent Prominent Terrain not visible.

Icon	Vegetation	Mov Mod	Vision	Lost	Notes
	Frigid	0	1	Navigation -2	
	Arid	0	1	Navigation -2	
	Sparse	0	1	–	
	Light	0	1	–	
	Forest	+1	0	Survival	
	Jungle	+2	0	Survival -2	

Topography and Vegetation combine to create a multitude of Terrain types.

Movement Modifier [pII3]

Modifiers for both Topography and Vegetation are added to the basic Movement cost of 1 point per Hex.

Vision [pII5]

Use the lower value of either Topography or Vegetation. This is the distance in Hexes that you can see on the World Map while in this type of Terrain.

Lost [pII2]

The Ability used to avoid getting lost in this Terrain.

Terrain marked with a dash doesn't require a Lost roll.

You can use Navigation, or any Ability listed for either Topography or Vegetation. You must apply any negative, regardless of which Ability you actually use.

Prominent

The Terrain feature can be seen from one Hex further away than normal.

While standing in Vision 0 Terrain, adjacent Prominent Terrain is visible.

Scalable

Increase Visibility to the noted value by travelling to the top for a better view. Spend only the Terrain's Movement Modifier while standing in that Hex.

While in a Sparse Mountain Hex, you can Scale it for 2 Movement and improve Vision from 0 to 2. If it were a Forested Mountain, it would cost 3 Movement to Scale.

World Map Key *(continued)*

Icon	Water	Mov Mod	Vision	Lost	Notes
	Shallow	0	1	Navigation	Use Swimming or a vessel.
	Sandbar	0 or +2	1	Navigation	Use Swimming or a vessel. Cross on foot at low tide. Shipping hazard.
	Reef	0 or +1	1	Navigation	
	Coral Reef	0 or +1	1	Navigation	
	Deep	0	1	Navigation	Use Swimming or a vessel.
	Trench	0	1	Navigation	Use Swimming or a vessel.

Icon	Civilisation	Mov Mod	Vision	Lost	Notes
	Village	–	–	–	
	Town	–	–	–	
	City	–	–	Streetwise	
	Metropolis	–	–	Streetwise	
	Urban Zone	–	–	Streetwise	
	Fortification	–	–	–	
	Site	–	–	–	
	Ruin	–	–	–	
	Mine	–	–	–	

Icon	Map Marker	Mov Mod	Vision	Lost	Notes
	Sealed Road	0	–	–	No need for Lost rolls.
	Road	0	–	–	
	Track	0	–	–	
	River *Waterfall*	+1	–	–	
	Stream *Rapids*	0	–	–	
	Oasis	–	–	–	
	Cave	–	–	–	
	Cliffs	+2	–	–	Climbing required to cross.
	Beach	–	–	–	
	Contour	–	–	–	
	Border	–	–	–	Marks political boundaries.

TRAVEL

Topography

> Topography represents the physical shape of the landscape.

Swamp

Swamps are slightly depressed areas of waterlogged ground. They may be bogs, marshes, estuaries, wetlands or mangroves. Travel through Swamps is always arduous.

Flat

The land is flat and even, making for easy travel.

- Maps don't grant a Navigation Bonus in Frigid Flat or Arid Flat terrain.

Dunes

Dunes are shifting hills of wind-blown particles. This type of Topography can only be combined with Frigid or Arid Vegetation.

- Maps don't grant a Navigation Bonus in Dunes.

Hills

The landscape is made of rolling hills and shaded valleys. Travel is somewhat slowed by the need to move around or over the hills.

Mesas

Formed by erosion, Mesas are steep-sided rocky pillars, often with flat tops. Travel is slowed by the need to negotiate the canyons between these towering giants.

- Mesas can be Scaled for Vision 1, by spending 2 points of Movement on the World Map and making a Climb roll against a Resistance of 0. Characters with Slow or better Climbing Movement can just spend 1 Movement without needing to roll.
- The GM can modify the Movement cost depending on the Mesa in question.
- Apply the usual Climbing Modifiers [p34].
- Additional Successes reduce the Movement cost by 1, to a minimum of 1.

Mountains

Mountains tower above everything else in the landscape. Threading along the passes between them, or clambering over ridge-lines, slows travel considerably.

- Mountains are Prominent, and can be Scaled for Vision 2.

Volcanoes

Active Volcanoes are young Mountains. They are treated the same as regular Mountains, except that they occasionally cause unexpected troubles for the unwary.

- Volcanoes are Prominent, and can be Scaled for Vision 2.
- Roll 1D6 for each Volcano Hex entered. On a roll of 1, the Movement Modifier increases by 1 as the characters need to detour around a lava flow, ash slide, fire, or other impediment.

Impenetrable Mountains

Some Mountains rise into sheer cliffs, to heights almost impossible to climb.

- It is not possible to move normally into a Hex of Impenetrable Mountains. They also block Flying Movement, unless the character can fly and breathe in very thin air.
- Impenetrable Mountains resemble normal Mountains until characters try to enter the Hex. After spending as many points of Movement as it would take to enter a normal Mountain of the same type, they are returned to their previous Hex and the Mountain is revealed to be Impenetrable.
- Impenetrable Mountains are Prominent.
- An Impenetrable Mountain Hex can only be entered by spending 5 points of Movement on the World Map and making a Climb or Mountaineer roll against a Resistance of 8.
- Once entered, the Impenetrable Mountain can be Scaled for Vision 3 by spending 3 points of Movement and making a Climb or Mountaineer roll against a Resistance of 6.
- Apply the usual Climbing Modifiers [p34].
- Additional Successes reduce the Movement cost by 1, to a minimum of 1.
- Negative Successes reduce Endurance [p55]. A Critical Failure may result in a fall and subsequent impact [p84].

Caverns

Caverns are only used on underground maps, and represent extensive cave networks. They may link to Caves on a surface map, or connect massive underground caverns that are large enough to use standard Terrain.

- Caverns have no Vision rating. Even adjacent Prominent Terrain cannot be seen from a Cavern.

Vegetation

Vegetation represents the local plant life, or lack thereof.

Frigid

The ground is frozen most of the year, or may actually be sea ice or a glacier. Very few plants grow in this environment.

- Maps don't grant a Navigation Bonus in Frigid Flat or Frigid Dunes terrain.

Arid

The land is dry and parched, and there will be few plants or animals. Arid terrain may be a sandy desert, or areas of bare earth and rock.

- Maps don't grant a Navigation Bonus in Arid Flat or Arid Dunes terrain.

Sparse

The land is fairly dry, but has a sparse covering of hardy shrubs and grasses. The land may spring to life when visited by infrequent rains.

Light

The ground is covered in grasses and low bushes. Trees are present, both singly and in small groves. There is an abundance of plants around water sources.

Forest

Large areas of land are swathed in trees. Travel is slowed by the inability to travel in a straight line, and visibility is poor. Forests usually have light ground cover, with ferns and bushes growing in a bed of leaf litter. Animals can be found in abundance.

Jungle

Jungles are thick and entangling forests. They are often found in tropical climates, but any heavily overgrown forest may be considered a Jungle. Fallen trees, matted undergrowth, vines, thorny bushes, and muddy ground all conspire to slow travel. This is the jungle known as 'the green hell'.

Water

Water icons are used as stand-alone Terrain. Unless the ocean floor is mapped, they are not normally combined with Topography icons.

- Water can only be traversed using a vessel, or by Swimming.
- Swimming costs 1 point of Endurance per hour.

Shallow

An area of relatively shallow ocean, coastal areas, or lakes. The depth is between 2 and 250 metres.

Sandbar, Reef & Coral Reef

Sandbars are very shallow areas of water with a sandy bottom. They often form in river estuaries, or around reefs and islands.

Reefs are rocky shoals hidden just below the surface, and can be found in any shallow waters.

Coral Reefs are giant living organisms made of calcite structures and minute polyps. They are found in warm, shallow waters.

- Depending on the depth, Sandbars and Reefs may be traversable on foot at low tide. This may last for one or several hours.
- Sandbars and Reefs are a shipping hazard, and may cause vessels to run aground.

Deep

Areas of Deep water are between 250 and 5000 metres in depth. This is the typical depth of the open ocean.

Trench

A Trench is any area of water more than 5000 metres deep. The deepest trench on Earth is the Mariana Trench, at 11034 metres.

Civilisation

Civilisation on the World Map marks any place where intelligent creatures have built structures.

Village

A small settlement, often the centre of a relatively large rural area. It may be as small as three households, or up to a few hundred people.

Services tend to be limited, based on the residents' skills. There may be accommodation available if the village is larger or lies on a major road.

Town

Large Villages grow into Towns. The population will be between several hundred and a few thousand people.

Various shops and amenities will be available. There will always be at least one inn, unless the Town is very isolated.

City

A large urbanised area, often divided into suburbs or districts. The population will be in the tens of thousands.

As a commercial hub, it is easy to locate a wide variety of shops and services in a City.

Metropolis

A large City will grow into a Metropolis, with a population in the hundreds of thousands.

Shops and services may be even more readily available than in a City.

Urban Zone

The entire World Hex has been urbanised. All vegetation has been removed, save for a few parks and trees. The population of each Hex usually numbers in the millions.

You can generally find a shop for whatever you want, if you know where to look.

Fortification

While any of the settlements above may have their own defences, a Fortification on the Map represents a stand-alone defensive structure such as a military base, fort, or castle.

Although all Fortifications look the same on the map, their size and military capabilities will vary widely.

Site

A Site is any significant area of note that is not contained within a settlement. These may include temples, portals, academies, lighthouses, towers, laboratories, monuments, and any other operational important structures

Ruin

A former area of civilisation that has been abandoned and fallen into disrepair.

Ruins make useful hideouts for criminals and monsters. Many also conceal long-forgotten secrets or treasure.

Mine

A quarry or a series of tunnels currently being used to extract ores and precious stones from the earth.

Abandoned Mines may use the Cave or Ruin icons.

Map Markers

This category includes unique map icons that don't fit into one of the other categories.

Track, Road, Sealed Road

Tracks are roughly marked and maintained paths. Roads are unsealed major travel routes. Sealed Roads are well maintained and solid roadways, either paved with stone or made from tar or concrete.

Tracks and Roads apply the following Modifiers to travel, provided you are travelling along them.

- There is no need to make Lost rolls [p112].
- Tracks reduce Vegetation Movement Modifiers by 1, to a minimum of 0.
- Roads and Sealed Roads reduce Topography Movement Modifiers by 1, to a minimum of 0. In addition, ignore all Vegetation Movement Modifiers.
- Sealed Roads allow you to ignore Weather Movement Modifiers due to Rain or Downpour [p108].

Stream, River

Streams are narrow waterways that can be crossed with little effort. Rivers are substantial waterways, large enough to support boat traffic in both directions.

- Streams and Rivers are usually drawn along the edges of Hexes. Streams are light blue, and Rivers are dark blue.
- It costs 1 extra point of Movement to cross a River.
- If a Road or Sealed Road passes over the River, there's usually a bridge that allows you to ignore the extra Movement cost.
- Travelling along a River or Stream by boat or by Swimming costs 1 point of Movement per Hex edge if travelling upstream, and 1 point of Movement for every two Hex edges if travelling downstream.

Rapids

Rapids are formed when a Stream or River passes through a narrow gorge, flows over shallow rocks, or rapidly loses altitude.

- Rapids are drawn as a light blue line across a Stream or River.
- Rapids prevent boat travel upstream.
- Boating down Rapids requires a Sailing roll against a Resistance of between 2 and 6 to avoid capsizing.

Waterfall

Waterfalls are created when a Stream or River experiences an abrupt drop in altitude.

- Waterfalls are drawn as a dark blue line across a Stream or River.
- Waterfalls prevent boat travel upstream.
- Boating down Waterfalls generally results in a fall and Impact [p84].

Oasis

A small spring in otherwise barren terrain, usually found in Arid or Sparse areas. Oases often attract small settlements, especially if they are on a trade route.

Cave

This marks the above-ground entrance to a tunnel or cavern system. They may be small, or linked to a vast network of Caverns.

Cliffs

A Cliff is any sheer break in otherwise regular terrain. Cliffs can be any height, from 10 metres to 1000 metres or more.

- Cliffs are usually drawn along the edges of Hexes. The spiked lines mark the lower side of the Cliff.
- Moving across a Cliff line requires 3 points of Movement on the World Map, and a Climb roll against a Resistance of 0.
- The GM can modify the Movement cost depending on the height of the Cliff in question.
- Apply the usual Climbing Modifiers [p34].
- Additional Successes reduce the Movement cost by 1, to a minimum of 1.

Beach

Coastal areas made of sand or pebbles rather than dirt and rocks. Beaches are convenient landing areas for small boats, but are otherwise used as habitat, scenery, and for recreation.

- Beaches are usually drawn along the edges of coastal Hexes.

Contour

Contour lines mark changes in altitude, normally every 1000 metres above sea level. This altitude is for Flat terrain; Hills and Mesas may be between 20 metres and 500 metres higher, while Prominent features can be up to 1000 metres higher.

- Contours are usually drawn along the edges of Hexes.
- At this scale, Contours have no effect on Movement.
- High altitudes cause greater Endurance loss [p55].

Border

Borders mark political boundaries. Several styles may be used to represent borders within a region, and borders with neighbouring regions.

- Borders are most often marked along the edges of Hexes.

TRAVEL

WEATHER

Rolling for Weather

Make a Weather roll at the start of each game day.

- Roll one die for each Weather Attribute – Temperature, Water, and Wind. Use three distinctive dice so you can tell them apart.

- If two Weather dice roll one or six, count the ones as 0 and the sixes as 7. If all three Weather dice roll ones and sixes, count each one as -1 and each six as an 8. This represents extreme weather events.

- Apply any Modifiers for Topography, Vegetation, Latitude, and Season. When the characters move, new Modifiers may produce changes in the weather.

- Look up the rolls on the Weather Summary table, or the Weather Effects tables [p108].

Instead of making a roll, the GM may decide that the Weather is usually fine, or can implement particular weather when it's dramatically appropriate.

Weather Summary

Result	Temp.	Water	Wind
<-1	Freezing	Parched	Dead Calm
-1	Cold	Clear	Dead Calm
0	Cold	Clear	Dead Calm
1	Cool	Clear	Calm
2	Cool	Lt. Clouds	Calm
3	Mild	Cloudy	Lt. Breeze
4	Mild	Cloudy	Breezy
5	Warm	Overcast	Breezy
6	Warm	Showers	Windy
7	Hot	Rain	Windy
8	Hot	Rain	Strong Wind
>8	Scorching	Downpour	Gale

Combination Weather

Check to see if the Weather rolls have created a Combination Weather event [p109].

Temp.	Water	Wind	Becomes
<-1	>8	>5	Blizzard
<-1	>8	<6	Sleet
<-1	7 to 8	–	Snow
<1	6	–	Hail
<1	5	<4	Fog
>6	5	<4	Mist
>6	>6	–	Thunderstorm
–	<6	>7	Sandstorm *

* Sandstorms only occur in Arid Flat or Arid Dunes.

Weather Modifiers

Topography	Temp.	Water	Wind
Swamp	0	+2	0
Flat	0	0	+1
Dunes	0	0	+1
Hills	0	0	0
Mesas	0	0	+2
Mountains	-2	+1	+1
Volcanoes	-1	0	+1
Impen. Mts.	-3	+2	+3
Caverns	-1	-3	-1

Vegetation	Temp.	Water	Wind
Frigid	-2	+2	+2
Arid	+1	-3	+1
Sparse	0	-1	0
Light	0	0	0
Forest	0	+1	-1
Jungle	0	+2	-2
Urban Zone	+1	0	+1
Shallow Water	0	0	+1
Deep Water	-1	0	+1
Trench	-2	0	+1

Latitude	Temp.	Water	Wind
Tropical	+4	0	0
Sub-Tropical	+2	0	0
Temperate	0	0	0
Sub-Arctic	-2	0	0
Arctic	-4	0	0

Season	Temp.	Water	Wind
Summer	+2	-1	-1
Autumn	0	0	+2
Winter	-2	+2	+1
Spring	0	+1	0
Wet	0	+3	+3
Dry	+1	-3	0
Night	-1	0	0

Weather Effects

Result	Temperature	Effects*
each extra -2	Freezing +1	*Up to an additional -6ºC for each extra Freezing category.*
-3 to -2	Freezing	*0ºC to -5ºC. Cold enough to freeze water.*
-1 to 0	Cold	*1ºC to 6ºC.*
1 to 2	Cool	*7ºC to 12ºC.*
3 to 4	Mild	*13ºC to 18ºC.*
5 to 6	Warm	*19ºC to 24ºC.*
7 to 8	Hot	*25ºC to 30ºC.*
9 to 10	Scorching	*31ºC to 36ºC.*
each extra +2	Scorching +1	*Up to an additional 6ºC for each extra Scorching category.*

* Temperature may require characters to make Exposure rolls [p116] if outside their Comfort Zone [p61].

Result	Water	Effects
-2 or less	Parched	*There are no clouds in the sky. Even the air is dry and parched.*
-1 to 1	Clear	*There are no clouds in the sky.*
2	Light Clouds	*Clouds cover around a quarter of the sky.*
3 to 4	Cloudy	*Clouds cover around half of the sky.*
5	Overcast	*Clouds cover most or all of the sky.*
6	Showers	*Occasional light rain falls in small droplets, slowly making things damp.*
7 to 8	Rain	*Steady rain falls for extended periods, soaking things and muddying the ground.* ● Increase the cost of Walking Movement by 1 per Hex.
9 or more	Downpour	*Solid sheets of rain pour from the sky, instantly drenching everything.* ● Increase the cost of Walking and Flying Movement by 1 per Hex. ● Decrease Vision [p115] on the World Map by 1.

Result	Wind	Effects
0 or less	Dead Calm	*There is absolutely no wind.*
1 to 2	Calm	*There is very little wind, but it is not completely still.*
3	Light Breeze	*A gentle breeze toys with dust and leaves.*
4 to 5	Breezy	*A breeze which gusts occasionally. Trees rustle their leaves.*
6 to 7	Windy	*A continuous and capricious wind that blows off hats and ruffles hair.*
8	Strong Winds	*A strong, violent wind that blows things over and stops people in their tracks.* ● Increase the cost of Walking and Flying Movement by 1 per Hex.
9 or more	Gale	*An overwhelming river of wind, threatening to damage things or blow them away.* ● Increase the cost of Walking and Flying Movement by 2 per Hex.

● Movement Rates [p56]

● Walking Movement [p41]

● Flying Movement [p36]

Combination Weather Effects

Some basic Weather conditions combine to create special outcomes. These results may replace some of the basic results *(A "Snow" result turns the rain into snow, rather than causing rain and snow simultaneously)*.

Blizzard

Freezing + Downpour + Windy or stronger

A thick blanket of white flakes surge from the sky, blown by the wind to bury everything in deep snow.

- Increase the cost of Walking and Flying Movement by 2 per Hex.
- Decrease Vision **[p115]** on the World Map by 4.
- Apply an Obscuration Modifier **[p88]** of 1 per Hex.

Sleet

Freezing + Downpour + Breezy or less

A slurry of wet snow pours from the sky.

- Increase the cost of Walking and Flying Movement by 1 per Hex.
- Decrease Vision **[p115]** on the World Map by 2.

Snow

Freezing + Rain

The landscape is gently covered in a blanket of soft white flakes.

- Increase the cost of Walking Movement by 1 per Hex.

Hail

Cold or colder + Showers

Balls of ice plummet from the sky; sometimes tiny, sometimes the size of golf balls.

- Increase the cost of Walking and Flying Movement by 1 per Hex.
- Decrease Vision **[p115]** on the World Map by 1.

If the Wind is 5 or more, any character exposed to the Hail for more than an hour must resist Damage. Roll only once for each 12 hour Period.

- An exposed character must Resist a Bludgeoning Damage roll to a random Location equal to the Wind-5, which causes Health loss.

Fog

Cold or colder + Overcast + Light Breeze or less

A thick layer of cloud blankets the ground. Both sound and vision are absorbed by the roiling mass.

- Decrease Vision **[p115]** on the World Map by 4.
- Apply an Obscuration Modifier **[p88]** of 1 for every 5 Hexes.

Mist

Hot or hotter + Overcast + Light Breeze or less

A haze of moisture hangs in the air.

- Decrease Vision **[p115]** on the World Map by 2.

Thunderstorm

Hot or hotter + Rain or wetter

Lightning rips across dark, brooding clouds, followed by the ominous rumble and boom of thunder.

- Increase the cost of Walking and Flying Movement by 1 per Hex.
- Decrease Vision **[p115]** on the World Map by 2.

Sandstorm

Overcast or drier + Strong Winds or stronger + Arid Flat or Arid Dunes

The wind picks up dry sand and blows it in a scouring blast, moving dunes and threatening to bury everything in its path.

- Increase the cost of Walking and Flying Movement by 3 per Hex.
- Decrease Vision **[p115]** on the World Map by 4.
- Apply an Obscuration Modifier **[p88]** of 1 per Hex.

Any character who has more than half a Location of unprotected skin exposed to the Sandstorm for more than an hour must resist Damage. Roll only once for each 12 hour Period.

- An exposed character must Resist a Bludgeoning Damage roll to their least protected Location equal to the Wind-5, which causes Health loss.

TRAVEL

Encounters

While the GM will usually create specific encounters based on the current situation, they can use these Encounter tables to come up with random situations.

- The GM may roll for a random Encounter at the start of a 12 hour Travel Period. They may implement the Encounter at any appropriate time during travel.
- Roll one open-ended die, and look up the result depending on the type of Zone the characters are in.
- Results are only suggestions, designed to spark your creative juices. Modify or embellish them as appropriate to the game, location and situation. Consider tying them into any goals the characters are already pursuing.

Zone	Creatures	Characters
Settled	-4 or less	4 or more
Rural	-2 or less	5 or more
Wild	3 or less	9 or more
Desolate	-3 or less	12

Encounter Zones

Use the following guidelines to figure out what sort of Zone the characters are in. The GM can use their discretion when Zoning particular Hexes.

Travelling between Zones may cause a possible Encounter to trigger.

The GM rolls a 3 for Encounter when the group is in a Rural Hex, so there's no Encounter. However, when they travel into a Wild Hex, the 3 is enough to trigger a Creature Encounter.

- **Settled** Zones are those near towns and cities. A Hex containing a Town is considered Settled; each larger Settlement type *(City, Metropolis, Urban Zone)* increases the Settled area by a one Hex radius per increase in size. Settled Zones will not extend into Prominent Terrain, Swamps, or any Vegetation other than Sparse or Light.
- **Rural** Zones extend for a two Hex area around all Settled Hexes. Hexes containing Roads, and those adjacent to Rivers or canals used as trade routes, are also Rural. Villages are Rural in a one Hex radius. Rural areas will not extend more than one Hex into Prominent Terrain, Swamps, or any Vegetation other than Sparse or Light.
- **Wild** Zones include anything that is not Settled, Rural or Desolate.
- **Desolate** Zones include any Arid or Frigid parts of Wild Zones, plus Impenetrable Mountains.

Creature Encounters

Roll	Creature Encounter
1 to 3	Roll on the **Hunger** table.
4 to 6	Roll on the **Survival** table.

Roll	Hunger
1	**The Hunted:** Something is stalking the characters. It may be a large predator actually hunting them, or it may be smaller creatures looking for an opportunity to steal food.
2	**The Hunt:** A predatory creature is in the process of stalking or chasing its prey.
3	**The Chase:** One or more creatures are fleeing from a predator. This may cause a stampede.
4	**Feeding Time:** Predators or scavengers are eating the carcass of a dead creature.
5 to 6	**Grazing Time:** One or more creatures are peacefully grazing, browsing, or foraging.

Roll	Survival
1	**Migrating:** A large group of creatures is travelling to new feeding grounds. Large migrations may even hinder travel.
2	**Sparring:** Two or more creatures are sparring for dominance. They may be fighting over territory or mating rights, and will be unusually aggressive.
3	**Territorial:** The characters have entered the habitat of a territorial creature, or are too close to a family group. The dominant creature will perform threat displays, and may even attack.
4	**Family:** The characters encounter a family group. Adults will be fiercely protective of their young.
5	**Rest:** The characters pass close to a nest or lair, which may or may not be occupied.
6	**Maimed:** The characters find a trapped or injured creature. It may have escaped a predator, fallen into a bog or pit, or been injured by a hunter or trap.

Character Encounters

Roll	Character Encounter
1 to 2	Roll on the **Hostile Situation** table.
3 to 4	Roll on the **Need Help** table.
5 to 6	Roll on the **Offering Help** table.

Roll	Hostile Situation
1	**Robbery:** One or more bandits attempt to waylay the characters and steal their valuables, by force if necessary.
2	**Kidnap:** Someone attempts to kidnap one or more of the characters for slavery, ransom, or their own purposes.
3	**Corruption:** Local corrupt security forces demand a fee for safe travel, or insist on searching for contraband.
4	**Culture Clash:** A group with opposing views. There may be religious, racial or political tensions. Open hostility and abuse may turn to violence.
5	**Thugs:** A group of violent good-for-nothings, just spoiling for a fight.
6	**Theft:** One or more thieves attempt to steal valuables by stealth or by gaining the characters' trust.

Roll	Need Help
1	The encountered characters are searching. Roll on the **Searching For** table.
2	The encountered characters are in a situation. Roll on the **Hostile Situation** table.
3	**Hostile Creatures:** The encountered characters are under attack by creatures.
4	**Need Supplies:** The encountered characters are in desperate need of food, water, medicine, or other vital supplies.
5	**Need Fixing:** The encountered characters have suffered injury or a breakdown, and require appropriate assistance. They may have recently dealt with hostile creatures or a Hostile Situation.
6	**Natural Disaster:** The encountered characters are seeking aid due to a natural disaster which has befallen them or a nearby settlement. Natural disasters include fallen trees, floods, landslides and avalanches, fire, and disease.

Roll	Offering Help
1 to 2	**Trading Goods:** Someone is trying to sell something. It may be equipment, supplies, special items, arts, crafts, or anything else.
3 to 4	**Offering Services:** Someone is trying to sell a service. This may include fortune-telling, massage, cleaning, or other tasks. It might also be someone promoting accommodation or another local business.
5	**Guide:** Someone with local knowledge is willing to act as a guide, or supply detailed local information, for the right price.
6	**Information:** Someone is willing to pass on valuable or little-known information, for a price. It may be political rumours, news from distant lands, a map or other document, or information of particular relevance to the characters.

Roll	Searching For
1 to 2	**A Place:** The encountered characters are trying to get somewhere. It may be a settlement, or a less well-known location such as a ruin.
3	**An Item:** The encountered characters are searching for an item – something specific for a quest, herbs to make medicine, parts for a machine, a lost relic, or buried treasure.
4	**An Individual:** The encountered characters are looking for a particular character. They may want to deliver news or an item, join their cause, or put an end to their plans.
5	**A Lost Character :** The encountered characters are looking for a missing comrade or pet who may have been kidnapped, wandered off, or disappeared under mysterious circumstances.
6	**Stolen Goods:** The encountered characters were the victims of robbery or theft, and are trying to recover their stolen property.

TRAVEL

Getting Lost
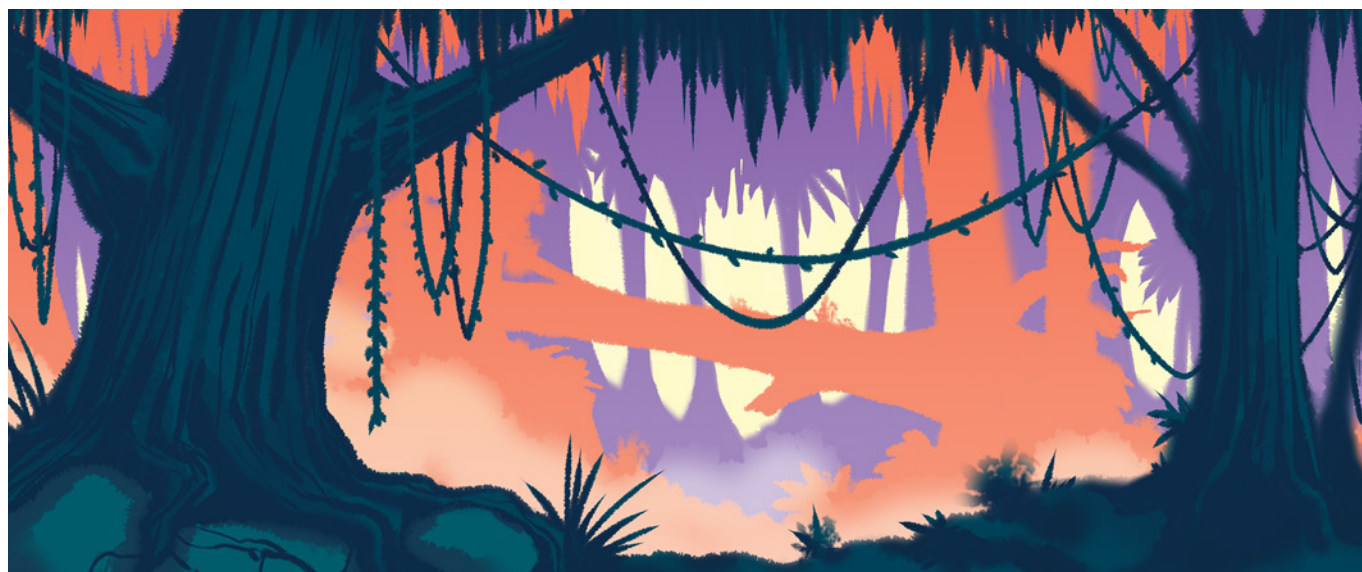
If a character enters a Hex of Terrain that has an Ability listed in the Lost column, they may have to make a Lost roll to find their way out again.

- Characters only need to make a Lost roll upon entering a new type of Terrain, not once per Hex. To avoid multiple rolls, the GM may allow a single Lost roll on first entering difficult Terrain.

- A roll is required if either the Topography or Vegetation (or Water) lists an Ability in the Lost column [p101].

- Characters never need to make Lost rolls in Hexes covered by their Guide Ability [p38]. Guide also reduces Travel Movement costs [p113].

- Characters never need to make Lost rolls if on a Track or Road, or if following a Stream, River, Cliff, or Coastline [p105].

- Characters may voluntarily make a Lost roll in Terrain that doesn't need one, in an effort to speed up travel by finding a short-cut.

Selecting an Ability

Only one character in a group may make a Lost roll.

- You can always make a Lost roll using Navigation [p42].

- If the Topography or Vegetation lists an alternative Ability (Survival [p46], Mountaineer [p41], Mining [p41]), then you can choose to roll one of these rather than Navigation.

Lost Roll

You can only make a Lost roll when the Terrain changes, or for each 12 hour Period.

Make a roll using your selected Ability against a Resistance of 0, with the following Modifiers:

- +2 if you have an accurate map of the area (doesn't apply in Arid or Frigid Flat or Dunes Terrain).

- If the Lost column includes a -2 Modifier, this applies regardless of the Ability you are using.

- -2 if you are surrounded by the same type of Terrain at the start of the Travel Period.

- Apply any Visibility Modifiers, which cannot total more than -6. Any Obscuration Modifier will automatically cause a -6 Visibility Penalty to Lost rolls.

Look up your Successes on the table below to see how your travel has been affected.

Successes	Result
-2 or less	Expend all remaining Movement wandering in circles. No effective travel.
0 or -1	Expend all remaining Movement but travel only 1 Hex in a random direction, if possible.
1 or 2	Normal Movement.
3 or 4	Reduce the Movement cost of each Hex by 1, to a minimum of 1.
5 or 6	Reduce the Movement cost of each Hex by 2, to a minimum of 1.
7 or more	Reduce the Movement cost of each Hex by 3, to a minimum of 1.

TRAVEL

MOVEMENT

Movement Costs

It costs a character one or more points of Movement to enter an adjacent World Hex.

- Characters spend their points of Movement on the World Map in 12 hour Periods.
- It always costs at least one point of Movement to enter an adjacent Hex. Movement Modifiers for difficult terrain may add to this basic cost.
- You always pay the cost for the Hex you are moving to, not the one you are moving from.
- If you don't have enough Movement left to enter a Hex, then the Hex is revealed on the Map and you end your Movement in the previous Hex.
- You can pay the Movement cost to enter a Hex over multiple Periods, so long as you keep trying to enter the same Hex each time you travel.
- Travelling on a River costs 1 point of Movement for every two Hex sides downstream, and 1 point for every Hex side upstream.

Walking [p41]

- Take into account all of the listed Movement Modifiers for difficult Terrain [p101].

Climbing [p34]

- Normally only used on the World Map when scaling Mesas [p103] and Cliffs [p105].

Swimming [p47]

- All Water Hexes normally cost 1 point of Swimming Movement to enter.

Flying [p36]

- When flying over the landscape, reduce Topography Movement Modifiers by 1 to a minimum of 0, and ignore all Vegetation Movement Modifiers. These reductions do not apply in Caverns.
- Impenetrable Mountains have a Movement Modifier of +2, but can only be entered if the character is capable of flying in thin atmosphere.

Burrowing [p33]

Use the Burrowing Movement Modifiers instead of those shown on the World Map Key. The GM must use their discretion to decide the ground's hardness.

Standard Walking Movement

The numbers show the Movement cost to move from the central Hex to any of the adjacent Hexes.

Crossing Rivers

Adds 1 to the Movement cost of the Hex you are moving to. Streams do not cost any Movement.

Travelling on Rivers

It costs 1 point of Movement for every two Hex sides downstream, and 1 point for every Hex side upstream.

No Roads

With no road at all, use the standard Movement Costs.
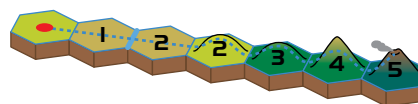
Track

Reduce the Vegetation Movement Modifier by 1.
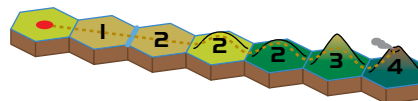
Road or Sealed Road

Reduce the Topography Movement Modifier by 1, and ignore any Vegetation Movement Modifier.
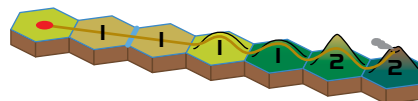
Guide [p38]

If the group is led by a character with Guide knowledge of the area, the Movement cost of all affected Hexes is reduced by 1 to a minimum of 1.

TRAVEL

MOVEMENT

Travelling

Before setting off, you'll need to figure out how many points of Movement you have for the Period.

- Decide how everyone in the group will be travelling. Characters may use various different forms of movement, although this may require some to slow down or split up and meet again later.
- A group travelling together will only be able to move at the speed of their slowest member.
- Faster characters may choose to spend their spare points of Movement on other things, such as scouting ahead, Scaling Prominent Terrain [pII5], or Hunting [p38].

Travel Time

- Characters spend their points of Movement on the World Map in 12 hour Periods.

If you don't need to spend all your Movement to get where you're going, then the time spent is proportional to how much of your Movement you used.

The following table gives the number of hours it takes to use a certain amount of Movement, based on your maximum Movement rate.

Max. Movement	Movement Spent					
	1	2	3	4	5	6
1	12	24	36	48	60	72
2	6	12	18	24	20	36
3	4	8	12	16	20	24
4	3	6	9	12	15	18
5	3	5	8	10	12	15
6	2	4	6	8	10	12

Endurance

Characters lose Endurance [p55] when travelling long distances.

- When using Normal Movement [p56] *(normally Walking)*, you lose 1 point of Endurance for every point of Movement spent on the World Map.
- When using Slow Movement [p56] or slower *(normally Swimming and Climbing)*, you lose 3 points of Endurance for every point of Movement spent on the World Map.
- When travelling at altitude, characters will lose 1 point of Endurance for every 12 hours of activity, for every 1000 metres above sea level.
- Travelling while Burdened [p54] may cause additional Endurance loss.

Travelling While Exhausted

- If a character's Endurance drops below 0, they become Exhausted [p55] and can only spend half their Movement on World Hexes.
- If the character has already moved more than half their Movement rate when they become Exhausted, they can't travel any further that Period.
- Travelling while Exhausted continues to cause Endurance loss, which may lead to Health loss.

Camping

When the characters stop for the night, don't forget to take care of Character Maintenance [p24] – eating, drinking, healing, resting, and resetting Pool values.

TRAVEL

Vision

When venturing into unexplored areas of the world, the GM charts the characters' progress by filling in the Terrain on a blank map of small Hexes. The Players' Map starts with only the areas known by the characters, and is extended as they explore.

The Vision rules govern how far the characters can see on the World Map from a given Hex.

- Use the lower Vision rating of either the Topography or Vegetation [p101].
- Weather [p108] may also reduce Vision.
- Vision "–" means the character can never see beyond the Hex they are in.
- Vision 0 means the character cannot usually see out of the Hex they are in.
- Vision 1 or greater allows the character to see World Hexes up to that distance away.

Prominent Terrain

Prominent Terrain [p101] has two effects on Vision:

- It can be seen from one Hex further away than usual, based on the Vision of the occupied Hex. From a Vision 0 Hex you can see adjacent Prominent Terrain, but not from a Vision "–" Hex.
- Prominent Terrain blocks all Vision beyond itself.

Scalable Terrain

You can ascend Scalable Terrain to get a better view of your surroundings.

- You must already be in a Hex in order to Scale it.
- Scaling costs as many points of Movement as the Terrain's Movement Modifier, without the base cost of 1 for entering a new hex.
- Once Scaled, Vision changes to the value listed in the World Map Key [p101].
- Walking back down does not cost any Movement. Just pay the cost for the Hex you want to move into.

Flying Vision

- Flying characters can easily travel above the level of trees or hills, and so are allowed Vision 1 in any Terrain not listed as Prominent.
- For 1 point of Flying Movement, the character can ascend to a level allowing them Vision 2 in any Terrain except Impenetrable Mountains.
- If the character is capable of flying over Impenetrable Mountains, they may spend 2 points of Flying Movement to ascend to a level allowing them Vision 3 in any Terrain.

Vision 0

In Terrain such as Forests, Hills, or Mesas, the character can usually only see the Hex they are actually standing in.

Vision 1

When both Topography and Vegetation have Vision 1, such as Light Flat or Sparse Swamp, the character can usually see all of the adjacent Hexes.
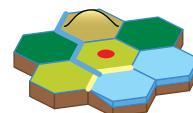
Prominent Terrain

Even in a Vision 0 Hex, Prominent Terrain can be seen from one Hex away. In this example, the character is among Hills, but can see the adjacent Mountain and Volcano.
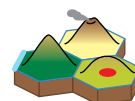
Scaling Terrain

Scaling the hill for 1 point of Movement grants Vision 1. The Light Mountain is visible from one Hex further away.
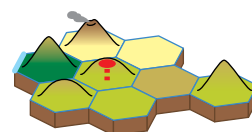
Blocking Vision

If the character moves into the Forested Mountain for 5 Movement, and then Scales it for 4 Movement, they gain Vision 2.

The adjacent Frigid Mountain and Arid Volcano both block Vision into the Hexes beyond.
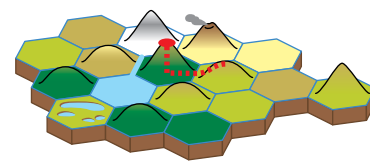
Drawing Maps

The Map chapter [p203] includes blank map templates for use as both the GM's master map, and the Players' Map.

There are also tips on designing and drawing maps "Under the Hood" [p230].

TRAVEL

Exposure

Characters need to make Exposure rolls when they spend three or more hours of a 12 hour Period exposed to a Temperature category **[p107]** that is outside their Comfort Zone **[p61]**.

The default human Comfort Zone is a Temperature between Cool and Warm.

- Exposure rolls are not necessary if the characters are in a climate-controlled environment, such as a house (unless it is poorly insulated).
- If the Temperature is one category Too Hot, the character only needs to make an Exposure roll if they are physically active (manual labour, travelling).
- If the Temperature is one category Too Cold, the character only needs to make an Exposure roll if they are physically inactive (mental work, resting).
- Characters always need to make Exposure rolls if the Temperature is more than one category Too Hot or Too Cold.
- Only one Exposure roll needs to be made for each 12 hour Period, unless conditions change from Too Hot to Too Cold or vice versa, or if the Temperature becomes even hotter or colder.

Exposure Roll

If subject to Exposure, make a Survival roll against a Resistance of 2.

Modifiers apply depending on whether it is Too Hot or Too Cold (see below).

Reduce Endurance by 1 for each negative Success.

Too Cold	Modifier
Active (manual labour, travelling).	+1
No warm clothes (coat, cloak).	-1
No heat source (fire, heater).	-1
Resting with no shelter (tent).	-1
Too Cold by more than one category.	-2 each

Too Hot	Modifier
Inactive (mental work, resting).	+1
No shade.	-1
Not plenty to drink.	-1
Too Hot by more than one category.	-2 each
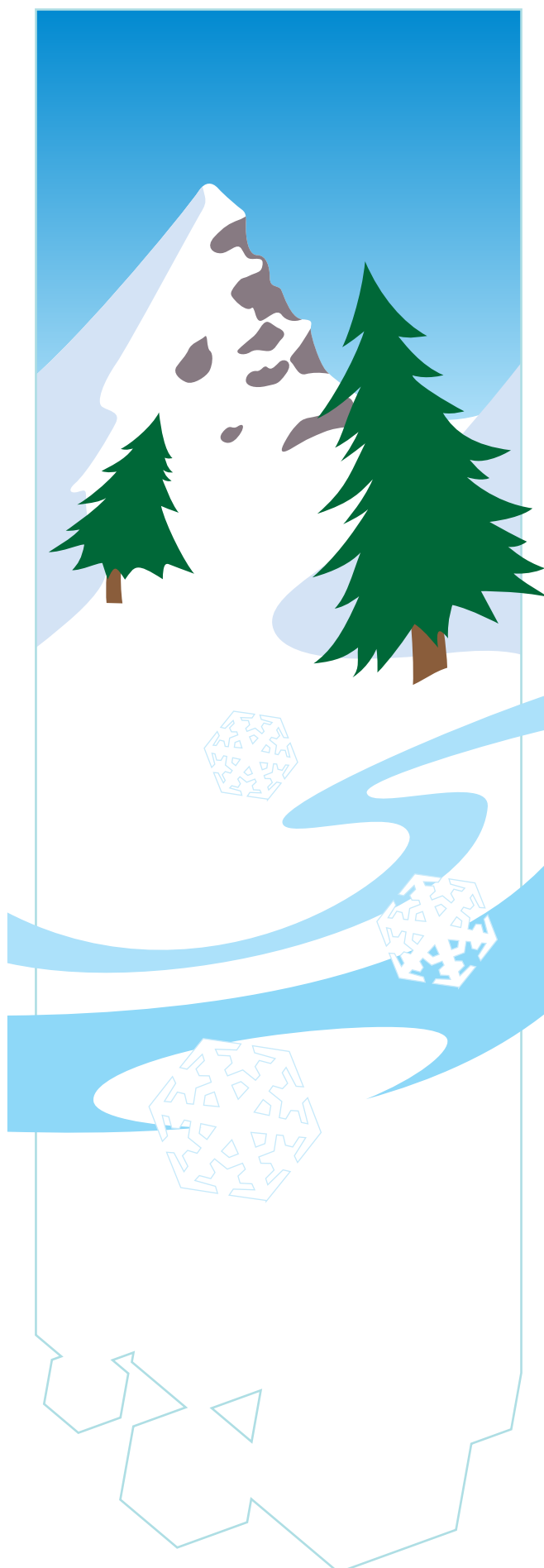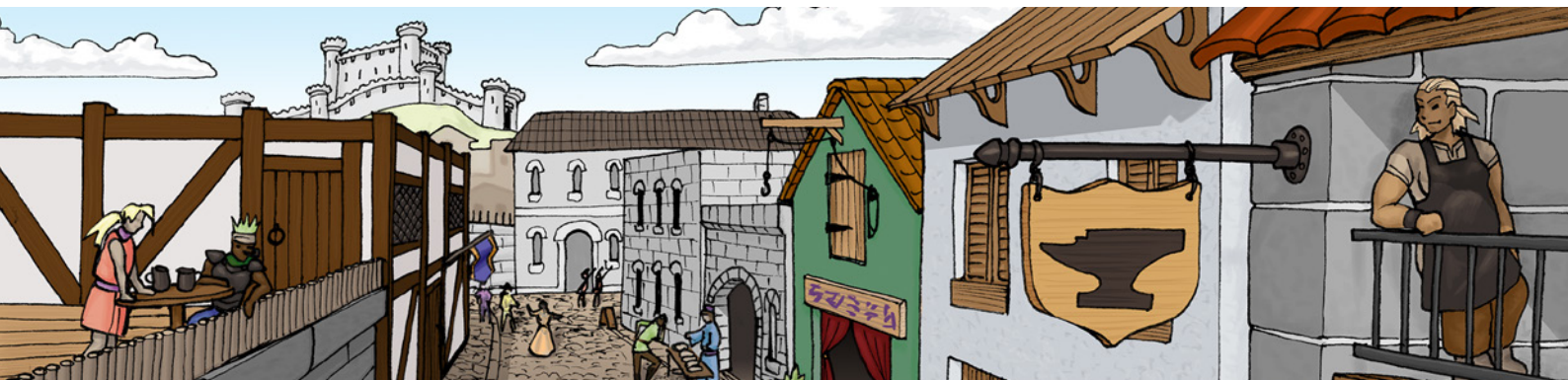
Settlements **[p105]** form when people gather together for protection and commerce. In many games, towns and settlements form the staging posts in which characters rest, resupply, and prepare to set out on new adventures.

The Businesses described here are intended for worlds with limited distribution networks and unreliable supply lines – fantasy worlds, frontier societies, the post-apocalypse. In a well-supplied modern or futuristic setting, goods are usually more readily available.

This section provides generic details for a variety of businesses that may be found in a wide variety of settings. Any establishments that are specific to a particular game world will be detailed in its Setting book.

Star Rating

Establishments have a quality rating between one and three Stars (★). The Star rating is used to rate either the quality of services on offer, or the range and quality of available goods.

Availability Tables

Many shops use one or more Availability Tables to figure out what they currently have in stock. You can only make a roll on a business's Availability Table once each game week. Availability rolls are typically made using a single open-ended die.

- Most Availability Tables cross-reference a roll with the shop's Star rating to let you know what quality or quantity of items are available.
- Some Availability Tables work by cross-referencing the desired item with the establishment's Star rating, which gives you the minimum number you need to roll on an open-ended die for that type of item to be available.

Inns & Taverns

Inns are public houses for socialising, eating and drinking, and also offer services for the traveller such as accommodation, stabling, and washing.

Taverns tend to have fewer services for travellers.

Food & Drink

All Inns and most Taverns are able to serve fresh food on request. Travellers who eat at an Inn don't have to mark off a Ration **[p24]** for the day.

- Hot meals cost ¼ CU per ★.
- A full range of alcoholic and non-alcoholic beverages will be available regardless of Stars.
- Inns usually have large amounts of food and drink available for purchase **[p158]**.

Accommodation

Inns usually have a number of private rooms for rent. Taverns may offer no rooms, or only a few. Both often have a common room for shared accommodation.

- A private room for one night costs ½ CU per ★ for each guest. Natural Healing rolls **[p24]** receive a +1 for each ★.
- Sleeping in the common room for one night costs ¼ CU per guest, regardless of Stars. Natural healing rolls receive a +1 Bonus. Patrons are responsible for the security of their person and possessions.

Washing

Bathing and laundry facilities vary by business.

- Bathing costs 1/8 CU, plus 1/8 CU per ★ for each bather, including a private room and hot water. Modern settings don't charge for bathing, but may do so for access to saunas, spas, pools, or hot springs.
- Laundry costs 1/8 CU per ★ for each item cleaned.

Stables

Most Inns and Taverns will have a hitching post or yard for tethering mounts free of charge at the owner's risk, while others will have a proper Stable. Stables are treated as a separate Business, even if attached to an Inn.

- Stabling costs ¼ per ★ for each animal. This covers food, water, shelter, grooming, and exercise during long stays.

Stables and Inns may also have animals available for hire or purchase.

Animal	★	★★	★★★
Horse	3	1	-1
Mule, Donkey	5	3	1
Warhorse, Clydesdale	7	5	3

- **Inns without Stables** apply a -4 to all rolls.

City Watch or Police

The Star rating for City Watch or Police indicates the training level of the average town guard member [p196] or policeman [p196].

Rating	Guard Type
★	Type I (5 Progress)
★★	Type II (10 Progress)
★★★	Type III (15 Progress)

- In a squad of six guards, one will be a Sergeant, who is one Type higher than the regular guards.
- Villages may only have one or two Squads, with no guard members higher than Sergeant.
- The watch of larger settlements will be led by a Captain. They may be one Type higher than the Sergeants, or they may be fully-fledged NPCs.
- Large cities may have several Captains, led by a Watch Commander who is usually a powerful NPC.

Equipment Shops

Shops such as general stores, department stores, and supermarkets will often have all manner of common items [p154] readily available.

The GM should apply their discretion when determining the availability of specific items depending on the setting, the type of shop, and the requested item.

Adventurer's Shop

In worlds where adventuring is a common pursuit, specialist shops will develop to cater specifically to adventurers.

Adventurer's Shops are general stores offering a wide variety of goods including supplies, weapons, armour, and even rare and magical items. However, while they try to be a one-stop shop, they will often not have the most stock or the best quality items compared to a specialist business.

Armourer

This specialist shop stocks all manner of armour, shields, and other protective gear.

Blacksmith

In many ancient worlds, the town blacksmith doubles as armourer and weaponsmith. The range may not be as great as a specialist shop, but custom orders can be filled if time permits.

Curio Shop

A shop that specialises in many unusual or rare items. Depending on the Setting it may accumulate antiques, relics, special imports, or magical items.

Gun Shop

In worlds where firearms are available, you'll need a specialist Gun Shop to find more dangerous models. Smaller firearms are occasionally available elsewhere.

Specialist Shop

This shop specialises in one type of item. Examples include Bookshops, Magic Shops, Tech Shops, Herbalists, and Cartographers.

Weapon Shop

This specialist shop stocks many types of weapons, ammunition, and related equipment.

Weapon Shops

For shops that sell weaponry, the Availability Table lists a Threat rating.

- The GM makes an Availability Roll at -2 to see what Threat of weapons are generally available. Characters can freely buy any regularly available weapon up to this Threat.
- Characters may enquire as to the availability of higher Threat weapons. The GM makes a separate roll to see if that specific weapon is available. The GM may limit the number of enquiries.
- Modify the final Threat depending on the shop type.

Roll	★	★★	★★★
-5 or less	0	0	1
-3	0	1	2
-1	1	2	3
1	2	3	4
3	3	4	5
5	4	5	6
7	5	6	7
9	6	7	8
11	7	8	9
13	8	9	10
15	9	10	11
17	10	11	12

- **Weapon Shops** apply no Modifiers.
- **Adventurer's Shops** apply -1 Threat for metal weapons.
- **Gun Shops** add +5 Threat for firearms and ammunition, and -2 Threat for other weapons.
- **Blacksmiths** apply -1 Threat for metal weapons, and -2 Threat for other weapons.

Armour Shops

For shops that sell armour, the Availability Table lists a Threat rating.

- The GM makes an Availability Roll at -2 to see what Threat of armour is generally available. Characters can freely buy any regularly available armour up to this Threat.
- Characters may enquire as to the availability of a type or piece of higher Threat armour. The GM makes a separate roll to see if it is in stock. The GM may limit the number of enquiries.
- Modify the final Threat depending on the shop type.

Roll	★	★★	★★★
-3 or less	0	0	2/12
-1	0	2/12	4/12
1	2/12	4/12	6/12
3	4/12	6/12	8/12
5	6/12	8/12	10/12
7	8/12	10/12	12/12
9	10/12	12/12	
11	12/12		

- **Armourers** apply no Modifiers.
- **Adventurer's Shops** apply -2/12 Threat for all armour.
- **Blacksmiths** apply -2/12 Threat for metal armour, and -4/12 Threat for other armour.
- **Era:** apply +3/12 Threat if Modern armour is freely available, and +6/12 Threat if Futuristic armour is freely available..

Specialist and Curio Shops

For shops that sell specialist items or random trinkets, the Availability Table lists the number of particularly interesting Rare Items that can be discovered.

- Most Specialist shops will also stock a variety of less interesting or valuable items. The exact nature of these items depends on the type of shop and the whims of the GM.
- The GM makes an Availability roll to see how many Rare Items are available. They may need to make additional rolls on Setting-specific tables to figure out exactly what the items are, or they can use their discretion.
- The shop type may affect the final number of items.

Roll	★	★★	★★★
-3 or less	0	0	1
-1	0	1	1
1	1	1	2
3	1	2	3
5	2	3	4
7	2	3	4
9	3	4	5
11	3	5	5

- **Curio** and **Specialist Shops** apply no Modifiers.
- **Adventurer's Shops** stock 1 fewer Rare Items.

Mystical Services

Sometimes you may need to pay to have a Spell [p123] cast on your behalf. The average costs for this service are based on the following:

- 1 CU per Level of Magic [p39] the caster has, plus:
- ½ CU per point of Resistance of the Spell (or 1 CU per Level) [p124].
- Spells with a Permanent Duration [p133] cause the caster to lose a point of Mana, and so attract an additional flat fee of 20 CU.
- Enchantments erase Arcana from the caster's vocabulary. Add 5 CU for each Resistance worth of erased Arcana.

Temples

Many fantasy worlds contain Temples and Churches where the priests can channel the power of their gods to perform miracles. Even in worlds without magic or gods, priests are often practitioners of the healing arts, and churches have long been places of sanctuary.

The Star rating for a Temple rates its size and importance, and the likelihood of finding powerful priests within.

Rating	Temple Type
★	Shrine or Chapel
★★	Temple or Church
★★★	Grand Temple or Cathedral

Prayers

If priests are capable of performing Spell-like miracles, you can use the following Availability Table once per game day to find the Faith and Mana of the most powerful available priest.

Some religions may ask for no reward, while others will request a donation or specify a set fee.

Roll	★	★★	★★★
1	–	–	1
2	–	1	2
3	1	2	3
4	1	3	4
5	2	4	5
6	3	5	5

SETTLEMENTS

Earning a Living

Street Jobs

Some Abilities can be used to work on the street. You'll tend to attract more money if you perform well.

- Street Job income is based on 4 hours of work. Reduce the income proportionally if you work for less time.
- It's only possible to work twice in one day if you're in a Metropolis or an Urban Zone [p105].
- Make an Ability roll against a Resistance of 2.
- Apply a -2 Modifier in a Town, or -4 in a Village.
- You receive the amount of money specified below for each Success.

Busking

You can busk with any of Acrobatics, Acting, Artisan, Charm (to beg), Dancing, Fortune Teller, Music, Singing, or Subterfuge (stage magic).

- Income is 1/8 CU per Success.
- You may need a licence to busk in some cities.

Tinkering

You can do repair work with any of Construction, Engineering, Medical, Tech, or Weaponsmith.

- Income is ¼ CU per Success.

Occasional Jobs

These jobs involve unskilled manual labour or temporary positions. You need to make an Employment roll each day, as this type of work tends to come and go without warning.

- You need to make an Employment roll at the start of each day to see if you can find any work. You can only make one roll each day, and it takes an hour.
- Make a Charm, Streetwise or Wits roll. The Resistance depends on the type of work you're looking for (see below).
- Apply a -2 Modifier in a Town, or -4 in a Village.
- If successful, you earn the specified amount of money multiplied by your Ability Level.

Low Pay Jobs

You can try to get a Low Pay Job using Animals, Artisan, Construction, Cooking, Pilot (Bike, Driving), Engineer, Mining, Sailing, Streetwise, or Strength.

- The Employment roll has a Resistance of 2.
- Income is ½ CU per Ability Level.

High Pay Jobs

You can try to get a High Pay Job using any of Appraise, Bureaucracy, Engineering, Languages, Magic, Medical, Pilot (various), Scholar, Tech, Weaponsmith.

- The Employment roll has a Resistance of 4.
- Income is 1 CU per Ability Level.

Contract Work

Contract work involves employment for a fixed term, or until conditions are met such as the completion of a journey or building project.

Most Contract work is advertised, so the availability is up to the GM and no Employment roll is necessary.

Wages and payment terms are negotiated before work begins. Sometimes part payment is made in advance, sometimes you're paid daily, and sometimes full payment is given on completion.

Construction

A particular construction contract may call for Construction, Engineering, Mining, Pilot (Mecha, Tracked), Tech, or Weaponsmith.

- Income is 1 CU per day for each Level in the Ability.

Guide

The character must have Guide knowledge of the area or Settlement in question.

- Income starts from 2 per day, although it may be significantly higher if the area is dangerous, difficult to get to, or virtually unknown.

Mercenary

A character's Mercenary Level is equal to their Progress divided by 5, plus the **second**-highest of their primary Attack Ability, primary Damage Ability, Avoid, Toughness, Wits, or Move.

- Income for a guard contract is ½ per Mercenary Level per day.
- Income for a combat contract is 1 per Mercenary Level per day.

Regular Employment

Full-time employment may be desirable in more modern game worlds, where characters can have day jobs and 'go adventuring' in their spare time. Some jobs themselves may even form the basis for a campaign, such as the emergency services, armed forces, professional athletes, or delivery drivers.

Income is set depending on the skill level of the work. Although Abilities are not always required, characters who can't perform their duties may find themselves demoted or fired.

Characters who are in the same job for a long time, who perform exceptionally well, or who ingratiate themselves with management, may gain promotions and increased income.

Menial Work

This includes tasks such as cleaning, retail service, production-line manufacture, cargo loading, shelf stacking, and other largely unskilled work.

- Income is 1 CU per day.

Low Pay Work

This involves the same types of work as described in Occasional Low Pay Jobs, as well as general office work.

- Income is 2 CU per day.

High Pay Work

This involves the same types of work as described in Occasional High Pay Jobs, as well as managerial office work.

- Income is 4 CU per day.

Specialist Work

This work usually requires a particular Specialisation from Engineering, Medical, Scholar, or Tech. It also covers executive office work.

- Income is 8 CU per day.

Mysticism is built on a flexible system that allows you to put together Spell effects in many different combinations.

You can take full advantage of this system by allowing Casters to customise their Spells in-game. Otherwise, the GM can define a list of pre-assembled Spells that are tailored for a particular game world or type of mysticism.

Spell Structure [p124]

Spells are made up of keywords that cause various effects depending on how they are strung together.

Casters [p127]

There are many ways to define Spell Casters, each reflecting a different approach to mysticism – arcane magic, divine faith, martial artists, psychic abilities, innate powers. Each approach uses a slightly different system to interact with Spells.

Parameters [p133]

Parameters define the basic framework in which a Spell will operate – how long it takes to cast, at what distance it takes effect, how large an area it affects, and how long the effects will last.

The names of Parameters are written in *italics*.

Major Arcana [p136]

Major Arcana are Spell components that cause an effect on the game world. They define what a Spell does, and how it works. Many Major Arcana also require the use of Minor Arcana to fully define what it is they affect.

The names of Major Arcana are written in **CAPITALS**.

Minor Arcana [p149]

Minor Arcana are Spell components that have no effect on their own; they must be attached to a governing Major Arcana. Minor Arcana define what a Spell affects.

The names of Minor Arcana are written in **lower-case**.

Sample Spells [p151]

Here you'll find a small selection of pre-made Spells, as examples of what can be done.

Spell Structure

Spells are made up of three basic elements – Parameters **[p133]**, Major Arcana **[p136]**, and Minor Arcana **[p149]**. Spells only work if you combine these elements correctly. The basic structure is:

{parameters} **MAJOR ARCANA** [**minor arcana**]

Casting Resistance

Each element has a Resistance, which is a number followed by a star ☆. Combining the Resistance of all the elements gives the total Resistance that must be beaten with a Magic roll to successfully cast the Spell. If the roll fails, then the Spell has no effect and any resources spent to activate it are lost.

If the Casting Resistance is less than 0, treat it as 0.

This is not to be confused with the Resistance roll that Targets may receive against a Spell's effects.

Resisting a Spell

If a Major Arcana has a Resistance value listed at the bottom of its Parameter list, then Targets must either:

- Roll the specified Ability to resist the Spell, or
- Choose not to actively resist the Spell, and apply a Resistance equal to their basic Ability Level.

  {Resistance: Willpower}

The Spell's success is calculated based on each Target's Resistance. If a Target's Resistance is equal to or higher than the Magic roll, then the Spell does not affect them.

Soggy casts Sleep on Chris and Alex. The Spell has a total Casting Resistance of 2☆, requires Targets to make a Resistance: Willpower roll, and puts Targets to sleep for 1 Turn per Success. Soggy rolls a 7.

Chris rolls poorly and gets a -1 for Willpower. With a 7, the Spell gets 4 Successes against her.

Alex rolls an 8 for Willpower, and so is not affected.

- If a Spell does not list a Resistance value but requires a Margin or Success value, then its effectiveness is determined by comparing the Magic roll to the Casting Resistance.
- Targets can choose to Resist any Spell that doesn't have a Resistance listed, by using their Willpower.
- Spells with Resistance: None do not allow even a voluntary Resistance roll.

The Value of X

Many Parameters, and some Arcana, rate their Resistance in a multiple of X.

- When learning a Parameter or Arcana, the cost is equal to the Resistance, treating X as 1.

  Learning rangeX costs 1 point. Learning areaX, which has a Resistance of 2X, costs 2 points. Learning radiusX, with a Resistance of 4X, costs 4 points.

- When constructing a Spell, you must always assign a value of 1 or more to X.
- When a Parameter uses X, it means "X times the Caster's Mana Ability level".

  Using "range1" means the Spell takes effect up to Mana Hexes away. Using "range3" means the spell takes effect up to Mana x 3 Hexes away.

- By default, Casters can specify any value for X.
- For Mages **[p128]**, any values of X greater than 1 count as multiple Word-use when calculating Spell Structure.

  For purposes of Word count, "range1" counts as no Words, "range2" counts as one Word, and "range3" counts as two Words.

Spell Level

Normally the Spell's Casting Resistance is used as-is, but sometimes it needs to be converted into a smaller number – to assign a Threat rating, provide a casting or learning cost, or calculate Duration.

- A Spell's Level is equal to half the Casting Resistance, rounding down, plus 1.

Resistance	Level
0 or 1	1
2 or 3	2
4 or 5	3
6 or 7	4
8 or 9	5
Up to 2 higher	+1

Parameters [p133]

All Spells require a set of Parameters to define the conditions in which they operate.

Parameters are written in italics. In Major Arcana descriptions, valid Parameters are listed inside curly brackets.

Every Spell must have one (and only one) Parameter from each of the following categories:

- *Action*
- *Range*
- *Area*
- *Duration*

The following Parameter set provides a Resistance of -3.

Action:limited	**-2**☆
Range:self	**-2**☆
Area:single	**0**☆
Duration:duration1	**1**☆

Default Parameters

Sorcerers and Mages gain free access to all Parameters that have a Resistance of 0 or less. Other Parameters must be learned and purchased separately.

{Action: standard, limited, double, extended, ritual}
{Range: self, touch}
{Area: single}
{Duration: instant}

Other Caster types may have access to different sets of Parameters.

Major Arcana [p136]

Major Arcana define what a Spell does, and are written in capitals. These form the body of the Spell, and also provide a structure that defines the allowed Parameters and the necessary Minor Arcana.

ARCANA [required-minor] (optional-minor) : X☆

{Action: free, standard, limited, double, extended, ritual}
{Range: self, touch, rangeX}
{Area: single, adjacent, areaX, coneX, wallX, radiusX}
{Duration: instant, durationX (turns, minutes, hours, days, weeks, months, years), reserve, permanent}
{Resistance: The Ability rolled to Resist the Spell}

The top line lists the Arcana's name, followed by any required Minor Arcana in square brackets, any optional Minor Arcana in parentheses, and the Resistance that it adds to the Spell's casting difficulty.

A list of valid Parameters follows. If a Parameter type is not listed, then any value is allowed. This section also lists any Ability used when Resisting the Spell.

The text then provides a description of the Major Arcana's effect. Qualifiers, conditions, and notes follow in italics.

A Spell usually has one Major Arcana. In a few cases it's possible to add other Major Arcana to a Spell, but generally you only use one. Different Major Arcana in the one Spell are resolved separately, but all use the same Parameters and Magic roll.

The following Spell hits all Targets in a radius around the Caster with Energy Damage, in addition to inflicting Burn:

DAMAGE energy BURN
{Action:limited, Range:self, Area:radius1, Duration:instant}

Some Parameters can't be attached to certain Major Arcana. Valid choices in a category are listed in the Major Arcana description. If the description doesn't list a particular Parameter category, then any option from that category is valid.

All Major Arcana used in a Spell must be compatible with the Spell's Parameters and other requirements.

DAMAGE requires Duration:instant to prevent Spells from constantly inflicting harm for little cost.

MALFUNCTION can't use Duration:instant because that would mean the affected Item would start working again straight away.

Minor Arcana [p149]

These define the subject of a Spell effect, and are written in lower-case.

If a Major Arcana requires one or more Minor Arcana, the acceptable categories will be listed in square brackets after the name of the Major Arcana.

RESTORE [pool]

If a Minor Arcana is listed in parentheses, then it's optional – the Caster can choose to include it or not.

TELEPATHY (scale)

If a set of brackets contains multiple categories, choose one Minor Arcana from any of those categories.

CURE [ability, attribute, condition]

Choose one Minor Arcana for each set of brackets.

PUNISH [arcana] [pool]

Where a Minor Arcana ends with "...", you can include multiple instances of the listed Minor Arcana under the same Major Arcana.

WARD [arcana, element, target...]

Not all Major Arcana have a Minor Arcana, because the effect is self-contained.

BURN

Normally, you can only apply the listed Minor Arcana to a particular Major Arcana. However, there are some optional Minor Arcana that can be added to Major Arcana in particular circumstances.

DRAIN [pool] (leech) discretion result-1

The [arcana] category contains all the categories of Major Arcana, but you can also use a specific Major Arcana. When used as a Minor Arcana in this way, Major Arcana do not cause their usual effect – instead, they simply provide a subject for the governing Major Arcana.

"RESIST condition" gives a Bonus against all Major Arcana in the Condition category.

"RESIST burn" gives a Bonus only against the effects of Burn (regardless of whether it is natural or mystical).

Designing Spells

If a character has the option to build Spells from scratch, it can save time to write down the most frequently used versions of their Spells and add up the Casting Resistance. This saves having to rebuild the same Spell every time, and also provides a handy baseline that can be easily modified in unusual circumstances.

Alex knows the following Parameters and Arcana, with Casting Resistances shown in parentheses:

{Action: standard(0☆), limited (-2☆)}
{Range: self (-2☆), touch (0☆), rangeX (X☆)}
{Area: single (0☆)}
{Duration: instant (0☆)}

DRAIN (2☆), RESTORE (2☆)

health (1☆), mana (2☆), leech (2☆)

He designs the following two Spells:

Healing Touch

RESTORE health (1☆)
{Action:limited, Range:touch, Area:single, Duration:instant}

A single touched target has their Health restored.

Wraith's Reach

DRAIN mana leech (5☆)
{Action:limited, Range:range1, Area:single, Duration:instant}

A single target at a distance has their Mana drained and added to the Caster's total.

Alex can easily cast either of these since all the details are written down. However, it's also easy to modify them on the fly, effectively creating a variant of the Spell without having to build it entirely from the ground up.

For example, if he couldn't get to a fallen comrade in time to heal them, he could replace Healing Touch's Range:touch with Range:range1 and heal them from a distance. Compared with Range:touch, each iteration of Range:rangeX will increase the Casting Resistance by 1.

He could change Wraith's Reach to target Health instead of Mana (reducing Resistance by 1), remove the leech effect so the drained points don't add to his pool (reducing Resistance by 2), change it to Range:touch (reducing Resistance by 1), or any other variety of options so long as the Spell still has a valid structure.

MYSTICISM

Casters

Caster Types

Several different types of Caster are detailed on the following pages. Each reflects a different approach to mysticism, and provides a different game experience.

A specific setting usually won't feature every single type of Caster. Most settings have only one or two specific Caster types available.

The Sorcerer, Mage, and Wizard are all very similar in effectiveness, but have different approaches to learning and casting spells. They are, if you like, three different answers to the same question – "how does magic work in this world?"

Vocabulary

A Caster's Vocabulary is their collection of Parameters and Arcana, or their list of Spells. Different types of Casters have different Vocabulary limitations, and different ways of learning new Parameters, Arcana, or Spells.

- Some Casters learn new Parameters and Arcana based on their Resistance, while others learn Spells outright using the Spell's Level **[p124]**.
- The maximum allowed number of points in a Caster's Vocabulary is usually a multiple of their Magic Ability Level.

  5, 10, or 15 times the Caster's Magic.

- Some Caster types do not have a Vocabulary.

  Characters with innate Powers simply pay for permanent access to certain effects directly using Threat.

Choosing Arcana and Parameters

If you are buying Arcana and Parameters individually, you probably want to start by choosing the Major Arcana that will form the basis of your Spells.

Once you've picked a few Major Arcana, make sure you pick at least one or two options for any required Minor Arcana, or you won't be able to structure a functional Spell.

Likewise, note which Parameters are compatible with the Major Arcana, and make sure you buy any additional Parameters to make the Spell work the way you want it to. Most Casters won't start out with any significant Range, Area, or Duration Parameters.

MYSTICISM

Sorcerers

Sorcerers are the default variety of Caster. They are flexible and powerful wielders of arcane energy, tapping into the very fabric of reality and bending it to their will. They construct spells from their fundamental components, rearranging them at whim.

In most settings, Sorcerers cast spells using a combination of intricate hand gestures and arcane words. Some spells (especially the Augment group, plus most stealth and deception spells) may be cast simply by concentrating.

- Sorcerers use the Magic Ability to learn Parameters and Arcana, and cast Spells. They use the Mana Ability to power Spells.

- There are no special limits on Spell structure. Sorcerers may build Spells on the fly using any known Parameters and Arcana.

- Each Spell costs 1 point of Mana to cast.

- To successfully cast a Spell, the Sorcerer makes a Magic roll against the Casting Resistance. Failure indicates that the Spell fails, and the Mana is lost.

Vocabulary

- Sorcerers receive all Parameters with a Resistance of 0 or less for free, apart from Action:auto.

  {Action: standard, limited, double, extended, ritual}
  {Range: self, touch}
  {Area: single}
  {Duration: instant}

- Sorcerers are unrestricted in their choice of Parameters and Arcana. They may learn 15 Resistance worth of Parameters and Arcana for every point of Magic.

- To learn a new Parameter or Arcana, a Sorcerer needs enough available points in their vocabulary, and access to a teacher or book that can impart knowledge of the new spell fragment.

- Sorcerers can learn twice their Magic in Resistance worth of Parameters and Arcana each day. Learning their maximum amount for a day takes 8 hours.

  With Magic 1, Chris can learn 2 Resistance worth of Parameters or Arcana in 8 hours, once per day. With Magic 3, Sandy can learn up to 6 Resistance worth of Parameters or Arcana in the same period, or learn a 2 Resistance Arcana in one third the time.

Mages

Mages are a variant form of Sorcerer that do not need to make a Magic roll to cast Spells. Instead, they are limited in the number and complexity of Parameters and Arcana they can wield.

Training improves the Mage's ability to learn increasingly complex magical 'words' and string more of them together. While a novice may be able to utter only one simple Arcana at a time, a master Mage can construct whole sentences of magical power.

Mages might simply cast spells with words and gestures, or perhaps they use mystical cards which each describe one Arcana that they form into a 'hand', or they could inscribe glowing words in the air or on a nearby surface.

- Mages use the Magic Ability to learn Spells, the Mana Ability to power Spells, and both Abilities to structure Spells.

- A Mage can build Spells on the fly using any known Parameter or Arcana with a Resistance no greater than twice their Magic, and using as many Arcana and additional Parameters as their Mana.

- Each Spell costs 1 point of Mana to cast.

- Casting does not require a Magic roll, but one may be needed to oppose an active Resistance. If such a roll fails to beat the Casting Resistance the Spell still works, just not very well.

Vocabulary

- Mages learn Parameters and Arcana in the same manner as a Sorcerer, except they can't learn a Parameter or Arcana with a Resistance greater than twice their Magic Ability Level.

MYSTICISM

Wizards

Wizards learn fully-constructed Spells, and must cast them the same way each time. They don't learn Parameters and Arcana separately, and cannot build Spells on the fly.

Wizards are archetypical scholarly spell-casters, learning spells whole cloth from ancient tomes or sage masters.

- Wizards use the Magic Ability to learn and cast Spells, and the Mana Ability to power Spells.
- Wizards must learn Spells by rote. Spells are learned in a fixed structure, and cannot be altered. Variations of a Spell must be learned separately, but it's possible to replace a Spell with a more powerful version.
- Wizard Spells are rated by Level [p124], not Casting Resistance.
- Each Spell costs 1 point of Mana to cast.
- To successfully cast a Spell, the Wizard makes a Magic roll against a Resistance of 0, requiring 1 Success per Level. Failure indicates that the Spell fails, and the Mana is lost.

Vocabulary

- Wizards may learn Spells built with any Parameters and Arcana (apart from Action:auto).
- Wizards may learn 10 Levels worth of Spells for every point of Magic.
- To learn a new Spell, a Wizard needs enough available points in their vocabulary, and access to a teacher or book that can impart knowledge of the new Spell.
- Wizards can learn a number of Levels worth of Spells equal to their Magic each day. Learning their maximum amount for a day takes 8 hours.

Upgrading Spells

- Wizards can learn more powerful versions of known Spells. The new Spell must use the same Major Arcana as the old Spell, but the Parameters and Minor Arcana may vary.
- For learning purposes, subtract the Level of the old Spell from the Level of the new Spell to get the Level that needs to be learned.
- Remove the old Spell from the Wizard's list, and replace it with the new Spell.

Wizards may also know more than one version of a Spell. They choose whether to replace a known Spell, or learn a separate Spell that uses the same Major Arcana.

Occultists

This Wizard variant uses magical components and ritual ceremonies to cast Spells without the need for Mana as a power supply. It is an interesting Caster for games set in the otherwise mundane 'real world'.

- Occultists use the Ritual Magic Ability to learn and cast Spells. They do not use a Mana Ability.
- Occultists must learn Spells by rote, like a Wizard. Spells are learned in a fixed structure, and cannot be altered.
- Each Spell requires physical materials worth (Level -1) CU. These materials are consumed during casting.
- To successfully cast a Spell, the Occultist makes a Magic roll against the Casting Resistance. Failure indicates that the Spell fails, and the time and materials are wasted.

Vocabulary

- Occultists may learn Spells built with any Parameters and Arcana, but they **must** use Action:ritual.
- Occultists may learn 5 Levels worth of Spells for every Level of Ritual Magic.
- Occultists otherwise learn and upgrade Spells in the same manner as Wizards.

MYSTICISM

Casters

Priests

Worshippers of divine supernatural beings, Priests channel their patron deity's powers to create miraculous effects. While their effectiveness comes from the strength of their faith, they are borrowing supernatural knowledge from a divine source.

- Priests use the Faith Ability to cast Spells, and a variation of Mana called Devotion to power Spells.
- Priests receive access to a limited list of Arcana depending on the deity they worship. The Major and Minor Arcana come in set combinations, but the Priest may adjust the Parameters as they wish.
- Each Spell costs 1 point of Devotion to cast.
- To successfully cast a Spell, the Priest makes a Faith roll against the Casting Resistance. Failure indicates that the Spell fails, and the point of Devotion is lost.

Vocabulary

- By default, Priests have access to the following Parameters:

  {Action: standard, limited, double, extended, ritual}
  {Range: self, touch, rangeX}
  {Area: single, adjacent, radiusX}
  {Duration: instant, durationX, reserve}

- Priests are granted access to a limited list of Major and Minor Arcana by their deity, which may only be used in set combinations.

  A Priest with access to "CURE poison" can't break the Spell down and use the individual Arcana to cast POISON.

- One point of Faith is enough to gain access to the entire list, although the Priest may have difficulty using more difficult Arcana at lower skill levels.

Sample Deity Arcana Lists

The sample lists each contain around 30 Resistance of Major and Minor Arcana (although multiple uses of the same Arcana in different combinations makes the total Resistance of all the available Spells more than that). The size of the lists may vary depending on the setting, as long as all deities have comparable lists.

The listed Casting Resistances only take into account Major and Minor Arcana. The chosen Parameters will modify the Spell's total Casting Resistance.

Life

- *CURE poison (4☆)*
- *REBIND (6☆)*
- *REGENERATE health (7☆)*
- *RESTORE health (3☆)*
- *RESURRECT (12☆)*

Death

- *BREATHE vacuum (3☆)*
- *DOMINATE undead (5☆)*
- *DRAIN health leech (5☆)*
- *INTANGIBLE (8☆)*
- *PAINKILLER (6☆)*
- *SUMMON zombie (3☆)*

War

- *ANALYSE sapient (6☆)*
- *AWARENESS (4☆)*
- *BLESS (2☆)*
- *DAMAGE (c, p, b OR e) (3☆)*
- *GRAFT (6☆)*
- *PROTECT (c, p, b, AND/OR e) (3☆+1☆ per extra)*
- *UNBREAKABLE (6☆)*

Nature

- *COMPREHEND animals OR plants (3☆)*
- *DOMINATE animals (5☆)*
- *ENDURE cold OR heat (3☆)*
- *GRAPPLE (2☆)*
- *IMPEDE (4☆)*
- *LIBERATE (4☆)*
- *SUMMON timber wolf OR brown bear (4☆)*

Seafaring

- *BREATHE water (3☆)*
- *FORECAST (2☆)*
- *GLUE (2☆)*
- *INCREASE navigation, sailing, swim OR fishing (7☆)*
- *RESTORE structure (3☆)*
- *SUMMON tiger shark (5☆)*
- *WEATHER water wind world (4☆)*

Martial Artists

Martial Artists develop spell-like abilities through rigorous training and discipline.

- Martial Artists use various mundane Abilities to cast Spells, and a variation of Mana called Focus to power Spells.
- There are no special limits on Spell structure. Martial Artists may build Spells on the fly using any known Parameters and Arcana.
- Each Spell costs 1 point of Focus to cast.
- To successfully cast a Spell, the Martial Artist makes an Ability roll against the Casting Resistance. Failure indicates that the Spell fails, and the Focus is lost.
- The Ability used depends on the situation and the Arcana (see tables), but must be Level 1 or greater.
- If the Spell is cast as part of an action that also uses the same Ability, roll once to determine the success of both the Spell and the action.
- The Silence Arcana [p146] does not prevent the use of Martial Arts.

Vocabulary

- Martial Artists may know the following Parameters, and receive those in bold for free:

  *{Action: free, **standard, limited, double, extended**}*
  *{Range: **self, touch**}*
  *{Area: **single**}*
  *{Duration: **instant**, durationX, reserve, permanent}*

- Martial Artists may learn 10 Resistance worth of Parameters and Arcana for every Level of Focus.
- The available Major Arcana are shown opposite. The Martial Artist must have an appropriate Ability at 1 or greater.
- Martial Artists can use any of the following as Minor Arcana without having to purchase them separately: Any Ability they have at 1 or greater, any of their Pool stats and Attributes, and any form of Movement where the governing Ability is at least 1.
- Martial Artists can otherwise learn any Minor Arcana that suits one of their known Major Arcana.
- To learn a new Parameter or Arcana, a Martial Artist needs enough available points in their vocabulary, and time to learn it. Learning is faster if you have a teacher who knows the spell fragment already.
- With a teacher, Martial Artists can learn their Focus in Resistance worth of Parameters and Arcana each day. Learning their maximum amount for a day takes 8 hours. Without a teacher, it takes a week instead of a day.

Attack Abilities*	Res
Ambidextrous	8☆
Arrowcut	4☆
Bleed	2☆
Boomerang	2☆
Degrade	6☆
Drop	2☆
Homing	2☆
Longshot	2☆
Paralyse	10☆
Poison	2☆
Prone	2☆
Push	4☆
Unbreakable	6☆

* Any Ability that is used to make an Attack roll.

Movement Abilities*	Res
Escape	2☆
Motion	2☆

* Move, Climb, Swim, Fly, Burrow as appropriate.

Various Abilities*	Res
Counteract	2☆
Rapid	4☆

* The Ability rolled for the Action, dependent on context.

Focus	Res
Decrease	2☆
Slow	6☆
Speed	8☆
Unlimited	10☆
Vulnerable	6☆

Acrobatics	Res
Tumble	6☆

Charm	Res
Confuse	2☆
Sway	2☆

Medical	Res
Alleviate	4☆
Cripple	2☆
Drain	2☆
Restore	2☆

Move	Res
Lightstep	2☆

Restraints	Res
Glue	2☆

Stealth	Res
Shadow	10☆

Toughness	Res
Endure	2☆
Painkiller	6☆

Unarmed	Res
Armblock	2☆
Damage	2☆

Willpower	Res
Berserk	6☆
Resist	4☆
Seal	4☆
Silence	4☆
Sleep	2☆
Ward	2☆

Wits	Res
Analyse	8☆
Awareness	10☆
Expose	2☆

Sandy has Unarmed 1, Melee 0, and Focus 1, and a Vocabulary of Decrease, Drop, Prone, and Push.

Sandy can cause Drop, Prone, or Push with an Unarmed attack, but not one based on Melee. Decrease can target Unarmed, Focus, Health, and any other Attribute or Ability Sandy has at a positive level.

Psychics

Psychics have an innate ability to alter reality with their mind. They get fewer Arcana than other Casters, but they don't need to spend time learning new Arcana, and power their effects with Endurance rather than Mana.

Psychics are often themed around certain power sets, such as mind control, pyrokinesis, or rapid travel. Although there are no limitations on power sets, the player and GM should work together to create a theme suitable for the setting and the character.

Some Psychics are super-focussed on a specific effect. In these cases, an innate Power [p132] may be a better way to represent the character's talent.

- Psychics use the Psi Ability to cast Spells. Psychic effects are powered by Endurance [p55].

- There are no special limits on Spell structure. Psychics may build Spells on the fly using any known Parameters and Arcana.

- Spells cost points of Short-Term Endurance equal to the Spell's Level [p124]. The Psychic can't spend more points than their current Endurance, and can restore a point of Short-Term Endurance by resting for a Turn and taking no Actions.

- To successfully cast a Spell, the Psychic makes a Psi roll against the Casting Resistance. Failure indicates that the Spell fails, the Short-Term Endurance is still lost, and each negative Success results in the loss of an actual point of Endurance.

Vocabulary

- Psychics receive all Parameters with a Resistance of 0 or less for free, apart from Action:auto.

- Psychics are unrestricted in their choice of Parameters and Arcana. They may learn 10 Resistance worth of Parameters and Arcana for every point of Psi.

- Psychics may select new Parameters and Arcana whenever they have the points to do so. They do not need to spend time studying to learn new spell fragments.

Powers

A Power is an innate Spell-like effect that is part of a race or creature's normal capabilities. Occasionally they may be used to represent unique, singular psychic powers [p132]. They are predetermined Spell effects that always have the same Parameters and Arcana. Each Power is recorded separately.

Powers are Traits [p63] with Threat equal to the Spell's Level [p124].

- Powers always activate or succeed automatically, but sometimes a mundane Ability roll may be required to determine the effect. Powers run on Endurance [p55].

- To determine the effectiveness of a Power that requires a roll, make an Ability roll; mental and perceptive effects use Willpower or Wits, mobility effects use the most appropriate Mobility Ability, gross physical and damage-causing effects use Strength, and defensive or restorative effects use Toughness (and note that these values are not modified by Size). Also use this Ability whenever the Power references the Caster's Magic value.

- Whenever a Spell references the Caster's Mana value, use Toughness if it produces a physical effect, or Willpower otherwise.

- Powers cost points of Short-Term Endurance equal to the Spell's Level. The Caster can't spend more points than their current Endurance, and can restore a point of Short-Term Endurance by resting for a Turn and taking no Actions.

Vocabulary

- There are no special limits on Spell structure when designing a Power, but once finalised its structure is fixed and cannot be altered.

- Powers can use Action:auto to represent effects that are always on, such as night vision or an electrical aura. These Powers must use Duration:reserve or Duration:permanent.

MYSTICISM

Parameters

Parameters create the framework in which a Spell operates, defining how it behaves in time and space.

Parameter Sets

This table provides some common pre-calculated sets of Parameters. It is by no means comprehensive, but if you're just after something basic it may save you from having to add Parameters together all the time.

Action	Range	Area	Duration	Res
limited	self	single	instant	-4☆
			duration1	-3☆
			reserve	-2☆
limited	self	adjacent	instant	-3☆
		area1	instant	-2☆
		radius1	instant	0☆
			reserve	2☆
limited	touch	single	instant	-2☆
			duration1	-1☆
		area1	instant	0☆
			duration1	1☆
limited	range1	single	instant	-1☆
			duration1	0☆
		area1	instant	1☆
			duration1	2☆
		radius1	instant	3☆
			duration1	4☆
limited	range2	single	instant	0☆
			duration1	1☆
		area1	instant	2☆
			duration1	3☆
		radius1	instant	4☆
			duration1	5☆

Action

Defines the type of Action required to Cast the Spell.

free : 2☆

Free Action.

The Spell may be activated instantly, at any time, even when it is not the Caster's turn, or before another Character completes a declared Action.

standard : 0☆

Standard Action.

auto : -2☆

The Spell is always on. This is limited to Powers **[p63] [p132]** with Duration:reserve or Duration:permanent.

*Because of this requirement, Auto isn't listed as a valid Parameter in the Major Arcana descriptions **[p136]**.*

limited : -2☆

Limited Action.

double : -3☆

Double Action.

extended : -4☆

Extended Action – one consecutive Double Action per point of Resistance (minimum 2).

ritual : -6☆

Hours equal to Level.

MYSTICISM

Range

> Defines the distance from the Caster at which the Spell can take effect.

self : -2☆

The Spell only affects the Caster, or is centred on them with a Range of 0 Hexes.

If a Range:self Spell does not use Area:single, the Caster can choose to exclude themselves from the Spell's effects.

touch : 0☆

The maximum Range is 1 Hex (touch).

The Caster may need to make an Unarmed vs Avoid roll against an unwilling Target; on a hit, the Spell may be used as the Effect roll. If the Spell requires a Limited Action or slower, the Unarmed roll is made as part of the Casting.

rangeX : X☆

The Spell effect can be placed at a distance up to X times the Caster's Mana.

Range is normally rated in standard Battle Hexes. Such Spells require line of sight to target a particular Hex.

Some Spells allow range to be based on larger Hexes such as War or World. In this case, the Caster can only target a Hex if they can currently see it, or if they have been there in the past and can call the location to mind.

Area

> Defines how many Hexes are affected.
>
> *Some Areas may travel with the Caster if the Spell uses Range:self and the Caster chooses this option; otherwise, Areas cannot be moved once placed.*

single : 0☆

The Spell affects a single Hex or Target.

If combined with Range:self, the area may travel with the Caster.

adjacent : 1☆

The Spell also affects all Hexes directly adjacent to the Target Hex.

If combined with Range:self, the area may travel with the Caster.

areaX : 2X☆

The Spell affects a number of Hexes up to 2X times the Caster's Mana, forming any solid contiguous shape starting from the Target Hex.

coneX : 2X☆

The Spell affects a 60° arc of Hexes, with the Target Hex forming the source. The sides of the cone may be up to X times the Caster's Mana in length.

wallX : 2X☆

The Spell affects a line of Hexes up to 2X times the Caster's Mana in length.

Each wall Hex may only be adjacent to two other wall Hexes.

radiusX : 4X☆

The Spell affects an area with a radius up to X times the Caster's Mana.

If combined with Range:self, the area may travel with the Caster.

Duration

> Defines how long the Spell will remain in effect once Cast.

instant: 0☆

The Spell resolves immediately, then disappears.

Instant Spells persist for no longer than one Action, but usually have a lasting effect.

durationX: X☆

The Spell is self-sustaining, and lasts for a number of time periods based on the value of X.

By default the time periods are Turns. Sometimes, an alternative time period is specified in the Major Arcana description.

- Beneficial Spells affect all valid Targets that are in the Area when the Spell is cast, and last for X Turns per Mana.
- Detrimental Spells requiring a Resistance roll affect all valid Targets that are in the Area when the Spell is cast, and last for X Turns per Success.
- Detrimental Spells that don't allow a Resistance roll affect the Area for the Duration. Valid Targets within the Area at the start of their turn, or who enter the Area, are affected by the Spell for that turn. The Spell uses the same Magic roll throughout the Duration.

reserve: 2☆

The Spell is maintained by the Caster. It remains in effect so long as they put aside the points *(Mana, Endurance, or whatever)* required to power it.

The Reserved cost is not spent, and can be regained at any time as a Free Action – however, doing so immediately ends the Spell.

Unless otherwise noted, Duration:reserve can only be used if the Spell has Range:self.

- Spells affect the targeted Area, rather than being cast on Targets within the Area.
- Targets inside the Area at the start of their turn, or who enter the Area, are affected by the Spell for that turn. If they succeed in a Resistance roll, they ignore its effects that turn.
- The Caster makes a new Magic roll at the start of each of their turns. These new rolls do not need to beat the Casting Difficulty.

permanent: 8☆

The Spell is permanent, and will continuously affect the Targets or Area.

Whatever points the Caster spent to cast the Spell are held by the Spell, and cannot be regained until the Permanent effect is removed or destroyed.

Permanent Spells affect Targets or Hexes in the same way as durationX Spells.

MYSTICISM

Major Arcana

The next few pages contain a summary listing, sorted by Arcana category. These categories are only used when a Spell affects an entire group of similar Spells (see the "arcana" Minor Arcana [p149]).

All of the Major Arcana descriptions appear in alphabetical order after the summary listings. Under The Hood, there's a section on creating your own Arcana [p232].

"RESIST control" provides a bonus against any Spell in the Control category.

It's also possible to make a Spell to "RESIST sleep", which is easier to cast but only helps against the Sleep Arcana.

Major Arcana	Res	Page	Summary
Augment			**The pinnacle of personal achievement.**
Ambidextrous	8☆	[p139]	Targets can perform a separate attack with each hand as a single Action.
Armblock	2☆	[p139]	Targets can Parry with their arms without suffering a Damage roll.
Arrowcut	4☆	[p139]	Targets can Parry Attacks from fast missiles (arrows, bullets, beams).
Awareness	4☆	[p139]	Targets can Parry and Block Attacks from any direction.
Painkiller	6☆	[p144]	Targets do not fall Unconscious until they are also Dying.
Shadow	10☆	[p146]	Targets maintain their current Stealth total in new conditions.
Tumble	6☆	[p148]	Targets do not suffer Impacts caused by falling or leaping.
Unlimited	10☆	[p148]	Targets may perform an additional Limited Action each Turn.
Condition			**Negative status effects.**
Acid	2☆	[p139]	Targets suffer Acid equal to Magic, to a random Location.
Bleed	2☆	[p139]	Targets suffer a Bleed equal to Successes.
Burn	2☆	[p140]	Targets suffer Burn equal to Magic, to a random Location.
Drop	2☆	[p141]	Targets drop one held Item per Success.
Poison	2☆	[p144]	Targets suffer Poison equal to Magic.
Prone	2☆	[p145]	Targets are knocked Prone.
Control			**Mind control and hypnotic effects.**
Berserk	6☆	[p139]	Targets gain Fury points equal to Successes.
Confuse	2☆	[p140]	Targets become Confused.
Dominate	4☆	[p141]	Targets of the specified type are compelled to obey the Caster.
Possess	6☆	[p145]	The Caster's consciousness takes control of one Target of a specific type.
Seal	4☆	[p146]	Targets lose the ability to use a specific Arcana or category of Arcana.
Silence	4☆	[p146]	Targets lose the ability to speak. This may prevent Spell Casting.
Sleep	2☆	[p146]	Targets fall asleep.
Suggest	2☆	[p147]	Targets of the specified type are compelled to obey a single command.
Sway	2☆	[p147]	Targets' feelings towards the Caster shift towards a specified emotion.
Enhancement			**Expands personal capabilities.**
Bless	2☆	[p139]	Targets gain +1 to all Ability rolls.
Breathe	2☆	[p140]	Targets gain the ability to breathe a specified type of matter.
Counteract	2☆	[p140]	Targets ignore points of Penalties from a specified source, up to Magic.
Endure	2☆	[p142]	Targets ignore the effects of specified hostile environments.
Graft	6☆	[p142]	Targets may 'graft' items onto their body, of a total Enc equal to Magic.
Increase	6☆	[p143]	Targets gain a bonus to a specified Ability or Attribute.
Rapid	4☆	[p145]	The specified type of Action becomes one category faster to perform.
Speed	8☆	[p146]	Targets gain an extra Action each Turn.

Major Arcana	Res	Page	Summary
Equipment			**Affects the performance of items.**
Ammunition	8☆	[p139]	One Ranged Weapon can be fired without expending any Shots.
Boomerang	2☆	[p139]	Target Items will safely return to the user after a Thrown Attack.
Degrade	6☆	[p141]	Degrades the performance of Target Items by 1 point.
Encumber	2☆	[p142]	Increase Target Items' Enc by points equal to Magic.
Glue	2☆	[p142]	Target Items in contact with a surface can't be dropped, thrown or removed.
Homing	2☆	[p142]	Target ranged weapon (or its projectiles) can curve in flight.
Lighten	2☆	[p144]	Decrease Targets' Enc by points equal to Magic (minimum 0).
Longshot	2☆	[p144]	Increase the Range of a Ranged Weapon by hexes equal to Magic.
Malfunction	4☆	[p144]	Target Engineering or Tech Items stop working.
Reach	4☆	[p145]	Target Close Combat Weapon gains Reach equal to Magic.
Unbreakable	6☆	[p148]	Target Items can only be broken by other Unbreakable Items.
Field			**Affects the surrounding environment.**
Cloud	2☆	[p140]	The area is affected by an Obscuration Modifier equal to Magic per Hex.
Darkness	2☆	[p140]	Darkness in the area increases to Magic plus 1.
Illusion	2☆	[p143]	Creates an illusion that affects the specified senses.
Impede	4☆	[p143]	Hexes in the area gain a Movement Modifier equal to Magic.
Liberate	4☆	[p144]	Movement Costs in the area are reduced by points equal to Magic (min. 1).
Light	2☆	[p144]	Darkness in the area decreases to 5 minus Magic.
Shape	4☆	[p146]	Sculpt specified non-living matter within the affected area.
Weather	2☆	[p148]	Modify the specified Weather ratings by points equal to Magic.
Harm			**Causes physical damage of various types.**
Critical	6☆	[p140]	Causes a Critical Hit equal to Margin, of a specified Damage Type.
Damage	2☆	[p140]	Causes Health loss based on a specified Damage Type. *The Caster may also optionally add one or more Condition Major Arcana.*
Daze	2☆	[p141]	Causes Stun. Targets resist with specified Toughness, Willpower, Wits.
Grapple	2☆	[p142]	Targets suffer Hold equal to the Margin.
Strangle	4☆	[p146]	Targets are Strangled, losing 1 Health each Turn and suffering Asphyxiation.
Stun	2☆	[p147]	Causes Stun based on a specified Damage Type.
Healing			**Repairs damage and removes harmful effects.**
Cure	2☆	[p140]	Regain lost points of specified Ability or Attribute, or reduce a Condition.
Dispel	6☆	[p141]	All instances of a specified Arcana end immediately.
Rebind	6☆	[p145]	Repairs one Break or Sever result, and removes any associated Penalties.
Regenerate	6☆	[p145]	Gain/lose 1 point of specified Pool/Condition each Turn.
Restore	2☆	[p146]	Targets regain points of a specified Pool equal to Successes.
Resurrect	12☆	[p146]	Dead Targets return to life on 1 Health.
Hindrance			**Reduces capabilities, inflicts penalties, causes indirect damage.**
Cripple	2☆	[p140]	Targets get a Penalty to Wits equal to Magic when using the specified Sense.
Curse	2☆	[p140]	Targets subtract 1 from all Ability rolls.
Decrease	2☆	[p141]	Targets lose points of a specified Ability or Attribute equal to Successes.
Drain	2☆	[p141]	Targets lose points of specified Pool equal to Margin. *See leech Minor Arcana.*
Expose	2☆	[p142]	Targets reduce Resistance rolls against the specified Arcana by Successes.
Paralyse	10☆	[p144]	Targets get no Actions, and cannot make Ability rolls.
Punish	2☆	[p145]	When Targets use a specified Arcana, they lose 1 point of a specified Pool.
Slow	6☆	[p146]	Targets get 1 fewer Action each Turn.
Vulnerable	6☆	[p148]	Targets may not make Resistance rolls against the specified Arcana.

MYSTICISM

Major Arcana

Major Arcana	Res	Page	Summary
Information			**Expands knowledge and senses.**
Analyse	4☆	[p139]	Caster gains detailed knowledge of a specified Target, may review stats.
Comprehend	2☆	[p140]	Targets can understand and be understood by a specified subject.
Detect	2☆	[p141]	Caster identifies the presence and location of specified things.
Distant	2☆	[p141]	Caster can use their specified senses as though standing in the Target Hex.
Dowse	6☆	[p141]	Caster detects the direction of the nearest specified subject at any distance.
Empathy	2☆	[p141]	Caster reads the Targets' emotional states.
Forecast	2☆	[p142]	Caster accurately foretells the Weather for the following day.
Mimic	2☆	[p144]	Caster gains the use of one Arcana used by the Target within the last Turn.
Perceive	2☆	[p144]	Caster can use specified senses through specified subjects.
Postcognition	2☆	[p145]	Caster gains knowledge of events in the Target area within the last 24 hours.
Telepathy	2☆	[p147]	Caster creates a telepathic link with a number of Targets up to Magic.
Movement			**Enhances movement capabilities or moves other things around.**
Escape	2☆	[p142]	Targets automatically succeed at Escape attempts with specified Movement.
Lightstep	2☆	[p144]	Targets don't leave footprints, make audible footfalls, or break surfaces.
Motion	2☆	[p144]	Improve Targets' specified Movement Category.
Push	4☆	[p145]	Move Targets 1 Hex further away per Success.
Telekinesis	6☆	[p147]	Move Target specified matter or subject 1 Hex per Success.
Teleport	10☆	[p148]	Travel instantly to a distant location. Distance is based on specified Scale.
Protection			**Prevents damage or harmful effects.**
Absorb	10☆	[p139]	The specified Arcana restores or adds instead of harming or penalising.
Immune	8☆	[p143]	Targets ignore all effects of the specified Arcana.
Protect	2☆	[p145]	Targets gain Armour against the specified Damage Types equal to Magic.
Resist	4☆	[p145]	Targets add Magic to Resistance rolls against the specified Arcana.
Ward	2☆	[p148]	Prevents entry or effect by the specified Arcana, environment, or subject.
State			**Alters the target's state of being.**
Aura	6☆	[p139]	Targets inflict the specified Condition on anything they touch.
Condense	2☆	[p140]	Specified non-energy, non-living matter becomes more solid.
Enchant	6☆	[p142]	Creates a magic item or enchantment that others can use.
Expand	2☆	[p142]	Specified non-energy, non-living matter becomes less solid.
Imbue	2☆	[p143]	The Caster puts a dormant single-use Spell into a Target.
Intangible	8☆	[p144]	Targets can pass through solid objects.
Invisible	6☆	[p144]	Observers receive a -6 Vision Modifier against the Targets.
Shapechange	6☆	[p146]	Targets turn into specified matter or subject.
Transmute	4☆	[p148]	Turns one specified matter into another. Must be of the same basic state.
Summoning			**Conjuring and controlling summoned creatures.**
Powerlink	2☆	[p145]	Caster and specified Summons may use each others' Arcana and Powers.
Share	2☆	[p146]	Caster may trade points of specified Pool with their specified Summons.
Summon	2☆	[p147]	Conjures a loyal specified creature with Threat up to Magic x 10.

Major Arcana use the following description format. The top line lists the Arcana's name in capitals, followed by any required Minor Arcana in square brackets, any optional Minor Arcana in parentheses, and the Resistance that it adds to the Spell's casting difficulty.

Next is a list of valid Parameters, in blue curly brackets. If a Parameter type is not listed, then you can use any Parameter of that type. This section also lists the Ability used when Resisting the Spell.

ARCANA [essential-minor] (optional-minor) : X☆

{Action: valid action types}
{Range: valid ranges}
{Area: valid areas}
{Duration: valid durations}
{Resistance: the Ability rolled to Resist the Spell}

The text then provides a description of the Major Arcana's effect.

Qualifiers, conditions, and notes follow in italics.

ABSORB [arcana...] : 10☆

The [arcana...] restores or adds to the Targets instead of harming or penalising.

The [arcana...] must have a numerical negative effect.

ACID : 2☆

{Action: limited, double, extended, ritual}
{Resistance: None}

Targets suffer Acid **[p82]** equal to Magic, to a random Location.

AMBIDEXTROUS : 8☆

Targets can perform a separate Attack with each hand as part of the same Attack Action.

AMMUNITION : 8☆

{Area: single}
{Duration: instant}

Target Ranged Weapons can be fired without expending any Shots.

Uses only the most basic Ammunition type. Only affects one Item per Target Hex.

ANALYSE [subject] : 4☆

{Area: single}
{Duration: instant}

The Caster gains detailed knowledge of a Target [subject]. The player may review the [subject]'s game stats for one minute.

ARMBLOCK : 2☆

On a successful Parry using their arms (with Unarmed), Targets completely deflect the Attack without suffering a Damage roll **[p73]**.

ARROWCUT : 4☆

Targets can Parry Attacks from fast missiles (arrows, bullets, beams) **[p73]**.

AURA [CONDITION] : 6☆

Targets inflict [condition] on anything they come into contact with.

This usually includes Unarmed attacks made by or against affected characters, or attacks made by affected weapons.

AWARENESS : 4☆

Targets can Parry and Block Attacks from any direction.

BERSERK : 6☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Willpower}

Targets gain Fury points **[p32]** equal to Successes.

BLEED : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Toughness}

Targets suffer a Bleed **[p82]** equal to Successes.

BLESS : 2☆

{Duration: durationX, reserve, permanent}

Targets gain +1 to all Ability rolls.

BOOMERANG : 2☆

Target Items will safely return to their user after a Thrown Attack, unless they are caught in mid-flight.

Only affects one Item per Target Hex.

BREATHE [matter...] **: 2**☆

{Duration: durationX, reserve, permanent}

Targets gain the ability to breathe [matter...].

BURN : 2☆

{Action: limited, double, extended, ritual}
{Resistance: None}

Targets suffer Burn **[p82]** equal to Magic, to a random Location.

CLOUD : 2☆

{Duration: durationX, reserve, permanent}
{Resistance: None}

The Target area is affected by an Obscuration Modifier equal to Magic per Hex.

COMPREHEND [subject] **: 2**☆

{Duration: durationX, reserve, permanent}

Targets can understand and be understood by [subject].

CONDENSE [matter] **: 2**☆

{Duration: instant}
{Resistance: None}

Non-energy, non-living [matter] within the Target area becomes more solid.

Air turns to vapour; vapour condenses into water; water freezes into ice. Resin becomes oil; oil becomes jelly. Muddy earth turns solid; earth turns to rock; rocks and metals becomes crystalline.

CONFUSE : 2☆

{Action: limited, double, extended, ritual}
{Resistance: Willpower}

Targets become Confused **[p84]**.

Targets who are already Confused are immune to further Confusion.

COUNTERACT [penalty] **: 2**☆

{Duration: durationX, reserve, permanent}

Targets ignore a number of points of Penalties (or Bonuses to their opponents) from [penalty], up to Magic.

CRIPPLE [sense] **: 2**☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets gain a Penalty to Wits equal to Magic when using [sense].

CRITICAL [damage-type] **: 6**☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Toughness + Armour vs [damage-type]}

Targets suffer a [damage-type] Critical Hit to a random Location **[p92]** with a result equal to the Margin.

CURE [ability, attribute, condition] **: 2**☆

{Duration: instant}

Targets regain lost maximum points of [ability, attribute], or reduce their points of [condition], equal to the number of Successes.

This only works to restore reduced maximum Attribute levels, not spent points from Pool stats; and cannot take [ability, attribute] above its maximum.

A [condition] must have a point value.

CURSE : 2☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets subtract 1 from all Ability rolls.

DAMAGE [damage-type] (CONDITION...) **: 2**☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Toughness + Armour vs [damage-type]}

Targets suffer a [damage-type] hit to a random Location, and lose Health equal to the Margin.

The caster may also optionally add one or more CONDITION Major Arcana.

DARKNESS : 2☆

{Duration: durationX, reserve, permanent}
{Resistance: None}

Darkness in the Target area increases to Magic plus 1.

Points of mystical Darkness are first cancelled out by points of mystical Light **[p144]**.

MYSTICISM

DAZE [ability] : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: [ability]}

Targets gain Stun equal to the Margin.

The [ability] must be Toughness, Willpower, or Wits.

DECREASE [ability, attribute] : 2☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets lose points of [ability, attribute] equal to Successes.

If applied to a Pool Attribute, this reduces the Pool's maximum allowed value.

DEGRADE : 6☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Owner's Willpower or None}

Degrades the performance of Target Items by 1 point.

- Weapons lose a point of Damage or Damage Bonus, and break at -1.
- Armour loses 1 point from all Protection ratings, and breaks if all are reduced to 0.
- Ability Bonus Items lose 1 point, and break at 0.
- Other Items lose 1 Structure.

Only affects one Item per Target Hex.

DETECT [arcana, matter, subject] (specific) : 2☆

{Duration: instant, durationX (hours), reserve, permanent}
{Resistance: voluntary Willpower or Stealth}

The Caster identifies the presence and location of [arcana, matter, subject] in the affected area.

This Arcana may use Duration:reserve without Range:self. The Caster will be aware if the [arcana, matter, subject] enters the affected area, at any distance.

DISPEL [arcana] : 6☆

{Duration: instant}

All affected instances of [arcana] end immediately and are completely removed from the Targets.

DISTANT [sense...] (scale) : 2☆

{Range: touch, rangeX}
{Area: single}
{Duration: durationX, reserve, permanent}

The Caster can use their [senses...] as though they were standing in the Target Hex.

Range is in (scale) Hexes, defaulting to Battle.

The Caster must be able to see or remember the Target location.

DOMINATE [subject] : 4☆

{Action: limited, double, extended, ritual}
{Duration: durationX (days), reserve, permanent}
{Resistance: Willpower}

Target [subject]s are compelled to obey the Caster.

Targets get a new Resistance roll at the start of each day, and any time they are commanded to harm themselves or a close friend.

DOWSE [arcana, matter, subject] (specific) : 6☆

{Range: self}
{Area: single}
{Resistance: voluntary Willpower or Stealth}

The Caster can detect the direction of the nearest instance of [arcana, matter, subject] at any distance.

DRAIN [pool] (leech) : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Willpower}

Targets lose points of [pool] equal to the Margin.

The (leech) Minor Arcana allows the Caster to add these points to their own [pool], up to its normal maximum.

DROP : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Strength}

Targets drop one held item per Success.

EMPATHY : 2☆

{Resistance: Willpower}

The Caster reads the Targets' emotional states.

ENCHANT [parameters...] [arcana...] : 6☆

{Area: single}
{Duration: instant}

The Caster loses their knowledge of [arcana...] and attaches them to the Target to form a Spell.

The chosen [parameters...] affect the Resistance and determine how the Enchantment will operate, but knowledge of them is not lost.

- The Enchantment gains one free point of Mana to power its effects, which regenerates once per day. The Caster may permanently lock points of their own Mana into the Target to grant additional uses.
- The Enchantment always operates based on the Caster's Magic and Mana values when the Enchantment was made.

If the Target is a character, they may use their own Mana to power the Enchantment. However, the Enchantment won't use their Magic and Mana values when calculating its effects.

ENCUMBER : 2☆

{Resistance: Owner's Willpower or None}

Increase Target Items' Enc by points equal to Magic.

Only affects one Item per Target Hex.

ENDURE [environment...] : 2☆

{Duration: durationX (hours), reserve, permanent}

Targets ignore the effects of hostile [environments...].

ESCAPE [movement] : 2☆

Targets automatically succeed at Escape attempts **[p71]** using [movement].

EXPAND [matter] : 2☆

{Duration: instant}

Non-energy, non-living [matter] within the Target area becomes less solid.

Crystals become rocks; rocks and metals become earth; earth turns to mud. Resin becomes jelly; jelly becomes oil. Ice thaws into water; water becomes vapour; vapour becomes clear air.

EXPOSE [arcana] : 2☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets reduce Resistance rolls against [arcana] by the number of Successes.

The [arcana] must allow a Resistance roll.

FORECAST : 2☆

{Range: self}
{Area: single}
{Duration: instant}

The Caster accurately foretells the Weather conditions for the following day, based on the current location.

GLUE : 2☆

{Resistance: Owner's Willpower or None}

Target Items in contact with a character or surface cannot be dropped, thrown, or removed.

Only affects one Item per Target Hex.

GRAFT : 6☆

{Duration: durationX, reserve, permanent}

Targets gain the ability to graft Items into their body, of a total Enc equal to Magic.

Grafted Items weigh 0 Enc, can be concealed or revealed as a Free Action, and can't be dropped or removed.

GRAPPLE : 2☆

{Action: limited, double, extended, ritual}
{Resistance: Strength or Unarmed}

Targets suffer Hold equal to the Margin.

If the Spell has Duration:instant, the original Magic roll is the Resistance against Wrestling and can't improve the Hold. Otherwise, the Spell rolls Magic against attempts to Wrestle free, and can improve the Hold.

HOMING (HOMING...) : 2☆

When used to perform a Ranged Attack, the Target Weapon (or its projectiles) can curve either left, right, up, or down in flight.

Homing may be stacked multiple times in the one Spell for improved flexibility.

Only affects one Item per Target Hex.

MYSTICISM

Major Arcana

ILLUSION [sense...] : 2☆

{Resistance: Wits}

Creates an illusion in the Target area that affects [sense...].

A successful Resistance roll identifies it as an Illusion.

The Caster can change the behaviour of an ongoing Illusion by using a Standard Action.

IMBUE [parameter...] [arcana...] : 2☆

{Area: single}
{Duration: instant}

The Caster Imbues the Target with a Spell, as described by the chosen [parameters...] and [arcana...]. Once Imbued, the Spell waits indefinitely until it is activated.

- If the Target is a consumable item such as a potion or piece of food, the Imbued Spell must have Range:self and Area:single. The Imbued Spell is activated when the item is consumed.

- If the Target is an item of ammunition such as a bullet or arrow, then the Imbued Spell activates when the shot is fired and hits something.

- Imbue otherwise creates a magical glyph on the Target that allows the Imbued Spell to be activated by anyone who touches it and uses the appropriate Action type. The glyph disappears after the Imbued Spell is activated.

- The Imbued Spell always operates based on the original Caster's Magic and Mana values when Imbue was cast.

IMMUNE [arcana...] : 8☆

{Duration: instant, durationX}

Targets ignore all effects of [arcana...].

IMPEDE : 4☆

{Duration: durationX, reserve, permanent}
{Resistance: None}

Hexes in the Target area gain a Movement Modifier equal to Magic.

INCREASE [ability, attribute] : 6☆

{Duration: durationX, reserve, permanent}

Targets gain a Bonus to [ability, attribute] up to Magic.

Special Abilities (apart from Burrow and Fly) are limited to a +1 Bonus.

If applied to a Pool Attribute, this increases its maximum cap without adding to the current pool of points.

MYSTICISM
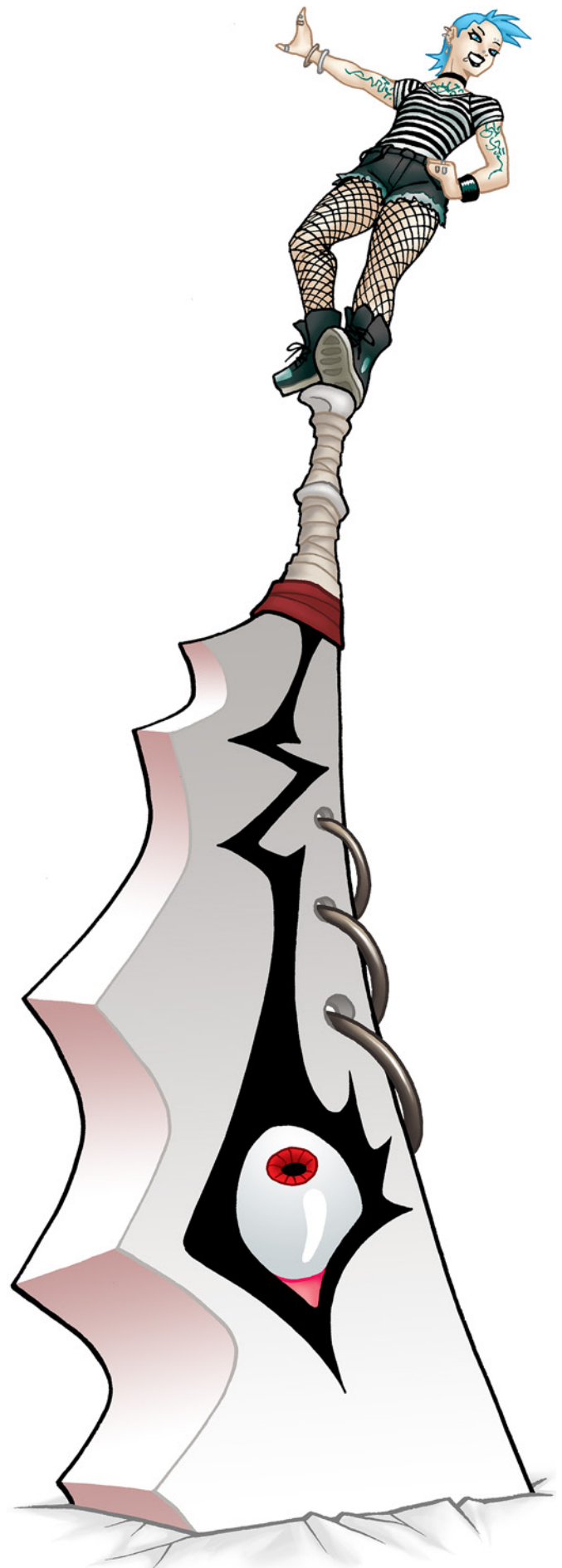
INTANGIBLE : 8☆

Targets can pass through solid objects, but not through living creatures.

Intangible characters are immune to physical damage unless it is caused by a mystical source.

This can be used as a Minor Arcana on any Spell with Range:rangeX.

INVISIBLE : 6☆

Observers receive a 6 point Vision Modifier **[p88]** against the Targets. Targets that take hostile action become visible.

This can be used as a Minor Arcana to conceal a Spell with a visual effect.

LIBERATE : 4☆

{Duration: durationX, reserve, permanent}
{Resistance: None}

Movement Costs in the Target area are reduced by points equal to Magic, to a minimum of 1 per Hex.

LIGHT : 2☆

{Duration: durationX, reserve, permanent}
{Resistance: None}

Darkness in the Target area decreases to 5 minus Magic.

Points of mystical Light are first cancelled out by points of mystical Darkness.

LIGHTEN : 2☆

{Resistance: Willpower or Owner's Willpower or None}

Decrease the Targets' Enc by points equal to Magic (to a minimum of 0).

Only affects one Item or character per Target Hex.

LIGHTSTEP : 2☆

{Duration: durationX, reserve, permanent}

Targets don't leave footprints, make audible footfalls, or break weak solid surfaces.

LONGSHOT : 2☆

Increase the Range of Target Ranged Weapons by a number of Hexes equal to Magic.

Only affects one Item per Target Hex.

MALFUNCTION : 4☆

{Duration: durationX, reserve, permanent}
{Resistance: Owner's Willpower or None}

Target Engineering or Tech Items stop working.

Only affects one Item per Target Hex. ## MIMIC [arcana] : 2☆

{Range: touch, rangeX}
{Area: single}
{Duration: durationX, reserve, permanent}
{Resistance: None}

The Caster gains the use of one Arcana that has been used by the Target within the last Turn.

Use the Target's Arcana as the Minor Arcana, even though it's not in the Caster's vocabulary.

MOTION (MOTION...) [movement] : 2☆

{Duration: durationX, reserve, permanent}

Improve the Targets' [movement] Movement Category **[p62]** by one step, to a maximum of Regular.

Apply Motion multiple times for improved capabilities.

PAINKILLER : 6☆

{Duration: durationX, reserve, permanent}

Targets do not fall Unconscious until they are also Dying **[p49]**.

PARALYSE : 10☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets get no Actions, and cannot make Ability rolls.

PERCEIVE [subject] [sense...] : 2☆

{Range: touch, rangeX}

The Caster gains the ability to use their [senses] through Target [subjects].

The Caster can only Perceive one Target's [senses] at a time, and may switch once per Turn as a Free Action.

The Target must actually have the appropriate [senses].

This Arcana may use Duration:reserve without Range:self.

POISON (advanced-poison...) : 2☆

{Action: limited, double, extended, ritual}
{Resistance: Toughness}

Targets suffer Poison **[p85]** equal to Magic.

MYSTICISM

Major Arcana

POSSESS [subject] : 6☆

{Action: limited, double, extended, ritual}
{Range: touch, rangeX}
{Area: single}
{Duration: durationX (days), reserve, permanent}
{Resistance: Willpower}

The Caster's consciousness leaves their own body, gaining full control of a Target [subject]'s body and completely suppressing their consciousness.

The Caster uses their own Mental and Special Abilities, and the Target's Physical Abilities.

Targets get a new Resistance roll at the start of each day.

If either body dies, both spirits make a Willpower roll. The winner inhabits the remaining body, while the loser dies. If the roll is a tie, both inhabit the body and make Willpower rolls each day for control.

POSTCOGNITION : 2☆

{Duration: instant}
{Resistance: None}

The Caster gains knowledge of events that occurred in the Target area within the last 24 hours.

POWERLINK [summoned] : 2☆

{Duration: durationX, reserve, permanent}
{Resistance: None}

The Caster and their [summoned] entities may use each others' Arcana and Powers for the Duration.

The Caster determines which Arcana and Powers are shared.

This Arcana may use Duration:reserve without Range:self.

PRONE : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant, reserve}
{Resistance: Acrobatics}

Targets are knocked Prone **[p80]**.

PROTECT [damage-type...] : 2☆

Targets gain Armour Protection **[p162]** against [damage-type...] equal to Magic.

Armoured Targets must use only the highest single Protection against each Damage Type.

PUNISH [arcana] [pool] : 2☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Whenever Targets use [arcana], they automatically lose 1 point of [pool].

PUSH : 4☆

{Action: limited, double, extended, ritual}
{Resistance: Strength}

Move Targets 1 Hex further away per Success.

RAPID [action-type] : 4☆

{Duration: durationX, reserve, permanent}

The type of Action required to perform [action-type] becomes one category faster.

Rapid Standard Actions can be performed once per Turn as a Free Action.

REACH : 4☆

Target Close Combat Weapon gains Reach **[p170]** equal to Magic.

Only affects one Item per Target Hex.

REBIND : 6☆

{Area: single}
{Duration: instant}

The Target removes one Break or Sever, and any associated Penalties.

Severed limbs must be available to allow reattachment.

REGENERATE [condition, pool...] : 6☆

{Duration: durationX, reserve, permanent}

Targets regain one lost point of [pool...] or remove one point of [condition...] at the start of each of their turns.

Regeneration can only affect one [condition, pool...] each Turn. The Target decides which is affected.

A [condition...] must have a point value.

The only valid [pools...] are Endurance, Health, and Structure.

RESIST [arcana] : 4☆

Targets add Magic to Resistance rolls against [arcana].

The [arcana] must allow a Resistance roll.

RESTORE [pool] : 2☆

{Duration: instant}

Targets regain points of [pool] equal to Successes.

This cannot take [pool] above its maximum, and cannot restore more than 1 point if [pool] is also used to power the Spell.

RESURRECT : 12☆

{Duration: instant}
{Resistance: Target's choice can automatically negate}

Dead Targets return to life on 1 Health.

Targets must have been dead for less than one week, and their bodies must be in liveable condition.

SEAL [arcana] : 4☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets lose the ability to use [arcana].

SHADOW : 10☆

{Duration: durationX}

Targets maintain their current Stealth total, including situational Modifiers, regardless of new conditions.

SHAPE [matter] : 4☆

{Resistance: None}

The Caster can reshape nonliving [matter] within the affected Area, causing it to grow larger or smaller, or move around. It does so at speeds that will not cause Impact damage.

The Area must contact an existing source of [matter].

Shaped [matter] cannot generally displace denser material, but "SHAPE air/vacuum" can be used to create an area of vacuum in a gas.

Once the Spell ends, the [matter] will revert to its normal behaviour, which may cause some structures to collapse or dissipate.

SHAPECHANGE [matter, subject] : 6☆

{Duration: durationX, reserve, permanent}

Targets turn into [matter, subject] form, maintaining control of their bodily integrity.

"SHAPECHANGE any" means the Target can shape their body any way they like.

SHARE [summoned] [pool] : 2☆

{Resistance: None}

The Caster may trade points of [pool], up to Magic in number, with their Target [summoned] entities.

Both the Caster and their [summoned] entities must possess [pool].

This cannot take either [pool] above its maximum.

If the Spell does not have Duration:instant, the point limit is per Turn.

This Arcana may use Duration:reserve without Range:self.

SILENCE : 4☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets lose the ability to speak.

Some Casters may also lose the ability to cast Spells.

SLEEP : 2☆

{Action: limited, double, extended, ritual}
{Resistance: Willpower}

Targets fall asleep.

Sleeping Targets automatically Resist the Spell.

Sleeping characters fall Prone **[p80]**, *and may be roused from an adjacent Hex using a Standard Action. They will also awaken if struck by a potential source of Damage, or if the Spell ceases.*

SLOW : 6☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets get 1 fewer Action each Turn.

SPEED : 8☆

{Duration: durationX, reserve, permanent}

Targets gain an extra Action each Turn.

This doesn't increase the number of Limited Actions they are allowed – see Unlimited **[p148]**.

STRANGLE : 4☆

{Action: limited, double, extended, ritual}
{Resistance: Toughness}

Targets are Strangled, losing 1 Health automatically each Turn and suffering Asphyxiation **[p84]**.

STUN [damage-type] : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Toughness + Armour vs [damage-type]}

Targets suffer a [damage-type] hit to a random Location, and gain Stun equal to the Margin.

SUGGEST [subject] : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Willpower}

Affected [subject]s are compelled to obey a single command or accept a single concept as truth. The effect lasts until the command is satisfied or they succeed on a Resistance roll.

Targets get a new Resistance roll at the end of each minute.

SUMMON [summoned] : 2☆

{Range: touch, rangeX}
{Area: single}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Conjures a [summoned] entity with Threat no greater than the Caster's Magic x 10, which is bound to the Caster's service and obeys their mental commands at any distance.

The Spell automatically terminates if the [summoned] entity is killed or destroyed.

This Arcana may use Duration:reserve without Range:self.

SWAY [emotion] : 2☆

{Action: limited, double, extended, ritual}
{Duration: instant, durationX (minutes), reserve, permanent}
{Resistance: Willpower}

Targets' current feelings towards the Caster are shifted towards [emotion] by one step per Success, based on the following table.

Steps are horizontal or vertical only, not diagonal.

Resistance rolls must be made when first exposed to the Spell, and for each minute of continuous exposure if it has a Duration of reserve or permanent.

Once the Spell wears off, emotions gradually revert to their natural state.

Envious	*Friendly*	*Helpful*
Aversive	*Indifferent*	*Inquisitive*
Afraid	*Unfriendly*	*Hostile*

TELEKINESIS [matter, subject] : 6☆

{Action: limited, double, extended, ritual}
{Resistance: Strength}

Move the Target [matter, subject] 1 Hex per Success.

If Telekinesis may cause an Impact [p84], use Magic as the Attack Ability.

TELEPATHY : 2☆

{Range: touch, rangeX}

The Caster creates a telepathic link between themselves and the Targets, allowing secure two-way communication. The number of Targets cannot exceed the Caster's Magic.

The Range and Area are both rated in World Hexes, without the need for a Minor Arcana to specify Scale.

The Caster must have exchanged words with the Targets, or be able to see them when the Spell is cast.

MYSTICISM

TELEPORT (scale) : 10☆

{Duration: instant}

Targets instantly travel to a location a number of (scale) Hexes away equal to Magic, defaulting to Battle Scale.

The Caster must be familiar with the destination, or be able to see it when the Spell is cast.

If the Caster does not Teleport themselves, Targets may resist the Spell automatically without having to roll.

TRANSMUTE [matterA] [matterB] : 4☆

{Action: limited, double, extended, ritual}
{Duration: instant}
{Resistance: Willpower}

Within the affected area, [matterA] turns into [matterB].

Both types of [matter] must be of the same basic state: solid, liquid, gas, or energy.

TUMBLE : 6☆

Targets do not suffer Impacts **[p84]** caused by falling or leaping.

UNBREAKABLE : 6☆

{Duration: durationX, reserve, permanent}

Target Items can only be broken by other Unbreakable Items.

Only affects one Item per Target Hex.

UNLIMITED : 10☆

{Duration: durationX, reserve, permanent}

Targets may perform an additional Limited Action each Turn **[p13]**.

This does not give an extra Action slot – see Speed **[p146]**.

VULNERABLE [arcana] : 6☆

{Action: limited, double, extended, ritual}
{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

Targets may not make Resistance rolls against [arcana], instead applying only their base Ability.

The [arcana] must allow a Resistance roll.

WARD [arcana, environment, matter, subject...]

: 2☆

{Duration: durationX, reserve, permanent}
{Resistance: Willpower}

The Spell prevents entry or effect of the affected area by [arcana, environment, matter, subject...].

A successful Resistance roll allows an affected [arcana, environment, matter, subject] to bypass the Ward.

WEATHER [climate...] (scale) : 2☆

{Range: self}
{Duration: instant}
{Resistance: None}

The Caster can modify the weather's [climate...] ratings **[p107]** in the affected area by points equal to Magic.

The Area is measured in (scale) Hexes, defaulting to Battle.

The Weather will return to normal when it is next rolled.

MYSTICISM

Minor Arcana

Minor Arcana only work in conjunction with Major Arcana [p136].

Some Minor Arcana appear in more than one category. You only need to buy a particular Minor Arcana once.

Purchasing the "water" Minor Arcana allows you to use it as both a climate and a matter value.

ability*

normal ability	1☆	special ability	2☆

* Each Ability must be purchased as a separate Arcana.

action-type

aim	1☆	reload	1☆
attack	1☆	riding	1☆
burrowing	1☆	set-weapon	1☆
climbing	1☆	stand-up	1☆
evade	1☆	swimming	1☆
first-aid	1☆	use	1☆
flying	1☆	walking	1☆
rearrange	1☆		

advanced-poison

instant	-2☆	minutes	1☆
days	2☆	persistent3	1☆
hours	1☆	weeks	2☆

arcana*

augment	4☆	healing	4☆
condition	4☆	hindrance	6☆
control	6☆	information	4☆
enhancement	4☆	movement	4☆
equipment	4☆	protection	4☆
field	4☆	state	4☆
harm	6☆	summoning	4☆

* You can also use a specific Major Arcana to fill an [arcana] value.

attribute

burrowing	1☆	health	1☆
carry	1☆	size	2☆
climbing	1☆	structure	1☆
endurance	1☆	swimming	1☆
flying	1☆	walking	1☆

climate

temperature	1☆	wind	1☆
water	1☆		

damage-type

bludgeoning	1☆	energy	1☆
cutting	1☆	piercing	1☆

emotion

afraid	1☆	helpful	1☆
aversive	1☆	hostile	1☆
inquisitive	1☆	indifferent	1☆
envious	1☆	unfriendly	1☆
friendly	1☆		

environment

cold	1☆	pressure	1☆
heat	1☆	vacuum	1☆

matter

air	1☆	oil	1☆
earth	1☆	plant	1☆
fire	1☆	vacuum	1☆
flesh	1☆	vapour	1☆
lightning	1☆	water	1☆
metal	1☆		

movement

burrowing	1☆	leaping	1☆
climbing	1☆	swimming	1☆
flying	1☆	walking	1☆

penalty

blindness	1☆	lost-roll	1☆
called-shot	1☆	obscuration	1☆
cover	1☆	stealth-audible	1☆
darkness	1☆	stealth-moving	1☆
exposure	1☆	stealth-profile	1☆

pool

berserk	2☆	fortune	2☆
charges*	1☆	health	1☆
command	2☆	mana	2☆
endurance	1☆	structure	1☆

* Charges are used to recharge some energy weapons and Tech items.

scale

battle	0☆	world	4☆
global	6☆	war	2☆

MYSTICISM

Minor Arcana

sense			
hearing	1☆	taste	1☆
sight	1☆	touch	1☆
smell	1☆		

subject			
any	6☆	magical	1☆
animal	1☆	plant	1☆
animated	1☆	psychic	1☆
armour	1☆	sapient	2☆
dead	1☆	solid	4☆
demonic	1☆	(specific race)	1☆
energetic	2☆	spectral	1☆
gaseous	2☆	summoned	1☆
holy	1☆	supernatural	2☆
inanimate	1☆	undead	1☆
liquid	2☆	weapon	1☆
living	4☆		

summoned*	
Specific Animal, Demon, Elemental, Spirit, Undead.	
Every 10 Threat or less:	+1☆

* Each variety of Summoned creature must be purchased as a separate Arcana.

Unique Minor Arcana

Minor Arcana are mostly used to specify the subject of a Spell's effect. There are also some unique Minor Arcana that affect the performance of their governing Major Arcana, or the Spell's overall Parameters.

combined : 1☆

{Major Arcana: Condition}

Allows the caster to attach additional Conditions to a single Condition Spell. Use the same Magic roll for all. All of their Parameters must be compatible.

delay : 2☆

{Action: any}

The Spell does not resolve as soon as the Casting Action is spent; instead, it waits for up to a number of Turns equal to Magic and then activates.

This may be applied multiple times to increase the delay.

discretion : 2☆

{Area: any except single}

The Caster chooses which Targets within the Area are affected by the Spell.

improved : 1☆

{Major Arcana: SUMMON}

The [summoned] entity is upgraded by 5 Threat.

This may allow a better version to appear, or may allow the Caster to create a customised upgrade.

leech : 2☆

{Major Arcana: DRAIN}

Points of [pool] removed from the Targets are added to the Caster's [pool].

This cannot take [pool] above its maximum.

result-1 : -1☆

The governing Major Arcana cannot generate a Result greater than 1.

The Major Arcana must use Margin or Successes.

specify : 2☆

{Major Arcana: DETECT, DOWSE}

The Caster can specify a detail to narrow down the Spell's search function – such as a type of plant, an individual, or a specific item.

The Caster must be familiar with the specified detail.

trigger : 2☆

{Major Arcana: DETECT}

The next Spell Cast on the same Target Hex will automatically activate when the Detect is set off.

Augment

Backwatcher

AWARENESS : 2☆ (Lvl 2)

{Action:limited, Range:self, Area:adjacent, Duration:duration1}

Targets may Parry or Block Attacks from any direction for Turns equal to Mana.

Falling Leaf

TUMBLE : 6☆ (Lvl 4)

{Action:standard, Range:self, Area:single, Duration:reserve}

The Caster ignores Impacts caused by falling or leaping.

Condition

Ignite

BURN : 1☆ (Lvl 1)

{Action:limited, Range:range1, Area:single, Duration:instant, Resistance: None}

One Target suffers a Burn equal to Magic.

Quake

PRONE : 4☆ (Lvl 3)

{Action:limited, Range:self, Area:area2, Duration:reserve, Resistance: Acrobatics}

Targets in the affected area must make an Acrobatics roll each Turn or fall Prone.

Control

Confusion Bomb

CONFUSE : 7☆ (Lvl 4)

{Action:limited, Range:range2, Area:radius1, Duration:duration1, Resistance: Willpower}

Targets are Confused for 1 Turn per Success.

Mystical Peace

SEAL harm : 9☆ (Lvl 5)

{Action:double, Range:range1, Area:single, Duration:duration1, Resistance: Willpower}

One Target becomes unable to use Major Arcana from the Harm category for 1 Turn per Success.

Enhancement

Eyes of the Cat

COUNTERACT darkness : 1☆ (Lvl 1)

{Action:limited, Range:self, Area:single, Duration:reserve}

The Caster ignores points of Darkness equal to Magic.

Cloak of the Vagrant

ENDURE cold heat : 2☆ (Lvl 2)

{Action:limited, Range:self, Area:single, Duration:reserve}

The Caster does not have to make Exposure rolls in hot or cold environments.

Nereid's Kiss

BREATHE water : 3☆ (Lvl 2)

{Action:limited, Range:touch, Area:single, Duration:duration2}

One Target can breathe water for a number of Turns equal to twice the Caster's Mana.

Fleet Foot

INCREASE walking : 6☆ (Lvl 4)

{Action:limited, Range:touch, Area:single, Duration:duration1}

For a number of Turns equal to the Caster's Mana, one touched Target's Walking Movement Rate (in Hexes) increases by points equal to the Caster's Magic.

Equipment

Helping Hands

LIGHTEN : 4☆ (Lvl 3)

{Action:limited, Range:self, Area:radius1, Duration:reserve Resistance: voluntary Willpower}

The Spell affects Hexes around the Caster in a radius equal to their Mana. For each affected Hex, reduce the Encumbrance of a single item by a number of points up to the Caster's Magic (to a minimum of 0).

The area moves with the Caster, which may change the Hexes and items affected.

MYSTICISM

Field

Rainmaster

WEATHER water world : 2☆ (Lvl 2)

{Action:double, Range:self, Area:single, Duration:instant, Resistance: None}

The Caster may change the Weather's Water index in their current World Hex by points equal to Magic.

Harm

Flying Blade

DAMAGE cutting : 3☆ (Lvl 2)

{Action:limited, Range:range2, Area:single, Duration:instant, Resistance: Toughness + Armour vs Cutting}

One Target suffers a Cutting hit to a random Location, and loses Health equal to the Margin.

Fire Bolt

DAMAGE energy BURN : 5☆ (Lvl 3)

{Action:limited, Range:range2, Area:single, Duration:instant, Resistance: Toughness + Armour vs Energy/None}

One Target suffers an Energy hit to a random Location, and loses Health equal to the Margin. They also suffer a Burn equal to Magic.

Forceful Shout

DAMAGE bludgeoning PRONE : 5☆ (Lvl 3)

{Action:limited, Range:touch, Area:cone1, Duration:instant, Resistance: Toughness + Armour vs Bludgeoning/Acrobatics}

Targets suffer a Bludgeoning hit to a random Location, and lose Health equal to the Margin. They must also make an Acrobatics roll or be knocked Prone.

Poison Needle Storm

DAMAGE piercing POISON discretion : 7☆ (Lvl 4)

{Action:limited, Range:self, Area:radius1, Duration:instant, Resistance: Toughness + Armour vs Piercing/None}

Chosen Targets suffer a Piercing hit to a random Location, and lose Health equal to the Margin. They also suffer Poison equal to Magic.

Healing

Healing Touch

RESTORE health : 1☆ (Lvl 1)

{Action:limited, Range:touch, Area:single, Duration:instant}

One touched Target recovers lost Health equal to the Magic roll's Successes.

Hindrance

Vampire

DRAIN health leech : 3☆ (Lvl 2)

{Action:limited, Range:touch, Area:single, Duration:instant, Resistance: Willpower}

One Target may roll Avoid against the Caster's Unarmed to avoid being hit. Failure means the Target must make a Resisting Willpower roll against the Magic roll, and lose points of Health equal to the Spell's Margin. This many points are added to the Caster's Health, up to its maximum value.

Fog of Weakness

DECREASE strength : 4☆ (Lvl 3)

{Action:limited, Range:self, Area:area2, Duration:duration1, Resistance: Willpower}

The Targets' Strength is reduced by 1 point per Success.

Information

Mind Speech

TELEPATHY : 0☆ (Lvl 1)

{Action:limited, Range:self, Area:single, Duration:reserve}

The Caster creates a telepathic link with a number of Targets in the same World Hex up to Magic, whom they have either spoken to or can see, allowing everyone to communicate directly, securely, and silently.

Animal Sight

PERCEIVE animal sight : 5☆ (Lvl 3)

{Action:limited, Range:range1, Area:single, Duration:reserve}

The Caster gains the ability to see through a target animal's eyes. Switching between the animal's sight and their own takes a Free Action, limited to once per Turn.

Spirit Snare

DETECT spectral trigger : 5☆ (Lvl 3)

{Action:double, Range:touch, Area:adjacent, Duration:reserve Resistance: voluntary Willpower or Stealth}

The next Spell cast on the same Hex will go off as soon as a spectral entity enters the area.

Battlefield Scry

DISTANT sight hearing war : 7☆ (Lvl 4)

{Action:limited, Range:range1, Area:single, Duration:reserve}

The Caster receives visual and auditory information as though standing in a distant Hex, up to 1 War Hex (6 Battle Hexes) away per point of Mana.

Movement

Flight

MOTION motion motion flying : 4☆ (Lvl 3)

{Action:double, Range:self, Area:single, Duration:reserve}

The Caster's Flying Movement Rate increases by three categories, granting them a Regular Flying Movement rate of 3 plus half their Flying Ability.

Group Teleport

TELEPORT world : 10☆ (Lvl 6)

{Action:double, Range:self, Area:adjacent, Duration:instant}

The Caster and everyone adjacent to them instantly travels to a distant location, up to one World Map Hex away per point of Magic.

Protection

Magic Shelter

WARD animal cold heat water : 5☆ (Lvl 3)

{Action:extended, Range:self, Area:radius1, Duration:reserve, Resistance: Willpower}

Hexes around the Caster in a radius equal to Mana are unaffected by extreme heat or cold. Liquid water cannot enter, and animals must make a Resisting Willpower roll that equals or exceeds the Magic roll.

The Caster may choose to have the Ward move with them, or for it to remain in one place to form a secure campsite.

Iron Will

RESIST control : 7☆ (Lvl 4)

{Action:limited, Range:self, Area:single, Duration:duration1}

The Caster adds Magic to Resistance rolls against all Control Spells for Turns equal to Magic.

State

Sleeping Draught

IMBUE {Action:limited, Range:self, Area:single, Duration:duration1} SLEEP : 1☆ (Lvl 1)

{Action:limited, Range:touch, Area:single, Duration:instant}

The Caster Imbues one dose of potion with a Sleep Spell using the Parameters and Arcana described in the main Spell line.

When someone drinks it, the potion makes a roll using the Caster's Magic when they Imbued the Spell, against the Target's Willpower. The Target will fall asleep for 1 Turn per Success.

Fluid Form

SHAPECHANGE water : 4☆ (Lvl 3)

{Action:limited, Range:self, Area:single, Duration:reserve}

The Caster's body turns to water, allowing them to flow and reshape it while maintaining their bodily integrity.

Summoning

Summon Steed

SUMMON horse : 4☆ (Lvl 3)

{Action:limited, Range:touch, Area:single, Duration:reserve}

The Caster summons a loyal riding horse.

The Caster must have Magic 2 or higher.
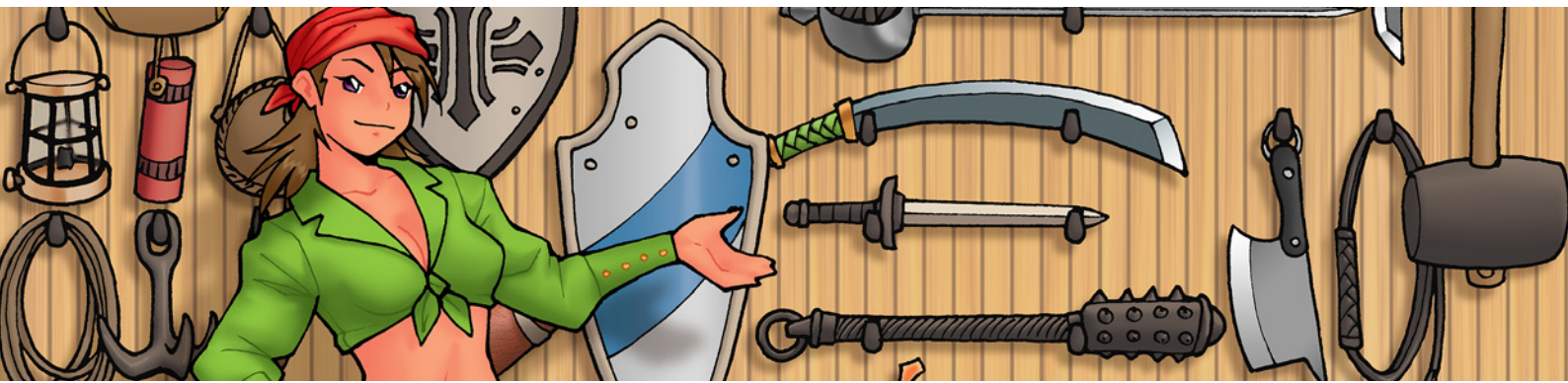
Equipment includes supplies, tools, clothing, shelter, animals, armour, weapons, and anything else that can be made, found, bought, traded, or sold by the characters.

The Equipment lists are fairly comprehensive, but some items may be rarer, more expensive, or unavailable in a particular game world depending on its level of technology and availability of supply.

Money *(this page)*

PowerFrame uses standardised Currency Units for pricing across different game worlds.

Equipment Lists

Equipment List	Page
Camping & Travelling	[p155]
Clothing	[p156]
Containers	[p157]
Eating & Drinking	[p158]
Fire & Lighting	[p159]
Livestock & Animals	[p160]
Specialist Gear	[p161]

Armour [p162]

Armour Lists and Attributes are in their own section.

Weapons [p165]

Weapon Lists and Attributes are in their own section.

Money

Different settings will use different types of money. Over time, the value of a particular currency changes. To avoid having to write a different price list for every setting, equipment costs are all priced in generic Currency Units (CU, or simply Cost).

Converting CU into your own currency is useful for estimating prices for things not on the equipment lists. 1 CU is worth roughly $50 (U.S. or Australian dollars circa 2010). While this will no doubt drift with time, you can convert CU to your local currency based on the following estimates:

Cost	Should Buy...
1 CU	A decent pair of jeans. A good restaurant dinner.
½ CU	A cheap pair of jeans or sneakers.
¼ CU	A plain T-shirt. A good takeaway lunch.
1/8 CU	4 litres of milk. 2 loaves of bread. A cheap takeaway meal.

Quality

The listings assume an item is of average quality; functional without being shoddy or fancy. Most items can be bought at a different quality level.

- Items that are poorly constructed or that use cheap materials may only be worth half the listed price.
- Items that are well-crafted or that use superior or precious materials may be worth twice the listed cost or more.
- Second-hand items can usually be sold at half the original price.

Camping & Travelling

Sleeping Gear	Effect	Cost	Enc	Thr
Blanket	Keeps one person warm.	¼	0	–
Bed Roll or Sleeping Bag	Keeps one person warm and comfortable.	½	½	–
Canvas or Hide Sheet	Can be used as a ground sheet or a rain shelter. Survival vs 2 to rig.	½	½	–

Tents	Effect	Cost	Enc	Thr
Tent (1 person)	Comfortably shelters one person and gear.	1	½	–
Tent (2 person)	Comfortably sleeps two people.	2	1	–
Tent (4 person)	Comfortably sleeps four people.	4	2	–
Pavilion (8 person)	Tall enough to stand up in.	12	6	–
Marquee (16 person)	Big enough for a party.	24	12	–

Travelling Gear	Effect	Cost	Enc	Thr
Compass	+2 to Navigation rolls.	2	0	2
Map (per Hex diameter)	+2 to Navigation rolls, except in Arid Open or Arid Dunes. Details an area of the World Map.	½	0	–
Snow Shoes	Reduce the Movement Cost of Frigid, Swamp, and Dunes by 1, to a minimum of 1.	1	1	–

Climbing Gear	Effect	Cost	Enc	Thr
Pitons (twelve)	Metal spikes. +2 to Climb or Mountaineer. Requires a hammer. Slows Climbing rate.	½	¼	2
Grappling Hook	Allows a thrown rope to catch on an edge. Requires an Acrobatics roll. See Weapon details [p179].	2	1	3
String	per 10 Hex (20 metre) section.	1/8	1/8	–
Coarse Rope	per 10 Hex (20 metre) section.	½	1	–
Fine Rope	per 10 Hex (20 metre) section.	1	½	–

EQUIPMENT

CLOTHING

Depending on the setting, it's generally assumed that characters will have one or more sets of clothing as part of their starting equipment. It's not essential to keep track of every sock and tunic, but sometimes characters simply must have that designer coat!

Cost

The basic cost for clothing depends on the number of Hit Locations it covers [p53].

- Tops generally cover the Chest and Stomach, and the Arms if they have long sleeves.
- Pants and skirts cover the Hips, and the Legs if they are long enough.
- Long coats and cloaks are considered to cover the Chest, Stomach, Hips, Arms, and Legs, plus the Head if they have a hood.

Costs for materials and decorations are listed for each Location. Halve the cost if the garment covers less than half of a Location, or if it only covers the Location by virtue of being a cloak or other loose piece of cloth.

- Only apply a discount for one or the other, not both.
- Armoured clothing is always charged at the full cost, and offers full protection, even if it only covers half a Location.

Examples of garments with half-Locations include a headband, belt, the legs on a pair of shorts that go to the mid-thigh, the sleeves on a short-sleeved shirt, or a pair of wrist-length gloves.

Examples of loose cloth garments include capes, cloaks, scarves, or togas.

Enc

Clothing has no Encumbrance. It can be worn in layers or under Armour with no Penalty.

Threat

Normal clothing has no Threat. Clothing with a material listed in **bold** is treated as Armour [p162] in regard to its Cost, Enc, and Threat.

Clothing Material (per Location)	Cost
Hemp, Hessian, Straw.	1/8
Woven Cotton, Linen, Polyester, Acrylic.	¼
Padded Cloth, **Soft Leather**, Denim, Moleskin, Wool, Fake Fur, Lycra.	½
Rigid Leather, Heavy Wool, Oilskin, Silk, Satin, Velvet, Lace, Mesh.	1
Fur, Feathers, Kid Leather.	2

Decoration Type (per Location)	Cost
Dyed one colour.	+1/8
Dyed Multiple Colours, Appliquéd.	+¼
Printed, Embroidered, Embossed.	+½
Hand Painted, Sequinned or Beaded.	+1

EQUIPMENT

Containers

For Carrying [p54] purposes, all containers halve the Encumbrance of held items.

- Capacity is the maximum Enc of items a container can hold, although common sense must also apply.
- Add the Enc of the container to the reduced Enc of held items.
- Putting containers in other containers will reduce the Enc of the container itself, but won't further reduce the Enc of contained goods.

Bags	Capacity	Toughness	Structure	Cost	Enc	Thr
Belt Pouch	1 Enc	2	1	1/8	0	–
Small Sack	3 Enc	2	2	¼	0	–
Medium Sack	6 Enc	2	3	½	0	–
Large Sack	12 Enc	2	4	1	0	–

Packs	Capacity	Toughness	Structure	Cost	Enc	Thr
Day Pack	6 Enc	4	2	1	0	–
Backpack	12 Enc	4	3	2	0	–
Hiking Pack	18 Enc	4	4	4	0	–

Packs can be worn on the back, allowing goods to be carried while leaving the hands free.

Liquid Containers	Effect	Cost	Enc	Thr
Canteen	Holds 3 days of water or other liquid.	¼	¼	–
Water Skin	Holds 7 days of water or other liquid.	½	1	–
Amphora	Holds 14 days of water or other liquid.	1	3	–

Boxes	Capacity	Toughness	Structure	Cost	Enc	Thr
Small Wooden Box	5 Enc	6	2	1	1	–
Wooden Chest	10 Enc	6	4	2	3	–
Large Wooden Chest	20 Enc	6	6	4	5	–
Wooden Crate	30 Enc	6	8	6	8	–
Small Metal Box	5 Enc	10	2	4	2	–
Medium Metal Box	10 Enc	10	4	8	5	–
Large Metal Box	20 Enc	10	6	16	10	–
Large Metal Safe	30 Enc	10	8	24	15	–

Most Boxes either come with a latch that can be padlocked, or have a built-in lock.

Barrels	Capacity	Toughness	Structure	Cost	Enc	Thr
Small Keg	3 Enc	6	1	½	½	–
Keg	6 Enc	6	2	1	1	–
Large Keg	12 Enc	6	4	2	3	–
Barrel	24 Enc	6	6	4	6	–
Tun	48 Enc	6	8	8	12	–

Barrels can be rolled, turning them into a 'Wheeled Vehicle.' The GM may require an Acrobatics roll to keep control of the Barrel. Add the Barrel's Enc to the total Enc of its contents and quarter, to get the total Enc when rolled.

Crockery and Cutlery	Effect	Cost	Enc	Thr
Mess Kit	Basic cutlery, dish, cup, pot.	½	½	–
Knife, Fork or Spoon	Table-grade cutlery items.	1/8	0	–
Cutlery Set	Table-grade knife, fork and spoon set.	¼	0	–
Ladle	A large spoon-like implement for serving.	¼	½	–
Bowl	A high-sided dish for one person.	1/8	¼	–
Plate	A flat dish for one person.	1/8	¼	–
Serving Platter or Dish	A large plate or bowl to present food on.	¼	½	–
Tumbler or Beaker	A simple cup made of wood, ceramic or bone.	1/8	¼	–
Mug	A large ceramic cup with a handle.	¼	¼	–
Glass	A delicate glass cup.	½	¼	–
Goblet	A metal cup.	½	½	–
Jug	A large container for liquids.	½	1	–

Cooking Gear	Effect	Cost	Enc	Thr
Small Pot or Pan	Can cook enough food for up to 3 people.	½	1	–
Large Pot or Pan	Can cook enough food for up to 6 people.	1	2	–
Cauldron	Can cook enough food for around 20 people.	3	5	–
Massive Cauldron	Can cook enough food for around 50 people.	10	10	–
Small Spit-Roaster	Can spit-roast a creature up to Size -2.	1	1	–
Large Spit-Roaster	Can spit-roast a creature up to Size 0.	2	3	–

Food	Effect	Cost	Enc	Thr
Fresh Food (1 Meal)	Fresh food. Three meals equal one Day.	1/8	0	–
Fresh Food (1 Day)	Fresh food. Will only keep for one week.	¼	0	–
Fresh Food (1 Week)	Fresh food. Eat it all in time or it will go off!	1½	0	–
Iron Rations (1 Meal)	Preserved food. Three meals equal one Day.	¼	0	–
Iron Rations (1 Day)	Preserved food. Almost never goes off.	½	0	–
Iron Rations (1 Week)	Preserved food. Buy in bulk and save!	3	0	–
Animal Feed (1 Day)	Hay or grain for Size 1 animals. Keeps well.	¼	0	–
Animal Feed (1 Week)	Hay or grain for Size 1 animals.	1½	0	–

Drink	Effect	Cost	Enc	Thr
Water	Usually available for free.	0	0	–
Milk	4 litres of milk.	1/8	0	–
Fruit Juice	2 litres of fruit juice.	1/8	0	–
Beer or Ale	1 litre bottle of weak alcoholic drink.	1/8	0	–
Cider, Strong Beer	1 litre bottle of mild alcoholic drink.	¼	0	–
Wine	1 litre bottle of moderate alcoholic drink.	¾	0	–
Liquor, Mead	1 litre bottle of strong alcoholic drink.	1	0	–
Spirits, Tequila	1 litre bottle of very strong alcoholic drink.	1½	0	–
Hard Spirits, Vodka	1 litre bottle of extremely strong alcoholic drink.	2	0	–

FIRE & LIGHTING

Fire Starting	Effect	Cost	Enc	Thr
Flint & Steel	Ignites fuel with a Survival roll against Resistance 2.	¼	0	–
Matches (box of 48)	Ignites paper or tinder automatically. Modern settings only.	1/8	0	–
Lighter	Ignites paper or tinder automatically. Modern settings only.	¼	0	–
Tinderbox	Starting fuel. +2 Survival when lighting a fire.	½	0	–
Oil	Fuel for lanterns. Causes Burn 3 if splashed and lit.	½	¼	–

Burning Light Sources	Effect	Cost	Enc	Thr
Candles (Six)	Brightness 3 in a 1 Hex radius. Each burns for 2 Hours.	¼	0	–
Torches (Six)	Sticks with one end wrapped in pitch-soaked cloth. Brightness 2 in a 3 Hex radius. Each burns for 3 Hours.	½	1ea.	–
Lantern, Paper	Brightness 3 in a 1 Hex radius. Protects a candle from being blown out.	¼	¼	–
Lantern, Candle	Brightness 3 in a 2 Hex radius. Protects a candle from being blown out.	½	¼	–
Lantern, Hooded	Brightness 2 in a 5 Hex radius. Burns for 6 Hours, using 1 container of Oil.	1½	½	–
Lantern, Bullseye	Brightness 1 in a 5 Hex cone. Burns for 6 Hours, using 1 container of Oil.	1½	½	–

Electric Light Sources	Effect	Cost	Enc	Thr
Flashlight	Brightness 0 in a single Hex, at a range of up to 6 Hexes.	½	½	–
Spotlight	Brightness 0 in a 1 Hex radius, at a range of up to 12 Hexes.	1	2	–
Floodlight	Brightness 0 in a 5 Hex radius, at a range of up to 24 Hexes.	2	4	–

Brightness

Light sources replace the Darkness Modifier **[p88]** in an affected area, if the Brightness is lower than the Darkness.

At night (Darkness 4), a burning torch will reduce the Darkness to 2 in a 3 Hex radius.

At dusk (Darkness 2), a candle or torch has no effect as their Brightness is 2 or greater - they offer the same or worse lighting than the environment. A bullseye lantern would reduce the Darkness to 1.

Beasts of Burden	Effect	Cost	Enc	Thr
Donkey	Light riding or pack animal.	20	–	–
Mule	Sturdy and sure-footed riding or pack animal.	40	–	–
Ox	Heavy draught animals. Often sold in pairs.	50	–	–
Camel	Riding or pack animal. Suited to arid environments.	60	–	–
Horse	Versatile riding, pack, or draught animal.	50	–	–
Warhorse	A knight's charger, trained in warfare.	100	–	–
Asian Elephant	Used for heavy labour and transport.	500	–	–

Tame & Pet Animals*	Effect	Cost	Enc	Thr
Cat or Small Dog	A Size -2 or -3 small pet.	2	–	–
Dog, Medium	A Size -1 dog.	5	–	–
Dog, Large	A Size 0 dog.	10	–	–
Monkey	An agile and clever pet.	8	–	–
Homing Pigeon	Will return to one trained 'home' location when released.	1	–	–
Songbird	Looks and sounds beautiful. A status symbol.	15	–	–
Falcon	A Size -3 hunting bird.	20	–	–
Hawk	A Size -2 hunting bird.	30	–	–
Eagle	A Size -1 hunting bird.	40	–	–

Add 5 CU for each trick the animal knows.

Farm Animals	Effect	Cost	Enc	Thr
Pig	For meat and pigskin leather.	2	–	–
Sheep	For fleece, meat, and sheepskin.	2	–	–
Goat	For milk, meat, and soft leather. Long-hair breeds for fleece.	6	–	–
Cow	For milk, meat, and tough leather.	10	–	–
Chicken	For eggs, meat, and feathers.	½	–	–
Duck	For eggs, meat, and feathers.	¾	–	–
Goose	For eggs, meat, and feathers.	1	–	–

Accessories	Effect	Cost	Enc	Thr
Leash	Tethers an animal of up to Size 0.	½	0	–
Bridle or Harness	Harness for a Size 0 or 1 riding animal. Includes bit and reins.	2	0	–
Saddle	Saddle for a Size 0 rider. Includes the saddle-blanket.	10	2	–

Animal Profiles

The Adversaries section [p193] provides a few basic animal profiles.

More comprehensive animal profiles will appear in an Adversaries supplement.

EQUIPMENT

SPECIALIST GEAR

Tools	Effect	Cost	Enc	Thr
Art Materials	A basic requirement when creating works of art. Each Specialisation needs a different set of tools [p32].	0-4	0-1	0
Craft Tools	A basic requirement when building or repairing structures. Each Specialisation needs a different set of tools [p30].	4	2	0
Tool Kit	A basic requirement when building or repairing machines.	3	1	0
Deluxe Tool Kit	+1 Engineering when building or repairing machines.	8	4	1
Tech Kit	A basic requirement when building or repairing Tech items.	5	½	0
Deluxe Tech Kit	+1 Tech when building or repairing Tech items.	14	2	1
Lock-Picks	Basic tools required for breaking and entering.	2	0	0
Thief's Tools	+2 Security when breaking and entering.	5	½	2

Medical Gear	Effect	Cost	Enc	Thr
First Aid Kit	Holds three doses of Medical +1. Maximum 1 dose per roll.	1	½	1
Medical Kit	Holds six doses of Medical +1. Maximum 1 dose per roll.	2	1	1

Miscellaneous Gear	Effect	Cost	Enc	Thr
Simple Padlock	Requires key or Security vs 6 to open.	½	0	0
Complex Padlock	Requires key or Security vs 10 to open.	1	0	0
Fishing Tackle	Allows Fishing with no Penalty [p36].	2	½	0
Musical Instrument	A basic requirement for a Musical Performance [p42].	1-5	0-3	0
Personal Computer	A powerful desktop computer.	30	3	0
Laptop Computer	A portable personal computer.	20	1	0

Other Gear

Especially for Modern gear, you can estimate the cost based on real-world prices, using the exchange rate of $50 to 1 CU.
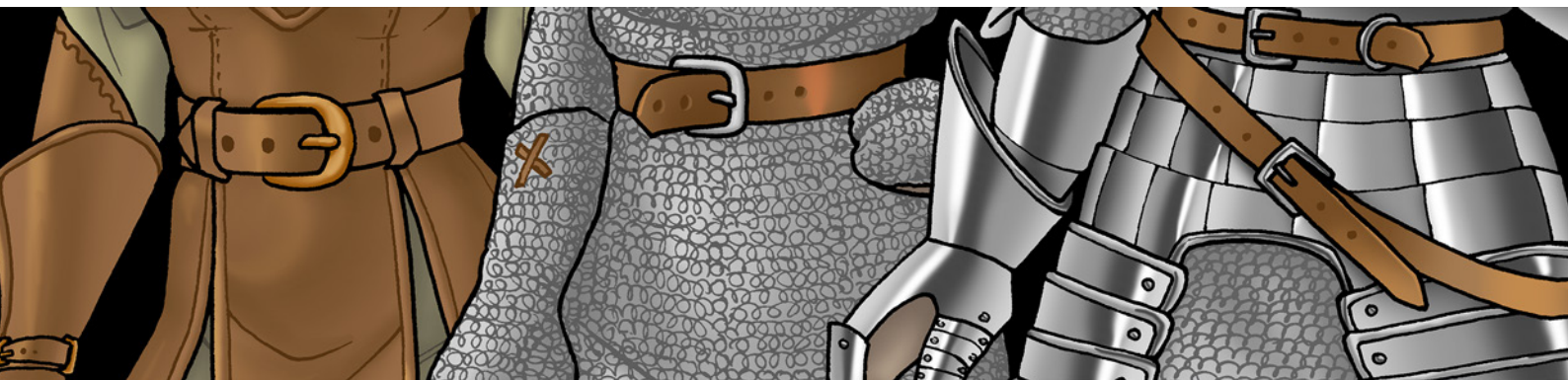
Armour is any clothing designed to reduce the effects of physical damage. While Shields **[p180]** also offer protection, *PowerFrame* classifies them as Weapons.

Hit Locations

Humanoid characters have six Hit Locations **[p53]**.

1	2	3	4	5	6
Head	Chest	Stomach	Hips	Arms	Legs

Armour is purchased in sections, each of which covers one Location. Armour descriptions are always provided for a single Section, not for a whole suit.

Different types of Armour can be worn in any combination, but characters can normally only equip one section of Armour on any single Location.

Protection

When an Armoured Location is hit by an Attack, the character adds the Armour's Bonus to Toughness when rolling to resist the Damage **[p74]**.

Each type of Armour offers different Bonuses against the four main types of Damage:

- C – Cutting
- P – Piercing
- B – Bludgeoning
- E – Energy

Cost

Each Location worth of Armour is priced separately.

Encumbrance

Add together the Enc **[p54]** of all the pieces of Armour being worn to give a total for the suit.

Armour's Enc is not reduced by wearing it, although it can be reduced by stowing it in a container.

Threat

Armour sections are rated in 12ths of Threat **[p57]**.

- To figure out the Armour Threat of a particular suit, add up all the Threat fractions of its pieces. The suit is worth 1 Threat for every 12 or less '12ths' of Threat worn.
- Wearing even a single piece of light Armour is therefore always worth at least 1 Threat.

Buying Armour is basically the same as buying extra Toughness that only applies when resisting Damage. One point of Toughness is worth 1 Threat.

Wearing an entire suit of Rigid Leather gives you an extra point of Toughness against Damage, and so it is also worth 1 Threat.

Since only a whole six-Location suit is worth this much, the individual pieces are worth one-sixth the Threat. The Threat is rated in twelfths rather than sixths, because some Armour suits are only equivalent to half a point of Toughness.

ARMOUR

Armour Pieces

Individual items of Armour should be recorded separately on the character's equipment list. Once purchased, it isn't possible to change the function of a piece of Armour without a lot of work.

A mail shirt covering the Chest, Stomach and Arms will always be a shirt.

A pair of rigid leather gloves can't be effectively worn on the head or the legs.

Layered Armour

If a character wears two or more sections of Armour on the same Location, they may apply the highest applicable Bonus in a given situation. The Bonuses are never added together.

Add half a point of Enc for each layer past the first on each Location.

Bodyfilm is an exception to the Layering rules. It may be worn under one other layer of Armour without Penalty, and does add its Bonus to the layered Armour.

Armour Size

Armour values can be modified to make it suitable for characters of large or small Size **[p51]**.

Multiply the Cost and Enc of each Armour section according to the Armour Size table.

The Armour's Protection and Threat values stay the same.

Armour Size	Multiplier
-5	x 1/8
-4	x ¼
-3	x 3/8
-2	x ½
-1	x ¾
0	x 1
1	x 1½
2	x 2
3	x 2½
4	x 3
5	x 3½

Armour Fitting

Although it's not all that realistic, it's probably easiest to assume that any found, looted, or salvaged armour will fit anyone of the same Size with a little adjustment.
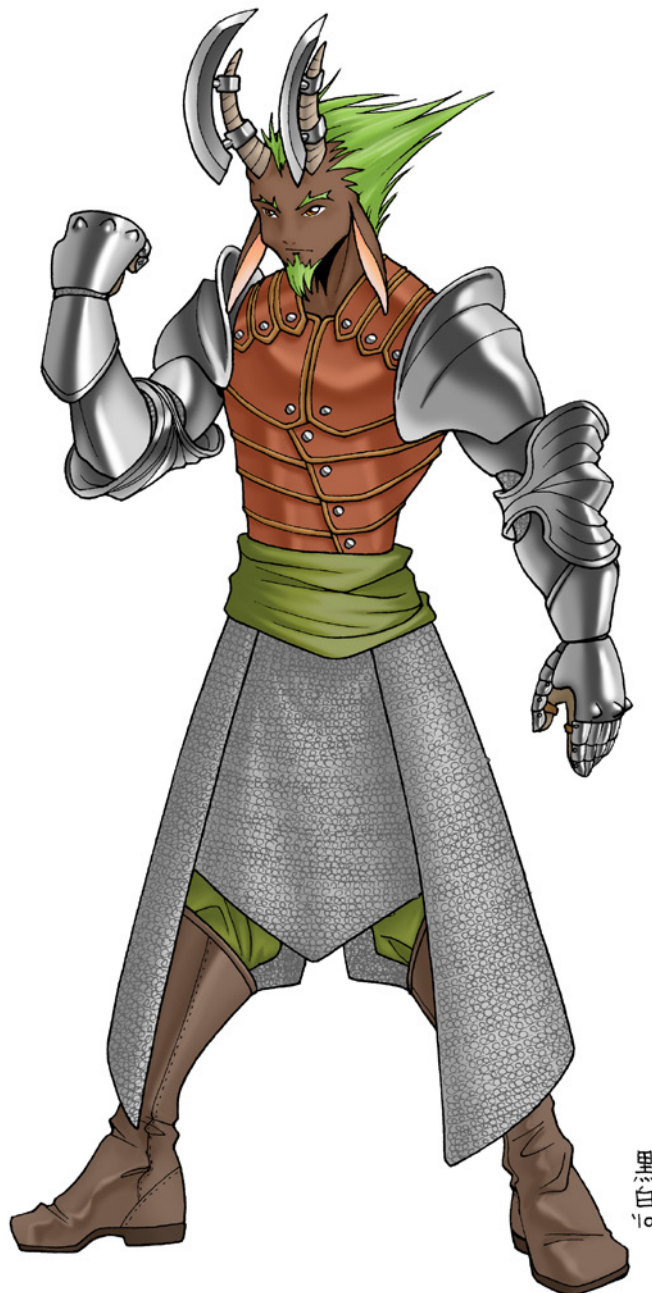
ARMOUR

Armour Lists

Ancient Armour	C	P	B	E	Cost	Enc	Thr
Padded Cloth	0	0	+1	+1	½	0	1/12
Soft Leather	+1	0	0	+1	½	0	1/12
Padded Leather	+1	0	+2	+1	1	0	2/12
Rigid Leather	+1	+1	+1	+1	1	0	2/12
Studded Leather	+2	+1	+1	0	1	0	2/12
Ring	+2	+1	+2	+1	1½	½	3/12
Banded	+1	+2	+2	+1	1½	½	3/12
Fur and Hides	+1	+1	+2	+2	1	1	3/12
Mail	+2	+2	+2	+2	2	1	4/12
Scale	+2	+2	+3	+3	2½	1½	5/12
Plate and Mail	+3	+2	+3	+2	2½	1½	5/12
Plate	+3	+3	+3	+3	3	2	6/12

Modern Armour	C	P	B	E	Cost	Enc	Thr
Impact Plastic	+1	+1	+3	+1	2	0	4/12
Kevlar Cloth	+2	+2	+1	+1	2	0	4/12
Reinforced Leather	+2	+2	+2	+2	2½	½	5/12
Laminated Kevlar	+3	+3	+2	+2	3	1	6/12
Flak Armour	+2	+3	+2	+3	3	1	6/12
Stab Armour	+4	+3	+3	+2	3½	1½	7/12
Ballistic Armour	+3	+4	+2	+3	3½	1½	7/12
Composite Armour	+4	+4	+3	+3	4	2	8/12
Bomb Disposal	+3	+3	+4	+6	4½	2½	9/12

Future Armour	C	P	B	E	Cost	Enc	Thr
Bodyfilm *	+1	+1	+1	+1	2	0	4/12
Soft Plate	+2	+2	+2	+2	3	0	6/12
Reflective Plate	+3	+2	+1	+4	3½	½	7/12
Kinetic Weave	+3	+3	+3	+1	4	0	8/12
Flexi Plate	+3	+3	+3	+3	4	1	8/12
Composite Plate	+4	+4	+4	+4	5	2	10/12
Mirror Plate	+4	+3	+2	+7	5	2	10/12
Ceramic Plate	+5	+5	+5	+5	6	3	12/12

* Bodyfilm may be worn under one additional layer of Armour.

This is an extension of the Equipment section, dealing specifically with weapons.

It begins with a description of the Basic and Special Weapon Attributes, and then presents extensive lists of pre-made weaponry.

Basic Weapon Attributes *(this page)*

All weapons share a number of common Attributes.

Special Weapon Attributes [p166]

Many weapons have special capabilities.

Weapon Lists [p172]

Full write-ups for a comprehensive range of weaponry.

Basic Weapon Attributes

Attack

⚠ *Threat equal to Modifier*

The Ability (and Modifier) that is used when making an Attack roll [p72] with this weapon.

Damage

⚠ *Threat equal to Damage if based on a number.*
⚠ *Threat equal to Modifier+1 if based on an Ability.*

The Ability (and Modifier) or value that is used when making a Damage roll [p72] after a successful Attack.

Type

⚠ *0 or +1 Threat*

The Damage Type (or Types) inflicted by the weapon.

- **C** – Cutting
- **P** – Piercing
- **B** – Bludgeoning
- **E** – Energy
- **G** – Grapple
- **S** – Stun

C, P, B and E indicate what sort of Armour Protection [p162] works against the weapon.

Some weapons have multiple Damage Types listed. The wielder can choose which Type of Damage to inflict with each Attack. This is worth +1 Threat.

Some Stun weapons list another Damage Type in lower-case *(Sb, Se)*. These weapons only inflict Stun, and the lower-case Damage Type only indicates what type of Armour Protection and Critical Hits [p91] apply.

Special

The various Special Weapon Attributes are detailed on the following pages.

Cost

The weapon's cost in Currency Units [p20].

Enc

The weapon's weight in Encumbrance [p54].

Threat

The weapon's Threat [p57].

WEAPONS

SPECIAL WEAPON ATTRIBUTES

Special Weapon Attributes	Ref
2H	
Armour Piercing	
Auto	[p166]
Auto Hit	
Barbed	
Blast	[p167]
Blown	
Burn	
Catcher	
Close	[p168]
Damage Limit 1	
Extended Range	
Hold Off	
Indirect	
Length	
Long	
Medium	
Obscuration	[p169]
Parry	
Poison	
Range	
Reach	
Reduced Range	
Reload	
Secondary Weapon Bonus	[p170]
Short	
Shots	
Size	
Spreading Gas	
Stun	[p171]
Thrown	

2H

⚠ *0 Threat*

The weapon is physically impossible to operate without the use of two hands.

Weapons without this Attribute can be used in one hand if the wielder is strong enough [p79].

Armour Piercing

⚠ *+1 Threat per point*

When striking an Armoured Location, reduce the Target's Armour Bonus [p162] by the weapon's Armour Piercing rating, to a minimum of 0.

Auto

⚠ *2 to 3: +1 Threat*
⚠ *4 to 5: +2 Threat*
⚠ *6 or more: +3 Threat*

Auto weapons can fire more than one Shot [p170] in a single Attack.

- The attacker declares how many Shots they want to use, up to the Weapon's Auto rating (or the number of remaining Shots).
- The Shots may be spread across multiple Hexes within Range [p169]. The affected Hexes must form a contiguous shape. At least one Shot must be assigned to each Hex.
- The attacker makes a single Attack roll, with a -1 Penalty for each affected Hex after the first. Any characters in affected Hexes make separate Avoid rolls against the Attack.
- Defenders are hit by 1 Shot for each Success gained by the Attack, up to the number of Shots aimed at their Hex. Resolve the Location and Damage of each successful Shot separately.

Auto Hit

⚠ *x2 Threat*

The weapon automatically hits any valid Targets.

There are usually conditions on which Targets are valid, or the weapon may have some other drawback. This Weapon Attribute should rarely be used.

Barbed

⚠ *+1 Threat per point*

The weapon features sharp hooks or serrations. If a Barbed weapon causes any Health loss, then additional Health loss equal to the Barbed rating is caused when the weapon is removed.

- This effect is normally immediate for Close Combat weapons unless the wielder discards the weapon or performs a Grapple.
- If a Barbed weapon is left in the target (such as a missile or discarded Close Combat weapon), the Barbed Health loss is caused once per Turn if the affected Location is used or moved vigorously.
- Barbed weapons can be safely removed with a Medical roll against Resistance 2, requiring a Double Action. Failure causes the Barbed Health loss as the weapon is removed.

WEAPONS

Blast

⚠ *+2 Threat for Blast 0*

⚠ *+2 Threat for each extra point of Blast*

A Blast weapon spreads damage over a wide area. The Blast rating is usually the area's radius in Hexes, but it may be a comparable number of Hexes in a shape such as a cone or a line. A Blast of 0 affects one Hex.

There are two basic types of Blast weapon –

- **Spray** weapons that cover an area, starting from the weapon itself, such as flamethrowers and mines.
- **Projectile** weapons, where a projectile is thrown or fired. The projectile then affects an area based on the point of impact. Examples include grenades, shotgun pellets, and Molotov cocktails.

Attacking an Area

Most Blast weapons are not used to directly attack an individual Target. Instead, they are aimed at a Hex or Hexes depending on the Blast area. All Targets within the area may be affected.

Spray Blast Placement

As long as the Attack roll is not a Critical Failure, the Blast area can be placed wherever desired.

Projectile Blast Placement

Make an Attack roll against Resistance 0, modified for Range **[p169]** and Cover **[p73]**. If successful, the projectile lands in the intended Hex. It will stray 1 Hex in a random direction for each negative Success.

Avoiding a Blast

All Targets within the Blast area must make a Resisting Avoid roll against the Attack roll.

- Characters on the edges of the Blast Area receive a -2 Penalty.

  A Blast 0 weapon effectively makes an Attack against a single Target at -2 Avoid.

- Characters completely within the Blast Area are hit automatically, but still make an Avoid roll at -5 to see if they suffer a Critical Hit.

- Targets on the edge of the Blast area who equal or beat the Attack roll are unaffected by the Blast. All other Targets must resist the Blast Damage.

Blast Damage

Damage rolls are resolved separately against all affected Targets. Blasts may inflict various types of Damage. If Armour would help, roll a random Hit Location to take the brunt of the damage, and apply any Protection Bonus as appropriate.

Source
Avoid -2
Auto Hit

Shotgun, Land Mine (Blast 0)

Molotov Cocktail (Blast 0)

Flame-Thrower (Blast 1)

Dynamite (Blast 1)

(Blast 2)

Frag Grenade (Blast 2)

Concussion Grenade (Blast 3)

Claymore (Blast 1)

(Blast 1)
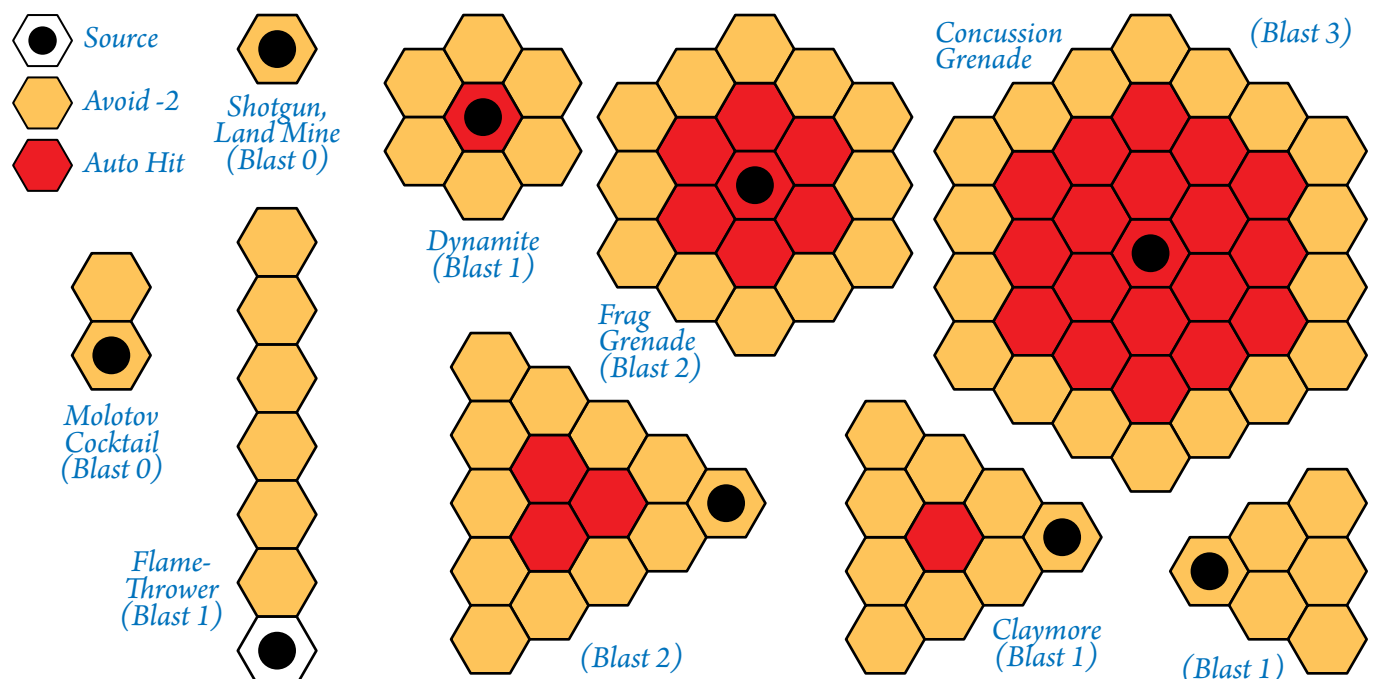
WEAPONS

Blown

⚠ *+1 Threat*

This Ranged weapon **[p169]** is projected by being blown or spat out. Their use is identical to Throwing a weapon **[p81]**.

- The Range of a Blown Weapon is equal to Toughness + 5 - Enc.

Burn

⚠ *+1 Threat for Burn 1 to 3*
⚠ *+2 Threat for Burn 4 to 6*

On a successful attack, the weapon sets the Target on fire with the specified Burn rating **[p82]**.

Catcher

⚠ *+1 Threat*

These weapons are designed to catch another weapon and hold or break it.

- The Catcher Attribute cannot be used against missile weapons of any kind.
- If a Catching weapon is used to Parry, and the Parry roll succeeds by 5 or more, the defender can choose to Catch one of the weapons that was used to attack them.
- While Caught, neither weapon involved can be used as normal. The Caught weapon can be freed, held or broken.
- The Catcher can keep hold of the Caught weapon as long as they like, or may release it as a Free Action.
- The owner of the Caught weapon can let go of it as a Free Action.
- The owner of the Caught weapon can use a Limited Action to try and free it. Both combatants make opposed Attack rolls. If the Caught weapon's roll is higher, then it is freed.
- The Catcher can use a Limited Action to try and break the Caught weapon. Both combatants make opposed Damage rolls. If the Caught weapon's roll is lower, it breaks.

Close

⚠ *0 Threat*

A Close Combat weapon can only be used to Attack Targets within one Hex of the wielder.

If a weapon does not specify any other ranged attribute, it will be a Close Combat weapon.

Damage Limit 1

⚠ *x½ Threat*

This weapon cannot inflict more than 1 point of Health loss (or appropriate effect) with each Damage roll.

Extended Range

⚠ *+1 Threat*

This Ranged weapon **[p169]** has been designed to fire further than usual.

- Most Ranged weapons calculate Extended Range using three times the weapon's Damage value or Bonus, plus a number depending on the type of weapon.
- Thrown **[p171]** and Blown **[p168]** Extended Range Weapons use 8 + Ability - Enc.

Hold-Off

⚠ *+1 Threat*

Hold-Off weapons generally make it harder for opponents to move closer to the wielder. The weapon must have a Reach **[p170]** of 2 or more.

- Characters who have been Attacked by a Hold-Off weapon since their last Turn must make a roll if they want to move closer to the weapon's wielder. This is a Free Action, but can only be tried once per Turn.
- The moving character makes an appropriate Movement Ability roll, and the Hold-Off weapon makes a Resisting Attack roll.
- If the Movement Ability Roll succeeds, then the character can move closer to the Hold-Off weapon's user. Otherwise, they can only move around or further away from them.

Some Hold-Off weapons have different conditions and effects, which are explained in the weapon descriptions.

WEAPONS

Indirect

⚠ *0 Threat*

Some Ranged weapons **[p169]** can be used to lob or bounce a missile over cover or other obstacles. All Thrown weapons **[p171]** automatically have the Indirect Attribute.

- Making an Indirect Attack halves the weapon's listed Range.
- Any Indirect weapon can be lobbed up and over cover, but this requires sufficient overhead clearance, and will not work in zero gravity.
- Many Indirect weapons can be bounced off a surface to send it around corners, but this won't work with most Piercing weapons such as throwing knives.
- Indirect Attacks ignore any Cover Modifier that would be granted by walls, fences, bushes and so on.

All Indirect Attacks are made with a -2 Penalty.

If the Attacker cannot see the Target, they must specify a Hex as their intended Target. Make the Attack against a Resistance of 2.

- If the Attack succeeds, the missile lands in the intended Hex. It will stray 1 Hex for each negative Success, in a random direction.
- Any character in the affected Hex rolls their Defence as normal.

Length

⚠ *0 Threat*

This Attribute refers to the physical length of a Ranged weapon **[p169]**, and the ease with which it can be used to attack nearby opponents.

- **Short** weapons may be used to perform Ranged Attacks on adjacent opponents with no Modifier.
- **Medium** weapons may be used to perform Ranged Attacks on adjacent opponents, but the opponent receives a +2 Bonus to Defence.
- **Long** weapons may not be used to perform Ranged Attacks on adjacent opponents.

Long

See Length *(this page)*.

Medium

See Length *(this page)*.

Obscuration

⚠ *+1 Threat*

The weapon creates an area of Obscuration **[p88]**.

- Most weapons create an Obscuration of -1 per Hex.
- Obscuration is often combined with Blast **[p167]** or Spreading Gas **[p171]**.

Parry

⚠ *+1 Threat per point*

The weapon provides a Modifier to Parry **[p73]**.

Poison

⚠ *+1 Threat per point*

The weapon inflicts Poison **[p85]**.

- This Attribute is not often used for weapons because the Poison does not tend to be an integral part of the weapon. It is mostly used for poison gas and venomous creatures.
- Unless noted otherwise, Poisoned weapons work as standard Poisons.

Range

⚠ *+1 Threat*

Ranged weapons can fire projectiles over a great distance. Ranged Attacks are affected by Length **[p169]** and Cover **[p73]**.

- Ranged Weapons can make Attacks against opponents up to the listed number of Hexes away, assuming there is a line of sight.
- Attacks up to twice the listed Range are possible, but the Target receives a +2 Bonus to their Defence.

The standard formula for Range is twice the weapon's Damage rating or Bonus, plus a number depending on the type of weapon:

- Bows, Archaic: +8
- Firearms, Modern: +10
- Energy, Future: +12

WEAPONS

Reach

⚠ *+1 Threat*

A weapon with Reach can make a Close Combat Attack against an opponent at up to the listed Reach distance (usually, 2 Hexes).

- Close Combat Attacks from more than 1 Hex away are affected by line of sight and Cover **[p73]**.
- Opponents can automatically Escape **[p71]** if the Attack is made from more than 1 Hex away.

Reduced Range

⚠ *-1 Threat*

This Ranged weapon **[p169]** does not fire as far as usual for a weapon of its type.

- Most Ranged weapons calculate Reduced Range using the weapon's Damage value or Bonus, plus a number depending on the type of weapon.
- Thrown **[p171]** and Blown **[p168]** Reduced Range Weapons use 3 + Ability - Enc.

Reload

⚠ *0 Threat*

Any weapon with Shots *(this page)* needs to be Reloaded **[p77]** when it runs out of ammunition.

- Most Weapons take a Standard Action to Reload. These Weapons don't list Reload as an Attribute, so if Reload is not specified you can assume it requires a Standard Action.
- Weapons that list **Fast Reload** require a Free Action.
- Weapons that list **Slow Reload** require a Limited Action.

Secondary Weapon Bonus

⚠ *+1 Threat*

The weapon gives a special Ability Bonus during conflict, when used as a Secondary Weapon. See the details for Dual-Wielding **[p79]**.

Short

See Length **[p169]**.

Shots

⚠ *-1 Threat for 1 or 2 Shots*
⚠ *0 Threat for 3 to 6 Shots*
⚠ *+1 Threat for 7 or more Shots*

The weapon uses ammunition, which must be bought separately.

- The number of Shots listed is the weapon's maximum capacity for ammunition.
- Mark off the number of Shots used each time the weapon makes an Attack.
- You cannot make an Attack with a weapon if it has no Shots left.
- When the Weapon has no Shots remaining, it must be Reloaded **[p77]**.

Weapons with Free Action Reload

Bows and slings do technically have Shots, but as they take no time to Reload it makes no difference. These Weapons will not have Shots listed. Like Thrown Weapons, the number of times they can fire depends only on the available ammunition.

Belt-Fed Weapons

Some automatic firearms can use a linked belt of ammunition to continuously feed the weapon. These firearms have as many Shots as the bullets on the belt, which normally number in the hundreds.

Size

⚠ *0 Threat*

Rather than referring to the physical size of a weapon, its Size Attribute can be thought of as the Size of Target it is intended to be used against.

- When figuring out Avoid Modifiers for Size **[p51]**, use the higher of either the attacker's or the weapon's Size.
- The weapon's Damage rating will have already taken its Size into account.
- If the weapon does Damage based on an Ability, the defender must still apply any Size Differential if they are a different Size than their attacker.

WEAPONS

Spreading Gas

⚠ +1 Threat for every 6 Hexes total coverage

⚠ +2 Threat for Undetectable Gas

The weapon releases a cloud of gas from the Target Hex.

- Spreading Gas is rated in Hexes x Turns. This many Hexes will be affected each Turn, for the specified number of Turns.
- The gas will spread outwards into adjacent Hexes, affecting as even an area as possible around the source Hex. The direction may be affected by the wind or surrounding objects. The exact spread is up to the GM.
- In confined areas, gas may be concentrated if there is nowhere for it to spread. Increase the rating of the gas' effect by 1 for each additional layer of concentration.
- After the specified number of Turns has passed, the edge Hexes of the cloud will dissipate each Tun until the cloud is gone.
- Any unprotected characters inside a gas cloud are affected once per Turn. Sometimes simple respiratory protection or Holding Your Breath **[p84]** is all that is needed to escape the effects of gas, but it depends on the type.
- Undetectable Gas is odourless and invisible; it may prevent protective measures being taken until its effects are noticed, unless the character actually sees a grenade, hears a hissing pipe, or otherwise deduces the threat.

Stun

⚠ x½ Threat

The weapon inflicts Stun **[p86]** instead of Health loss.

- The weapon's Damage Type may list Sx, where x is one of the four normal Damage Types (C, P, B, E). These are used for figuring out Armour protection and Critical Hits.
- Physical Stun Damage is usually resisted with Toughness as normal.
- Stun Damage against the senses may be resisted with Wits.
- Stun Damage caused by drugs or mind-affecting weapons may be resisted with Willpower.

Thrown

⚠ +1 Threat

The weapon is designed to be thrown **[p81]**. It is balanced and aerodynamic.

- The Range **[p169]** of a Thrown weapon is equal to Strength + 5 - Enc.
- All Thrown weapons can be used to make Indirect attacks **[p169]**.

Close or Thrown

Some weapons, such as spears and throwing knives, can be used to perform both Close Combat and Thrown Attacks. If Thrown at an adjacent opponent, they must be retrieved before they can be Thrown again.

Thrown Only

Some weapons, such as slings or throwing stars, cannot be used effectively as Close Combat weapons. They must be Thrown in order to make an Attack.

WEAPONS

Weapon Lists

Weapon Type	Ref
Axes & Bludgeons	[p172]
Blades	[p173]
Bows & Arrows	[p174]
Energy Weapons	[p175]
Explosives & Mines	[p176]
Firearms	[p177]
Heavy Weapons	[p178]
Improvised Weapons Miscellaneous	[p179]
Shields	[p180]
Shotguns	[p181]
Spears & Polearms	[p182]
Unarmed & Natural Weapons Whips & Chains	[p183]

Axes & Bludgeons

Axes	Attack	Damage	Type	Special	Cost	Enc	Thr
Throwing Axe	Strength	Toughness	C	Close or Thrown.	2	1	2
Hand Axe	Strength	Toughness+1	C		4	2	2
Battle Axe	Strength	Toughness+2	C		6	4	3
Great Axe	Strength	Toughness+3	C		8	6	4

Bludgeons	Attack	Damage	Type	Special	Cost	Enc	Thr
Throwing Cudgel	Melee	Toughness	B	Close or Thrown.	2	1	2
Staff	Melee	Toughness+1	B		4	2	2
Multi-Section Staff	Melee /Avoid	Toughness+1 /Melee+1	BG	Swap Attack and Damage Abilities at will.	6	4	4
Tonfa	Melee	Toughness+1	B	Parry +1	4	2	3
Mace	Melee	Toughness+2	B		6	4	3
Iron Staff	Melee	Toughness+3	B		8	6	4

Hammers	Attack	Damage	Type	Special	Cost	Enc	Thr
Thrown Hammer	Strength-1	Toughness+1	C	Close or Thrown.	2	2	2
Mallet	Strength-1	Toughness+2	C		4	3	2
Warhammer	Strength-1	Toughness+2	C	Armour Piercing 1.	6	3	3
Sledgehammer	Strength-1	Toughness+3	C		6	5	3
Great Hammer	Strength-1	Toughness+4	B		8	7	4

Picks	Attack	Damage	Type	Special	Cost	Enc	Thr
Ice Pick	Strength-1	Toughness+1	P	+1 Climb or Mountaineer.	2	2	2
Pick	Strength-1	Toughness+2	P		4	3	2
Mattock	Strength-1	Toughness+3	CP		6	5	3
Bec de Corbin	Strength-1	Toughness+4	P		8	7	4

WEAPONS

Blades

Knives	Attack	Damage	Type	Special	Cost	Enc	Thr
Poniard	Melee	Strength	P		1	½	1
Dagger	Melee	Strength	P	+1 Melee as Sec. Weapon.	2	1	2
Knife	Melee	Strength	C	+1 Strength as Sec. Weapon.	2	1	2
Main Gauche	Melee	Strength	C	+1 Toughness as Sec. Weapon.	2	1	2
Stiletto	Melee	Strength	P	Armour Piercing 1	2	1	2
Throwing Knife	Melee	Strength	P	Close or Thrown.	2	1	2
Tanto	Melee+1	Strength	C		3	½	2
Machete	Melee-1	Strength+1	C		3	2	1
Cleaver	Melee-1	Toughness+1	C		3	2	1
Katar	Melee	Strength+1	P	Barbed 2 (Optional)	4	2	4
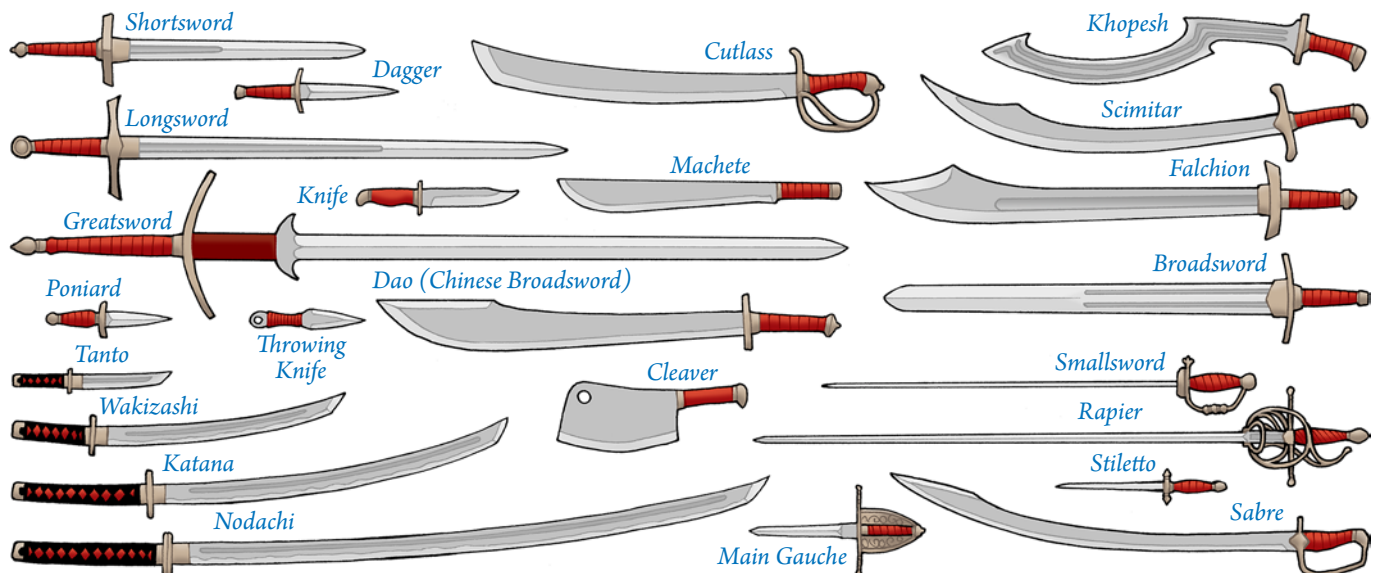
Swords	Attack	Damage	Type	Special	Cost	Enc	Thr
Shortsword	Melee	Strength+1	C		4	2	2
Longsword	Melee	Strength+2	C		6	4	3
Greatsword	Melee	Strength+3	C		8	6	4
Scimitar	Melee-1	Strength+2	C		5	3	2
Khopesh	Melee-1	Strength+2	C	Parry +1	6	3	3
Falchion	Melee-1	Strength+3	C		7	5	3
Great Scimitar	Melee-1	Strength+4	C		9	7	4
Cutlass	Melee-1	Toughness+2	C		5	3	2
Broadsword	Melee-1	Toughness+3	C		7	5	3
Great Cutlass	Melee-1	Toughness+4	C		9	7	4
Smallsword	Melee+1	Avoid	P		5	1	2
Rapier	Melee+1	Avoid+1	P		7	3	3
Sabre	Melee+1	Avoid+2	C		9	5	4
Wakizashi	Melee+1	Strength+1	C		6	1	3
Katana	Melee+1	Strength+2	C		8	3	4
Nodachi	Melee+1	Strength+3	C		10	5	5

WEAPONS

Bows & Arrows

Bows	Attack	Damage	Type	Special	Cost	Enc	Thr
Shortbow	Bows	Hunting	–	2H, Long, Range 8, Fast Reload.	2	1	2
Longbow	Bows	Hunting+1	–	2H, Long, Range 10, Fast Reload.	4	2	3
Recurve Bow	Bows	Hunting+2	–	2H, Long, Range 12, Fast Reload.	6	3	4
Great Bow	Bows	Hunting+3	–	2H, Long, Range 14, Fast Reload.	8	4	5

Crossbows	Attack	Damage	Type	Special	Cost	Enc	Thr
Hand Crossbow	Bows	1	–	Medium, Range 10, Shots 1.	4	2	1
Light Crossbow	Bows	2	–	Long, Range 12, Shots 1, Slow Reload.	5	3	2
Crossbow	Bows	3	–	Long, Range 14, Shots 1, Slow Reload.	7	5	3
Heavy Crossbow	Bows	4	–	Long, Range 16, Shots 1, Slow Reload.	9	7	4

+Arrows/Bolts	Attack	Damage	Type	Special	Cost	Enc	Thr
Standard	–	–	P	–	+0	0	+0
War	–	–	P	Armour Piercing 1.	+½	0	+1
Hunting	–	–	P	Barbed 1.	+½	0	+1
Message	–	-1	P	Hollow chamber – Wits or Security vs 4 to notice.	+1	0	-1
Signal	–	-1	P	Makes a loud noise in the air.	+½	0	-1
Cutter	–	–	C	Attacks rope with no Penalty.	+½	0	+1
Fire	–	–	P	Burn 2. Must light first (Standard Action).	+½	0	+1
Grapple	–	–	P	Range -2. Will bite into stone or softer. Attached to a thin line.	+1½	0	0

Arrows & Bolts

To create a complete weapon profile, combine the bow template with the details for the arrow you are using.

- The Damage value for the arrow modifies the basic bow Damage.
- The Type specifies the Damage Type this arrow inflicts.
- Add any Special Attributes from the arrow.
- The normal Cost for a supply of 48 arrows is ½ CU, plus 1/8 CU per point of Damage or Damage Bonus, plus any value listed in the Cost column.
- While we don't bother tracking individual arrow weight, consider 50 arrows to weigh 1 Enc.
- Add any Threat Modifier to the Threat of the bow. Only count the highest arrow Threat, regardless of how many arrows or different types you have.

WEAPONS

Energy Weapons

Beam Guns	Attack	Damage	Type	Special	Cost	Enc	Thr
Beam Pistol	Shooting	4	–	Short, Range 20, Charges 4 (Shots 10).	10	1	6
Beam Gun	Shooting	6	–	Medium, Range 24, Charges 8 (Shots 13).	15	2	8
Beam Rifle	Shooting	8	–	Long, Range 28, Charges 8 (Shots 10).	20	4	10
Beam Lance* – Melee Mode	Shooting Melee	10 Strength+5	–	Long, Range 32, Charges 12 (Shots 12/Hits 24).	30	6	13

The Beam Lance is a 2 metre long weapon which can be used as both a beam cannon and an energised melee weapon.

+Energy Types	Attack	Damage	Type	Special	Cost	Enc	Thr
Beam	–	–	E	–	–	–	–
Laser	–	–	E	Armour Piercing 1.	+1	–	+1
Plasma/Fusion	–	–	E	Burn 2.	+1	–	+1
Ion/Stunner	–	–	Se		+1	–	-1
Disruptor	–	–	E	Acid 3.	+2	–	+3
Radiation	–	–	E	Persistent Slow Poison 1 (3 Days, Endurance)	+2	–	+3

Arc Weapons	Attack	Damage	Type	Special	Cost	Enc	Thr
Arc Thrower	Auto Hit	4	E	Short, Range 5, Charges 4 (Shots 5). Hits closest Target in a 60º arc.	5	1	6
Arc Rifle	Auto Hit	4	E	Short, Range 7, Charges 4 (Shots 5). Hits first Target in a straight line.	10	3	10
Storm Gun	Auto Hit	6	E	Short, Range 5, Charges 8 (Shots 3). Hits all Targets in a 60º arc.	15	4	18

Energy Melee	Attack	Damage	Type	Special	Cost	Enc	Thr
Stun Gun	Unarmed	5	Se	Charges 4 (Shots 10)	4	1	6
Taser	Shooting	5	Se	Charges 4 (Shots 10), Reach 3	6	2	7
Beam Sabre	Melee	6	E	Charges 8 (Hits 13)	10	2	7
Power-Weapon*	–	+2	–	Charges 4 (Hits 20)	+4	–	+2

This modification can be applied to any Close Combat weapon. On a hit, expend Charges for extra Damage.

Batteries and Charges

Energy weapons normally run on standard battery cartridges. Each cartridge costs 1/8 CU, and holds 4 Charges.

Each point of Damage (or Damage Bonus) dealt by the weapon expends 0.1 Charge. Weapons with Auto Hit or Blast will use more Charges with each shot.

A Beam Pistol with Damage 4 uses 0.4 Charges per shot, and so gets 10 Shots out of one battery.

A Beam Lance with Damage 10 (1 Charge) gets only four Shots out of each battery, but it uses three batteries for a total of 12 Shots. In addition, using it in Close Combat uses 0.5 Charges on a successful hit.

Explosives & Mines

Explosives	Attack	Damage	Type	Special	Cost	Enc	Thr
Gunpowder	Demolitions	0 +1/charge*	E	Blast 0 (+1 at 3, 6, 10, 15 charges).	½	¼	2
Dynamite	Demolitions	5 + 1/stick	E	Blast 1 (+1 at 3, 6, 10, 15 sticks).	1	½	9
Nitroglycerine	Demolitions	1D6 +1D3/vial	E	Blast 0 (+1 at 3, 6, 10, 15 vials).	2	¼	6
Plastic Explosive	Demolitions	8 +8/Enc	E	Blast 2 (+1 at 3, 6, 10, 15 Enc).	4	1	14

A charge of gunpowder is the size of a small, fat cheese wheel – enough to fire a small cannon, or load 12 musket shots.

Grenades	Attack	Damage	Type	Special	Cost	Enc	Thr
Fragmentation	Melee	1D6+1	P	Thrown, Blast 2.	¼	½	12
Incendiary	Melee	–	E	Thrown, Blast 2, Burn 4.	½	½	11
Concussion	Melee	4	S	Thrown, Blast 3, Resist Damage with Toughness.	½	½	7
Flashbang	Melee	4	S	Thrown, Blast 3, Resist Damage with Wits.	1	½	7
Sleeping Gas	Melee	4	S	Thrown, Invisible Spreading Gas (6x6).	1	½	7
Tear Gas	Melee	4	S	Thrown, Spreading Gas (6x6).	½	½	6
Poison Gas	Melee	–	–	Thrown, Spreading Gas (6x6), Poison 3.	2	½	10
Smoke	Melee	–	–	Thrown, Spreading Gas (6x6), Obscuration 2 per Hex.	¼	½	4

+Grenade Options	Attack	Damage	Type	Special	Cost	Enc	Thr
Rifle or Pistol	as Firearm-1	–	–	Range as firearm -2. Can be used with any grenade.	+1	–	+1
Undetectable Gas	–	–	–	Use on most Gas grenades. Cannot protect against gas until effects are experienced.	+2	–	+2

Mines & Traps	Attack	Damage	Type	Special	Cost	Enc	Thr
Small Leg Trap	Hunting	2	CG	Inflicts both C and G Damage.	½	2	3
Medium Leg Trap	Hunting	3	CG	Inflicts both C and G Damage.	1	3	4
Large Leg Trap	Hunting-1	5	CG	Inflicts both C and G Damage.	2	4	5
Land Mine	Demolitions	6	P	Blast 0.	1	1	8
Bouncing Betty	Demolitions	1D6+1	P	Blast 1.	1½	1	9
Claymore	Demolitions	1D6+3	P	Blast 2 (Cone, 4 Hexes each side).	2	2	13
Anti-Tank Mine	Demolitions	25	P	Blast 0.	5	3	27

WEAPONS

Firearms

Pistols	Attack	Damage	Type	Special	Cost	Enc	Thr
Flintlock	Shooting-1	2	P	Short, Range 12, Shots 1, Slow Reload.	3	2	1
Derringer	Shooting	2	P	Short, Range 14, Shots 1.	3	½	2
Holdout Pistol	Shooting	2	–	Short, Range 14, Shots 5.	4	1	3
Automatic Pistol	Shooting	3	–	Short, Range 16, Shots 12.	8	2	5
Revolver	Shooting	4	–	Short, Range 18, Shots 6.	8	2	5
Long Revolver	Shooting	4	–	Medium, Range 22, Shots 6.	10	3	6
Flare Gun*	Shooting -1	2	E	Short, Range 12, Shots 1, Burn 2, Illumination.	4	1	3

* Flare Guns can only use special flare ammunition, which creates Dim [p88] light in a 10 Hex radius for 5 Turns.

Sub-Machineguns	Attack	Damage	Type	Special	Cost	Enc	Thr
Machine Pistol	Shooting	3	–	Short, Range 16, Shots 20, Auto 3.	10	2	6
Sub Machinegun	Shooting	3	–	Short, Range 16, Shots 32, Auto 5.	12	3	7
Carbine	Shooting-1	6	–	Medium, Range 18, Shots 30, Auto 5.	15	4	9

Rifles	Attack	Damage	Type	Special	Cost	Enc	Thr
Musket	Shooting-1	4	P	Long, Range 16, Shots 1, Slow Reload.	7	4	3
Hunting Rifle	Shooting	5	–	Long, Range 20, Shots 1.	8	4	5
Assault Rifle	Shooting	6	–	Long, Range 22, Shots 30, Auto 5.	20	5	10
Hvy Hunting Rifle	Shooting	7	–	Long, Range 24, Shots 1.	10	5	7
Gatling Gun	Shooting	7	–	2H, Long, Range 24, Shots: Belt-Fed, Auto 5.	18	8	10
Sniper Rifle	Shooting+1	8	–	Long, Range 34, Shots 1.	17	5	9
Battle Rifle	Shooting	8	–	Long, Range 26, Shots 30, Auto 5.	22	6	12
Minigun	Shooting	8	–	Long, Range 26, Shots: Belt-Fed, Auto 10.	24	7	13
Anti-Aircraft Gun	Shooting	10	–	Long, Range 30, Shots 50, Auto 5.	24	8	14

+Ammunition	Attack	Damage	Type	Special	Cost	Enc	Thr
Standard	–	–	P	–	+0	0	+0
Armour Piercing	–	–	P	Armour Piercing 1.	+1	0	+1
Hollow-Point	–	+1	B	–	+1	0	+1
Magnesium Tip	–	–	P	Burn 3.	+1	0	+1

Firearm Ammunition

If the firearm doesn't specify a Damage Type, create a complete profile by combining the firearm template with the details for the ammunition you are using.

- The Damage value for the bullet modifies the basic firearm Damage.
- Type specifies the bullet's Damage Type.
- Add any Special Attributes from the bullet.

- The normal Cost for a supply of 100 bullets is ¼ CU per point of Damage, plus any value listed in the Cost column.
- While we don't bother tracking individual bullet weight, consider 100 bullets to weigh 1 Enc.
- Add any Threat Modifier to the Threat of the firearm. Only count the highest bullet Threat, regardless of how many different bullets you have.

WEADONS

Heavy Weapons

Heavy Weapons	Attack	Damage	Type	Special	Cost	Enc	Thr
Under-Barrel GL	Gunnery	As Grenade	–	Long, Range 18, Indirect, Shots 1.	10	3	1+
Grenade Launcher	Gunnery	As Grenade	–	Long, Range 18, Indirect, Shots 8.	12	5	2+
Flamethrower	Gunnery	5	E	Burn 5, Shots 12, Blast 1 (6 Hexes in a straight line).	15	6	12

Grenade options [p176].

Mortars	Attack	Damage	Type	Special	Cost	Enc	Thr
Mortar	Gunnery	–	–	Long, Extended Range 55, Shots 1, Indirect, Size 2.	4	4	1

+Cannisters	Attack	Damage	Type	Special	Cost	Enc	Thr
Fragmentation	–	10	P	Blast 5.	3	½	+12
Incendiary	–	–	E	Blast 4, Burn 5.	3	½	+12
Poison Gas	–	–	–	Spreading Gas (6x6), Poison 4.	2	½	+11
Smoke	–	–	–	Spreading Gas (6x6), Obscuration 2 per Hex.	¼	½	+4

Take Attack from Mortar. Take Damage and Type from Cannister. Combine Special Attributes.
Cost and Enc are per Cannister.

Rocket Launchers	Attack	Damage	Type	Special	Cost	Enc	Thr
LAW	Gunnery	12	–	Long, Range 34, Shots 1, Size 2.	4	4	12
Rocket Launcher	Gunnery	15	–	Long, Range 40, Shots 6, Size 2.	20	7	16

+Rockets	Attack	Damage	Type	Special	Cost	Enc	Thr
Fragmentation	–	–	P	Blast 5.	+2	½	+12
Armour Piercing	–	–	P	Armour Piercing 4.	+0	½	+4
Incendiary	–	–	E	Blast 3, Burn 5.	+2	½	+10

Take Attack and Damage from Launcher. Take Type from Rocket. Combine Special Attributes.
Cost is (Damage + Modifier) CU for 6 Rockets. Enc is per Rocket.

Cannons	Attack	Damage	Type	Special	Cost	Enc	Thr
Light Anti-Vehicle	Gunnery	12	–	Long, Range 34, Shots 6, Size 2.	30	10	13
Anti-Vehicle	Gunnery	15	–	Long, Range 40, Shots 6, Size 2.	40	12	16
Light Anti-Tank	Gunnery	20	–	Long, Range 50, Shots 6, Size 3.	60	15	21
Anti-Tank	Gunnery	25	–	Long, Range 60, Shots 6, Size 4.	90	20	26
Anti-Ship	Gunnery	30	–	Long, Range 70, Shots 6, Size 5.	130	25	31

+Shells	Attack	Damage	Type	Special	Cost	Enc	Thr
Fragmentation	–	–	P	Blast 3.	+1	–	+8
Anti-Armour	–	–	E	Remove 2 points of Armour, then calculate Damage.	+0	–	+4
Armour Piercing	–	–	P	Armour Piercing 4.	+0	–	+4
Incendiary	–	–	E	Blast 3, Burn 5.	+2	–	+10

Take Attack and Damage from Cannon. Take Type from Shell. Combine Special Attributes.
Cost is (Damage + Modifier) CU for 6 Shells. Enc is included in Cannon. Consider 6 Shells to weigh 1 Enc.

WEAPONS

Improvised Weapons

Improvised	Attack	Damage	Type	Special	Cost	Enc	Thr
Small	Melee-1	Strength	?	*May cause Damage Type C, P, or B. Bludgeoning Damage uses Toughness instead of Strength.*	–	1	0
Medium	Melee-1	Strength+1	?		–	2	1
Large	Melee-1	Strength+2	?		–	4	2

Power Tools	Attack	Damage	Type	Special	Cost	Enc	Thr
Angle Grinder	Melee-1	3	C		2	1	2
Power Drill	Melee-1	3	P		2	2	2
Hedge Trimmer	Melee	4	C		4	3	4
Nail Gun	Shooting-1	5	P	Short, Range 3.	3	3	5
Power Saw	Melee-2	6	C		3	6	4
Chainsaw	Melee-1	6	C		6	4	5

Miscellaneous

Misc. Melee	Attack	Damage	Type	Special	Cost	Enc	Thr
Blackjack	Melee-1	Strength+3	Sb		1	1	1
Garrotte	Avoid	Unarmed+3	G	Grapple to Head causes Strangulation [p84].	2	½	2
Jutte	Melee	Strength	P	Catcher.	3	1	2
Sai	Melee	Strength+1	P	Catcher.	5	2	3
Net	Avoid+1	Unarmed+2	G	Close or Thrown.	5	2	4
Sickle	Farming-1	Strength+1	C		3	2	1
Scythe	Farming-1	Strength+2	C		5	4	2

Misc. Thrown	Attack	Damage	Type	Special	Cost	Enc	Thr
Blowpipe	Melee	Hunting+1	P	Blown Only, Damage Limit 1.	2	½	2
Bolas	Avoid	Unarmed+1	G	Thrown Only.	3	2	3
Boomerang	Avoid-1	Hunting+1	B	Thrown Only, Extended Range. Returns to user if it misses.	3	1	4
Chakram	Melee	Avoid	C	Thrown Only, Extended Range. Returns to user if it hits.	3	1	4
Lasso	Avoid	Melee+2	G	Thrown or Close.	4	2	4
Molotov Cocktail	Melee	3	E	Thrown Only, Burn 3, Blast 0 (2 Hexes in a straight line).	¼	1	6
Rope & Grapple	Avoid	Strength+2	G	Can latch onto solid edges.	3	2	3
Shuriken	Melee	Strength	P	Thrown Only, Auto 3.	2	½	3
Sling	Avoid	Strength+1	B	Thrown Only.	2	½	3
Spear Thrower	–	–	–	Spears gain Extended Range.	1	1	1
Spit Blades	Wits	Charm+1	P	Blown Only (Range Limit 2), Damage Limit 1.	2	¼	1
Throwing Dart	Melee	Strength-1	P	Thrown Only.	1	¼	1

WEAPONS

Shields

Ancient Shields	Attack	Damage	Type	Special	Cost	Enc	Thr
Small Shield	Melee-1	Toughness-1	B	Parry +1 as Sec. Weapon. Block +1.	2	1	1
Medium Shield	Melee-1	Toughness	B	Parry +2 as Sec. Weapon. Block +2.	3	2	2
Large Shield	Melee-1	Toughness+1	B	Parry +3 as Sec. Weapon. Block +3.	4	3	3

+Modifications	Attack	Damage †	Type	Special	Cost	Enc	Thr
Centre Spike	Melee	Strength/+1	P	*Damage Ability changes to Strength.*	+2	+1	+2
Multi-Spike	Melee-1	Strength/+2	P	*Damage Ability changes to Strength.*	+4	+2	+2
Leading Blade	Melee	Strength/+1	C	*Damage Ability changes to Strength.*	+2	+1	+2
Leading Claws	Melee-1	Strength/+2	C	*Damage Ability changes to Strength.*	+4	+2	+2
Heavy	Melee-1	+1	B		+1	+1	+2
Extra Heavy	Melee-2	+2	B		+3	+2	+2

Modifications are usually only added to Ancient Shields, although this may vary depending on the Setting.
† Damage Modifiers are added to the Damage of the standard Shield template.

Modern Shields	Attack	Damage	Type	Special	Cost	Enc	Thr
Riot Shield (S)	Melee-1	Toughness-1	B	Parry +2 as Sec. Weapon. Block +2.	4	1	3
Riot Shield (L)	Melee-1	Toughness	B	Parry +3 as Sec. Weapon. Block +3.	5	2	4
Blast Shield	Melee-1	Toughness+1	B	Parry +2 as Sec. Weapon. Block +4.	6	3	5

Future Shields	Attack	Damage	Type	Special	Cost	Enc	Thr
Fan Shield	Melee	Toughness	BC	Parry +2 as Sec. Weapon. Block +2.	6	1	4
Force Shield	Melee	4	E	Parry/Block +3. Charges 8*.	7	1	4

* Reduce Charges by 1 for each Parry, Block, or Attack. Restore 1 Charge per hour.

Using Shields

Shields are mobile armour, held or strapped to the arm, used to deflect or absorb Damage from Attacks intending to Wound or Subdue **[p74]**.

Facing **[p80]** becomes important when using a Shield, as they can be used on Attacks that come from the front and sides, but not the flank or rear.

When used as a Secondary Weapon **[p170]**, Shields grant a Bonus to Parry **[p73]** (if you have no other weapon, you can always declare Unarmed as your Primary Weapon). Shields can also be used to Block **[p73]**.

WEAPONS

Shotguns

Shotgun	Attack	Damage	Type	Special	Cost	Enc	Thr
12 Gauge Shotgun	Shooting	(Ammo)+1*	–	Long, Range 15, Shots 1.	6	5	5
10 Gauge Shotgun	Shooting	(Ammo)+2	–	Long, Range 16, Shots 1.	8	6	6
8 Gauge Shotgun	Shooting	(Ammo)+3	–	Long, Range 17, Shots 1.	10	7	7
4 Gauge Shotgun	Shooting	(Ammo)+4	–	Long, Range 18, Shots 1.	12	8	8

* See the Ammunition options below.

+Magazine*	Attack	Damage	Type	Special	Cost	Enc	Thr
Double Barrelled	–	+50% †	–	Shots 2. *† Fire both for +50% Damage.*	+2	+1	+3
Tubular Magazine	–	–	–	Shots 6.	+2	–	+1
Box Magazine	–	–	–	Shots 12.	+3	–	+2

* Add to basic Shotgun template. Only one Magazine option can be chosen.

+Other*	Attack	Damage	Type	Special	Cost	Enc	Thr
Autoshotgun	–	–	–	Auto 3. *Must have Tubular/Box Magazine.*	+3	–	+2
Sawn-Off	Shooting-1	–	–	Medium, -3 to Range. *Cannot have Tubular Magazine.*	-1	-1	-1
Muzzle Spreader	–	–	–	Blast 1. *Cannot use with Solid Slug or Riot Baton Ammunition.*	+1	–	+2

* Add to basic Shotgun template.

+Ammunition	Attack	Damage	Type	Special	Cost	Enc	Thr
Shot	–	1D6+	B	Blast 0.	–	–	–
Solid Slug	–	4+	P	–	+1	–	+1
Flechette	–	1D6+	P	Armour Piercing 1.	+1	–	+1
Incendiary	–	1D6+	E	Burn 3.	+1	–	+1
Flash	–	4+	S	Resist Damage with Wits.	–	–	-1
Riot Baton	–	4+	Sb	Halve Range.	–	–	-1

Old Shotguns	Attack	Damage	Type	Special	Cost	Enc	Thr
Blunderbuss	Shooting-1	1D6	?*	Long, Range 16, Shots 1, Blast 0.	6	5	5

The Blunderbuss doesn't combine with the other options below.
* Damage Type depends what it's loaded with (B: pellets/rocks, P: nails/spikes, C: glass/cutlery).

Shotgun Ammunition

Combine the Shotgun/Magazine/Other template with one for the type of ammunition being fired to get a complete weapon description.

- Add the Damage Bonus from the gauge of shotgun to the Damage value of the shell.
- Type specifies the shell's Damage Type.
- Add any Special Attributes from the shell.

- The normal Cost for a supply of 100 shotgun shells is 1 CU, plus ¼ CU per point of Damage Bonus from the Gauge, plus any value listed in the Ammunition Cost column.
- While we don't bother tracking individual shell weight, consider 100 shells to weigh 1 Enc.
- Add any Threat Modifier to the Threat of the shotgun. Only count the highest shell Threat, regardless of how many different shells you have.

WEAPONS

Spears & Polearms

Spears	Attack	Damage	Type	Special	Cost	Enc	Thr
Javelin	Melee	Hunting+1	P	Close or Thrown.	3	1	3
Pilum	Melee	Hunting+1	P	Close or Thrown, Armour Piercing 1.	4	1	4
Fishing Spear	Melee	Fishing+1	P	Close or Thrown, Barbed 1.	4	1	4
Spear	Melee	Hunting+2	P	Close or Thrown.	5	3	4
Hunting Spear	Melee	Hunting+2	P	Close or Thrown, Barbed 1.	6	3	5
Trident	Melee	Fishing+3	P	Close or Thrown.	7	5	5

Polearms	Attack	Damage	Type	Special	Cost	Enc	Thr
Pike	Melee	Strength+3	P	Reach 2, Hold-Off (Move vs Melee to get closer).	10	8	6
Halberd	Melee	Strength+3	C	Reach 2, Hold-Off (Move vs Melee to get closer).	10	8	6
Boar Spear	Melee	Hunting+3	P	Reach 2, Hold-Off (Can't move closer if Damaged).	10	8	6
Great Staff	Melee	Toughness+3	B	Reach 2, Hold-Off (Move vs Melee to get closer).	10	8	6
Man-Catcher	Avoid	Melee+3	G	Reach 2, Hold-Off (Can't move anywhere if Held).	8	7	3
Lance	Ride-1	Strength+2	P	Long, Reach 2, +3 Damage when using Mounted Combat [p7I]	8	6	4
Pollaxe	Strength	Toughness+3	C	Reach 2.	10	8	5

Pike

Glaive

Boar Spear

Great Staff

Man-Catcher

Lance

Pollaxe

WEAPONS

Unarmed & Natural Weapons

Unarmed	Attack	Damage	Type	Special	Cost	Enc	Thr
Basic Unarmed	Unarmed	Strength-1	BG		–	–	–
Boxing Gloves	Unarmed	Strength-1	Sb		1	½	0
Knuckleduster	Unarmed	Toughness	B	+1 Unarmed as Sec. Weapon.	2	1	2
Belaying Pin	Unarmed-1	Strength	B		2	½	0
Climbing Claws	Unarmed-1	Strength	P	+2 Climb if a pair worn.	2	1	1
Sharktooth Glove	Unarmed	Strength	C	+1 Damage against exposed flesh.	2	1	2
Punch Dagger	Unarmed	Strength	P	Armour Piercing 1.	2	1	2
Scissor Katar	Unarmed	Strength	P	Armour Piercing 1. Optional Barbed 2.	4	1	4
Cat Claws	Unarmed	Strength	C	+1 Climb if a pair worn.	2	1	2
Gaff Hook	Unarmed-1	Strength+1	P		2	1	1
Tiger Claws	Unarmed	Strength+1	C		4	2	2
Dragon Claws	Unarmed	Strength+2	C		6	4	3

Natural	Attack	Damage	Type	Special	Cost	Enc	Thr
Vestigial	Unarmed	Strength-1	Any*		–	–	0
Small	Unarmed	Strength	Any		–	–	1
Medium	Unarmed	Strength+1	Any		–	–	2
Large	Unarmed	Strength+2	Any		–	–	3
Enormous	Unarmed	Strength+3	Any		–	–	4

* Claws and teeth tend to do Cutting Damage. Horns, spines, tusks, and very long teeth do Piercing Damage. Bare hands, feet, hooves, and club-like tails inflict Bludgeoning Damage.

Natural weapons may be augmented with various other Weapon Attributes [p166].

Whips & Chains

Whips & Chains	Attack	Damage	Type	Special	Cost	Enc	Thr
Whip	Avoid	Melee	CG	+1 Avoid as Sec. Weapon, Parry -1.	2	1	2
Bullwhip	Avoid	Melee+1	CG	Reach 2, Parry -1.	4	2	3
Scourge	Avoid	Melee+1	CG	Barbed 1, Parry -1.	4	2	3
Chain	Avoid	Melee+1	BG	Parry -1.	4	2	2
Kusari-Gama*	Avoid Melee	Melee+1 Strength+1	BG C	2H, Reach 2 (with the BG end). 2H.	8	4	6
Flail	Avoid	Melee+2	B		6	4	3
Nunchaku	Avoid	Toughness+2	B		6	4	3
Morning Star	Avoid	Melee+3	B		8	6	4

* The Kusari-Gama is a chain with a weight at one end and a sickle at the other. It counts as two weapons in one, and either end can be the Primary or Secondary Weapon. At 1 Hex distance, either Secondary Weapon adds +1 Damage.
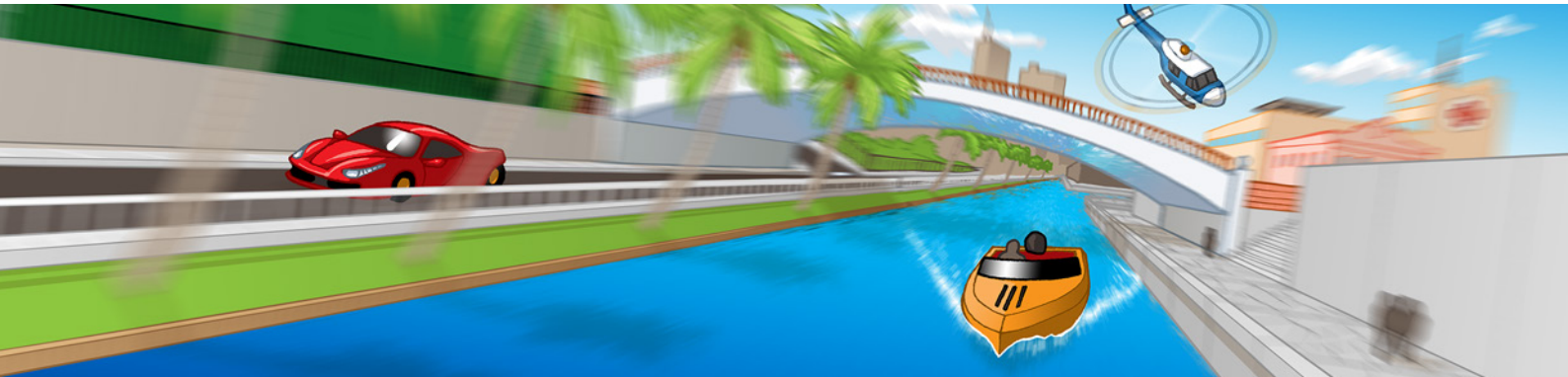
Vehicles come in all shapes and sizes for different purposes.

This section provides basic rules and example templates for a selection of land, water, and air vehicles.

Unfortunately there is not enough space to include comprehensive vehicle construction rules here, as a collection of detailed systems for each distinctive vehicle type would fill an entire book all by itself.

If you need a new type of vehicle for your game, please modify one of the existing templates, or use this chapter as a guide for creating your own vehicle ratings from scratch.

Operation Manual [p185]

The first section defines the most common vehicle Attributes, and provides general rules for vehicle use.

Manual Vehicles [p186]

This includes skates, boards, pushbikes, and horse-drawn vehicles such as carts and wagons.

Land Vehicles [p187]

Motorbikes, cars, vans, trucks, tanks.

Water Vehicles [p188]

Sailing vessels, motorboats, and ships.

Air Vehicles [p189]

Gliders and powered aircraft.

Power Armour [p191]

Powered exoskeletons that can be customised with a broad selection of armour, weapons, and gear.

There are also guidelines for creating more or less advanced suits, and enlarging them to represent mecha.

VEHICLES

Vehicle Attributes

Ability

The Ability required to operate the vehicle.

This is also used as the vehicle's Avoid.

Hex Scale

The size of Hex across which the vehicle travels. The Acc/Dec and Top Speed values are rated in Hexes of this size.

In addition to the standard Scales [p14], vehicles sometimes use 24m Driving Hexes or 48m Flying Hexes.

Acc

Acceleration – the maximum amount of speed the vehicle can safely gain in a Turn.

- Accelerating or decelerating is a Free Action, performed at the start of the Pilot's turn.
- The vehicle can safely decelerate at twice its Acc.
- Emergency braking can reduce speed more quickly, but requires a Piloting roll.

Vehicles without an Acc rating behave like characters, able to move any distance up to their Top Speed each Turn or instantly stop.

Top Speed

The maximum speed at which the vehicle can travel.

- On 24m Hexes, each point of Speed is 30 km/h.
- On 48m Hexes, each point of Speed is 60 km/h.

Size

The vehicle's physical Size [p51].

Toughness & Structure

Vehicles are objects, and suffer damage and disablement as normal.

Other

Various types of vehicles have their own specific Attributes, which are explained on the relevant page.

Vehicle Rules

Specific vehicles may have special rules governing their behaviour and performance, which are detailed in the appropriate sections.

The following general rules apply to most vehicles.

Linear Movement

Apart from Power Armour, other vehicles are restricted on how often or how easily they can change direction.

- Vehicles must have a defined Facing [p80] and can usually only move forwards or backwards.
- Vehicles with Acc and Top Speed ratings must keep track of their current Speed, and must spend that many points of Movement each Turn.
- Piloting a vehicle takes a Standard Action.
- Using a Double Action for Piloting grants a +2 Piloting modifier.
- Vehicles can turn up to 60º for free, once per Turn.
- Turning more than this, or performing other manoeuvres, may require a Piloting Ability roll. See the specific vehicle rules for more details. The Resistance is up to the GM, depending on the conditions and difficulty of the manoeuvre.

Targeting Occupants

If the vehicle is open, an attacker may freely choose to target either the vehicle or an occupant.

If the vehicle is enclosed, an attacker may only choose to target an occupant on a Critical Hit.

- The occupant gains the benefit of their own Armour or the vehicle's Armour, whichever is highest.
- In addition, the occupant gains bonus Armour equal to half the vehicle's Toughness, rounding down.

Skates & Pushbikes	Ability	Hex Scale	Movement	Size	Tough	Struc	Cost	Enc	Thr
Skates/Boards	Acrobatics	2m	(Acro+2)xG*	-2	2	4	4	1 - 4	–
Pushbike	Bike	2m	(Bike+2)xG*	0	3	6	8	4	–
Mountain Bike	Bike	2m	(Bike+1)xG	0	4	6	12	4	–
Racing Bike	Bike	2m	(Bike+3)xG	0	2	6	16	3	–

* G depends on the gradient: Uphill x1, Flat x2, Downhill x3. The minimum Movement Rate is equal to G.

Skates & Pushbikes

Skates include ice-skates, roller-skates, inline skates, and skateboards. It can also be used for skis, snowboards, grass-skis, surfboards, and other balance-based transport.

- Skates and related vehicles usually only work on specific surfaces. The GM may allow limited use on other surfaces. Bikes are more versatile, but some are better suited for off-road use than others.

Ice-skates won't work on snow or dirt, but you could try using skis or a surfboard to slide down a sand dune.

Movement Rate

- These vehicles replace the character's normal Movement Rate. Characters can use one or both of their Actions to move at the listed rate.
- Characters don't need to accelerate or decelerate, but they must roll against Resistance 4 to come to a complete stop the Turn after Sprinting.
- Characters with an Ability of 0 or more can move automatically, and only need to roll if performing stunts.
- Characters with a negative Ability score must roll each turn, as with Restricted Movement [p56].

Drawn Vehicles

Two-wheeled carts, four-wheeled wagons and their variants are drawn by one or more creatures. Often these are horses, but donkeys, oxen, or more exotic animals are also possibilities. Some carts are also pulled by people.

The driver does not normally need to roll to move the vehicle, but uses the Animals Ability to control the drawing team in difficult conditions.

Movement Rate

The Movement Rate for drawn vehicles is based on that of the creatures drawing it.

- "Cap" gives the maximum holding Capacity of the vehicle, in Enc.
- Because it's a wheeled vehicle it quarters the Enc of all carried items including passengers, cargo, and the vehicle itself [p54].
- Divide the discounted Enc by the number of creatures drawing the vehicle, and work out their Burden as normal. Apply Burden to their Move Ability to arrive at the vehicle's Movement Rate.

Two-wheeled buggies and carts can turn on the spot. The vehicle stays where it is, and the creatures drawing it rotate sideways at the cost of 2 Movement per Hex.

Drawn Vehicles	Ability	Hex Scale	Movement	Size	Cap	Tough	Struc	Cost	Enc	Thr
Hand Cart	–	2m	As Character	0	60	3	6	5	20	–
Buggy	Animals	2m	As Animal	1	100	3	8	20	40	–
Cart	Animals	2m	As Animal	2	200	3	10	25	60	–
Wagon	Animals	2m	As Animal	3	300	3	12	50	80	–
Carriage	Animals	2m	As Animal	3	300	3	14	150	100	–

VEHICLES

Land Vehicles

Motorcycles	Ability	Hex Scale	Acc	Top Speed	Size	Tough	Struc	Cost	Enc	Thr
Dirt Bike	Bike	24m	2	5	1	4	10	200	24	–
Sports Bike	Bike+1	24m	3	7	1	4	10	500	24	–
Cruiser	Bike	24m	1	6	1	4	10	400	30	–

Cars & Trucks	Ability	Hex Scale	Acc	Top Speed	Size	Tough	Struc	Cost	Enc	Thr
Compact Car	Driving	24m	1½	7	2	3	12	600	80	–
Sedan Car	Driving	24m	1	8	2	4	12	800	100	–
Sports Car	Driving+1	24m	2	10	2	2	12	2000	80	–
Four-Wheel Drive	Driving	24m	1	6	3	4	16	800	120	–
Van	Driving	24m	½	5	3	4	14	800	120	–
Truck Cab	Driving	24m	½	4	4	4	24	3000	150	–
Main Battle Tank	Pilot Tracked	24m	½	3	4	6*	26	170K	180	–

The Main Battle Tank also has Armour +5 against all Damage Types [p162].

Scale

Motor vehicles are many times faster than people, and so don't fit well onto Battle Hexes. Instead, they use 24m Driving Hexes.

- Each Driving Hex is 12 Battle Hexes across.
- While vehicles spend their movement on Driving Hexes each Turn, it would take a character 12 Turns to spend their Movement at this Scale.

Speed Modifier

Ground vehicles risk losing control when manoeuvring at high speed.

- Apply a cumulative -1 Penalty for each point of Speed at 3 or more.

Cornering

- At any speed, ground vehicles can freely corner up to 60º each Turn. No Ability roll is required.
- At Speed 2 or slower, this increases to 90º.

Cornering more than this in a Turn, whether all at once or in a combination of manoeuvres, requires a roll.

Make an Ability roll against a Resistance of 0, taking into account the Speed Modifier. Each Success allows up to a 60º change of direction.

- If not enough Successes are gained, the vehicle travels straight ahead after the last paid-for manoeuvre until it has used up its Speed.
- A Critical Failure results in the vehicle losing control, spinning out, or flipping.
- If the vehicle runs into anything, resolve an Impact [p84].

Stunts

In addition to cornering, a roll is required when performing stunts.

The Resistance and consequences are determined by the GM based on the specific situation. Some suggestions are provided below.

Stunt	Resistance
Cornering more than allowance	0
Driving through a narrow gap	2
Wheelstand or stoppie (Bike)	2
Bootlegger turn (180º, Speed 3+)	2
Jump off a ramp and land safely	4
Ramping up onto two wheels (Car)	8

Conditions	Modifier
Speed (cumulative at 3, 4, 5, 6, 7...)	-1
Off-road	-2
Wet Surface	-2
Icy Surface	-4

Off-Road Vehicles

Vehicles designed for off-road use (Dirt Bike, Four-Wheel Drive) halve the Penalties for poor driving Conditions.

Water Vehicles

Sailing Vessels	Ability	Hex Scale	Crew	Movement	Size	Tough	Struc	Cost	Enc	Thr
Dinghy	Sailing	2m	2	3	2	3	10	100	50	–
Yacht	Sailing+1	2m	4	4½	5	3	30	20K	150	–
Galleon	Sailing	2m	11	3	6	3	40	50K	250	–
Frigate	Sailing+1	2m	14	3½	7	3	50	60K	300	–

Motor Boats & Ships	Ability	Hex Scale	Acc	Top Speed	Size	Tough	Struc	Cost	Enc	Thr
Speedboat	Pilot Boat	12m	2	7	3	4	16	500	100	–
Cabin Cruiser	Pilot Boat-1	12m	1	4	4	4	24	8000	150	–
Patrol Boat	Pilot Boat	12m	½	3	7	4	48	500K	300	–
Cargo Ship	Pilot Boat-1	12m	½	2	10	4	96	500K	400	–

Scale [p14]

Sailing vessels actually move at similar speeds to a person on land. You can use cut-out hex map deck plans to run encounters between ships and crew up-close and personal on Battle Scale.

Otherwise, it's usually more convenient to use the War Scale and War Turns when manoeuvring sailing vessels over larger distances.

Conveniently, modern motor-boats and ships also operate best on War Hexes, although they move across that scale in regular three-second Turns.

Motor Boats & Ships

These vessels follow the same rules as Land Vehicles [p87], except they only work in the water.

Sailing Vessels

Crew

This is the minimum number of trained characters (with Sailing greater than 0) required to smoothly run the vessel. This number includes the Captain, who makes all of the Sailing rolls for the vessel.

- Two untrained Crew count as one trained Crew, but there must be one trained Crew for every two untrained.
- Each point of Crew missing results in a -1 Sailing Penalty for the Captain.

Movement

At the start of each War Turn or Travel Period, the Captain may make a Sailing roll against a Resistance of 6 (and must roll if there are Penalties).

- Apply Penalties from lack of crew, and from bad weather at the GM's discretion.
- Each Success increases the vessel's Movement by 1. A roll of 0 or less results in no Movement. A Critical Failure results in some disaster.
- The vessel can move any amount up to its maximum Movement, or stop immediately.
- It costs 1 point of Movement to turn 60°, and the vehicle must move at least 1 War Hex forward before turning again.
- Rowing vessels may turn on the spot.

Wind Direction

Sailing vessels rely on the wind. Different sail arrangements perform differently with regard to the direction of the wind. No sailing vessel can sail directly into the wind.

Once the GM has established the wind direction, sailing has different Movement costs depending on the vessel's "rig" and the wind direction.

Fore & Aft Rig

Square Rig
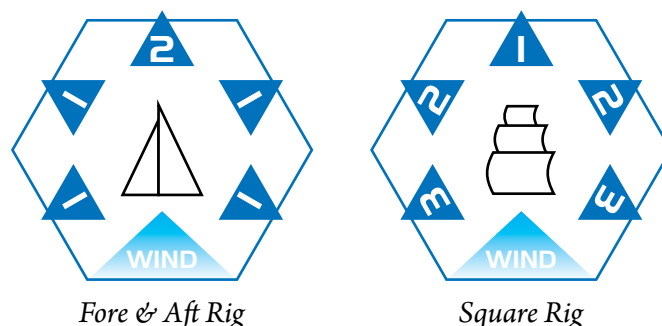
VEHICLES

AIR VEHICLES

Aeroplanes

Gliders	Ability	Hex Scale	Acc	Speed Min/Max	Size	Tough	Struc	Cost	Enc	Thr
Hang-Glider	Flying	48m	*	½ / 2	4	1	12	120	16	–
Glider	Pilot Aeroplane	48m	*	1 / 5	5	2	16	2000	80	–

Gliders can only accelerate by losing altitude or making an Ability roll against Resistance 4 (see following page).

Aeroplanes	Ability	Hex Scale	Acc	Speed Min/Max	Size	Tough	Struc	Cost	Enc	Thr
WWI Biplane	Pilot Aeroplane	48m	½	1 / 3	3	2	12	12K	100	–
WWII Fighter	Pilot Aeroplane	48m	1	2 / 9	4	2	16	24K	150	–
Jet Fighter	Pilot Aeroplane	48m	2	2 / 20	5	3	20	3Mil	200	–
Light Plane	Pilot Aeroplane	48m	1	2 / 5	4	3	16	5000	150	–
Jet Airliner	Pilot Aeroplane	48m	1	3 / 16	8	3	40	5Mil	300	–

Hover Vehicles

Balloons	Ability	Hex Scale	Acc	Speed Min/Max	Size	Tough	Struc	Cost	Enc	Thr
Zeppelin	Pilot Balloon	48m	½	0/2	10	2	40	120K	600	–

Helicopters	Ability	Hex Scale	Acc	Speed Min/Max	Size	Tough	Struc	Cost	Enc	Thr
Civilian Helicopter	Pilot Hover	48m	1	0/4	4	3	16	20K	160	–
Attack Helicopter	Pilot Hover	48m	1	0/5	5	4	20	700K	180	–
Cargo Helicopter	Pilot Hover-1	48m	1	0/5	6	3	25	770K	190	–

Vector-Thrust	Ability	Hex Scale	Acc	Speed Min/Max	Size	Tough	Struc	Cost	Enc	Thr
Civilian Aerodyne	Pilot Hover	48m	1	0/5	3	4	14	30K	100	–
Military Aerodyne	Pilot Hover	48m	2	0/10	4	5	18	900K	150	–
Cargo Aerodyne	Pilot Hover-1	48m	1	0/8	5	4	22	1Mil	180	–

VEHICLES

Air Vehicles

There are two main categories of aircraft – aeroplanes (gliders and aeroplanes), and hover vehicles (balloons, helicopters, and vector-thrust vehicles).

Scale

Aircraft are generally faster than ground vehicles, and so use 48m Flying Hexes.

Speed

Aircraft Speed is divided into Minimum and Maximum ratings.

- Minimum Speed is the slowest the aircraft can travel in the air without stalling. A stalling aircraft loses 1 Hex of altitude, gains 1 Speed, and requires an Ability roll to recover from the dive.
- Maximum Speed is the same as Top Speed.
- Aeroplanes must accelerate along the ground to take off, and can take off at their Minimum Speed or faster.
- Gliders take off by being towed (or by the pilot running, in the case of hang gliders), and must accelerate by losing altitude (see below) or by rolling against Resistance 4 while flying to gain 1 Speed by taking advantage of air currents.
- Hover vehicles may take off at any Speed, and do not need to taxi. While in the air, they may safely hover in place at Speed 0.

Speed Modifier

Aeroplanes are more manoeuvrable at higher speeds due to the air passing over their control surfaces. Hover vehicles are less manoeuvrable.

- Aeroplanes add a cumulative +1 Piloting Modifier at Speeds of 3, 7, and 11 (maximum +3).
- Hover vehicles apply a cumulative -1 Piloting Modifier at Speeds of 3, 5, 7, and so on.

Aerial Movement

Aircraft move in three dimensions. They may spend Speed to move up or down.

- The map is made up of columns of 48m tall Hexes.
- It costs 1 Speed to move up or down.
- If an aeroplane moves up more than 1 Hex in a row, it costs 2 Speed per Hex past the first. Hover vehicles are not subject to this extra cost.
- The first time an aircraft moves down in a Turn, increase its current Speed by 1.

Cornering

- Aircraft can freely turn up to 60º each Turn.

Cornering more than this in a Turn, whether all at once or in a combination of manoeuvres, requires a roll.

Make an Ability roll against a Resistance of 0, taking into account the Speed Modifier. Each Success allows up to a 60º change of direction.

- If not enough Successes are gained, the vehicle travels straight ahead after the last paid-for manoeuvre until it has used up its Speed.
- A Critical Failure results in the vehicle losing control and going into a spin or dive.
- If the vehicle runs into anything, resolve an Impact [p84].

Stunts

In addition to cornering, a roll is required when performing stunts.

The Resistance and consequences are determined by the GM based on the specific situation. Some suggestions are provided below.

Stunt	Resistance
Turning more than allowance	0
Flying through a narrow gap	2
Aeroplane: Immelmann turn (180º)	2
Barnstorming (ground level)	4
Pulling out of a stall	6

Conditions	Modifier
Aeroplane Speed (cumulative at 3, 7, 11)	+1
Hover Speed (cumulative at 3, 5, 7...)	-1
Turbulence	-2
Strong Winds	-1
Gale	-2

VEHICLES

POWER ARMOUR

Frame Weight	Manip	Mobil	Strength	Carry	Toughness	Structure	Cost	Enc	Thr
Ultra Light	+3	+2	2	7	2	10	330	32	13
Extra Light	+3	+2	4	9	3	10	825	36	16
Light	+2	+1	6	11	4	10	1650	40	17
Medium	+1	+1	8	13	5	10	3300	44	19
Heavy	+0	+1	10	15	6	10	4950	48	21
Extra Heavy	-1	+0	12	17	7	10	7425	52	22
Ultra Heavy	-1	+0	14	19	8	10	9900	56	25

Power armour is a staple of science fiction settings, although clockwork or magical armour could be part of a fantasy or alternate-history world too.

Power armour is built on a powered exoskeleton, or frame, in which the pilot rides. Adding armour turns the frame into a powered suit. Including built-in weapons and other gear allows the suit to be customised for different applications.

Piloting Power Armour

- Pilots use their own Abilities (Acrobatics, Avoid, Move, Melee, Shooting and so on).
- However, if a Manipulation or Mobility Ability is higher than the character's Pilot Mecha Ability, it is reduced to the same level as Pilot Mecha.
- The frame also provides Manipulation and Mobility Modifiers (see below), which are added after the Abilities are capped by Pilot Mecha.

Power Armour Attributes

All of the listed frames are Size 0, and operate on Battle Scale maps.

Frame Weight

This determines the basic values for the suit.

- **Extra & Ultra Light:** a very lightweight frame favouring speed over power.
- **Light, Medium, and Heavy:** mid-range frames typically used as the basis of military suits.
- **Extra and Ultra Heavy:** these slow and bulky suits favour power over mobility, and are used for heavy-assault or construction suits.

Manipulation & Mobility Modifiers

The frame modifies the pilot's natural Manipulation and Mobility Abilities, after they are capped by Pilot Mecha as described above. However, if the frame is Burdened these Modifiers will decrease.

Strength

While piloting a frame, the pilot uses the higher of their Strength or the frame's Strength.
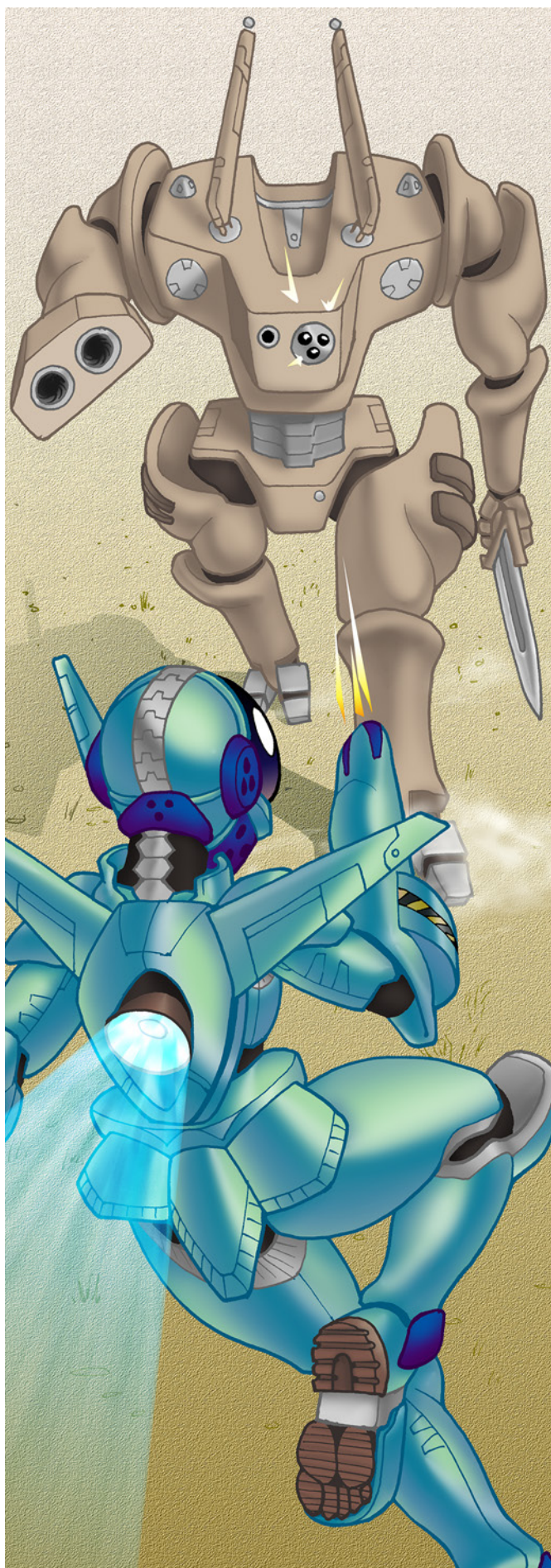
Carry

Taking into account the Enc of any armour, weapons, other built-in systems and carried gear, work out the frame's Burden [p54] as normal.

- Don't count the Enc of the frame itself, or the pilot.
- Burden reduces the frame's Mobility and Manipulation Modifiers.

Toughness & Structure

Power Armour follows the standard rules for Toughness, [p48] Armour [p162], Structure [p50], and targeting the occupants of enclosed vehicles [p185].

Modifying the Templates

Increasing Size

These templates can be used as the basis for mecha, simply by increasing Size.

- Structure is twice the Average Health value listed on the Size table **[p51]**, minus 2 to allow for the pilot.
- Recalculate Carry based on the Size table.
- All Movement rates increase by half a Hex per point of Size.
- Based on the original Cost, Size 1 costs 50% more, Size 2 costs 100% more, and each additional point of Size doubles the cost from there on.
- Add 50% to the suit's Enc for each point of Size.
- Add Size and the increase in Structure to Threat.

Changing Generation

The listed frames reflect third-generation power armour technology. For more advanced models, simply modify the following:

- Increase the Manipulation and Mobility Modifiers by 1 to 3 points.
- Decrease the Enc of the frame by 10% per generation above third.
- If the frame is more advanced than the current generation, double the cost.

Reverse these Modifiers for less advanced or obsolete models.
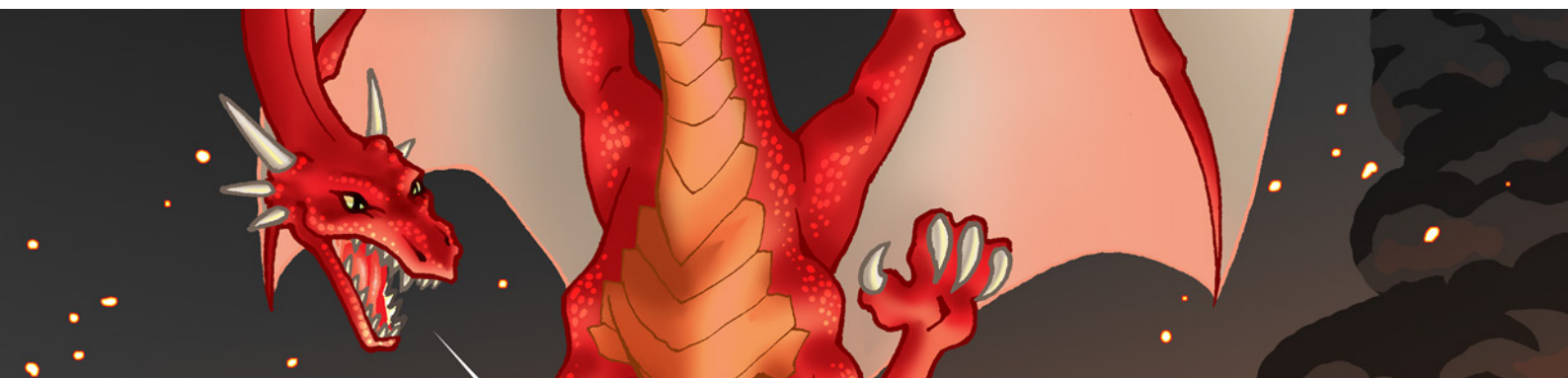
This section contains a few examples for you to use as a guide when creating your own Archetypes [p222], Races [p224], and creatures [p225].

Sample Races	Page
Elf	
Dwarf	
Goblin	[p194]
Minotaur	

Sample Archetypes	Page
Warrior	[p195]
Archer	
Town Guard	[p196]
Police Officer or Security Guard	
Modern Soldier	[p197]
Bandit	

Sample Creatures	Page
Timber Wolf	
Brown Bear	[p198]
Leopard	
Horse	
Freshwater Crocodile	
Common Adder	[p199]
Eagle	
Tiger Shark	
Security Drone	[p200]
Zombie	
Utahraptor	[p201]
Manticore	
Dragon	[p202]

There is no official 'correct' version of a creature or Archetype, so feel free to tweak and adjust the examples to suit your own vision. All's fair, so long as the numbers add up and you assign the appropriate Threat [p57].

ADVERSARIES

Sample Races

Elf

Ability	Mod	Ability	Mod
Acrobatics	+1	Mountaineer	-1
Avoid	+1	Strength	-1
Bows	+1	Toughness	-1
		Health	6
		Size	0
		Threat	**0**

Dwarf

Ability	Mod	Ability	Mod
Artisan	+1	Avoid	-1
Mountaineer	+1	Charm	-1
Toughness	+2	Move	-2
		Health	6
		Size	0
		Threat	**0**

Goblin

Ability	Mod	Ability	Mod
Avoid	+1	Strength	-1
Move	+3	Toughness	-1
Dark Vision	+1	Health	4
		Size	-1
		Threat	**0**

Dark Vision	
Ignore up to 2 points of Darkness.	
	Thr 1

Minotaur

Ability	Mod	Ability	Mod
Navigation	+2	Avoid	-1
Streetwise	+1	Charm	-2
Strength	+1	Ride	-2
Toughness	+1	Stealth	-2
		Swim	-1
		Wits	-1
Horns	+4	Health	7
Animal Panic	-2	Size	1
		Threat	**0**

Horns	
Attack: Unarmed, Damage: Strength+3 P	
	Thr 4

Animal Panic	
Normal animals will flee if within 5 Hexes.	
	Thr -2

Warrior

Warrior	I	II	III	IV	V
Melee	2	3	4	5	5
Avoid	1	2	3	4	5
Strength	1	2	3	4	5
Toughness	1	2	3	4	5
Wits	0	1	1	1	2
Move	0	0	1	2	2
Willpower	0	0	0	0	1

A highly-focussed close combat Warrior. This Archetype represents medieval soldiers, mercenaries, and those who dedicate their lives to honing their personal combat skills.

This Warrior is equally effective with most blades, polearms, bludgeons, whips and chains. They are slightly less effective with axes.

The listed armour will Burden the Type I Warrior. You could avoid this by swapping out a section of Mail for Rigid Leather, by trading the heavier armour for a shield, or by opting for a lighter weapon.

Longsword

Attack: Melee, Damage: Strength+2 C

Cost 6	Enc 4	Thr 3

Loc	Armour	C	P	B	E
🪖	Rigid Leather	+1	+1	+1	+1
👕	Mail	+2	+2	+2	+2
🧣	Mail	+2	+2	+2	+2
🩲	Mail	+2	+2	+2	+2
🧤	Rigid Leather	+1	+1	+1	+1
👢	Rigid Leather	+1	+1	+1	+1
		Cost 9	Enc 3	Thr 2	

Archer

Archer	I	II	III	IV	V
Bows	2	3	4	5	5
Hunting	1	2	3	4	5
Melee	1	2	3	4	5
Avoid	1	1	2	3	4
Toughness	0	1	2	2	3
Move	0	1	1	2	2
Wits	0	0	0	0	1

The Archer deals death from afar, preferring to stay out of hand-to-hand combat. This Archetype represents trained battlefield archers, snipers, and those who have dedicated themselves to mastery of the bow.

The Archer is effective with all types of bows, although crossbows do not take advantage of their high Hunting score. Archers generally prefer light and manoeuvrable equipment.

Recurve Bow

Attack: Bows, Damage: Hunting+2 P
2H, Long, Range 12, Fast Reload.

Cost 6	Enc 3	Thr 4

Smallsword

Attack: Melee+1, Damage: Avoid P

Cost 5	Enc 1	Thr 2

Loc	Armour	C	P	B	E
ALL	Rigid Leather	+1	+1	+1	+1
		Cost 6	Enc 0	Thr 1	

Town Guard

Town Guard	I	II	III	IV	V
Melee	1	2	3	4	5
Toughness	1	2	3	4	5
Streetwise	1	2	3	4	5
Restraints	1	1	2	2	3
Wits	1	1	2	2	3
Avoid	0	1	1	2	2
Move	0	1	1	2	2

This Archetype represents members of a militia or dedicated city watch that acts as a police force in an archaic or fantasy society.

Town Guards favour bludgeoning weapons to subdue wrongdoers, and may also employ non-lethal weapons such as nets and man-catchers.

Guards in a small village will likely be less well equipped than those from a large city.

Staff

Attack: Melee, Damage: Toughness+1 B

Cost 4 Enc 2 Thr 2

Loc	Armour	C	P	B	E
🪖	Rigid Leather	+1	+1	+1	+1
👕	Padded Leather	+1	+0	+2	+1
🩳	Padded Leather	+1	+0	+2	+1
🩲	Padded Leather	+1	+0	+2	+1
🧤	Rigid Leather	+1	+1	+1	+1
👢	Rigid Leather	+1	+1	+1	+1
		Cost 6	**Enc 0**	**Thr 1**	

Police Officer or Security Guard

Police Officer	I	II	III	IV	V
Unarmed or Melee	1	2	3	4	5
Wits	1	2	3	4	5
Streetwise	1	2	2	3	3
Restraints	1	1	2	2	3
Security	1	1	2	2	3
Shooting	0	1	2	3	3
Strength	0	1	1	2	3

This Archetype represents a modern-day beat cop or private security guard.

Depending on the area, their duties and training, they may favour Unarmed to grapple and take down perps, or Melee for use of a baton. In some jurisdictions, firearm training may be much more prominent.

Police do not tend to wear Burdening armour except in raids, and when suspects are thought to be armed.

Revolver

Attack: Shooting, Damage: 4 P,
Short, Range 18, Shots 6.

Cost 8 Enc 2 Thr 5

Tonfa (Nightstick)

Attack: Melee, Damage: Toughness+1 B,
Parry +1.

Cost 4 Enc 2 Thr 3

Loc	Armour	C	P	B	E
🪖	None	+0	+0	+0	+0
👕	Laminated Kevlar	+3	+3	+2	+2
🩳	Laminated Kevlar	+3	+3	+2	+2
🩲	None	+0	+0	+0	+0
🧤	None	+0	+0	+0	+0
👢	None	+0	+0	+0	+0
		Cost 6	**Enc 2**	**Thr 1**	

Modern Soldier

Modern Soldier	I	II	III	IV	V
Shooting	2	3	4	5	5
Avoid	1	2	3	4	5
Strength	1	2	3	4	5
Wits	1	1	2	2	3
Toughness	0	1	2	3	4
Melee	0	1	1	2	3

This Archetype represents the front-line soldiers involved in modern warfare, whether they are part of an army, a rebel group, a mercenary company, organised crime, or a terrorist cell.

The listed equipment will apply a point of Burden to anyone with Strength less than 4. This can be ameliorated by reducing the armour, ditching the knife, or trading in the assault rifle for a lighter weapon.

While this list is a starting point, equipment varies widely depending on the organisation, its aims, and the available resources.

Assault Rifle

Attack: Shooting, Damage: 6 P,
Long, Range 22, Shots 30, Auto 5.

Cost 20   Enc 5   Thr 10

Knife

Attack: Melee, Damage: Strength C,
+1 Strength as Secondary Weapon.

Cost 2   Enc 1   Thr 2

Loc	Armour	C	P	B	E
🪖	Laminated Kevlar	+3	+3	+2	+2
👕	Laminated Kevlar	+3	+3	+2	+2
🎽	Laminated Kevlar	+3	+3	+2	+2
🩲	Kevlar Cloth	+2	+2	+1	+1
🧤	Kevlar Cloth	+2	+2	+1	+1
🥾	Rigid Leather	+1	+1	+1	+1
		Cost 14	**Enc 3**	**Thr 3**	

Bandit

Bandit	I	II	III	IV	V
Bows	2	3	4	5	5
Avoid	1	2	3	4	5
Hunting	1	2	2	3	4
Stealth	1	2	2	3	4
Move	0	1	2	2	2
Survival	0	0	1	1	2
Wits	0	0	1	1	2
Toughness	0	0	0	1	1

Usually operating in gangs, Bandits ambush travellers on the road and take their belongings. This Archetype favours long-distance work, hiding in trees or rocks and threatening their targets with volleys of arrows if anyone resists.

They are mobile and versatile woodsmen, but this versatility means they are not very effective at close quarters.

Longbow

Attack: Bows, Damage: Hunting+1 P,
2H, Long, Range 10, Fast Reload.

Cost 4   Enc 2   Thr 3

Chain

Attack: Avoid, Damage: Melee+1 BG,
Parry -1.

Cost 4   Enc 2   Thr 2

Loc	Armour	C	P	B	E
🪖	None	+0	+0	+0	+0
👕	Studded Leather	+2	+1	+1	+0
🎽	Studded Leather	+2	+1	+1	+0
🩲	Studded Leather	+2	+1	+1	+0
🧤	Rigid Leather	+1	+1	+1	+1
🥾	Rigid Leather	+1	+1	+1	+1
		Cost 5	**Enc 0**	**Thr 1**	

ADVERSARIES

Sample Creatures

Timber Wolf

The wild ancestor of domesticated dogs, wolves usually hunt in packs of up to a dozen. This profile can also be used for large dogs such as Alsatians and German shepherds.

Ability	Lvl	Ability	Lvl
Unarmed	2	Wits	3
Avoid	2	Stealth	1
Strength	1	Move	3
Toughness	1	Hunting	2
Teeth	+2	Health	6
Dark Vision	+1	Size	0
		Threat	**18**

Teeth	
Attack: Unarmed, Damage: Strength+1 CG	
	Thr 2

Dark Vision	
Reduce Darkness Penalties by 2.	
	Thr 1

Brown Bear

These are large and dangerous bears, with species including the Kodiak and Grizzly. Black bears are Size 0 and better at climbing, while the slightly larger polar bear is better at swimming and fishing.

Ability	Lvl	Ability	Lvl
Unarmed	2	Wits	1
Avoid	-1	Move	1
Strength	5	Climb	1
Toughness	5	Survival	1
Teeth & Claws	+2	Health	8
		Size	1
		Threat	**19**

Teeth & Claws	
Attack: Unarmed, Damage: Strength+1 CG	
	Thr 2

Leopard

An average member of the big cat family, leopards are ambush predators. This profile can be used or modified for other big cats such as cougars, jaguars, and cheetahs. Lions and tigers are stronger and tougher.

Ability	Lvl	Ability	Lvl
Unarmed	2	Wits	3
Avoid	3	Stealth	2
Strength	2	Move	3
Toughness	2	Acrobatics	1
		Climb	2
Teeth & Claws	+3	Health	6
Dark Vision	+1	Size	0
Camouflage	+1	**Threat**	**25**

Teeth & Claws	
Attack: Unarmed, Damage: Strength+2 CG	
	Thr 3

Dark Vision	
Reduce Darkness Penalties by 2.	
	Thr 1

Camouflage	
Spotted coat gives +2 Stealth in Light vegetation.	
	Thr 1

Horse

Horses and their relatives come in many varieties; this is an average riding horse. Medieval warhorses are stronger, tougher, and battle-trained, but are not significantly larger. In the wild, horses are herd animals that rely on speed to evade predators.

Ability	Lvl	Ability	Lvl
Unarmed	1	Toughness	3
Avoid	1	Wits	1
Strength	4	Move	5
Hooves	+1	Health	7
		Size	1
		Threat	**18**

Hooves	
Attack: Unarmed, Damage: Strength B	
	Thr 1

Freshwater Crocodile

These reptilian predators lie in wait in murky water, lunging out to drag their prey to its doom. Some small alligators are Size 0, while larger alligators and saltwater crocodiles can be Size 2.

Ability	Lvl	Ability	Lvl
Unarmed	3	Stealth	1
Strength	4	Move	-1
Toughness	3	Swim	3
Teeth	+3	Health	8
Leathery Hide	+1	Size	1
Movement	+0	**Threat**	**20**

Teeth
Attack: Unarmed, Damage: Strength+2 CG

Thr 3

Leathery Hide
Armour +1 against all Damage Types, all Locations.

Thr 1

Movement
Slow Walking Movement.
Regular Swimming Movement.

Thr 0

Common Adder

This small venomous snake can inflict a painful bite if startled or handled. For other venomous snakes, modify this profile's Size, venom, and other traits.

Ability	Lvl	Ability	Lvl
Unarmed	2	Wits	1
Avoid	3	Stealth	1
Strength	0	Move	2
Toughness	1		
Fangs	+2	Health	4
Venom	+2	Size	-2
		Threat	**10**

Fangs
Attack: Unarmed, Damage: Strength+1 P

Thr 2

Venom
The target receives Poison 2 on a damaging bite.

Thr 2

Eagle

Eagles are large predatory birds that hunt small animals or fish depending on their habitat and species. Adjust Size to create falcons, hawks, and other raptors.

Ability	Lvl	Ability	Lvl
Unarmed	2	Wits	3
Avoid	1	Fly	4
		Hunting/Fishing	1
Beak & Talons	+3	Health	5
Movement	+2	Size	-1
		Threat	**14**

Beak & Talons
Attack: Unarmed, Damage: Strength+2 CG

Thr 3

Movement
Slow Walking Movement. Regular Flying Movement.

Thr 2

Tiger Shark

These sharks are indiscriminate predators, and will eat pretty much anything they encounter. This profile can also be used for bull sharks (Size 1) and great white sharks (Size 3).

Ability	Lvl	Ability	Lvl
Unarmed	3	Wits	1
Avoid	2	Stealth	2
Strength	4	Swim	4
Toughness	3	Fishing	1
Teeth	+3	Health	8
Water Breathing	+0	Size	2
Movement	-3	**Threat**	**24**

Teeth
Attack: Unarmed, Damage: Strength+2 CG

Thr 3

Water Breathing
Only breathes water.

Thr 0

Movement
No Walking or Climbing Movement.
Regular Swimming Movement.

Thr -3

Security Drone

This is a small flying robot, usually set to patrol and protect an area. They may be found in futuristic corporate facilities, or protecting the secrets of the Ancients in techno-fantasy worlds.

Drones may be fitted with a wide variety of weapon attachments, depending on their purpose. Most firearms, ranged energy weapons, and even heavy weapons are possibilities.
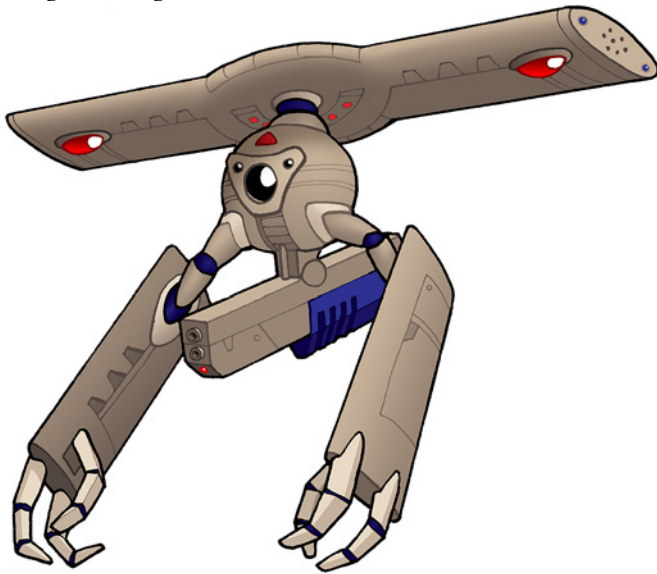
Ability	Lvl	Ability	Lvl
Shooting	3	Wits	3
Avoid	2	Stealth	-2
Strength	3	Fly	0
Toughness	2		
Movement	0	Structure	6
Beam Carbine	8	Size	-1
Armour	3	**Threat**	21

Movement

No Walking Movement. Regular Flying Movement.

	Thr 0

Beam Carbine

Attack: Shooting, Damage: 4 E,
Medium, Range 20, Shots 50, Auto 5.

	Cost 16	Enc 3	Thr 8

Loc	Armour	C	P	B	E
ALL	Light Alloy Plate	+2	+2	+1	+3
		Cost 15	Enc 3	Thr 3	

Zombie

These shambling corpses may have been raised from the dead by a disease, or Animated by a spell.

Animated Zombies may be armed and outfitted by their controller, or may use the equipment they had when they died.

Ability	Lvl	Ability	Lvl
Unarmed	2	Melee	1
Avoid	-1	Wits	-2
Strength	3	Move	-1
Toughness	3		
Undead	0	Structure	8
Animated?	0	Size	0
		Threat	7

Unarmed

Attack: Unarmed, Damage: Strength-1 BG

	Thr 0

Diseased Zombies normally attack with their hands and teeth, and may infect those they wound. The contagion acts like an Advanced Poison [p85] (usually Slow, often Persistent). One example is provided below; if used, add this Trait's Threat to the profile above.

If the victim dies from any cause while infected, they will rise as a Zombie after 1d6 Turns. However, Zombies can't operate if their brain is destroyed.
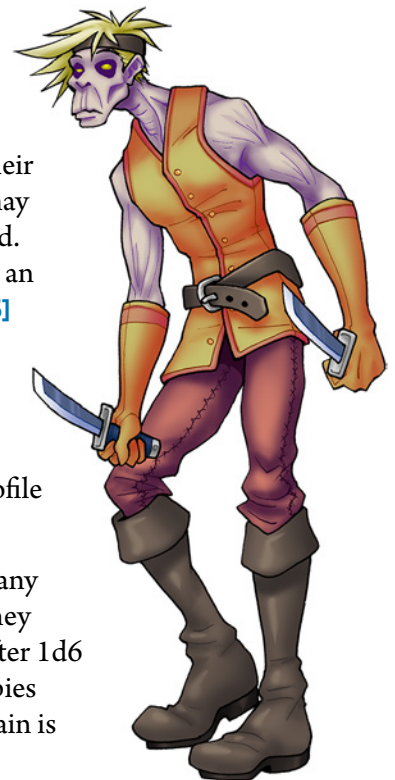
Zombie Contagion

Poison 4, Persistent and Slow (6 Hours).

	Thr 7

Utahraptor

This dinosaur is a large pursuit predator with a 'killing claw' on its hind feet. It's one of the largest known Dromaeosaurs, and is related to Velociraptor (Size -1) and Deinonychus (Size 0).

While Utahraptors may be up to 6 metres long, they are rated as Size 2 because nearly half their length is in their thin tail.

Utahraptors may hunt alone or in small groups. They pursue and leap on their prey, bringing it down with tooth and claw.

Ability	Lvl	Ability	Lvl
Unarmed	3	Wits	3
Avoid	4	Stealth	1
Strength	3	Move	3
Toughness	2	Acrobatics	2
		Climb	1
Teeth & Claws	6	Health	8
		Size	2
		Threat	32

Teeth & Claws	
Attack: Unarmed, Damage: Strength+3 CG, Armour Piercing 1.	
	Thr 6

Manticore

This fearsome beast looks like a gigantic male lion with a barbed tail, and the face of a man with three rows of sharp teeth. Some species also have leathery wings.

The tail darts are represented as a complex Natural Weapon rather than a Power. A flick of its tail sends poisoned darts flying towards the Manticore's victim.

Ability	Lvl	Ability	Lvl
Unarmed	5	Toughness	5
Avoid	4	Wits	2
Strength	4	Stealth	1
Teeth	4	Health	8
Poison Tail Darts	7	Size	2
		Threat	36

Teeth	
Attack: Unarmed, Damage: Strength+3 C	
	Thr 4

Poison Tail Darts	
Attack: Unarmed, Damage: Strength+0 P, Thrown (Range: Strength+5), Shots: 6 (per day), Armour Piercing 2, Damage Limit 1. Poison 5 (takes effect if any Health loss caused).	
	Thr 7

Dragon

This fearsome creature of legend is a force of nature. With scales as hard as steel, claws the size of scythe-blades, wings that blot out the sun, and breath as hot as a furnace, almost nothing can stand before its might!

The specimen described here is a fully-grown fire-breathing dragon. Its affinity to fire has influenced its high defence against Energy attacks, and also its poor ability to swim. With some tweaks, the profile can be used for smaller individuals, or for species with different elemental tendencies.

For characters to stand any chance against this terrifying beast, they would need to be highly experienced, exceptionally well equipped, and also well informed and prepared. Characters using the optional Mastery rules may also stand a decent chance.

Ability	Lvl	Ability	Lvl
Unarmed	6	Wits	5
Avoid	3	Willpower	6
Strength	7	Fly	4
Toughness	7	Swim	-2
Teeth & Claws	5		
Fire Breath	3		
Armour	3	Health	20
Movement	2	Size	5
Ambidexterity	4	**Threat**	82

Teeth & Claws

Attack: Unarmed, Damage: Strength+4 C

Thr 5

Fire Breath

Level 3 Power: DAMAGE energy BURN
{Action:limited, Range:touch, Area:cone1, Duration:instant}
Inflicts Energy Damage equal to Strength, and Burn equal to Strength, in a 60° cone with length equal to Toughness. Costs 3 short-term Endurance per use.

Thr 3

Loc	Armour	C	P	B	E
ALL	Dragon Scale	+3	+2	+3	+4
					Thr 3

Movement

Normal Flying Movement.
Restricted Swimming Movement.

Thr 2

Ambidextrous

Level 4 Power: AMBIDEXTROUS
{Action:auto, Range:self, Area:single, Duration:reserve}
Able to perform two separate Attacks as part of the same Action. Must have at least 4 short-term Endurance remaining (which is not spent).

Thr 4

This section contains blank Hex maps of various sizes for you to print out and use when drawing your own maps.

Large Hex [p204]

30mm Hexes are most often used to draw Battle Maps [p66] that you can place miniature figures on during conflicts. Each Hex represents a 2 metre wide Battle Hex.

You can also use this size of Hex for similar maps at War Scale, or in any situation where figures or models represent combatants or vehicles.

Large Hex & Squares [p205]

This map is used for the same things as a regular Large Hex map, but the addition of a square grid aligned to the Hex grid makes it a bit easier to draw and transcribe square structures such as buildings.

The 'squares' are very slightly rectangular, but are approximately 1 metre on each side.

Small Hex [p206]

Small Hexes can represent any Scale of Hex, from Battle to Global [p14]. Use this type of map to plan buildings, fortifications, ruins, and other large areas that may be transferred to a Large Hex map if conflict occurs.

You can also use them when planning out an area of the world before transferring it to a standard World Map grid, and for Players' Maps so they can't tell where the borders of the Global Hex lie.

World Map [p207]

This is the standard layout for mapping areas of the world for Travel [p100].

The individual Hexes are standard 20km World Hexes. The large outer Hex is a 600km wide Global Hex.

You can make an Atlas by putting together a collection of these Hexes. Note that the edge Hexes will be shared with the matching edge of the neighbouring Global Hex.

Planetary Map [p208]

This is one possible layout for representing an entire planet. Each of the small Hexes is a 600km Global Hex. The whole map is approximately the same size as the Earth.

Only general details are visible at this Scale, so it's mostly used to show the overall structure of land masses, oceans, and vegetation.

Once a planet has been planned out, you can make detailed maps of individual Global Hexes using the World Map template. You can reference these back to the Planetary Map by keeping a copy with references marked on it.

The Planetary Map has been designed so you can cut it out and fold it into a globe.
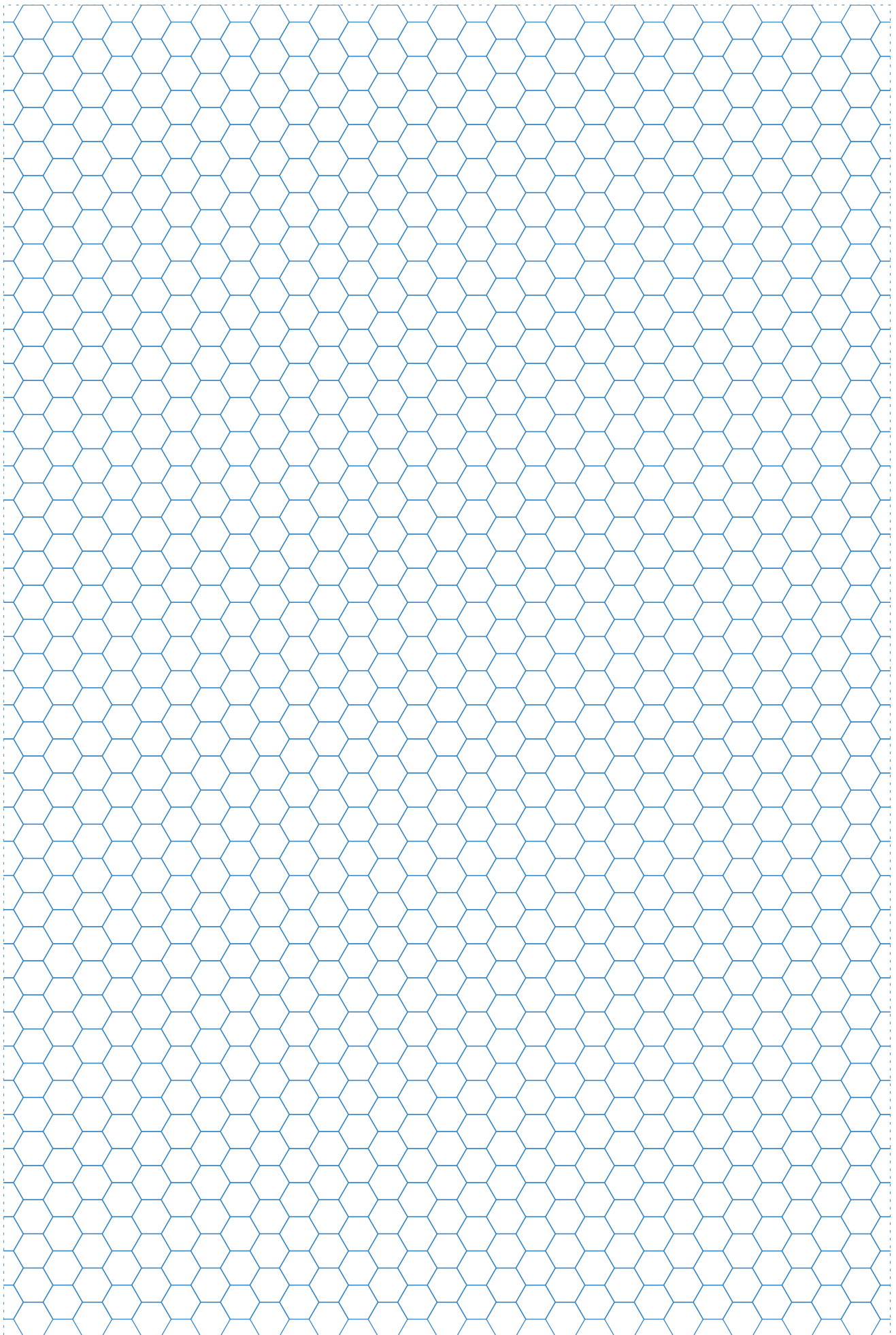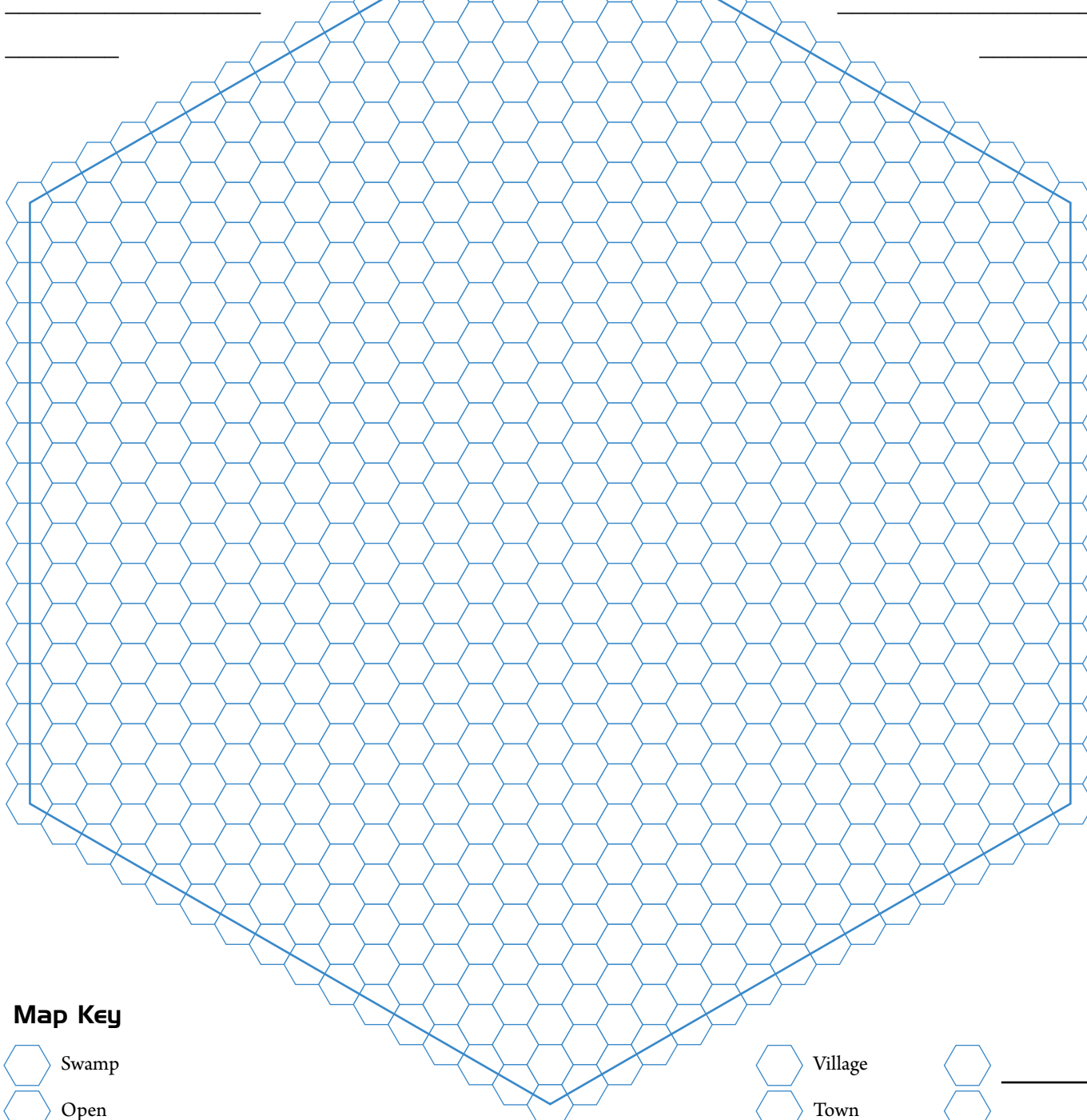
Large Hex Map
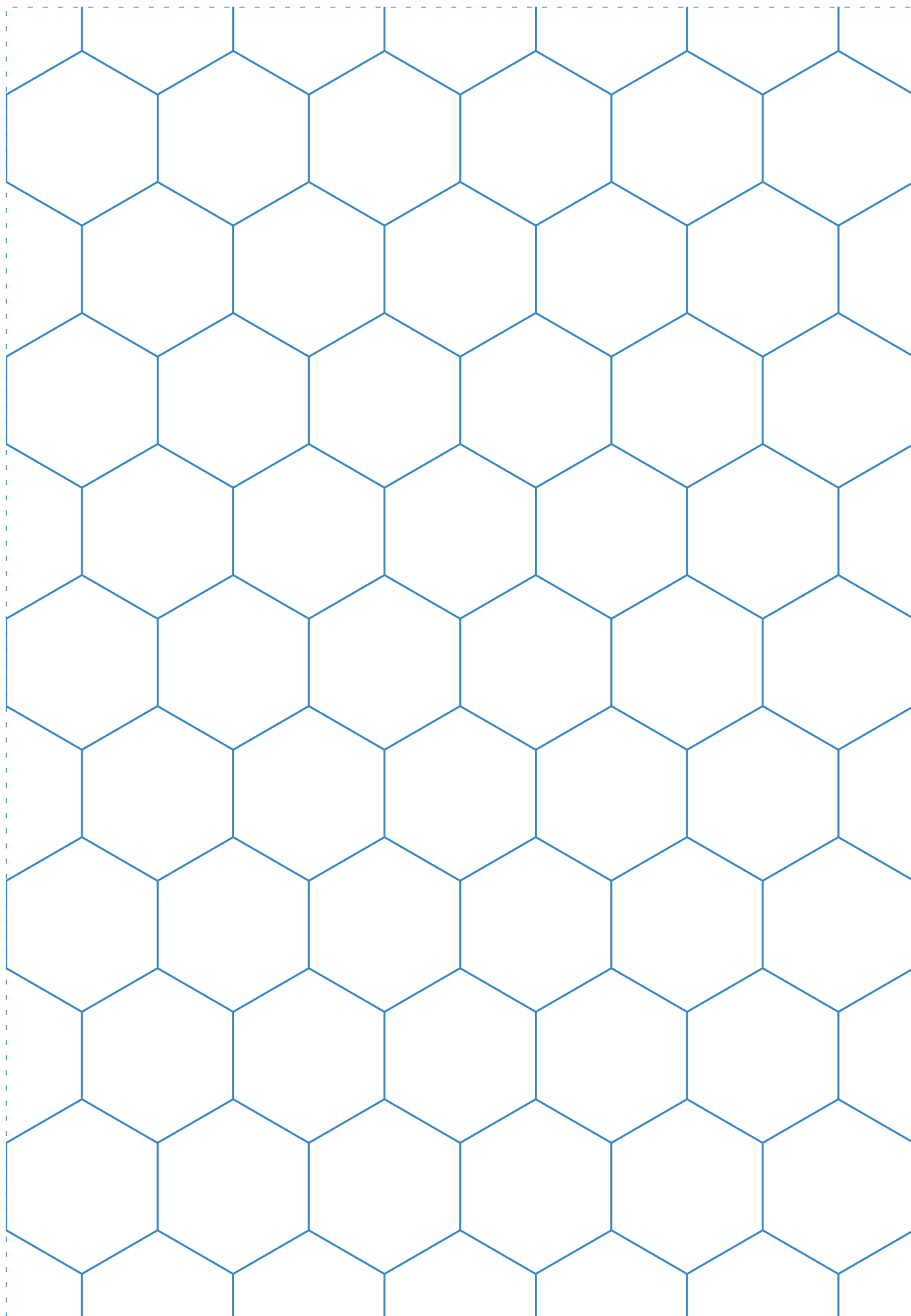
Large Hex & Squares Map
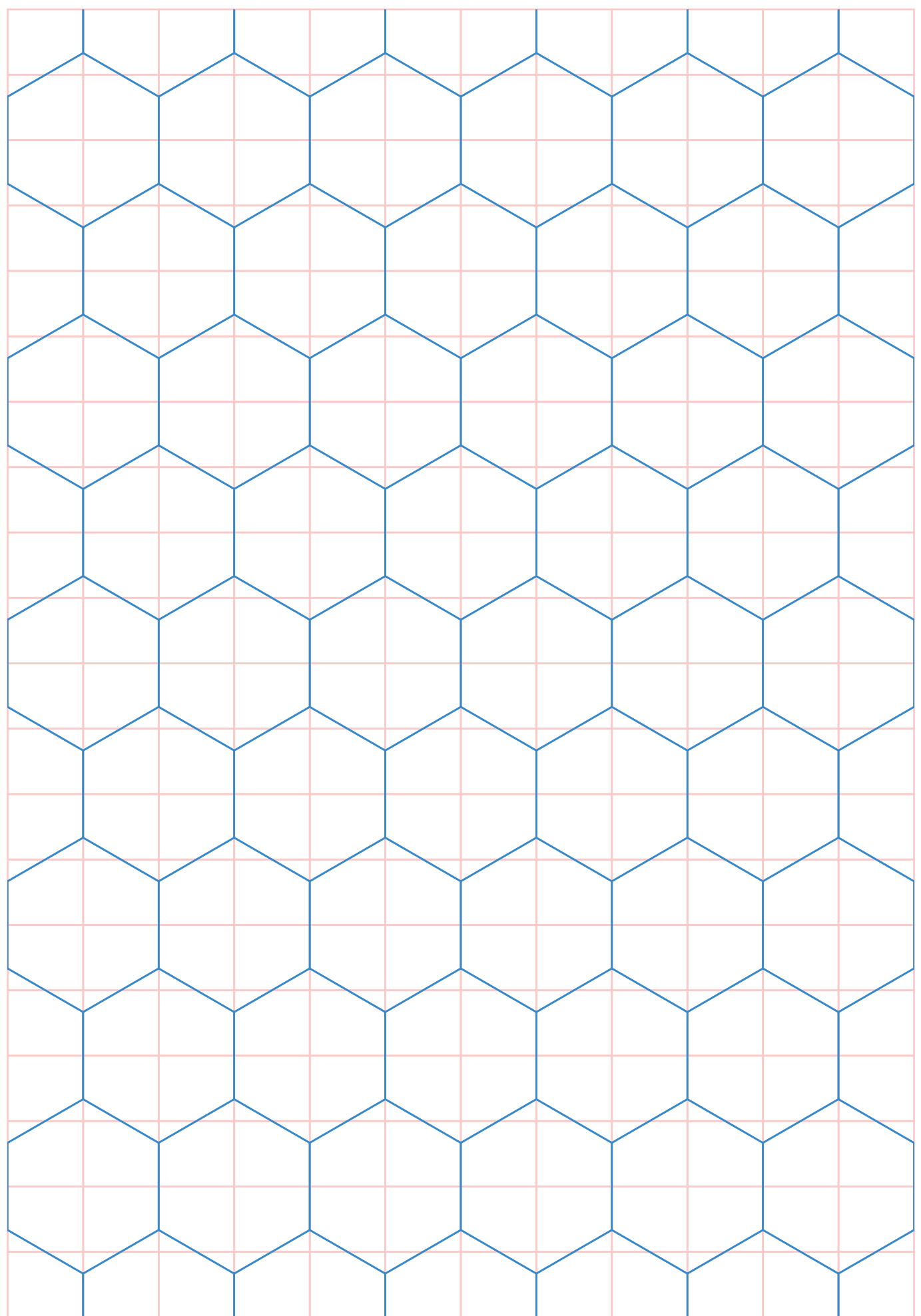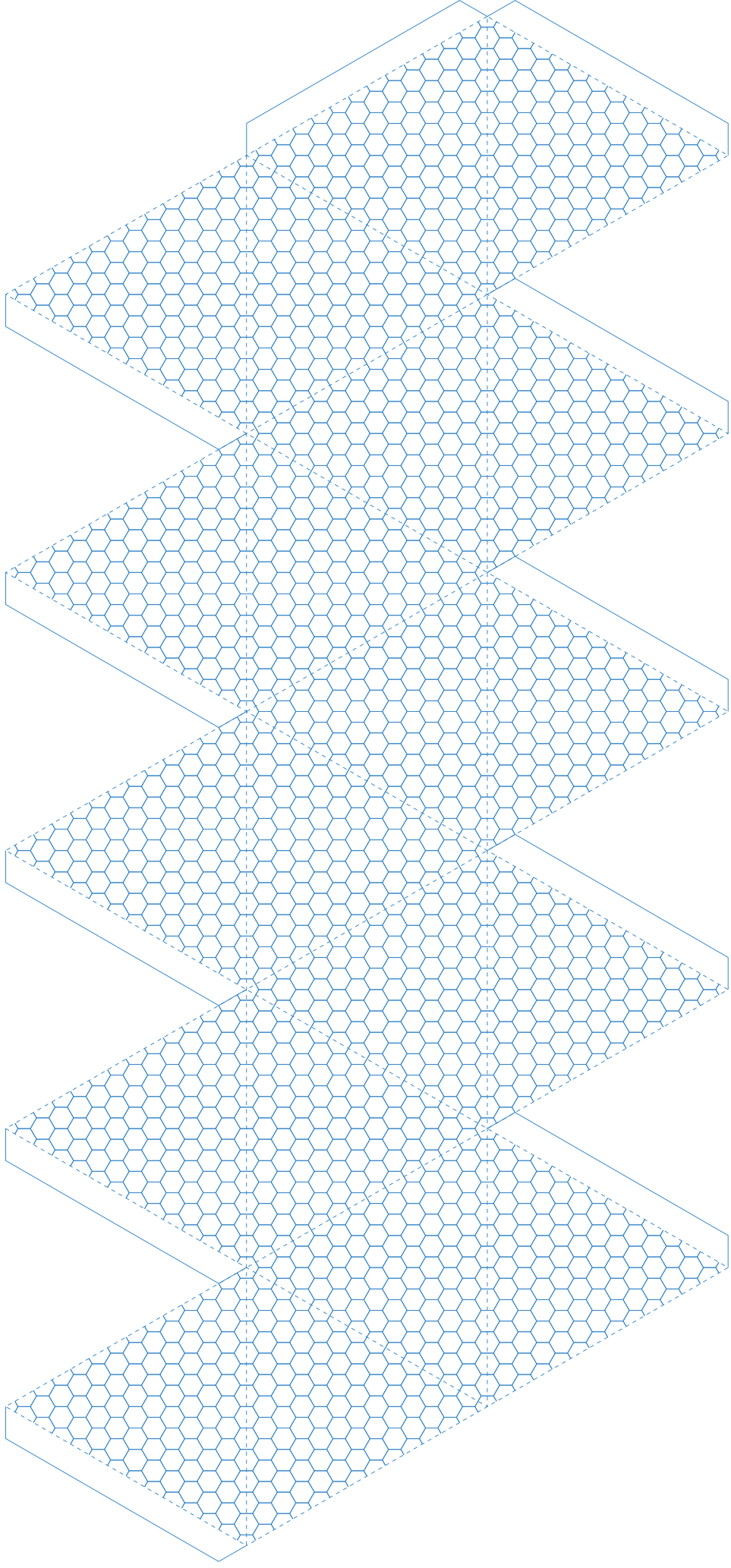
Small Hex Map

WORLD MAP

Area/Reference

Cartographer/Date

Map Key

Swamp			Village
Open			Town
Hills	Shallow Water	Cliffs	City
Dunes	Frigid	Deep Water	River, Stream Waterfall, Cataracts	Metropolis
Mesas	Arid	Trench	Sealed Road, Road, Track	Urban Zone
Mountains	Sparse	Reef	Beach	Fortification
Volcanoes	Light	Coral Reef	Contour (marker x1000m)	Site
Impenetrable Mountains	Forest	Sand Bar	Border	Ruin
Caverns	Jungle	Oasis	Cave	Mine

PLANETARY MAP

Cartographer _____

Date _____
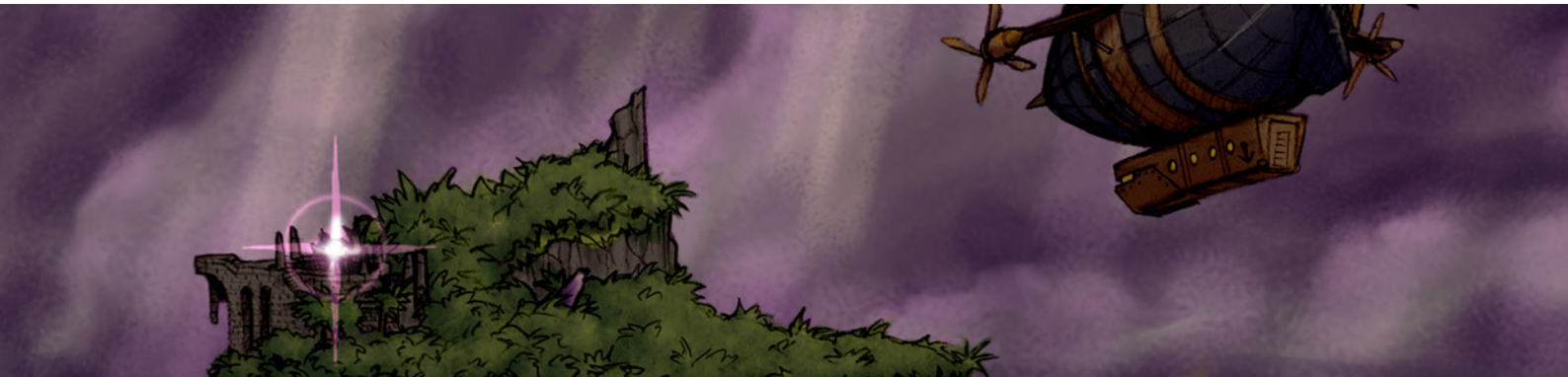
So there's all these rules for different things, but how do they work together during an actual game? This chapter's all about starting up the game engine and taking it for a spin – how to plan and run your own scenarios in your own original worlds.

There are no hard-and-fast rules in this chapter, just advice. If you have an experienced GM and an established group, you can probably just run things the way you usually do. Still, you might be able to use some of the advice to improve your games or try a different approach.

This chapter is intended primarily for the GM, but there's nothing in it that the other players can't read too.

What the Rules Provide [p210]

When to look to the rules to resolve a situation, and when to rely on your own judgment.

Designing a Setting [p211]

If you're not sure where to start, this section provides some structures and guidelines for creating your own game world from scratch.

Pitching a Game [p213]

Once you have an idea for a game, you'll need to recruit some players and make sure everyone knows what sort of game to expect.

Designing Scenarios [p215]

This section provides guidance for creating situations in the game-world that will engage the players and their characters while building a dynamic world.

Running a Session [p219]

While it doesn't detail every step and technique for GMing, this section provides some advice for running the game at the table.

What the Rules Provide

Physical Interactions

As a settingless toolbox, *PowerFrame's* rules provide a physics engine for your fictional world. When you apply the rules to the situations in the game, they should provide you with a reasonable outcome.

PowerFrame tends towards a fairly forgiving action-adventure style. While it's very difficult to win against an enemy who outclasses you in all respects, it's still possible for an unskilled character to wound an experienced opponent with a lucky shot. Falling a great distance will most likely kill you, but it's also possible to survive a fall from any height.

While the rules are quite robust, it's not possible to predict every eventuality. If a situation arises where the rules don't quite seem to fit or return an unreasonable outcome, the GM might modify the rule or the outcome to take into account the specifics of this particular situation.

In some cases, a dice roll causes an undesirable result because the situation does not really need a roll; the GM could probably rule that the action is automatically successful or unsuccessful without needing to roll for it.

Social Interactions

Social conflict (persuasion, seduction, bluffing) works on less concrete rules than physical interactions. The GM plays a larger role in social interactions, weighing the situation against the efforts of the players' characters.

Once the interaction has played out to the point that a decision is required, the GM needs to judge whether the interaction is automatically successful, automatically unsuccessful, or needs a roll to decide the outcome.

Session and Scenario Structure

The rules don't offer any built-in support for particular types of scenarios. While some possibilities are discussed on the following pages, it's up to the GM and the group how they approach the question of session and scenario structure. If you are an experienced GM, you should be able to use *PowerFrame* to support your preferred style of play.

Some groups prefer the PCs to be independent operators, calling the shots and making their own decisions. Others prefer the PCs to be agents working under the direction of an employer. You'll need to discuss this balance with your group.

TURNING THE KEY

Designing a Setting

A setting can be anything from a single room up to a galaxy-spanning empire. Sometimes you'll want to design an entire living world as a canvas on which to play out your games, and at other times you may have a focussed premise such as a haunted house mystery.

While settings are often developed in isolation, you may want to discuss your ideas with your game group as you develop them. This way, you'll have a greater chance of arriving at a world and a campaign that people are invested in and are interested in playing.

World-Building

Begin with the question *"what is this world like?"* You'll be creating an entire imaginary world from the ground up, constructing a rich and complex setting with its own internal consistency.

You can re-use a fully-developed world to run many different games with different premises, in different times and places. With a whole world sketched out, you'll have a good idea what might happen when players ignore your hooks and go do their own thing.

PowerFrame is full of tools Under the Hood [p221] to help you define your own worlds in game terms.

If you have a clear and focussed idea for the game – who the PCs are and what they will be doing – you can sometimes skip world-building and go straight to the game's premise. You just create as much setting as you need to support the premise, and expand on it as the game progresses.

Brainstorm

Once you have some ideas for a setting swimming around in your head, make sure to write them down. It doesn't matter at this stage if they are half-formed or might not be any good, the main thing is to remember them so you can develop them later on.

Here are some things to think about:

- What sort of people inhabit this world?
- How are societies organised?
- Who are the major movers and shakers?
- What is the available level of technology?
- Are there any overarching conflicts or major threats (war, disease, scarcity, monsters, economics, social injustice)?
- How have past events shaped the world?
- What game options are available?

What's unique about this world? Do you have an idea for an awesome playable Race, an organisation, or a major conflict? Make a special note of any core concepts you definitely want to include, and keep them in mind as you build the rest of the setting.

Explore

Spend some time daydreaming, letting your mind wander around the virtual landscape you're creating. Look for locations, connections, conflicts, secrets, important people and forces that are shaping the world.

Organise

Sketch out a rough map, even if it's just a series of words connected by lines, so you can get some idea of where things are in relation to each other. Rearrange the elements until you're happy with the feel of the place.

In some settings, you might also make a relationship diagram to describe the organisation of power structures and political alignments.

Develop a broad understanding of your setting and how it works. Work out some details about your main organisations, the people who lead them, and the threats they face.

Map

Now is the time to create a detailed map, whether that be of a single building, a region of the world, a whole planet, or a star-map.

Try to use a top-down approach. Define large regions, and then add as much detail as necessary.

Unless you're particularly enjoying the process, try not to map more than necessary. However, keep in mind that you'll probably want to have a map drawn up (or at least have a very good idea of what's there) before the PCs actually reach a new area.

Increasing Detail

Generally, you'll want to bring parts of the setting into focus as the PCs draw closer to them. Keep the details loose until you know the PCs are going somewhere or planning to do something, and then work on increasing your knowledge of that area.

In a sci-fi adventure game, the PCs plan to visit a new planet to offload some cargo. The GM only knows that it's a lightly colonised planet, run by organised crime syndicates, and used as a black-market haven.

Knowing that the PCs are on their way, the GM writes up three or four syndicates with conflicting interests, draws a sketch map of the main port city, and comes up with a few adventure hooks.

When the PCs arrive they get caught up in all sorts of strife, and end up having to raid a crime boss's mansion. The GM prepares a map of the mansion on the fly, based on their internal idea of what it's like.

Establishing a Premise

Once you have a world to set your games in, it's time to focus on what the game is about, rather than where and when it takes place.

Ask yourself, *"who are the PCs, and what do they do?"* Once you know the answer, you can create extra detail for the parts of the setting that directly connect to the premise.

If you are planning a focussed game without having created a complete world, you can just build the setting around the premise instead.

The GM decides that the PCs will be elite SWAT officers in a near-future setting, and so focusses on creating NPCs in the squad and various criminal organisations, and locations such as SWAT HQ, crime scenes, safe-houses and the like.

Only passing attention is paid to setting elements outside this scope such as international politics, world maps, or civilian life.

Once the basic premise is established, it's time to move on to pitching the game .

As the game progresses, you can flesh out specific setting details if and when they become important. If you've gone through the full world-building process, then you should already have a lot of information to draw on.
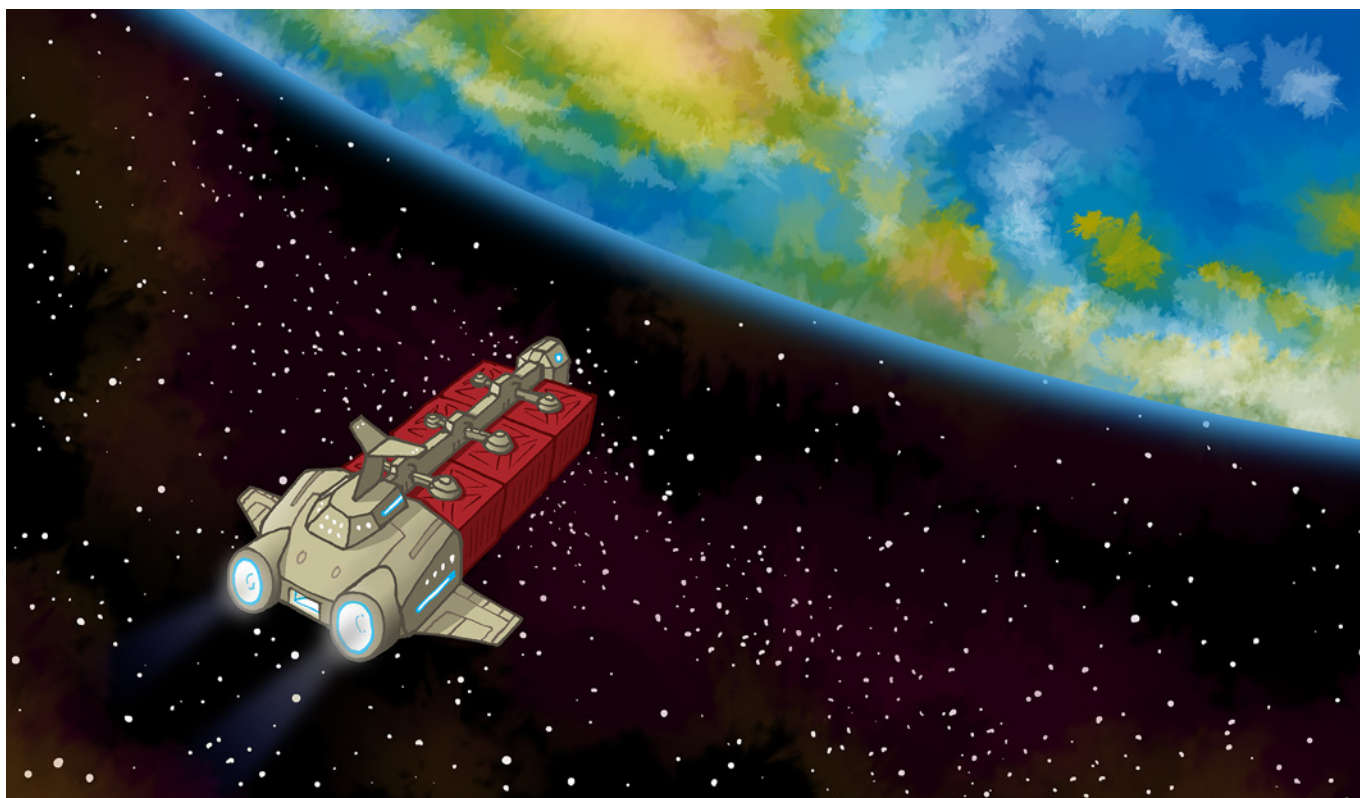
TURNING THE KEY

PITCHING A GAME

Once you have a world and a premise worked out, you're ready to recruit some players! You may have a regular group, or you might need to drum up some interest. In any case, once you've found some players you need to discuss the game with them.

Outline

Start with a brief outline, such as the one at the top of the Pitch Sheet **[p214]**. Fill in the blanks as appropriate.

This will be a sci-fi horror game set in a space station, where an unmanned probe has just returned from Titan with core samples.

The characters are personnel on board the station who are forced to deal with a horrific discovery while struggling against a potential alien infestation, each other, and the hostile environment. Ultimately, they are just trying to get out alive.

Expectations

Once the outline gains their interest, you'll need to explain what the game experience will be like, not just what the game is about. Since **PowerFrame** isn't built to support a specific style of play, it's important that everyone knows what's expected of them and what's going to be inappropriate.

A long-term game about fantasy adventurers might require the group to always work together and trust each other implicitly, while in a one-shot survival-horror game it may be perfectly acceptable to strike out on your own or attack a fellow player character.

These sorts of things need to be discussed openly before the game begins. This prevents players from making what they think is a valid decision, only to upset half the group by violating an 'unspoken rule.'

The lower portion of the Pitch Sheet spells out various options in different areas. The GM should pick options they consider most suitable for the style of game they want to run. The players will all then be on the same page regarding what's expected and acceptable.

For the sci-fi horror game outlined above, the GM picks:
- *It's more about the experience than winning or losing.*
- *The GM prepares a set of linear events (a timetable).*
- *The GM must strictly follow the rules.*
- *Players create their own characters and backstory.*
- *Players should thrown their characters into tough situations and make hard, sometimes unwise choices.*

- *Players are expected to make decisions based on a mix of characterisation and mechanical effectiveness.*
- *Characters are expected to pursue their own agendas.*
- *Attacking or betraying other player characters is encouraged, in an atmosphere of open secrets.*
- *The game will last one session.*

If someone isn't comfortable with an option, you'll need to negotiate a compromise. If you can't change the option without ruining the game's premise, then that player probably won't enjoy the game. It's better to find out these issues ahead of time, rather than have them crop up in play.

If someone decides not to play, be sure to keep them in mind for future games with different expectations.

Group Discussion

Once they're on board with the premise and expectations, it's usually a good idea to get everyone in the same room (real or virtual) so you can talk about the game as a group.

- Discuss everybody's character concepts. Offer ideas and suggestions, encourage ideas that will gel well with the setting and the group, and discourage inappropriate, mood-breaking, or disruptive concepts by explaining why you think they might cause problems.
- Discuss the setting and the premise in greater detail. Flesh out the summary you gave people earlier, and answer questions. If you don't immediately know the answer, think about it and get back to them or open the question up for general discussion.
- Help out with character creation **[p15]** as people solidify their concepts.

Everybody's Game

You might be very attached to the setting you've created, but be aware that you're inviting other people to play in that world. When you let other people in, it becomes everybody's world, not just yours.

While some people may be happy to go along with your idea of 'how things should be', most are going to want to know that their actions in the game can have an effect on the setting. Some may have strong ideas of their own that they want to incorporate.

Try not to be too protective of your ideas and inflexible in your opinions; rather, collaborate with the players and use their input to increase the breadth and depth of the world.

TURNING THE KEY

PITCHING A GAME

Pitch Sheet

Outline

This will be a *(genre & tone)* _____ game set in *(world)* _____ ,
where *(establishing situation)* _____ .

The characters are *(character-types)* _____ who *(regular activities)* _____
while struggling against *(expected opposition)* _____ .
Ultimately, they are trying to *(goal event)* _____ .

Goal vs Journey

- *The PCs can win by (victory condition)_____ .*
- *It's more about the experience than winning or losing.*

GM Preparation

The GM plans for the game by:

- *preparing a set of linear or branching events.*
- *preparing an open map (physical and/or relational).*

GM and the Rules

- *The GM must strictly follow the rules (including any house rules adopted by the group).*
- *The GM may bend the rules when they conflict with what would be good for the story or produce unreasonable results.*

Players' Preparation

- *The GM will provide pregenerated characters.*
- *Players create their own characters, but the GM may provide some or all of their backstories.*
- *Players create their own characters, and come up with a backstory in discussion with the group.*

Player Participation

The players should:

- *cooperate with and follow the GM's prepared material.*
- *set goals for their characters and pursue them proactively.*
- *throw their characters into tough situations and make hard, sometimes unwise choices.*

Game Mechanics vs Characterisation

Players are expected to make decisions based on:

- *the effectiveness of the game mechanics.*
- *their characters' personality and motivations.*
- *a mix of characterisation and mechanical effectiveness, without going to either extreme.*

Character Cooperation

Characters are expected to:

- *work together; conflicts between them are just for show.*
- *work together; major conflicts will be worked through, or may result in PCs leaving the group.*
- *pursue their own agendas; they might work together, they might work against each other.*
- *work against each other; alliances are temporary at best.*

Direct Character Conflict

Attacking or betraying other player characters is:

- *strictly disallowed.*
- *permitted if good reasons arise, but may lead to some PCs leaving the group.*
- *encouraged, in an atmosphere of open secrets (to create a collaborative drama).*
- *encouraged, with players keeping secrets from each other and setting up plans with the GM.*

Campaign Length

The game will last:

- *one session.*
- *for a specified number of sessions, weeks, or months.*
- *until (end condition)_____ .*
- *indefinitely (until the group grows tired of it).*

Planning for the Journey

Designing a scenario is a lot like planning a surprise holiday for a group of friends. You probably have some idea what they like, and have some locations and activities in mind, but if you get too absorbed in planning a strict itinerary you might discover your fellow travellers have other ideas about where they want to go and what they want to do.

Some travellers are happy with the simplicity of a guided tour, while some prefer a flexible tour with optional side trips, and others would rather to go off the beaten track and find their own way. Players can be just as varied, so it's useful to discuss how much they would like to contribute to the game's direction.

Sometimes the players are happy to go along for the ride. If your group is like this and you know them well, you may be able to plan linear scenarios based on a series of events. Other groups might become frustrated if you force them to stick to a planned scenario regardless of what they want to do, because it robs them of the sense that their actions can affect the world.

Consult the Players

Probably the first place to start when looking for scenario ideas is to ask your players if there are any things they really want to see come up in the game, and find out if they have any plans or goals their characters are interested in pursuing.

Once you know the general direction the players would like the game to go, you can prepare material that's less likely to be ignored or avoided.

If you have players who are new to RPGs, they won't have any context for these questions. Instead, consider talking to them between sessions about the approach you're taking, what alternative approaches exist, and to gauge which parts of the game they enjoy or dislike.

If the players don't express any preferences, then you should be fine to go ahead and plan a scenario as you see fit. Check back after the session to make sure everyone's still happy with the direction things are going.

Get to Know the Situation

To avoid excessive planning before the game and frustration during play, try to develop a broad understanding of the situation and the area in which the game is happening (see the following sections for more advice). This way, you'll have a reasonable idea how to respond regardless of the direction the PCs decide to go.

If the players are big on following their own plans, you should try to be flexible and accommodating. However, this doesn't mean you have to abandon your prep work. Like a tour guide, you can point out locations, people, and events that may be of interest. The PCs might encounter signs of a situation that is unfolding without their involvement.

In any case, it's generally better to give the players a hook and see if they bite, rather than jamming it down their throats.

TURNING THE KEY

DESIGNING SCENARIOS

Goal-Based Scenarios

One simple way to plan scenarios is to build them around a goal. The PCs either decide on a goal they want to achieve, or a goal may be presented by an employer or other NPC. Once they agree on the objective, the PCs work towards and either achieve or fail to achieve their goal. Reaching the goal may be a simple process, or it might require several steps. Particularly complex goals may actually require other goals to be achieved first, thus creating a chain or network of goals culminating in a climactic finale.

For a simple goal-based scenario, regardless of whether the goal is defined by the players or the GM, you need to know of the PCs:

- What is their goal?
- What steps are required to achieve it?
- What stands in their way?
- What will happen if they succeed?
- What will happen if they fail?

Events

Some events are necessary to the scenario; most notably, recruiting the PCs if the quest isn't self-defined. However, most other scenes are optional or will depend on decisions made by the players.

You may have some good ideas about what's likely to happen, so make a few notes and think about the directions the game could go. Don't get caught up defining every contingency or writing down every little thing that's going to happen, though; you're setting up situations, but the outcomes will be determined during the game.

Opposition

Many things can stand between the PCs and their goal. Opposition can take the form of physical enemies, political or social conflict, restricted locations, or hidden information.

- Write down any NPC and creature stats for easy reference.
- Note the initial numbers and locations of enemies.
- Think about the opposition's attitude and approach *(relaxed, alert, on edge, preparing for battle)*.
- Sketch out maps for any vital locations, or at least have a good idea of their layout in mind.
- Think up around three ways any hidden information might be discovered; these become clues.

Checklists

Some things in the game world may depend on the passage of time, or require a series of steps to complete.

- A goal may need to be achieved by a certain time.
- An event may be happening on a certain day.
- A series of events may culminate in something big.
- The opposition's plans may be coming to fruition.

Make a note of any important time- or event-dependent situations.

Write down the individual steps required for larger plans or events. Mark off steps as they are completed, or reorganise the list if some steps are thwarted and the plan must be changed.

- If all the steps are completed, the plan or event comes to fruition.
- If vital steps are thwarted, the dependent event may never come to pass. A plan may have to be discarded, forcing the NPC to withdraw, regroup, and reconsider.

For a near-future game featuring an elite SWAT unit, the GM creates the following goal-based scenario.

- *The goal is to bust an illegal arms deal and arrest the high-ranking criminals behind it.*
- *The police have already discovered the time and location of the deal. To achieve their goal, the SWAT unit will have to stake out a warehouse, then plan and execute an assault to catch the criminals in the act.*
- *Opposing them are two groups of heavily-armed criminals. The location is owned by the seller.*
- *The GM writes up the major criminal NPCs and uses a simple Archetype for their goons, assigns equipment, notes how many members each side has, and lists the weaponry that's being sold. Both groups will be on edge and wary of being discovered.*
- *The GM writes a timetable detailing how the deal would play out if nothing goes wrong, and also considers how both sides might react if the deal goes bad (escape plans, double-crosses and so on).*
- *Since the warehouse will probably see combat, it warrants a reasonably detailed map.*
- *If they succeed, they'll deal a significant blow to two crime organisations, reducing their resources and keeping weapons off the street.*
- *If they fail, some of the criminals may escape with the merchandise, which would see a proliferation of arms on the street and possibly even violence against the police.*

Situation-Based Scenarios

Instead of just providing the PCs with a straightforward goal to achieve, you can create a dynamic situation in the game world by defining several influential or highly motivated NPCs. Each NPC will form the core of a faction, which may be as small as an individual or as large as a galaxy-spanning organisation.

Factions

To create a faction, answer the goal-based questions above in relation to each core NPC, as well as the following questions:

- What resources are at their disposal?
- What price are they willing to pay?

Some factions may have multiple goals, and some may contain splinter groups with their own agendas.

In some cases, a faction may not be centred on an NPC at all - it may be a creature, an event, or a force of nature. The PC group may be a faction in their own right with their own agenda, or they may be agents acting on behalf of a larger faction, or a combination of the two. The interactions of factions and their conflicting interests will create a living, dynamic world for the players to engage with.

If the players have suggestions for things they'd like to see in the game, or that they want their PCs to be involved with, try to accommodate them by coming up with appropriate factions. It's OK if the material is largely centred on the PCs – regardless of their position in the world, they are after all the focus of the game.

Conflicts

Once you have several factions, it's time to examine the situation for conflicts. Some obvious ones may already have suggested themselves while you were coming up with the factions. Consider drawing a relationship diagram showing the major factions and their goals, and identify areas where two or more factions are competing for the same thing, or where their desires clash or are mutually exclusive.

In many cases, two factions may be locked in a long-term conflict, and the PCs may be the decisive force that tips the balance of power one way or the other.

Involving the PCs

Conflicts are the source of adventure hooks. Use them to develop reasons that the PCs might want to engage with the situation. Try to have at least a few things on the go at any one time, so the players don't feel like they only have one option to follow. Ideally, they should have three or four potential adventure hooks, plus any self-assigned goals they may wish to pursue.

The PCs may become involved in these situations in a number of ways – a conflict may affect them personally, or may affect an NPC they care about; they may be members of a faction that's involved in the conflict, and thus be sent on missions by their superiors; they may witness or become embroiled in a dispute such as a skirmish, assassination attempt, coup, or declaration of martial law; or they may be approached by NPCs with a stake in the conflict who offer to hire them.

Tie some conflicts back to the PCs – make it personal! If factional conflicts don't affect the PCs directly, they might affect family members, colleagues, or other important people in their lives. If they haven't defined any important people at the beginning of the campaign, you can always wait until they make connections with NPCs during play.

Checklists

Using checklists becomes even more important when you have multiple competing factions in play. They are a vital tool for keeping track of the progress of various plans and events.

During and between sessions, you'll want to keep your checklists up-to-date and use them to identify short-term goals for your factions.

Example Situation-Based Scenario

For a fantasy campaign set in a city-state, the GM begins by creating the following three Factions:

- *The Court of the Prince, ruled by Prince Alpert.*
- *The Mercantile Council, a group of Guildmasters led by Antonia Vespa.*
- *The Order of Alabaster, a mysterious group of sorcerers led by an individual known only as The Pale.*

Organisation

The Court

While Prince Alpert wields official political power and has the final word on laws and developments within the City, he must rely on trusted advisors and delegates to keep things running smoothly. The Court is structured like a pyramid, with the Prince at the top and authority being distributed downward.

The Court is made up of many groups and factions including the Prince's household, the army, the civil service, several influential aristocratic families, and ambassadors from other States.

The Council

The Mercantile Council is a group formed from the heads of the City's most influential artisan and specialist merchant Guilds. Every four years, one of their members is elected to Chair the Council and represent them at Court.

Each member of the Council is the head of their own specialist Guild, with an equal voice. Individually, their roles are to advocate for favourable trading conditions for their own Guild. As a group, the Council advocates for the benefit of all its members – although in practice, the Guild associated with the current Chair usually receives the most benefit.

The Order

The Order of Alabaster is little more than a loose collective of powerful but individual sorcerers. It functions as a network for magical research and philosophical discussion.

Members of the Order are all strong individuals, and it is rare that the entire group will agree on a course of action. Individual members often act on their own agendas without consulting the others.

The one known as The Pale has a position at Court, advising the Prince on mystical matters. Although not the leader as such, having a foot in both camps makes The Pale the most influential member of the Order.

Connections

Antonia Vespa represents the Mercantile Council at Court. Lesser Guilds have no direct connection to the Prince, but their services are often engaged by the Court at various levels – supplying materiel to the army, fulfilling craft contracts, providing transport, and so on.

As mystical advisor to the Prince, The Pale is the only member of the Order welcome at Court. Individual Court members may engage the services of Order members, but usually in secret and to pursue personal agendas.

Most Guild members steer clear of the Order, preferring worldly concerns over the Order's metaphysical pursuits. Order members may ignore or involve Guild members in their plans according to their personal whims.

Conflict

The various groups and representatives within the Court are constantly vying for the Prince's favour.

The Prince wants what is best for the whole State, while the Council lobbies only for favourable trade conditions.

Members of the Order may come into conflict with anyone – including one another – while pursuing their own plans.

The Council cares only for the material world, and the Order cares only for the metaphysical.

Involving the PCs

The above is just a start; the GM needs to dig a little deeper, create and name various NPCs, and decide on their motivations and connections.

Involving the PCs depends a lot on how they relate to the rest of the setting. They may be members of one of the factions, or they may be free agents for hire.

If the PCs aren't likely to be directly involved with the factions (if they are street-criminals or theatrical performers, for example), then these factions don't need to be detailed thoroughly; they will instead form a backdrop and may occasionally become relevant to the game. If that's the case, though, the GM should focus on developing some smaller factions that directly relate to the PCs and their lives (such as local gangs and crime-lords, or performance venues and actors).

TURNING THE KEY

Running a Session

A typical **PowerFrame** game session lasts a few hours. Depending on your situation and the sort of game you're running, you might play for an hour or two, or maybe up to six hours at a time. Small fights can be resolved fairly quickly, but larger and more involved fights might take several hours to resolve. The right balance between combat, exploration, and social interaction is something that your group will need to work out amongst yourselves.

Establish or Recap

When everyone sits down at the table, the first thing you'll want to do is make sure everyone knows what's going on in the game world.

- If it's the first session, you'll need to set the scene. Go over who the characters are, how they know each other, where they are, and what they're doing. Once that's established, you'll kick off the game.

- If you're continuing a game, ask if everyone remembers what happened previously. Make sure to recap major events and developments, and remind them of things they were intending to do. If people are hazy about what's going on, talk it over as a group and re-establish the 'facts'. Start the game once everyone's up to speed.

Framing Scenes

Whenever the time or place changes significantly, it falls to the GM to describe the new scene. This description should include sights, sounds, smells, other sensations, and any new developments. Describe the game world as experienced through the characters living in it.

In some cases, the GM and the players may collaborate to establish the details of a scene. The players might want their PCs to go somewhere or do something. It's up to the GM whether they manage it with no problem, or run into some adversity on the way.

One of the GM's most important jobs is to mediate the group's shared imagining of the game world. Everyone will have their own slightly different idea of what's going on and where things are. Most of the time it's not a problem, but sometimes the GM will need to discuss the situation with the group and make sure everyone shares a common vision. Don't punish a player for having arrived at a different understanding.

Effectively, the version of the game world in the GM's head is the 'official' version. However, the GM should try to be flexible and incorporate the ideas and visions of the other players when it's reasonable to do so.

Adventure Hooks

Unless your players are in the middle of something already, or are proactively setting their own agenda, you'll need to use adventure hooks to start the game rolling. A hook is basically an invitation to get involved in a new situation.

From your scenario planning, you should already have some ideas how to involve the PCs. Combine these ideas with things the PCs are already invested in, and try to make the motivations personal.

For example, rather than having an unknown NPC approach them for help, make it an NPC they already know and care about. Rather than a mysterious wizard hiring them for a quest, it should be their liege-lord or one of the characters' parents.

When you introduce a new hook to the players, don't force engagement. If they honestly aren't interested there's no point insisting they pursue it. Instead, you have a few options.

- You can try introducing a different adventure hook, as naturally as possible. Don't just hit them with a list of hooks until they take one, though. You'll usually want to frame a new scene, and have it happen later on.

- You can ask the players what they want their characters to do, and improvise a PC-defined goal-based scenario.

- You can think about what will happen because the PCs have chosen not to engage the hook, and have the results of that influence the game as events progress. Although you should follow through with logical outcomes, keep in mind you're doing this to portray a living world, not to punish the players.

TURNING THE KEY

Calling for Rolls

Some situations (such as combat) have rigidly-defined rules for when and what to roll. At other times, whether to roll dice and what effect the roll has is up to the GM.

Before calling for a dice roll, consider the following.

- Will a failed roll bring the scenario to a halt, or have dire personal consequences? Does the risk outweigh the potential gain?
- Is the task trivial, or the stakes low? Is it something that people routinely do every day?
- If the PC isn't pressed for time, is the task something they'll succeed at eventually if they keep trying?

If you answer yes to any of those questions, it's probably not worth rolling dice. In most cases, you can just narrate their success and move on.

In some cases, a player may be determined to attempt a risky course of action. Before calling for a roll that could have dire consequences, take a moment to make sure the player understands their chances of success and the price of failure. Sometimes people have different ideas about what's possible, or they have a different idea of what's going on in the game world.

Revealing Information

Don't be stingy with clues and information. Things might be obvious to you, but the players don't have access to the full picture. For the players, the fun is not usually in the act of discovering information, but in figuring out how it affects the situation and their view of the world.

- If failure to find a clue would bring the game to a frustrating halt, consider calling for a roll to see who finds it, rather than a roll to see if they find it or not.
- Make sure that the players are aware of things their characters would reasonably be aware of. Remember, the characters live in the game world, but the players are only connected to it through your descriptions.

Moving Pieces

The GM's role is to introduce events, encounters and obstacles; the PCs get to decide how they approach the situation. The game system is a tool used by everyone to resolve what actually happens.

As GM, don't decide how things should play out beforehand, even though you probably have a few ideas about what might happen. Watching the players solve a problem you hadn't even thought up a solution for is one of the great things about GMing.

If you think about the game world like it's a real place, then you can have it react flexibly as the game unfolds. Don't just consider what's going on around the PCs; keep in mind what's going on in distant places too.

- News travels. Who's heard about recent events? How are their plans affected? How are they responding?
- Have a good idea how the opposition is organised and where their forces are initially, but redeploy them in response to developing situations.

Outcomes & Consequences

Whether the PCs succeed or fail at their goals, there will be changes in the world.

- Success is generally beneficial to the PCs, and they will reap the rewards of information, completed goals, or material gain. Their reputation will likely increase, strengthening ties with their allies but also attracting the attention of their enemies.
- Failure usually has negative consequences for the PCs, but it doesn't have to be the end of the story. They may lose resources and the confidence of their allies, but maybe their enemies will take them less seriously. Perhaps the PCs just need to regroup and try a new approach.
- Sometimes, outcomes may be less clear. Perhaps the PCs find the treasure but their enemy escapes. Perhaps they fight off an attack but lose their base in the process. Such outcomes only serve to create a richer and more complex world.
- Failure to engage also creates outcomes, as the world does not simply sit by and wait on the PCs' convenience. Follow through with logical consequences, even on adventure hooks not engaged. Be mindful, though, that the PCs are not the only forces at work in the world, and they can't be expected to solve all of its ills. Others may step forward, acting on their own agenda. Whether these attempts succeed or not is entirely up to the GM.
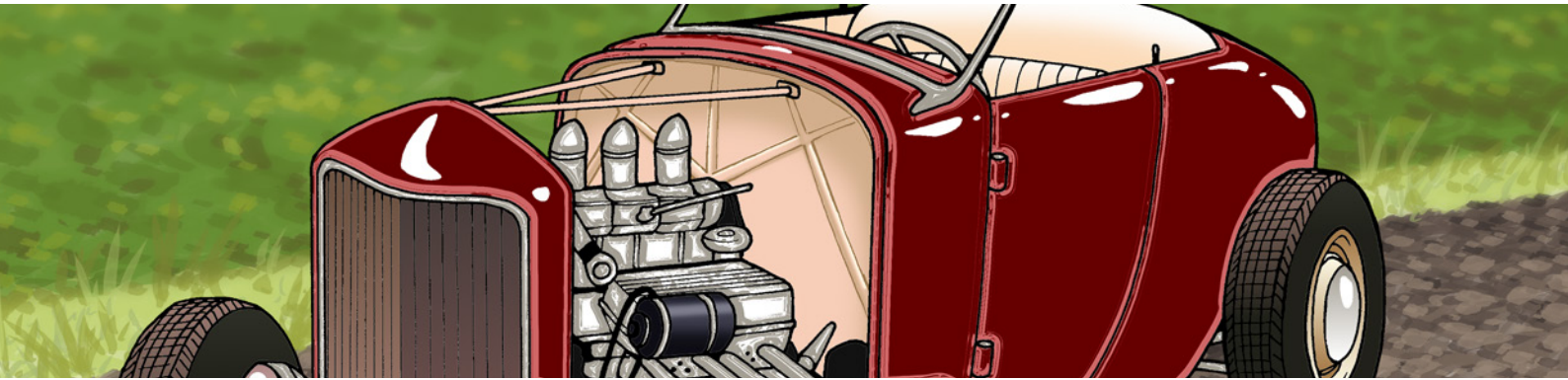
This chapter is intended primarily for the GM, but there's nothing in it that the other players can't read too.

This chapter contains guidelines for GMs who want to come up with their own source material. *PowerFrame* was written with this in mind; the various subsystems use consistent, concrete methods for building things in the game, and all of the examples can be constructed using the same rules. This means that it's fairly easy to modify or create original resources for your own game without having to guess, hand-wave, or break the rules.

Creating NPCs [p222]

This section covers the creation of non-player characters, from important allies and adversaries to average citizens, incidental characters, and stock archetypes for quick reference.

Creating Races [p224]

This section deals with the specifics of creating your own Racial templates.

Creating Creatures [p225]

This section goes over the process for designing and creating your own original creatures, animals and monsters in game terms.

Creating Armour [p226]

It is a fairly simple process to create your own armour varieties.

Creating Weapons [p227]

Weapon design is partly a matter of assigning Attack and Damage values, and partly of deciding which Special Weapon Attributes are appropriate.

Creating Maps [p230]

This section gives advice on designing your own world maps, and also has some pointers for GMs who want to draw a Players' Map [p100] as the group explores.

Creating Arcana [p232]

This section provides guidelines for detailing your own spell fragments.

UNDER THE HOOD

Creating NPCs

The GM generally controls all non-player characters, decides their actions and reactions, and rolls for them when necessary. However, players may also be given control of NPCs such as allied combatants, assistants, henchmen, and occasionally even adversaries.

Major NPCs

Villains, close allies, and major personalities often require a detailed approach. You can make important NPCs using the regular character creation method [p15] - Concept, Abilities, Attributes, and Equipment.

The main differences are that you don't have to build them with a limited number of CP (although you still have to follow the same Ability Level restrictions), and there's no restriction on the amount or type of equipment you can give them. They may also have access to options that are not available to the PCs, such as restricted Races or forbidden mysticism.

Because there are no hard limits, it's important to exercise discretion and common sense. Use the Power Level table to decide how many CP are appropriate based on how experienced, important or dangerous the NPC needs to be. Only assign equipment that is a suitable fit for the NPC's purpose and concept.

Power Level	CP	Max Ability
Untrained	0	2
Novice	5	3
Journeyman	10	4
Adept	15	5
Expert	20	5 (6)
Master	30	5 (7)
Hero	40	5 (8)
Legend	50	5 (9)

In addition to their actual occupation, you should consider their purpose in the game. Are they meant to pose a military or political challenge? Are they intended to offer material or moral support, or provide specialist skills and knowledge?

Incidental NPCs

Many NPCs don't require any real definition in game terms. If the NPC only makes an appearance to add background colour, provide clues or information, or sell something, then they probably don't need a full list of Abilities, Attributes and equipment. If they turn out to be more important than you initially thought, you can always give them a full write-up later on.

Ordinary people will have most Abilities at 0, or average for their Race. They may have two or three Abilities at 1 that relate to their occupation, and one Ability at 2 that reflects their area of expertise. Masters and specialists can have Abilities higher than this, but they are rare and may be better represented as Archetypes or Major NPCs.

Archetypes

Archetypes are very broadly defined, generic pre-made character templates. They can be used quickly and easily to represent incidental or less important NPCs.

As such, the concept for an Archetype should not include too much specific detail. Usually, just an occupation is enough to describe their intended use.

You will probably want to create original Archetypes for your setting. Some organisations may give their members specific training, or a group may encourage membership by people with certain skills. One organisation may even use several Archetypes, such as a Holy Order that contains both priests and knights.

The Adversaries section [p193] *contains a few Sample Archetypes* [p195].

Types

A complete Archetype gives Ability Levels at various stages of advancement, allowing the GM to choose one that is best suited to the game requirements.

These different progressions are called Types, ranging from Type I (5 CP) to Type V (25 CP).

Abilities

Use the following guidelines to help you build your own Archetype.

- Write a list of Abilities that are important to the Archetype.
- A Type I Archetype begins with 5 Character Points.
- Decide on the most important Ability. It will begin at 2.
- Decide on the three next-most important Abilities. Each of these starts at 1.
- At Type I, you can also assign negative Abilities. However, they must be appropriate to all members of the Archetype, and you shouldn't assign more than 2 points of negative Abilities.
- Each new Type will add 1 point to the Levels of five important Abilities (not more than 1 point each).
- Spare points will start to appear at Type II and above. These can be assigned to new Abilities.

Each Type builds on the last, just as though you were to keep a record of what Advances a character chooses as they become more powerful. The Types are like snapshots of a character's Abilities at 5, 10, 15, 20, and 25 Progress.

Sword Warrior	I	II	III	IV	V
Melee	2	3	4	5	5
Avoid	1	2	3	4	5
Strength	1	2	3	4	5
Toughness	1	2	3	4	5
Wits	0	1	1	1	2
Move	0	0	1	2	2
Willpower	0	0	0	0	1

This is an example Archetype, showing how the Abilities are built up as the Archetype progresses.

Equipment

You may also want to note down any equipment commonly used by the Archetype. Picking weapons and armour ahead of time is particularly useful for combatants.

Careers

You can quickly construct a custom-made NPC by picking and choosing from a variety of different Archetypes. This will give you a character somewhere between an Archetype and a fully-fledged NPC.

As always, you need a Concept to build the NPC around.

- *Decide what Progress the NPC will have. They will have one Career for every 5 Progress.*
- *Choose a starting Archetype as their first Career. The character begins with the same Abilities as the Type I profile.*
- *For each additional Career, pick an additional Archetype. You can pick the same Archetype multiple times.*
- *Each time you pick an Archetype, note the top 5 Abilities listed in its Ability Progression. Increase the character's Level in these Abilities by 1.*
- *If an Ability has already reached its maximum, then the Level may be spent in any Ability of your choosing.*
- *When you have finished, tally up all the Levels to create the character's final Ability list.*

UNDER THE HOOD

CREATING RACES

Concept

Before you start picking Racial Modifiers and Traits, be sure you have a concept in mind. To define a Race, you need to basically list everything about them that is different to a human.

- How does the Race differ physically from humans? Are the differences purely cosmetic, or will they have mechanical effects in the game?
- Does the Race have any innate Powers, such as Dark Vision, regeneration, or flame breath?
- What habitat does the Race prefer? Is their homeland remarkable, and does it affect their physique or culture?
- What does the Race eat? Are they hunters, scavengers or farmers?
- What do their typical social organisations look like? Do they live alone, form family groups, or gather in settlements? Are they given to particular forms of government? Are there castes or minorities within their society whose members are treated differently?
- Do members of the Race often belong to particular religions, armies, guilds or secret societies?
- How does the Race view members of other Races? Do they have any particular allies or enemies?
- Does the Race tend towards particular personality traits? Do they have a reputation, deserved or otherwise, among other Races?

The Adversaries section [p193] *contains a small selection of Sample Races* [p194].

Threat

The advantages and disadvantages assigned to a Race are measured in Threat. In most cases, the good and bad elements will balance out to a Threat of 0. If someone chooses to play a member of a Threat 0 Race, it doesn't cost them anything.

Sometimes, Races will have more advantages than disadvantages. When using a Racial template with a positive Threat, the Threat is the number of Character Points that must be paid to buy the Race, before starting to buy the character's Abilities.

Likewise, if a Racial template has a negative Threat, then playing a member of this Race yields an equal number of bonus CP.

Racial Modifiers

Most Races have one or more Racial Modifiers, which change the 'average' starting Level of an Ability. When considering which Abilities deserve Racial Modifiers, consider the following:

- Is it appropriate for all members of the Race?
- Is it due to physical, psychological or environmental factors?
- If the Modifier is purely social in nature, it may not be best represented by a Racial Modifier.

The value of a Racial Modifier depends on how different a Race is from a basic human. Almost all Racial Modifiers are only worth 1 or 2 points; larger Modifiers are possible, but should be saved for only the most exceptional cases.

Racial Modifiers are worth Threat equal to their rating.

Difference from Human	Racial Modifier
Slight	±1
Moderate	±2
Substantial	±3
Massive	±4
Enormous	±5

Traits [p59]

In addition to Ability Modifiers, Races may have other Traits – advantages and disadvantages that reflect their inhuman capabilities. Traits are all rated in Threat, which is added to the Race's total.

'Power' is a very general Trait [p63] that allows a Race to buy a Spell [p123] as a Power [p132]. This allows Races access to a very wide range of unusual effects.

Concept

Designing a creature has the fewest restrictions of any type of character creation. Therefore, it is especially important to have a clear concept before deciding on any game effects.

If you are making a game version of a real-world animal or an existing mythical creature, researching it even a little will probably yield all sorts of interesting facts that can be used to flesh out and influence the design.

- What does the creature look like? Is it an existing animal, a variation, hybrid or mutant, or is it a unique creation? Consider the creature's size and shape, coloration, hide, markings, and bearing.

- Are there any physical attributes that may have a game effect, such as natural weapons (claws, teeth, horns, hooves, spikes) or armour (bony plates, leathery hide, gelatinous form, insulating coat)?

- Does the creature have any unusual forms of movement? Can it run, fly, swim, leap, climb or burrow particularly well?

- Does the creature have any innate powers? These may cause spell-like effects, or effects unique to this creature.

- Where does the creature make its home? Where does it sleep? How does it find food, and what does it eat? How does it protect itself? Does it live in social groups, or alone? How does it reproduce?

- How will the creature react when encountered? Not all creatures are hostile, and even those that are may not always attack people. Is it territorial or defensive? Will it fight or flee? Will it attack for reasons other than food?

Threat

Creatures are made up of Abilities, Attributes and Traits. All of these are measured in Threat. The higher a creature's Threat, the more dangerous it is.

You don't need to settle on a specific Threat total before making a creature. Instead, just select the things you think it should have and then see what Threat you end up with. If you think it's too dangerous, or not dangerous enough, then you can modify it until you achieve the right balance.

Use the following table to roughly figure out how nasty a particular creature will be, although that also depends on the characters encountering it.

Creature Threat	Description
around 0	Pathetic
around 5	Weak
around 10	Average
around 20	Dangerous
around 30	Deadly
around 50	Epic
around 75	Devastating
around 100	Unstoppable

Abilities

If you intend for the creature to fight, make sure you consider the following Abilities, even if they are taken at 0.

- Strength
- Toughness
- Unarmed
- Other Attack Abilities
- Avoid
- Move
- Swim
- Climb
- Wits
- Stealth

Many Abilities are irrelevant for creatures *(Politics, Music, Scholar)*. Instead of assigning negatives to all such Abilities, it is better to use common sense and not let creatures attempt an Ability roll that doesn't make sense.

Traits [p59]

The list of Traits is used to price anything unusual about the creature that is not purely measured by Abilities and Attributes.

Creatures can take just about any Traits, although naturally they should be ones appropriate to their concept.

Learning by Example

If you are not sure what an appropriate Ability Level is for a creature, or what sort of Traits and Powers to give them, you can look through the Sample Creatures [p198] in the Adversaries section .

Use any creature descriptions that are similar to what you have in mind to get a feel for what sort of statistics are appropriate.

UNDER THE HOOD

Creating Armour

Protection

Designing armour is pretty easy. The main thing is to decide how much protection it will provide against the four different types of damage – Cutting, Piercing, Bludgeoning and Energy.

Compare your proposed armour to the listed armour types [p164] to get a feel for appropriate Toughness Bonuses. To make the calculations easier, assign an even number of points (as in, divisible by 2) between the four Damage Types.

Cutting attacks are blocked well by metal. Even a loose lattice of cut-resistant material, such as large metal rings, can provide good protection. Soft armours such as leather are more easily cut, and thus provide less protection against Cutting attacks.

Piercing attacks are best stopped by very hard or very thick armour, or rigid armour which is shaped to deflect blows. Armour with holes and gaps will be less effective against Piercing weapons.

Bludgeoning damage is reduced by well-padded armour, such as padded leather or hide. Solid metal armour such as plate also spreads the impact of the blow over a wider area.

Energy attacks are best absorbed by thick or insulating armour. Some metal armour can conduct the effects straight through to the wearer.

Cost, Encumbrance, and Threat

Add together the Toughness Bonuses you've assigned to the four Damage Types to give the armour's total protection rating.

- **Cost** per Location is equal to the total protection rating divided by 4.
- **Enc** per Location is equal to the total protection rating divided by 4, minus 1, with a minimum of 0.
- **Threat** per Location (in 12ths) is equal to the total protection rating divided by 2.

Lightweight Armour

Modern and futuristic armours often provide better protection for the same weight, as they use lightweight materials and production techniques not available in ancient times.

- In most cases you can reduce Enc by ½ for modern armour, and by 1 for futuristic armour.
- Any reduction in Enc results in an equivalent increase in both Threat and Cost.

So you have a weapon in mind, but you can't find it on the list. Or, you really want to make a custom triple-barrelled shotgun with under-mounted grenade launcher. This section takes you through the design process step by step.

For close-combat weapons there is a basic design formula, which has been used to generate most basic types of weaponry. While these archetypes are a good start, they should in no way discourage you from coming up with esoteric weapons based on different values.

The Standard Blades are the basic close-combat weapon archetype. The Heavy and Light blades are constructed to fit conceptually between the Standard Blade types – for example, the Rapier could be considered a light Longsword, or an accurate Shortsword. Their Cost and Enc reflect this half-way fit.

Standard Blades	Attack	Damage	Type	Special	Cost	Enc	Thr
Shortsword	Melee	Strength+1	C		4	2	2
Longsword	Melee	Strength+2	C		6	4	3
Greatsword	Melee	Strength+3	C		8	6	4

Heavy Blades	Attack	Damage	Type	Special	Cost	Enc	Thr
Scimitar	Melee-1	Strength+2	C		5	3	2
Falchion	Melee-1	Strength+3	C		7	5	3
Great Scimitar	Melee-1	Strength+4	C		9	7	4

Light Blades	Attack	Damage	Type	Special	Cost	Enc	Thr
Smallsword	Melee+1	Avoid	P		5	1	2
Rapier	Melee+1	Avoid+1	P		7	3	3
Sabre	Melee+1	Avoid+2	C		9	5	4

Attack

All weapons base their Attack on an Ability. Even automated guns would have to be given a Shooting score to determine how accurate they are.

- Particularly well-made and balanced weapons may get a +1 Attack Modifier.
- Particularly unbalanced, improvised or crude weapons may get a -1 Attack Modifier. This includes firearms whose barrel is shorter than standard for the type, such as a sawn-off shotgun. Really poor weapons may get a -2 Attack Modifier.

The following is a list of Abilities that are commonly used as Attack Abilities, and the general types of weapons they are best suited for. Please note that this is not an all-inclusive list! Some unusual or specialist weapons use very unusual Abilities to attack, such as Farming for a scythe, or Wits for spit-blades.

Attack Ability	Weapon Types
Melee	Knives, swords, thrown, single-handed.
Unarmed	Hands, feet, teeth, natural weapons, weapons used with clenched fists.
Avoid	Whips, flails, flexible weapons, indirect weapons.
Strength	Axes, hammers, heavy crushing and cleaving weapons.
Bows	Bows, crossbows.
Shooting	Pistols, sub-machineguns, shotguns, rifles.
Gunnery	Cannons, flamethrowers, heavy weapons.
Demolitions	Mines, explosives, booby traps.

Damage

Damage will either be rated as an Ability plus a Damage Modifier, or a set number.

Most close-combat weapons and bows use an Ability for their base Damage. The Ability used depends on the type of weapon. Strength is the default Ability for most weapons. Abilities other than those listed in the Damage Ability table may be used for strange or specialised weapons, such as Fishing for a fishing spear, or Charm for spit-blades.

If an Ability is used as the base for Damage, then it will have a Modifier. This normally ranges between 0 and +3, and represents the general size of the weapon. Some weapons may have Damage Modifiers of –1, or up to +5. Exceptional weapons may even have Modifiers above +5. Use the Damage Modifier table as a guide.

Weapons such as guns, explosives, and other weapons that do not rely on the skill of the user to generate damaging force will have a set number for Damage, rather than an Ability and a Damage Modifier. Some weapons such as shotguns actually use a dice to determine the strength of the damage that hits. This dice should not be confused with the dice rolled to determine Damage. In particular, it is not open-ended, and is simply used to determine the power of an attack before the Damage dice is rolled.

Damage Type

There are six basic types of damage. A weapon must have at least one of these.

Damage Type determines effectiveness against certain types of armour, or may allow modes of attack that bypass armour altogether. It's also used to determine the effects of Critical Hits [p91].

Damage Ability	Weapon Types
Strength	Knives, swords, unarmed, natural weapons.
Toughness	Axes, hammers, staves, heavy crushing and cleaving weapons.
Melee	Whips, flails, flexible weapons, indirect weapons.
Hunting	Bows, thrown spears.
Avoid	Some light blades.
Unarmed	Some Grappling weapons.

Damage Mod	Weapon Types
-1	Bare hands, minuscule weapon.
0	Dagger, tiny weapon.
+1	Shortsword, small weapon.
+2	Longsword, average weapon.
+3	Greatsword, large weapon.
+4 or more	Giant, magical, or power-weapons.

Damage Value	Weapon Types
1	Hand Crossbow
2	Light Handgun, Light Crossbow.
3	Autopistol (9mm), Crossbow.
4	Revolver, Heavy Crossbow.
5	Hunting Rifle (.202)
6	Assault Rifle (5.56mm)
7	Heavy Hunting Rifle (.303)
8	Battle Rifle (7.62mm)
10	Heavy Machinegun (12.7mm).
1D6+1	Shotgun (12gge), Frag Grenade.
1D6+2	Shotgun (10gge).

Damage Type	Weapon Types
Cutting	Blades, shears, claws and teeth.
Piercing	Spears, bullets, spikes and horns.
Bludgeoning	Staves, maces, knuckledusters, shotgun pellets, fists, hooves.
Energy	Flamethrowers, beam weapons.
Grapple	Whips, chains, ropes, tentacles, hands.
Stun	Tasers, concussion grenades, boxing gloves.

UNDER THE HOOD

CREATING WEAPONS

Special

You can apply any appropriate Special Weapon Attributes [p166] to a weapon. Each has its own Threat value.

Special Weapon Attributes should be selected to reflect how the weapon is supposed to work, rather than just adding extra things to make it more powerful.

Cost

The cost of a weapon is mostly affected by Threat and size.

- Standard melee weapon costs are 2, 4, 6 or 8 CU depending on the size of the weapon.
- Having an Attack or Damage Bonus higher than normal tends to increase the cost by 1 CU – see the Heavy and Light Blades tables [p227] for examples.
- Firearms and most other weapons tend to cost around twice their Threat in CU. This may vary depending on the size and weight of the weapon, the quality of its material, and workmanship.

If in doubt, compare your creation to existing examples, or use your judgment.

Encumbrance

The Enc of an item largely depends on its type, and how much damage it does. The Standard Enc ratings for close-combat weapons and modern firearms are:

Close Combat	Firearms	Enc
Ability+0	2	1
Ability+1	4	2
Ability+2	6	4
Ability+3	8	6
Ability +4	10	8
Ability+5	12	10

- A weapon with a +1 to Attack will tend to be a point lighter than a standard one, while a weapon with a -1 to Attack will tend to be a point heavier. See the Heavy and Light Blades tables [p227].
- Bows, guns, and thrown weapons are usually lighter than melee weapons. Take into account the options and configuration when deciding if a weapon should be heavier or lighter than comparable weapons.
- Very small thrown weapons may have ½ Enc or lower! Since these weapons are often taken in large quantities and are disposed of when used, this is not worth any extra Threat.

The best way to figure out the appropriate Enc for a new weapon is to compare it to any similar items on the weapon lists.

Threat

The Threat of a weapon is based on its Attributes.

- Add or subtract any Attack Modifier.
- If the weapon uses a set number for Damage, add this number. 1D6 is worth 4 points, but 2D6 is worth 7 points.
- If the weapon uses an Ability and a Damage Modifier, add the Modifier plus one.
- If the weapon has more than one damage type (except Stun), add 1 Threat. If a weapon does only Stun damage, halve the total Threat.
- If the weapon has any Special Weapon Attributes [p166], add the appropriate Threats.
- If the weapon is lighter than normal for its type (not counting the standard Enc Modifier for Light and Heavy Weapons), add 1 Threat.
- To find the Threat of combination weapons, figure out the Threat of each individual component, and simply add them together.

UNDER THE HOOD

CREATING MAPS

Maps come in many forms. The most common maps in *PowerFrame* are Battle Maps [p66] and World Maps [p100]. You may also find it useful to create relationship maps to keep track of your factions [p217].

You can create maps of physical locations either with or without a hex grid. With all maps, it's advisable to use a top-down approach. Start by outlining general areas and making sure you're happy with their relation to each other, and then add details to flesh things out.

World Maps

If your game will involve overland travel, it's probably a good idea to create a hex-based World Map for use with the Travel rules [p99]. Otherwise, a sketch map showing relative distances should suffice for games where travel isn't a major issue.

Keep in mind, 20km World Hexes are very large areas, so it's not unrealistic to have highly varied terrain in even a small area of the map.

Once you have an idea in your head of the area you'll be mapping, start with some freehand pencil sketches over the hex grid.

- Sketch in the vague shape of any coastlines.
- Develop the topography. Draw lines or blobs to represent areas of hills and mountains. If you're using Contours, figure out roughly what the shape of the land is.
- Taking into account the topography, sketch in some lines for major rivers and tributaries. These will generally flow from mountain ranges to the sea, but rivers can also start from hills, swamps, lakes, and even open flat terrain. If you know the prevailing wind direction, you can predict which side of a mountain range will get the most rain, and which will be drier.
- Plan out major areas of vegetation. Sketch in areas of forest and jungle where there's good water flow, and make note of sparse and arid regions.
- Start firming up the terrain by assigning Topography, Vegetation, and other Markers [p101] to specific Hexes. Start adding detail and local variation.
- Place major settlements and define other signs of civilisation such as roads, borders, ruins, and mines.

Advice for preparing final World Maps can be found on the following page.

Location Maps

Locations such as settlements, buildings, ruins, and rural areas are probably best left as sketch maps unless you are sure they will see combat [p65].

You can draw location maps onto Small Hex Grids [p206] to plan out large areas (with a rough sketch or meticulous detail), and then transfer specific areas to a full-sized Battle Map when the need arises.

Given the wide variance of location maps, it's difficult to provide much specific guidance. Pay attention to how the map flows, where it creates and denies access. Mentally walk through the place to familiarise yourself with the layout.

Relationship Maps

These are maps that show the relationships between various elements such as NPCs and organisations. If you are developing a situation-based scenario [p217], relationship maps are invaluable for defining an organisation's structure, detailing splinter groups, and for analysing conflicts and motivations when looking for adventure hooks.

- Start by drawing a big circle for each major faction.
- Use medium-sized circles within each faction to represent groups – departments, divisions, armed forces, secret groups, traitors in their midst.
- Draw small circles to represent the major individuals within the organisation – leaders, diplomats, functionaries, and anyone who wields power or who has a relationship to the PCs. Some of these individuals will be within a group *(a sergeant inside a militia)*, and some will be outside a group but connected to it *(an executive with control over the militia and the public relations unit)*.
- Draw connections between factions, groups, and individuals, noting how they are connected. Anywhere on the map, a connection may represent control, alliance, or antagonism.

UNDER THE HOOD

Drawing World Maps

Here are a few tips and tricks for drawing neat and usable maps when developing your own World Maps [p100], when extending the Players' Map as their characters explore the world, or when creating a special Battle Map [p66].

Equipment

To draw a map, you'll need:

- Blank Hex grid paper [p203].
- A black fine-line marker (or any fine felt-tip pen, ball-point pen, or dark black pencil).
- A set of colour pencils.

Pencil Colours

Ideally, you'll want all of the following colours. Alternatives are listed for the harder to find shades.

- **Yellow** for Arid, Beach, Sandbar.
- **Orange** for Cliffs.
- **Red** for Civilisation.
- **Light Blue** for Streams, Rapids, Shallow Water.
- **Dark Blue** for Rivers, Waterfalls, Deep Water. Use heavier pressure to draw areas of Trench.
- **Light Green** for Light Vegetation.
- **Mid Green** for Forest. Alternately, use Dark Green with lighter pressure.
- **Dark Green** for Jungle. Alternately, use Mid Green with heavier pressure.
- **Tan** for Sparse Vegetation. Alternately, use Olive, or apply Orange or Brown with lighter pressure.
- **Brown** for Tracks, Roads.
- **Black** for Sealed Roads, Caves.

The most important thing is to make sure you can easily tell apart the five colours used for Vegetation, and that they don't blend in too much with the blues, browns and oranges used for other map details.

As long as you colour consistently, you can make a 'key' at the bottom of the map so people can tell at a glance what your different colours mean.

Details

Begin by drawing the markers for Civilisation, Roads, Rivers, Streams, Cliffs and Beaches. Also include the X part of Reefs and Sandbars.

Draw on the details even if they are on the far edge of a visible area or behind a Mountain.

Some Map Markers may be concealed until specifically discovered, such as a Site or Village. It's okay to leave these off until later, as you can usually draw them over the top.
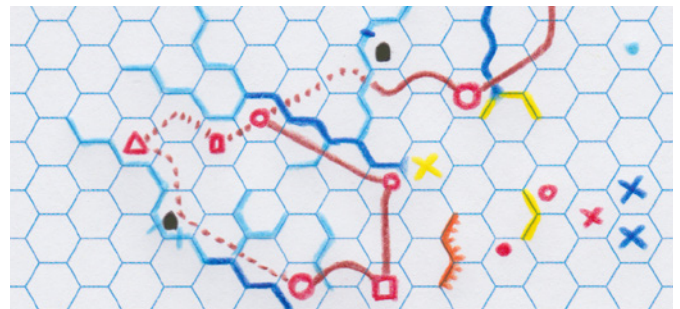
Colour

Colour the Hexes in with their solid Vegetation or Water colour codes, being careful not to go over the details you just drew on. Try not to press too firmly, unless you need the extra pressure to distinguish a Jungle or Trench.

Topography

Use your black fine-liner to draw on the Topography icons. You can also write on location names, if known to the players.

UNDER THE HOOD

CREATING ARCANA

> Major Arcana are the keys to creating new mystical effects. Minor Arcana can be used to expand or refine the range of targets available for certain Major Arcana.

Creating Major Arcana

A Major Arcana is the fundamental essence of an effect, removed of any temporal or spatial considerations covered by Parameters [p133].

The included list of Major Arcana [p136] already covers most strongly-defined game effects *(Burn, Damage, Slow/Speed)*. New Arcana are more likely to affect the fiction without having a rigidly mechanical effect *(Telepathy, Comprehend, Condense/Expand)*. In some cases though, you might want to mechanically handle an existing effect in a new way.

All Major Arcana should have single-word names.

Effect

Try to pin down the core of what your new Arcana does. Write its effect in as brief a form as possible, while trying to ensure it's not open to misinterpretation or abuse.

Minor Arcana

If your new Major Arcana could apply to a range of different subjects *(Detect, Dominate)*, you might consider requiring a Minor Arcana. This will effectively create an array of different Spells with separate subjects *(Dominate Animals, Dominate Undead, Dominate Living)*.

Not all Major Arcana need a Minor Arcana. Sometimes it is better to just have the effect work logically on whatever it targets *(Burn, Slow, Glue)*.

Parameters

Think about how you envision the Arcana being used in a Spell, and consider if any Parameters will cause problems or not make sense. Generally you should be as permissive as possible when restricting the use of Parameters, but there are some combinations you'll want to avoid.

- Offensive Spells *(Confuse, Drain)* usually require a Limited Action or slower to cast. If you allow Standard or Free Actions, the Spell can be used more frequently than a standard Attack action.

- If you envision the Spell only affecting the caster, you might want to restrict the Range to Self. However, if there's even the slightest possibility of casting the effect on another character, don't restrict the Range *(Ambidextrous, Longshot)*.

- You generally shouldn't restrict the Area unless the Spell will never affect multiple Targets *(Enchant, Rebind)* or you can't use the Area Parameter to describe the Spell's effects properly *(Forecast, Dowse)*.

- Most offensive Spells should be Instant, to prevent a potentially massive outpouring of damage for the cost of one Spell *(Damage, Drain)*; however, there are exceptions *(Burn, Confuse)* when the Arcana could conceptually affect an area continuously *(Curse, Cloud)*. Some beneficial Spells don't make sense if they are Instant *(Breathe, Increase)*, while others do *(Enchant, Restore)*. Consider how the Spell will be used, and what effect an Instant or non-Instant Duration will have.

Casting Resistance

Setting the Casting Resistance for a Major Arcana is something of an inexact science. Start by comparing your effect to similar Major Arcana, and consider the following:

- Almost all Major Arcana have a Resistance of at least 2, and will generally be an even number.
- If the effect is powerful, increase the Resistance by 2 to 4 points.
- If the Spell should require significant effort or a ritual to cast, increase the Resistance by 4 to 6 points.
- If the Spell requires Minor Arcana, consider reducing the Major Arcana's Resistance to compensate.
- If the Spell is primarily intended to affect the Caster, increase the Resistance by 2 points.

Burn (a simple effect) has Resistance 2.

Reach (a minor effect mostly intended for use on the caster) has Resistance 4.

Dispel (a powerful effect) has Resistance 6.

Intangible (a powerful effect mainly intended for use on the caster) has a Resistance of 8.

Paralyse (a very powerful effect requiring great effort) has Resistance 10.

Resurrect (the most powerful Major Arcana, usually requiring a Ritual) has Resistance 12.

Creating Minor Arcana

Minor Arcana define the subjects that Major Arcana act upon. Minor Arcana are sorted into groups that share some similarity, so that any Minor Arcana from a group is interchangeable when constructing Spells.

New Groups

If none of the existing groups are suitable for a Major Arcana you've created, you may need to create a new group of Minor Arcana.

- Give the group a unique name.
- Make sure that all Minor Arcana in the group will create a Spell that makes sense when combined with its Major Arcana.

New Minor Arcana

You can fairly easily slot new Minor Arcana into a suitable existing group. The Matter and Subject groups are the most flexible, and the Subject group in particular could be reorganised or expanded to suit a particular game world.

Unique Minor Arcana

Some Minor Arcana are optional add-ons that affect the performance of a Spell. Some may only attach to specific Major Arcana *(leech, specify)*, while others have more general application *(discretion, result-1)*. Review the existing Unique Minor Arcana **[p150]** to get a feel for their utility.

Resistance

Use the following guidelines to judge the Resistance of original Minor Arcana.

Res	Minor Arcana
0	'Default' Minor Arcana *(scale: battle)* are unusual. Casters will automatically know these if they have a related Major Arcana *(Telepathy, Teleport)*.
1	Most Minor Arcana are quite specific or utilitarian *(environment: cold, attribute: health)*.
2	More general or powerful *(subject: solid, pool: mana)*.
4	Very broad or powerful *(subject: any, scale: world)*.
6	Extremely broad or powerful *(arcana: harm, scale: global)*.

INDEX

INDEX

POWER CRAVE
Roleplaying System

© Craig Judd 2015. Reproduction permitted for personal use.

Character Sheet

Player _____
Game _____

Abilities

Ability / Spec	Adv	CP	± Race	= Lvl

Equipment

Item	Cost	Enc	Thr	Eq

Bio

Name _____
Race _____
Role _____
Age _____ Gender _____
Size _____ Weight _____ Enc
Physique _____
Complexion _____

Advancement

Threat	Experience
Progress	_____
+ Equip Threat	
= Total Threat	☐

Pool Stats

Stat	Max	Current
Health	_____	_____ ✚
Endurance	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Carry & Encumbrance

Carry		Situation	Enc	Burden
Strength	_____	Travel	_____	_____
× Carry Mult	_____	Combat	_____	_____
+ Carry Bonus	_____			
= Carry	☐		_____	_____

Movement

Size Mod ☐

Armour

	Location	Type	C	P	B	E	Cost	Enc	Thr
1	Head								/12
2	Chest								/12
3	Stomach								/12
4	Hips								/12
5	Arms								/12
6	Legs								/12
	Body Armour Totals					☐	☐		☐

Weapons

Weapon	Attack		Damage		Type	Special	Cost	Enc	Thr	Eq
		☐		☐						○
		☐		☐						○
		☐		☐						○
		☐		☐						○
		☐		☐						○
Basic Unarmed	Unarmed	☐	Strength-1	☐	BG		-	-	-	

Size Differential = Attacker's Size - Defender's Size. Add Differential to Avoid rolls. Subtract Differential from Toughness rolls when Resisting an Ability-based Physical Effect.

Mystic Record Sheet

PowerFrame Roleplaying System

Character _____

Game _____

Magic

Type	Lvl	Vocab Max	Vocab Used
_____	____	_____	_____
_____	____	_____	_____
_____	____	_____	_____

Mana

Type	Lvl	Current
_____	____	☐☐☐☐☐ ☐☐☐☐☐
_____	____	☐☐☐☐☐ ☐☐☐☐☐
_____	____	☐☐☐☐☐ ☐☐☐☐☐

☐ Available ◨ Reserved ☒ Spent ■ Unavailable

Parameters

Action	Res	Voc		Range	Res	Voc		Area	Res	Voc		Duration	Res	Voc
ritual	-6	◯		self	-2	☑		single	0	☑		instant	0	☑
extended	-4	◯		touch	0	☑		adjacent	1	◯		durationX	X	◯
double	-3	◯		rangeX	X	◯		areaX	2X	◯		reserve	2	◯
limited	-2	☑						coneX	2X	◯		permanent	8	◯
standard	0	◯						wallX	2X	◯				
free	2	◯						radiusX	4X	◯				

MAJOR ARCANA

ARCANA	Res	Parameter Restrictions	Compatible Minor Arcana
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____
_____	___	_____	_____

minor arcana

arcana	Res	Categories	arcana	Res	Categories
_____	___	_____	_____	___	_____
_____	___	_____	_____	___	_____
_____	___	_____	_____	___	_____
_____	___	_____	_____	___	_____
_____	___	_____	_____	___	_____
_____	___	_____	_____	___	_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

Spell   Res/Lvl ☐

Name: _____ {Action: _____ ___
MAJOR: _____ ___ {Range: _____ ___
[minor]: _____ ___ {Area: _____ ___
(minor): _____ ___ {Duration: _____ ___

_____
_____
_____

NPC Record Card

Name

Race

Role

Group

Game

Threat · Total Threat

Progress

Equip. Thr. · XP

Equipment · Enc · Thr

Item	Enc	Thr

NPC Record Card · Name

Abilities · Progress

Ability	Mod	Lvl

Attributes

Health /

Size

Carry · Enc · Burden

End. · Current

Armour · Enc · Thr

Loc	Type	C	P	B	E

Main Hand · Enc · Thr

Type

Att

Dmg

Spec

Off Hand · Enc · Thr

Type

Att

Dmg

Spec